

RETURNER
FINAL FANTASY
ROLEPLAYING GAME
SECOND EDITION CORE RULEBOOK

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A true list of all the people that have helped, in some way, this project over the years would be impossible to produce. This book is dedicated to them.

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T H E I N T R O D U C T I O N

In 1990, the first Final Fantasy game saw an American release and in the eleven years since, the Final Fantasy has remained one of the best selling role-playing games for each of the console game systems that it has graced. This pen & paper role-playing game, the Returner Final Fantasy RPG (often abbreviated as Returner FFRPG or just FFRPG), was designed to emulate the popular game series and similar titles from the “SNES era” such as Secret of Mana and Chrono Trigger. The Introduction includes the editor’s words of ‘wisdom’: From the Mouth of a Madman, the revision history that lists all the important changes made, a brief explanation on what a role-playing game is, how to roll dice (“the fine art of chugging dice”), and the glossary of Final Fantasy RPG terminology.

From the Mouth of a Madman

The Foreword by Robert Pool

Since we’re going with a new edition, I figured it was time to update the older foreword. From now on, I’ve decided to update the foreword each time I update the FFRPG Complete. Hopefully, I won’t have to do this very often. This foreword is mostly my place to mouth off about whatever I feel like mouthing off about in terms of what’s going on with the FFRPG at the time.

I hate new editions.

When I set out to create this set of documents that are we on the Returner mailing list like to call the “FFRPG Complete” (a kind of joke on Working Design’s Lunar Complete games, which have never been released on time), it was my hope that I could finally put to end all the long years of constant tweaking that hounded the FFRPG’s system. So when I put the finishing touches on the first edition of the FFRPGC, I thought it was done & over with. There was just one problem though....

A 425 page count.

That was just plain unacceptable, I thought. So a few months later I started putting together what would become version 1.1. Version 1.1 introduced the columns and smaller font that is used in this version as well as all future editions. In between all the reformatting I did, I also put in different material from the list that had been brought up. By the time I was finished with 1.1, there were still some things that annoyed me such as the armor formula. High-level characters needed a higher Armor stat to keep them alive when attacked by monsters. So, as it so

happens, a few months later I was already starting to put together ideas for a version 1.2. This was roughly around late July, early August of 2000. As time passed, the list and I generated more new ideas to the point that in December I had dropped the previous 1.2 title and changed it to 2.0. There was that many new changes as you can see by the nearly page long version history below for version 2.0 or Second Edition.

This new edition, the Returner FFRPG Second Edition, or just FFRPG2 as I like to call it, represents a crucial turning point for the game system. There have been many major changes to the game system itself as well as these files. I could sit here for days and go over all of them and why we made them. Perhaps the biggest changes were that to character & monster HP and character armor. Before with the older formula, you would be lucky if your fighter got to see 300 to 500 HP. Now with FFRPG2, 700 or 900 HP by level 60 is not impossible. High-level characters are stronger now and have a better likelihood to survive long battles. We increased the HP for monsters as well so they would be able to live longer and put up more of a challenge. The damage done by monsters now depends directly on its level and size, rather than just their size or by the type of attack they perform. These are but the tip of the iceberg, folks. It is my hope that these new rules will make playing the Final Fantasy RPG more fun for both new & old fans of the game alike.

In the past, the FFRPG Complete has been the main focus for the system’s advancement. I am cautiously optimistic that this will be the last version released for at least a year and that any other new versions will be minor fixes and not complete overhauls like this version has been. Following the FFRPG2 will be a series of different sourcebooks that will go outside the basic rules you will find in this rulebook. Among some of the sourcebooks being discussed are a Player’s Companion, a Gamemaster’s Guide, a Vehicle Manual, and a Tome of Monsters. When these books will surface or be completed is hard to say, but they will happen.

If you have any problems, comments, or questions about the FFRPG, feel free to drop me a line or two at mechaboy@earthlink.net.

Robert Pool

1/27/01

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Version History

The following is a long list of all the changes that have been incorporated with each new version of the FFRPG Complete. The older updates are kept so to show newer members and nostalgia freaks at what points certain developments were made.

Version 2.01 (2/03/01)

This is a quick & dirty clean-up version done so to fix a few gaping holes. Before you rush off to print this, be warned that a 2.1 is in the works. No, it will not be a big revision like the jump from 1.1 to 2.0. It will essentially clean up all the bad grammar and make the game look more presentable. Please check the web page for the latest news on the next version.

- Made some fixes to the Chapter Three: Classes. Added the missing Underground terrain effect (Doh!), fixed the level up HP for the Geomancer, fixed the damage codes for Geomancer to use Magery rather than Willpower, and removed references to power%. Also corrected the damage formula for the Thief's Thievery power.
- Tried to explain skills a bit better and tidied up some of the more embarrassing glossary explanations (Player Character: A character controlled by a Player?).
- Fixed several affinity and weapon ability discrepancies. Removed Holy & Evil affinities (hopefully) and added MP Attack.
- Fixed a few minor left over changes to chapter seven. I removed Haste 2 & Slow 2 from the Red Mage and White Mage spell lists. Reduced the effectiveness of Haste and Slow to double initiative rather than triple. Haste 1 & Slow 1 have a longer duration than Haste 2 & Slow 2.
- Changed the Haste & Slow status condition descriptions in Chapter Six: Combat so they match up with the effect of the spell.

Version 2.0 (1/27/01)

Previously referred to as version 1.2, we decided there were enough changes made with this version to warrant a 2.0 moniker. Hopefully, this will be the last 'big' update in a long time.

As a warning, this version has several very major changes to the basic formulas (HP, MP, Armor, M. Armor, etc) that don't jump out say "here!" It may be a good idea to take a good look at the files where the changes were made below.

- Chapters re-arranged. Character Creation is now Chapter One. Introduction and Basics combined into a single mini chapter. FAQ removed since it's readily available via link from the front page of the web page. Besides it will keep down any inconsistencies between the "FFRPG Complete" FAQ and the "web page" FAQ.
- New HP and MP formula for characters. The new formula will result in higher scores when the characters reach into high level territory (50-60). Characters now get a HP and MP bonus per level-up equal to their Vitality (HP) or Willpower (MP) divided by two.
- New Armor & M. Armor formula instituted that includes the character's XP Level. Gives characters at high levels, which need the armor boost, a better chance to live when going up against more powerful monsters.
- New Monster HP formula to go along with the higher formula for players.
- Instituted a new Defense and M. Defense formula for the MCS, which should raise the difficulty to attack monsters greatly. The monster's experience level is directly factored into the equation for both combat stats.
- Damage for monsters streamlined. Size now determines the die type used while experience level determines the amount of dice used.
- Skill defaults are factored directly into the skill and improve if the default score increases. The "classic" option for skills has been removed to prevent confusion.
- XP rules completely re-written. Characters now require 500 x next level in order to increase their experience level. Defeating a monster gives 200 x level and Bosses give 400 x level in experience. Rewards for role-playing & completing sub-plots now 50 x level. This new XP formula should make character improvement more 'even' than the previous chart that made it hard at first and very easy later. Also added a new optional rule added for attribute increases per level-up and 'level points'.
- With the XP rule changes, Monsters powers no longer give a bonus to their XP value.
- Magic effectiveness boosted. All magic was increased by one die. The magic damage formula is now (magic level + 2)d6. Thus a magic level 5 spell does 7d6 damage ((5+2)d6).
- Importance of Magery & Willpower has been changed. Magery is used exclusively to determine effectiveness (damage, duration, etc) of all spells. Willpower determines M. Defense and Magic Point Progression

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- Magic% stat implemented to fix problems with conflicting Chance of Success formulas. New formula implemented to determine success of limited effect spells such as Sleep, Mute, and so on.
- Several class powers tweaked if not overhauled. Among them include the Beastmaster, Dragoon, Geomancer, Healer, and Thief. Several other powers were changed slightly.
- Minor equipment fixes. Several duplicate items renamed.
- Weapon Codes for damage have been heavily modified. Rather than having a +1 to +5 range then a bump in the die value (ie, Swords do 2d10+1 to 2d10+5, then 3d10+1), weapons now have a +1 to +3 and then bump up one die (ie, Swords go from 2d10+1 to 2d10+3, then 3d10).
- Moved Advantages & Disadvantages into the Chapter One: Character Generation. Appendix I removed and Appendix II & Appendix III renamed accordingly. Elemental/Magical Aptitude and Elemental/Magical Defense added.
- Unarmed Combat rules from Chapter Six: Combat moved into its own ORD article. The rules look out of place with the rest of the material in the chapter.
- The Vehicle construction rules were removed from Appendix II: The Engineer's Manual. Before any one blows a blood vessel, the rules for vehicles are going to be overhauled and placed in its own sourcebook, the Vehicle Manual.

Version 1.1 (5/1/00)

New paper friendly formatting! The FFRPGC is nearly ½ its original page count thanks to a lower font size and the split column format.

- Part of the Combat system re-written to make the game function more like the e-games. Rules for disarming, dodging, and parrying added to chapter six as skills.
- Mindy's Weapon Mastery System loaded. Also added the "Magic of Alchemy" section in chapter six to supplement the uses of the Alchemy skill.
- New class powers for the Monster Trainer added. Artist and Beast Master powers revised & updated.
- The Vehicle Construction has been updated with a load of new systems & defects written by Richard Gant & a few by Jeff Taft. Movement types rule added to add various between different types of vehicles.
- Chemist mixes updated by author Jeff Taft.

Version 1.0 (10/99)

- Untold numbers of grammar and spelling errors have been fixed. (Yes. It was even worse before the 1.0 release....)
- The Half-Lunarian and Half-esper races have been moved to the Optional Rules Depot on the Returner HQ. The stat chart in chapter four: races have been thoroughly revised so that all races balance out. The race powers by George Leonard have finally implemented.
- Revised all fighter powers. Most of the energy based attacks such as shocks and draw outs use a "weapon damage + attack bonus + Willpower x MDC" formula. The powers of the Magitek Knight, Gambler, Artist, Healer, and Dancer have been revised. Revised versions of the Fighter, Ranger, Magitek Knight, Artist, and Traveler aspects are included.
- The FFRPG now uses one single XP chart for level advancement rather than four separate charts for the non-magicians, White, black, & callers, Blue & red mages, and Callers. The previous charts will still be available in the Optional Rules Depot from the Returner HQ.
- The hex map combat rules are now located in chapter eight: combat rather than their own appendix. They are an optional rule and are not mandatory to use in anyway.
- Summon magic is complete. Blue magic, and ninja magic now use MDC. Blue magic, ninja magic, and sword magic sport new spells.
- Appendix I: Advantages & Disadvantages have been updated with several new ads & disads. The ambidexterity advantage has been removed and a large number of new advantages make taking disadvantages worthwhile.
- Added the Random Treasures section like I was supposed to months ago to the monster construction system. Thanks go out to ShivaFang for re-posting the article.
- The Invention rules, vehicle construction system (VCS), and chemist mixtures have been combined into Appendix III: Engineer's manual. All three have been updated. The phrases Systems and Defects are now used for any invention or vehicle related advantage or disadvantage.

What is a ‘Pen & paper RPG’?

The Final Fantasy RPG is what is widely known as a “pencil & paper RPG”. Although many other titles have been given to this style of gaming among them book RPGs, tabletop RPGs, and so on. The below is a small introduction to Pen & paper gaming-experienced gamers may skip it. Several good examples of Pencil & Paper RPGs include Advanced Dungeons & Dragons, Rifts, Cyberpunk 2020, Heavy Gear, Teenagers from Outer Space, and so on.

Pencil & paper RPGs vary from console, computer, and video game RPGs in that the game involves a group of people rather than a single person sitting in front of a television or monitor with a controller in hand. Of the group, one person becomes the referee- the Gamemaster (GM) while the others are the players. It’s the player’s duty to create a character and act out as that character as if he or she was experiencing life through that person’s eyes. The GM has a much more difficult job ahead of him. It’s the GM’s job to create an outline for the adventure (a set of events that the characters are involved in), role-play all the monsters and non-player characters (NPC) that the characters come in contact with, act as the character’s eyes & ears in their quest, and keep things going smoothly. A good comparison of a GM would be to substitute it for the computer or CPU. Unlike in the games, there is no set path, there are no cheat codes, you can’t use those Game Genie codes, because the GM has complete control, and no reset button if you croak.

The Fine Art of Chugging Dice

Like all pen & paper RPGs, the Final Fantasy RPG uses polyhedral dice for determining the outcomes of uncertain tasks. The FFRPG uses the standard abbreviation scheme used in most RPGs of D standing for dice, the number before the D being the number of dice rolled, and the value following the D being the die type rolled. Thus “3d6” is the abbreviated form of “roll three six-sided dice and add the results together.” Any Final Fantasy RPG campaign will need at least 3d6, 2d8, 2d10, and 2d12. More d6s, d8s, and d10s may be desirable for a high-level campaign pending on who is playing the black mage or other heavy magic users in the group.

There are two major styles of dice rolling we use a lot in the Final Fantasy RPG- percentile dice and Attribute rolls. The percentile dice roll is the most common type used in the game. Roll your two d10’s together and pick one to represent the first digit. The other die then becomes the second digit for the roll. The goal of the roll is to always score less

then the difficulty number that GM decides. In the case of skills, it’s usually equal to the character’s rating for the individual skill.

Example: Rob’s character Jean is trying to climb a mountain. He has a climbing skill of 60% and the GM decides not to penalize him with anything so he makes a regular Percentile dice roll. His first die is a 3 and his second die roll is a 6 for a total result of ‘36’. Jean makes it up the mountain safely (or so he thinks...).

The other type of dice roll is an attribute check. These come into play when faced with tasks that normal skills just don’t handle or are dependent on more innate abilities rather than skills. The first part of the problem is that the Gamemaster needs to settle how difficult the task at hand is. This determines how hard overall the task will be. The character then multiplies the attribute in question and adds it to the rating determined by the difficulty. If the character can roll equal to or lower than the modified score, the check is a success.

Attribute Check Difficulty	
Difficulty	Base Chance
Easy	50%
Moderate	40%
Hard	30%
Difficult	20%
Very Difficult	10%

Example: Jean is at it again. This time a very fragile gem has been tossed in the air while a villain tries to make his get away. There is no such thing as an un-greedy adventurer and Jean is no different. He tries to make a grab for it so the Gamemaster decides it’s time to test the attribute roll rule. Jean, being more of a speed demon than muscle man (more points in Agility and Speed than Strength and Vitality), has an attribute rating of 12. The GM decides the task is ‘hard’ due to the gem’s size (that of a coin), the difficulty number for the task is 58% (30 for the difficulty plus 24 for his attribute rating (12 x 2 = 24)). Rob starts praying he doesn’t screw-up....

As mentioned earlier, Attribute rolls are used when nothing else exists that could be defaulted on. Some examples where attribute rolls could be used include:

Strength: Feats of strength (lifting heavy objects, grappling, tug-o-war, arm wrestling, etc).

Vitality: Resisting diseases, poison, or exhaustion.

Agility: Acts of dexterity and accuracy (catching things, getting a hold on a ledge when you jump off a cliff, etc).

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Speed: Running away or preventing others from escaping.

Magery: Acts of mental skill (remembering specific dates or information, trying to remember someone, etc).

Willpower: Acts of mental determination (resisting being swindled or cheated, resisting mental torture and keeping your sanity).

The Final Fantasy RPG Glossary

With any pen & paper role-playing games such as the Final Fantasy RPG, there's always a lot of different complex terms being tossed around. This glossary includes the meanings of many of them as well as some of the more obscure terms tossed around on our mailing list that sometimes comes up in the material online.

Action

An action is a combat term for any form of attack, movement, spell, or maneuver during a battle. All characters receive one action per round, although it's possible through several methods to gain the ability to do multiple actions.

Adventure

A series of events comprised of one or more game sessions. All adventures include some sort of goal (save a princess, find a treasure, kill a boss monsters, etc). A series of similar adventures are called a 'Campaign'.

Agility (AGI)

One of the six attribute stats. Agility measures your character's physical dexterity, eye coordination, and natural ability to react fast to situations.

Armor

This combat stat is determined by the quality of the character's armor plus the HP bonus from the Vitality attribute. Any defending character subtracts their armor value from the damage done by any enemy's weapon or physical attack. Thus with higher armor rating the character will receive less damage in battle

Aspect

Aspects allow character to have different abilities from the basic version of their class. For instance, If you play as a fighter, you could be a dragoon. As a dragoon, you could perform the Dragoon jump technique. A character that doesn't chose an aspect has the class name as the name of the

aspect (yes, that sounds backwards). Thus a character with Fighter class but no aspect has the "Fighter aspect".

Attribute Stats

Attribute Stats comprise of the basic 6 stats that measure a character's physical & mental abilities. These include strength, Agility, Vitality, Magery, Willpower, and Speed.

Campaign

A series of similar adventures that take place one after another in no particular order. The term is often used to encompass one GM's game in whole. (Ie, we might call the SoM PBEM Roger's SoM campaign).

Class

A class represents a character's chosen Profession in life. Classes, in the Final Fantasy RPG, are organized into eleven basic classes: Fighter, Ranger, Engineer, Bard, Thief, Black mage, Red Mage, Blue Mage, White mage, Caller, and Cosmic Mage. Your character's class generally determines your character's basic abilities. Fighters can master a variety of different ki based fighting techniques, the magician classes can use a variety of different spells, and Engineers can invent devices and vehicles that they can use in fighting situations. To further diversify the classes, players may choose any of the multitude of aspects (subclasses) available for several of the 10 classes. The character's class also may determine starting Hit Points & Magic Points (If applicable).

Damage Capacity (DC)

A multiple determined by the character's class and level, Damage Capacity multiplies the damage done by a weapon. The higher the character's DC, the higher the amount of damage they can do with a weapon. Look at the Chapter Six: Combat for the charts for DC.

Defense

Determined by adding the character's Agility and Speed attributes together, an attacker must subtract their target's defense rating from their weapon skill rolls. The higher the defense, the more likely that the character won't get hit.

Dice

Dice, more accurately polyhedral dice, are used to randomly determine success and failure. All dice are abbreviated as D(# of sides). For instance a 10-sided die would be abbreviated as 'd10', meaning you should roll one ten-sided die. If there is a number before the D (ie, 2d10), that means to roll two ten-

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sided dice and add the totals together. Percentile dice, the most common type of die roll in the FFRPG by far, requires the player to roll two d10s and call one die. The called die becomes the first digit in the roll and the other die becomes the second. For instance, if I roll a 5 on the die I called and a 3 on the other die I would have rolled a 53. The Final Fantasy RPG frequently uses the d6, d8, d10, and d12.

E-games

Short for electric games. Often used to refer to one of the video games that are covered by the Final Fantasy RPG. Other similar terms include Console RPGs or Video Game RPGs.

Gamemaster (GM)

The GM works as the referee. It's his job to create an outline for the adventure, role-play and control all the various monsters and NPCs, and enforce the rules when necessary.

Hit Die (HD)

The die type used by the character to determine how many Hit Points the character gains by increasing their experience level. The exact value of the HD depends on the character's class and aspect. The Fighter class for instance has a HD of d12.

Hit Points (HP)

The measurement of how much damage the character can have inflicted on him and continue to live. All characters start with $10 + \text{Vitality} + \text{their Hit Die}$. Each time their experience level increases, they gain $\text{HD} + (\text{Vitality}/2)$ more HP.

Magic%

A Combat Stat that is calculated as $(100 + \text{XP Level} + \text{Magery})$. Magic% is the base accuracy of any spell slung by a magic using character. In combat the target's Magic Defense Stat is subtracted from the attacker's Magic%. The result is the number that the attacker must roll under in order to effect the target with the spell.

Magery (MAG)

One of the six attribute stats, Magery defines your character's intelligence and ability to process data effectively as well as channel offensive magic more effectively. In game terms, the character's Magery attribute influences the amount of damage done by offensive magic, the amount of damage healed by healing magic, the duration of all magic, and the accuracy of all spells and similar powers.

Magic Die (MD)

The die type used by the character to determine how many Magic Points the character gains by increasing their experience level. The exact value of the MD depends on the character's class and aspect. The Black Mage class for instance has a HD of d10.

Magic Armor (M. armor)

Similar to regular defense, This achieved by adding the Magic Defense rating for a piece of protective gear plus their Willpower attribute divided by 2. The Magic Armor is subtracted directly from the damage done by a spell. Thus, if I had a m. armor rating of 10 and a spell did 32 points of damage; the armor would deduce the damage to 22 points of damage. Magic Armor is only effective against offensive magical attacks, and to a limited extent any energy based attacks such as the General class' shock attacks or several of the Black Belt blitzes such as Fire Dance and Aura Blast.

Magic Damage Capacity (MDC)

A multiple determined by the character's class and level, Magic Damage Capacity multiplies the damage done by magic and certain class powers. The higher the character's MDC, the higher the amount of damage they can do with such attacks. Look at the Chapter Six: Combat for the charts for MDC.

Magic Defense (M. Defense)

Magic Defense allows a character to resist spells or in some cases dodges them. It's the equivalent of defense for magic and is calculated as $(\text{Willpower} \times 2)$. It is then subtracted from the attacking character Magic% roll like regular defense is used for physical attacks.

Magic Points (MP)

Specifically for magic users, magic points are a pool of points that are slowly decreased with every spell the person flings. The higher the magic level of the spell, the higher the cost in Magic points will be. All characters start with their starting MP +

Non-Player Character (NPC)

A character controlled by the Gamemaster than one of the players. NPCs consist of the game's supporting cast, enemies, and monsters that the Player Characters (PC) come into contact with. Some example NPCs from the Final Fantasy series include King Baron (Final Fantasy IV), Mid (Final Fantasy V), Ultros (Final Fantasy VI), Rufus (Final Fantasy VII), Edea (Final Fantasy VIII), and Beatrix (Final Fantasy IX). It is usually considered a Final Fantasy tradition to have at least one major Non-Player Character named Cid.

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Pen & Paper RPG

The most common term for Role-playing games such as the Final Fantasy RPG. Unlike Console RPGs, Pen & paper RPGs are played with a group of people. One person becomes the Gamemaster (referee) and the others create a character to play as. Other more well known pen & paper RPGs include Advanced Dungeons & Dragons (AD&D), Shadowrun, Rifts, Cyberpunk 2020, Champions, and so on.

Player Character (PC)

A character that is controlled by a player rather than the Gamemaster. Player Characters are assumed to be the heroes and main characters of the adventure.

Round

The standard measurement of time during which a character may perform an action. A round is a time period of 30 seconds. Within this time, character must choose whatever they plan to do (move, attack, cast a spell, use an item, break out some ramen and eat it, etc. etc).

Skills

Any non-class ability that any character can learn during their career as an adventurer. Skills cover a huge variety of different abilities and talents such as climbing, cooking, hunting, invent, stealth, pick pockets, awareness, as well as the various weapon skills that define how effectively you can use a weapon in combat.

Speed (SPD)

One of the six attribute stats. Speed is the measurement of the character's ability to move fast and the natural running ability. A character can move one meter or yard per point in the Speed attribute.

Stats

A stat is any rating that measures the ability of your character. There are two types of stats: Attribute stats (Strength, Agility, Vitality, Magery, Willpower, & Speed) and Combat stats (Hit points, Magic points, Armor, Defense, Magic Armor, Magic Defense, and Damage Capacity).

Status Conditions

Status conditions are 'statues' that characters receive from different types of spells or attacks. Most of these are temporary and can have a good or bad effect. Some obvious status conditions include sleep, poison, silence (mute), stone, reflect, regeneration, and so on. All the effects and cures for status conditions are listed in Chapter Six: combat.

Strength (STR)

One of the six attribute stats. Strength is the measurement of your character's muscle mass and ability to use in close combat. Most melee, throwing, and ranged weapons generate damage by roll the weapon damage dice + strength x the character's Damage capacity (Weapon damage + STR x DC).

Vitality (VIT)

One of the six attribute stats. Vitality measures your body's ability to withstand punishment. In game terms, Vitality affects how many Hit Points the character gains with each level-up. It also grants a (Vitality/2) bonus to the Armor stat.

Willpower (WILL)

One of the six attribute stats. Willpower measures your character's will to live in even the worst situations as well as the strength of the character's will. In game terms, Willpower affects how many Magic Points the character with each level-up. It was also grants a (Willpower/2) bonus to the Magic Armor stat.

Chapter One

CREATION

The fun part of playing a pen & paper RPG is creating your own character to play as. In the limitless confines there's nothing but your imagination to stop you from playing anything from polite mild-mannered martial artists or tough-as-nails rogues of the worst type. Sure, it might sound long and complex but creating a character takes very little time. Once you become familiar with the game's rules, it may take less than half an hour if you know what you want. The hard part is making the character rather than building it. That's what this outline of the process is here to do. In all, there are 8 steps to creating a character:

- Step One: Character Concept
- Step Two: Pick a Race
- Step Three: Pick a Class and Aspect
- Step Four: Determine Stats
- Step Five: Pick Skills
- Step Six: Equipment
- Step Seven: Pick Initial Spells*
- Fill in the blanks
- Character Advancement
- Advantages & Disadvantages
- Example Character: Andrew Mason

* Only magic capable characters need worry about step 7.

It would also be a good idea to get a copy of the FFRPG character sheet and print it out. You will find copies of the sheet included with the zip file that this document came out of. There are two character sheets and two "extras". The PDF sheet (sheet.pdf) is very fancy and highly recommended for anyone that wishes to print out copies. Just be warned that this sheet was made for the previous edition and lacks the Magic% stat. The other sheets (sheet.txt and sheet.doc) are meant to be used for online games and are thus made to be easily modified with the text version meant for sending through email and the .doc version for those wanting something more fancy looking. The examplesheet.doc includes all the stats of example character Andrew Mason and is meant to show how you might want to make the character sheet look.

Step One:

Character Concept

The first step in making any character is figuring out what it is you want to play. A tomboy martial artist? A hopeless romantic? A "strong silent type" sword master? This is what is known as the "character concept". While you don't have to go into detail until later on the process, now is as good as any a time to start making your choices. The best way to come up with a character concept is to come up with a short phrase of perhaps three to five words that describe the character. Some examples include "naïve apprentice magician", "over-optimistic young knight", or "mysterious quiet girl (who we later find out has some higher purpose or dangerous secret. By this point, you should have some idea of the gender, eventual occupation, hair color & style, eye color, and clothing preferences. Once you have the concept in mind, you can continue to build around it.

Step Two:

Pick a Race

In the world of the Final Fantasy games, we were introduced to all form of sentient life forms ranging from traditional fantasy staples such as Elves and Dwarves to Squaresoft's trademark Moogles. Like most other Pen & paper RPGs, you may play as a member of several different fictional races. Some races are limited to or restricted from certain Worldbooks unless the GM has an intelligent reason for them existing in that specific world. Sprites, for instance, are most abundant in Secret of Mana. Still, plenty of exceptions exist. Take a look at the individual Worldbooks for information about what races are allowed in each one.

Dwarves: Strong as the earth they treasure and just as dependable, dwarves are expert Engineers capable of building things beyond that of conventional human understanding. Weapons and armor crafted by Dwarves are highly prized by all races.

Elves: Arrogant as they are intelligent, Elves treasure nature and her gifts and count their lifetimes in centuries. Although they look down upon the 'lesser' races with scorn, they reach a harmony with nature that few races can compare.

Imps: Well known for being vicious and hostile, Imps are a race of small people that live to raid on travelers and settlements. With a birth rate that rivals rabbits, they can become a dangerous menace if left to their own designs.

Half-Elves: The offspring of a human and an elf, half-elves are often outcasts of the societies of both their racial heritages. Out of their banishment comes a spark for adventure and heroics the likes of which are rarely seen in any other race.

Humans: No major explanation needed, as humans are normal folks like you and I. But even in the world of Final Fantasy, Humans can lead lives full of adventure- or turn down the darkest roads.

Matango: An odd race of mushroom people, the matango is a kind people ready to help out those in need. Matango children grow up on stories and adventures until they grow old enough to create their own.

Moogles: Living teddy bears, the oddball moogles are as cute as they are strange looking. They are reclusive creatures that live in secluded forests or caves.

Neko: A race of humanoid cats, the Neko resembles a human with cat's face, fur, and tail as well as their speed, agility, and mentality.

Sprite: The children of Mana, Sprites can feel the flow of the Mana of the world. And as Mana fades from the world, so will they.

Werewolf: Intimidating and fearsome, the werewolves are reclusive warriors that have the ability to transform into a powerful wolfman when the moon comes up.

Yeti: The hairy giants that make their homes in the freezing tundra of the arctic. Although considered savage and barbaric by most races, the yeti have a reputation for their strong honor that few can match.

Step Three:

Pick a Class and Aspect

What's a class you might ask? A class, essentially, is the character's occupation. In the Final Fantasy RPG, there are eleven different classes, each with different abilities and talents that make them unique. These include Fighter, Ranger, Thief, Engineer, Bard, Caller, Black mage, Red Mage, White Mage, and Blue mage, and Cosmic Mage. To further diversify the classes, characters may pick an aspect of a class that gives them different abilities. For instance, a person that wants to play as a Fighter could pick a dragoon as their aspect. Then they can get the Jump ability that Dragoons are well known for.

All Classes and Aspects are described in much better detail in Chapter Three: Character Classes.

Step Four:

Character Stats

Since this is a dice-based Pen & paper RPG, characters have 2 sets of statistics (or stats) that measure their innate physical and abilities. The first are attribute stats, which represent the character's natural abilities such as strength and Agility. The second set includes combat stats such as Defense, Armor, M. defense, M. armor, and Damage capacity. Combat stats often depend on the character's attributes ratings, their class (their occupation), and current experience level. To determine how many attribute points the character can start with, GMs should consider what level of power they want their characters to start off with. The characters should then roll the dice amount given for the appropriate power level.

Regular: 6d10

Heroic: 4d10 + 20

Legendary: 2d10 + 40

If you prefer a set amount of points, 40 points is a reasonable set amount for most games. No character may start with any attribute with a rating higher than their race's maximum. Human players, for instance, can have a strength rating of 10 at the most when they start off. As the character gains experience, they may increase an attribute rating by 1 point by spending 10 skill points. If the character wishes to increase their stats beyond their racial maximums, they must spend a full 20 skill points on the upgrade.

Attribute Boost (Optional Rule)

Normally, characters can improve their attributes by spending a portion (or all) of the skill points they earn upon increasing their experience level. The problem there is the character has to choose whether to increase their skills or increase their attributes. If the Gamemaster desires their characters to have higher attributes, they can award the character one free attribute point for every multiple of five experience the character reaches- 5, 10, 15, 20, and so on. This gives the character a few extra attribute points without endangering game balance.

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Attributes

Strength (STR): The measurement of raw strength as well as lifting and carrying ability. Strength is also a key factor in how damage they can inflict with physical attacks from weapons or unarmed attacks.

Vitality (VIT): Measures general health, resistance to disease, and general stamina. All characters gain (VIT/2) extra Hit Points when their experience level increases. Characters also gain a (VIT/3) armor bonus.

Agility (AGI): If you want to be fast, Agility is what you need. It represents eye coordination, reflexes, and ability to move fast. Agility is added to Speed to figure the Defense stat and how much damage the character can inflict with a mechanical weapon such as a gun or crossbow.

Speed (SPD): This attribute is confused with Agility, which handles manual dexterity and the manipulation of tools. Speed, on the other hand, determines running speed, physical initiative, and reaction ability. For combat purposes, Speed is added to a 1d10 for determining initiative.

Magery (MAG): Measuring the ability to control otherworldly forces and the flow of Mana, Magery allows magicians to perform spells more effectively. In game terms, Magery is used to determine damage, duration, and success rate of all magic spells. The Magery attribute can optionally be used as an intelligence attribute.

Willpower (WP): Representing the character's will to live and mental strength, a high Willpower is a requirement for magicians who want to succeed. In game terms, Willpower determines the magician's Magic Point progression. They gain (Willpower/2) extra magic points each time their level increases. Willpower also determines how vulnerable they are to enemy spells, the combat stat Magic Defense.

Special note: Certain classes and Races require a certain amount of points in an attribute in order to be take that class or race. For instance, players must have a 6 in Strength, 4 in Agility, and 5 in Vitality to be a fighter. Also certain races have different stat limits (as seen in the table in the Races section). Because they often represent people that are beyond normal, player characters may progress to as much as double their race's attribute limit.

Combat Stats

Hit Points (HP): The measurement of how much damage the character can have inflicted on him and continue to live. All beginning characters have

[Starting HP + Hit Die + Vitality] HP at the time of character creation. As they gain experience levels, they gain Hit Die + (Vitality/2) more hit points each level. Starting HP and Hit die are dependent on the character's choice of class. A fighter, for instance, has a Starting HP of 10 and a Hit Die of 1d10. On the other hand, a Black Mage has a hit die of 1d6.

Magic Points (MP): Specifically for magic users, magic points are a pool of points that are slowly decreased with every spell the person flings. All starting magicians have [Starting MP + Magic Die + Willpower]. As they gain experience levels, they gain a Magic Die + (Willpower/2) more Magic Points each level. Starting MP and Magic die are dependant on the character's choice of class and aspect. A Black Mage, for example, has a starting MP of 10 and a Magic Die of 1d10.

Magic%: Magic% is a special stat used primarily only by magicians. It represents their ability to focus their powers and use them successfully. Magic% is calculated as (100 + experience level + Magery)%. Thus a level 15 character with a Magery of 10 would have a Magic% of 125%. From this rating, the character subtracts the Magic Defense of their target. If the character can roll under the modified rating, their spell is then successful. Some spells have modifiers to the caster's Magic% that will reduce their chances to successfully cast the spell. These are mostly made of spells that cause status condition such as poison or sleep as well as spells that may kill the target automatically or greatly wound it such as doom.

Defense: This is a modifier to the attacking character's weapon skill equal to the defending target's Agility + Speed. This makes it so that a character with a 100% rating or above in a weapon skill wouldn't hit 100% of the time and gives high Agility characters that deserved ability to dodge out of the way of attacks. Certain spells, relics, and magic items can increase this higher.

Armor: This stat is determined by the quality of the character's armor plus (Vitality/2) plus the character's experience level. The Character subtracts their armor value from the damage done by any weapon or physical attack. The higher the armor rating, the less damage you'll take in combat.

M. Defense: M. defense allows a character to resist spells or in some rare cases resist them completely. It's the equivalent of defense for magic and is achieved by adding Magery + Willpower. It is then subtracted from the caster's Magic%.

M. Armor: Similar to regular defense, This achieved by adding the M. defense rating for a piece of protective gear plus (Willpower/2) plus the character's experience level. M. Armor is subtracted directly from the damage done by a spell. Thus, if I

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had a m. armor rating of 10 and a spell did 32 points of damage; the armor would deduce the damage to 22 points of damage. M. Armor is only effective against offensive magical attacks, and to a limited extent any energy based attacks such as the General class' shock attacks or several of the Black Belt blitzes such as Fire Dance and Aura Blast.

Damage capacity (DC): This is major for inflicting damage in combat. It is a multiple that is used in inflicting damage. It is based on class and level using the below chart:

Class	Advancement p. Lvl
Fighter	+1 DC every 7 levels
White Mage	+1 DC every 9 levels
Black or Cosmic Mage	+1 DC every 10 levels
All Others	+1 DC every 8 levels

Thus, a 15th level fighter would have a damage capacity of x. The actual formula for inflicting damage is the damage roll for the weapon (see the weapon list) plus the character's strength stat times the Damage capacity multiple or (damage roll + Strength + bonuses) x DC. Thus a 15h level character with a plain long sword (d8 damage) and a strength of 6 who rolls a 5 on the d8 would inflict 33 points of damage- (5+6) x 3. The character must then subtract the defender's defense rating and the result is final damage caused by the attack. A complete Damage Capacity list is available in Chapter Six: Combat.

Magic Damage Capacity (MDC): Similar, but the same as the normal damage capacity stat; Magic Damage Capacity (or MDC) is the character's overall ability to inflict damage with an energy based power. This includes not only magic, but also many other class powers such as bard songs, dances, geomancy, Draw Outs, and Shocks. The MDC formula is a dice roll (pending on the spell or power's strength) plus the character's Willpower or Magery multiplied by the character's current MDC rating. Magery is almost exclusively used for offensive and indirect magic while Willpower is used for healing magic and class powers.

$$\text{Dice roll} + \text{Magery} \times \text{MDC}$$

Magic damage capacity grows with the character as they increase their experience levels. Each class has a different rate of advancement and some obviously grow faster than others.

Class	Advancement p. Lvl
White, Black, or Cosmic Mage	+1 DC every 7 levels
Red or Blue Mage	+1 DC every 8 levels
Bard, Thief, or Ranger	+1 DC every 9 levels
Fighter or Engineer	+1 DC every 10 levels

Example 1: Tom is a black mage and casts fire 1. Fire 1 does 3d6 damage. Tom himself has a Magery of 8 and an MDC of 1 (he's a newbie). Tom rolls an 8 on his 3d6 roll delivering a grand total of 16 points of damage.

Example 2: Way down the road, Tom is now a power magician with fire 3. Fire3 does 7d6 damage. Tom now sports a Magery of 15 and a MDC of 7. Tom rolls his 7d6 and scores a 36. Adding the 36 to his Magery of 15 brings the pre-final result to 51. Multiplied by his MDC of 7, the final outcome before m. armor is figured into the deal is 357.

Step Five: Pick Skills

Skills represent different abilities that a character might have picked up in their traveling days. These include abilities such as proper etiquette, hunting, animal riding, and various weapon skills that virtually any player character could have regardless of their occupation. In the Final Fantasy RPG, all skills are rated as a percentile rating from 20% (newbie) to 200% (legendary). When the GM requires the character to perform that skill, they roll percentile dice to see if they succeed. If the roll is lower then the character's skill rating then he or she succeeds in her task. If the result is higher, then the outcome is a failure. But if the roll comes up within 10% of the rating, it comes up as a critical success.

The actual amount of points the character starts off with depends on the character's class and aspect. Certain classes or aspects will grant a large amount of skill points while others have less. Each aspect gives the players a specific set of skills as well as an amount of free skills. Let's take the Fighter aspect (Fighter Class) as an example:

Strategy at 50%
Climbing at 30%
Survival at 40%
One weapon skill at 50%
150 points for others

Thus all characters that take the Fighter aspect begin with the skills listed above at those ratings. Note the weapons skill and 150 points for others. The

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character's choice in terms of weapon skill determines which weapons they are adequate in using in combat. The points for "others" is how many points the aspect has for skills not listed under the character's aspect. A player could, for instance, use 30 points to invest in the Dodge skill or 50 points in the Polearms skill. The player may use these free points as they will as long as the skill has the minimum rating of 20% and does not exceed the maximum rating of 100% for starting characters. Free skill points may also be used to boost the skills given to the player by their class or aspect. For instance, the fighter's Survival skill could be boosted from 40% to 50% by spending 10 skill points. After the character gains 100% in a skill rating, they must pay double the normal points need in order to increase the skill rating. Thus a character that puts in 10 skill points only gains 5% in return. This is meant to slow down the progression so that it will take *many* experience levels before most characters every see ratings in the 150% or 180% ranges.

Attributes also have an effect on the character's skill ratings. At any time where the character is in a situation where they do not have an adequate skill, they get a flat chance to succeed based on their attribute rating in the skill that it normally defaults to. For instance if a character with an Agility of 8 (default 20%) tried to juggle, he would need to roll lower than 20% on a percentile dice roll in order for the test to succeed. This is known as the "Default Skill Rating". This rating also applies to skills that the character has and represents that the character's natural abilities (attributes) have an effect on their learned or practiced talents (skills). The bonus from the default **does not** effect the doubling effect caused by possessing a skill with a rating higher than 100% even if the total of the rating of the skill plus the default skill bonus should go over 100. When the rating itself exceeds 100, then the doubling effect goes into play. The default bonus should be listed separately from the skill's rating on the character sheet, possibly in parenthesis or slashes (/). If the Default Skill rating increases, so does the bonus granted to the character's skills.

Example: Jean has a Climbing skill of 40% and an Agility of 8. Looking down at the chart, Jean's player notices that Agility 8 has a default bonus of 20%. So whenever Jean uses his climbing skill he rolls 60% in order to determine success.

Attribute Rating	Default Skill Rating
1	5%
2	10%
3 to 5	15%
6 to 8	20%
9 to 10	25%
11 to 13	30%
14 to 17	32%
18 to 22	35%
23 to 28	37%
29 to 30	40%

Also some classes are better at certain groups of skills than others are. This is what is known as an "Affinity". Each class has a different for a certain type of skill. Fighters, for instance, have an affinity for learning weapon skills while a magician might have an affinity for scholastic skills. At the same time, there are "Deficiencies". These counteract the affinities by slowing the growth of skills of that type. Fighters are lousy at scholastic skills while mages are slow with weapon skills for instance. The game result is that affinities allow characters to gain double the amount of points placed into a skill. Thus 20 skill points becomes 40%. Deficiencies work the opposite way. In order to gain one percentage point, two skill points must be used for the skill. So 10 skill points would result in a rating of 5%. Both affinities and deficiencies only effect the points placed into the character's skill rating, not the final result. It **does not** have any effect on the Default Skill bonus. If, for instance, our earlier fighter put 10 skill points extra in his weapon skill, it would raise the skill rating from 50% to 70% ($10 \times 2 = 20$).

Default Skills

All characters also begin with a small set of 'default skills'. These are skills that roughly any human being would be able to know. Like normal skills, the default skill rating should be added to the starting skill rating.

Language (Native): 40%

Language (Anglic, if not native): 30%

Area Knowledge (specifically, your homeland): 30%

Brawling: 30%

Gamemasters should keep in mind that under no circumstances may a character start off with a skill higher than 100%. After a rating of 100% is reached, the cost for improving the skill doubles. At this point, the extra percentages are used to offset any penalties that the character may have to endure or in the case of weapon skills the character gains access to weapon masteries for every 50% over 100%.

Step Six: Buy Starting Equipment

With 300 gold pieces (GP) to start off with, you can buy any starting equipment your character will need (barring that they can afford it). You'll want to check Chapter Five: Equipment for a list of all of the available pieces of weapons, armor, potions, accessories, and other available equipment. All starting characters should have, at least, one weapon and a piece of body armor (a mail, suit, or robe).

That said, you will want to check with the Gamemaster to decide on how carrying equipment is going to be handled in the game. There are two approaches to this, explained below, know as the "(Sortuv) Realistic Approach" and the "Equipment Black Hole"

The (sortuv) Realistic Approach

For those that want a bit more realism than the Equipment Black Hole (explained below), assume that the character can carry fifteen items, including any equipment being worn. Each single potion, item, accessory, armor, and weapon counts as one of the character's fifteen equipment slots.

The Equipment Black Hole

It is not unheard off in any of the Final Fantasy games to have 99 potions, 31 ethers, 43 Hi-Potions, 3 Hi-Ethers, and so on. If the Gamemaster wishes to give this ability to their players, assume that the character has a little black hole that they can dump an unlimited amount of stuff into. They can at a later time pull out any object placed in the black hole when they need it such as in the middle of a battle.

Step Seven: Starting Spells

This step is specifically for Magic users so they can choose which spells they start off with. Color magic users (black, white, red, cosmic mages) begin with three level-one spells free when they start. For callers, they gain three low-powered summon spells (Chocobo and Moogle being two of the more common types).

Magic-using characters will gain more spells as they grow in level. Be sure to check the spell progression charts under each class frequently to see if your character gains access to a new spell when they level-up.

MP Method (Optional)

The other method is what we call the MP method. In the description for each spell given in Chapter Seven: Magic, there is an MP cost that is required in order to cast that spell. The character may pick whichever level one spells they want as long as the total MP cost of all the spells together is equal to or less than their MP rating. The simple process is just that- simple- while the MP process tends to give characters a bigger array of starting spells.

Example: Jean is a level 1 red mage picking his spells. He has a maximum of 18 MP and picks Cure (5 MP), Antidote (3 MP), Scan (3 MP), and Fire (5 MP) for a total of 16 MP. These are the spells that he'll be able to use at 1st level.

Finishing Touches

You're almost done. Take a look again at what you've come up with and see if there is anything else you'd like to change. If your GM allows it, you may want any advantages and disadvantages (found now in this chapter between "Character Advancement" and "Example Character: Andrew Mason") that may be appropriate for your character. Now all that is left is finishing the blanks that are left. You've answered what he is (race), what he does for a living (class), what he knows (skills), how tough, smart, and quick he is (stats), what he has (gear), and what magic he knows, if any. But just who is he or she?

Appearance: Race aside; this is where you describe your character's overall appearance. This includes general physical features (eye & hair color, hair style, height, weight, build, and so on), what kind of clothing, jewelry, or accessories does the character wear (a dark blue cloak, a black sleeveless shirt, matching pants, a pair leather boots, a bandanna, and a pair of fingerless leather gloves maybe?), and the character's general posture and expressions (like does he constantly walk as if he was marching in a brigade or maybe with a sly smirk on his face?).

Background: This could be seen as main part of your character's concept. Background sums up what the character has done for the most part of their life up to the point that they started seriously adventuring. Some questions that players should answer are what village, town, or city did they grow up in? What kind of parents, siblings, and family did the characters have (or didn't if they were orphans)? How were they treated at home? At what age did they choose their current profession and why? Do they like what they do for a living? Also were there any

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important events that occurred that shaped the character's life- like meeting a hero or watching their town get trampled by a giant cow. Stuff like that.

Personality: This includes the character's morals, beliefs, and the way the character acts. Players should give a lot of thought to how their character acts and carries themselves as it provides a good portion of color to the character. If possible, try to avoid clichés for certain races or classes like hack n' slash fighters, happy white mages, greedy thieves, or miserly black mages.

Possessions: While this is ultimately answered when purchasing equipment, this largely deals with personal possessions that are important to the character that doesn't have a price tag. They might include a family signet ring that's been passed down through the character's family for generations or a favorite necklace or locket given to the character by a family member.

Goals: This is essentially what the character wants to do with their life in the long run. Become a great magician? Travel the world and see all the cultures that make it up? Bring peace to a war-torn country (easier said than done)? These are some simple ones but they can be complex, long thought out ones such as a character that wants to become a great magician so that he might bring back his lost love to life. Outlining your character's goals are an excellent way for gamemasters to make interesting adventures around them.

Victory Dance (optional): In the Final Fantasy games, when you win a battle the characters do a little pose. These can include twirling their sword, taking a puff from a rather robust stogie, making sure you're all clean, adjusting your glasses, stretching some, performing a martial arts kata, pulling out a flower & smelling it, or shouting and raising your fist in triumph. What does your guy or gal do when you win a fight?

Beyond Character Creation: Character Advancement

Having completed your character, you now have the opportunity to go on adventures in search of fame and fortune. As you come across monsters and other obstacles, you will gain experience points (XP) from each successful battle. Once your character has achieved a set amount of XP equal to their next level times 500, they gain a level.

Example: Andrew is presently a level one character. In order to get level two, he must earn 1000 XP (2 x 500)

Experience level, or just "level", is important since it determines how strong overall your character is. Thus by gaining more experience and levels, your character will eventually become much stronger than the level one character that he is now. In game terms, each new level has many benefits. These include:

- * More Hit Points (Level-Up HP + Vitality/2)
- * More Magic Points (Level-Up MP + Willpower/2)
- * 20 skill points
- * New powers

The 20 skill points can be freely spent to improve any skill the character desires although there is a limit of 10 points on any single skill. These skill points can also be used to increase the character's attributes. If used in this way, any attribute under 10 points will cost 10 skill points while any stat over 10 will cost the full 20 skill points to increase. Your character may also gain new powers pending on their class, aspect, and experience level. For instance, the Sword Master aspect gains the sword technique Cyclone at level 8. Thus any Sword Master of level 8 or beyond may freely use the Cyclone power. If the optional rule for attribute boosts (see step four: Character Stats from above) is used, all characters get a free stat point every 5th level (5, 10, 15, etc).

Level Points (Optional)

Another optional method for character progression is to remove the need to gain experience in order for a character to increase their experience level. This is a good idea for long lasting campaigns that start low and go high or cinematic campaigns that tend to move quickly. Instead of getting XP, the character automatically goes up one experience level upon the completion of the adventure. Pending on the situation, the characters may in fact go up multiple levels (maximum of 3).

- * Completion of a major sub-plot
- * The character role-plays exceptionally well. Should only be rewarded to one character per adventure to promote competition.
- * The character defeats a boss level monster in single combat. Should not be awarded more than once every five adventures (if not more).

XP Awards (Optional)

Normally, characters gain XP when they successfully defeat an opponent by killing, incapacitating, or forcing them to forfeit the fight. However, if the GM wishes they may use XP awards.

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These awards are given at the end of the adventure and depend on 1) how well the character role-played and 2) the completion of a major sub-plot.

The role-playing reward should be handed out to the player who did the best roleplaying. This should usually include playing in character regardless of whether or not what the character is doing the 'right' or the 'wrong' thing in a situation. The reward is given to only one character per session to inspire the players to role-play better. The reward is worth the character's experience level x 100.

The sub-plot reward should be granted upon completing a major part of the campaign. An example of this would be completing a chapter in Final Fantasy Tactics or getting back to Narshe after the Returner HQ is discovered by the empire in Final Fantasy VI. A sub-plot should usually span multiple adventure plots- at least four or more adventures. The reward for this is worth the character's experience level x 100.

Advantages & Disadvantages

In many ways, a character's stats, races, class, and background represents a large portion of what and who a character is. However, there are some aspects that it doesn't cover. Although the names may be different, many RPGs including the Returner Final Fantasy RPG use what is known as "Advantages & Disadvantages" to further flesh out a character's background, personality, and abilities.

In the Returner Final Fantasy RPG, you may buy advantages at the cost of taking a disadvantage. Certain advantages and disadvantages are worth more than one ad/disad. In such cases, the character must take multiple disadvantages in order to take the advantage. Regardless, the worth of each advantage and disadvantage is listed by their names in parenthesis. No character may take any more than five disadvantages.

It's important to stress that the use of Advantages & Disadvantages is NOT required for all FFRPG campaigns. They are an option that Gamemasters and characters may use to expand the abilities of the character- both in terms of power and role-playing. If the Gamemaster doesn't want to use the ad & disad system, he doesn't have to.

Role-playing Advantages and Disadvantages

Many advantages are role-playing oriented. They provide players incentive to flesh out a character by taking disadvantages to buy an advantage that will give the player a chance to improve his character. As a warning to both players and Gamemasters, a disadvantage cannot be

conveniently ignored nor should they be a crutch that the GM beats over the player's head constantly. If the player out rightly ignores the disadvantage, then he should be warned and if they continue to try to ignore it then stricter measures should be considered. Ignoring or temporarily overcoming a disadvantage once in a great while for story purposes (say, the character must work with an enemy temporarily to overcome a greater challenge) should be encouraged.

Losing Advantages and Disadvantage

It is possible that a character might be able to find a cure or overcome a disadvantage as the game progresses. The character might get his vengeance or make a friend out of his enemy. If such a thing happens, it should not be an easy feat to accomplish but it is possible. If the disadvantage is lost, there are two possible outcomes: the character loses the disadvantage fair and square with no negative outcome or he gains a new disadvantage. For instance, a character might lose a rival only to gain a stronger enemy (the former enemy's employer). The GM has the final say depending on the. At the same time, it might also be possible to lose an advantage- your faithful Chocobo mount might die or you might lose your reputation. Unlike disadvantages, losing an advantage won't net you a different one. More often than not, it may be the source of a new disadvantage. Disadvantages earned through the loss of an advantage do not count toward buying a new advantage.

Advantages

Absolute Direction (1)

No matter where you are, be it a mile underground or in the middle of the ocean, you always know exactly what direction you are traveling in. A character with this advantage is theoretically immune to being lost unless magic comes into play.

Absolute Timing (1)

Similar in some ways to the previous absolute direction advantage, a character with this advantage always knows what time it is as if he has an internal alarm clock in his head.

Beauty (1 to 3)

Some people are more beautiful than others- that is a fact of life. By taking this advantage, your character is more attractive to the opposite sex than someone without it. It ranges from one to three advantages. For each advantage, add +5% to the character's skill rolls when attempting to use a social skill against a member of the opposite sex.

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Advantages	Description
1	Above Average
2	Very Beautiful
3	Legendary

Animal Companion (special)

The character has a beast companion. This animal is faultlessly loyal to the character, willing to perform nearly any service. Though there is nothing overtly mystical about the bond, it often seems as though beast and master can communicate with each other. The animal will enter combat, perform scouting missions, and take on other tasks for its master. The advantage cost depends on the size of the animal: small (1), medium (2), or Large (3). Some examples include:

Small: Small dogs, cats, birds, and other household pets.

Medium: Large dogs such as wolves or Chocobos.

Large: Tigers, Lions, Bears, etc.

Each animal companion should be handled like a monster of the same size and level. All animal companions start at the same level as their master, and gain experience levels at the same rate. Thus as the character gets stronger, so will his companion. Animal companions have all the basic stats and gain 10 skill points with each level-up. These points can be used to increase a stat by one point, beef up skills (all animals have Brawling: 60%, Awareness: 80%, and Survival: 60%), or buy new powers. The last is up to the GM as to whether or not they get used or not. Each level bonus requires 10 skill points. Also, as the animal companion gets stronger, they can do more damage than a normal animal. This is mainly since other monsters will have much more HP than they do.

Level	Damage
1	1d*
4	1d*+1
8	1d*+2
12	1d*+3
16	2d*
20	2d*+1
24	2d*+2
28	2d*+3
32	3d*
36	3d*+1
40	3d*+2
44	3d*+3
48	4d*

Danger Sense (1)

Danger sense, tingling! Whenever a hostile being is about to harm you or something within 20' of you, you have this gut feeling that something is going to happen. Technically it makes you impossible to surprise. This advantage often works as a "gut feeling"; a tingle in the back of the head or they suddenly feel very anxious all of a sudden.

Eidetic Memory (1)

The character is able to recall almost anything that she has ever read, seen, or heard. This allows them to recall arcane bits of information that others might have forgotten. When using the research, history, or lore skills, the difficulty modifier is lowered by one level.

Elemental/Magical Affinity (2)

The character, through his extensive training, has developed a "knack" for a specific type of elemental type or magic spell category. Some examples include Fire, water, Earth, Wind, Lightning, Ice, Poison, Mind spell (Sleep, charm, confusion), etc. When the character uses that type of spell or attack, the damage or effectiveness is increased by 20% and the duration of any spell of that type is extended by one turn. Magical/Elemental Affinity cannot be take a Magical/Elemental Ineptitude of the same type of spell. Any class or aspect that specializes in one elemental type (ie, the General aspect), they cannot take an affinity to that type of element.

Elemental/Magical Defense (1)

The character through their extensive training has developed a certain amount of resistance against a specific type of spell or elemental type. Some examples include Fire, water, Earth, Wind, Lightning, Ice, Poison, Mind spell (Sleep, charm, confusion), etc. When the character is hit by an attack of that type, the character either suffers 20% less damage or gains a +20% bonus to their M. Defense. Magical/Elemental Defense cannot be taken with Magical/Elemental Ineptitude for the same exact type of magic.

Family Heirloom (2)

The character has come into possession of low-powered accessory that has been passed down from generation to generation. The character may pick whichever accessory they wish as long as it costs less than 5000 GP. Regardless, the heirloom may *not* be sold. If the GM permits, it may be possible to upgrade the heirloom later in the game.

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Fast Metabolism (1)

The character is blessed with a metabolism that is much quicker than the average man's. They receive an extra die of effect from healing spells or (level + Vitality) x 1.5 for each night spent resting, but also a +20% chance to be poisoned when such an attack comes into play.

Foretelling (3 or 5)

A character with this advantage has the ability to see the future. For those who are familiar with the Wheel of Time novels by Robert Jordan, this advantage is based on the abilities of Eldaida (3 advantages) and Min (5 advantages). The three-point version comes out of nowhere once in awhile when the Gamemaster feels like doing a bit of foreshadowing. It can be done through prophetic dreams or pops into the character's head. The more expensive five-point version goes even further. By simply looking at someone, the character can see bits and pieces of the target's future by interpreting images surrounding their aura. For instance a character that is destined for greatness might have an image of a glowing crown. How they are used is ultimately up to the GM.

Gift of Tongues (1)

The character has a particular knack with learning new languages. Given a month in any one area that uses the language or a speaker of the language that can act as a tutor (no teaching skill required), they automatically gain a skill for the language at 30% + the character's default rating in Magery.

Heightened Senses (1 or 3)

A character with this advantage has developed a strong sense that is beyond what normal people have. The five senses are Sight, Hearing, Smell, taste, and touch. Each one requires a separate advantage or the full set can be bought for 3 advantages. Each heightened sense has many different perks.

Sight: The character can see much farther than a normal person possibly could and much sharper. On any awareness skill roll dependant on sight, the character gets a +10% bonus.

Hearing: The character can hear things that other people might not notice. When making an awareness skill roll dependent on hearing, the character gets a +10% bonus.

Smell: The character can detect different emotions by smell. They can also detect the scents of other people, making it difficult to surprise them. Also, they can track by smell alone. If the scent is strong enough, they may gain a bonus to their tracking skill if the character has the skill.

Taste: The character has a very sensitive sense of taste. By tasting just a little bit, They can determine if the substance they taste is poisonous. This, of course, requires knowledge of how poison works in the first place.

There is no heightened sense of touch, as that may increase the pain caused by damage.

Heightened Senses, Supernatural (3)

The character, regardless of their class or aspect, is capable of seeing things of supernatural power. This includes the ability to sense magic, see ghosts and other spirits, and "talk to the planet" similar to Aeris from Final Fantasy VII. They can also detect the use of magic and wards.

Immortal (3)

A character with this advantage is immune to the effects of aging. This does not mean they cannot be killed: if they lose enough HP, they will die. This simply means that the character could live for several thousand years without any effects for such a long life. An extra benefit from being immortal is that the character requires no air, water, or food to live. They can go underwater without drowning or cross a desert without water or food.

Lucky (2)

Your character, for some reason or another, is extremely lucky. They tend to face monsters on the road less and find more money. The character also gets critical hits more often, needing only be within 15% of the Difficulty number required to succeed.

Mentor (2)

People don't become fighters, magicians, and rogues by accident- they learn their trade through a mentor. By taking this advantage, the player's teacher is still alive and willing to teach their pupil new tricks. At any time the player wants to learn a new skill and has time to spend, they may contact the teacher to see if they can learn the skill from them. Gamemasters be careful as to what skills the mentor can teach depending on their aspect. After all, why would a fighter be able to teach magic lore?

Night Vision (1)

The character can see better in the dark than most normal people can with only a small amount of light. Reduce all penalties when in the dark by half.

Reputation (1 or 2)

During your adventuring career, you have managed to build up a solid reputation among both other adventurers and the common folk who often need your help. In game terms, you'll often get a

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favorable reaction from any NPCs that they players encounter unless they have a reason to think otherwise. If the Gamemaster wants, the player would most likely be able to make a bigger impact on NPCs via a +10% bonus to their social skills. A variant of this advantage, limited reputation (1), gives character the same bonuses but to a smaller group of people- perhaps either fellow adventurers or in a single town of their choice.

Rich Family (1)

The character was born into a family that was able to better equip its children. However, they also grew up without the hardships that shape a character. +100 GP Starting Money and may (if the GM allows) get an extra (level x 50 GP per month. Gamemasters may cut off their allowance at any time if they anger their parents or get into trouble if the player abuses the advantage.

Skill Aptitude (1)

You have managed to develop a particular knack when it comes to improving a specific non-weapon skill. When the player places points into the skill following the character's creation, you gain an extra percentage point for every two skill points placed into the skill. If the character gains double percentage points due to his membership in a certain class- say an Engineer with a repair skill aptitude- then only the points placed into the skill prior to the doubling are counted. Thus if a character put 10% into a skill, they would get 5% extra.

Status (1 to 5)

By taking this advantage, the character has a place of status in the ruling government. The status advantages ranges from one to five advantages with each higher rank giving the character more power.

Level	Rank
1	Knight or low ranking soldier
2	Noble or low ranking officer
3	Baron or medium ranking officer
4	Duke or high-ranking officer
5	Prince or Princess of a large kingdom or King of a small kingdom

Although previous Final Fantasy character have been kings (Edward and Edge from Final Fantasy IV and Edgar from Final Fantasy VI), such responsibilities to an entire kingdom is too much for a player character to handle. It also belittles many of the other characters that most likely are not going to be royalty.

Strong Alcohol Tolerance (1)

Most people can become intoxicated after several bottles of booze or a couple mugs of ale, but a character with this advantage can drink large amounts of booze without feeling the effects of the alcohol. This does not mean that the character cannot get soused. It simply means it takes roughly twice what it takes to make a normal person drunk.

Weapon Aptitude (1)

The character has spent a long amount of time training with the use of a certain weapon (decided by the player). For every 2 skill points the character uses for that particularly weapon skill they gain 1 extra %. Gamemasters may want to be careful about letting certain classes- particularly fighters- getting this advantage. Like Skill Aptitude, the bonuses from the advantage only come into play following character creation. The Two Weapon skill cannot be used as a weapon aptitude.

Disadvantages

Absent Minded (2)

Though you do not forget important things such as skills, you do have a tendency to for things such as names, addresses, and what you're presently doing. In order to remember your name, you'll need to make a Magery stat check (Normal difficulty).

Amnesia (2)

You are unable to remember anything about your past, yourself or your family. You life is a blank slate. However, your past may come back to haunt you and the Gamemaster is under no obligation to merciful. You can, if you wish, take up to 3 point of disadvantages without specifying what they are. The Gamemaster can supply the details. Over the course of the campaign, you and your character may slowly discover them.

Bad Eye Sight (1)

The character was born with extremely bad vision or got it at some point during their youth (spending too much time reading without enough light perhaps). In the end, your character must wear a pair of eyeglasses at all times. If the glasses are damaged or loss, the character is considered blind without them. Count as one advantage.

Blind (3)

The character is incapable of seeing, and may not use any skills or do anything that requires the use of eyesight. However, the character is only at 1/2 penalty for being in complete darkness (though he suffers this penalty all the time). Furthermore, the

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character gains the Alertness skill at a 50% default, as long as it applies to all senses except sight. This grants the character three additional advantages.

Can't Swim (1)

In most cases, all players are assumed to be able to swim when in water. They might not necessarily make them Olympic material but they won't drown (immediately at least). Characters suffering from this disadvantage however sink like a rock in deep water. They're the first to scream "help! *Gurgle* I'm *gargle* drowning!" when the ship capsizes after getting trashed.

Code of Honor (1 or 2)

The character has developed a strong sense of honor that the character will not break unless pressed to do it. The code can include whatever they feel is necessary but most codes include never hurting women (if the character is a male), always protect those that cannot protect themselves, and always obeying their liege. The two advantage version implies that the character will always obey their code. It is what is often referred to as the "samurai code of honor". If they fail their code, they may see physical sacrifice (such as Seppuku, or falling on your sword) as a viable means to repent for their failure. Alternately, the 2-point version could apply to classes or aspects that fail to meet certain morale standards such as the paladin or dark knight. If they falter from beliefs, they may temporarily lose their powers until they perform penance for their actions.

Curse (1 or 3)

The character suffers from a curse that causes them to go through a transformation when the trigger event of the curse happens to the player. Common triggers include cold water, sexual stimulus (ie, turned on), the activation of another disadvantage (ie, having a nosebleed), using a certain power (say, magic), and drinking or eating a certain substance. At +1, the character switches gender or takes the shape of a medium sized animal such as a wolf or large dog. At +3, the animal form is of a smaller animal such as a rat, mouse, kitten, small dog, or a piglet. While in their cursed form, the character's Strength and Vitality are temporarily halved or dropped to 5, whichever is worse and the points taken off are added to Agility and Speed because their small size. Class powers cannot be used while in this condition.

Compulsion (1)

You have a psychological compulsion of some sort, which can cause any number of problems. Your compulsion may be for cleanliness, perfection, bragging, stealing, gaming, exaggeration, or just

talking. Resisting a compulsion requires a successful Willpower stat check (normal difficulty).

Deaf (2)

The character is incapable of hearing, and may not take skills that require the use of the ears. The character gains the Alertness skill at a default of 50%, as long as it applies to all senses but hearing. Deafness grants the character two additional advantages.

Dependant (1 or 2)

You are responsible for taking care and supporting either a significantly older character (a grandparent) or a younger character (a sibling, grandchild, or your own child). At the cost one advantage, the dependant character has some use- they might have some talent with magic or fighting although not near what the character himself is capable of. For the 2-point version, the dependant character has no particularly useful redeeming qualities and are more of a burden as they have to be looked after or watched during combat situations.

Elemental/Magical Ineptitude (1)

The character has trouble with a certain element or type of magic. The player must choose the type of specific type of element or magic; e.g. Healing, Protection, Fire, Poison, or Time. When the character either attempts to use a spell or power of that element or is hit with a spell or attack of that element or magic type, the character suffers the following penalties:

- * a -20% penalty to their Magic% or related skill roll
- * a -20 penalty to their Magic Defense
- * The damage from the attack/spell, if used either on or by the character, is reduced by 20% (x 0.20)

A character may not have Elemental/Magical Ineptitude and Elemental/Magical Affinity to the same school of magic. Elemental/Magical Ineptitude grants two advantages.

Enemy (1 or 2)

Someone of equal (1 disadvantage) or greater (2 disadvantages) power is out to embarrass, defeat, maim, kill, or all of the above you. This nemesis should always be a problem for the character where ever he goes. The two-point disadvantage option also counts for having a group of nemesis (such as a clan of ninjas). For the greater nemesis, the offender should be of a similar or more powerful aspect and be at least 50% higher in terms of level. It should be assumed that any scuffles with the nemesis should be between the character and his enemy rather than the entire party.

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Flashbacks (2)

Your character is prone to flashbacks if you are in either high-pressure situations or in circumstances that are similar to the event that caused the flashback itself. Flashbacks can be caused by almost any trauma- torture, extended combat, or magical/genetic experimentation. Either positive or negative stimulation could result in an episode. Emotional anxiety and stress are the usual trigger events for a flashback to begin. Returning to a good and happy vision can be as dangerous as suddenly being surrounded by demonic hallucinations. During the flashback, you are not aware of what is really around you. Even people speaking to you will be viewed as people or objects from the vision. You can mistake men for women, people for animals, and even inanimate objects as people. To you reality has shifted, and you are back *there* again

Gullible (1 or 2)

If someone told the character the sky was red with one polka dots and the world was flat, they'd believe it. A character suffering from this disadvantage has a bad tendency to fall for lies and tricksters. For one disadvantage, the character is smart enough not to fall for lies that openly defy common knowledge ("The world is flat" or "the moon is made of cheese"). The two-point version means the character will fall for nearly *anything*.

Honest (1)

Some people simply can't lie. It defies many of their own personal beliefs or simply nobody would fall for one of their lies. It is encouraged that this disadvantage, more so than others, be handled during role-playing. Often when attempting to stretch the truth, the character will become nervous.

Known Criminal (1-3)

The character in question is a known criminal, whether it is from stealing eggs from a chicken coop or kidnapping babies and eating them. The amount of disadvantages taken is for the severity of the crime and the area to which the PC is a known criminal. If the character were wanted in one town it would count as one advantage, but if they make the equivalent of America's most wanted the disadvantage would be worth 3 advantages. This disadvantage also covers being falsely accused of a crime.

Notoriety (2)

The opposite of the reputation advantage, the character has managed to earn a very bad reputation. Maybe they're excessively greedy, have a bad attitude, or are a dark knight. As a result, normal people don't tend to like or trust you- possibly out of

fear for their own lives. This disadvantage has one small benefit though- all intimidation rolls against normal people (non-adventuring types) gain a +10% bonus.

Pacifist (1)

The character has developed a belief- either from personal experience or from their teachings- that might does not make right. As a result, the character is less likely to jump into a fight regardless of who it is in question. The character may still take weapon skills but will not attack unless either his life is in danger or there is no way around it. A pacifist should always be the first to try to reason with their opponents before engaging into combat.

Phobia (1 or 2)

The character is unnaturally afraid of something. Whenever the character is confronted with the object of his phobia, the character should make a Willpower check (difficulty depending on how severe the problem is. For instance, let's say the character has a phobia of spiders. If it was just a tiny little spider then the difficulty might be normal. However, if it was monstrous 30' tall spider it might very difficult). If the character fails their roll, they automatically run in the opposite direction as fast as they can. If they succeed, they suffers a -10% penalty to all skills, including his weapon skills. At 2 disadvantages, the roll automatically fails.

Poor Family (1)

Your character was born to a poor family or spent most of your life in an orphanage with no recollection of your parent. You receive -100 GP starting money and suffer a -10% etiquette penalty when dealing with nobles. The GM is recommended to restrict poor family characters from the Paladin, Knight, Samurai, or any other 'high society' aspects. Perfectly suited for Bards and thieves living on the street.

Psychotic Aversion (1)

The character is totally enraged by one object. When they encounter it, they receive the effects of the Berserk condition- they must kill/maim/destroy it even if it costs their own life. They cannot cast spells, and will not attack anything but the object of their hatred. They gain +1 DC on attacks directed at the object however.

Obsession (2)

You have an unhealthy obsession with a certain person or thing that causes you to totally disregard common sense to cater to. You react positively to anything related to your obsession, even if it's not in your best interest. At the same time, you will

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jealously guard the object, especially if the object of the obsession is a person.

Rebellious Spirit (1)

Another trait that is mostly RP, the rebellious spirit feels an innate need to challenge all morals of society, even if they're right. They most likely believe in "Equal freedom for thieves and murderers," even though they may not be one itself.

Room for Two (1 or 2)

Unlike other people, you have a voice in your head that isn't yours. At 1 advantage, the voice is friendly and supportive although it tends to act like a second consciousness. At 2 advantages, the voice might be supportive but it may have its own little agenda going or be particularly critical of what you do ("Well well, that was stupid of you. Try hitting the monster again and this time try `_not_` to kill the trees around us...").

Skill ineptitude (1)

Your character is particularly bad with learning and improving skills from a certain group. You only gain half of the skill point you put into the skill in percentage points. Weapon and general skills cannot be taken as skill ineptitudes. Characters belonging to classes that already suffer a half percentage penalty are also incapable of taking the disadvantage (ie, a ranger with social skill ineptitude).

Social Stigma (1 or 3)

You are of a race, class, or nationality that is looked downward by most societies. At one, this may cause some problems occasionally with less understanding (read: ignorant) NPCs. At three, the problem is much more severe. The members of the character's race, class, or nationality may be considered slave labor or may be considered evil and are actively hunted down.

Soft Spot (1)

The character has a particular soft spot in their heart for something- be it children, machines, even a good steak, the person has a true affection for it. If it's something that might come up in combat, the character has a 35% chance to refuse to attack it. If it's a possession, then they have a 35% chance to automatically accept any offer of it. There are other possibilities, and penalties for these are left purely to GM discretion.

Split Personality (+1 or +3)

The character possesses two unique personalities: that of their normal character and a second personality that the player may design. This

disadvantage works in a lot of ways like the curse disadvantage in that the 2nd personality is awakened when a certain trigger event occurs. The type of personality is dependent on the severity of the disadvantage. At +1, the 2nd personality is neutral to the character and normally doesn't get the character into too much trouble. At 3 advantages, however, we have the classic Jekyll & Hyde scenario with both personalities being in constant conflict. The 2nd personality absolutely hates the original personality and will do anything they can to gain total control over it. Usually, the 2nd personality is the exact opposite of the original. For instance if the original character is a pervert, the 2nd personality is a perfect gentleman. While the 2nd personality is active, the Gamemaster has the right to control the character as an NPC and the new personality may have totally different stats, skills, or powers than the original character.

Vengeance (+2)

You have a score to settle- a loved one was slain, you were cursed, or your homeland was conquered or destroyed. You are obsessed with wreaking vengeance on the person(s) responsible. Revenge is your first priority in all situations. The need for vengeance can be ignored for a short period of time, but revenge should always be on the back of the character's mind. Someday the character may get his revenge, but the Gamemaster won't make it easy. If the target of vengeance is a single NPC, then he or she should be significantly stronger than the player- possibly 5 to 10 levels with all the benefits of a boss monster.

Weapon Inability (+1)

The character is particularly bad with using a particular type of weapon skill and must pay double the normal cost for point skill points into it. This advantage can only be taken for weapons the player can use and may not be taken by magicians who already must pay double points for weapon skills. Gamemasters may want to be careful about players abusing this skill by taking weapon inability with weapons they would never need to use.

Unwanted Love Interests (+1 or +3)

Your character is in the unlucky position of having a person of the opposite (or maybe same gender. This is an anime RPG) who doesn't understand the meaning of "no". At +3, the disadvantage is upgraded to "Babe Magnet". You tend to have members of the opposite sex flocking over you at almost any time. Even when you don't try, you tend to gain new admirers.

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Unlucky (+2)

The character seems to be followed by bad luck wherever they go. These are the kind of people who will get jumped by robbers only to find that the highwaymen's crossbows both misfired and hit each other. Any roll over 85% is now a critical failure to anyone involved in a fight with this person, including monsters and other players.

Weak Alcohol Tolerance (+1)

The character requires less alcohol than most normal people need in order to become intoxicated. The exact amount is up to the GM, but two to three shots of a strong beverage or the equal of bottle of beer or a mug of ale should be enough to get them soused.

Young/Old (+2)

Your character is either very young (5 to 13) or in your old age (60 or more) for the duration of the campaign. In both cases, you suffer from similar problems. As a very young character, you automatically lose 1 point in Strength and Vitality, but get the point back in Agility and Speed due to your smaller size. Old characters have the same penalties but get the points back in Willpower and Magery. The main disadvantage, however, is that by being a very young or old character you tend to be swept aside or under-estimated by the other characters that are in a range of age 16 to 30.

Example Character: Andrew Mason

Sometimes, it helps to have an example to go by. Thus, We have taken the trouble to create an example character- Lieutenant Andrew Mason of the New Doma military forces.

Character Concept: I want to play a male human general with a strong sense of loyalty to his commander and a soft spot for the civilians.

Race: He's a human.

Class: He's a Fighter with the General aspect. He gets Arc, the first shock technique by default.

Stats: Now the fun begins. I prefer using a base of 40 points. I want him to be fast so I put 8 points into Speed. His physical abilities should be good so I give him a Strength and Vitality of 6. 20 points so far. An 8 in Willpower would be a smart move since I'll need it for my Shocks. We'll leave Magery and Agility as 6 to round them out. Andrew has the following Attributes so far:

Strength: 6
Agility: 6
Vitality: 6
Magery: 6
Willpower: 8
Speed: 8

Now on to combat stats. I get 10 HP as a base, 1d10 HP for being a general, and 6 HP because of Andrew's Vitality rating. I roll a 1d10 and get a 4, giving me a beginning HP rating of 20 (10 + 4 + 6). Could have been worse. I'll bother with Armor & M. Armor rating after buying armor later on although Andrew gets a +2 bonus to Armor and +3 bonus (rounded up) to M. Armor. Both Defense and M. Defense comes in at 14 (6+8). Damage and Magic Damage Capacity both start at one. So his stats look like this so far:

HP: 20
MP: 0
Armor: -
M. Armor: -
Defense: 14
M. Defense: 14

Skills: With stats done, I can move into skills. Looking again at the fighter page, generals get Strategy at 40%, Leadership at 50%, and one weapon skill at 40% along with 180 points for other skills. He also gets 180% in extra skills. Since he's in a position of power, we'll give him etiquette 40% and Intimidation 30%. 110 point left to go. 40 points to

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riding animals and 40 points to Language: Gobblish (The languages of all goblins). So now he's got 30% left over. I'll want to strengthen his basic skills by putting 10 in Strategy, Leadership, and Sword Skills. Because Fighters have an Affinity for combat and weapon skills, the 10 skill points becomes 20%, bringing his Leadership, Strategy, and Swords skill up to 70%, 60%, and 60% respectively.

Looking at the default skill charts, he has 6 in Magery and Agility giving him a default rating of 20% for related skills while his Willpower of 8 gives him the same default. With that in mind, the below are all of Andrew's skill ratings with the default bonuses factored in the parenthesis.

Sword: 60% (80%)

Strategy: 60% (80%)

Leadership: 70% (90%)

Etiquette: 40% (60%)

Intimidation: 30% (50%)

Riding: 40% (60%)

Language (Gobblish): 40% (60%)

Equipment: I get 300 GP to play with and go for the obvious. A Short Sword (75GP) will be a must-have. A suit of leather mail (75 GP), a leather helmet (40GP), and gloves (30GP) will be good enough for protective gear. That leaves me with about 80 GP, which I jot down under GP on my sheet. Now sufficiently armored, I now do my armor and m. armor stats. The leather mail gives me +5 AR and +3 MAR, the gloves add +2 AR and +1 MAR, while the leather helmet offer me +3 AR and +1 MAR for a total base AR of 10 and a base MAR of 5. A very tough armor rating for a starting character. Because of Andrew's level (1) and bonuses from his Vitality and Willpower (+2 and +3 respectively), the final armor ratings are 13 and 9.

Finishing Touches: I'm not using either the advantage system or Jared's racial ability options so all that's left is getting the blanks filled out.

Andrew Mason

Appearance: Andrew stands tall at 6'4" with a well-toned build one would expect from a lieutenant of the New Doma Army. His hair is black, cut short but neatly as would be expected of his position. He normally wears the standard red trench coat common to his rank as well as pair of black pants, a spotless pair of black boots, and his sword is always kept sheathed in a scabbard on his right hip. Andrew is a moderately handsome fellow, often getting unwanted attention from women civilians. He usually keeps a friendly appearance, an oddity considering the coldness common among the New Doma Officers.

Background: Andrew Mason, who is presently 25 years old, is one of the most talented and well-known of General Joseph Sheridan's lieutenants. Andrew was born in Mobile but his family moved to South Figaro shortly before the day of Kefka. During a trip to Tzen, his parents were both killed by a band of pirates that tried to hijack their ship on 1006. Andrew was saved from a similar fate by the help of General Joseph himself. He immediately took a liking to the now orphan, who showed promise in swordplay after wounding a pirate with a dropped sword. As time went on, Andrew was taught how to fight and how to lead. In recent times, he has gained much praise after successfully leading his unit in the battle of Mt. Zeifer in the recent scuffles the New Doman government has had with the dark imps of the Northern Doman Mountains.

Personality: Andrew's disposition is generally a friendly one, particularly to his troops. He has shown an amazing elasticity in terms of his personality. Andrew is capable of going from patient and friendly to cold and violent without warning. Andrew is immensely loyal to High General Sheridan and to the unit under his control.

Possessions: Andrew prefers to keep a low profile, wearing his uniform and clothing only. He rarely carries large amounts of money on himself (even if he had any to begin with).

Goals: In general (bad pun intended), Andrew has no major lofty goals that he wants to obtain. Perhaps one day he may ascend to the rank of General under High General Sheridan...

Andrew's final stats come out as:

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Andrew

Race: Human
Class: Fighter
Aspect: General
XP: 0
GP: 80

Attributes

Strength: 6
Vitality: 6
Agility: 6
Speed: 8
Magery: 6
Willpower: 8

Combat Stats

HP: 20
MP: 0
Defense: 14
M. Defense: 14
Armor: 13
M. Armor: 9
DC: x1
MDC: x1

Skills

Sword: 60% (80%)
Strategy: 60% (80%)
Leadership: 70% (90%)
Etiquette: 40% (60%)
Intimidation: 30% (50%)
Riding: 40% (60%)
Language (Gobblish): 40% (60%)

Gear

Short Sword (1d10 damage)
Leather Helmet (+3/+1)
Leather Armor (+5/+3)
Gloves (+2/+1)

Chapter Two

RACES

A character can be one of eleven different races. These races are Human, Elf, Half-Elf, Dwarf, Imp, Neko, Matango, Sprite, Yeti, Werewolf, and Moogle. Each race is described here. There are maximum and minimum attribute stat scores that each race has. You can go higher in a stat if you pay 10 skill points for it whenever you reach a higher level, but you cannot exceed twice the maximum in any stat unless using an attribute boosting accessory or a piece of armor grants a stat bonus. Under absolutely _no_ means

may any character go over 30 in any stat. These attribute limits are shown in the following table.

Each race also has its own powers. The use of these, ultimately, is up to the Gamemaster. If the Gamemaster feels that these powers are unbalancing, they have the right to choose to use them or not. After all, it's their campaign.

Race	STR	AGI	VIT	MAG	WP	SPD
Dwarf	2-12	1- 8	3-12	2-10	2-10	1-8
Elf	2- 9	3-11	1- 9	2-10	3-10	3-11
Half-Elf	2-10	2-11	1-10	2-10	2-10	2-10
Human	2-10	2-10	2-10	2-10	2-10	2-10
Imp	1- 8	2-12	1-8	2-10	2-10	3-12
Matango	1-10	2-10	3-12	2-10	2-10	2- 8
Moogle	1- 6	3-12	1-8	2-10	3-12	3-12
Neko	2- 9	3-12	2-9	2-10	1-8	3-12
Sprite	1- 6	3-12	1-8	3-12	2-10	3-12
Werewolf	3-11	2-10	3-11	1-9	1-9	2-10
Yeti	5-15	1- 6	5-15	1-8	1-10	1-6

Dwarf

Height

Male: 4'2" + 2d6 Inches

Female: 4' + 1d6 Inches

Weight

Male: 100 + 5d10 pounds

Females: 80 + 5d10 pounds

Hair Colors

Steel-gray or iron-black. Occasionally, a Dwarf will be born with golden hair; this is a sign of destined prosperity.

Eye Colors

Universally black and brown; Dwarves have very good vision in darkness, but often suffer from near-blindness in bright sunlight.

Favored Habitats:

Mountains, Hills, Underground

Lifespan

150-200 years

Dwarves are the children of the Earth. They are short and stocky, and often dark in coloration. Due to their strong ties to elemental Earth, most Dwarves are

miners or smiths, seeking out new ores and shaping them into remarkable works.

Society: Dwarves tend to be organized into clans, large families of fifty to a hundred Dwarves apiece. Most clans are devoted to a single craft, such as iron mining, smelting, or brass forging. Dwarves are extremely specialized in their tasks; while most Humans regard jobs such as bronze forging and brass forging to be very similar, Dwarves consider them almost two completely different trades. This intense specialization means that nearly every Dwarf born has their own niche to fill, and training begins at childhood. Few Dwarves resent this fact; they are trained in it from birth, and a vast majority desires nothing more out of life than to pursue their trades.

Within the clan, a strict chain of command prevails, based on seniority. Most Dwarves will obey the orders of a superior without question. This chain of command runs from the youngest Dwarven children to the Lord of the clan, the oldest and most revered Dwarf. Of the Lords, the oldest and greatest among them is chosen as the Highlord, the one who will make decisions for the race as a whole.

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Dwarves have no standing military or law enforcement agency as such. Dwarven criminals are rare; those who commit a crime are expected to turn themselves in immediately. In human societies, this would be equivalent to lawlessness; however, Dwarves are so indoctrinated with the concept of honor and duty that the concept of stealing is almost unheard of.

Powers: Thanks to years living underground, all dwarves can see in the dark perfectly without a source of light. Because of their size, all large, giant, and huge sized monsters suffer a -20% penalty when they attempt to attack the dwarf character.

Elf

Height

Male: 63" + 1d10"

Female: 60" + 1d10"

Weight

Male: 100 + 3d10 lbs.

Female: 85 + 3d10 lbs.

Hair Colors

Varies, includes many oddball colors like blue, green, violet, and chrome shades

Eye Colors

Varies

Favored Habitat:

Forests, Jungles

Lifespan

300 + 6d10 years

Elves have the longest lifespan of any sentient creature (aside from dragons). Physically, they are a beautiful race of people with chiseled features and the long pointed ears they are well known for. They also are visibly less muscular looking than humans although this doesn't necessarily mean elves are as fragile as they seem. Although they commonly interact with humans, most elven cultures prefer to distance themselves from them. This gives most elves a somewhat deserved stereotype of being arrogant, which is often true. Most people believe it is due to their lifespan, as 50 years means very little as compare to the 320 to 350 years most elves live to be. Despite this, some humans and elves do fall in love and have children. Such children are considered half-elf (see later below), often considered outcasts from their parents' societies (especially in the more racist communities).

Elves often live in a monarchy led by a strong king or queen. They can most often be found in forests, although in some cases elves can be found in other terrain such as jungles or even deserts. Their kingdoms are ruled no differently than their human

counterparts save that all elves are loyal to their kings. The concept of 'rebellion' is almost unheard of in elven culture.

One part of Elven culture that is universally unspoken is the existence of "dark elves". During the years before mankind flourished, elves warred with each other against a group of evil elves that embraced the ways of a dark goddess. These elves were defeated and were exiled to the underground. There deep below the earth's surface, the dark elves have created their own empire with the intent to emerge again to destroy the elves that sent them to their underground prison. Any meeting between an elf and a dark elf will end in bloodshed, as the hate from the two is so great. Elves prefer not to talk about them at all as it is a reminder of what they could become.

Powers: Few can match the talents of Elves in the use of bows. Elven characters using a bow of any kind gain a +2 range bonus. They also have automatic skill aptitude with any non-weapon skill that defaults to Agility. For every two skill points they put into a skill after character creation, they gain extra percentage point for the skill.

Half-Elf

Height

Male: 65" + 1d10"

Female: 60" + 1d10"

Weight

Male: 110 + 3d12 lbs.

Female: 90 + 3d12 lbs.

Hair Colors

Same as Elf

Eye Colors

Same as Elf

Favored Habitat:

Any

Lifespan

100 + 6d10 years

Half elves are the results of humans and elves procreating. As a result, the child born from such a union has the features of both parents. Often they have their Elven parent's general looks but are taller and more muscular. Another tell-tale sign are the child's ears, which are much shorter and rounder on the edges than their Elven parent.

Half-elves, for the most part, are born into a life of tragedy. They'll find that human friends will grow much older than they will and they'll grow old much faster than Elven friends. The result often is the character becomes an outcast, particularly in lands that are hostile towards the opposite race of the half-elf's lineage. To add to this, the half-elf gene is very

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strong. It takes at least five straight generations of one race before the gene is totally gone. If even one child goes off with an elf or human, the entire process starts again. Roughly seven out of every ten Half-Elven children born become vagabonds, traveling around the world where ever they please. Strangely, the crossbreed children get along unusually well with other non-human races- particularly dwarves and sprites because of a similar lifespan.

As a race, most prefer a mix of fighting and magic such as red mages, callers, paladins, and dark knights. Half-elves also make good Bards and Rangers.

Powers: Half-Elves has their human descendant's knack for learning new things. Each time they level up, they gain an extra 5 skill points. Also they have their elven descendant's fast reflexes, which gives them a skill aptitude with any non-weapon skill that defaults to Agility. For every two skill points they put into a skill after character creation, they gain extra percentage point for the skill.

Human

Average Height

Males: 5'2" + 2d10"

Females: 5' + 2d6"

Average Weight

Males: 140 + 2d10 lbs.

Females: 100 + 2d10 lbs.

Eye Colors

Brown, blue, green, grey, and hazel

Hair Color

Blond, black, brown, red, green, silver

Average Lifespan

80 years

Favored Habitat:

Any

Commonly found on:

All Worlds

Humans are diverse people and are made up of many different cultures and societies with their own languages. They are the populous race and are the ruler that other races are compared to. Some humans are evil and others are good while many walk between that line. The only common fact that bonds humanity is its lust in many cases for bloodshed and war. More so than other races, humans are willing to fight and kill each other over such trivial matters as honor and religious belief. On the flip side of the same coin, humans are will to risk anything to defend their families or countries. Even against the greatest odds, sometimes the most powerful thing in the

universe is the human spirit. Some races consider humans almost as stubborn as dwarves in that respect. 'Giving up' isn't in the human vocabulary regardless of what language they speak. Even with their crops beaten by hail, their lambs stolen by wolves at night, and the threat of monsters as they travel from city to city, humans always persevere.

For the most part, human societies are made up of a chain of command: the lower, middle, and upper class. The lower class does the menial chores of the society, the upper class leads the lower classes, and the middle class maintains a balance between the two. This can lead to many different societies, from monarchies where kings and queens rule to tribal systems where the elder makes the decisions on behalf of the tribe to democracies where the people elect their representatives.

Unlike most races, humans are willing to live in nearly any type of terrain or climate if it offers hope for a better life. From the distant snowy tundra to the burning desert, humans may be the most populous race thanks to the way they live as well as their shorter lifespan.

Powers: Although humans lack the long lives of their predecessors, they have an amazing talent to learn new things quickly. They gain an extra 5 skill points each time they level-up and a bonus 20 skill points upon creation.

Imp

Average Height

2'6" + 1d12"

Average Weight

50 + 3d10 lbs.

Eye Colors

Black

Hair Color

Green

Average Lifespan

60 years

Favored Habitat:

Forests, Mountains, Underground

Commonly found on:

All Worlds

Imps are small, nomadic tribes of greenish creatures that reside all over the worlds of Final Fantasy. Most imps gather in small clans of 50 to 100 members with the eldest among them as the leader of the clan. Throughout the world Imps are considered vermin much like rats since they often take to stealing and raiding. Part of this comes from their birthrate, which is quite high. The average pregnant Imp can give birth to as many as five children

without causing alarm. As a result, many clans are forced to steal from others to make ends meet. Thus we have the Imp's reputation. Generally given a bad wrap, so to speak, the imps are actually a race of very helpful individuals. They stick together and work as a team, and therefore, despite their small size, are not something taken lightly when in large numbers. Imps also understand some of the basics of magic and weaponry better than almost every other race in existence rather than broadening their scope of knowledge to a wide range, they have studied weaponry and magic in a concentrated manner for ages. As a result, the weaponry of the Imp is amazingly well crafted and potent compared to similar weapons. Imps, being knowledgeable of their weapons and armor, and knowing how to use them to their advantage, are the only ones to really benefit from such weaponry. An Imp's halberd is quite strong in their hands, but sub-par in the hands of a human. Imps have somewhat of a relationship with the Moogles, and are believed to be linked in some way to their underground brethren. Some that have studied the imps think that they may share the same telepathic powers that the Moogles are believed to have. With dwarves is a totally different story. Since many goblin clans are by choice thieves, the two races frequently clash over resources such as food and mined ore.

Powers: Thanks to their small size, large, giant, and Huge sized monsters suffer a -20% penalty to their attack attempts. They also have the benefit of being able to use the various imp equipment that essentially gives the Imp a +2 damage bonus or +3 armor & m. armor bonus made by an Imp Blacksmith. In any other race's hands, the weapon or armor does ½ damage or has half the normal armor or m. armor bonuses. In addition, the Imp (if it has the correct skills) can use the Imp Halberd which does 3d12 damage and has a 30% chance when used to randomly cast the spell Imp.

Matango

Average Height

Males: 3'2" + 1d10"

Females: 3'0" + 1d4"

Average weight

Males: 65 + 3d10 lbs.

Females: 65 + 2d10 lbs.

Eye Colors

Black, Brown, Hazel, Green, Grey

Hair Color

None

Average Lifespan

Males: 68 years

Females: 73 years

Favored Habitat:

Forests, Underground

Commonly found on

Land of Mana (SoM)

The Matango range a variety of colors, from fluorescent greens to coal black. Often, they sport different colored spots on their shroomcap that increase in number, as they grow older. They are also fairly short- Matango rarely reach more than 4' tall- and are bulky for their size.

The Matango live in areas that are not accessed easily. Although most prefer to live in peace, several monster tribes have learned the hard way that the Matango are more than willing to go to war if their homes are endangered.

The Matango live in a society of monarchy rule. They will defend their king and kingdom to the very end with an almost religious fever. The Matango have a spoken history in which the old 'shrooms tell stories to pass on the history of the past to the future generations. Young Matango are often raised on tales of heroes of long ago times and grand palaces populate the spoken history of Mana. Because of their similar habitat, Matango are often at ends with the more vicious Imp clans. Matango frequently ally themselves with Dwarves in hard times to fight off particularly strong Imp clans.

Powers: Large, giant, and huge monsters all face a -20% attack penalty when attacking a Matango character. Matango gain an automatic armor bonus thanks to their tough skin as they grow in level. It begins at +2 at level one but increases by 2 for every ten level. Thus a level 41 Matango has a +10 armor bonus.

Moogles

Average Height

3'6" + 1d6"

Average Weight

80 + 2d10 lbs.

Eye Colors

Black

Hair Color

White

Average Lifespan

50 years

Favored Habitat:

Forests, Mountains, Underground

Commonly found on

Aeolus (FF6), Land of Mana (SoM)

Living teddy bears. Ranging between three and four and a half feet in height, Moogles are the cutest race known in any world. Looking rather like a teddy bear, Moogles have huge eyes on a sharp slant, small mouths, short, stubby limbs, and small red bat like wings on their back. These wings provide the Moogles with limited flight for short periods of time.

Moogles are reclusive, introverted individuals most of the time, and the only ones non-Moogles are likely to meet are oddballs. Most Moogles will run or hide upon seeing humans or other sentient creatures. Moogles typically communicate through a complex language involving the movement of their antennae, wings, and their tone and length of speaking when saying the word `kupo'. Most humans, however, believe that Moogles are telepathic, although none have any explanation as to why a telepathic being would bother saying kupo all the time.

Moogles live in small tribes of 10 to 50 Moogles with the oldest Moogles acting as the elder of tribe. They can live in a variety of different habitats such as underground or jungles but most tribes prefer forests.

As adventurers, Moogles tend to favor Bard-like classes, being wary of powerful magic and lacking the strength to be good Knights and Fighters.

Powers: Large, giant, and huge monsters all face a -20% attack penalty when attacking a Moogles character. Moogles can also fly for short period of times (level/10 + 1d10 rounds). Because they often live in dark reclusive places, Moogles can see in total darkness without a source of light.

Neko

Average Height

Males: 4'6" + 1d6"

Females: 4' + 1d10"

Average Weight

Males: 100 + 2d10 lbs.

Females: 85 + 3d10 lbs.

Eye Colors

Black, Brown, Green, Hazel, Blue, Grey, Lavender

Hair Color

Black, grey, white, tan, orange

Average Lifespan

53 years

Favored Habitat:

Forests, Plains

Commonly found on

Land of Mana (SoM)

The Neko stand about 4'6" to 5'6" tall, and tend to have slight builds. They are basically human in appearance, although their entire bodies are covered in fur and they have the facial features of various breed of cats. This includes smaller housecat breeds as well as the larger great cats such as lions, tigers, panthers, and so on. Neko based on the greater cats tend to be taller, more on par for size with humans. Their hair/fur ranges in color from black to various earth tones, to even (although rarely) white. Their eyes are usually green or yellow, and are often different colors. The odd Neko with blue eyes is considered a good omen to his family. Neko do have claws and fangs, but most feel that using them in combat is feral and improper.

The race of Neko is one of wanderers. Shortly after they are born, they reach maturity and leave home to find their own place in the world. Many become merchants, others adventurers. Many other races hate or fear the Neko because of evil whispers that they are thieves or tricksters, but this is a case of a few really bad eggs causing the whole batch to be thrown away. Most Neko are as honest as humans.

The Neko do not have a based society to belong to. They travel mostly upon foot, and in numbers of 1 to 2. After years of adventuring in the many lands of Mana, the Neko settle down into small villages. They usually will meet mates, and raise small litters of Neko. They will train these litters in mercantilism, and send them off into the world. Occasionally, a few Neko children delve into other areas aside from life as a merchant. Those Neko that bare more similarities to the great cats tend to gravitate toward Fighter and Ranger aspects such as the Paladin, General, and

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Dark Knight. Neko magicians tend to be somewhat rare, but most have homes in Neko communities.

Powers: Thanks to their ancestry from cats, the Neko can see in total darkness without a source of light. Their cat-like reflexes also give them a skill aptitude with any non-weapon skill that defaults to Agility. For every two skill points they put into a skill after character creation, they gain extra percentage point for the skill. This effects only the skill points added from gaining levels- not during character creation.

Sprite

Average Height:

Males: 3' + 2d10

Females: 3' + 2d6

Average Weight:

Males: 40 + 5d10

Females: 40 + 3d10

Eye Colors:

Blue, Black, or Brown

Hair Colors:

Any, preferably unusual

Average Lifespan:

150

Favored Habitat:

Forests

Commonly found on:

Land of Mana (SoM)

Ranging from 3'5" to 4'6", sprites look much like dwarves, minus some bulk and facial hair (they have it, but to a lesser degree). The hair color of the sprites can be any color of the rainbow and even more exotic colors. Their eye colors usually are blue, black, or brown. Sprites usually wear robes of varying colors and carry staffs that they use both for balance and to focus their tremendous magical power.

The Sprites are the essence of Mana and they know this well. For the most part, the sprites are content to live in their villages and tend the land and nature. They are a friendly people, renowned for their hospitality. When Mana is threatened, the sprites behavior begins to change. They have been known to become warriors, battling whatever threatens Mana. Unfortunately, they also have been known to become weaker and even to disappear from the world that they reside in. This is because of the fact that as Mana grows weaker, so do they, and if it were ever to completely die, then they would as well. According to legend, when Mana grows so weak that the sprites are forced off of the physical plane, they arrive in the land where Mana flows the strongest and purest.

Sprites usually live in small villages with an average population of about thirty to forty sprites. Sprite villages can usually be found in forests, where sprites feel most connected to Mana. Sprites usually have good communication with others and tend to work with their neighbors to make the world a better place. The sprites don't really gather much in the way of tradable goods, so the villages are largely self-sufficient. The sprites are not warriors by nature and hold pacifist views in most matters, but as stated previously, when Mana is threatened then the sprites will become warriors to defend the world and Mana from harm. The society of the sprites revolves around their magic as a general rule.

Powers: Large, giant, and huge monsters all face a -20% attack penalty when attacking a sprite character.

Werewolf

Average Height

Males: 5'2" + 2d10"

Females: 5' + 2d6"

Average Weight

Males: 140 + 2d10 lbs.

Females: 120 + 2d10 lbs.

Eye colors

Black, Dark Green, Dark Blue

Hair Color

Grey, Brown, White, Silver, Black, Russet

Average Lifespan

70 years

Favored Habitat:

Forests, Hills

Commonly found on

Mallora (FF5)

Though not a very populous race, the werewolves are considered well established because of their amazing ability to stay a secret. Though feared by almost all races and considered by most as monstrous and inferior (especially by Neko), the Werewolf culture is surprisingly peaceful and orderly. Though, like any veteran fighter knows, the military strength of the werewolves is great. A Werewolf during the day looks like a normal human save for the fact that they often have bright amber eyes much like a wolf. At night, they gain the ability to transform into a powerful wolfman. The werewolves usually have grey or brown colored hair, though some 'gifted' ones are born with silver or white hair. The origins of this species are generally unknown, but many say that they came from off-planet, traveling by meteor.

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Werewolves are natural warriors by birth and culture. Their ability to become powerful wolfmen at night gives them incredible strength that is only rivaled by the Yeti race. They are trained during their childhood to become warriors, normally for their tribe. Occasionally you get a Werewolf tribe or individual Werewolf that sells its service to other races, particularly humans, as mercenaries. Most tribes, however, would rather stay out of the affairs of other races save for trading.

Powers: All werewolves gain the ability once they become adults to transform into a wolfman at night. They know this power as “the Gift of Luna” because of the race’s worship of the moon. In their wolfman state, the werewolf’s strength attribute increases by 20% up to a maximum of 30. They can remain in this state for the duration of the battle and can continue to use it until the sun comes up.

Yeti

Average Height

6' + 2d10"

Average Weight

400 + 6d10 lbs.

Eye Colors

Black, brown

Hair Color

White, brown, green

Average Lifespan

20 years

Favored Habitat:

Mountains, Arctic

Commonly found on

Aeolus (FF6)

Dump trucks with hair. Yeti are huge humanoids that are proportioned roughly like apes. They are covered in a mat of thick white hair, which conceals their leathery black skin. They have huge mouths filled with many small, jagged teeth. They are mostly unintelligent, barely able to speak and prone to yelling ‘U'ghaaaaa!’ whenever they feel the urge to express themselves. On the other hand, they are extremely skilled in combat with their incredible strength and endurance. They are usually between eight and nine feet in height, and no one has dared to try and measure their weight. Above all, they are big, stupid, slow, and deadly if you annoy them.

Despite their fearsome appearance, Yeti are actually very gentle people. They live in areas of extreme cold, often in mountains, which puts them in one of the harshest environments in existence. They often prefer to keep a safe distance from humans and other sentient races (with a notable exception of

Moogles). It may be because of this that they tend not to have a hard time speaking anglic (the default human language) which helps their stereotype of being barbarians. Many at best speak like cavemen and use third person speech. “I Gotar, warrior of clan,” type speech. Equally impressive as their strength & toughness is their sense of honor to their family and friends. They will go out of their way risking their life if either one is endangered regardless of the outcome. “Making a friend with a yeti,” many adventurers say, “is making a friend forever. The same can be said about making an enemy out of a yeti also.” Yeti who are scorned will go through hell and back to get revenge for the troublemaker. In some cases, the yeti will pull pranks or minor comedy if the offense is small or minor. More serious affronts, especially to their family or clan, can result in bloodshed.

Powers: Thanks to their size, Yeti can 1d10 damage with their fists rather than the normal 1d6 damage. Thanks to their long time in the arctic, their preferred habitat, they have an automatic resistance to Ice that reduces damage from ice attacks or spells by 50%. At level 40 this is upgraded to immunity to all cold attacks & spells.

Chapter Three

CLASSES

You can't learn to wield a sword or cast magic by accident: you learn how to do it. A class is much like an occupation: it describes what the character has been trained how to do during his or her childhood. Not all people have classes but for heroes such as the player character, they are exception.

There are eleven classes: Fighter, Ranger, Thief, Bard, Engineer, White Mage, Black Mage, Red Mage, Blue Mage, Cosmic Mage, and Caller. Each class excels in different areas where other classes do not or benefit from powers that make them unique. Fighters, for instance, are the best physical combat in the game but lack the versatility (and power) that magic provided. Black Mages, on the other hand, are excellent with offensive magic but lack physical prowess. If they are cut off from magic, use all their magic points, or their magic has no effects on their opponents, they have little hope for surviving.

In order to provide an extra amount of diversity, many classes have sub-classes or 'aspects' that can provide different variations of powers than the regular class. Most aspects are based on the many different heroes and heroines of the Final Fantasy series. Dragoons, Paladins, Dark Knights, Ninjas, Gamblers, Beastmasters, Geomancers, Dancers, and Mimes are just a few possibilities.

Initiative Penalties

Many powers can allow a player to perform acts that rival even magic. To counter the lack of magic point costs, most class powers have an initiative penalty. When the character uses that power, the initiative penalty is deducted from their initiative score. So if a character who rolled 12 for initiative used dispatch (sword technique, -2 penalty); his final initiative would be 10 (12 - 2). If the character's modified initiative is negative, then the power comes into effect on the next round with any left over points being subtracted from the 2nd round's initiative. So a character who has a 15 initiative using Quadra Slam (-18) would suffer a -3 initiative penalty for the next round before the Quadra Slam goes off.

Power Ranges

Most powers have a range listed using the hex map format. For those that doesn't know about it (or haven't played Final Fantasy Tactics yet), the range is listed as three separate stats: Range, Effect, and

Vertical. Although given as hexes and squares, each hex/square equals one meter/yard for those that prefer an abstract view on combat.

Range: How far the character can be away from the enemy in order to be hit with the attack.

Effect: How large the power's "area of effect" is. For each point over 1, the attack's radius increases by one hex/square.

Vertical: How high or low the target can be hit from. This often comes into play when trying to strike multiple opponents with a power. If one of the targets is on a higher ledge, the power may not be able to affect them. If you interested in learning more about the hex map rules, you'll find them in Chapter Six: Combat.

Fighter

The noble samurai, the dashing swashbuckler, the humble peasant warrior. All embody the Fighter, strongest of the classes in terms of fighting ability. Some have channeled their inner chi through years of training, gaining superhuman abilities through their weapons. Some, by sponsorship of a higher power, have gained limited spell use. But all are the most formidable in a front-on fight.

The warrior in its purest form, the pure Fighter (Fighter class, no aspect) is a warrior who has chosen strength and skill with weaponry over the pure mental discipline and magical powers of the other aspects of his or her trade. This does have a benefit however. Whereas other classes and aspects can only master one weapon, the fighter can master them all. Fighters can often be seen filling the ranks of the armies of nearly all worlds.

MDC Boost (Optional): While magic is not normally the primary power of most Fighter aspects, some of them- specifically the Black Belt, Dark Knight, General, Magic Knight, Paladin, and Samurai have powers that either dabble in magic. Some examples include the Paladin's access to white magic spells and the extensive attack powers of the Samurai and General aspects that are based on their MDC rating. In such cases, a higher MDC rate for the Black Belt, Dark Knight, General, Magic Knight, Paladin, and Samurai aspects (+1 every 9 levels rather than +1 every 10 levels) could help balance the powers of these aspects against each other.

Skills

Strategy at 50%
 Climbing at 30%
 Survival at 40%
 One weapon skill at 50%
 150 points for others

Fighter Skill

While the stock Fighter may not use an amazing array of ki attacks like many of its aspects, the Fighter has several advantages of its own. Fighter skill techniques, as they are called, are not available to the Fighter aspects. They are available only to the pure Fighter (Fighter class, no aspect).

Fighters also have extra benefit of being the only class or aspect that can use more than one weapon mastery. Other classes, even fighter aspects, are limited to only one weapon mastery of their own choosing. Weapon Masteries are described in Chapter Four: Skills following weapon skills.

Protect (Level 5)

Using this ability, the Fighter can protect himself from physical attacks. If the Fighter uses this ability, he must devote the entire combat round to defending, not making an attack or taking any other action. While this ability is in effect, the Fighter takes no damage from physical attacks of any kind, although magical effects and status conditions associated with a physical attack (such as a Magic Knight's Sword Magic, or a monster's poison) can still affect the Fighter.

2-Hand (Level 10)

This ability allows a Fighter to use a melee weapon in two hands, instead of one. If the Fighter uses this ability, he gains an extra die of the appropriate type when rolling for damage (a Sword held 2-Handed would do +d10 damage, an axe +d12, etc.) and adds twice his Strength score, instead of just the unmodified strength score. These modifications are made before DC adjustments are made. While the Fighter is using 2-Hand, he may not carry a shield.

Rapid Strike (Level 20)

When in combat, the Fighter can attempt to strike first in any combat round. In order to successfully use this ability, the Fighter must roll under (Level/2)+AGI on percentile dice; if he succeeds, he can act at any time in the combat round, regardless of his Initiative roll. (He can go first and strike at an enemy, for example; or he can wait until the enemy has closed to melee, and then strike before the enemy takes a combat action.) If he fails, his Initiative is reduced to 1, and he cannot act at all in the round. Rapid Strike can only be

used with a normal attack, not with a Weapon Mastery or other ability (2-Hand is still OK, though, and Counter still works).

Challenge (Level 25)

With this ability, a Fighter can issue a challenge to a nearby enemy. The enemy must be intelligent, within combat range, and capable of hearing the Fighter's challenge. The Fighter must make a percentile roll of (Level/2)+Will or less; if he succeeds, the enemy will move to melee range and take the Fighter on in single combat. Spells, breath weapons, and similar special abilities are not allowed during the Challenge, though Weapon Masteries and similar Fighter-type powers are. Allies cannot intervene on either side, and if they do the Challenge is broken; however, allies and magic can be used to enhance the Fighter before combat begins. The Challenge lasts (1d10 + Will bonus) rounds, or until the Fighter or his allies act to break the conditions of the Challenge, the Fighter retreats or surrenders, or one of the combatants is dead.

Counter (Level 30)

This ability gives the Fighter a (Level/3)+(AGI/2) chance to counterattack any physical attack made upon him. If the roll succeeds, the Fighter may immediately make a normal melee attack upon the enemy, with whatever weapon he is wielding.

Second Action (Level 50)

This ability allows the Fighter to make a second action in a combat round. The second action happens on (Init. - 10), and will go off on Init. 1 if the Fighter rolls lower than 10 for his Initiative roll. Each action that the fighter takes must be an attack, a use of a WM, or the use of an Item; the Fighter cannot use a Secondary Ability or some other ability not related to combat. If the Fighter chooses to use WM abilities, the Initiative penalty for the WM is cumulative with the -10 penalty for the Fighter's second action.

Starting HP: 10

Level Up: +1d12 HP

Fighter Aspects

Barbarian

Example: Umaro (FF6)

Commonly found on: Mallora (FF5), Aeolus (FF6)

Many have a view of the barbarian as a smelly, stupid sub-human or beast. That is far from the truth. While it is true that Barbarians do possess more sheer physical strength than any class or aspect, they also

possess a great knowledge of nature, perhaps equivalent to the stock ranger. However, Barbarians do not actively seek the treasures and wonders that nature holds to those who know where to look. Barbarians would much rather fight with nature and its beasts, dominate them and rule the area they have claimed for their own. Barbarians are not known for their fear, but rather for their intense and unmitigated rage. This is often referred to as the berserking or berserker rage. In this state the Barbarian is practically unstoppable, for they do not think, merely attack, channeling their muscle power to smash both foe and friend alike.

Skills

Survival at 50%
Tracking at 40%
Weapon Skill at 50%
150 points for Others

Berserker Rage

All Barbarians have the unique ability to go 'berserk' with similar effects from the status condition of the same name (+50% HP, +25% damage). As they grow stronger, they gain additional powers that can be used while berserk.

Will of the Rage (Level 10)

At Level 10, the fury of a true Berserker becomes more potent, able to penetrate to and affect others. With this power, the Berserker can make a Will check any time he attacks an enemy. If the check succeeds, the foe suffers no benefits from magical defenses - including Resistances, Immunities, or Absorbencies - from the Berserker's attack.

Strength of the Rage (Level 20)

The Berserker can call upon the power of the Rage in non-combat situations. To do this, he must pass a Will check; if he succeeds, any one physical attribute (STR, AGI, VIT, or SPD) is doubled for Will rounds. Skills that default to the chosen attribute are also doubled. While employing Strength of the Rage, the Barbarian automatically fails any Social, Scholastic, or Artistic skill checks.

Soul of the Rage (Level 30)

This power allows the Berserk to spread his fury to others. In battle, the Berserker may take a round to use the White Magic spell 'Berserk' against an opponent. This costs no MP and can be used as desired.

Heart of the Rage (Level 40)

While in the Rage, the Berserker is constantly affected by a Regen spell, and heals (3d6+Will) HP per round.

Defensive Rage (Level 50)

The Berserker gets an automatic counterattack against any foe that hits him in melee combat. This includes attacking Muddled or Confused allies.

Starting HP: 10
Level Up: +1d12 Hp

Black Belt

Example: Sabin (FF6), Yang (FF4)
Commonly found on: Any world

The Black Belt is a Fighter who has chosen to rely on Agility and their extensive training in unarmed combat to best a foe, rather than muscle power and weapons. The black belt usually begins their training in their late childhood or early teens, and continues with this training through the rest of their formative years. As a result, Black Belts are far more agile and quick than most, with a flexibility and dexterity that few can match. The only serious problem with the Black Belts is the fact that they are not trained to wear heavy armor or wield weapons, so their defense is lower than that of their armored companions and they can only wield claws that add to their punching power. They also are more spiritual than some of the other fighter aspects whereas they are trained in the use of the mystic power known as "Ki". Through manipulating ki, the Black Belt is able to use powerful martial art maneuvers known as Blitzes that have effects ranging from launching a barrage of punches to creating blasts of holy energy.

Skills

Acrobatics at 50%
Climbing at 40%
Jumping at 30%
One weapon skill at 50%
120 points for Others

Blitz

Through long and tedious training, a black belt is capable of controlling their own Ki energy and focusing into amazing Blitz techniques. Through a Blitz the character can pull off amazing physical feats (Pummel, Power Suplex, Bum Rush) or create powerful blasts of energy (Aura Bolt, Fire Dance, Air Slash).

Pummel (Level 1)

Range: R:1 E:1 V:0
Penalty: -2

One of the first techniques taught to any true Black Belts, pummel allows them to fire more punches than humanly conceivable. Damage done is increased by an extra 1d6 damage. Wearing claws or gloves will increase the damage done by the pummel.

Turn Punch (Level 8)

Range: R:1 E:2 V:0
Penalty: -4

The character performs a 360-degree spinning punch, inflicting punching damage to all targets within the Black Belt's range.

Suplex (Level 15)

Range: R:1 E:1 V:0
Penalty: -6

Using their superior power, the character picks up their opponent and suplexes them head-first into the ground. This technique does $2d8 + \text{Strength} \times \text{DC}$ damage. In addition, the target is dazed (confused) for 1d6 rounds until they can recover.

Counter (Level 22)

Range: Special
Penalty: N/A

Through their training, the black belt may now counterattack any physical attack on him/her. The chance to do so is equal to their (Level/2) + Agility. Wearing either a Black Belt or Frenzy Band will have no effect on a 22nd or higher level Black Belt.

Aura Bolt (Level 29)

Range: R:1 E:8 (Beam)V:0
Penalty: -10

A low-powered Ki attack, the character focuses their Ki Energy into their hands to create a globe of glowing white energy. It is then released in a laser beam like blast for $(6d6 + \text{Willpower}) \times \text{MDC}$ damage. The attack also counts as a light elemental attack and as a linear/beam effect.

Fire Dance (Level 36)

Range: R:5 E:2 V:1
Penalty: -12

Performing a quick series of martial arts katas, the character unleashes their built up Ki energy into a wave of fire for $(7d6 + \text{Willpower}) \times \text{MDC}$ damage. Also counts as a fire elemental attack.

Chakra (Level 43)

Range: R:0 E:2 V:0
Penalty: -14

The character unleashes his Ki, creating a sweeping wave of soft white energy healing all allies for $(5d6 + \text{Willpower}) \times \text{MDC}$ HP. Counts as a level 2 area effect.

Air Slash (Level 50)

Range: R:4 E:2 V:1
Penalty: -16

By unleashing a series of martial art katas similar to Fire Dance, the character can unleash a powerful wave of air that smashes into his opponents. The attack delivers $(8d6 + \text{Willpower}) \times \text{MDC}$ points of damage and counts as an air elemental attack.

Spiraler (Level 57)

Range: R: 0 E:4 V:1
Penalty: -18

Similar to Chakra, the character creates a wave of healing energy that restores HP to all allies. However, it requires the character to spend a portion of their HP to use the technique. The amount healed depends on the Black Belt's Willpower rating. For every 5 points of Willpower over five (10, 15, 20, 25, 30), the ratio increases by one point. It starts at a ratio of 1 to 2 (1 character HP for 2 points healed) and goes up from there. A character with a Willpower of 15 (1 to 4 healing ratio) could heal his companions for 40 HP if he takes 4 points of damage.

Bum Rush (Level 64)

Range: R:1 E:1 V:0
Penalty: -20

By focusing their ki, the master Black Belts are capable of launching a barrage of hundreds of punches. This almost legendary technique is called the 'Bum Rush'. It never misses and does $[(\text{claw, martial arts, or glove damage}) + 5d6] + (\text{Strength} \times 2) \times \text{DC}$ damage.

Martial Arts (Optional)

To make up for their lack of weapon use, all Black Belts are extremely skilled with fighting with their body. Because of their mastery in the martial arts, they can do more damage with unarmed attacks than other characters. As the character progresses in level, they have a damage modifier that is applied to their attacks. The asterisk (*) should be replaced by the dice value of the attack. So a punch (d6 damage) by a 13th level black belt would do $(1d6 + 3) + \text{strength} \times \text{DC}$ damage.

Level	Damage
1	1d*
6	1d*+1
11	1d*+2
16	1d*+3
21	2d*
26	2d*+1
31	2d*+2
36	2d*+3
41	3d*
46	3d*+1
51	3d*+2
56	3d*+3
61	4d*

Starting HP: 10
Level Up: 1d12 HP

Dark Knight

Examples: Cecil (FF4)

Commonly found on: Earth (FF4)

Even as there is good in the world, so must there be evil. Thus, even as the Paladins are the Knights of Light, so there are Knights of Darkness to match them. The Dark Knight is a Fighter who has chosen to serve the spirits and deities of darkness and evil. Unlike the Paladin, the Dark Knight does not have to go through tests of spirit and emotion to prove their worth, in that respect they claim superiority to their light brethren. The powers of evil gladly aid those who wish to serve them. However, not all Dark Knights are truly evil. There are some that are specifically marked by the evil forces and then are coerced into serving them. These Dark Knights are often miserable, and usually will try to leave behind the dark ways, often aspiring to Paladinhood. They have hope in this, because very often the powers of goodness have pity on these poor souls and will consent to let them take the tests to become a Paladin. Most Dark Knights actively serve the forces of evil, however. Dark Knights, like their Paladin opposites, equip armor and wield swords, quite often dedicated to the evil forces they serve. In addition, they can use up to fourth-level black magic and channel the unholy energies of the masters of the darkness through their swords.

Skills

Etiquette at 50%
Strategy at 40%
Climbing at 30%
One weapon skill at 50%
150 points for Others

Dark Sword

All demons grant their minions the ability to channel unholy energy through their swords to destroy their foes. The Dark Knight has three different Dark Sword techniques: Dark Sword, Night Sword, and Black Wave. They gain Black Wave at level 5 while Night Sword is gained at level 20, Dark Sword is gained upon reaching level 35, and Darkside is gained upon reaching level 50. While they may lack some of the physical punch that Holy Sword possesses, Dark Sword makes up for it by draining health points and energy.

Black Wave (Level 5)

Range: R:4 E:2 V:0
Penalty: -2

The Dark Knight unleashes a wave of negative energy that does an extra 150% darkness damage and has a 30% chance to inflict the status condition Blind.

Night Sword (Level 20)

Range: R:4 E:1 V:0
Penalty: -10

The Dark Knight points his sword at the target as an ethereal dark red blade rips through them from the ground below. The attack inflicts 125% damage to the target's HP and 1/2 of damage restores the Dark Knight's MP.

Dark Sword (Level 35)

Range: R:4 E:1, V:0
Penalty: -15

The Dark Knight points his sword at the target as an ethereal purple blade rips through them from the ground below. The attack inflicts 125% damage to the target's MP and 1/2 of damage restores the Dark Knight's MP.

Darkside (Level 50)

Range: R:4 E:1 V:0
Penalty: -20

The Dark Knight points his sword at the target as an ethereal black blade rips through them from the ground below. The attack does 200% darkness damage and has a flat 33% chance to automatically kill any none boss level monster. While powerful, Darkside has a price: the character suffers 1/10th the damage that the attack inflicts. If Darkside does 500 points of damage after the enemy's armor rating is factored in for instance, the character takes 50 points of damage himself. Darkside also has a flat 30% chance to instantly kill its target when used. This side-effect of Darkside is useless against all undead or boss monsters.

Black Magic

In addition to the dark sword techniques, the Dark Knight can cast black magic starting upon reaching level 3 and may cast up to level 4 black magic at level 41.

Spell Progression

Magic Level	XP Level
Level 1	03, 07, 11
Level 2	13, 17, 21
Level 3	23, 27, 31
Level 4	33, 37, 41
Any Level	46, 51, 56, 61

Starting HP: 10, Starting MP: 5
Level Up: +1d10 HP, +1d6 MP

Dragoon

Examples: Kain (FF4)

Commonly found on: Any world

Dragoons are warriors who have been trained in the use of internal energies. In many countries, the Dragoons are elite warriors who have a reputation of getting even the most suicidal jobs done. Whereas most classes and their aspects are ground-bound, Dragoons have the interesting capability to harness their internal energies, focusing them into a powerful jump that, for a time at least, defies the laws of gravity. With their extensive training in both ground and aerial combat, Dragoons are capable of using their jumping ability to launch a devastating attack from the skies upon their hapless opponents as well as dish out the damage on the ground.

Skills

Strategy at 40%
Jumping at 50%
One weapon skill at 50%
180 points for other skills

Dragon Arts

The fundamentals of the Dragoon's training come from the study of the powers of dragons. The Dragoons can use this potential to perform jumps high enough in altitude to earn a place within legends as those who can "fly like a dragon." The Dragoon can also invoke such spirits to perform tasks that may not necessarily compare to those of Mages and Callers, but are respectable in their own right.

Jump (Level 1)

Through long practice, the Dragoon is capable of jumping high into the air and coming down with frightening force. The jump attack takes two rounds to perform- one round to jump and the attack is delivered when the character would normally attack in second round. Despite the time needed, the blow inflicts double damage. While jumping, the Dragoon is out of reach of most attacks but can be hit with long ranged weapons (Guns, throwing weapons, or bows) at a -30% skill penalty, ending the Jump prematurely.

Lancer (Level 8)

Penalty: -4

By invoking energies through his weapon, the Dragoon can surround it with a red flare, enabling him to attack an enemy, inflicting 140% weapon damage in HP, and 1/10 of that in MP damage.

Reis's Wind (Level 15)

Range: R:3 E:2 V:1

Penalty: -6

The Dragoon summons the powers of Reis, the Holy Dragon. Her spirit surrounds all allies within the AoE, generating a divine breeze which casts the Regen status for (Level/5) + (WP/3) rounds.

Luna (Level 22)

Range: U - R:3 E:2 V:1

Penalty: -8

Using the powers of the moon, the Dragoon drives all within the AoE into a mad frenzy, inflicting the Berserk status condition for (Level/5) + (WP/3) rounds.

Six Dragons (Level 29)

Range: R:4 E:3 V:2

The Dragoon invokes the powers of six dragons. They draw the powers (Hit Points or Magic Points) from some allies and places them within others. Roll 1d4 for each ally. Depending on the result, the character will either be a recipient or a giver of HP or MP.

- 1: HP recipient
- 2: MP recipient
- 3: HP giver
- 4: MP giver

All HP givers will be reduced to 1 HP and all MP givers will be reduced to 1 MP. Add the total amount of HP to a combined pool of HP and do the same with MP. Divide the amount of HP in the HP pool between all recipients, round up. Divide the amount of MP in the MP pool between all MP recipients that can use MP. If there are all givers but no recipients, then all

givers are reduced to 1 HP and the excess points in the pool wither away. If there are all recipients, but no givers, then nothing happens.

Cherry Blossom (Level 36)

Range: R:4 E:3 V:2

Penalty: -12

The Dragoon throws his weapon towards the center of the AoE, which explodes into a barrage of cherry blossoms that spread out and slash all enemies repeatedly for 160% weapon damage.

Dragon Spirit (Level 43)

Upon gaining this ability the dragoon can recover instantly from even the most grievous of wounds. In game terms there is a 30% + (Level/3) + (WP) of the Dragoon instantly being put under the effects of a Life 3 spell. This occurs whenever he is wounded during combat. (The wound can be anywhere from 1 hp of damage to 1 below the Dragoon's current HP, so long as it succeeds and does not kill him.) Note that the Life 3 spell only works once, i.e.: if the Dragoon is hit during combat and successfully raises Dragon Spirit and then is hit again later, this time fatally, when he comes back he will no longer be under the effects of the Life 3 spell, nor can he re-invoke the Dragon Spirit in the same fight by being hit again.

White Draw (Level 50)

Range (enemy): R:4 E:1 V:2

Range (recipients): R:0 E:3 V:2

Penalty: -16

The Dragoon calls forth the powers of the dragon, which targets the enemy, drawing away MP equal to the Dragoon's weapon damage and dividing the pool of MP between all the Dragoon's spell-casting allies within the AoE.

Power Jump (Level 57)

Range: R:4 E:3 V:-

Penalty: -18

A more advanced version of the Dragoon Jump the Dragoon jumps in the air and generates energy versions of his weapon, hitting all enemies with the AoE for Jump damage modified by MDC instead of DC. There is a 20% + (Level/5) + (WP/3) chance that the Dragoon will remain in the air after this initial assault. If the CoS fails, the Dragoon will land on the center target, and that target will take normal Jump damage. If the CoS succeeds, the Dragoon will remain in the air for an extra round and again inflict Jump damage x MDC to all in the AoE, then land on the center target for normal Jump damage. Keep in mind that, in the air, the Dragoon can still be hit by projectile weapons such as Bows, Crossbows, and Firearms at the same rate as if the Dragoon performed a normal

Jump, and will end the Power Jump prematurely if such an attack is successful.

Dragon Crest (Level 64)

Range: R:4 E:1 V:1

Penalty: -20

Here, the Dragoon sums up the experience that he has in his profession. A large crest with a dragon insignia appears below the enemy, in which the dragon comes to life, rises up and takes a bite out of the target for 10d6 non-elemental damage. Granted that this power possesses the blessing of the moon god Artemis, dragons take double damage from this as a result.

Starting HP: 10

Level Up: +1d10 HP

General

Example: Leo (FF6)

Commonly found on: Any world on which there is an active military.

The general is an advanced version of the Knight or the Sword Master, or could be considered a specialized kind of Magic Knight. Like the Knight, the General holds a high rank in the military of his or her world, and this could mean a noble title as well. But like the Sword Master, the General is trained in the use of internal energies. This is where the similarities end. The General uses his or her internal energies in a fashion both more complex and more simple than the Dragoon or the Sword Master, releasing it as raw energy. Often, this takes the form and attributes of lightning. At the same time, the General is more diverse, since his or her powers are better suited to mass combat and attacking whole groups of enemies, whereas the Dragoon and the Sword Master are more limited in scope for the most part. The General is more often than not a born leader, who is good at leading the troops into battle and from there to victory. Most Generals are trained to use swords or katanas, although there are exceptions. Those that use heavy weapons such as cudgels, hammers, and axes tended to be looked down upon by their superiors.

Skills

Strategy at 40%

Leadership at 50%

One weapon skill at 50%

180 points for Others

Shock

The Shock power allows the General to channel his inner ki through his weapon and into powerful lightning effects, many of which can effect multiple enemies at once. Like the Knight and Black Belt, the General gains access to more powerful Shock techniques as they gain experience levels. All Shock techniques automatically hit.

Although the Shock power defaults to lightning element attacks, it is possible to modify the element of the attack to ice, water, air, fire, or earth element types. This decision must be made at character creation; the General has a single elemental theme for all of his Shock techniques. To change the Shock techniques, simply change the name and alter the descriptions of the Shock to reflect the new elemental type. A General with a fire Shock might have "Blade Burn" instead of "Blade Charge". Generals may not have light or darkness based Shocks, however. These are the provinces of the Paladin and the Dark Knight.

Arc (Level 1)

Range: R:3 E:1 V:0

Penalty: -2

The General does a sweeping motion along the ground with his weapon and brings it up. Doing so releases a small shockwave of electricity that does (2d6 + Willpower) x MDC damage.

Charge (Level 8)

Range: R:3 E:2 V:0

Penalty: -4

The General raises his weapon above his head and concentrates. He then swings the weapon in the direction of his target, unleashing a bolt of lightning which strikes out at all in the area of effect for (3d6 + Willpower) x MDC damage.

Blade Charge (Level 15)

Range: R:0 E:1 V:0

Penalty: -6

The General's weapon gains a lightning elemental affinity for 1d6 + Willpower rounds. In addition, the blade does one extra die of damage. Despite the name, this technique may be used with any weapon.

Shockwave (Level 22)

Range: R:4 E:8 (Beam) V:1

Penalty: -8

Stabbing his weapon into the ground, the General unleashes a wave of lightning which sweeps across the ground and strikes all in its path for (4d6 + Willpower) x MDC damage. Although similar to the Arc technique, Shockwave may strike multiple opponents if they are in line with the attack.

Burst (Level 29)

Range: R:3 E:2 V:1

Penalty: -10

Gesturing at his foes with his weapon, the General rains lightning down upon everyone in the area of effect for (5d6 + Willpower) x MDC damage.

Rasp Strike (Level 36)

Range: R:1 E:1 V:1

Penalty: -12

The General charges his weapon with a strange bluish energy and makes a single strike. 1/2 of the damage done by the attack is done as 'damage' to the target's MP.

Thunder Blast (Level 43)

Range: R:3 E:3 V:1

Penalty: -14

The General raises his weapon into the air pointing toward the sky, which rapidly grows dark. A bolt of lightning falls from the heavens, striking the raised weapon and then lashing out at the General's foes for (7d6 + Willpower) x MDC damage.

Dragon Storm (Level 50)

Range: R:4 E:3 V:2

Penalty: -16

The General raises his weapon into the air pointing toward the sky, which is rapidly growing dark. A bolt of lightning falls from the heavens, striking directly on the character's weapon. Rather than frying the General, a dragon of pure lightning erupts from the weapon and begins circling around the opponents causing (8d6 + Willpower) x MDC lightning damage.

Shock Barrier (Level 57)

Range: R:0 E:1 V:0

Penalty: -18

The General shoves his weapon into the ground and creates a sphere of lightning around him. The technique has the same effects as the spell 'Barrier' as well as inflicting 1/2 damage from any melee attack back on the attacker.

Holocaust (Level 64)

Range: R:5 E:4 V:2

Penalty: -20

Damage: 10d6 + Willpower x MDC

This is the ultimate Shock. It causes the skies to darken like the earlier Dragon Storm and Thunder Blast techniques, but is much more awe-inspiring. It causes dozens of small meteors to drop on the victims causing a massive array of explosions, inflicting (10d6 + Willpower) x MDC damage.

Starting HP: 10
Level Up: +1d10 HP

Knight

Knights are trained warriors that differ from ordinary Fighters in that they have been given the rites of knighthood by a king or some other potentate. Thus, they hold an active rank in a military and, more often than not, are nobility to one degree or another. Knights are trained to use heavy armors and weapons, much like the Paladins and Dark Knights, but ironically enough, they specialize in the use of shattering the weapons, armors, helmets, and equipment of others.

Skills

One weapon skill at 50%
Strategy at 30%
Etiquette at 30%
150 points for other skills

Battle Skill

Through much practice, Knights are able to use their skills to break equipment and temporarily decrease stats through stabbing the opponent in a specific area. All Battle Skills are subject to defense modifications- the target's defense rating is subtracted from the CoS final total. Repairing damaged equipment costs 1/5th the cost of the item.

Note: The final four Battle Skills (Icewolf Bite, Shellburst Stab, Balstar Punch, and Hellcry Punch) do not work the same as they did in Final Fantasy Tactics. They will damage any opponent regardless if they wear armor or not.

Power Break (Level 1)

CoS: $50 + (\text{Level}/2) + (\text{Strength})$

If successful, the target's Strength is decreased by $(10 + \text{the Knight's XP Level}/2)\%$ points for the duration of the battle. Thus a level 20 Knight would reduce the target's Strength by 20% ($20/10 = 10$. $10 + 10 = 20$)

Speed Break (Level 6)

CoS: $50 + (\text{Level}/2) + (\text{Strength})$

If successful, the target's Speed is decreased by $(10 + \text{the Knight's XP Level}/2)\%$ points for the duration of the battle. Thus a level 20 Knight would reduce the target's Speed by 20% ($20/10 = 10$. $10 + 10 = 20$)

Mind Break (Level 11)

CoS: $50 + (\text{Level}/2) + (\text{Strength})$

If successful, the target's Magery is decreased by $(10 + \text{the Knight's XP Level}/2)\%$ points for the duration of the battle. Thus a level 20 Knight would reduce the target's Magery by 20% ($20/10 = 10$. $10 + 10 = 20$)

Magic Break (Level 16)

CoS: $50 + (\text{Level}/2) + (\text{Strength})$

If successful, the target's MP is decreased by 1/2 the damage inflicted.

Shield Break (Level 21)

CoS: $25 + (\text{Level}/2) + (\text{Strength})$

If used against a human opponent using a shield, the target's shield is damaged and may not be used again until repaired. Shield Break can also be used against other opponents to reduce their ability to dodge attacks. Reduce Defense and M. Defense by 1/2 if successfully used.

Helmet Break (Level 26)

CoS: $25 + (\text{Level}/2) + (\text{Strength})$

If used against a human opponent that is wearing a helmet or hat, the target's helmet or hat is damaged and may not be used again until repaired. Helmet Break can also be used against other opponents to reduce their Armor rating by 1/3rd if successfully used.

Armor Break (Level 31)

CoS: $25 + (\text{Level}/2) + (\text{Strength})$

If used against a human opponent, the target's armor, suit, or robe is damaged and may not be used again until repaired. Armor Break can also be used against other opponents to reduce their armor rating by 2/3rd if used successfully.

Weapon Break (Level 36)

CoS: $25 + (\text{Level}/2) + (\text{Strength})$

If used against a human opponent, the target's weapon is damaged and may not be used again until repaired. Weapon Break may also be used against other opponents to reduce the damage done by the enemy's physical attacks by 1/3rd if used successfully. Has no effect on magic attacks or special attacks that are not based on physical attacks (say, an enemy martial artist's ki blasts).

Accessory Break (Level 41)

CoS: $25 + (\text{Level}/2) + (\text{Strength})$

If used against a human opponent, the target's accessory is damaged and may not be used again until repaired. Accessory Break may also be used against non-human opponents to temporarily remove a power. How this is handled is up to the Gamemaster and the

power removed is up to the GM. It is recommended that it cannot be used to remove an affinity, resistance, immunity, vulnerability, or weakness.

Shellburst Stab (Level 46)

Range: R:4 E:1 V:0
 Penalty: -10
 CoS: 100%

The Knight is able to create a huge sword which pierces through the target's defense inflicting 150% extra damage as well as breaking the target's armor ((100 minus m. defense)% chance)

Blaster Punch (Level 51)

Range: R:4 E:1 V:0
 Penalty: -15
 CoS: 100%

The Knight is able to create huge sword which pierces through the target's defenses inflicting 160% extra damage as well as a (100 - m. defense)% chance of breaking the target's helmet.

Hellcry Punch (Level 56)

Range: R:4 E:1 V:0
 Penalty: -20
 CoS: 100%

The Knight is able to create huge sword which pierces through the target's defenses inflicting 160% extra damage as well as a (100 - m. defense)% chance of breaking the target's Weapon.

Icewolf Bite (Level 61)

Range: R:4 E:1 V:0
 Penalty: -25
 CoS: 100%

The Knight is able to create huge sword which pierces through the target's defenses inflicting 200% extra damage as well as a (100 - m. defense)% chance of breaking the target's accessory.

Starting HP: 10
 Level-up HP: +1d10

Magic Knight

Examples: None
 Commonly found on: Mallora (FF5)

While other Knights learn to focus their ki energy into mighty sword techniques such as Holy Sword, Dark Sword, or Shocks, Magic Knights learn to focus powerful magic spells through their weapons. Through their training, Magic Knights can transform their weapons into elemental weapons, make them fly and attack on their own, and even control the weapons of their enemies.

Skills

One weapon skill at 50%
 Strategy at 30%
 Climbing at 40%
 180% for others

Sword Magic

Although similar in nature to the magic spells wielded by the Black Mages, Sword Magic is functionally different. Rather than hurling spells at their enemies, Magic Knights have the ability to temporarily channel powerful magic spells into their weapons (traditionally swords) for the duration of the battle. These spells effectively add both the element of their spell (for instance, a Magic Knight who casts Fire 1 on his blade would do double damage against monsters weak to fire spells and attacks) and an extra amount of damage. Certain Magic Knight spells are also capable of limited success spells (silence, sleep, poison, etc.). The descriptions and effects of all Sword Magic can be found in Chapter Seven: Magic. Unless stated otherwise, the enchantment created by the Magic Knight lasts 1d10 rounds plus their (Magery/3).

Sword Magic progression

Magic Level	XP Level
Level 1	1, 4, 7
Level 2	9, 12, 15
Level 3	17, 20, 23
Level 4	25, 28, 31
Level 5	33, 36, 39
Level 6	41, 44, 47
Level 7	49, 52, 55
Level 8	57, 60, 63
Any Level	67, 71, 75, 79, 83

Starting HP: 10, Starting MP: 8
 Level Up: 1d10 HP, 1d6 MP

Paladin

Examples: Cecil (FF4)
 Commonly found on: Earth (FF4)

The Paladin is the sacred knight, consecrated to the powers and deities of goodness and light. Paladins are chosen by the powers of goodness, not the other way around. Although there are many who have one or several of the qualities that make a Paladin, only those who are truly the epitome of the powers of light are so blessed to become a Paladin. Paladins, much like Samurai, follow a strict code of honor and nobility. Paladins usually wear heavy armor and wield swords.

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Often, their weapons and armor are consecrated to the light even as they themselves are and thus add even more punch to their already formidable talents. In addition, Paladins are capable of shielding another party member from danger, can use up to fourth-level white magic, and can channel the holy energies of the masters of the light through their swords, making them awesome warriors indeed.

Skills

Etiquette at 50%
Strategy at 30%
Leadership at 40%
One weapon skill at 50%
150 points for Others

Cover

The Paladin may choose to cover any other party members. When he opts to do this, the Paladin immediately jumps in front of the covered party member, taking all damage that the character would have taken. A Paladin can choose to cover or to cease cover at any time. The Paladin must remain within 1 round's move of the covered character--i.e., a distance of SPD feet or less. If the covered character is attacked in melee, the Paladin interposes himself between the attacker and the target. All attacks and damages are rolled as if the Paladin had been the intended target. Missile and magical attacks cannot be covered.

Holy Sword

As part of their faith, Paladins have ability to channel holy energy into powerful sword techniques. A paladin can use this ability upon reaching level 5, and gains new Holy Sword techniques as he or she advances in experience.

Stasis Sword (Level 5)

Range: R:3 E:2 V:1
Penalty: -2

The Paladin slashes through the air in the direction of the target while at the time a white-blue ethereal blade of energy rips through the target. The attack inflicts 150% Light damage and has a flat 33% chance to inflict the status condition Slow.

Split Punch (Level 20)

Range: R:4 E:1 V:0
Penalty: -5

The Paladin slashes through the air in the direction of the target while at the time an ethereal blade of energy rips through the target. The attack

inflicts 160% Light damage and has a flat 43% chance to inflict the status condition Stop.

Crush Punch (Level 35)

Range: R:4 E:1 V:1
Penalty: -10

The Paladin slashes through the air in the direction of the target while at the time an ethereal blade of energy rips through the target. The attack inflicts 170% Light damage and has a flat 33% chance to inflict the status condition Death.

Lightning Stab (Level 50)

Range: R:3 E:2 V:1
Penalty: -15

The Paladin slashes through the air in the direction of the target while at the time an ethereal blade of energy rips through the target. The attack inflicts 180% Lightning damage and has a flat 33% chance to inflict the status condition Silence.

Holy Explosion (Level 65)

Range: R:4 E:8 (Beam) V:1
Penalty: -20

The Paladin slashes through the air in the direction of the target creating a wave of gold holy energy. The attack inflicts 200% Light damage and has a flat 33% chance to inflict the status condition Confusion.

White Magic

The Paladin gains access to white magic upon reaching level 3 and may cast up to level 4 white magic.

Spell Progression

Magic Level	XP Level
Level 1	3, 7, 11
Level 2	13, 17, 21
Level 3	23, 27, 31
Level 4	33, 37, 41
Any Level	46, 51, 56, 61

Starting HP: 10, Starting MP: 5
Level Up: +1d10 HP, +1d6 MP

Samurai

Example: Gilgamesh (FF5)

Commonly found on: Mallora (FF5)

Samurai are rather mysterious warriors who, like the Paladin, embody honor, both in battle and out of it. The Samurai does wear armor, but their weapons are katanas, curved swords that cut with as much fierceness as any broadsword. One of the powers that the Samurai are known and feared for is their ability to draw out spirits. They are known to draw forth the spirits of their swords in battle, and with them perform amazing, seemingly magical effects. Of course, this is not easy, and the training to do this as well as fight with their famed honor takes up their formative years. When it is complete though, the Samurai becomes a force to be reckoned with.

Skills

Animal Riding at 30%

Etiquette at 50%

One weapon skill at 50%

Strategy at 40%

150 points for Others

Draw Out

All Samurai are taught from an early age that in everything exists a spirit. In the earth, in the wind, in the water, and even in the katana that they are given by their Shogun. It is their gift that the Samurai may call upon the spirits within their blade to aid them in their fights. Releasing the spirits has one disadvantage, however - each time the spirit of the katana is released; there is a (25% - [Current level - Required level]) chance that the katana will break from the energy released from it. This mechanic allows talented Samurai to draw weaker katanas with less fear that they will break and younger Samurai to attempt releasing stronger katanas when forced into a desperate situation. Because of the wear and tear done by drawing out the sword's spirit, Samurai are often reminded by their mentors to carry an extra Katana just in case. With the exception of artifact level Katanas (which do not break), all katanas have a 10% chance to break regardless of the experience level of the Samurai drawing them.

Table 3-1: Draw Out

Name	Effect	Level/Penalty
Bokken	Slow (single)	Lv. 1/ -2
Ashura	2d6 Damage	Lv. 1/ -2
Kotetsu	3d6 Damage	Lv. 4/ -4
Noasuha	Regen (single)	Lv. 4/ -4
Hayaistoraiku	Haste (single)	Lv. 8/ -6
Shinseihikari	4d6 Holy	Lv. 8/ -6
Bizen Boat	2d6 MP damage	Lv. 12/ -8
Murasame	2d6 healed	Lv. 16/ -10
Heaven's Cloud	5d6 Damage	Lv. 20/ -10
Honouryuha	6d6 Fire (Beam)	Lv. 24/ -12
Ryudokuha	6d6 Poison*	Lv. 28/ -12
Kamisatsujin	7d6 Darkness	Lv. 32/ -12
Kiyomori	Protect/Shell	Lv. 38/ -14
Muramasa	8d6 Damage	Lv. 44/ -16
Kikuichimonji	9d6 (Beam)	Lv. 50/ -16
Masamune	Regen/Haste	Lv. 56/ -18
Chirijiraden	10d6	Lv. 63/ -20

All limited status conditions have a 50 + (Level/2) + (Willpower) minus the target's M. Defense % chance to take effect. All draw powers (unless noted differently) have an area of a Range of 1 (caster) and an Effect of 3 with the Samurai acting as the center target. This makes trying to play sniper using this power all but impossible.

Starting HP: 10

Level Up: +1d10 HP

Sword Master

Example: Cyan (FF6)

Commonly found on: Any world

The Sword Master is much like a Black Belt or a Knight in many ways. Where the Black Belt has mastered the art of unarmed combat through years of training and discipline, the Sword Master has dedicated his or her life to the mastery of the blade. All novices spend their formative years learning to master the many different styles of sword fighting and also learning to channel their internal energies, much like the Dragoon. Upon completion of the training, the student emerges a Sword Master, skilled in the art of focusing their internal energies through their swords to create mystical-seeming effects, as well as fight with a blade in the normal fashion.

Skills

Etiquette at 40%

One weapon skill at 50%

Strategy at 50%

150 points for Others

Sword Techniques

Through their sword, a master of the blade can focus their power into techniques well beyond the physical and mental limitations of the body. As the Sword Master grows in power, he will eventually gain more Sword Techniques along the way.

Dispatch (Level 1)

Range: R:1 E:1 V:0

Penalty: -2

By focusing her Ki, the Sword Master can make one incredible attack that never misses. The attack does full damage for the sword used. Thus a character using a short sword (1d10 damage) would get the full 10 points of damage.

Cyclone (Level 8)

Range: R:0 E:2 V:0

Penalty: -4

With superior skill, the Sword Master is able to spin around in a circle, slashing all opponents in the area of effect.

Blade Beam (Level 15)

Range: R:4 E:8 (beam) V:1

Penalty: -6

Plunging her blade into the ground, the Sword Master creates a blast of energy that rips across the ground in a linear beam fashion. The attack does $(4d6 + \text{Willpower}) \times \text{MDC}$ damage.

Retort (Level 22)

Range: special

Penalty: none

This Sword Technique grants the Sword Master a 100% chance to counterattack when hit in combat by giving up his action for the round. While using Retort, the character does an extra 50% damage per counter attack.

Slash (Level 29)

Range: R:1 E:1 V:0

Penalty: -10

Through channeling her negative Ki, the damage for the Slash technique increases as the Sword Master gets hurt. At the Wounded status condition (25% HP), the character does double damage. 20% of the damage inflicted with the Slash technique restores the character's HP.

Quadra Slam (Level 36)

Range: R:0 E:2 V:0

Penalty: -12

Quadra Slam allows the Sword Master to attack four random targets for half damage per strike. The

GM should make a small chart based on how many monsters are attacking the Sword Master and his party, and then randomly determine which monsters the Sword Master attacks. The damage should be halved after armor is subtracted from the result.

For example: The Sword Master is fighting four monsters, and she decides to execute a Quadra Slam. The GM makes a quick chart, labeling the first monster as #1, the second as #2 and so forth. The GM then rolls a 4-sided dice 4 times to see which one the Sword Master hits with each attack.

Empower (Level 43)

Range: R:0 E:2 V:0

Penalty: -14

Similar to Dispatch, the Sword Master executes a single attack that does full damage for the weapon. In addition, the Sword Master gains 50% of the damage inflicted to her HP.

Stunner (Level 50)

Range: R:0 E:2 V:0

Penalty: -16

Similar to the Quadra Slam, each target hit has a $50 + (\text{Level}) + (\text{Willpower})\%$ minus the target's M. defense chance of being stunned (paralyzed) for 1d10 rounds in addition to inflicting 1/2 damage for each slash.

Quadra Slice (Level 57)

Range: R:0 E:2 V:0

Penalty: -18

A more powerful version of Quadra Slam, Quadra Slice allows the character to make four random strikes with each hit, each of which inflicts normal damage.

Cleave (Level 64)

Range: R:3 E:2 V:1

Penalty: -20

Through this particular technique, A Sword Master may focus her Ki energy through their sword into a chaotic blast of energy. The character has a $20 + (\text{Level}/2) + (\text{Willpower})\%$ chance to automatically kill everything within a 20' radius of the Sword Master. Monsters immune to fatal spells/attacks (all bosses) are also immune to the Cleave technique.

Starting HP: 10

Level Up: +1d10 HP

Ranger

Through careful study of and constant contact with the natural world he loves so much the Ranger has become the shining example of the defender of the wilds, as skilled in wilderness survival and communication with nature as he is in all matters martial. Where many would seek victory through superior strength and numbers the Ranger understands the merits of stealth and subterfuge, relying as heavily on them as he does his Strength and Speed. Through careful development of his senses the Ranger has also become a master of observation, often perceiving small details others fail to notice; this is of course the foundation of the Rangers skill in tracking. As he grows in experience a Ranger can perform some amazing feats. Rangers learn to call upon the natural world to do their bidding, transport themselves into a sort of null state which makes their attacks far more accurate, and even wield their weapons with such Speed for a short amount of time that they can inflict four strikes in the time it usually takes to perform one.

Skills

Survival at 40% Tracking at 50%
 Animal Lore at 30%
 Plant Lore at 20%
 One Weapon Skill at 40%
 90 points for Others

Animal Empathy

Due to their talent in training and relating to animals, Rangers with the Animal Companion advantage (see Chapter One: Character Generation for the complete list of Advantages & Disadvantages) have stronger, smarter companions than members of other classes. Any Animal Companion a Ranger has gets +1 hit point per die, and gains 15 skill points per level instead of 10.

Call Animals

Through her delicate attunement to nature a Ranger can call upon the very forces which make up the animal kingdom, summoning a spectral creature of herd of creatures to service her for a single round of combat. The exact creature summoned is determined randomly. The animals are as follows:

Squirrel (Level 1)

A squirrel scampers past, running onto (and over) a single non-flying enemy, which takes 1d10 x MDC damage.

Mysidian Rabbit (Level 1)

Other than being almost obnoxiously cute, the Mysidian Rabbit does nothing.

Bee Swarm (Level 6)

A swarm of bees descends on each foe, stinging for (2d6 + Willpower) x MDC damage. There is also a Level + (2*Will) chance that the attack causes the Poison status condition.

Nightingale (Level 11)

A Nightingale descends towards the party, restoring (2d6 + Willpower) x MDC HP to each party member.

Flying Squirrel (Level 16)

A Flying Squirrel launches itself in a low glide against one foe, and has a Level + (2*Will) chance to inflict the Stop status condition.

Falcon (Level 21)

The strike of the Falcon's talons reduces a single enemy's HP by 1/4.

Skunk (Level 31)

The Skunk sprays all enemies with its stink juice, causing 3d8*MDC poison damage and automatically causing the Poison status condition.

Gopher (Level 31)

A gopher burrows underneath a non-flying opponent and then collapses the ground under its feet. The attack does 2d10 x MDC damage, and has a Level + (2 x Will) chance to inflict the Stop status condition.

Wild Boar (Level 41)

A large boar charges at a non-flying foe, doing (5d8 + Willpower) x MDC damage.

Cobra (Level 41)

A huge snake uncoils itself towards an enemy, inflicting (4d6 + Willpower) x MDC damage with its bite. There is also a (Level/2 + Will) chance that the foe will receive the Berserk and Confuse status conditions.

Butterfly (Level 51)

A giant butterfly passes over the battlefield, and casts Remedy and Regen on all allied party members. It also has a (Level/2 + Will) chance to inflict the Slow, Silence, and Blindness status conditions on each foe.

Unicorn (Level 51)

The power of the Unicorn blesses the party, restoring each character's HP by (6d8 + Willpower) x MDC and MP by 2d8 x MDC.

Disorder Shot (Level 45)

By channeling through herself the ferocity and raw fighting ability of a predatory animal (Wolf, Bear, or Falcon being the norm.), the Ranger is able to attack with such speed and ferocity that she can strike four times in the space of time it would take most people to attack once. Each of these attacks is rolled as normal but only inflicts half the damage of the Ranger's usual attack, however, when added all together that is still much more than she would normally do. This ability can be used with any weapon the ranger has placed skill points in. Note that the Ranger cannot control whom she attacks, she merely runs into the midst of the group and inflicts 4 random slashes in any combination upon the enemies.

Charge

Through waiting to get that perfect shot, Charge increases the damage of an attack at the cost of an initiative penalty. As the Ranger increases in level, the Ranger can wait longer and longer, giving him the chance to pull off one super-powered shot. Charge may not be used with any weapons other than a bow or crossbow.

Level	Damage Bonus	Init. Modifier
1	+3	-2
8	+6	-4
15	+9	-6
22	+12	-8
29	+15	-10
36	+18	-12
43	+21	-14
50	+24	-16
57	+27	-18
64	+30	-20

Starting HP: 10
Level Up: +1d10 Hp

Ranger Aspects

Beastmaster

Example: Gau (FF6)

Commonly found on: Aeolus (FF6)

The Beastmaster is a person who has spent many years among the animals of the wild, living with them and studying their habits. As such, the Beastmaster does not spend too much time in civilization and is quite the social boor. However, what a Beastmaster lacks in charm is made up for with skill, for the Beastmaster is capable of learning the attacks and powers of the monsters and animals he or she meets. Thus the Beastmaster's ability is similar to, yet different from the Monster Trainer's, as the Beastmaster does not tame the beast in question, but learns from it.

Skills

Survival at 40%
Animal Lore at 50%
Jumping at 30%
One weapon skill at 40%
Beast Fighting at 40%
110 points for Others

Beastmastery

Beastmastery is a time-consuming ability, but the results are well worth the wait. It involves the learning and use of the very attacks used by the monsters the Beastmaster encounters, often allowing the Beastmaster to perform amazing feats such as floating in the air or seeming to strike with metal claws.

Befriend

To use this skill, the Beastmaster must first find a beast willing to teach it, meaning the beast must react very well to the Beastmaster (GM's say, if they want the Beastmaster to learn the monster's abilities, and if it makes sense). If the beast agrees to teach the Beastmaster, then it travels with the Beastmaster for a number of days equal to the beast's level, minus the Beastmaster's level, with a minimum of one day. (A 5th level Beastmaster would have to spend 10 days with a 15th level monster, while a 10th level Beastmaster would only have to spend one full day with a 3rd level monster.) This reflects the time spent by the monster teaching the Beastmaster the ins and outs of its fighting techniques. During this period of training, the Beastmaster is totally focused on what the monster is teaching him. Thus, he can only use the rage power of the monster that is teaching him. Since

the monster is teaching him in a hands-on approach, the Beastmaster can use this Rage as if he had acquired it normally while the monster is in the party, without a chance of failure. He cannot use any other Rage ability they may have acquired, though he can fight without using Rage. In addition to the focus required, the Beastmaster must treat the temporary teacher well. Usually, the beast doesn't require anything above and beyond life's necessities (which it can get on it's own). The monster doesn't fight for the Beastmaster, and will usually stand at the Beastmaster's side, using him as cover while instructing him on how to fight from "behind front lines." The monster is in no way friendly to the rest of the party, and, indeed, only holds back attacking because of the presence of the Beastmaster. The beast will refuse to perform services or help the party in any way, both due to it's monstrous nature, and to the fact that the Beastmaster requires constant teaching. However, both the Beastmaster and the Monster may undertake duties, as normal.

In general, the Beast focuses on training the Beastmaster, and doesn't participate in anything else, including battles and tasks. It is there to teach, and nothing more. This includes encountering others of the same species as the beast. The teacher understands that its student must defend himself, and so will usually take no action against either the Beastmaster or his species. However, this can be different if the Beastmaster is fighting the monster's family or friends, or if the beastmaster and his party show ruthlessness beyond that required to his race. This will likely thoroughly aggravate the monster. If the Beastmaster, or his party, aggravates the monster enough, it will leave. The Beastmaster will have wasted his time, and the monster's type will likely remain hostile towards the Beastmaster, treating him much like they'd treat any other adventurer, because he has violated the trust of the monster. Usually, this translates into the Beastmaster not being able to Befriend a monster of that type again, though certainly other penalties may be used instead of, or in addition to that. The Beastmaster may only befriend one monster at a time, so during his training, the Befriend ability isn't available. Either the monster or the Beastmaster may end the training at any time before it's over, without the beastmaster learning the Rage of that monster type. This may happen for several reasons, such as that the Beastmaster has found a more attractive monster, the current monster has been grossly offended, the Beastmaster is entering an area the Monster doesn't wish to go, or the monster's presence in the party is causing too many problems for the Beastmaster, among others. After this period of training is over, the monster goes back to where he came from (which might be quite a journey...), and the

Beastmaster learns to emulate that monster's fighting style.

Rage

Once the Beastmaster has been trained to fight like a beast, he can use that monster's fighting style by entering a trancelike state known as a Rage. While Raging, the Beastmaster relies on instinct and learned behavior, much like the monsters he emulates. Thus, he is not under direct control of the player, and tends to do random things. When a Beastmaster Rages, he selects one particular monster's fighting style to emulate. He must, of course, have trained with that monster prior to using the Rage. The exception occurs only when the Beastmaster is "befriending" a monster and learning from it. During this time, the Beastmaster can only use the Rage of the teacher (even though he hasn't technically learned it yet), and no others. The exact qualities of the Rage depend much upon the monster's own abilities. The GM determines what abilities the Rage has, usually including the monster's more obvious qualities and abilities. During a Rage, the Beastmaster gains all of the monster's inherent, natural qualities. If he is Raging as a flying creature, he can fly. If he is Raging as a fire-breathing creature, he can breathe fire. If he is Raging as a creature with six arms, he can attack as if he had six arms. These stay with the Beastmaster until the end of the Rage. Due to the Beastmaster's trancelike state, he doesn't have direct control over how he attacks, doing whatever comes most naturally at the moment. Because of this, the GM must make a Rage Chart for every Rage the Beastmaster knows, each Rage Chart listing the abilities of the monster (that the Beastmaster knows, anyway. The GM is free to forbid certain attacks and qualities to the Beastmaster that the monster may possess), and a percentage indicating how likely the Beastmaster is to use the attack in a given round. Every round the Beastmaster is in range, the GM rolls dice, consults the chart, and describes what the Beastmaster does as a result of it. As a default (though hardly not the only option), a Rage Chart consists of the monster's attacks, expressed as a range on a d8, so that, for instance, a roll of 1-6 indicates one attack, while a roll of 7-8 indicates a different, more powerful attack. As an option, the GM may allow the Beastmaster to roll on the chart, perhaps giving him a modifier based on his level (such as a +1 for every 15 levels in the above example), or a percentage chance to choose the attack based on his Animal or Monster Lore skill. Those are, though, only options. The default method is simply to have the GM roll to randomly determine the attack, and it's target. To determine if a Rage attack hits it's target, use the Beastmaster's Brawling skill as the base

attack %. Normally, the attack does the same base damage, and has the same qualities, as the monster's, modified by the Beastmaster's Strength and DC. The Beastmaster can end the rage voluntarily, but it takes a full round to pull out of the trance and assume normal actions. Only one rage may be used at a time, but the Beastmaster may initiate a new rage immediately after pulling out of a different one.

Starting HP: 10
Level Up: +1d10 HP

Geomancer

Examples: None

Commonly found on: Mallora (FF5)

The Geomancer is a unique aspect that draws its powers from the forces of nature itself. As a part of this, Geomancer have a link to nature far deeper than any other Ranger aspect. They are often raised to respect and protect Gaia, the nature goddess, and her children. As they grow stronger, they can call upon terrible tornados, maelstroms, earthquakes, and other phenomenon of nature's wrath. They will go to any length to avenge wrongs done to nature even if it means their death. In that, they have little fear of death as they know they will then become one with nature and the cycle of life will continue without them.

Skills

Survival at 20%
Animal Lore at 40%
Geomancy at 40%
Plant Lore at 30%
One weapon skill at 40%
100 points for Others

Geomancy

This power allows a Geomancer to gain limited control over the very elements of nature. The exact effect depends on what form of terrain they are in contact with or are around him (if the GM wishes. For instance, if a Geomancer was riding a boat he might be able to use water powers). When the Geomancer wishes to use Geomancy, the player must roll a 1d6 to determine which effect will happen. Each form of terrain has three separate effects: a weak attack, a medium attack, and a powerful attack. As the Geomancer gains higher level, it will slowly become more power and can use more powerful attacks more frequently.

All geomancers have the "geomancy". This skill determines their ability to use their Geomancy powers.

Each time the character uses a Geomancy power; subtract the target's Magic Defense stat from the Geomancy skill (Geomancy – M. Defense = Score to roll under in order for the character's Geomancy power to work). The modified rating is what the Geomancer must roll on in order to strike his foe. Some powers also have the ability to cause status conditions. In order to determine if the attack causes the status condition, add the penalty listed with the description to the target's M. Defense stat when making the Geomancy skill test.

Example: Jon has a Geomancy skill of 110% and uses his Hell Ivy power on a monster with a M. Defense stat of 30. Normally, this gives Jon a 80% chance to attack the enemy target (110 – 30 = 80). Jon makes his first attack roll and scores a hit! After determining damage, the Gamemaster tells Jon that the Hell Ivy power also has a chance to cause the status condition Sleep. The Gamemaster looks at his Geomancy notes and sees that Hell Ivy has a -20% modifier. Thus Jon's normal 80% chance drops to 60% (80 – 20 = 60).

XP lv.	Level 1	Level 2	Level 3	Level 4
1-15	1-5	6-8	-	-
16-30	1-3	4-7	8	-
30-45	1-2	3-5	7-8	8
45-60	1	2-3	4-6	7-8
60+	-	1-2	3-4	5-8

Beaches/Water Effects

Water Ball (Level 1)

Moving his or her hands in intricate patterns, the Geomancer forms a large ball of water, which hurtles toward a single target, inflicting (2d6 + Willpower) x MDC points of water element damage and has a -20% chance to inflict the 'Toad' status condition. Water Ball has a range of R:4 E:1 V:0

Geyser (Level 2)

With this power, the Geomancer causes a geyser of water to erupt beneath the victim, hurling him high into the air, only to crash down with violent force, dealing (4d6 + Magery) x MDC points of water damage. Geyser has a range of R:3 E:1 V:1.

Tsunami (Level 3)

A Geomancer using Tsunami summons a massive tidal wave, which slams into a large area with incredible force. A powerful water attack that inflicts (6d6 + Magery) x MDC points of water damage within a range of R:3 E:3 V:1.

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Maelstrom (Level 4)

The target(s) are hit by a maelstrom (water tornado) that emerges from the water and tossed around for $8d6 + \text{Magery} \times \text{MDC}$ Water damage. Maelstrom has a range of R:3 E:4 V:1

Desert Effects

Sand Punch (Level 1)

The Geomancer focuses his energy into the sand and causes the sand to fuse together into a gigantic fist that slams into the target for $(2d6 + \text{Magery}) \times \text{MDC}$ points of damage. This power has a range of R:4 E:1 V:0.

Sandstorm (Level 2)

Invoking the most powerful force in the desert, the Geomancer blasts the opposing forces with a vicious sandstorm, inflicting $(4d6 + \text{Magery}) \times \text{MDC}$ points of damage and has a -30% chance of causing the 'Blind' status condition. Sandstorm has a range of R:3 E:3 V:1.

Quicksand (Level 3)

Perhaps the most fatal of the Geomancy powers, Quicksand causes the ground beneath the victim(s) to take on the qualities of quicksand, causing them to slowly sink into the sand. This has the same effect as the 'Death Sentence' status condition, for in 1d6 rounds, the victim will be lost forever beneath the sands. Furthermore, any attempts to struggle on the part of the victim will halve the number of rounds before sinking is complete. Only outside help will save the victim from certain death at the hands of the Geomancer. Quicksand is ineffective against flying opponents, and has a range of R:4 E:1 V:0.

Coriolis Storm (Level 4)

The geomancer conjures a massive twister of white coriolis sand that rips into the target(s) that does $(8d6 + \text{Magery}) \times \text{MDC}$ damage. Coriolis Storm has a range of R:3 E:4 V:1 and has a -30% chance of causing the Blind status condition.

Floors Effects

Demon Fire (Level 1)

The Geomancer using Demon Fire calls forth flames from the underworld to spring forth from the ground and engulf the target, inflicting $(2d6 + \text{Magery}) \times \text{MDC}$ points of fire damage and having a (-20%) chance of the 'Sleep' status condition. Demon Fire has a range of R:4 E:1 V:0

Carve Model (Level 2)

A Geomancy spell similar to Quicksand, Carve Model causes the stone beneath the victims' feet to begin to mold itself onto the body, starting from the legs up. Carve Model inflicts no damage, but has a (-30)% chance to cause the Stone status condition. Carve Model has a range of R:3 E:2 V:0

Titan Smash (Level 3)

The Geomancer makes an uppercut like move while focusing his power into the ground. The floor rises upward like a punch hitting the target for $(6d6 + \text{Magery}) \times \text{MDC}$ points of earth damage. Titan Smash has a range of R:4 E:1 V:0.

Rock Wave (Level 4)

A stone golem made of brown bricks (or whatever color the geomancer is standing on) emerges from the ground. It punches into the earth creating a wave of rocks that do $8d6 + \text{Magery} \times \text{MDC}$. The attack has a range of R:3 E:3 V:1.

Forest Effects

Branch Arrow (Level 1)

Calling on the great tree spirits for aid, the Geomancer causes a number of conveniently sharpened tree branches to fly from their tree and strike a single target for $(2d6 + \text{Magery}) \times \text{MDC}$ points of damage. Branch Arrow has a range of R:4 E:1 V:0.

Leaf Dance (Level 2)

When Leaf Dance is invoked, a great wind rushes through the affected area, carrying with it hundreds of leaves, which are hurled at the targets for $(4d6 + \text{Magery}) \times \text{MDC}$ points of damage. Leaf Dance has a range of R:3 E:2 V:0.

Treant Dance (Level 3)

In using Treant Dance, the Geomancer calls upon ancient guardian spirits of the forest to aid his companions. In response to the summons, ancient, withered faces sprout from the trees and waves their branches, healing the allies of the Geomancer for $(6d6 + \text{Magery}) \times \text{MDC}$ HP. Treat Dance has a range of R:4 E:2 V:2.

Branch Barrage (Level 4)

Calling on the great tree spirits for aid, the geomancer causes the roots of the trees to shoot up at the target(s) of the attack for $8d6 + \text{Magery} \times \text{MDC}$ damage. This attack has a range of R:3 E:3 V:1

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Grassland/Plains Effects

Hell Ivy (Level 1)

The casting of Hell Ivy causes the local flora to spring up and attempt to entangle the target, inflicting $(2d6 + \text{Magery}) \times \text{MDC}$ points of damage from the constricting of the plants and a -20% chance to cause the status condition Slow. Hell Ivy has a range of R:4 E:1 V:0.

Wind Gust (Level 2)

Gesturing at a single target, the Geomancer causes a strong gust of wind to swoop down into a single enemy, inflicting $(4d6 + \text{Magery}) \times \text{MDC}$ damage and knocking the victim back 1d6 hexes. Wind Gust has a range of R:4 E:1 V:0.

Local Quake (Level 3)

Using this, the Geomancer creates a small earthquake within the effected area, tossing all within about and inflicting $(6d6 + \text{Magery}) \times \text{MDC}$ damage, along with a -30% chance to inflict the 'Confusion' status condition. Local Quake has a range of R:3 E:3 V:1.

Vine Storm (Level 4)

The target(s) are assaulted by a flurry of thorned vines that tear out the ground and through the target lifting it off the ground. The attack does $(8d6 + \text{Magery}) \times \text{MDC}$ damage total.

High Places Effects

(A "High Place" is defined as any area where there are at least 6 height levels separating the character from the ground.)

Gale Force (Level 1)

Gesturing at a single target, the Geomancer causes a strong blast of wind to swoop down into a single enemy, inflicting $(2d6 + \text{Magery}) \times \text{MDC}$ points of wind damage and knocking the victim back 1d6 hexes. Of course, if the enemy is knocked off a ledge, Gale Force will also cause the character to take damage depending on how many height levels he falls down. Gale Force has a range of R:4 E:1 V:0.

Kamaitaichi (Level 2)

Invisible spirits of the wind answer the Geomancer's call for aid and streak through the targeted area, slicing into the targets. The power does $(4d6 + \text{Magery}) \times \text{MDC}$ points of wind damage. Kamaitaichi has a range of R:3 E:2 V:1.

Reverse Gravity (Level 3)

A very unusual but very deadly power, the Geomancer causes the gravity around a single person to "reverse" causing the victim to fall upward. The power tosses the character up 1d10 height levels and in a different direction. Roll two 1d10s. This determines the "co-ordinates" where the character will land. For every height level that they fall, they lose an amount of HP equal to the Geomancer's Level/2. Reverse Gravity has a range of R:3 E:2 V:0.

Twister (Level 4)

The Geomancer conjures a massive twister that grows from air spinning around the character to a twister the size of a lighthouse. The attack does 8d6 damage and has a wind elemental affinity. If using the map combat rules, the Twister has an "big beam" range. Most beams are one hex wide whereas the twister has the width of the three- all three hexes that the character is facing in. If using squares, the beam is wide as the square in which the character aims the attack in plus the parallel squares. There is also a -50% chance the attack will cause the status condition Confusion.

Ice/Snow Effects

Ice Cube (Level 1)

By bombarding the target with snow and chunks of ice, the Geomancer does $(2d6 + \text{Willpower}) \times \text{MDC}$ points of ice damage and has a -20% chance of inflicting the 'Slow' status condition. Ice Cube has a range of R:4 E:1 V:0.

Blizzard (Level 2)

A frosty cousin of the Sandstorm effect, Blizzard bombards enemies with the power of wind and ice, damaging them for $(4d6 + \text{Magery}) \times \text{MDC}$ points of ice damage. The blizzard also has a -30% chance to inflict the 'Silence' Status condition. Blizzard has a range of R:3 E:2 V:1.

Avalanche (Level 3)

The Geomancer summons forth a mighty avalanche, which rushes over the victims and inflicts $(6d6 + \text{Magery}) \times \text{MDC}$ ice damage, as well as a -40% chance to inflict the 'Stop' status condition. Avalanche has a range of R:3 E:3 V:1.

Winter's Wrath (Level 4)

A storm of snow and ice rips into the target(s) causing $8d6 + \text{Magery} \times \text{MDC}$ in Ice damage. There is a -40% chance to inflict the Stop status condition on each victim. This attack has a range of R:3 E:4 V:1.

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Lava/Machines Effects

Lava Ball (Level 1)

When Lava Ball is invoked, the Geomancer first strikes his opponent with a large ball of lava, inflicting $(2d6 + \text{Magery}) \times \text{MDC}$ damage. Lava Ball has a range of R:4 E:1 V:0.

Fire Bomb (Level 2)

This power is similar in nature to lava ball in that the Geomancer creates a ball of lava, but the impact creates a large explosion causing $(4d6 + \text{Magery}) \times \text{MDC}$ fire damage. Fire Bomb has a range of R:3 E:2 V:0.

Fire Geyser (Level 3)

A jet of lava shoots out of the ground from beneath the target's feet for $6d6 + \text{Magery} \times \text{MDC}$ fire damage. This attack has a range of R:3 E:2 V:1

Salamander (Level 4)

The Geomancer summons a salamander - a large dragon made of pure magma - to burn his enemies with a gout of flame. This inflicts $(8d6 + \text{Magery}) \times \text{MDC}$ damage and counts as fire damage. The intense heat generated by the Salamander's breath also has a -50% chance of instantly incinerating the victims, rolled separately for each target. Salamander has a range of R:3 E:3 V:1.

Swamp Effects

Muddy Wave (Level 1)

The Geomancer creates a "wave" of moist earth that strikes the target for $(2d6 + \text{Magery}) \times \text{MDC}$ points of damage. In addition, there's a -20% chance to inflict the status condition 'Slow' due to the amount of soil the character is covered in. Muddy Wave has a range of R:4 E:1 V:0.

Poison Gas (Level 2)

By releasing some of the toxic gas that flows through the earth, the intended targets are hit with a green blast of toxic gases that do $(4d6 + \text{Willpower}) \times \text{MDC}$ points of damage as well as having a -40% chance to inflict the status condition 'Poison'. Poison Gas has a range of R:4 E:2 V:0

Mire (Level 3)

Perhaps the most fatal of the Geomancy powers, Mire causes the boggy ground beneath the victim(s) to take on properties similar to Quicksand, causing them to slowly sink into the mire. This has the same effect as the 'Death Sentence' status condition, for in 1d6 rounds, the victim will be lost forever beneath the sands. Furthermore, any attempts to struggle on the

part of the victim will half the number of rounds before sinking is complete. Only outside help will save the victim from certain death at the hands of the Geomancer. Mire is ineffective against flying opponents, and has a range of R:4 E:1 V:0

It Game From The Swamp (Level 4)

A mass of tentacles reach from out of the swamp and drag the target(s) into the swamp. After a few seconds, the target(s) are tossed back out of the water with massive damage $(8d6 + \text{Magery} \times \text{MDC})$ damage and a -40% chance of being inflicted with the status condition Poison. The attack has a range of R:3 E:3 V:1.

Underground Effects

Will o' Wisp (Level 1)

The Geomancer calls forth various spirits of the underground, which manifest as flickering bits of blue flame that surround and sear the target for $(2d6 + \text{Magery}) \times \text{MDC}$ points of fire damage. Will o' Wisp a range of R:4 E:1 V:0

Stalactite (Level 2)

Most smart opponents watch their head when fighting a Geomancer below ground, and for good reason. Stalactite causes a group of stalactites, to drop down upon the enemy for $(4d6 + \text{Magery}) \times \text{MDC}$ points of damage. Stalactite has a range of R:4 E:2 V:0.

Pitfall (Level 3)

A classical, almost comical power, Pitfall's use is fairly obvious: It causes a 1d10 HL deep hole to open up beneath the target, causing him or her to sustain an amount of damage equal to the Geomancer's Level/2 for each height level that the victim falls. The target also becomes trapped in the pit unless a successful climbing roll at -20% is made. Pitfall has a range of R:4 E:1 V:0.

Wisp Storm (Level 4)

The Geomancer summons a horde of will o' wisps that wash over his enemies for $(8d6 + \text{Magery}) \times \text{MDC}$ non-elemental damage. The attack also has a flat -30% chance of causing the Confusion status condition.

Ignore Terrain

Geomancers possess the unnatural and downright eerie ability to walk wherever it is that they wish, with no risk or danger to themselves. If hurled into a bed of lava, the Geomancer could simply walk across the surface as if it were a bed of grass. If strong enough,

the Geomancer could even attempt to carry friends across a long pit of spikes or a lake of acid.

There is no list of dangerous terrain because the Geomancer is assumed to be able to walk over them all. However, the extent of this power is at the absolute discretion of the GM at all times. If the GM wants you to fall into a vat of boiling water, no Ignore Terrain will save you.

Starting HP: 10
Level Up: +1d10 HP

Monster Trainer

Examples: None

Commonly found on: Mallora (FF5)

Often thought akin to the Beastmaster, the Monster Trainer differs from that aspect of the Ranger class in that he or she actually tames the monster or animal to his or her use. Monster Trainers often learn as they go, as no two monsters are exactly the same. Monster Trainers have extremely strong willpower, as they must to tame the animals and monsters they work with, and can sometimes focus their Willpower through their weapons, using them to freeze their foes in place and render them no longer a threat. The craft of the Monster Trainer often brings them far out into the wilderness, so they, like the Ranger, have a great understanding of nature.

Skills

Animal Lore at 40%
Animal Training at 50%
Tracking at 30%
One Weapon Skill at 40%
150 points for Others

Monster Training

All Monster Trainers follow the steps below in order to capture, train, and release monsters. The key to them is the use of the Skills Animal Training and Animal Lore, and only a Trainer may use them for this purpose.

1) Finding the Monster

To locate a monster, an Animal Lore test is required. A failure indicates that no viable monsters were found. A success indicates that a GM-chosen monster was located. If it was a big success (skill roll was 10% of skill), then the player may choose one monster to locate. This searching process takes 2d10+5 minutes. Also, any monster found in combat can be

used for the following steps, so long as the Trainer and his party have not actually struck the monster yet.

2) Taming the Monster

The player must make a Animal Training roll, with (monster's level minus the trainer's level) x 5%, subtracted from the Trainer's roll. If a trainer is higher level than the monster, then the penalty becomes 0%, but no more; a Monster Trainer's level penalty can never rise to a bonus. A success means that the monster will stay with the Trainer for a week. A Trainer may have a number of creatures tamed equal to twice his level at any given time.

3) Releasing the Monster

At any time, the Trainer may release a tamed monster. Upon release, the monster will perform one act for the Trainer and then leave. If a Trainer attempts to prevent the monster from leaving, then the monster will attack him, and no monster of that type will ever be tamed by that Trainer again.

Manipulate

By using the Manipulate ability, the Monster Trainer can use chi energy to inflict one of a variety of status conditions on a target. It is thought by many that these abilities were originally developed as a tool to allow Trainers to approach dangerous monsters that they wished to capture and train, without having to worry about being harmed. Even if this is true, though, many Trainers have found Manipulate to be a useful and versatile battle command in its own right.

Initially, Monster Trainers can only release a few simple status effects with Manipulate, but as they learn more of their art their abilities grow. Despite being designed for use against wild beasts, these effects can be activated against any target of the Monster Trainer's choice. Unless otherwise mentioned, all status effects last for (1d6 + Will bonus) combat rounds.

Sleep (Level 1)

Range: R:2 E:1 V:0
Initiative Penalty: - 4

Has a $[50 + (\text{Lev}/3) + (\text{WP}/2)]\%$ chance to place the target to Sleep (as the status condition).

Mute (Level 9)

Range: R:2 E:1 V:0
Initiative Penalty: - 6

An ability designed mostly against monsters with innate spellcasting ability, this talent has a $[50 + (\text{Lev}/3) + (\text{WP}/2)]\%$ chance of causing a foe to be affected with the Mute status condition.

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Blind (Level 17)

Range: R:3 E:1 V:0

Initiative Penalty: - 8

This command has a $[50 + (\text{Lev}/3) + (\text{WP}/2)]\%$ chance to cause a foe to be blinded, placing a -50% penalty on all actions and skill checks in which sight is a factor.

Slow (Level 25)

Range: R:3 E:1 V:0

Initiative Penalty: - 10

Useful for delaying a foe, this effect can cause an enemy to be affected by the Slow status condition (Initiative divided by 3) with a Chance of Success of $[50 + (\text{Lev}/3) + (\text{WP}/2)]\%$. At Level 45, the Area of Effect expands to R:4 E:2 V:1.

Confuse (Level 33)

Range: R:4 E:1 V:0

Initiative Penalty: - 12

By unbalancing a target's mind and perceptions, this command causes a target to lose all control over his or her actions. In combat, the character will attack as usual, but will target a random character - who may be an enemy, an ally, or even the Confused character himself. The Chance of Success of this ability is $[35 + (\text{Lev}/3) + \text{WP}]\%$, and the duration is $(1d8 + \text{Will bonus})$ rounds.

Hold (Level 41)

Range: R:4 E:1 V:0

Initiative Penalty: - 14

By summoning up ropes of chi energy, the Monster Trainer can use this effect to bind an enemy in place, preventing them from moving or acting. The chance of success of this ability taking effect is $[35 + (\text{Lev}/3) + \text{WP}]\%$. The ropes can be sensed and cut, however, and will be destroyed if an ally (or enemy!) deals 50 points of damage to them. The ropes disappear in $(1d8 + \text{Will bonus})$ rounds if not cut apart earlier. At Level 64, the Area of Effect expands to R:5 E:2 V:1.

Berserk (Level 49)

Range: R:4 E:1 V:0

Initiative Penalty: - 16

There is some debate about whether this ability was developed to stop some of the early Monster Trainers' nastier foes from using their dangerous spell-like abilities, or was first intended to be used to enhance the prowess of monsters that the Trainer had already caught and tamed. Whatever the case, there is a $[35 + (\text{Lev}/2) + (\text{WP}/2)]\%$ chance that the target goes Berserk when this ability takes effect, doubling the character's DC rating but causing her to make only physical attacks (no use of spells, items or special

abilities) and attacking a random opponent each round. This effect lasts until dispelled, or until the end of the current combat.

Stop (Level 57)

Range: R:5 E:1 V:0

Initiative Penalty: - 18

The target of this effect has a chance of $[35 + (\text{Lev}/2) + (\text{WP}/2)]\%$ of being frozen in time, unable to move, speak, or act. While stopped, the target is surrounded by a soft pink glow of chi energy, indicating their status. At Level 71, the duration extends to $(2d6 + \text{WP}/3)$ rounds.

Starting HP: 10

Level Up: +1d12 HP

Bard

The master entertainer, the Bard can be found in most places: the roadside tavern singing bawdy songs for the locals, the village square telling stories to the children, or in the throne rooms of kings and emperors, telling and singing the legends and tragedies of times and places long-gone. The Bard is capable of swaying the emotions and opinions of others through their words and songs, weaving tapestries of music and emotion that can enrapture even the hardest of hearts and change their attitudes to the bard's liking. However, the Bard is also quite powerful, capable of learning songs and melodies that can enhance the powers of others, or they can channel the powers of magic through their songs. Because of this the Bard is both a useful member of an adventuring party and wonderful companionship during the most trying of times.

Skills

Singing at 50%
Musical Instrument (Choose one) at 40%
One weapon skill at 40%
180 points for Others

Bard Songs

Through their near-magical powers, the songs of the Bard are capable of a wide variety of different effects ranging from putting monsters to sleep to calling dragons from Esperworld to blow their opponents to kingdom come. As he increases in level, the Bard slowly gains access to stronger songs along the way.

Table 3-4: Bard Song Modifiers

Song Level	XP Level	Init. Mod.
1	1	-2
2	10	-4
3	19	-6
4	28	-8
5	37	-10
6	46	-12
7	55	-14
8	64	-16

Each Bard upon creation (level 1) has access to whichever three level one songs they choose. As the Bard gains levels, they'll also have a chance to gain new songs of higher power. These new songs are gained using the below progression chart:

Song Level	XP Level
Level 1	4, 7
Level 2	10, 13, 16
Level 3	19, 22, 25
Level 4	27, 30, 33
Level 5	36, 39, 42
Level 6	45, 48, 51
Level 7	54, 57, 60
Level 8	63, 66, 69
Any Level	75, 78, 81, 85

Whenever a song is performed, the Bard must pass a musical instrument or singing skill test, whichever the Bard prefers using. Because of the complex nature of the Bard songs, there is a (Song level x 10) difficulty modifier that is applied to all songs in addition to the already existing initiative penalties for many powers. Because of the near-magical nature of Bard songs, any song used on an opponent must be modified also by the target's magical defense and songs inflicting damage are decreased by the target's magical armor rating. The reasoning for these drastic measures is that a Bard can easily start out with a high musical instrument rating (a 100% in either skill would only take 25 or 30 points from their extra skill points). As they gain experience levels, they can increase their singing or musical instrument skill(s) into the upper stratosphere. A Bard putting 10% into musical instruments every two levels could theoretically have a musical instrument skill of 200% by level 20 and 300% by level 40.

All songs, unless noted differently, have a range of R:5 E:1 V:0. Also the musical instrument rolls should be modified for the target's m. defense.

First Level Songs

The Arcane Ballad: This song raises a single ally's Magery by the Bard's Willpower/2 for 1d10 rounds.

Chocobo Bop: A light hearted song known by most Bards from rural areas, the target of Chocobo Bop has a 50% + (Level/3) + (WP/2) chance of being inflicted with the Confusion status condition.

Life Song: The Bard creates a soft green mist that restores (2d6 + Willpower) x MDC Hit Points.

Lullaby: This soothing song, often told by mothers to their children, has a 50% + (Level/3) + (WP/2) to rock the target(s) to sleep.

Song of Silence: Upon performance of a cord or note that cannot be heard, the intended target has a 50% + (Level/3) + (WP/2) chance of losing the ability to speak (silence status condition).

Song of Strength: This song raises the target's Strength by the Bard's Willpower/2 for 1d10 rounds.

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(For example, if the Bard's Willpower is 10, then the target will gain 5 extra points of Strength temporarily.)

Second Level Songs

Battlesong: This violent song has a has a 50% + (Level/3) + (WP/2) to works its listeners into a beserker rage (berserk status condition).

Storm Song: This dissonance and nearly deafening song calls forth a bolt of lightning from the heavens, dealing (3d6 + Willpower) x MDC lightning damage.

Lethargy: After singing a particularly non-distinct and dull song, the target has a 50% + (Level/3) + (WP/2) chance of being inflicted with the status condition Slow.

Fugue of the Swift: Finding new energy and swiftness in the turbo charged lyrics of the Bard's song, the target is given the Haste status condition.

Level Three Songs

The Archmage's Symphony: Temporarily increases the target's Magery by an amount equal to the Bard's Willpower for 1d8 rounds.

Frog Song: A song often learned by bards from rare frog monsters with a taste for music. This song has a 50% + (Level/3) + (WP/2) to inflict the both the Sleep status condition and the Toad status condition. The CoS% is rolled separately for each condition.

River of Life: The soothing lyrics to this song heal (4d6 + Willpower) x MDC HPs in a range of R:4 E:2 V:0.

Canon of Might: The bard's song temporarily increases the target's Strength by an amount equal to the Bard's Willpower for 1d10 rounds.

Level Four Songs

Angel's Psalm: Similar to Life Song, the Bard creates a beautiful blue-white mist that restores (2d6 + (Willpower/2)) x MDC Magic Points to a single character.

Healing Rhyme: A quick rhyme detailing the beauty of life, Healing Rhyme causes the same effect as the spells Regen and Antidote. The Regen effects lasts 1d10 rounds.

Mind Rapture: This song creates a blast of purple energy that causes (3d6 + Willpower) x MDC damage to the target's MPs.

The Willow's Whisper: An improved version of the Lullaby song, this version has a range of R:4 E:3 V:1.

The Warrior's Downfall: The Warrior's Downfall has a 50% + (Level/3) + (WP/2) to decrease

the target's Strength and Vitality by an amount equal to the Bard's Willpower/2.

The Tragedy of the Mage: Tragedy of the Mage has a 50% + (Level/3) + (WP/2) to decrease the target's Magery and Willpower by an amount equal to the Bard's Willpower/2.

The Thief's End: Thief's End has a 50% + (Level/3) + (WP/2) to decrease the target's Agility and Speed by an amount equal to the bard's Willpower/2.

Level Five Songs

Song of the Beast: This harsh, almost howling song summons a random monster from the Call Spell list, which performs just as it would were it brought into the realm by a Caller.

The Song of Hermes: Causes the haste status condition with an extended area effect (R:4 E:2 V:1). Duration is 1d8 rounds.

Lodestone Lullaby: A song which is slow to the point that it seems to drag on endlessly, Lodestone Lullaby has a 50% + (Level/3) + (WP/2) to cause both the Slow and Sleep status conditions. The CoS% is rolled once for both conditions. (All or nothing).

Rising Hearts Collide: A trick learned by many Bards from their Geomancer buddies, this song causes rocks beneath the target(s) to burst up causing a quake-like effect. The song does (5d6 + Willpower) x MDC damage, and counts as an earth elemental attack.

Songlance: This spell forms lances of pure music that slam into the target(s) for (3d8 + Willpower) x MDC damage. This song has a range of R:4 E:2 V:0.

Level Six Songs

Flight of the Bumblebee: The Bard's voice summons a horde of bees which sting a target for (6d6 + Willpower) x MDC damage and then vanish.

Magic's Bane: This spell works exactly like the dispel spell, canceling the effects of beneficial status conditions on the intended target.

Hymn of the Winds: Through use of a series of notes that could almost be confused with the sound of the rushing wind, the Bard focuses a huge gust of wind that does (6d6 + Willpower) x MDC damage.

Howl of the Banshee: The bard lets loose a single earsplitting note, which has a 50 + (Level/2) + (Willpower)% chance to cause the status condition Confusion to all enemies in earshot.

Level Seven Songs

Funeral March: The Bard accurately predicts that doom will descend on the target in 1d6 rounds unless, of course, the victim of Funeral March is able to kill the offending Bard first.

Moonlight Serenade: When this song is played, the scene shifts to a starry night, with a full moon in the sky. This song is a song of pure love, meant to cause the target(s) to fall in love with the Bard (mindless obedience actually, not real love). In other words, it causes the status condition "charm" with a range of R:3 E:3 V:1.

Triumph of Life: The final version of the Life Song, this song restores $(5d10 + \text{Willpower}) \times \text{MDC}$ HP to all allies with a range of R:3 E:3 V:0.

Song of the Ages: This legendary number distorts time and space around the target, and has a $50\% + (\text{Level}/3) + (\text{WP}/2)$ inflicting the condition Stop.

Level Eight Songs

Call of the Dragon: A mighty song indeed. Once the song is completed, a rift to Esperworld appears in the sky and a huge dragon pops out temporarily to burn the enemies to ashes. The dragon inflicts $(8d6 + \text{Willpower}) \times \text{MDC}$ damage and has a range of R:4 E:3 V:1.

The Ascension of Darkness: This eerie, haunting song causes the blackest of nights to fall upon the world. Dark spirits and undead appear from the darkness and attack the targets, then the stars appear. A web of celestial energy is formed from stellar threads linking each star, then the rays come together in one massive blast that encompasses all the targets, inflicting $(8d6 + \text{Willpower}) \times \text{MDC}$ dark elemental damage. Finally, a blood-red moon rises over the horizon, causing the victims to fall into a blind terror - all targets have a $50\% + (\text{Level}/3) + (\text{Willpower}/2)\%$ chance to be inflicted with Blindness and Confusion (check separately for each status).

The Hero's Saga: Causes all of the target's attributes to increase by the Bard's $\text{Willpower}/2$ while at the same time granting the character both Haste and Regen status conditions.

Stellar Starsong: When this song is played the background shifts to outer space, then blazing comets and blasts of starcore energy fly into the targets for $(8d6 + \text{Willpower}) \times \text{MDC}$. It is a very lovely song.

Celestial Symphony: This is a song of the purest light and holiness. When played, the background shifts to that seen in the final fight with Kefka in FF6 (clouds with a golden glow and a bright light in the background). A symphony starts playing a soul-stirring, sweet song that does tremendous damage, especially against the undead and the strongly evil. The song inflicts $(8d10 + \text{Willpower}) \times \text{MDC}$ in damage, and counts as a Light elemental attack with a range of R:4 E:3 V:1.

Tower of Sorrows: This song shifts the background to a moonlit tower. The target is removed

from the battle, and cannot be attacked by anyone. This is not an escape, however, as he finds himself trapped in the tower, where he is confronted with his worst fear made flesh and must either fight that fear or escape the illusions of the tower to escape. Each round, the target must make a Difficult Willpower check to escape the Tower of Sorrows. If he fails, he suffers $(4d6 + \text{Willpower}) \times \text{MDC}$ non-elemental damage. In addition, he has a $50\% + (\text{Level}/3) + (\text{Willpower}/2)\%$ chance to be inflicted with one of the following status conditions (choose randomly): Poison, Slowness, Silence, Mini, Berserk, Confusion. For simplicity's sake, assume that monsters trapped in the tower when the battle ends are killed. Tower of Sorrows affects only one target each time it is used, and Boss monsters are immune.

Starting HP: 10

Level Up: +1d8 HP

Bard Aspects

Artist

Example: Relm (FF6)

Commonly Found On: Aeolus (FF6)

An Artist is one who has, through training or natural talent (or both), developed his artistic abilities to formidably high levels. He has also mastered a rather mysterious magic that enables him to bring his artwork to life. Artists combine their strong Willpower, their magic, and their artistic skills to form an aspect that is at once powerful, yet unassuming and generally overlooked.

Skills

Painting at 50%

One Weapon Skill at 40%

210 points for Others

Artistry

The power of the Artist is the power of imagination. As the Artist increases in level, he will unlock new powers of awesome potential. With practice and dedication, the potential of the Artist is unlimited.

Paint (Level 1)

The most basic of the Artist's abilities, Paint allows the Artist to paint an object and make it real. There are several limitations on this ability, however. First, the object is temporary. Objects created during combat will last a number of rounds equal to the

Artist's Willpower, while objects created outside of combat will last a number of hours equal to the Artist's level. Furthermore, each item the Artist creates through Paint places a cumulative -10% on his Painting skill; this penalty is removed when the object no longer exists.

Artists may create weapons and armor with Paint, but this reveals the second limitation on the ability: they are not as good as the real thing. A Painted object is, at best, a good copy of the item. No matter what weapon the Artist Paints into existence, it inflicts only 1d6 + Willpower bonus damage (although at level 45 this damage increases to 2d6 + Willpower bonus). Painted armor provides an Armor rating of (Artist's level/4) + Willpower bonus, and may not be worn with real armor.

The third limitation is size. At first level, the Artist cannot Paint anything larger than he could carry. At level 25, this restriction is eased by an increasing mastery of the Artistry power, and the Artist may Paint objects that could be carried in a wagon (or pickup truck in a more advanced game).

Paint has a -2 initiative penalty when used in combat, and a Painting skill roll must be made to successfully paint the item.

Peep (Level 1)

The Artist must be an expert of observation, noticing every little detail about everything around them. This power reflects that keen perception. It allows the Artist, after a turn of concentration, to automatically analyze the strengths, weaknesses and statistics of anything. This is not restricted to monsters. Other characters, household pets, machines, and even rocks and trees can be peeped.

Face Painting (Level 10)

At this level, the Artist has reached a degree of skill, which allows them to attempt to affect others in battle. With a successful Painting skill roll (with a -10% penalty for each hex distant from the target), the Artist can choose to inflict/grant any one of the following status conditions on a target: Stop, Sleep, Silence, Toad, Blindness, Reflect, or Float. Whatever the Artist chooses to try, he has a $(50 + \text{Willpower} - \text{target's MDef})\%$ chance of success. If the target wishes to be effected, they may choose not to subtract their MDef from the roll. Face Painting has a -4 initiative penalty.

Portrait (Level 20)

Once an Artist has reached this level of power, he really comes into his own. Using this power, the Artist can produce a perfect copy of any living thing he sees. The end result of this is the ability to paint "real" pictures of monsters he encounters in battle, making

them so real that they leap from his canvas and do his bidding. This is a difficult ability to master, and becomes even more difficult as the task of the painted monster becomes more complex.

Painting Penalty	Action Taken
-0%	Monster takes all damage directed at Artist for one round, then vanishes.
-10%	Monster uses a basic attack on one of the Artist's enemies, then vanishes.
-50%	Monster uses a basic attack on one of the Artist's enemies, takes all damage directed at the Artist for one round, then vanishes.
-110%	Monster uses a single attack of the Artist's choice and then vanishes.
-150%	Monster uses a single attack of the artist's choice, takes all damage directed at the Artist for one round, and then vanishes.
-200%	Monster appears and fights under the Artist's direction for the remainder of the battle.

Any time a Portrait monster attacks, the Artist uses his Painting skill to hit. The Portrait monster also uses the Artist's DC and MDC, instead of the DC and MDC of the original monster. Also, it is important to note that the Artist may not paint a Portrait from memory; only creatures in the current battle may be duplicated with this power. Furthermore, Boss monsters may not be the subjects of Portrait. Using Portrait has a -6 initiative penalty.

Perspective (Level 25)

This bizarre talent allows the Artist to repaint reality to a small extent. By making a successful Painting skill roll, the Artist may choose to do one of the following things: inflict the Mini status condition on a single target with a $(50 + \text{Willpower} - \text{target's MDef})\%$ CoS, cure the Mini status condition on a single target, or repaint someone larger than they normally are (granting a Strength bonus equal to the Artist's Willpower/2 but reducing Def by 5). In all cases, the effect lasts for 1d6 + Willpower bonus rounds.

Artistic License (Level 40)

Continuing to delve into the powers of art, the Artist eventually learns this singularly unusual ability. Artistic License allows the Artist to alter the form and appearance of a spell. This may be used to change a

single Elemental effect of a spell (such as repainting a Fire spell to be Ice instead). It can also be used to disguise a subject, functioning as the Disguise skill (but using the Artist's Painting skill). The Artistic License ability may also be used to attempt to remove a single status condition from the target, either positive or negative. Use of this ability has a CoS of (Painting/3) + Willpower - Target's MDef. Willing subjects may choose not to apply their MDef to the roll.

Performance Art (Level 50)

By carefully painting on an opponent, an Artist can incorporate them into his own art. If the Artist successfully paints their opponent (with a Painting skill - (opponent's level x 2) - (MDef x 2) roll), then the opponent acts as if they were afflicted with the Charm status condition, with the provision that the opponent acts under the Artist's directions. If the Charm is broken (by normal means), the Artist loses control of the puppet.

Erase (Level 60)

One of the most dangerous abilities that an Artist can learn is the Erase ability. Using it, the Artist can attempt to wipe someone out of existence. By using this power, the Artist has a Painting - (target's Level x 2) CoS to inflict the Condemned status condition. Erase does not work on Boss monsters.

Masterpiece (Level 75)

Without a doubt an awe-inspiring power, the ability to create a Masterpiece is the pinnacle of an Artist's power. Using this ability, the Artist can create an entirely new monster of her own choosing. This is not an easy process and one that is not undertaken lightly. The Artist must work on the Masterpiece for a number of days equal to the level of the monster, which may not exceed her own level. Once the appointed time is up, the Artist makes a single Painting roll with a penalty equal to twice the monster's level. If the roll is successful, the Masterpiece has been created. The monster is designed using the rules in Appendix I: Monsters, and may never be given Boss Monster powers.

When the Masterpiece is used in battle, the Artist may take no other action besides directing his creation. It fights with the skill values determined for it when it is created, and uses it's own DC and MDC. If it is killed, the Masterpiece is destroyed and a new one must be created. Artists may not possess more than one Masterpiece at a time.

Starting HP: 10
Level Up: +1d8

Battle Dancer

Example: Dancer Class (FF5, FFTactics)

Commonly Found on: Earth (FF5), Ivalice (FFTactics)

The Battle Dancer is a strange sight on the battlefield. Dressed lightly and moving with a sensuous grace they seem out of place. Almost as if some wealthy, but naive, person had stumbled into the middle of a fierce engagement. Then they begin to move, performing the steps of mystic choreography that are their livelihood. Suddenly the enemy finds themselves entranced, the hypnotic movements seeming to drain their Strength and will to fight. Some even become hopelessly drawn to the Dancer and find that they are doing anything they can to protect them, even if that means turning on their friends and allies! Even monsters, magical beings and other inhuman creatures are not immune to their mystic charms.

This aspect is closely linked to the Bard, as it uses a medium normally associated with art to create magical effects. It differs from the standard RFFRPG Dancer aspect, as that one is more akin to a Geomancer. The quasi-mystical abilities of the Battle Dancer, however, are just as unpredictable. They should not be underestimated however, as they can turn the tide of the battle. Also, there have been no known applications of the Dancer's powers that directly benefit allies (unlike the Bard). All "Dance" powers are meant to hinder and cripple the enemy.

It should be noted here that while the majority of Battle Dancer's are female (and in some society's a male Dancer is a bit of a taboo) not all of them are. Still most you'll encounter will be female, and they prefer light weapons and armor to heavy arms (they have the same equipment restrictions as a Bard). Dancer's, however, are skilled in the use of special shawls and rolls of fabric within their costume as a weapon of last resort. For all intents and purposes treat these as Whips, except they progress by a d6 value and not a d8. They also require the special combat skill Ribbon to be used effectively.

Skills

Dancing at 50%
Etiquette at 40%
Ribbon at 40%
180 points for others

Flirt

The first power all Battle Dancer's learn is a the simple flirt. It is not really magical in nature, and involves the Dancer making them look both harmless and friendly towards the target. The dancer will

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instinctively be able to recognize, from body language and verbal cues what would best work in this regard. It works on both humans and non-humans though some creatures or entities with no free will (such as, say a computerized gun turret) might be immune, at the GM's discretion (anything with a Magery stat below 1 is immune).

To use this power the Dancer must choose a single target. Their action suffers a -2 initiative penalty. They may then make an Etiquette roll with a penalty equal to the target's M.Defense + Willpower. If successful the target will consider the Dancer an ally and NOT target them in combat. This does not stop the person from attacking any of the Dancer's allies however. If at any point the Dancer attacks or brings harm in any way (such as using a status ailment) to the effected being the charm is broken. The target may not be affected by the Flirt power again in this battle. Whether it will work in future battles depends totally on how well the effected being remembers the last encounter.

Battle Dances

The primary ability of the Battle Dancer is the ability to channel mystical forces through their movements and meditation. This power is partly external (as magic) and partly internal (as chi or weapon arts). You can not prevent the use of Battle Dance's by Silencing the Battle Dancer, however if they are effected by Don't Move or any other effect which limits their mobility they can not perform them.

To perform a Dance the player merely chooses to do so. They then roll on the chart below, upgrading the chances of getting more powerful dances as they increase in level. Depending on the Dance Rank they come up with they will suffer from an Initiative penalty (from -2 for a Failure to -27 for a Rank 5 Dance). They player may choose to perform -any- Dance of the same Level as they rolled on the chart.

Note: At -anytime- a Battle Dancer may choose to roll as if their Level were lower than their current Level. Thus a Level 40 Dancer may choose to roll as if they were Level 1, 10, 20, 30 or 40 anytime they use the Battle Dance ability.

Rank	Penalty	1	10	20	30	40	50
Failure	-0	1- 2	1	1	1	1	1
Rank 1	-2	3- 5	2-3	2	-	-	-
Rank 2	-6	6	4-5	3	2	-	-
Rank 3	-10	-	6	4-5	3	2	-
Rank 4	-14	-	-	6	4- 5	3- 5	2- 4
Rank 5	-18	-	-	-	6	6	5- 6

Dances By Rank

Failure!

Failure is the result of imperfect Dancing skill. When Failure occurs the dancer MUST make a single attack against one enemy. This attack is with the Dancer's normal equipped weapon and can not be a weapon mastery (or any other class power is dual abilities are being used).

This attack uses the Battle Dancer's Dance skill as the weapon skill and does damage equal to: Weapon Damage + Magery x MDC. Apply Magic Armor to lessen the damage. You cannot score a critical hit with a failure.

Rank 1 Dances

Sword Dance

The Dancer performs a normal melee attack that does Weapon Damage + Magery x MDC damage with M.Armor applied to lessen the damage taken. The difference between this and Failure is that the Sword Dance CANNOT MISS. Not matter how high (or low) respective Attack% and Defense% stats are, Sword dance always strikes the intended target.

Witch Hunt

The user forces a single target to expend mystical energy. In essence the target blows magical energy on a single useless spell. The Battle Dancer rolls Dance Skill with a penalty equal to the target's M.Defense. If they succeed they force out (1d4 + MAG) x MDC MP from the target. M.Armor is NOT applied to this value.

Slumber Waltz

The user draws the stamina out of the target, causing him to fall asleep. The CoS of this action is Dance Skill - M.Defense and if successful the effect lasts for 1d4 + WP Bonus rounds. The effect of forcing an opponent to Sleep is the same as the spell of the same name.

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Rank 2 Dances

Misdirection Masque

The Dancer moves up close to an opponent (any opponent in normal Move range). As long as they wish they may stay near the opponent, constantly moving around them in an effort to stay as close as possible and resist being moved away from. The dancer makes a Dance check at a penalty equal to the opponents Defense%. If they succeed, they stay near the opponent and this Dance continues as long as they are near the target the count as being in the same hex as the opponent. Any spell targeted at one of them will automatically effect the other as well. However, the Dancer will avoid any physical attacks directed at her, and not vice versa. That is, if an opponent targets the Dancer with a physical attack roll to attack as normal but your attack is directed at the victim of this Dance. Any attack directed at the victim will not target the Dancer, it will target the Victim.

Every round your turn comes up you may choose to continue using this Dance. You may also choose to perform any normal combat action. Doing so requires you to make a Dance check (at no penalty) or else you forfeit your Masque. Also the action has an Initiative Penalty of -5 in addition to any other Initiative Penalties the action would impose. You may not Move away from the target without forfeiting your Masque (the opponent can move at will however). You may perform no other Dance action without forfeiting the Masque.

Power Polka

The dancer channels mystic energy into any opponent they touch. This energy causes their Strength to drain and their power with weapons to become less. When used the Dancer rolls Dance Skill with a penalty equal to the opponents M.Defense. If they succeed the opponents DC lowers by 1d4-1 (i.e., 0-3) for the duration of the combat or until the victim gets to rest for at least 5 turns and recover their Strength. DC may not go below 1. Repeated uses of this Dance are not cumulative and magical healing can not remove this effect. Its effects wear off after battle.

Mystery Waltz

The dancer focuses a burst of mystical energy into an opponent, which they touch. This energy makes it hard to focus and control other forms of mystical energy. When used the Dancer rolls Dance Skill with a penalty equal to the target's M.Defense. If successful they lower the opponents MDC by 1d4-1 (i.e., 0-3) for the duration of the combat or until the victim gets to rest for 5 turns and flush the energy

from their system. MDC may not go below 1. Repeated uses of this Dance are not cumulative. Magical healing cannot remove this effect.

Rank 3 Dances

Deadly Duet

In essence this Dance combines Sword Dance and Witch Hunt. The Dancer strikes with a normal attack which does (Weapon Damage + Magery) x MDC - M.Armor to HP and a special mystic blast which forces the target to harmlessly expend (1d4 + MAG) x MDC to MP. A roll of Dance Skill - M.Defense is needed to strike with this Dance. Only one roll is made, if it succeeds both effects take place.

Midnight Seduction

The Dancer touches one opponent (usually with a kiss or other intimate contact). In so doing they mystically drain the life force from the target and replenish their own. This requires a Dance Skill - M.Defense attempt to succeed. If it does it Drains an amount of HP from the victim equal to the Dancers Max HP minus their current HP and restores the user by the same amount. If used on Undead beings this effect is reversed.

Slow Dance

By touching an opponent the Dancer can channel mystical energy into them which causes a state of torpor. The victim finds that they move slower than normal. Provided the Dancer succeeds on a Dance Skill -target M.Defense check the opponent loses 1d10 -1 (i.e. 0-9) points from their Speed attribute for the duration of the combat or until they can rest for five turns to recover their Strength. Speed may not drop below 1 in this manner and repeated uses are not cumulative. Magical healing has no effect on this ailment.

Rank 4 Dances

Nameless Dance

This Dance has never been given a name. Mainly this is due to the fact that it rarely seems to produce the exact same effect and it never involves the same motions twice. When using this Dance the user chooses a target and rolls 1d6 consulting the table below. The appropriate Status Ailments then may be inflicted on the target provided that the Dancer succeeds in a Dance Skill - M.Defense check. These conditions last 1d4 + WP Bonus rounds. Standard magical means may cure these status ailments.

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Roll 1d6

- 1 Nothing! (i.e. no effect)
- 2 Confusion
- 3 Toad
- 4 Death Sentence
- 5 Stone
- 6 Roll again twice on this table

Note: If the user rolls 6, roll twice more. If one of these other rolls comes up six six roll twice more and so on. If the same status is rolled twice, the effect is not cumulative. (You can stop if you inflict all four Status ailments). Roll to inflict each one separately.

Wazainubus

This Dance creates blasts of magical energy that strikes out at all opponents. Any target with 20 hexes of the user who is currently hostile towards the character (this does not include opponents under the effect of Flirt) takes damage as if struck by Sword Dance, without the ability to evade the attack.

Grand Ball

In essence this Dance combines Power Polka and Mystery Waltz. When used the Dancer touches a victim and this causes them to be inflicted with a surge of magical energy that causes their DC and MDC to drop by 1d4-1 (i.e. 0-3). Roll once with Dance Skill - M.Defense to see if both effects succeed and roll 1d4 once to see what both stats drop by. This effect lasts until the end of combat, the opponent gets at least 5 turns of rest and can not be cured by magical healing. Repeated uses of this Dance are not cumulative nor is it cumulative with Mystery Waltz or Power Polka.

Rank 5 Dances

Temptation Tango

For all intents and purposes this is a mystically advanced version of Flirt. The dancer hypnotically Charms a single opponent. This effect will not work on any being whose Magery is lower than 1, nor effect any being that Flirt would not effect (GM's discretion). A roll of Dance Skill is needed but at a penalty equal to -twice- the targets M.Defense (2x normal). A Charmed being views the Dancer as their best friend. They will fight to defend the Dancer, attacking former allies and using cure spells and any other means at their disposal to help him. If the target is ever attacked by the Dancer (or any person allied with the Dancer in the beings eyes) attacks the victim they are instantly freed of the effect (and are usually pissed). Additional uses of this effect on the same victim are at cumulative -10% penalties. This effect lasts for 1d4 + WP Bonus rounds r until cured by magical means.

Forbidden Dance

This dark dance channels pure negative mystic energy into an opponent the Dancer touches. It has a special cost for the dancer however. On a successful Dance Skill - M.Defense check the target suffers from an Instant Death attack. If successful the Dancer's MDC & DC drop by 1 point for the duration of the combat or until they rest for 5 turns. Repeated uses of this Dance have a cumulative effect on the user, but MDC and DC cannot drop below 1. Magical healing will not alleviate this effect.

Primal Frenzy

The dancer must make a Dance Skill check at a penalty of 50%. If they succeed they may strike out a number of times equal to their MDC. Every attack does 2d20 damage direct to the targets HP without Armor or M.Armor being applied. These attacks may all be at the same opponent, or may be directed at any number of opponents up to the users MDC rating split among possible targets in any way the user pleases. Opponents may not dodge or evade these attacks and they can be directed at any target within 3 hexes of the user.

Starting HP: 10

Level Up: +1d8 HP

Dancer

Example: Mog (FF6)

Commonly found on: Mallora (FF5), Aeolus (FF6)

The Dancer is one who has learned to master their body to perform dances and gyrations of great intricacy and elegance. They possess a power quite similar to that of the Geomancer, using their dances to cause reactions of nature both beneficial and destructive. While a Dancer's offensive power is weak, the dances they learn are quite potent. The Dancer may be physically weak, but they possess strong Willpower and high Agility.

Skills

Dancing at 50%

Acrobatics at 40%

One weapon skill at 40%

180 points for Others

Dance

Dancers learn their special powers by fighting in the correct terrain. They must have the Dance skill to use this power. They may begin with the dances of

one terrain of their choice, while the others must be learned in due time.

To use this power, the character must declare which dance she is using for the combat. They then enter a sort of berserker-rage, although this does not double damage as with the Barbarian. Instead, they are considered to be dancing constantly, and use a random dance step each round unless the Dancer decides to exit the dance.

To exit a dance, the player must declare it as his action for the round. This is the only action permissible. Also note that he must suffer a 1 round "no action" penalty, to allow his senses (not to mention feet) recover. After these two rounds, the character is free to do what he will.

If the character attempts to use the dance applicable to the battlefield (Wind Song on grassland, for example) it succeeds automatically. If the character were trying to use a different type of dance (Earth Blues on grassland) they must make a Dancing Skill check with a -50% penalty. Success means that the Dancer can use the power. Failure means that the character must try again in the next round. Learning new dances is easy: after the Dancer survives one combat in the terrain, she may learn them. Note that even if Dancers learn all their powers, not all of them will be useful in all situations.

To determine which dances are used, a d8 must be rolled to compare with the table below. Note that a new check is made each round; although the player uses the same dance set from round to round, the steps employed may be different. The Dancer suffers an initiative penalty equal to the dance level x 2. Level 1 dances have a -2 penalty, Level 2 dances a -4 penalty, etc.

XP lv.	1	2	3	4
1-15	1-5	6-8	-	-
16-30	1-3	4-7	8	-
30-45	1-2	3-5	7-8	8
45-60	1	2-3	4-6	7-8
60+	-	1-2	3-4	5-8

Grassland Dances (Wind Song)

Sun Bath (Level 1): Glowing golden energy comes down on all the Dancer's allies, healing them for (2d6 + Willpower) x MDC HP each.

Plasma (Level 2): Twin columns of glowing energy spin around the target (selected at random by die roll) and rise up into the sky, giving the target a nasty jolt in the process. The target suffers (4d6 + Willpower) x MDC damage, which counts as a Lightning elemental attack. Plasma has a range of 5 hexes.

Wind Slash (Level 3): This dance causes a torrential wind storm to erupt within a range of E: 3 V: 2, doing (6d6 + Agility) x MDC damage to all enemies. Allies are not affected. Wind Slash counts as an Air attack.

Cockatrice (Level 4): A giant bird with multicolored feathers flies down with a loud screech, pecking and clawing the target for (8d6 + Agility) x MDC in physical damage. The Armor value of the target is halved against this attack.

Mountain Dances (Earth Blues)

Fresh Mountain Air (Level 1): A sweet and gentle breeze blows over the Dancer and his allies, healing (3d4 + Willpower) x MDC HP each.

Sonic Boom (Level 2): The rock face of the mountain grinds against itself in time to the Dancer's steps, bombarding a single opponent with deafening sonic waves. These waves have a 30 + (Level/2) + (Willpower)% chance of reducing the foe's HP by 25%.

Whump (Level 3): Moved into motion by the beauty and grace of the Dancer, the spirit of the mountain shows it's appreciation by applauding. One enemy within 7 hexes of the Dancer has the misfortune to be caught in this demonstration and suffers (6d6 + Agility) x MDC of physical damage.

Landslide (Level 4): A hailstorm of rocks fly down on an enemy within a range of R: 4 E: 2 V: 2, doing (8d6 + Agility) x MDC of Earth damage to one enemy. Unlike Quake spells and Stone Smash, this will affect flying enemies, due to the fact that the boulders fly down from the sky.

Forest Dances (Forest Suite)

Leaf Dance (Level 1): A whirlwind of blowing leaves come flying into the enemy, inflicting (2d6 + Agility) x MDC damage to one enemy within a range of 3. Counts as a Wind attack.

Elf Fire (Level 2): A wreath of eerie blue flames fly around one enemy within a range of 6, doing (4d6 + Willpower) x MDC damage to it. Counts as a fire attack.

Wild Bear (Level 3): A great bear with bluish fur appears in the middle of the battlefield, emitting a loud roar. This roar cures all status ailments that the party has suffered.

A Tree Falls... (Level 4): Following the Dancer's lead, a mighty oak tree spins and leaps about in a wild dance. After a particularly graceful leap the tree lands on a random enemy of the Dancer, inflicting (8d6 + Agility) x MDC physical damage to the enemy. The enemy's Armor value is halved against this attack.

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Curiously, unless someone is watching the tree as it lands, the impact makes no noise.

Water Songs (Water Rondo)

Dazzle (Level 1): For a few seconds, the sun shines brightly and the water near the Dancer ripples in time with the dance. Blinding reflections from the water entrance a single target, having a $20 + (\text{Level}/2) + (\text{Willpower}/2)\%$ chance of inflicting the Confusion status condition on the enemy. Even if the effect does not succeed, the foe loses his next action.

Waterspout (Level 2): Twin columns of water rise up and swirl around the target, hurling him high into the air and causing $(4d6 + \text{Willpower}) \times \text{MDC}$ water damage.

Undine (Level 3): Enchanted by the grace of the Dancer, one of the spirits of the water rises and applauds. The droplets which cascade from her hands shower the Dancer's party, curing all negative status conditions the party is suffering from.

El Nino (Level 4): A giant wave of water and bubbles, glowing purple, green and blue, splashes into all enemies within an AoE of 3, doing $(8d6 + \text{Agility}) \times \text{MDC}$ water elemental damage to all enemies. The Dancer's allies are immune to this attack.

Desert Songs (Desert Aria)

Sand Storm (Level 1): A whirling storm of sand flies into the faces of all enemies, doing $(2d6 + \text{Agility}) \times \text{MDC}$ earth elemental damage to all opponents in a range of E:2 V:1, as well as having a $20 + (\text{Level}/2) + (\text{Will}/2)$ of inflicting the Blind status condition.

Kangaroo Rat (Level 2): A small hopping rodent joins in with the dance, urging the party on to greater feats. Inspired by the dance, the Agility and Speed scores of all party members are increased an amount equal to the Dancer's Willpower bonus for the duration of the battle. Multiple uses of this dance are NOT cumulative.

Sirocco (Level 3): All enemies within a range of E:3 V:2 suffer under a fierce blast of superheated wind which inflicts $(6d6 + \text{Agility}) \times \text{MDC}$ wind elemental damage.

Ant Lion (Level 4): A whirlwind of sand appears below one enemy's feet, sucking them down into the earth, instantly destroying them. Ant Lion has a $50 + (\text{Level}/3) + (\text{Will}/2)$ chance of success, but does not work against flying opponents.

Cave Dances (Dusk Requiem)

Cave In (Level 1): A series of rocks drops on a single opponent, inflicting $(2d6 + \text{Agility}) \times \text{MDC}$

earth elemental damage. Cave In has a range of R:3 E:1 V:0.

b The spirits of the mines respond to the Dancer favorably. Selecting one of the Dancer's enemies at random, they focus their mining lamps on that unfortunate and burn him for $(4d6 + \text{Willpower}) \times \text{MDC}$ fire elemental damage. Elf Fire has a range of 6.

Gas Pocket (Level 3): Awakened by the rhythms of the Dancer, a natural pocket of poison gas bursts underneath a single target. This gas inflicts $(6d6 + \text{Willpower}) \times \text{MDC}$ Poison damage, along with the Poison status condition.

Snare (Level 4): A hole appears below one enemy, which has a $50 + (\text{Level}/3) + (\text{Agility}/2)$ chance to suck the opponent into the ground and kill him instantly. Snare does not affect flying creatures or Boss monsters.

Town Dances (Love Sonata)

Specter (Level 1): A terrifying apparition looms before a single opponent, having a $20 + (\text{Level}/2) + (\text{Willpower}/2)$ chance of confusing a that opponent. Even if the effect does not succeed, the foe loses their action for the next round.

Elf Fire (Level 2): Blue flames rise up from the ground and swirl around the target, inflicting $(4d6 + \text{Agility}) \times \text{MDC}$ fire elemental damage to an opponent within a range of 6.

Tapir (Level 3): A small rodent-like creature appears in front of the party, curing all status ailments that they may suffer.

Pothole (Level 4): The surface beneath a single enemy's feet opens, having a $50 + (\text{Level}/3) + (\text{Agility}/2)$ chance to kill the target instantly. Pothole does on flying creatures.

Ice Dances (Snowman Jazz)

Ice Rabbit (Level 1): A cute white rabbit appears and cures each party member for $(2d6 + \text{Willpower}) \times \text{MDC}$ damage.

Ice Storm (Level 2): Howling winds drive ice and snow through the Dancer's enemies, inflicting $(4d6 + \text{Willpower}) \times \text{MDC}$ ice elemental damage on all enemies in an area of E:2 V:1.

Glacial Cold (Level 3): The air becomes colder and colder around a single target, bringing the risk of frostbite and hypothermia. There is a $30 + (\text{Level}/2) + (\text{Agility})\%$ chance that the target's HP are reduced by 50%.

Avalanche (Level 4): Responding to the Dancer's steps, the snow begins to move. As it builds up speed, an avalanche covers all of the Dancer's enemies. Most quickly dig their way out, but a random enemy has a $50 + (\text{Level}/3) + (\text{Agility}/2)$ chance of

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being trapped under the snow and dying. Avalanche does not affect flying creatures or Boss monsters..

Starting HP: 10
Level Up: +1d8 HP

Mimic

Example: Gogo (FF6)

Commonly found on: Mallora (FF5), Aeolus (FF6)

Who is the Mimic? What is the Mimic? No one really knows. Members of this aspect are shrouded in mystery and concealment, perhaps even greater than that which surrounds the Thief or the Ninja. The Mimic, true to its' name, is capable of copying exactly what someone else has done. No one knows how the Mimic learns this skill, who invented it, or why. Nor does anyone know exactly why someone would train to learn how to copycat another, but whatever the answers to these questions, the Mimic can be a formidable force to be reckoned with, depending on how powerful the person is who he or she copies his or her attack from.

Skills

Acting at 50%
One Language at 40%
One Language at 30%
One weapon skill at 40%
150 points for Others

Mimicry

This power allows the character to mimic other powers for a short period of time, and can only be used in conjunction with the Acting skill. It can be used in two ways. In battle, it can be used to mimic an attack or spells used by another character depending on whether or not they have the correct equipment (if the Mimic mimics a Sword Master performing a Sword Technique, he will need a sword to perform the attack). Mimicked spells have the benefit of not costing any MP to cast. In either case, the character may use the mimicked attack after the original attacker one initiative point behind them. (So if the Sword Master attacks at initiative 10, the Mimic can attack at initiative 9.)

The second way mimicry can be used is to use mimic other class powers for a brief period of time. This requires the Mimic to watch the power be performed. Then, an Acting roll is made. This is modified by -5% per level the performer of the power is above the Mimic. If the Mimic is equal to or greater

than the originator of the power, then there is a 0% modifier.

Failure just means that the Mimic cannot use this power, and may roll again as it wishes. If this roll is successful, the Mimic may act as though it had the power in every way. This knowledge can be retained for a number of days equal to the Mimic's level divided by 15. The power itself is performed at the experience level of the original user; the Mimic learns the power at the level it saw it at. If the mimicked character is of a higher experience level than the Mimic, they use the experience level of the mimic.

Example: Molly is a 31st level mimic and Jean is a 32nd level Red Mage. Molly mimics Jean as he fires off a Fire 2 spell. If Molly decides to use the Fire 2 later, she would be considered a level 31 character for determining the spell's Magic% for instance. If Jean or Molly, after the end of the adventure increased in level, she would still be considered an experience level 31 character when using Fire 2.

Starting HP: 10
Level Up: +1d8 HP

Thief

A master at misdirection and confusion, the Thief emerges from the shadows that give him shelter, prepared to steal what he wishes, or to strike with short sword and dagger against those who detect him. Thieves move with the grace and skill that is required to practice their art. To the Thief it is an art form to steal, both in the heat of battle and out of it, and it is an art they have mastered to perfection.

Skills

Climbing at 30%
 Trap Lore at 30%
 Stealth at 30%
 Lockpicking at 30%
 Pickpocket at 50%
 One weapon skill at 40%
 100 points for Others

Sneak

They say the hand is quicker than the eye! The Thief always has a bag of tricks up her sleeve, ranging from stealing items from those aware of them to deceiving people to look the opposite direction so their victims are not aware of them at all! They can even use their roguish charm to manipulate others to do their bidding!

Steal (Level 1)

The Thief can use this ability to steal equipment and miscellaneous things from people who are actually aware of it. One-shot items, weapons, armor, accessories, and miscellaneous stuff can all be stolen with this technique. The Thief has a Pickpocket% - Target's Defense (AGI + SPD + Level) to steal from her target.

Steal Gold (Level 8)

The Thief gains the ability to steal gold from her opponents. This works just like a normal Steal, except that (1d4x10) x Level of the victim's total GP on hand, is stolen. Standard modifiers apply. Keep in mind that this does not affect how much GP is earned at the end of the fight.

What's That???? (Level 15)

Range: R:2 E:2 V:1
 Penalty: -4

The Thief uses anything that she can use within her environment, such as a rock, flashing light, smoke, or whatnot to distract the opponents (CoS: > Stealth%

- Enemy's Defense) into turning around and viewing the object that the thief refers to for the duration of the next round or until attacked. This allows the Thief or her companions to do such things as backstab/blackjack or escape unnoticed.

Steal Heart (Level 22)

Range: R:3 E:1 V:0
 Penalty: -6

The Thief, with her roguish air and charming manner, can attempt to charm members of the opposite sex. The Thief has a 30% + (Level/3) + (WP) chance to place the target under the effects of the charm status condition. GM's discretion applies if this skill can be used on certain monsters, such as giants or goblins, for example.

Detect (Level 29)

The Thief has a sixth sense for what they want, who has it, and how they're going to get it, as well as what may threaten them at the immediate moment. This takes her sense one step further. The Thief has a Stealth%/3 chance of either detecting AGI/5 number of random items on her target; detecting a trap; detecting a dangerous situation, such as an ambush; or detecting a secret passage within the Thief's vicinity.

Catch (Level 36)

Range: R:0 E:1 V:0

The Thief has become so adept at stealing that she no longer has to directly try to capture from an opponent. Instead she can wait to steal Items from opponents as they attack her. When targeted with a short-range physical attack (opponent can be no more than 1 hex away) the Thief may attempt to steal from the attacking opponent. However, in order to do so the Thief must sacrifice their Defense for that attack, essentially leaving herself incapable of avoiding the attack.

Note: Against NPC with weapons this can be used to steal the weapon (at the reduced Steal CoS) before they hit, thus stopping the attack. This can also be used to catch Thrown weapons and arrows (but not bows) at the rate of a normal Steal.

Capture (Mug) (Level 43)

Penalty: -8

The Thief can attempt to strike a blow with her weapon as she attempts to steal. Basically allows a character to Capture without a thief glove. This ability has a -8 initiative penalty, however, and using a Thief Glove erases this disadvantage, so high-level thieves can still use it if they're in a hurry. Note that this is not cumulative with Catch, unless the Thief is wearing a Thief Glove.

Sunken State (Level 50)

Using the same principles of deception as "What's That?!!!," the Thief seems to disappear right before everyone's eyes! Upon an enemy successfully attacking the Thief, she has a 30% + (Level/3) + (WP) chance to Vanish for 1d4 + WP bonus rounds. During this time, the Thief has all the benefits of the Vanish status condition, immunity to physical attacks, yet all magical attacks have a 100% CoS to hit the Thief, including status conditions such as Death.

NOTE: Catch and Sunken State are not cumulative. The Thief can only use one power or the other upon being attacked, however the Thief can still Catch while in the Vanish status condition that Sunken State inflicts.

Thievery (Level 57)

Range: R:3 E:1 V:0

Penalty: -18

This ability is a mark of the Thief's exploits used to an offensive advantage. The Thief throws a coin up in the air that turns into a treasure chest, or any other item of greed, which opens up and causes an explosion, inflicting Weapon Damage + (Pickpocket%/5) + WP x MDC non-elemental damage to the target.

Footwork (Level 64)

Penalty: Next Round

The Thief can concentrate on what her next move is towards her target to the point where she'll make her next move considerably faster than the opponent. On her next turn only, she's in the Quick status condition. During the round of concentration, she can make no other moves but concentrate.

Starting HP: 10

Level Up: +1d8 HP

Thief Aspects

Gambler

Example: Setzer (FF6)

Commonly found on: Aeolus (FF6)

The Gambler is the gamer, the big spender. He believes in placing objects or sums of great value on the line in hopes of winning even great prizes. When their bets pay off, they can bring the parties they accompany anything from access to previously inaccessible places to rare and potent items. But, just as they like to win big, they may also lose big. The Gambler's powers in battle are unpredictable, for their attacks, while potent, rely wholly on chance. Just as

they can win the battle with their powers, so they can slay everyone involved in the fight. Even as they teleport the group to safety, so they could completely fail to do anything. What will happen with a Gambler in your party? Roll the dice, draw the card, and find out!

Skills

Gambling at 50%

Acting at 40%

Pickpocket at 30%

One weapon skill at 40%

150 points for Others

Gambler's Luck

Games of chance have always been the forte of the Gambler, but in the Final Fantasy RPG, this goes one step forward. A Gambler in this game can count on lady lucky to produce a wide variety of different effects depending on which way the dice (literally) fall. Gamblers must buy gambling tools to use their power. To use them, roll percentile dice and check the chart to see the effect. Any spell generated is cast at the level of the Gambler.

Slot Machine (50 gp)

Mega-Flare (1-6): Casts the Black Magic spell Flare on all enemies.

Chocobop (7-25): Summons a pair of Chocobos that run in a straight line, mowing down all enemies and inflicting $([Level/10]d6 + Willpower) \times MDC$ physical damage.

H-bomb (26-40): A toy airship flies down on the enemies and drops a series of bombs on them, doing $([Level/8]d6 + Willpower) \times MDC$ fire elemental damage.

7-Flush (41-69): A bunch of glowing cards come flying up from each enemy, doing $([Level/10]d6 + Willpower) \times MDC$ light elemental damage to all enemies.

Lagomorph (70-97): Heals $([Level/20]d6 + Willpower) \times MDC$ hit points for all allies.

Call (98-99): A summoned monster is randomly summoned, but it is always a beneficial one to the Gambler. The GM should decide which summoned monster will be summoned by the Gambler by preparing a list of likely candidates before rolling.

Joker Doom (100): Casts the Blue Magic spell Level 5 Doom on all combatants, ally and enemy.

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Dice (300 gp)

Boxcars (1-3): Casts the Blue Magic spell Grand Train on all enemies.

Pents (4-10): Heals all negative status ailments and casts the White Magic spell Life 3 on all the Gambler's allies.

Quarts (11-19): Eight blades slice through the Gambler's enemies. The blades will have a DC of 1d3 (One roll for all eight), and inflicts 1d8 damage. Each blade strikes a randomly determined enemy.

Trays (20-26): Has a 30 + Level + (Willpower x 2)% chance of inflicting the Stone status condition on each enemy. Check for each one.

Deuces (27-50): Casts the equivalent of Land Slide on all foes, doing $(\lceil \text{Level}/8 \rceil d6 + \text{Willpower} \times \text{MDC earth elemental damage to all targets. Unlike Quake, this WILL affect flying enemies.}$

Lucky 7 (51-64): The Gambler and his allies regain $(4d6 + \text{Willpower}) \times \text{MDC hit points.}$

Lagomorph (65-99): Heals $(\lceil \text{Level}/20 \rceil d6 + \text{Willpower}) \times \text{MDC hit points for all allies.}$

Snake Eyes (100): Casts the Blue Magic spell Roulette.

Cards (500 gp)

Lagomorph Card (01-40): Heals $(\lceil \text{Level}/20 \rceil d6 + \text{Willpower}) \times \text{MDC to all party members.}$

Ace - 10 of Hearts (41-50): Causes $(\lceil \text{Level}/10 \rceil d6 + \text{Willpower}) \times \text{MDC fire damage to one target.}$

Ace - 10 of Diamonds (51-60): Inflicts $(\lceil \text{Level}/10 \rceil d6 + \text{Willpower}) \times \text{MDC earth damage to one target.}$

Ace - 10 of Clubs (61-70): Inflicts $(\lceil \text{Level}/10 \rceil d6 + \text{Willpower}) \times \text{MDC water damage to one target.}$

Ace - 10 of Spades (71-80): Inflicts $(\lceil \text{Level}/10 \rceil d6 + \text{Willpower}) \times \text{MDC air damage to one target.}$

Jack of Hearts (81-82): Cures all negative status conditions on the Gambler.

Queen of Hearts (83-84): Inflicts the Charm status condition on one opponent.

King of Hearts (85): Inflicts the Confuse on all opponents.

Jack of Diamonds (86-87): Grants the Haste status condition to the Gambler.

Queen of Diamonds (88-89): Allows the Gambler to use Steal (as the Thief ability) on 1 opponent. The Gambler uses Gambling instead of Pick Pockets.

King of Diamonds (90): Inflicts the Slow status condition on all opponents.

Jack of Clubs (91-92): Allows the Gambler's party to escape from combat when drawn. Has no effect in Boss fights.

Queen of Clubs (93-94): Inflicts the Blind status condition on one opponent.

King of Clubs (95): Inflicts the Stop status condition on all opponents.

Jack of Spades (96-97): Heals $(\lceil \text{Level}/10 \rceil d6 + \text{Willpower}) \times \text{MDC HP to the Gambler only.}$

Queen of Spades (98-99): Casts the Black Magic spell Drain on one opponent.

King of Hearts (100): Casts the Blue Magic spell Roulette.

Gambit (Level 20)

The Gambler takes a big risk and aims for a weak point on his target - a break in armor, a loose scale, etc. If the attack hits, it hits well and a critical hit is scored. If it fails, no damage is done at all. The Gambler has a CoS equal to one-half his weapon skill, not to exceed 50% unless there are artifacts or relics involved that increase accuracy.

Coin Toss (Level 40)

Through a long time of wheeling and dealing, the Gambler becomes so adept at handling coins that he can now throw them at enemies with enough skill and aim to inflict some major damage. No relic is required to do this, although at lower levels they can make use of the Coin Toss relic. Each gold piece thrown does 1 point of damage, and the Gambler may throw up to 5 x Level gold piece, spread out evenly over all enemies in range (R:0 E:3 V:2).

Starting HP: 10

Level Up: +1d8 HP

Mystic Ninja

Example: Edge (FF4)

Commonly found on: Earth (FF4), Mallora (FF5)

The Mystic Ninja shares the abilities of both a mage and a Ninja. Like the Ninja, the Mystic Ninja is trained in the use of stealth and assassination, as well as spying and information gathering. But like the mage, the Mystic Ninja is trained in the use of magic. The Mystic Ninja combines both black and gray magic spells up to the sixth level of both, forming the ninja magic. The Mystic Ninja is the ultimate mixture of the Ninja tradition of the past and the magic of the present.

Skills

Acrobatics at 50%
 Pickpocket at 40%
 Stealth at 30%
 Climbing at 20%
 Magic Lore (Ninja Magic) at 20%
 120 points for Others

Steal

Much like the traditional Ninja, the Mystic Ninja is trained somewhat in the art of theft. This training allows the Mystic Ninja to make use of the first level Steal power of the Thief class. They may steal equipment (such as accessories, one-shot items, and armor) from individuals who are aware of what they are doing, if they successfully roll under one-half of their Pickpocket skill. No other Steal powers are ever learned.

Throw

Through this power, a Mystic Ninja is capable of throwing almost any weapon for a heavy amount of damage (double the normal damage of the weapon). While being extremely effective, the weapon is destroyed following the throw due to the amount of force required for it. Only bows, crossbows, guns, whips, gloves, and claws cannot be used with this power.

The below weapons are made specifically for use by character aspects with access to the Throw power. Throwing stars may be used regularly with the Throwing Weapon skill, but Skeans can only be activated with use of the Throw power. If the hex map rules are being used, all throwing stars have a range of R:5 E:1 V:0. The Skeans however have a range of R:4 E:3 V:0. Each purchase of a Shuriken comes with ten throws and Skeans comes with five throws. So the cost of 20 Tack Stars would be 5000 GP (20/10 = 2. 2 x 2500 = 5000).

Table 3-8: Throwing Stars		
Name	Damage	Price
Shuriken	1d6	30 gp (U)
Ninja Star	2d6	250 GP (U)
Tack Star	3d6	2500 GP (R)
Fusion Star	4d6	---
Poison Shuriken	1d6*	500 gp (C)

Table 3-9: Skeans

Name	Damage	Cost
Fire Skean	2d6 (Fire)	500 GP (U)
Bolt	2d6 (Lighting)	500 GP (U)
Water	2d6 (Water)	500 GP (U)
Flare	3d6 (Fire)	3000 GP (R)
Freeze	3d6 (Ice)	3000 GP (R)
Tornado	3d6 (Air)	3000 GP (R)
Spark	60% chance to Blind Target	500 GP (C)
Shadow	+50% Defense for 1d6 Rounds	300 GP (U)

Ninja Magic

Considered by many a mix between black and time magic, ninja magic mixes the offensiveness of black magic and the indirect effects of grey magic. You'll find ninja magic listed in Chapter Seven: Magic.

Spell Progression

Magic Level	XP Level
Level 1	3, 7, 11
Level 2	13, 17, 21
Level 3	23, 27, 31
Level 4	33, 37, 41
Level 5	43, 47, 51
Level 6	53, 57, 61
Any Level	66, 71, 76, 81

Starting HP: 10, Starting MP: 4
 Level Up: +1d8 HP, +1d6 MP

Ninja

Example: Shadow (FF6)
 Commonly found on: All worlds

The Ninja is a Thief who is trained in the art of assassination and information gathering. Whereas the Thief may have had no choice but to become a Thief due to circumstance, the Ninja is trained and often raised in the Ninja tradition and learns their craft by choice. Like the Thief, the Ninja is trained in the arts of stealth and secrecy, and in some cases their training enables them to surpass the stock Thief in terms of stealth. All Ninjas are also trained to use two weapons in battle, adding an extra punch to their attacks that their friends lack. In addition, Ninjas are trained in the use of throwing specialized weapons, such as their famed shuriken. These weapons are small, but their damage potential is fearsome and thus should not be ignored. Never take your eyes from a Ninja, or their katana coming towards your heart may be the last thing you ever see.

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Skills

Acrobatics at 50%
Pickpocket at 40%
Stealth at 30%
Climbing at 20%
120 points for Others

Two Swords

The training of a Ninja includes the use of two different weapons (one in each hand) and this ability reflects it. It essentially allows players to use a weapon in their off-hand without requiring the Two-Weapons skill. Any weapon that can be normally used with one hand (exceptions being polearms and rifles) can be used by the Ninja.

Steal

Like the Thief, the Ninja is trained in the arts of stealing. However, the Ninja is nowhere near as good at that art. All Ninjas have the equivalent of the first level Steal power: they may take equipment (including armor, one-shot items, and accessories) and miscellaneous objects from anyone, even if that person is watching and aware of what the Ninja is attempting. Use of this skill requires the Ninja to successfully roll against one-half of their normal Pickpocket skill.

The Ninja may never learn any of the more advanced Steal powers of the Thief.

Throw

Through this power, a Ninja is capable of throwing almost any weapon for a heavy amount of damage (double the normal damage of the weapon). The drawback is the weapon is destroyed following the throw due to the amount of force required for it. Only bows, crossbows, guns, whips, gloves, and claws cannot be used with this power. Ninja may also use the Throw-specific weapons (Skeans and Ninja Stars) as the Mystic Ninja.

Starting HP: 10
Level Up: +1d8 HP

Engineer

Engineers are the mechanics, the technicians who keep everything running smoothly. It is all well and good for a General to lead his or her troops forth to defend his home castle, but without the Engineer that castle wouldn't even exist in the first place. Engineers are blessed with a tremendous natural aptitude with machinery and technology that enables them to make fantastic modifications to standard equipment. To illustrate by example: a Dark Knight walks into an Engineer's sanctum wielding a regular sword. With an Engineer's help (and a few days' patience), that Dark Knight could walk out wearing highly charged and tempered titanium blade. Therein lies the true power of the Engineer. They can take that which is ordinary and, as if by magic, make it extraordinary. Some inventions are considered common today, such as the airship, some of the special weapons, even a castle that can burrow beneath the desert sands. The toil and sweat of the Engineer created all of these and more. An Engineer usually starts as a bright and talented child. Once it is seen that the child has the potential to be an Engineer, he or she spends years in training, learning the uses and knowledge of their craft. Those that endure the training become full-fledged Engineers. Engineers often find themselves in high demand by kings and other potentates, who value their services and discipline. There usually is no shortage of work for a Engineer, and some Engineers have risen quite high in royal favor, while others take to adventuring. Any party can benefit from having an Engineer amongst them.

Skills

Invent at 40% Repair at 50%
One weapon skill at 40%
180 Points for Others

Invention

All Engineers have the ability to create wonders of mechanical genius. Laser blasters, teleport devices, barrier shields, robots, airships, and everything else in between. All the invention rules are located in Appendix II: The Engineer's Manual. It includes the invention rules, vehicle construction system, and the chemist mixtures.

Peep

Allows the character, after a turn of concentration, to automatically analyze the strengths, weaknesses and statistics of anything. This is not restricted to monsters. Other characters, household pets, machines, even rocks and trees can be peeped.

Starting HP: 10
Level Up: +1d8 HP

Engineer Aspects

Chemist

Examples: FF5 Chemist Job
Commonly found on: Any World

The Chemist aspect differs from other Engineers in that they focus on alchemy, chemistry, and the functions of life rather than how to better create machines - either weapons or otherwise. The Chemist's main talent is their ability to combine different potions or ingredients to get different effects ranging from increasing the chemist's temporarily to blowing themselves up with a failed mix.

Chemists may use guns, as do all Engineers, but may not use any inventions. They also gain a skill affinity for scholastic skills rather than crafting skills.

Skills

Alchemy at 50%
Animal Lore at 30%
Monster Lore at 40%
One weapon skill at 40%
100 points for other skills

Mixing

The main talent of the Chemist is their ability to mix different potions and ingredients to achieve a totally different effect. The different effects are kept on a separate page like the invention rules so to keep them from cluttering up everything. The effects of mixing are included in part three of Appendix II: The Engineer's Manual.

Potion Throw

For those games that use the hex map combat rules, the Chemist is capable of throwing any potion (including mixes) at a range of R:5.

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Double Effect

When a Chemist steps into a battle, no enemy shudders in fear, but all allies breathe a sigh of relief. This is mostly due to the fact that any recovery item

(see list) used by a Chemist has a doubled effect. Immunities and other durations are for remainder of battle unless otherwise noted. A '+' before the 'Used by a Chemist' column means the normal effect is executed as well as the additional.

Table 3-10: Double Effect Table		
Item Name	Normal Effect	Double Effect
Potion	Restores 50 HP	Restores 100 HP
Hi Potion	Restores 250 HP	Restores 500 HP
X Potion	Restores 750 HP	Restores All HP
Ether	Restores 30 MP	Restores 60 MP
Hi Ether	Restores 100 MP	Restores 200 MP
X Ether	Restores 300 MP	Restores 600 MP
Elixir	Restores all HP/MP (one character)	No Change
Mega Elixir	Restores all HP/MP (party)	No Change
Phoenix Down	Restores life with 10% of maximum HP	Restores life with 20% of maximum HP
Remedy	Cures all negative Status conditions	+ Immunity to all negative Status conditions for the battle
Antidote	Cures Poison	+ Immunity to Poison for the battle
Echo Screen	Cures Silence	+ Immunity to Silence for the battle
Green Cherry	Cures Imp	+ Immunity to Imp for the battle
Soft	Cures Stone	+ Immunity to Stone for the battle
Eyedrop	Cures Blind	+ Immunity to Blind for the battle
Cornucopia	Cures Mini	+ Immunity to Mini for the battle
Maiden's Kiss	Cures Toad	+ Immunity to Toad for the battle
Holy Water	Cures Undead, Zombie	No change

Starting HP: 10
HP per level: +1d8

Black Mage

Perhaps no more feared wizard exists than the Black Mage, for they have mastered the offensive powers of magic. Lightning, ice, fire, poison, and more obey their demands and do their bidding. The Black Mage has learned such deadly skills through a lifetime of training and discipline, starting almost as soon as it is determined that they have the potential to be Black Mages. There are some that possess tremendous natural aptitude for the sorcerous arts of black magic, and these possess the title of 'Black Adept'. Most others must learn through sheer training and discipline. This is worth it though, for when it is complete the Black Mage emerges as a master of offensive magic and an entity to be both feared and respected by friend and foe alike.

Skills

Black Magic Lore at 50%
One weapon skill at 30%
210 points for Others

Black Magic

No one has the talent with the black arts that Black Mages have. All Black Mages can cast as high as level 10 black magic. Unlike white magic, black magic utilizes the different elements to create attack magic that can destroy cities, let alone whoever gets in the magician's way.

Spell Progression

Magic Level	XP Level
Level 1	1, 4, 7
Level 2	9, 12, 15
Level 3	17, 20, 23
Level 4	25, 28, 31
Level 5	33, 36, 39
Level 6	41, 44, 47
Level 7	49, 52, 55
Level 8	57, 60, 63
Level 9	65, 68, 71
Level 10	73, 76, 79
Any Level	83, 87, 91, 95, 99

Starting HP: 10, Starting MP: 10
Level Up: +1d6 HP, +1d10 MP

White Mage

The priest, the physician, the country doctor, all of these are manifestations of the White Mage, whose powers in healing and defensive magic spells are held in reverence by most. The White Mage is the primary healer of wounds, and the one whom people look for when they are injured. White Mages are even known to be able to bring the dead back to life, thus is their mastery of healing. Much like the training for their counterpart (the Black Mage), the training of a White Mage begins early and lasts their entire childhood. When they have finished their training and become full White Mages, they will find that their services are highly in demand almost everywhere, thus they need never fear unemployment or boredom. White Mages are also renowned for their gentle bedside manner.

Skills

Magic Lore at 50%
Healing at 40%
One weapon skill at 30%
180 points for Others

White Magic

Whereas black magic destroys, White magic heals and defends. White Mages are the masters of curative and defensive magic spells. They may cast up to level 10 white magic.

Spell Progression

Magic Level	XP Level
Level 1	1, 4, 7
Level 2	9, 12, 15
Level 3	17, 20, 23
Level 4	25, 28, 31
Level 5	33, 36, 39
Level 6	41, 44, 47
Level 7	49, 52, 55
Level 8	57, 60, 63
Level 9	65, 68, 71
Level 10	73, 76, 79
Any Level	83, 87, 91, 95, 99

Starting HP: 10, Starting MP: 10
Level Up: +1d6 HP, +1d10 MP

White Mage Aspects

Healer

Example: Banon (FF6); Medicine Man (FF5j)

Commonly found on: Mallora (FF5), Aeolus (FF6)

Although technically not a magician, the Healer has a unique access to powers that allow them to heal themselves or their allies far beyond the abilities of normal people or even White Mages. The Healer has chosen to focus entirely on healing, whereas the White Mage uses magic that is far more diverse. Because of this specialization, the Healer serves as both assistant and supplement to the White Mage, a nurse to the doctor one might say. Also, Healers often go out into the rural, isolated areas where there are fewer or no White Mages to aid the people. Thus, the Healer is sometimes the local doctor to people on the frontier. Due to their traveling, the Healer has an extensive knowledge of alchemy, the art of combining substances to make a substance greater than the sum of its' parts. They use this to make potions that hold twice the effectiveness of normal potions. At the same time, since they lack the use of white magic and are more subject to the perils of the road, the Healer has some knowledge of how to defend themselves from attack by both beast and mugger alike.

Skills

Magic Lore at 40%

Healing at 50%

Alchemy at 30%

One weapon skill at 40%

140 points for Others

Health

Healers get their name from their unique abilities that will perform a number of healing effects when used in battle. These abilities have the power to restore HP, cure negative Status conditions, and even to restore life to fallen comrades. Each power takes time to activate, and some cost the Healer strength in order to perform. The regular penalty is an initiative penalty just like for Fighter powers; 2 x (Power Level) subtracted from Initiative for that round; negative Initiative means that the Power won't be executed until the next round AFTER the negative Initiative is subtracted from the next round's Initiative. In theory, this could extend some powers into 3 or even 4 round waits to an action. Any special penalties are mentioned with the appropriate power.

Restore (Level 1)

Range: R:4 E:2 V:0

Penalty: -2

A sprinkling of shiny blue stars restores (3d6 + Willpower) x MDC HP.

Purge (Level 8)

Range: R:4 E:2 V:0

Penalty: -4

Balls of purple and gold energy fly around all allies, purging their systems of all toxins and diseases (the Poison and Disease status conditions).

Restore 2 (Level 15)

Range: R:4 E:3 V:1

Penalty: -6

A wave of larger blue stars surround the allies and restore (5d6 + Willpower) x MDC HP.

Charge (Level 22)

Range: R:4 E:2 V:0

Penalty: -8

Columns of green energy fly out of the ground beneath the allies, returning (1d6 + Willpower) x MDC MP to all allies.

Revive (Level 29)

Range: R:4 E:1 V:0

Penalty: -10

Rays of golden light surround the ally and restore life to any fallen comrade. Each are revived with 10% of their maximum HP.

Revivify (Level 36)

Range: R:4 E:1 V:0

Penalty: -12

Multi-colored stars surround the ally and any who are Zombies will be restored to life with 10% HP.

Restore 3 (Level 43)

Range: R:4 E:3 V:0

Penalty: -14

Sparkling blue stars surround the allies and restore (7d6 + Willpower) x MDC HP to all.

Remedy (Level 50)

Range: R:4 E:1 V:1

Penalty: -16

Multi-colored beams soar throughout the allies, removing all negative Status conditions except Imp and Zombie.

Restore All (Level 57)

Range: R:4 E:All V:-
Penalty: -18

Waves of blue stars float around all allies, restoring all HP to them. This power takes a lot of stamina to use, and as a result the Healer cannot use any other Health powers for the next 1d6 rounds. Also, the Restore All and Revive All powers cannot be utilized for the next 24 hours.

Revive All (Level 63)

Range: R:4 E:3 V:3
Penalty: -20

Golden stars and lights zip all over the place, restoring life and full HP to all dead allies. Because of the tremendous amount of spirit energy needed to pull this off, the Healer cannot use any Health powers for the next 2d6 rounds, and cannot use the Restore All or Revive All powers for the next 48 hours.

Starting HP: 10
Level Up: +1d8 HP

Red Mage

Red Mages are believers in balance, as they must be to practice their unique magic. The Red Mage blends the offensive magic spells of the Black Mage with the defensive magic spells of the White Mage, to form red magic. Red magic is both powerful and versatile, a smooth blend of offense and defense that is truly amazing to behold. In addition, Red Mages are knowledgeable in the arts of fighting to some extent, so they can physically hold their own. Their major disadvantage is that because they blend both black and white magic spells, they cannot learn the highest level spells of either. Depending on your viewpoint this could be a blessing or a curse, for it provides the balance: power sacrificed for versatility.

Skills

Red Magic Lore at 50%
One weapon skill at 40%
210 points for Others

Red Magic

Red magic is unique among magic as it blends aspects of both black and white magic and none are better at red magic than those that developed it - the Red Mages. Red Mages have access to level 8 magic.

Spell Progression

Magic Level	XP Level
Level 1	1, 4, 7
Level 2	9, 12, 15
Level 3	17, 20, 23
Level 4	25, 28, 31
Level 5	33, 36, 39
Level 6	41, 44, 47
Level 7	49, 52, 55
Level 8	57, 60, 63
Any Level	67, 71, 75, 79, 83

Starting HP: 10, Starting MP: 8
Level Up: +1d8 HP, +1d8 MP

Red Mage Aspects

Magitek Knight

Example: Celes (FF6)
Commonly found on: Aeolus (FF6)

Where the ancient arts of sorcery meet the modern techniques of science the Magitek Knight stands. This unique warrior is infused with the powers of the Espers through the new science of Magitekology, and thus gains the ability to use up to sixth-level red magic. They are also trained and capable warriors with the interesting ability to absorb magic used against them and channel it into a more productive use. Although the first experiment with magitekology on human genetics failed miserably and produced a magitek nightmare named Kefka, the process has been perfected now according to scientists, and thus should be perfectly safe.... They think. There is still a margin of error. As with all science, there is never a 100% guarantee. Also, the knowledge that they are using technology based on the stolen essences of other sentient beings has been known to have an adverse effect on the morals and ethics of some Magitek Knights.

Skills

Red Magic Lore at 40%
Strategy at 50%
One weapon skill at 40%
180 points for Others

Runic

By using their weapon as a form of magical lighting rod, Magitek Knights have the unique ability

of absorbing magic that is cast on them. As they grow stronger, different options become available as to what can be done with the absorbed magic. Runic does have some limitations. It cannot be used to absorb level nine or level ten magic spells. Runic won't save you from Ultima. It also cannot be used to counter area-attack spells. Unless the character has reached the point where they can use Runic Reflex, the use of any Runic power requires the character's total attention. They cannot make another action but use Runic.

HP Runic (Level 1)

This is the most basic Runic and is gained at level one. The character gains one-half of the damage done by the attack back as HP.

MP Runic (Level 20)

Instead of regaining HP, the Magitek Knight regains MP. One-tenth of the damage caused by the spell restores the character's magic points.

Runic Reflex (Level 45)

Normally, you have to spend time (and your only action) using Runic. At level 45, Magitek Knights have a $(\text{Level}/2 + \text{Willpower})\%$ chance of automatically using Runic whenever a spell is used on them. Runic Reflex automatically defaults to HP Runic.

Runic Charge (Level 60)

Rather than absorbing the spell, the character can hold the excess energy in his or her weapon of choice. This extra energy can then be used against the original spell caster in a fiercely powerful melee attack. Half of the damage done by the spell is added to the pre-armor modification damage result (the following where Damage Capacity is figured into the attack's damage).

Red Magic

Being an aspect of the Red Mage, Magitek Knights also have access to red magic. Their spellcasting abilities are not as formidable or versatile as the pure Red Mage, but they are nothing to sneer at. Magitek Knights can access up to level 6 magic.

Spell Progression

Magic Level	XP Level
Level 1	3, 7, 11
Level 2	13, 17, 21
Level 3	23, 27, 31
Level 4	33, 37, 41
Level 5	43, 47, 51
Level 6	53, 57, 61
Any Level	66, 71, 76, 81

Starting HP: 10, Starting MP: 8
Level Up: +1d8 HP, +1d8 MP

Sage

Example: Tellah (FF4)

Commonly found on: Any World

The Sage is the repository of the wisdom of the ages, the ultimate definition of the scholar. There are no schools of Sagecraft, no apprenticeships, no academies. To be a Sage, you must be born with the gift. Otherwise, no matter how smart you are, you cannot be a sage. Sages exceed the stock Red Mage in sheer power, for theirs is the ability to master both black and white magic spells up to the tenth level. This makes the Sage truly a formidable opponent, even though their physical fighting skills are rather poor. Unlike other Red Mages, the Sage uses the Black Mage's DC progression (+1 DC every 10 levels) and has their weapon and armor restrictions. Their MDC progression remains the same.

Skills

White Magic Lore at 40%
Black Magic Lore at 40%
Alchemy at 20%
History at 30%
Ancient Languages at 40%
One weapon skill at 30%
100 points for Others

White/Black Magic

Sages are among the most powerful type of magician available in the FFRPG as they can cast spells from white and black magic (rather than purely red magic) up to 10th level. However, they must also have both white and black magic lore in order to cover the differences between both forms of magic. Also, their spell progression covers both black and white magic. They do not gain extra spells to cover both types of magic. In order to gain more spells than they can gain innately, they'll have to hunt for their magic.

Spell Progression

Magic Level	XP Level
Level 1	1, 4, 7
Level 2	9, 12, 15
Level 3	17, 20, 23
Level 4	25, 28, 31
Level 5	33, 36, 39
Level 6	41, 44, 47
Level 7	49, 52, 55
Level 8	57, 60, 63
Level 9	65, 68, 71
Level 10	73, 76, 79
Any Level	83, 87, 91, 95, 99

Starting HP: 10, Starting MP: 10
Level Up: +1d6 HP, +1d10 MP

Blue Mage

The Blue Mage is often considered the magical equivalent of the Beastmaster. Like the Beastmaster, the Blue Mage learns the attacks and powers of the beasts and monsters he or she encounters. However, the learning process is entirely different. While the Beastmaster spends anywhere from days to weeks in the wild training with the beast or monster, the Blue Mage learns the monster's power by actually being struck with the power in question! This is a risky and dangerous maneuver, but vital to the Blue Mage's craft. Like all mages, the Blue Mage's training begins early and lasts for all of their childhood. The Blue Mage usually must have high endurance, to withstand the attacks of monsters so, and a high intelligence to be able to learn the attacks of monsters so quickly after having been struck by them. They may be considered a tad eccentric by some, but no one should ever underestimate someone who ventures into the face of possible death simply as part of their job description.

Skills

Blue Magic Lore at 50%
Monster Lore at 40% Animal Lore at 40%
One weapon skill at 40% 140 points for Others

Blue Magic

Blue Mages are, obviously, the masters of learning and casting blue magic. Like other magicians, you'll find more information about blue magic in Chapter Seven: Magic. All Blue Mages begin the game with two blue magic spells, and may never learn more than their Magery attribute.

Visual Lore

Blue Mages sometimes find it difficult to learn new magic spells and practice their trade. Some spells are difficult, if not impossible to learn, or become the target of, by normal means (e.g.: Pearl Wind, Big Guard) or being the target of such a spell could mean the Blue Mage's doom (e.g.: Roulette). However, many advanced Blue Mages tend to become so adept at learning Blue Magic that they can learn some spells just by seeing it cast. The Blue Mage has a 30% + (Level/3) + (WP) - (MP cost of spell being learned/3) of learning a Blue Magic spell via sight.

Starting HP: 10, Starting MP: 8
Level Up: +1d8 HP, +1d8 MP

Cosmic Mage

The Cosmic Mage is unique among mages, sharing something in common with the Red Mage. For the Cosmic Mage is the master of gray magic, a mysterious magic that falls between black and white magic spells. That is where the similarity ends however. The gray magic that the Cosmic Mage wields is not a blending of black and white magic like the magic of the Red Mage. Instead, it is based on indirect effects and the powers of time and space. This is what makes the Cosmic Mage so potent. They can freeze an opponent in their tracks, or rain flaming meteors down upon them. They can open gates in time and space, or banish someone into oblivion. This makes them both powerful, and versatile, capable of defeating their opponent in a number of ways. Like all mages, the training for a Cosmic Mage begins early and lasts their entire childhood. In addition, since their magic is to a great extent based upon the cosmos, cosmic mages are taught the arts of astronomy, to further aid them in their chosen profession and to give them the benefit of truly understanding the nature of the cosmos. Also, it is more fun to watch the stars on a moonlit night and understand what constellations they form, how they move and why. Some may regard them as being a bit too touched by the moonlight, but they are formidable nonetheless.

Skills

Grey Magic Lore at 50%
Astronomy at 40%
One weapon skill at 30%
One lore skill at 40%
140 points for Others

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Grey Magic

Cosmic Mages are the only class that can use this elusive form of magic that involves indirect magical effects such as Stop, Haste, and Slow as well as unique cosmic based attack spells such as the legendary Meteo.

Spell Progression

Magic Level	XP Level
Level 1	1, 4, 7
Level 2	9, 12, 15
Level 3	17, 20, 23
Level 4	25, 28, 31
Level 5	33, 36, 39
Level 6	41, 44, 47
Level 7	49, 52, 55
Level 8	57, 60, 63
Level 9	65, 68, 71
Level 10	73, 76, 79
Any Level	83, 87, 91, 95, 99

Starting HP: 10, Starting MP: 10

Level Up: +1d6 HP, +1d10 MP

Caller

The Caller is one of a rare breed of wizards. Unlike the Black Mage, their powers are not solely offensive. At the same time, they are not as purely defensive as the White Mage's. They do not necessarily blend powers, as does the Red Mage, learn from example like the Blue Mage, or study the stars like the Cosmic Mage. Instead, the Caller uses an ancient and potent magic to summon beings from another plane of existence to work on the Caller's behalf. These beings are referred to as "summoned monsters" by some and "Espers" by others, and they lend their services to the Caller. Usually the Caller must earn the trust of a monster or Esper before it will let him or her summon it. Also, the Caller must choose an affinity. The Caller will do best with monsters or Espers of that affinity, but can still summon others, though they will usually be reluctant to come to the aid of someone of a different affinity, especially an opposing one (light and dark for example). However, despite that minor obstacle, Callers are truly powerful due to the beings they summon and also their fair degree of fighting skills

Skills

Summon Magic Lore at 50%

Animal Lore at 40%

One weapon skill at 30% 180 points for Others

Summon Magic

The Caller has the nearly unique ability to summon powerful creatures from the other world to serve and assist him. These beings are powers in their own right, and consider themselves partners and equals of the Caller; as a result the Caller must often prove himself to these beings before gaining their service and support. At character creation the Caller already has two weak summon spells available to him. Any others must be gained through play. At no time may the Caller have more summoned monsters in his service than his Willpower attribute; however, the Caller may choose to dismiss one or more of these entities at any time. If this is done, it is nearly impossible to regain their assistance at a later date. Callers should consider this, and not dismiss their allies lightly.

Starting HP: 10, Starting MP: 10

Level Up: +1d6 HP, +1d10 MP

Caller Aspects

Black Caller

The Black Caller is one who has chosen to diversify their powers by branching out into black magic. Because of the extra training and time involved to learn both black magic and calling, the powers of the Black Caller are neither as strong as the Black Mage's nor as strong as the full Caller's. However, it can be faster to throw a black magic spell in combat than to summon a monster or Esper, so it does have that advantage. Black Callers can learn up to sixth level black magic.

Skills

Summon Magic Lore at 50%

Black Magic Lore at 50%

Animal Lore at 40%

One weapon skill at 30%

130 points for Others

Summon Magic

Like the Caller, the Black Caller is able to summon powerful creatures from the other worlds to serve and assist him.; furthermore, he has one weak summon monster already in his service (GMs choice). However, the lack of focus in the Black Caller's training has hindered his abilities. As a result, Black Callers may only gain the services a number of summoned monsters equal to 2/3 of his Magery. Furthermore, Black Callers may have difficulty winning the trust and acceptance of some summoned monsters, as they will see his dependence on black magic as a handicap.

Black Magic

The Black Caller's lesser skill with summon spells is made up for by his skill with black magic. Although not as powerful as a Black Mage, the Black Caller's powers are nothing to disregard. Black Callers may learn up to sixth level black magic.

Spell Progression

Magic Level	XP Level
Level 1	3, 7, 11
Level 2	13, 17, 21
Level 3	23, 27, 31
Level 4	33, 37, 41
Level 5	43, 47, 51
Level 6	53, 57, 61
Any Level	66, 71, 76, 81

Starting HP: 10, Starting MP: 10
Level Up: +1d6 HP, +1d10 MP

Red Caller

The Red Caller, like the Black and White Callers, believes in diversity. They have chosen to branch out into the use of red magic, in addition to calling. Unfortunately, this means that their powers are the weakest. Even though they can learn up to sixth level red magic spells, their summoning skills are weaker than any other Caller aspect. Still, they are arguably the most versatile of all Callers, which can be a benefit in its own right.

Skills

Red Magic Lore at 50%
Summon Magic Lore at 50%
Animal Lore at 40%
One weapon skill at 30%
130 points for Others

Summon Magic

Like the Caller, the Red Caller is able to summon powerful creatures from the other worlds to serve and assist him.; furthermore, he has one weak summon monster already in his service (GMs choice). However, the lack of focus in the Red Caller's training has hindered his abilities. As a result, Red Callers may only gain the services a number of summoned monsters equal to 1/2 of his Magery. Furthermore, Red Callers may have difficulty winning the trust and acceptance of some summoned monsters, as they will see his dependence on red magic as a handicap.

Red Magic

The Red Caller's lesser skill with summon magic is made up for by his skill with red magic. Although not as powerful as a Red Mage, the Red Caller's powers are nothing to disregard. Red Callers may learn up to sixth level red magic.

Spell Progression

Magic Level	XP Level
Level 1	3, 7, 11
Level 2	13, 17, 21
Level 3	23, 27, 31
Level 4	33, 37, 41
Level 5	43, 47, 51
Level 6	53, 57, 61
Any Level	66, 71, 76, 81

Starting HP: 10, Starting MP: 10
Level Up: +1d8 HP, +1d8 MP

White Caller

The White Caller has taken the same principal that motivates the Black Caller and applied it to white magic. The White Caller receives has some of the same advantages possessed by the Black Caller, namely that they can use their magic to heal or defend in the time that it takes a full Caller to summon a monster or Esper. They also take the same

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disadvantage, that their magic is not as strong as either a full White Mage's or a full Caller's.

Skills

White Magic Lore at 50%
Summon Magic Lore at 50%
Animal Lore at 40%
One weapon skill at 30%
130 points for Others

Summon Magic

Like the Caller, the White Caller is able to summon powerful creatures from the other worlds to serve and assist him.; furthermore, he has one weak summon monster already in his service (GMs choice). However, the lack of focus in the White Caller's training has hindered his abilities. As a result, White Callers may only gain the services a number of summoned monsters equal to $\frac{2}{3}$ of his Magery. Furthermore, White Callers may have difficulty winning the trust and acceptance of some summoned monsters, as they will see his dependence on white magic as a handicap.

White Magic

The White Caller's lesser skill with summon magic is made up for by his skill with white magic. Although their healing and defensive magic is not as powerful as a White Mage's, the White Caller's powers are nothing to disregard. White Callers may learn up to sixth level white magic.

Spell Progression

Magic Level	XP Level
Level 1	3, 7, 11
Level 2	13, 17, 21
Level 3	23, 27, 31
Level 4	33, 37, 41
Level 5	43, 47, 51
Level 6	53, 57, 61
Any Level	66, 71, 76, 81

Starting HP: 10, Starting MP: 10
Level Up: +1d6 HP, +1d10MP

Chapter Four

SKILLS

Skills cover a wide array of different abilities and talents that a character has pick up, learned, or studied during their life and adventuring career. They represent abilities that are common to all character classes such as mastery over a certain type of weapon or the ability to climb up a tree. For adventurers such as any character in the Final Fantasy RPG, having a certain skill can be the only thing that stands between life and death in many situations.

In the Final Fantasy RPG, all skills have a rating based on a percentage from 20% (newbie) to 200% (Legendary). When in an important situation where there is a chance to succeed or fail, the player must roll percentile dice (two 10-sided dice together, one being the first digit and the other being the second). If the character can roll under the character's skill rating, if not modified by the difficulty of the task, they succeed. If you roll under the rating, you do it, roll over the rating and you screw up.

Example: Jean is climbing up a large mountain. He has the climbing skill at a rating of 65% and it's slippery due to some rain. The GM decides to tick off Jean's player by enforcing a -10% difficulty rating. If Jean's player rolls under 55%, then he makes it with no trouble. If he rolled over 55%, there may be some trouble as Jean may have slipped and fell off the mountain.

Increasing Skill Ratings

After establishing the character's starting skills (check Chapter Three: Character Classes), a character gets 20 points each time they level up that they may use in order to increase the ratings of their skills. This reflects that as the character becomes stronger, their skills become stronger as well.

All skills for the FFRPG fall into 10 different group: weapons, physical, combat, scholastic, thievery, social, wilderness, general, artistic, and crafting. Depending on your character's class, you may be able to buy them at different rates. These depend on their class' skill affinities or deficiencies. For example, fighters can buy weapon skills and combat skills at half price and general skills at the normal price but must pay double for Scholastic skills. Any other skill is increased at a 1 to 1% ratio. You can not spend more than 10 points on any one skill per level up, no matter how much that will increase the skill.

Some skills fall into more than one category. For example, Swimming falls into both Physical and Outdoors categories. When this happens, in order to determine cost, use the cheapest listing. Thus, Rangers pay the half the normal amount of skill points to upgrade Swimming, even though it is also a Physical skill.

Skills can be increased beyond 100%, but to do that, you must spend twice the normal amount to increase the skill. This is cumulative with any other multiples. For example, a fighter bringing his Bows skill from 100% to 110% must pay 10 points.

Skill Level	Ability
1-20	Just learning
21-45	Novice
46-65	Average
66-98	Excellent
99-150	Master
151-200	Grand master
201+	Legendary

Since skills can be increased to as high as 200%, any skill level above 100% is just for the sake of offsetting penalties. Weapon skills are the exception given that some opponents may have extremely high defense ratings that would bring even a lofty skill rating of 200% to a more acceptable value.

Default Skill Ratings

Even if a character hasn't picked up a skill, they may still try to use it at a very low chance. The actual rating depends on the attribute stat that the skill defaults on. For example, weapon skills default on Agility. If my character possessed an Agility of 9, he would have a 25% chance to strike a monster. Each default attribute for any skill is listed either with the skill itself or in the description of the skill category.

Relevant Stat	Default Skill
1	5%
2	10%
3-5	15%
6-8	20%
9-10	25%
11-13	30%
14-17	32%
18-22	35%
23-28	37%
29-30	40%

Skill Difficulty

It's harder to climb a mountain in a snow storm than it is to climb one in pleasant weather. To incorporate this into the Final fantasy RPG, these are the recommended modifiers for difficult actions.

Difficulty	Modifier
Easy	+5%
Normal	+0%
Rough	-5%
Hard	-10%
Difficult	-20%
Start Praying	-30%

Specific examples of difficulties are listed with the individual skills.

Buying New Skills

Players are free to buy new skills well into their character's career as an adventurer. When the character gets a new skill, the rating for it starts at the stat's default level. Characters can learn skills between adventures, in one of two methods. The first method involves the character's possible learning of a skill during an adventure. After a character levels-up, he may simply put his acquired skill points into a skill. It is assumed that the character practices the skill himself, and learns through trial and error. Only skills that the character already knows can be improved this way.

The second method is learning from another character, either PC or NPC. This does not require any skill points as a result of leveling-up; time and practice act as the skill points in this method. The character simply finds someone who knows the skill, and learns from them. In order to teach someone a skill, the teacher must have the Teaching skill, below. If the teacher does not have this skill, then the teacher's default must be used. The Teaching skill,

below, has details on how fast a character learns, and the limit of how much can be learned from a given teacher. If the character has points saved up from leveling-up, he may use those points at this time to speed up the learning process; the character simply puts his skill points into the new skill. New skills can be learned only from a teacher, either by taking the time to learn the skill, or spending the points under the tutelage of a teacher.

Skill Contests

A skill contest occurs when two characters attempt to use the same (or conflicting) skills against each other.

Example: Sally Salamander, a Black Mage with both cooking and alchemy, decides that the corrupt king deserves death. She intends to feed him an incendiary potion (Fire1 In A Can), speak the command word, and strike a blow for justice. Sally makes a Cooking Skill roll and successfully chooses a vintage that she will introduce the lethal mixture as. Doma '46 matches the fireflower red color of the wine exactly, or so she thinks (correctly, having rolled 17 on her 45% skill), and would be a logical choice for the king's table. The cook, being quite the Cooking master (150% skill), looks at this purported bottle of Doma '46. He is ashamed that the lousy wine tester would dare pass such an obvious knockoff of a prestigious brand at his table (scored 68% on his skill check). He knows that Sally is lying about the nature of the beverage. The royal alchemist, given this information, might have to roll to beat Sally's alchemist skill to successfully detect the swap.

Here are the rules for skill contests:

#1: A skill contest is called for whenever 2 characters are using the same skill for directly opposite ends. For example, attempting to sway a crowd with Leadership, wow another Scholar with half-true Magic Lore, etc.

#2: Both characters (with or without knowing of the other's intention) roll their skills. Whoever wins by more relative to their skill value wins the contest. For example, rolling a 26 out of 40 wins vs. a 22 out of 30.

#3: A botch will automatically lose the contest (The Moon is (roll of 99%) made of rutabagas!). Similarly, a critical success automatically wins (Well, actually, I spent a year bottling Doma '46, and that quite frankly is not the genuine article).

#3.5: Failure automatically fails the contest. If Sally had rolled 94% and said that the potion matched Figaro '38, which any Cook could see it

didn't, she would lose unless the cook failed by more (sounds perfectly plausible, my dear).

#4: A character may ONLY check against his default stat if he has reasons to be contest what the other character is attempting. A fighter could roll on his Magery stat to contest a Scholar's contention that Red Chocobos breath fire if, for example, he had: ridden a red chocobo, was a very suspicious person (VERY), had never seen a Fire Breathing beast of any sort, etc. Having a skill automatically entitles one to a subconscious check (a quick glance at the potion would catch the cook's eye without him declaring that he was searching it).

Increasing Stats with Skill Points

Characters can also increase their six basic stats with skill points. By spending 10 skill points out of the 20 that a character receives at their level up, the character may increase one stat by one point, up to the normal maximum for the character's race. If the character wants to increase a stat beyond the normal racial maximum (10 for a human. It varies for other races. Check with Chapter Two: Races), he must spend 20 points to increase that stat by one point.

Aside from through using skill points, a character may also increase their attribute stats through several other methods. These methods include rare attribute increasing potions and certain accessories (such as the Hyper Wrist).

No character can have any stat above the Maximum Possible listed for the character's race except through the use of accessories or the benefits of certain weapons & armor. While a human may eventually work his Strength up to 20, he may not increase his Strength attribute beyond that. However if the character equips a Gigas Wrist (+5 Strength) and took up a Gigas Axe (+2 Strength), he would be up to a 27 Strength.30 is the absolute maximum period for any player character.

Weapon Skills

Weapon skills govern the use of the many weapons available in the Returner Final Fantasy RPG- be it a wooden sword or gravblaster. Each separate skill is required in order to use a weapon. In order to use a Mithril Blade (sword) you'll have to have the Sword skill. Fighters may buy weapons at half the normal cost (with exception of the gun skill). All weapon skills default to Agility.

Axes

Axes, Scythes

Brawling

The basic unarmed combat skill that all characters start with to a limited degree. Brawling only allows for punches and kicks.

Bows

Bows, Crossbows

Cudgels

Cudgels, hammers

Guns

Pistols, Firearms, various Engineer Inventions

Knives

Knives, Ninja Knives

Martial

The full use of fists, kicks, and other unarmed attacks. This is required to perform all the unarmed attacks listed in the Chapter Six: Combat.

Arts

Polearms

Polearms

Staves

Staves

Swords

Swords, Katanas

Throwing weapons

In addition to allowing the use of weapons such as the boomerang, the throwing weapons skill also allows the character to throw knives and ninja stars. These however are not as good as the Ninja's throw power and should not be confused with it. The damage done with a thrown object is its normal damage, not double as is the case with the throw power.

Two Weapon Skill

This is a special skill that allows a character to fight using two separate weapons, one in each hand. It can be used with any weapon except bows, crossbows, and hammers. Axes, Polearms, and Rifles are questionable. In addition to this skill, the character must have the appropriate skill for the weapon. If the original skill is lower than the character's two weapon skill, the lower rating is used. If the original skill is higher, than the two-weapon skill rating is used. This skill costs double the normal amount of skill points regardless of level. The one exception is the thief class, which can buy the skill at the normal rate. Black belts do not need this skill in order to punch twice.

Weapon Systems

Governs the use of vehicle weapons such as a tank gun or a missile system on a Magitek Mecha. All classes save for Engineers must pay double for this skill.

Whips

Whips

Weapon Skill Modifiers

The following conditions can affect the character's attack chance. All modifiers are cumulative. This chart is repeated in Chapter Six: Combat.

Table 4-3: Attack Modifiers	
Combat Conditions	Modifiers
Off-hand	-20%
Dim Light	-15%
Pitch Darkness	-50%
Climbing while Fighting	-25%
Underwater	-15%
Knee-Deep in water	-5%
Higher height level than target	+5%
Lower height level than target	-5%
Attacking from the side	+5%
<i>Attacker is a Thief</i>	+10%
Attacking from behind	+10%
<i>Attacker is a Thief</i>	+20%
Partial Cover (25%)	-10%
Half Cover (50%)	-20%
Almost Total Cover (75%)	-30%
Total Cover (100%)	-35%

Weapon Restrictions

As a character learns the ways and procedure of their chosen class, they are also trained in the use of weapons. The teachers of certain classes and aspects, however, elect not to teach the mastery of all weapons to their students because of the amount of time that it would deter from their chosen studies. A good example of this is magicians. Most magicians spend more time with their noses in a book than donning armor and sparring with polearms. To account for this lack of training, each class is restricted from certain weapons. The below list includes all the weapons that they may use. If the character tries to learn a weapon skill that they are normally not allowed, the price is doubled (accumulative with other skill penalties for their class).

Fighters: All Weapons save books, musical Instruments, pistols*, rifles*

Rangers: Axes, Boomerangs, Bows, Crossbows, Gloves, Hammers, Knives, Polearms, Staffs, Swords, Whips.

Thieves: Bows, Boomerangs, Claws, Crossbows, Gloves, Katanas, Knives, Staffs, Swords, Whips.

Engineers: Bows, Crossbows, Gloves, Hammers, Knives, Pistols, Polearms, Rifles, Swords.

Bards: Boomerangs, Crossbows, Cudgels, Gloves, Knives, Musical Instruments, Polearms, Staffs, Swords, Whips.

Black Mages: Books, Boomerangs, Cudgels, Gloves, Knives, Staffs, Whips.

White Mages: Books, Bows, Crossbows, Cudgels, Gloves, Staffs.

Red Mages: Axes, Bows, Crossbows, Gloves, Katanas, Knives, Polearms, Staffs, Swords.

Blue Mages: Boomerangs, Gloves, Katanas, Knives, Staffs, Swords, Whips.

Callers: Books, Bows, Boomerangs, Cudgels, Gloves, Knives, Staffs, Whips.

Cosmic Mage: Books, Boomerangs, Cudgels, Gloves, Knives, Staffs

** It is assumed that in most campaigns, guns are the arena of the Engineer. You don't see them very often. In campaigns where guns are more common or have a higher technology level such as Final Fantasy VII, Chrono Trigger, or Wild Arms, any character class can buy the gun skill at the regular cost.*

Non-Weapon Skills

These skills cover everything from survival in the wilderness to domestic chores. All skills are dependent on a stat for their default; the appropriate stat is listed in parentheses next to the skill name.

Physical

These skills involve physical dexterity or strength. Unless otherwise noted, all skills cost standard for all character classes and aspects.

Acrobatics (AGI)

Character can make normal acrobatic moves, and can make a skill check to do extraordinary feats such as aerial cartwheels or somersaults. Result of failure is based on the GM's whim.

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Single Somersault: -5%
Double Somersault: -15%
Triple Somersault: -25%
Aerial Cartwheel (Think Strider): -10%
Double Aerial Cartwheel: -30%
Three maneuvers in one round: -50%
With a blindfold on: -10% extra

Climbing (STR)

Can climb surfaces on successful skill check.
No progress is made on a failure, and a fall occurs on a Botch.

Ladder: Automatic Success

Rope: +20%

Rocky cliff: +10%

Surface is wet: -15%

Brick Wall: -20%

Sheer wall, few cracks: -30%

During rainstorm: -10% (in addition to Surface is wet)

During snowstorm: -20% (in addition to Surface is wet)

Glass: -50%

Jumping (STR)

Characters may jump 3' horizontally and 1.5' vertically for every 10% you have in the skill. Halve these if the character does not get a running start. DOUBLE these if the character is a Dragon.

Animal Riding, Land (AGI)

Specific to animal. Through this skill, a character can ride animals such as Chocobos under normal conditions. Make a skill check to stay mounted in adverse conditions.

Wielding two-handed weapon: -20%

Vaulting into saddle: -10%

Mount and ride in one turn: -15% (Includes Vaulting into saddle)

Pick something up off ground while riding: -20%

Riding bareback: -5%

Standing in the saddle: -10%

Standing on mount's back: -20%

Ride during storm: -20%

Ride during earthquake: -15% (Includes calming the animal)

Ride through a hurricane: -100%

Animal Riding, Air (AGI)

Specific to animal. Through this skill, a character can ride rare animals capable of riding flying animals and monsters such as Black Chocobos or dragons. Make a skill check to stay mounted in adverse conditions.

Wielding two-handed weapon: -20%

Vaulting into saddle: -10%

Mount and ride in one turn: -15% (Includes Vaulting into saddle).

Pick something up off ground while riding: -30%

Riding bareback: -10%

Standing in the saddle: -15%

Standing on mount's back: -30%

Ride during storm: -20%

Ride through a hurricane: -75%

Ride a hurricane: -150%

Running (VIT)

You can run at twice normal walking speed for skill level divided by 10 (round up) plus 10 rounds. After that a skill check is required to keep running. Characters without Running can run for 10 rounds.

Character has been hasted (status condition): +10%

Character has been slowed (status condition): -20%

Character is wounded (status condition): -30%

Combat

These skills directly or indirectly effect the outcome of battles, skirmishes, duels or melees. Fighters and Rangers learn these skills at 1/2 cost while White Mage, Black Mages, Cosmic Mages, and Callers must pay double.

Disarm (AGI)

Make a skill check with a penalty equal to the target's Defense after successfully striking a target, but before rolling damage. If the skill check is passed, the target's weapon is knocked 1d10 feet (or 1d3 hexes if hex map combat is being used) in a random direction. Roll the appropriate die and consult the following charts to determine what that direction is.

Regular Combat

1. Behind the target.
2. Behind the target, to the character's right.
3. To the character's right.
4. Behind the character, to the character's right.
5. Behind the character.
6. Behind the character, to the character's left.
7. To the character's left.
8. Behind the target, to the character's left.

Hex Map Combat

1. Behind the target.
2. Behind the target, to the character's right.
3. Behind the character, to the character's right.
4. Behind the character.
5. Behind the character, to the character's left.

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6. Behind the target, to the character's left.

If the skill check is failed, the character may roll for damage as normal. However, he does only half damage to the target. Note that the skill check is automatically assumed to have failed if the target is not using a weapon.

Dodge (Agility)

This skill must be declared at the beginning of a round. When used, the character may not initiate attacks or roll for initiative. Make a skill check when attacked, but before the opponent rolls to hit.; if successful, add 1/4 of the character's Dodge skill to his Defense for that attack only (in addition to the normal bonuses for dodging – see Combat). Each use of this skill after the first in a single round suffers a cumulative -10% penalty.

Jumping (STR)

Characters may jump 3' horizontally and 1.5' vertically for every 10% you have in the skill. Halve these if the character does not get a running start. DOUBLE these if the character is a Dragon.

Parry (Agility)

Make a skill check after being struck in combat. If successful, roll your character's weapon damage, and subtract this from the damage you take from your opponent's attack. On a botch, the opponent gains a +1 DC bonus against you for that attack only. Each use of this skill after the first suffers a cumulative -10% penalty. Attempting to Parry thrown or normal missile weapons causes a -15% penalty, and firearms may not be parried. This skill may be used even if it is not declared at the beginning of the round. In this case, you are treated as if you had only half your normal rating in Parry.

Example: Leon the Mad swordsman has a Parry skill of 60%, but did not declare that he was going to use it at the beginning of the round. Desperate to avoid death from Gilgamesh's Masamune technique, he declares he will Parry. Half of his Parry skill is 30, so he has only a 30% chance of success.

Size Up (MAG)

This skill is used to determine how tough an opponent is. Make a skill check before attacking. If successful, you learn generally how tough your opponent is in relation to your character (weaker, stronger, My God Why Are You Fighting HIM, and so forth).

Strategy (MAG)

Character may make a skill check after 10 minutes of planning. Every additional minute spent adds 1% to the skill roll. On successful check, either attack or defense this round is given a +1 bonus. May be used with Leadership.

Scholastic

These skills are learned largely through study, occasionally by a teacher, sometimes in a university, or occasionally through self-study. Fighters must pay double to learn these skills, while Black Mages, White Mages, Blue Mages, Cosmic Mages, Red Mages and Callers learn them at 1/2 cost.

Alchemy (MAG)

Through the magic of advanced chemistry, the character can craft a potions and items as listed in Chapter Five: Equipment under Potions & Items. On other failures the potion is a poisonous brew, but the alchemist realizes the mistake. On a Botch, the potion or item has a totally different effect, determined by the GM, but the character has no idea of this or what it could be. The alchemist is unaware of the mistake in a Botch. More advanced rules for the alchemy process can be found later in this chapter under “The Magic of Alchemy”.

Ancient Languages (MAG)

Must Specific language. The character can read, write, and speak an ancient language with a certain amount of fluency.

1%-25% = Children's level

26%-50% = Adult level

51%-75% = Scholar level

76%-95% = Mastery of the language; skilled poet, playwright.

96%+ = Can analyze all aspects of the language, knows all dialects and is a reservoir of vocabulary.

Magic Lore (MAG)

The character must specify what kind of magic he is learned in; Red, Black, White, Caller, Blue, Cosmic, or Ninja. This skill, while not granting extra spellcasting abilities, does grant knowledge in the way things work. A character journeying to the Land of Summoned Monsters, with Caller Magic Lore, would be able to identify which monsters respond to which summons.

Determining knowledge of a type of magic different from specialty: -25%

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Healing (MAG)

Can use common first aid on normal wounds, on a skill check, double the effect of a potion. 1 HP is healed for every 10% the healer makes his skill roll by.

Setting broken limbs: -20%

Complex surgery: -30%

Neurosurgery: -50%

Installing cybernetics: -75% (A roll on Invent is also required.)

Reattaching severed limbs: -100%

History (MAG)

Has general knowledge of a region's history, and free access to common knowledge facts. On a skill check (s)he can recall an obscure fact about a region's history.

All character begin with a history skill of their homeland at 30%.

The fact is common knowledge: +20%

The fact is uncommon: +0%

The fact is rarely known by most: -10%

The fact is very rare even among sages: -20%

The fact is extremely rare: -40%

Languages (MAG)

Can speak, read and write with fluency. Skill level reflects the amount of knowledge the character has in the given language:

1%-25% = Children's level

26%-50% = Adult level

51%-75% = Scholar level

76%-95% = Mastery of the language; skilled poet, playwright.

96%+ = Can analyze all aspects of the language, knows all dialects and is a reservoir of vocabulary.

Characters start with 50% in their native tongue. If this is not the common tongue of the land, the character also starts with 30% in the common tongue.

Lore (MAG)

Specific to type of lore. Can make a skill check to get a relevant fact about a creature or object of a specific lore. (i.e. a hint from the GM). Sample lores: Animal, Monster, Plant, Metals, Fungi, Moogles, Dwarf, Human, Dragon, Weapon, Armor, Lore can also be combined with the research skill to find information from a library on a related topic to the lore.

The fact is common knowledge: +20%

The fact is uncommon: +0%

The fact is rarely known by most: -10%

The fact is very rare even among sages: -20%

The fact is extremely rare: -40%

Research (MAG)

Libraries can be an excellent source for information, but knowing where that information is in a sea of knowledge requires some experience and skill. The research skill allows a character to find information quickly from a library or computer database (if available). The amount of time the research takes depends on the size of the library.

The fact is common knowledge: +20%

The fact is uncommon: +0%

The fact is rarely known by most: -10%

The fact is very rare even among sages: -20%

The fact is extremely rare: -40%

The library is very small: -20%

The library is small: -10%

The library is large: +10%

The library is very large: +20%

Teaching (MAG)

This skill allows the character to impart his knowledge of a skill to another person. The process of teaching takes time and is dependent on both how much the pupil studies and how bright they are. Study sessions are assumed to last 8 hours a day for 5 days a week for a total of 20 lessons per month (est. 4 weeks per month). For every month spent studying under the teacher, the pupil can earn an amount of points toward the skill being taught equal to 10% of the teacher's rating in the skill. Say, if the teacher has a 100% rating in fishing. The character would gain 10 points in fishing every month under the teacher's tutelage. Only one skill can be taught per month. A teacher can only teach their pupils as high as their teaching skill. So a teacher with teaching 100% can only teach as high as 100%.

Regardless of class or aspect, this skill requires double the normal amount of skill points in order to buy and increase do to both the amount of time required to become a good teacher and play balance. You also can't learn teaching from another teacher. Player can teach each other skills providing they have the required skill, enough time, and the GM's permission.

Under normal circumstances a teaching roll in order to determine whether or not the character can learn the skill isn't necessary. Certain circumstances (such as a bad relationship between pupil and student, missing lessons, or excessive wounds) may require a roll. GMs may also require the teacher be paid for his

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time and effort. The character XP level + points gained x 100 is the recommend price tag.

Pupil/teacher relationship is bad: -10%

Pupil/teacher relationship is extremely bad: -20%

Pupil is recovering from major wounds: -20%*

The pupil has missed one to four lessons: -20%

The pupil has missed five to ten lessons: -40%

* Only effects physical related skills such as any weapon skill, acrobatics, animal riding, and so on.

Social

These skills focus on interaction with others. Bards learn them at 1/2 cost, while Rangers must pay double.

Acting (WP)

This skill allows a character to act in productions. On a skill check, an actor can 'BS' his/her way through a situation, or portray himself as someone different (often used in conjunction with Disguise). While dice rolls are included here, it is in general better to role-play this skill. In a performance of a play, a skill check allows a performer to influence NPC reactions.

Friendly audience: +10%

Hostile audience: -10%

Distracted audience (watching another performance): -30%

Impossible audience (engaged in combat): -100%

Dancing (AGI)

Character is a capable dancer, knowing the steps to most common dances. A skill check allows a performer to influence NPC reactions. Dancing defaults to Agility.

Friendly audience: +10%

Hostile audience: -10%

Distracted audience (watching another performance): -30%

Impossible audience (engaged in combat): -100%

Etiquette (WP)

Allows a character to know the proper formalities in occasions. Use for role-playing purposes in general, but when done abstractly, a skill role allows a character to not offend. This skill can be shared if a leadership check is made.

Home country: +20%

Different dimension: -20%

Intimidation (WP)

It can involve anything from lifting the person off the ground to a sideways glance, intimidation allows characters to frighten or aggravate an NPC. For intimidation rolls, players are also penalized 5% per difference in level if the target is of higher level than they are. Also remember that intimidation is not always a good thing- some people don't appreciate being bossed around. The Character may harbor their anger at being threatened until they have a chance to get back at the Player.

Target is stronger/larger than intimidator: -15%

Target is weaker/smaller than the intimidator: +15%

Leadership (WP)

On a successful skill check, the effects of one skill you know may be transferred to the rest of the group. Skills that can be transferred are noted in their descriptions. This skill is important for commanding officers of any military.

Loyal Troops: +10

Unloyal Troops: -10%

Leader has been treating his troops poorly: -15%

Leader has been treating his troops very poorly: -30%

Negotiation (WP)

The fine art of conniving and lying while getting away with it. Characters can do one of two things with a successful negotiation roll: they can decrease the price of an item by 10% or increase the availability of an item by 10%. In order to keep things even, the merchant may also roll against his own negotiation skill and whoever rolls the lowest number wins (critical rolls stay the same). No merchant worth his stuff will have a negotiation skill of less than 60%. Negotiation could also be used in situations where the character is trying to convince someone to do something for them- such as bribery or trying to prove your innocence in jail. All negotiation checks should be modified by the intended "victim's" Willpower.

Singing (WP)

Can sing without breaking glass, and has a general knowledge of music. Can also influence NPC reactions 'subliminally' on a successful skill check. This skill cannot be used this way against NPCs that are already hostile.

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Friendly audience: +10%
Hostile audience: -10%
Distracted audience (watching another performance): -30%
Impossible audience (engaged in combat): -100%

Wilderness

These are practical application skills, involving the outdoors. Given the rigors that are associated with traveling and adventuring, knowledge of how best to co-exist with nature is always a bonus. Rangers learn them at 1/2 cost.

Animal Handling (WP)

Can exert greater than average control over animals and monsters of animal intelligence. A check would be necessary in attempts to calm down an angry animal with difficulty modifiers required for animals or monsters known for having bad tempers (such as bulls) or to get the animal to accept the character.

Primate: +20%
Domestic animal: +10%
Wild or stubborn mammal: Standard check
Wild or stubborn bird: -10%
Wild reptile: -20%
Fish: -30%
Insect: -50%

Animal Riding, Land (AGI)

Specific to animal. Through this skill, a character can ride animals such as Chocobos under normal conditions. Make a skill check to stay mounted in adverse conditions.

Wielding two-handed weapon: -20%
Vaulting into saddle: -10%
Mount and ride in one turn: -15% (Includes Vaulting into saddle)
Pick something up off ground while riding: -20%
Riding bareback: -5%
Standing in the saddle: -10%
Standing on mount's back: -20%
Ride during storm: -20%
Ride during earthquake: -15% (Includes calming the animal)
Ride through a hurricane: -100%

Animal Riding, Air (AGI)

Specific to animal. Through this skill, a character can ride rare animals capable of riding flying animals and monsters such as Black Chocobos or dragons. Make a skill check to stay mounted in adverse conditions.

Wielding two-handed weapon: -20%
Vaulting into saddle: -10%
Mount and ride in one turn: -15% (Includes Vaulting into saddle)
Pick something up off ground while riding: -30%
Riding bareback: -10%
Standing in the saddle: -15%
Standing on mount's back: -30%
Ride during storm: -20%
Ride through a hurricane: -75%
Ride a hurricane: -150%

Animal Training (WP)

Specific to animal. Allows the character to train a certain type of animal or monster that possesses animal intelligence. On a successful check, the character can train animals to obey the character's commands, even attack enemies or perform advanced tasks such as retrieving things for the character (a classic example is the pickpocket monkey). Training an animal requires a 2 full months of the character's time and can also be used to teach tricks (requires a week of work with the animal). While not equal to the animal companion advantage (see later below), taking the time to train an animal is a close substitute.

Primate: +20%
Domestic animal: +10%
Wild or stubborn mammal: +0%
Wild or stubborn bird: -10%
Wild reptile: -20%
Fish: -30%
Insect: -50%

Climbing (STR)

Can climb surfaces on successful skill check. No progress is made on a failure, and a fall occurs on a check greater than twice skill level or when GM declares such. The more flat the surface, the more likely the character will fall off on a failure.

Ladder: Automatic Success
Rope: +20%
Rocky cliff: +10%
Surface is wet: -15%
Brick Wall: -20%
Sheer wall, few cracks: -30%
During rainstorm: -10% (in addition to Surface is wet)
During snowstorm: -20% (in addition to Surface is wet)
Glass: -50%

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Survival (MAG)

Specific to climate and terrain. Can find provisions and adequate shelter for one person. Make a skill check to find for each additional person, halving the chance each time. Can be used with leadership, to negate the halving.

Different climate or terrain: -10%
Different climate AND terrain: -25%

Tracking (MAG)

Skill check to pick up a recently left trail (GM may modify check based on terrain, or other factors) Recheck every so often to 'keep on the trail'.

Tracking Skills

<i>Time</i>	<i>Conditions</i>
Within 1 Hour: +10%	Covering Trail: -10%
Within 1 Day: Standard	Crosses Water: -20%
Within 1 Week: -10%	Crosses Ocean: -30%
One Month: -50%	Flying: -40%
One Year: -75%	Dim Light: -30%
One Decade: -150%	Pitch Black: -50%
Half-Century: -300%	Dimension: -75%
Century: -500%	Teleports: -150%

Thievery

These skills involve stealth, secrecy, and dishonest action. Thieves learn them at 1/2 cost, while all others must pay double.

Climbing (STR)

Can climb surfaces on successful skill check. No progress is made on a failure, and a fall occurs on a Botch.

Ladder: Automatic Success

Rope: +20%

Rocky cliff: +10%

Surface is wet: -15%

Brick Wall: -20%

Sheer wall, few cracks: -30%

During rainstorm: -10% (in addition to Surface is wet)

During snowstorm: -20% (in addition to Surface is wet)

Glass: -50%

Concealment (MAG)

Can hide objects large and small on the character's body or clothing. Considering that many cultures look down on people that have weapons in clear view as well as view them with suspicion, thieves have long learned to hide that which is not

100% legal. The concealed object can only be found if the searcher makes a successful awareness check.

Object is 1" long: +25%

Object is 1-6": +10%

6"-1 foot: Standard check

1-3 feet: -10%

3-6 feet: -50%

6-12 feet: -150%

Concealer is taller than 6': +10%

Concealer is shorter than 3': -10%

Concealer is strip-searched: -50%

Disguise (MAG)

A successful skill check allows the character to appear different than normal. Specific people can be portrayed, but this is modified by the difference between the character and the person imitated, as well as the knowledge of the person (both knowledge of the character, as well as anyone she has to fool).

Portraying different sex: -10%

Portraying different race: -25%

Portraying 3' taller or shorter than disguiser: -150%

Escape (AGI)

Even the best thieves get caught sometimes. This skill allows a resourceful thief to get their way out of various forms of restraints such as hand cuffs or rope tied around their arms. Difficulty modifiers depend on the type of knot or handcuffs.

Shoddy quality hand cuffs: +10%

Poorly done knot: +10%

Well-made complex handcuffs: -10%

Complex knot work: -10%

Electric Hand Cuffs: -20%

Explosive Hand Cuffs: -40%

Gambling (MAG)

Character is familiar with rules for all games of chance. Character can try to cheat by making a skill check. Failure does not mean being caught. A character is caught if an opponent makes an awareness check, or makes a successful gambling check. (Never cheat a cheat.)

Lockpicking (AGI)

Can pick locks on successful skill check. Some difficulty modifiers may be used depending on the quality on the lock and the quality of the pick used.

Rusty lock: -15%

Simple lock: +10%

Complex lock: -10%

Electronic lock: -25%

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Pickpocket (AGI)

Can pick the contents out of someone's pocket on a successful skill check. Failure does not mean being caught. A character is caught if the victim makes an awareness check, or the roll is a Botch. Note that the attempt CAN succeed and the thief can STILL be caught.

Object is 1" long: +10%

Object is 1-6": Standard check

6"-1 foot: -10%

1-3 feet: -50%

3-6 feet: -100%

6-12 feet: -200%

Stealth (AGI)

Can hide/sneak around undetected on a successful skill check. Character always THINKS this skill is successful. May be countered by a successful awareness check.

Conditions are dark: +10%

Conditions are pitch black: +75%

Broad daylight: -25%

Target can see invisible: -10%

Thick forest: +15%

Barren wasteland: -30%

Empty parking lot: -75%

Streetwise (WP)

This deals with the ability to get around in the crime scene that most cities are plagued by. It includes the ability to determine the major crime bosses in the area, dealing with more unsavory types without looking like a fool, and obtaining black market goods (available modifiers included). A roll is usually only required when the character is trying to convince someone that they aren't some nobody or obtain black market goods.

Trap Lore (MAG)

Character can make a check to find a trap, and another check to disarm said trap. The trap (if any) is sprung on rolls greater than twice a characters skill level.

Small trap (Poison needle): -10%

Average trap (Spring-loaded spear): Standard check

Large trap (Falling boulders): +10%

Complex trap (2 different parts): -20%

V. complex trap (3 different parts): -40%

Electronic trap: -10% (Cumulative with above modifiers)

General

General skills encompass a number of different skills that any adventurer might pick up during their adventuring career. Any character may learn these skills at normal cost.

Awareness (MAG)

Character can sense danger/pilfering on a successful skill check. (Cannot be victim of surprise of thievery.) The skill may also be used as a general perception skill to notice certain things around you that seem out of place or counter any kind of ambush/surprise attack by hiding monsters.

Carpentry (MAG)

Through this skill, the character is capable of constructing buildings. A skill check is required for unique designs, or to rush the job. This can be used with leadership if a skill check in both skills is made. The difficulty of the skill check is dependent on the quality of the work materials and the complexity of the building.

Easy to make (shed): +10%

Normal (small house): normal check

Hard (large house, barn): -10%

Difficult (church, mansion): -20%

Very Difficult (cathedral): -40%

Extremely difficult (Shinra HQ): -100%

Cooking (MAG)

The character can cook with good proficiency. Knowledgeable about 'delicacies' and can cook gourmet foods. This skill can also be used to determine reaction from others on the quality of the food.

The food is missing key ingredients: -20%

The food is hard to make: -10%

The food is difficult to make: -20%

The food is very difficult to make: -40%

Piloting (MAG)

Specific to type of transportation. Allows normal navigation of the specific ship. Skill check required for adverse conditions, and special maneuvers. Non-Engineers must pay double for taking up Airship piloting.

Crafting

These are the skills used to create functional items - everything from dancing bud-cans to killer auto-crossbows to M-tek mecha. Engineers learn

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them at 1/2 cost and any non-Engineer must pay double with the exception of carpentry and cooking.

Carpentry (MAG)

Through this skill, the character is capable of constructing buildings. A skill check is required for unique designs, or to rush the job. This can be used with leadership if a skill check in both skills is made. The difficulty of the skill check is dependent on the quality of the work materials and the complexity of the building.

Easy to make (shed): +10%
Normal (small house): normal check
Hard (large house, barn): -10%
Difficult (church, mansion): -20%
Very Difficult (cathedral): -40%
Extremely difficult (Shinra HQ): -100%

Cooking (MAG)

The character can cook with good proficiency. Knowledgeable about 'delicacies' and can cook gourmet foods. This skill can also be used to determine reaction from others on the quality of the food.

The food is missing key ingredients: -20%
The food is hard to make: -10%
The food is difficult to make: -20%
The food is very difficult to make: -40%

Invent (MAG)

The character can make a skill check to create a device useful in a given context. NOTE: All characters must pay double to learn this skill. This means Engineers, who normally pay 1/2 for Crafting skills, now pay normal. All other characters must pay double points. For more on inventing new machines, be sure to take a look at the description of the Engineer class.

Repair (MAG)

The character can repair machinery given supplies and time. They must make a skill check for success when supplies or time are limited. Difficulty modifiers depend on how complex a machine the character is trying to repair as well as what materials the character has to do the fixing.

Stone-age tools: -25%
Medieval/Renaissance tools: Standard check
Modern tools: +10%
Space-age tools: +25%
Repair job is trivial: +10%
Repair required is difficult: -10%
Repair required is very difficult: -20%

Repair requires divine intervention: -40%

Shipwright (MAG)

The character is capable of building a ship. Skill checks are required for a rushed job. Also, add half of the character's Shipwright skill level to the character's Piloting: Ships skill to reflect general knowledge of ships. Only Engineers can build sandships or airships.

Simple ship (raft, canoe): +10%
Somewhat complex (large boat): -10%
very Complex (galleon): -25%
Extremely complex (sandship or Airship): -100%

Smithing (MAG)

Through this skill, a character can forge weapons and other items, given supplies and time. The cost for raw materials is equal to half the cost of the item the smith wants to make. The job of smithing often takes time pending on how complex the creation is.

Item is very common or easy to make (nails): +10%
Item is uncommon: -10%
Item is rare: -20%
Item is very rare: 40%

Artistic

These aesthetic skills are used to create items of beauty, rather than function. Bards and Engineers pay 1/2 for these skills.

Art: 2d (WP)

This skill provides a general appreciation of 2 dimensional art such as painting, sketching, and calligraphy. Characters can make a skill check to detect forgeries of paintings, or make a believable forgery of a painting.

Making forgery: -10%
Forgery is of high quality: -10%
Forgery is of extremely high quality: -25%
Forgery is of bad quality: +10%

Art: 3d (WP)

Same as 2 dimensional art except applies to three dimensional art styles such as sculpting, making sand castles, and pottery. The skill can also be used to make and detect forgeries like art 2d.

Making forgery: -10%
Forgery is of high quality: -20%
Forgery is of extremely high quality: -35%
Forgery is of bad quality: +10%

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Dancing (AGI)

Character is a capable dancer, knowing the steps to most common dances. A skill check allows a performer to influence NPC reactions.

Friendly audience: +10%

Hostile audience: -10%

Distracted audience (watching another performance): -30%

Impossible audience (engaged in combat): -100%

Music Instruments (WP)

Allows play of normal instruments, and use certain magical instruments. A skill check allows a performer to influence NPC reactions.

Friendly audience: +10%

Hostile audience: -10%

Distracted audience (watching another performance): -30%

Impossible audience (engaged in combat): -100%

Singing (WP)

Can sing without breaking glass, and has a general knowledge of music. Can also influence NPC reactions 'subliminally' on a successful skill check.

Friendly audience: +10%

Hostile audience: -10%

Distracted audience (watching another performance): -30%

Impossible audience (engaged in combat): -100%

Table 4-4: Affinity & Deficiency Chart

Class	Affinity	Deficiency
Fighter	Weapons & Combat	Scholastic
Ranger	Weapons, Combat, and Wilderness	Social
Thief	Thievery	Wilderness
Bard	Social & Artistic	Wilderness
Engineer	Crafting & Artistic	None
Black Mage	Scholastic	Weapon & Combat
White Mage	Scholastic	Weapon & Combat
Red Mage	None	None
Blue Mage	None	None
Cosmic Mage	Scholastic	Weapon & Combat
Caller	Scholastic	Weapon & Combat

Returner FFRPG Master Skill List

Table 4-5: FFRPG Master Skill List			
Skill	Category	Skill	Category
Axes	Weapon	Climbing	Thievery
Bows	Weapon	Concealment	Thievery
Crossbow	Weapon	Disguise	Thievery
Guns	Weapon	Escape	Thievery
Hammer	Weapon	Gambling	Thievery
Knives	Weapon	Lockpicking	Thievery
Martial Arts	Weapon	Pick Pocket	Thievery
Polearms	Weapon	Stealth	Thievery
Staffs	Weapon	Streetwise	Thievery
Sword	Weapon	Trap Lore	Thievery
Throwing Weapons	Weapon	Awareness	Thievery
Whips	Weapon	Carpentry	General
Acrobatics	Physical	Cooking	General
Climbing	Physical	Piloting	General
Jumping	Physical	Carpentry	Crafting
Riding (land)	Physical	Cooking	Crafting
Running	Physical	Invent	Crafting
Swimming	Physical	Repair	Crafting
Disarm	Combat	Shipwright	Crafting
Dodge	Combat	Smithing	Crafting
Jumping	Combat	Art: 2d	Artistic
Parry	Combat	Art: 3d	Artistic
Size Up	Combat	Dancing	Artistic
Alchemy	Scholastic	Music Instrument	Artistic
Ancient Languages	Scholastic	Singing	Artistic
Magic Lore	Scholastic	Animal Handling	Wilderness
Healing	Scholastic	Animal Training	Wilderness
Languages	Scholastic	Climbing	Wilderness
Lore	Scholastic	Riding (Air)	Wilderness
Research	Scholastic	Riding (Land)	Wilderness
Acting	Social	Survival	Wilderness
Dancing	Social	Swimming	Wilderness
Etiquette	Social	Tracking	Wilderness
Intimidation	Social		
Leadership	Social		
Negotiation	Social		
Singing	Social		

Weapon Masteries

Everyone can swing a weapon. Our heroes of the Final Fantasy games were renown in that they could swing those weapons in ways no one else in the world could. The weapon mastery system is based upon that ideal from the e-games and serves to bolster any classes in the physical attacking department. It should be noted, however, that weapon masteries cannot be combined with other class abilities or other weapon masteries.

Anyone who reaches the 100% mark in their chosen weapon may begin to purchase a weapon mastery. However, these must be bought in order and there is a limit to how many points you may put into each mastery. You may only raise your mastery level (ML) skill as high as your previous mastery level is, and no ML skill may exceed 100%. This is better stated in the example below.

ML1 100%
 ML2 80%
 ML3 60%
 ML4 40%
 ML5 30%
 ML6 30%
 ML7 ---
 ML8 ---

This character has just leveled up and wishes to put all of her points into raising her weapon masteries. She gets 20% at level up, but she has the following limitations. She cannot put points into ML8 or ML6 since either would exceed her total for the previous limit. She cannot put more than 10 points into ML5 without also putting points into ML4 since that would make ML5 exceed ML4.

Some classes have disabilities or abilities to learn weapon skills. However, weapon masteries are always bought at a one-to-one basis. If you have a disadvantage or advantage that states otherwise, that disadvantage or advantage must be forsaken and, if the GM allows/requires, you take a replacement for that trait. The 'mastery' status comes from anyone reaching the 100% mark with a weapon, so no one has any inherent advantage when it comes to being a hero. After all, everyone was a hero in the video games.

Each class, except the Fighter [no aspect] is limited in weapon masteries to the first weapon type they reach 100% with. The fighter, once points have been put into a mastery level, may use that mastery with any weapon skill he has reached 100% with.

Using the Masteries

At the beginning of an initiative round, the player must declare which mastery his character is deciding to use. The use of a mastery overrides and cancels any other abilities that a class may have access to (such as Rapid Strike or any other class ability that increases initiative, not including Second Action [see fighter's description for information on how to use Second Action with weapon masteries]).

The GM notes that the player is planning a weapon mastery attack and subtracts the mastery level's listed initiative penalty from the player's initiative. If the subtraction of those two is negative, the penalty applies to the next round's combat, where, instead of making a move, the weapon mastery activates when the player's initiative turn (adjusted by the remaining penalty) arrives. When the player's initiative penalty delayed turn arrives, he rolls as if he is making a normal attack, with the exception that the opponent's defense is not factored into the roll's result.

If his roll is higher than the mastery level's skill he was attempting to use, his mastery fails and he instead attempts to hit (with normal attack roll procedure, as listed in the Chapter Six: Combat) whichever enemy was being targeted with a weapon mastery. If the mastery was unfocused (ML2, ML6), no alternate attack is made. If his roll is lower than the mastery level's skill, the attack succeeds. Any additional damage or effects listed below for the appropriate mastery level are attributed. The player then receives 'counters' on the weapon mastery used. The number of counters is equal to the level of the mastery used. If there are counters on a weapon mastery, that skill level cannot be used until the counters are removed. One counter may be removed from each weapon mastery for each normal attack with any weapon executed by the player (a weapon mastery failure attack does not count as one, and any class that gets two attacks may only count one per round). Having counters on one weapon mastery does not prevent the use of other weapon masteries for a Fighter with no aspect. Thus, as mentioned before, the Fighter may use his level eight mastery with one weapon, then with another weapon without removing any counters.

Counters remain until after battle; they can only be removed by attacking normally or by GM intervention. The removal of counters should always take place after the battle is over, with the player counting the number of normal attacks he made that battle and the GM confirming the number. Then,

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together, they remove that number of attacks from each counter list, whether it was used in battle or not.

Example: Eden, in her recent battle, used her level four weapon mastery along with her level two weapon mastery. Besides those, she made three normal attacks before the battle was over. At the end of the battle, she has accumulated four counters on her level four mastery and two on her level two mastery. Using the three regular attacks as her removal number, she frees up her level two mastery (2 counters - 3 removals is less than or equal to zero) and almost clears her level four mastery (4 counters - 3 removals is one point shy of clearing).

The Attacks

Masteries for each type of weapon are the same. How you describe it to your gaming group is entirely to you, but the damage or effect remains the same.

Focus

Mastery Level: 1
Init. Penalty: -3

By concentrating for a few moments before attacking, your character has a chance to strike a target in exactly the right place, doing the maximum possible damage for your attack. For example, if you were using a 1d10 weapon, you would do 10 damage, plus any bonuses, then multiplied by your damage capacity.

Roll Back

Mastery Level: 2
Init. Penalty: -4

After preparing slightly for a physical attack, your character will automatically dodge the next attack and immediately attempt to counterattack using your current weapon skill. The counterattack is mounted at normal damage.

Uncovered

Mastery Level 3
Init. Penalty: -6

By carefully looking over his opponent first, the player strikes in such a manner that armor worn by his target is ignored in the calculation of damage.

Push

Mastery Level: 4
Init. Penalty: -8

Giving the weapon an extra 'push,' your character's attack is evaluated with +1 to DC.

Slam

Mastery Level: 5
Init. Penalty: -10 Init

Concentrating on power instead of accuracy, this attack hits the opponent for normal damage. The beauty in the attack, though, is that the opponent is hit so hard he loses his next turn.

Divide

Mastery Level: 6
Init. Penalty: -11 Init

The player first chooses a number of opponents. This number may not exceed 5, and is determined by taking the percentage of this mastery level, dividing by 30 (rounding up), and adding two, or: $((6th\ WM\% / 30) + 2)$ [rounded up]. With that number chosen, the player attacks all of them using incredible Speed and Agility to move about the battlefield. The player rolls the dice for his weapon's attack, divides that by the number of opponents, then adds his default attribute (Strength for melee, Agility for ranged, and Magery or Willpower for books). Finally, he multiplies by his DC (or MC in the case of books) and each opponent takes that amount of damage. That formula again is: $((\#dX / \text{opponents targeted}) + \text{attribute}) * DC$

Twice

Mastery Level: 7
Init. Penalty: -13 Init

Applying to the fullest the speed that comes with the mastery of a weapon, the player gets twice the normal number of attacks in a round. All are normal attacks, leaving most classes with two attacks that round (exceptions of who would get four are the Black Belt, the Ninja, and any character that has invested in the two-weapon skill while also passing a two-weapon skill check).

Perfect

Mastery Level: 8
Init. Penalty: -15

With speed, strength, and grace, the player charges his opponent and delivers a critical blow to an unprotected place on the target's body. The double damage strike, therefore, also ignores armor when calculating the damage.

The Magic of Alchemy

Through the use of the alchemy skill, a character can craft their own potions and items as long as they have the ingredients required for either one. A potion is a bottle of liquid that when drank can have beneficial healing qualities. It might heal loss HP, loss MP, remove status conditions, or even bring back knocked out characters. Items cover the variety of “one-shot items” from the later Final Fantasy games (FF IV, V, VII, and VIII). These items when used in battle can mimic spell effects or deliver damage. The ingredients for potions cost ½ the cost for the potion. Alternatively, it can be assumed that if the character is a Chemist (Engineer Aspect), they have enough ingredients stashed in their collection of bags and pockets to create any potion or item. That is if they’re at ten times the Item/Potion level in experience. Thus a level 50 chemist would be able to pull out the ingredients for an elixir from nowhere.

Each potion and item is split into five levels with level one being a weak item or potion and five being an extremely potent potion or item. The reasoning behind this is simple: it is easier to create a potion than it is to create an elixir. In order to create the potion or item, the character must make a successful Alchemy skill check. In addition, they must face a (item level x 20)% penalty to their skill. So an alchemist brewing an Elixir (level 5 potion) would face a -100% skill penalty.

If the character fails on their alchemy check, the potion turns out to be poison or a dud (as in goes dud and doesn’t do anything) but they are aware of this. On a botch, the potion or item may turn out to be something totally unlike what they wanted. That fine looking Elixir may turn out to be a Fusion Bomb (10d6 damage) or the Fusion Bomb you just tossed at the enemy may turn out to be an Elixir....

Potions

Level One: Potion, Ether, Antidote, Eyedrop, Green Cherry
 Level Two: Hi Potion, Hi Ether, Soft, Hyper, Sadness, Echo Screen
 Level Three: X Potion, Phoenix Down, Maiden’s Kiss, Cornucopia
 Level Four: X Ether, Remedy, Holy Water
 Level Five: Elixir

Items

Level One: Spell Level 1 or does 2d6 damage
 Level Two: Spell Level 2-3 or does 4d6 damage
 Level Three: Spell Level 4-5 or does 6d6 damage
 Level Four: Spell Level 6-7 or does 8d6 damage
 Level Five: Spell Level 8-9 or does 10d6 damage

One other thing: this system was made up with being in combat in mind. Now, if the character wants to brew potions on the side while they don’t have anything better to do, it will require a somewhat different approach. The rule about chemists having the supplies for the item/potion goes out the window. A character, unless a chemist, can brew one potion/item per day. For chemists, they can brew multiple potions pending on their XP level.

XP Level	Potion/Item Level				
	1	2	3	4	5
1	1	-	-	-	-
8	2	1	-	-	-
15	2	2	-	-	-
22	3	2	1	-	-
29	3	2	2	-	-
36	4	3	2	1	-
41	4	3	2	2	-
48	5	3	3	2	1
55	5	4	3	2	1
62	5	4	3	3	2
69	5	4	4	3	2
76	5	5	4	3	3
91	5	5	4	4	3
98	5	5	5	4	4

This also assumes that the character has spare time to make the potion or item. If the character is busy traveling, It’s the GM’s call as to whether or not the character has time for brewing a potion or putting an item together.

Chapter Five

EQUIPMENT

You wouldn't go outside without any clothing would you? Going around in the buff would be a good comparison for an adventurer that isn't armed, armored, and ready for the dangers that will come for them. This chapter includes lists of all the weapons, armor, accessories, vehicles, and other items available to players.

Your character start with 300 gold coins to buy equipment with. Your characters will need weapons, armor and some other necessary items to survive as an adventurer in the world. As you continue to travel, you'll come across more and more money.

Equipment Availability

A lot of times you can't just go into any old weapon store and say, "Hey Mr. Merchant, I'd like a <insert Item you want>". Some equipment is more rare or common depending on its worth and capabilities (a plain ol' sword is more common then a well-made weapon that can do more damage). This is what's called "Equipment Availability". There are 5 classifications for equipment availability and every item- from tonics to the Ultima Weapon- fits somewhere in between. These are Common, Uncommon, Rare, Very Rare, and Artifact. Starting at 100% and degrading by 25% with each step down you take, this the amount that the Gamemaster must roll under in order for the specific merchant to have that item in stock. Artifacts, however, are the most powerful types of items and therefore very rare. Often there are only one of them in existence and are earned only after dangerous quests for them. The below are some Equipment availability examples:

Common (C): Weak weapons, armor, and potions.

Uncommon (U): weapons & armor made out of precious metals or substances (Mithril, gold, silver, etc.)

Rare (R): Weak relics or accessories (ie. white cape). Strong weapons or armor that produce magic effects or high-powered potions (X-potion or X-Ether).

Very Rare (VR): Mid-upper level relics or accessories (ie. cure ring). Close but not quite artifact level weaponry and armor.

Selling Equipment

As characters upgrade to better equipment, they may at any time sell their old junk for a reduced price- 2/3rd that of its listed price. So if you paid 3000 for the item, you'd get back 2000 instead. Artifact-level items, since they're so rare, should be held onto no matter how much better the character's equipment has gotten.

Gold Piece Types

Money makes the world go round, and the worlds of the FFRPG are no different. The currency of choice is Gold Pieces. They are easy to carry, easy to spend, and easily accepted all over the world. There are several denominations of gold pieces, to simplify carrying. Of course, how and if these denominations are used is ultimately up to the Gamemaster. Also the name gold piece can be easily changed to whatever they prefer be it meseta, gella, silver pieces, or even Gil (the true money type used in the japanese final fantasy games and the most recent translations such as Final Fantasy VII and Final Fantasy Tactics).

The smallest denomination is a **Tenth Piece**. A Tenth Piece is one-tenth of a Gold Piece, or .1 GP. Tenth Pieces are made from molten silver, and are about the size of a dime.

The next largest size is a **Half Piece**, which is equal to half a Gold Piece, or .5 GP. Half Pieces are made in the same fashion as Tenth Pieces, but the finished product is around the size of a Nickel.

The next size is the common every day **Gold Piece**. One of these will buy you a drink or two and a meal at an Inn in most towns. They are cast in Gold, and are only slightly bigger than Tenth Pieces.

The **Tooka Piece** is the next largest gold piece. It is worth ten times as much as a Gold Piece, or 10 GP. It is cast in silver and is the size of a quarter.

At twenty-five Gold Pieces, or 25 GP, the **Quarter Piece** is one step above the Tooka Piece. They are about the size of a nickel and are cast in gold.

The **Century Piece** is worth four-Quarter Pieces, or 100 GP. They are often found with the upper class. They are quite rarer than Quarter Pieces. They are also cast in Gold, but are the size of a quarter.

The largest denomination, not mentioning gems and crystals, is the **Hyaku Piece**, named after the Engineer of the world wide monetary system. These are the highest in worth, being equivalent to five-

Century Pieces, or 500 GP. They are the size of half-dollars, and are cast in gold.

Weapon List

The worlds of the Final Fantasy RPG are a place where danger is always a step behind. Adventurers such as most FFRPG players should know this better than anyone. In order to survive, you will need a good weapon to defend yourself with- be it a powerful Rifle, a well forged Sword, or even a stout staff. The weapon lists below will supply you with all the weapons you'll ever need. The FFRPG weapon list is closely based on the weapons available in Final Fantasy 4 and 6 along with some entries from Secret of Mana, Final Fantasy 7, Chrono Trigger, Final Fantasy Tactics, or original weapons when necessary.

There are 20 types of weapons available in the FFRPG: Axes, Books, Bows, Boomerangs, Claws, Crossbows, Cudgels, Gloves, Hammers, Katanas, Knives, Musical Instruments, Ninja Knives, Pistols, Polearms, Rifles, Scythes, Staffs, Swords, and Whips.

Weapon Restrictions

As a character learns the ways and procedure of their chosen class, they are also trained in the use of weapons. The teachers of certain classes and aspects, however, elect not to teach the mastery of all weapons to their students because of the amount of time that it would deter from their chosen studies. A good example of this is magicians. Most magicians spend more time with their noses in a book than donning armor and sparring with polearms. To account for this lack of training, each class is restricted from certain weapons. The below list includes all the weapons that they may use. If the character tries to learn a weapon skill that they are normally not allowed, the price is doubled (accumulative with other skill penalties for their class).

Fighters: All Weapons save books, musical instruments, pistols, rifles

Rangers: Axes, Boomerangs, Bows, Crossbows, Gloves, Hammers, Knives, Polearms, Staffs, Swords, Whips.

Thieves: Bows, Boomerangs, Claws, Crossbows, Gloves, Katanas, Knives, Staffs, Swords, Whips.

Engineers: Bows, Crossbows, Gloves, Hammers, Knives, Pistols, Polearms, Rifles, Swords.

Bards: Boomerangs, Crossbows, Cudgels, Gloves, Knives, Musical Instruments, Polearms, Staffs, Swords, and Whips.

Black Mages: Books, Boomerangs, Cudgels, Gloves, Knives, Staffs, Whips.

White Mages: Books, Bows, Crossbows, Cudgels, Gloves, Staffs.

Red Mages: Axes, Bows, Crossbows, Gloves, Katanas, Knives, Polearms, Staffs, Swords.

Blue Mages: Boomerangs, Gloves, Katanas, Knives, Staffs, Swords, and Whips.

Callers: Books, Bows, Boomerangs, Cudgels, Gloves, Knives, Staffs, Whips.

Cosmic Mage: Books, Boomerangs, Cudgels, Gloves, Knives, Staffs

Weapon Abilities

As a player gains access to more and more powerful weaponry, they weapons they gain may have additional abilities than simply inflicting damage. Each of the abilities found among weapons are listed below.

Cast (Spell): The weapon (often a staff) has the ability to cast a spell. If a weapon is used in this way, it cannot be used more than once a time in during a single battle. In the e-games, such uses may have resulted in the loss of the weapon. Be careful not to mix up Caste (Spell) with Random (Spell/Condition) as the two have similar yet different powers.

(Element) Affinity: the weapon has an affinity to one of the eight combat elements: Fire, Earth, Water, Air, Light, Darkness, Ice, or Lightning. If the weapon is used against a monster or similar enemy that has a weakness to the element that the weapon has an affinity to, the damage is doubled. For instance most ice monsters have a weakness to fire attacks. Thus if the character slashes an ice monster with a Flame Sabre (a sword with a fire affinity), the attack does double damage. Any weapon that can randomly cast an elemental spell (fire, ice, etc) has an affinity to the same element of the spell.

Fatal Blow: the weapon has a 30% chance to instantly kill the victim when used in combat situations each time a successful strike occurs. This weapon ability is useless against any undead or boss type monster.

HP Drain: In addition to the damage done by the attack, the character regains an amount of HP equal to ½ the damage done by the weapon. Thus if the character does 120 points of damage, they regain 60 HP. This Weapon Ability reverses (character loses HP, target gains HP) if the target happens to have the Undead monster ability.

MP Attack: By spending 5 MP, the character can perform an attack that inflicts an additional die of damage. Take the Rune Edge for example. The Rune Edge normally does 2d10 damage. By employing the MP Attack option, it does 3d10 damage. If used by a character that normally lacks Magic Points, assume the character has (level x 3) + Willpower in MP.

MP Damage: The weapon does additional damage to the monster or opponent's Magic Points as well as HP. ½ of the damage inflicting by the weapon is subtracted from the target's Magic Points. Thus if the attacking character inflicts 120 damage, the target's MP is decreased by 60 points. This type of Weapon Ability is extremely useful when used against power magic using enemies.

MP Drain: In addition to the damage done by the attack, the character regains an amount of MP equal to ½ the damage done by the weapon. Thus if the character does 120 points of damage, they regain 60 MP. This Weapon Ability reverses (character loses MP, target gains MP) if the target happens to have the Undead monster ability.

Poison Weapon: the weapon has a 30% chance to inflict the poison status on the target every time the weapon is used. If successful, the character loses

1/10th of their hit points each round. The poison status condition lasts 1d10 rounds.

Random "(Spell or Status)": there is a flat 30% chance the weapon can cast a spell or cause that status condition when used in combat. Status conditions are marked with an asterix (*) by their name. For explanations for all of the status conditions found in the FFRPG, check Chapter Six: Combat.

Weapon Prices

For sake of ease, the prices for all weapons are split into five categories: Very Cheap (A), Cheap (B), Normal (C), Expensive (D), and Very Expensive (E). When a player character purchases a new weapon, simply check the below chart for the price. The exact price will depend on how much damage the weapon can do- a Hawkeye (boomerang) is a 1d8+3 weapon, so it'll cost you 320 GP to buy it. Aside from staffs and books, any weapon that comes with a random magic ability should be considered Rare (R). All 4d*+ weapons are considered artifacts- they cannot be bought or sold.

Note: In the case of weapons that start out as 1d*+1 such as gloves, consider the weapon to be one plus less. So a leather glove (1d6+1) would cost 30 GP rather than 60.

Some weapons have special variations of 2d* weapons such as the Blood Fang claws. In such cases, the GP cost for such weapons is always as if they were 2d+2 weapons for determining the weapon's price. A Blood Fang claw for instance would cost 1800 GP rather than 640 GP.

Table 6-1w: Weapon Prices

Damage	A	B	C	D	E
1d*	30	40	50	60	70
1d*+1	60	80	100	120	140
1d*+2	120	160	200	240	280
1d*+3	240	320	400	480	560
2d*	480	640	800	960	1120
2d*+1	1060	1280	1600	1920	2240
2d*+2	1500	1800	2200	2600	3000
2d*+3	2120	2560	3200	3840	4480
3d*	4240	5120	6400	7680	8960
3d*+1	6360	7680	9600	11520	13440
3d*+2	9540	11520	14400	17280	20160
3d*+3	14500	17500	21500	26000	30000

Very Cheap (A): Knives, Gloves

Cheap (B): Ninja Knives, Boomerangs, Claws, and Cudgels

Normal (C): Bows, Swords, Staffs, Whips

Expensive (D): Pistols, Polearms, Axes, Scythes, Musical Instruments, Crossbows, Katanas, Hammers

Very Expensive (E): Rifles, Books

Weapon Descriptions

Axes: With a well-earned reputation for their heaviness and cutting power an axe in the hands of strong warrior is something to definitely fear. Dwarves are infamous for their love of the axe, as are some imps and goblins.

Bows: The bow is the basic long range weapon. The pull on the string and the durability of the bow vary depending on the quality, and it can be used to fire arrows long distances. In games using the hex map combat rules from Chapter Six: Combat, all bows have a range of 4 hexes (R:4).

Books: A weapon used by the more "scholarly" classes and aspects (sages and cosmic mages only), these books can cause various effects when a special series of phrases written down in the book are spoken out loud. The dictionary has a range of R:4 E:1 V:0 and requires the use of the character's chosen magical lore skill for attacks. Artifact level books (those that do 3d8+ damage) have a range of R:4 E:2 V:0.

Boomerangs: In the real world boomerangs are among the stranger forms of weapon and originated from the Australian aborigine tribes. In the Final Fantasy games boomerangs are among the best type of throwing weapon available. Due the cinematic magic of the FF games a boomerang will always return to its thrower's hand after it strikes its target. In games using the hex map combat rules from Chapter

Eight: Combat, all boomerangs have a range of 4 hexes (R:4).

Claws: Often used by Black belts and ninjas, claws consist of three blades- roughly 6 to 10 inches long- that are fastened to the back of a pair of leather gloves. Essentially they look like the X-man Wolverine's claws although some varieties are a single blade enforced to the glove. The Claw's damage substitutes the character's punching damage on Blitzes, limit Breaks, and other martial arts special powers that involve the use of the hands.

Crossbows: The direct descendant of the bow and arrow, the crossbow resembles a cross between a firearm and a bow. The body of the weapon is similar to a rifle save for the bow-like mechanism in the front of the weapon. A bolt is cocked back (much like an arrow) and by pulling the trigger the bolt is shot. In games using the hex map combat rules from Chapter Six: Combat, all crossbows have a range of 5 hexes (R:5).

Cudgels: This group of weapon covers any number of common blunt weapons such as maces or clubs that are grouped together for the sake of easiness. Attacks using these weapons require the cudgel weapon skill.

Gloves: Essentially Gloves feature reinforcements of some sort around the knuckle regions of the character's hand making their punches more powerful. Black belts, particular those that prefer to their fists rather than claws, often wear these to give them an edge. The Claw's damage substitutes the character's punching damage on Blitzes, limit Breaks, and other martial arts special powers that involve the use of the hands.

Hammers: Heavy bludgeons; Hammers are created by attaching a large wooden or metal head to a shaft of wood or metal about 10 inches to 1 foot in length. Adventurers with strength to spare and a love for cracking skulls often use such heavy weapons. They are also popular with dwarves and Engineers.

Katanas: The oriental equivalent of swords; Katanas are widely used by samurai and ninjas. The blades differ from European (and thus, the 'sword' weapon category) in that they are created by folding the blade over and over, giving it a strong blade while remaining light. Samurai are particularly dependent on their katanas for their draw out power, which allows them to summon forth the spirit dwelling with these ancient blades. Using a Katana requires the sword skill.

Knives: Also known as dirks or daggers, knives are essential a more nasty combat useful version of the standard steak knife. Typically their blades measure between 6" to 10" as anything beyond a foot is considered a sword.

Musical Instruments: Often used by Bards, there are many musical instruments created by blacksmiths or musicians that are capable of being used as a weapon. Many of them inflict damage by playing a certain riff or note that causes a sonic blast of energy that causes harm to anything (people, monsters, and everything in between). Some of the most common musical instrument weapons are Lutes, Harps, Flutes, and Pan Pipes, but others (preferably ones that can be carried around) are possible. Any attacks using a musical instrument require the use of the musical instrument skill. The asterix (*) should be replaced by the character's instrument of preference. For instance, a fancy * would become a Fancy Lute if that was the player's preference. In games using the hex map combat rules from Chapter Six: Combat, all musical instruments have a range of 4 hexes (R:4).

Ninja Knives: Used by the oriental assassins, Ninja knives are in-between a katana and the standard knife in terms of appearance. Their blades are a bit longer- some reaching 1'6" or 2' and are constructed in the same fashion as katanas. They require the knives skill in order to use them properly.

Pistols: Any gun with a barrel less than 8" long qualifies as a pistol. Like pistols in our world, they are small easy to conceal guns are often more manageable than their heavier cousins. However considering that the worlds that most Returner FFRPG campaigns are set, pistols are very rare and often the realm of the Engineers that invent them.

Polearms: Since the days of hunter-gatherers, there have been polearms. Polearm is an term used to

describe a variety of different weapons that feature a long length wood that ends in a piece of metal. These can include different varieties of Spears, Lances, Pikes, Halberds, and even Naginata.

Rifles: Where as Pistols are light and small, Rifles are large and somewhat heavy. Any gun with a barrel over 8" qualifies as a Rifle. Unlike Pistols, Rifles tend to make a large amount of noise as well as make bigger holes in the things (or people) that are shot with them. Like Pistols, most Rifles are the arena of the resourceful engineers that invent them.

Scythes: Although used by many cultures for farming, the scythe can be a mean weapon in combat as well. The scythe is a long single edged blade of about 2 feet in length connected to a 4' to 8' staff. The scythe requires the axe skill in order to use it properly.

Staffs: Often made of 6 to 8 foot pole staffs are a combination walking stick and weapon. The staff is wielded by using one end of the pole to strike an area of the opponent's body: often the head torso or legs. Magicians are fond of using staffs as they're not very difficult to teach as compared to heavier weapons such as swords or polearms and many staffs have magical limited spellcasting ability each time they are used. All the staffs with random spell powers such as the pearl staff and fire staff can release the spell of the same name if the magician desires to. Only magicians can unleash these effects: other classes can't call up the casting power of the staffs although they can still randomly cast the spell while fighting. In any game using the hex map rules from Chapter Six: Combat, staffs have a range of 2 hexes (R:2).

Swords: One of the most common weapons among adventurers, swords are long blades of metal capable of superior cutting ability. Swords come in a wide variety- falchions, sabres, epees, rapiers, and so on. Their legacy of being widely used by adventurers gives them one of the largest collection of variants listed here.

Whips: Whips are long lashes made from strips of leather or a length of chain. Most whips are 6 to 10 feet in length and find use among those that like to cause pain and adventurers that like versatile weapons. In games using the hex map rules, whips have a range of two hexes rather than one.

Weapon Lists

Table 6-2w: Axes		
Name	Damage	Notes
Hand Axe	1d12	---
Battle Axe	1d12+1	---
Mithril Axe	1d12+2	---
Lode Axe	1d12+3	Random "Slow*"
Might Axe	2d12	+1 Strength
Dwarf Axe	2d12+1	---
Thunder Axe	2d12+2	Lightning Affinity
Ogre Slayer	2d12+3	Double damage vs. ogres
Werebuster	3d12	Double damage vs. animals
Golden Axe	3d12+1	---
Great Axe	3d12+2	---
Rune Axe	3d12+3	---
Atlas Axe	3d12	---
Gigas Axe	4d12+1	+2 Strength
Storm Bringer	4d12+2	Random Lightning 2
Doom Axe	4d12+3	+2 Strength, fatal blow

Table 6-3w: Bows		
Bows	Damage	Notes
Short bow	1d8	---
Long bow	1d8+1	---
Iron	1d8+2	---
Mithril	1d8+3	---
Slumber	2d8	Random "sleep"
Aura shot	2d8+1	Light affinity
Fire	2d8+2	Fire affinity
Ice	2d8+2	Ice affinity
Lightning	2d8+2	Lightning affinity
Darkness	2d8+3	Random "Blindness"
Poison	3d8	Poison Weapon
Mute	3d8+1	Random "Mute"
Medusa	3d8+2	Random "Stone"
Samurai	3d8+3	--
Charm	4d8	Random "Charm"
Napalm Shot	4d8+1	E:2
Elven Bow	4d8+2	R:6
Artemis	4d8+3	Double damage vs. dragons

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Name	Damage	Notes
Battle Dictionary	1d8	---
Monster Manual	1d8+1	---
Mithril Plate	1d8+2	---
Book of Life	1d8+3	Random "confusion"
Silence song	2d8	Random "mute"
War & Peace	2d8+1	Random "sleep*"
Infernus	2d8+2	Fire affinity, Random "Fire"
Frostros	2d8+3	Ice affinity, Random "Ice"
Thunder song	3d8	Lit affinity, Random "Lightning"
Venomous Thoughts	3d8+1	Poison weapon
Ancient Scroll	3d8+2	Random "age*"
Hellfire Poem	3d8+3	Fire affinity, Random "fire2"
Book of Love	4d8	Random "Charm*"
Dragon Story	4d8+1	x2 damage vs. dragons
Evil Curse	4d8+2	Darkness Affinity, random "toad"
Holy Tome	4d8+3	Light affinity, random "light"

Name	Damage	Notes
Boomerang	1d8	---
Chakra	1d8+1	---
Lode Boomerang	1d8+2	Random "Slow"
Full Moon	1d8+3	---
Hawkeye	2d8	---
Crescent	2d8+1	---
Fire Edge	2d8+2	Fire affinity
Rising Sun	2d8+3	---
Red Cleaver	3d8	---
Cobra Shuttle	3d8+1	Poison weapon
Sniper	3d8+2	---
Shiva Razor	3d8+3	x3 damage on Critical hits
Ninja Edge	4d8	20% chance for Critical hits
Aura Blade	4d8+1	Light Affinity
Crystal Razor	4d8+2	Fatal Blow
Wing Edge	4d8+3	+2 AGI, Fatal Blow

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Table 6-6w: Claws		
Name	Damage	Notes
Metal Claw	1d8	--
Mithril Claw	1d8+1	--
Kaiser	1d8+2	Light Affinity
Moogles Claw	1d8+3	Random "Sleep*"
Bear Claw	2d8	---
Blood Fang	(2d8)	HP Drain
Poison Claw	2d8+1	Random "Poison*"
Blizzard Razor	2d8+2	Ice Affinity
Cat Claw	2d8+3	+1 Agility
Wolf Fangs	3d8	---
Lode Claws	3d8+1	Random "Slow*"
Griffin Claw	3d8+2	Poison weapon
Dragon Fangs	3d8+3	Double damage vs. dragons
Aura Claw	4d8	Light Affinity
Demon Fangs	4d8+1	Dark Affinity
Vorpals claw	4d8+2	Fatal Blow
Tiger Fangs	4d8+3	+1 Agility/Strength

Table 6-7w: Crossbows		
Names	Damage	Notes
Bronze	1d10	---
Iron	1D10+1	---
Lode	1D10+2	---
Robin	1D10+3	---
Sage	2d10	---
Fire	2d10+1	Fire Affinity
Blizzard	2d10+1	Ice Affinity
Lightning	2d10+2	Lightning Affinity
Dream	2d10+3	Random "Sleep"
Spirit	3d10	Light Affinity
Rocket	3d10+1	---
Comet	3d10+2	---
Sonic	3d10+3	Random "Slow*"
Buster	4d10	---
Siren	4d10+1	Random "Stop*"
Napalm	4d10+2	E:2, causes an explosion
Valkyrie	4d10+3	20% Critical Hit Rate

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Table 6-8: Cudgels		
Name	Damage	Notes
Club	1d8	---
Mace	1d8+1	---
Spiked Club	1d8+2	---
Mithril Mace	1d8+3	---
Morning Star	2d8	---
Heavy Mace	2d8+1	---
Yeti Club	2d8+2	+1 Strength
Flail	2d8+3	---
Earth Breaker	3d8	Earth Affinity, Random "Earth"
Rusty Mace	3d8+1	x2 Damage vs. Machines
Doombringer	3d8+2	Fatal Blow
Holy Mace	3d8+3	Light Affinity
Gigas Club	4d8	+2 Strength
Chaos Mace	4d8+1	Random "Confusion*"
Magic Flail	4d8+2	R:3
Mace of Thor	4d8+3	Lit Affinity, Random "Lightning3"

Table 6-9w: Gloves		
Name	Damage	Notes
Leather Gloves	1d6	--
Metal Gloves	1d6+1	--
Mithril Gloves	1d6+2	--
Motor Drive	1d6+3	---
Platinum Fist	2d6	--
Rasp Gloves	(2d6)	MP Damage
Blood Fist	(2d6)	HP Drain
Heavy Gloves	2d6+1	--
Fire Knuckles	2d6+2	Fire Affinity
Power Gloves	2d6+3	+2 Strength
Diamond Fist	2d6	--
Crystal Glove	3d6+1	---
Rocket Fist	3d6+2	+1 Speed
Grand Gloves	3d6+3	--
God Hand	4d6+1	---
Atlas Fist	4d6+2	+2 Strength
Aura Gloves	4d6+3	Light Affinity

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Table 6-10w: Hammers		
Name	Damage:	Notes:
Iron Hammer	1d12	---
Mithril Hammer	1d12+1	---
Lode Hammer	1d12+2	---
Maul Hammer	1d12+3	---
Rock Buster	2d12	---
Rocket Hammer	2d12+1	---
Earth Cracker	2d12+2	Double Damage vs. Natural Structures (Walls etc.)
Icicle Mallet	2d12+3	Ice Affinity
Mecha Buster	3d12	Double Damage vs. Machines
Atlas Hammer	3d12+1	+1 Strength
Comet Mallet	3d12+2	Random "Comet"
Thor's Hammer	3d12+3	Lightning Affinity, Random "Lightning 2"
Mega-Buster	3d12	---
Gigas Mallet	4d12+1	+2 Strength
Peace Bringer	4d12+2	Light Affinity
Doom Hammer	4d12+3	Fatal Blow

Table 6-11w: Katanas		
Name	Damage	Notes
Ashura	1d10	---
Kotetsu	1d10+1	---
Noasuha	1d10+2	---
Hayaistoraiku	1d10+3	+1 Speed
Shinseihikari	2d10	Light Affinity
Bizen Boat	2d10+1	---
Murasame	2d10+2	+1 Willpower
Heaven's Cloud	2d10+3	---
HonooRyuha	3d10	Fire Affinity
Ryudokuha	3d10+1	Poison Weapon
Kamisatsujin	3d10+2	Darkness Affinity
Kiyomori	3d10+3	+5 Def and +5 M.Def
Muramasa	4d10	---
Kikuichimonji	4d10+1	---
Masamune	4d10+2	+1 Speed
Chirijiraden	4d10+3	---

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Name	Damage	Notes
Dagger	1d6	---
Mithril Knife	1d6+1	---
Guardian	1d6+2	+1 Speed, +5 Defense
Air Lancllet	1d6+3	Wind Affinity
Blind Knife	2d6	Random "Blind*"
Mage Masher	2d6+1	Random "Silence*"
Thief knife	2d6+2	30% chance to Steal
Assassin	2d6+3	Fatal Blow
Platina	3d6	---
Man eater	3d6+1	Double Damage vs. Humans
Sword breaker	3d6+2	+20 Defense
Orichalcum	3d6+3	---
Valiant Knife	(3d6)	x2 Damage at 25% HP
Aura	4d6	Light Affinity
Strato	4d6+1	---
Dragon Fang	4d6+2	x2 Damage vs. Dragons
Graedus	4d6+3	Light Affinity. Random "Light 1"

Name	Damage	Notes
Old *	1d8	---
Fancy *	1d8+1	---
Dreamer's *	1d8+2	Random "Sleep*"
Rage *	1d8+3	Random "Berserk*"
Lamia *	2d8	Random "Confusion*"
Lode *	2d8+1	Random "Slow*"
Wind *	2d8+2	Wind Affinity
Elven *	2d8+3	Random "Sleep*"
Blood *	3d8	HP Drain
Mind Killer	3d8+1	MP Damage
Venomous *	3d8+2	Poison weapon
Tempest *	3d8+3	Wind Affinity, Random "Aero 2"
Dragon *	4d8	X2 damage vs. Dragons
Fairy *	4d8+1	Random "Charm*"
Devil *	4d8+2	Fatal Blow
Celestial *	4d8+3	Light Affinity, Random "Light 2"

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Table 6-14w: Ninja Knives		
Name	Damage	Notes
Tanto	1d8	---
Hidden Knife	1d8+1	---
Short Edge	1d8+2	---
Long Edge	1d8+3	---
Imperial	2d8	---
Kodachi	2d8+1	---
Ninja Edge	2d8+2	---
Spell Edge	2d8+3	Random "Silence*"
Blossom	3d8	---
Hardened	3d8+1	---
Strato	3d8+2	Wind Affinity
Devil Knife	3d8+3	Dark Affinity
Iga	4d8	+1 Speed
Striker	4d8+1	Fatal Blow
Koga	4d8+2	+2 Speed
Stunner	4d8+3	Random "Stun*"

Table 6-15w: Pistols		
Name	Damage	Notes
Air Gun	1d10	---
Dart Gun	1d10+1	---
Auto Gun	1d10+2	---
Magnum	1d10+3	---
Rasp shot	(2d10)	MP Damage
SMG	2d10	+1 Speed
Deckard Special	2d10+1	---
Plasma Gun	2d10+2	---
Freeze Beam	2d10+3	Ice Affinity, Random "Slow*"
Ruby Gun	3d10	---
Dream Gun	3d10+1	Random "Sleep*"
Mega blast	3d10+2	---
Napalm Shot	3d10+3	Fire Affinity
Aura Beam	4d10	Light Affinity
Shocker	4d10+1	Lightning Affinity, x2 Damage vs. Machines
Grenade Shot	4d10+2	E:2
Wonder Shot	Special	Damage Can vary

Wonder Shot Damage (Pistol)

The Wonder shot's damage can vary widely each time it's used. It does 4d8+3 damage on average but the true result requires a percentile roll:

- 1-10%: Dud shot, does no damage whatsoever
- 10-35%: Crappy shot, does 1/2 damage
- 36-60%: Normal attack
- 61-90%: Good shot! double damage
- 91-100%: *kaboom* triple damage

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Table 6-16w: Polearms

Name	Damage	Notes
Iron Spear	1d12	---
Heavy Spear	1d12+1	---
Mithril Pike	1d12+2	---
Trident	1d12+3	---
Sprite's Spear	2d12	Random "Sleep*"
Fire Spear	2d12+1	Fire Affinity
Blizzard Pike	2d12+2	Ice Affinity
Thunder Javelin	2d12+3	Lightning Affinity
Partisan	3d12	---
Halberd	3d12+1	---
Oceanid Spear	3d12+2	Random "sleep*"
Gunginir	3d12+3	---
Dragoon Lance	4d12	Double Damage vs. Dragons
Gigas Lance	4d12+1	+2 Strength
Daedalus Lance	4d12+2	x2 Damage to Machines
Aura Lance	4d12+3	Light affinity, Random "Light 1"

Table 6-17w: Rifles

Name	Damage	Notes
12 gauge	1d12	---
Hunting Rifle	1d12+1	---
Quicksilver	1d12+2	---
Peacemaker	1d12+3	---
Sniper CR	2d12	+10% to gun skill
Buntline	2d12+1	---
Shotgun	2d12+2	---
Shortbarrel	2d12+3	---
Lariat	3d12	---
Winchester	3d12+1	---
Long Barrel R	3d12+2	+10% to gun Skill
Outsider	3d12+3	---
Ranger SG	4d12	R: 10
Shotgun ST	4d12+1	---
Grenade SG	4d12+2	E:2
Death Penalty	4d12+3	Fatal Blow

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Table 6-18w: Scythes		
Name	Damage	Notes
Hand scythe	1d10	---
Steel scythe	1d10+1	---
Mithril scythe	1d10+2	---
Mantis scythe	1d10+3	x2 Damage vs. Insects
Lode scythe	2d10	---
Heavy scythe	2d10+1	---
Nasty scythe	2d10+2	Random "Poison 2"
Saraided scythe	2d10+3	---
Flame scythe	3d10	Fire Affinity
Demon scythe	3d10+1	Dark Affinity
Vamp. Scythe	3d10+2	HP Drain
Cosmic scythe	3d10+3	Casts "Haste"
Silver scythe	4d10	Light Affinity
Shadow scythe	4d10+1	Dark Affinity
Dark scythe	4d10+2	Dark Affinity/Fatal Attack
Grim Reaper	4d10+3	Random "Condemned"

Table 6-18w: Staffs		
Name	Damage	Notes
Wooden Staff	1d8	--
Iron Staff	1d8+1	--
Mithril Staff	1d8+2	---
Full Metal Staff	1d8+3	---
Prism Staff	2d8	---
Fire Staff	2d8+1	Random "Fire", Cast "Fire 2"
Ice Staff	2d8+1	Random "Ice", Cast "Ice 2"
Thunder Staff	2d8+2	Random "Lightning", Cast "Lightning 3"
Poison Staff	2d8+3	Random "Poison", Cast "Poison2"
Rocket Staff	3d8	---
Guardian Rod	3d8+1	Casts "Barrier" on user
Heal Staff	3d8+2	Heals Damage
Gravity Staff	3d8+2	Random "Demi", Cast "Quarter"
Pearl Staff	3d8+3	Light Affinity, Random "Light 1", Cast "Light 2"
Punisher Staff	3d8+3	MP Attack
Aurora Staff	4d8	Light Affinity, Cast "Ruse"
Diablo Staff	4d8+1	Random "Fire 2", Cast "Fire 3"
Magus Staff	4d8+2	+2 Magery and Willpower
Goddess Staff	4d8+3	Random Light, Cast "Light 3"
Comet Scepter	4d8+3	Random "Comet", Cast "Comet 2"

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Name	Damage	Notes
Short Sword	1d10	--
Long Sword	1d10+1	---
Mithril Blade	1d10+2	--
Regal Cutlass	1d10+3	--
Rune Edge	2d10	MP Attack
Drainer	(2d10)	HP Drain
Soul Sabre	(2d10)	MP Drain
Flame Sabre	2d10+1	Fire Affinity, Random "Fire"
Blizzard Sabre	2d10+2	Ice affinity, Random "Ice"
Thunder Blade	2d10+3	Lit affinity, Random "Lightning"
Break Blade	3d10	Random "Stone*"
Enchanter	3d10+1	+2 Magery and Willpower
Crystal Sword	3d10+2	--
Falchion	3d10+3	--
Scimitar	4d10	Fatal Attack
Excalibur	4d10+1	Light Affinity
Ragnarok	4d10+2	Random "Flare"
Illumina (Excalibur II)	4d10+3	Random "Light 3"
Ultima Blade	Special	See below

FF4 Swords	Damage	Notes
Avenger	3d10	Auto berserk status
Defender	3d10	+5 Arm/Mar/Def/M. Def
Light Sword	3d10	Light Affinity
Darkness Sword	2d10	Dark Affinity
Shadow Sword	3d10	Dark Affinity
Black Sword	4d10	Dark Affinity, Fatal attack
Holy Sword	4d10+3	Light Affinity, Random Light

Ultima Blade (Sword)

The Ultima blade is unique in that its power decreases in power the more damage you sustain. If the character's HP is kept in peak condition, he/she is a force to be reckoned with. The numbers in parenthesis are for determining the value on a calculator.

- 100%: 5d10 (x1)
- 75%: 4d10 (x0.75)
- 50%: 3d10 (x0.5)
- 25%: 2d10 (x0.25)
- 10%: 1d10 (x0.1)

Example: Cloud has 512 HP. When fight at full strength (no damage), he does 5d10 damage. If his HP falls to 384 HP, he does 4d10 damage with the Ultima Weapon (512 x 0.75 = 384). If his HP falls to 256 HP, he does 3d10 damage with his Ultima Weapon (512 x 0.5 = 256). If his HP falls to 120 HP, Cloud does 2d10 damage with his Ultima Weapon (512 x 0.25 = 120). And so on.

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Table 6-22w: Whips		
Name	Damage	Notes
Leather Whip	1d8	---
Black Whip	1d8+1	---
Backhand Whip	1d8+2	---
Chain Whip	1d8+3	---
Razor Whip	2d8	---
Rising Star	2d8+1	---
Holy Flail	2d8+2	Light Affinity
Blitz Whip	2d8+3	---
Chaos Whip	3d8	Random "Confusion*"
Hammer Flail	3d8+1	Random "Slow*"
Nimbus Flail	3d8+2	---
Flame Whip	3d8+3	Fire Affinity
Rose Whip	4d8	Random Slow* & Poison*
Gigas Whip	4d8+1	+2 Strength
Hydra Whip	4d8+2	30% chance to Quadra Slam
Dragon Whip	4d8+3	Double Damage vs. Dragons

Armor list

As you make your way through the worlds of the final fantasy games, one of the constant dangers a player will be faced with is that of hostile forces- be they angry monsters, unscrupulous soldiers, bandits, rogues, politicians, or the occasional weekend brawl with the ultimate evil. In the heat of battle, the only thing that might save your life is the quality of the armor you wear. Here you will be introduced to all the types of protective gear that can be acquired in the Returner Final Fantasy RPG.

The majority of the armors featured here are derived from Final Fantasy 4, Final Fantasy 6, Chrono Trigger, Final Fantasy Tactics, and a few original pieces where needed.

Format Description

Just so no one is in the dark about how the format that this article uses, the below describes what each of the terms used does.

Armor Rating (AR): The amount of points that are given toward the character's armor rating (the amount of damage subtracted with each hit taken from a physical attack).

Magic Armor Rating (MAR): The amount of points that are given toward the character's Magical Armor Rating (the amount of damage subtracted with each hit taken from a magical or energy-based attack).

+Def: The armor's bonus to the character's Defense rating.

+MDef: The armor's bonus to the character's Magic Defense rating.

Cost: The amount of Gold Pieces (GP) needed to purchase the armor.

Notes: Anything extra that wearing the armor provides- Resistances, stat bonuses, or innate magical abilities. Since listing all the stuff some pieces armor are resistant too can be a headache, the below are some of the abbreviations used during the Armor list:

R: Resistance (50% damage)

I: Immunity (0 damage)

A: Absorb (damage restores HP)

Fi: Fire
Ea: Earth
Lig: Light

Ic: Ice
Wa: Water
Dar: Darkness

Li: Lightning
Wi: Wind

STR: Strength
AGI: Agility
WP: Willpower

VIT: Vitality
MAG: Magery
SPD: Speed

Thus, R: Fi translates to "Resistance: Fire".

Armor Restrictions

Each class must spend a long amount of time training before a character can learn the secrets of their chosen aspect. Often, the training of heavy weapons and armor are one of the things that the teachers of many classes (particularly the magician classes) overlook in an effort to cram as much study time as possible. To reflect this, each class is restricted from using certain types of armor. The below are what forms of armor each type of armor is available to each class.

Fighters: Armwear, Gauntlets, Hats, Helmets, Mail, Robes, Shields, and Suits.

Rangers: Armwear, Gauntlets, Hats, Helmets, Robes, Shields, and Suits.

Thieves: Armwear, Gauntlets, Hats, Robes, Shields, and Suits.

Engineers: Armwear, Hats, Helmets, Mail, Robes, Shields, and Suits.

Bards: Armwear, Gauntlets, Hats, Shields, Robes, and Suits.

Black Mages: Armwear, Hats, and Robes.

White Mages: Armwear, Hats, and Robes.

Red Mages: Armwear, Hats, Helmets, Mail, Robes, Shields, and Suits.

Blue Mages: Armwear, Hats, Mail, Robes, Shields, and Suits.

Callers: Armwear, Hats, and Robes.

Cosmic Mage: Armwear, Hats, and Robes

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Armwear

A collection of armbands, wrist or elbow guards, rings, bracelets, and bangles that adorn a part of the arm or hand of the character. Several armwear- specifically some rings- are made specifically to protect their wearing from offensive magical spells and offer a higher Magical Armor Rating than normal armor rating. Any class may wear Armwear.

Table 6-1ar: Armwear						
Name	Cost	AR	MAR	+Def	+Mdef	Notes
Wristband	25	1	0	+0	+0	---
Elbow pad	50	2	1	+0	+0	---
Arm Guard	100	4	2	+0	+0	---
Cobra Bracelet	200	5	4	+5	+0	---
Wolf's Band	400	7	5	+5	+0	---
Silver Band	800	8	7	+5	+0	---
Golem Ring	1600	11	8	+0	+0	---
Frosty Ring	3200	12	11	+5	+5	R: I
Wizard's Bangle	4000	14	12	+0	+10	+1 MAG
Gigas Bangle	4800	15	14	+0	+0	+1 STR
Shield Ring	6400	17	15	+10	+5	---
Guardian Ring	11000	18	17	+10	+10	---
Safety Ring	----	20	18	+10	+10	Casts Barrier
Watcher Ring	----	21	20	+10	+10	I: Change Spells
Dragon Ring	----	23	21	+15	+10	---
Amulet Ring	----	24	22	+15	+10	---
Force Armlet	----	20	30	+10	+15	I: All

Gauntlets

Gauntlets cover a variety of different gloves, usually made of a metal of some sort, worn by fighters and others that prefer heavy armor.

Table 6-2ar: Gauntlets						
Name	Cost	AR	MAR	+Def	+Mdef	Notes
Leather	30	2	1	+0	+0	---
Bronze	60	3	2	+0	+0	---
Iron	120	5	4	+0	+0	---
Mithril	240	6	5	+0	+0	---
Gold	480	8	7	+0	+0	---
Paladin	700	9	8	+0	+5	Paladin Only
Gigas	1060	11	10	+0	+0	---
Platina	2120	12	11	+0	+0	---
Ninja Gloves	4240	14	13	+10	+0	---
Diamond	6360	15	14	+0	+0	---
Samurai	9540	17	16	+0	+0	---
Crystal	14310	19	18	+0	+0	---
Force	----	20	30	+0	+10	---
Dragon	----	21	20	+5	+0	Fighters Only
Holy	----	23	22	+5	+5	Paladin Only
Genji	----	25	24	+5	+5	Ultimate Gauntlet

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Hats

Includes a variety of different light hats and headgear made of non-metallic materials such as leather and cloth. Some examples include caps (the raccoon variety), hair ribbons, berets, crowns, and so on. May be worn by all classes, unless noted otherwise.

Name	Cost	AR	MAR	+Def	+Mdef	Notes
Bandana	35	2	2	+0	+0	---
Hair Ribbon	70	3	3	+0	+0	Females Only
Plumed Hat	140	5	5	+0	+0	---
Headgear	280	6	6	+0	+0	---
Magus Hat	560	8	8	+0	+5	+1 MAG
Tiger Mask	560	6	10	+5	+0	+1 SPD
Bard's Hat	1120	9	9	+5	+5	+1 MAG
Green Beret	1120	9	9	+5	+5	+1 VIT
Turban	2240	11	11	+5	+5	---
Beret	4480	12	12	+5	+5	---
Mystery Veil	6720	14	14	+0	+10	Females Only
Dark Hood	10080	16	16	+10	+0	---
Oath Hood	15120	18	18	+0	+10	---
Coronet	---	22	22	+5	+10	Females Only
Regal Crown	---	24	24	+10	+5	---
Cat Hood	---	26	26	+10	+5	---
Holy Ribbon	---	28	28	+10	+10	R: All

Helmets

The opposite of Hats, helmets are heavy metallic headgear used mostly by fighters. Since they're heavier and sturdier, Helmets provide a better armor rating than hats.

Name	Cost	AR	MAR	+Def	+Mdef	Notes
Leather	40	3	1	+0	+0	---
Bronze	80	5	2	+0	+0	---
Iron	160	7	3	+0	+0	---
Mithril	320	9	4	+0	+0	---
Gold	640	11	5	+0	+0	---
Paladin	950	13	6	+0	+0	Paladin Only
Cross	1280	15	7	+0	+0	---
Platina	2560	17	8	+0	+0	---
Circlet	5120	19	9	+0	+0	---
Diamond	7680	21	10	+0	+0	---
Samurai	11520	23	11	+0	+0	---
Crystal	17280	25	12	+0	+0	---
Force	----	15	25	+0	+10	---
Dragoon	----	27	13	+5	+0	Fighter Only
Holy	----	30	15	+0	+5	Paladin Only
Genji	----	32	17	+5	+5	Ultimate Helmet

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Mail

The heaviest type of body armor available, mails are mostly made out of heavy plates of metal for maximum protection against physical blows.

Name	Cost	AR	MAR	+Def	+Mdef	Notes
Leather	70	5	3	+0	+0	---
Bronze	140	8	4	+0	+0	---
Iron	280	11	6	+0	+0	---
Mithril	560	14	6	+0	+0	---
Gold	1120	16	8	+0	+0	---
Paladin	1500	16	12	+0	+0	Paladin Only
Magical	2240	19	9	+0	+5	+1 MAG
Platina	4480	21	11	+0	+0	---
Fire	8960	23	12	+0	+0	R: F
Blizzard	8960	23	12	+0	+0	R: I
Diamond	13440	26	14	+0	+0	---
Samurai	20160	29	15	+0	+0	---
Crystal	30000	32	17	+0	+0	---
Ruby	---	35	19	+0	+0	A:F
Force	---	20	35	+0	+10	---
Dragoon	---	38	21	+5	+0	Fighter Only
Minerva	---	40	23	+10	+10	Females Only. I: all
Holy	---	43	23	+0	+5	Paladin Only
Genji	---	45	25	+5	+5	Ultimate Mail

Robes

Worn mostly by magicians, Robes differ from suits in that they increase the character's magical armor and magical defense rather than armor and defense. They are usually light and can be worn over normal clothing. For game purposes, Robes also includes cloaks and capes.

Name	Cost	AR	MAR	+Def	+MDef	Notes
Cloth	60	3	5	+0	+5	---
Linen	120	4	8	+0	+5	---
Silk	240	6	11	+0	+5	---
Breeze Cape	480	7	14	+0	+5	---
Priest Robe	960	9	17	+0	+5	---
Wizard	1920	10	20	+0	+10	+1 MAG
Protect Cape	3840	12	23	+10	+10	---
Tao	7680	13	26	+5	+10	---
Magus	11520	15	29	+5	+10	+1 MAG
Chameleon	17280	16	32	+10	+5	+10% to stealth skill
Royal	25920	18	35	+10	+10	---
Inferno	---	20	28	+10	+10	A: F
Frost	---	20	28	+10	+10	A: I
White	---	22	41	+10	+10	A: L
Black	---	22	41	+10	+10	A: Dar
Archmage	---	25	45	+10	+15	+2 MAG

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Shields

A large piece of wood, metal, or other substance reinforced and worn on the opposite of the character's weapon arm. Fighters mostly use shields. Unlike other pieces of armor, Shields provide a straight bonus to the character's defense and m. defense rather than an armor rating bonus.

Name	Cost	+Def	+Mdef	Notes
Leather	45	+5	+2	---
Bronze	90	+7	+4	---
Iron	180	+9	+6	---
Mithril	360	+11	+8	---
Gold	720	+13	+10	---
Paladin	850	+13	+10	Paladin Only
Knight	1440	+15	+12	---
Platina	2880	+17	+14	---
Fire	5760	+19	+16	I: F
Ice	5760	+19	+16	I: I
Thunder	5760	+19	+16	I: Li
Diamond	8640	+21	+18	---
Samurai	12960	+23	+20	---
Crystal	19440	+25	+22	---
Aegis	---	+28	+22	I: Stone
Force	---	+20	+35	---
Dragoon	---	+30	+24	R: Li, F, I
Holy	---	+32	+26	A: Light
Genji	---	+35	+28	Ultimate Shield

Suits

Suits are the miscellaneous section of bodyware available in the FFRPG. Some of the entries found under suits include the likes of Ninja suits, overalls, dresses, jackets, and in one case a tiger striped bikini. ^_^

Name	Cost	AR	MAR	+Def	+Mdef	Notes
Clothes	50	4	3	+0	+0	---
Leather Outfit	100	6	5	+0	+0	---
Leather Vest	200	8	7	+0	+0	---
Chain Vest	400	10	9	+0	+0	---
Adamant Vest	800	12	11	+0	+0	---
White Dress	1600	14	13	+0	+5	Females Only
Ninja Suit	3200	16	15	+5	+0	+1 AGI
Gaia Gear	6400	18	17	+5	+5	I: E
Power Sash	9600	20	19	+5	+5	+1 STR
Tiger Suit	14400	22	21	+10	+0	+1 AGI & SPD
Tiger Bikini	15000	23	22	+15	+0	Females only; +1 AGI & SPD
Battle Suit	21600	25	23	+15	+5	+1 STR & VIT
Red Jacket	---	27	25	+10	+5	I:F
Wizard's Outfit	---	20	35	+5	+15	+2 MAG
Behemoth Suit	---	30	28	+10	+10	+2 STR & VIT
Snow Muffler	---	35	30	+10	+10	A:I R:F
Power Suit	---	35	30	+15	+15	+3 STR & VIT

Accessories

Accessories are objects imbued with a small bit of magic that give characters special abilities when equipped. These usually include immunities from certain spells or small stat bonuses. Characters may wear only one accessory at once. Items that are listed as 'very rare' but have no price listed means that the accessory can be found multiple times rarely but cannot be bought.

To help keep things organized, all the accessories are organized into six categories: *Status Accessories*, *Magic Accessories*, *Stat Boosters*, *Attribute Boosters*, *Movement Accessories*, and *Action Accessories*. Status Accessories cover those accessories that protect the character from certain types of status conditions such as blindness and poison as well as elemental affinities that provides immunity or even absorbency to specific types of spells. Magic Accessories, when worn, give the same effects as a magic spell such as Protect, Shell, and so on. Stat Boosters increase certain combat stats such as Defense, M. Defense, HP, MP, and so on. Attribute Boosters, as the name suggests, increase the character's attribute ratings. Movement Accessories may effect how the character can move in battle if the optional Map Combat Rules from Chapter Six: Combat is used. Action accessories have different affects on how the character fights. By using the Dragon Boots, for instance, the character can do the Dragoon Jump even if the character is not a Dragoon. Some action accessories can only be used if the character is of a specific Class, Aspect, or Race.

Status Accessories

108 gems

Cost: 10000 GP

Availability: Rare

An armlet made of 108 sparkling jewels, it grants the character immunity to Undead, Blood suck, Frog, and Poison status conditions but also strengthen all Elemental magic (+3 damage for Fire, Ice, Lightning, Earth, Wind, Water, Light, and Darkness magic).

Amulet

Cost: 5000 GP

Availability: uncommon

A small platinum amulet that is worn around the character's neck, it protects you from poison, blindness, and zombie attacks.

Defense Armlet

Cost: 2500 GP

Availability: Uncommon

An enchanted Armlet that provides the character immunity to stop and slow spells.

Fairy Ring

Cost: 1500 GP

Availability: uncommon

A nicely made silver ring with tiny pictures of fairies somehow engraved on it. It gives wearer immunity to poison & Blindness

Fire Ring

Cost: 5000 GP

Availability: Very Rare

This ring is a deep brass color with a fiery-red ruby embedded in it. It grants the wearer immunity to all fire-based attacks.

Goggles

Cost: 1000 GP

Availability: Uncommon

A pair of nicely made goggles that grants the wearer immunity from blindness attacks. +10 defense or m. defense against spells or attacks that rely on eye contact. Goggles also allow the wearer to see in the dark without having a source of light when worn.

Ice Ring

Cost: 5000 GP

Availability: Rare

This accessory is an unusual silver ring with a deep blue sapphire embedded in it. This ring grants the user Immunity to all Ice based attacks and from the effects of extreme heat. Most people who wear it often remark that they tend to feel cold.

Jade Armlet

Cost: 5000 GP

Availability: Rare

Provides immunity to Stone and Slow spells or attacks

Jewel Ring

Cost: 1000 GP

Availability: uncommon

This accessory is a fancy silver ring with a well-made glass jewel. When worn, the jewel ring grants the character immunity to the blindness and petrification status conditions.

Magic Ring

Cost: 5000 GP

Availability: Uncommon

An enchanted armband that provides the character with immunity to silence and berserk status conditions.

N-ki Armlet

Cost: 7500 GP

Availability: Uncommon

Provides immunity to Confusion and Charm spells or attacks as well as a Resistance to Dark magic.

Peace ring

Cost: 5000 GP

Availability: rare

The peace ring grants its wearer immunity from mind altering spells and attacks such as muddle, charm, and Berserk. In FF7 campaigns, it also grants immunity to Fury & Sadness.

Rage Ring

Availability: Artifact

Used primarily by Yeti, the rage ring increases the wearer's Strength by 3 points. The rage ring also grants fire absorbance and lightning immunity.

Relic Ring

Availability: Artifact

An oddball relic, this ring grants its wearer undead status. See Appendix I: Monsters for the perks and drawbacks on being one of the unliving.

Ribbon

Availability: Artifact

A ribbon of pure white silk, this holy relic protects the character from all negative status conditions- poison, blindness, etc. It can be worn in the character's hair or as a headband.

Rubber Boots

Cost: 1500 GP

Availability: Common

These boots possess any extra large rubber sole that makes the character immune to lightning and stop.

Safety bit

Availability: Very Rare

Grants immunity from fatal attacks & spells.

Star Pendant

Cost: 500 GP

Availability: Uncommon

This accessory looks like a normal, if a bit drab, silver pendant with a picture of a star engraved on it. It grants the wearer immunity from poison

Tetra Elemental

Availability: Artifact

This unique accessory is a gold pendant with a flame, water drop, rock, and lightning bolt engraved on it. It allows its wearer to absorb all Fire, Ice, Lightning, and Earth Damage.

Water Ring

Cost: 5000 GP

Availability: Rare

The water ring is a plain silver ring with a water drop engraved on it. It grants the wearer immunity to all water based spells and attacks.

White Cape

Cost: 5000 GP

Availability: rare

A simple white cape that seems to never get dirty. This accessory grants immunity to imp, mini, toad, mute, and other shape changing spells as well as a +5 defense and +5 m. defense bonus.

Magic Accessories

Angel Ring

Cost: 20000 GP

Availability: Rare

This blessed ring glows in a faint glow and has a small angel engraved on it. It gives its wearer an immunity to death and darkness spells and gives them a one-time life3 (restores every battle).

Cure Ring

Cost: 6000 GP

Availability: Rare

This ring is made of bright silver and has a small cross engraved on it. It has the same effects as the spell regen. It slowly restores HP each round.

Czarina Ring

Cost: 2500 GP

Availability: uncommon

Usable only by females, the Czarina ring casts barrier & shell when the wearer reaches 10% of their HP.

Feather Boots

Cost: 1000 GP

Availability: Uncommon

These boots look don't look very special save for the feathers that seem to make little wings on the ankles. When worn, it allows the character to float around on air as if the spell float had been casted on them.

Green Dream

Availability: Artifact

A rare pendant forged from condensed tree sap from a tree of life, the green dream is a pendant that allows a character who has been knocked unconscious (reduced to zero HP) or killed (reduced to negative 1/2 HP) to wake up immediately with 50% of their HP restored. The catch is that it only functions once per battle.

Guard Ring

Cost: 1000 GP

Availability: Uncommon

Another weak relic, the Guard ring casts safe on the character when their HP reaches 10% of its maximum.

Marvel Shoes

Availability: Artifact

The marvel shoes give their wearer random abilities. These usually include safe, shell, float, haste, reflect, and other beneficial status conditions. Roll a 1d6 and halve the result: this is how many status conditions the character gains.

- 1 Wall
- 2 Barrier
- 3 Safe
- 4 Haste
- 5 Float
- 6 Shell
- 7 M. Barrier
- 8 Reflect

Mithril Gloves

Cost: 1500 GP

Availability: uncommon

A heavy mithril gloves that when worn casts the spell Safe when HPs are low (10%), the gloves also grant a +5 defense bonus.

Pod Bracelet

Cost: 10000 GP

Availability: rare

A splendid bracelet embedded with pearls that when worn automatically casts the spells Safe & Shell on the wearer.

Reflect Ring

Cost: 10000 GP

Availability: rare

This accessory looks like a fancy silver ring with a pretty sapphire that seems to glow. The reflect ring grants the character the 'reflect' status condition permanently at the start of the battle while the accessory is worn.

Running Shoes

Cost: 7500 GP Availability: rare

A sturdy pair of shoes that will automatically cast the spell Haste on the wearer when worn.

Stat Boosters

Glass Orb

Availability: Very Rare

This accessory looks a pure clear ball of glass by all normal appearances but in the hands of a magician it can be extremely useful. When held by a magician, the character's MP maximum increases by 25% while using the orb.

Crystal Orb

Availability: Artifact

This accessory looks a pure clear ball of glass by all normal appearances but in the hands of a magician it can be extremely useful. A very rare relic sought by many powerful magicians, the crystal orb increases the character's Magic Point maximum by 50%. Thus, a character with 100 MPs would now have 150 with the orb.

Gold Hairpin

Availability: Very Rare

When worn by a magician, the Gold Hairpin cut the MP cost for spells by 25%. This accessory is also known as the Silver Stud in Chrono Trigger.

Economizer

Availability: Artifact

When worn by a magician, the Economizer cuts the MP cost of spells by 50%. Also known as the Gold Stud in Chrono Trigger.

Strength Belt

Availability: very Rare

Increases the wearer's HP by 25% when worn. For instance, a character with 100 HP would have 125 while wearing the belt.

Muscle Belt

Availability: Artifact

A rare treasure, the muscle belt increases the character's HP by 50%. Thus a character with 100 hit points would now have 150.

Small Mantle

Cost: 300 GP

Availability: Common

An enchanted mantle that grants a +5 bonus to defense and a +3% bonus to M. defense.

Leather Mantle

Cost: 800 GP

Availability: Common

An enchanted mantle made from leather that grants a +10 bonus to defense and a +6% bonus to M. defense.

Wizard Mantle

Cost: 2000 GP

Availability: Uncommon

A special mantle that increases the character's Magery by one point as well as provide a +15 Defense and +9 M. Defense.

Elven Mantle

Cost: 8000 GP

Availability: Rare

A special mantle crafted by elves that boosts your defense by 20 and M. Defense by 12.

Dracula Mantle

Cost: 12000 GP

Availability: Rare

A long reversible cape with a blood-red color on one side and black on the other. Wearing it provides a +25 Defense and +15 M. Defense bonus.

Feather Mantle

Cost: 20000 GP

Availability: Very Rare

A nicely crafted cape adorned with the feathers from rare exotic birds. Wearing it provides a +30 defense and a +20 magic defense bonus.

Third Eye

Availability: Artifact

A circlet with a large amber crystal that sits on the character's forehead, the third eye greatly enhances the character's ability to dodge physical attacks. Consider the character's defense doubled when worn.

Attribute Boosters

Strength boosters

Power Wrist

Cost: 2500

Availability: Uncommon

Boost: +1 Strength

Hyper Wrist

Cost: 7500

Availability: Rare

Boost: +2 Strength

Gigas Wrist

Availability: Artifact

Boost: +5 Strength

Vitality Boosters

Defender

Cost: 2000 GP

Availability: uncommon

Boost: +1 Vitality

Protector

Cost: 6000 GP

Availability: Rare

Boost: +2 Vitality

Savior

Availability: Artifact

Boost: +5 Vitality

Agility

Chocobo Feather

Cost: 2500 GP

Availability: Uncommon

Boost: +1 Agility

Angel Feather

Cost: 7500 GP

Availability: Rare

Boost: +2 Agility

Phoenix Feather

Availability: Artifact

Boost: +5 Agility

Magery

Silver Earring

Cost: 2500 GP

Availability: Uncommon

Boost: +1 Magery

Gold Earring

Cost: 7500 GP
Availability: Rare
Boost: +2 Magery

Platinum Earring

Availability: Artifact
Boost: +5 Magery

Willpower

Silver Talisman

Cost: 2000 GP
Availability: Uncommon
Boost: +1 Willpower

Gold Talisman

Cost: 6000 GP
Availability: Rare
Boost: +2 Willpower

Platinum Talisman

Availability: Artifact
Boost: +5 Willpower

Speed

Rabite Sneakers

Cost: 3500 GP
Availability: Rare
Boost: +1 Speed

Hermes Shoes

Cost: 9500 GP
Availability: Very Rare
Boost: +2 Speed

Rocket Sneakers

Availability: Artifact
Boost: +5 Speed

Special Boosters

Hero Ring

Availability: Artifact
Boost: +5 Strength & Magery

Champion Belt

Cost: 10000 GP
Availability: Very Rare
Boost: +3 Strength & Vitality

Magus Circlet

Cost: 12500 GP
Availability: Very Rare
Boost: +3 Magery & Willpower

Dash Shoes

Cost: 15000 GP
Availability: Very Rare
Boost: +3 Agility & Speed

Movement Accessories

Battle Boots

Cost: 1000 GP
Availability: Common
Boost: +1 Move

Spike Boots

Cost: 1200 GP
Availability: Common
Boost: +1 Jump

Germinas Boots

Cost: 5000 GP
Availability: Uncommon
Boost: +1 Move & Jump

Red Shoes

Cost: 10000 GP
Availability: Rare
Boost: +1 Magery bonus and a +1 move

Action Accessories

Backguard

Cost: 7000 GP
Availability: uncommon

The accessory grants the wearer a lesser form of danger sense that makes it impossible to sneak up or surprise the character.

Black Belt

Cost: 7500 GP
Availability: rare

Grants the wearer a 50% chance to counter attack physical attacks.

Frenzy Band

Availability: Artifact
Grants the wearer a 80% chance to counter attack physical attacks.

Blizzard Orb

Availability: Artifact

A rare artifact, This crystal blue orb will only function in the hands of a Yeti. When used, it allows them to cast a blizzard spell doing 6d6 + Magery x MDC damage (R:4 E:3 V:1). The orb also gives a +2 Magery bonus but a Yeti can only use the orb. The

orb also gives them Fire immunity and ice absorbance.

Coin Toss

Availability: Artifact

Available only to the Gambler aspect, this relic grants a scaled down version of the Coin Toss power used by the Samurai aspect. For every GP used, 3 points of damage are done. No more than 5 GP x the character's level can be used against a single target at once. This attack may be used against multiple enemies as long as the character is willing to blow more money.

Dragon Horn

Availability: Artifact

Used with a Pair of Dragon boots or the jump ability of a dragoon, the Dragon horn allows the character to jump up & down for multiple attacks. The exact number is determined by rolling a d6-1.

Dragon Boots

Cost: 3000 GP

Availability: rare

When worn, they give characters the jump ability used by Dragoons. See the Dragoon Aspect under the Fighter class.

Fake mustache

Availability: Artifact

An odd relic, it allows artists to fully control a monster. This goes to the point of even allowing it to uses spells or special attacks on its allies. Like any other charm spell however, the effect will cease if the monster is physically hit (either by itself or another person). This accessory can only be used by the Bard Aspect, Artist.

Gem Box

Availability: Artifact

Another rare relic used and sought primarily by magicians, a gem box allows them to cast 2 spells in one round, rather than just one. By all appearances, it looks like a fancy gem encrusted box that might be used by a noblewoman to hold her jewels and other precious belongings.

Genji Glove

Availability: Artifact

An enchanted glove worn by the legendary swordmaster Genji. When the glove is worn, the character can attack with two weapons at a time- one in each hand - as if they had the two-weapon skill.

Merit Award

Availability: Artifact

Useless to fighters, but helpful to mage types, since it allows them to wear heavy armors that they usually couldn't wear without a problem.

Offering

Availability: Artifact

An ancient treasure once used by a great samurai, the offering allows its wearing to strike 4 times a round.

Sneak Ring

Cost: 7500 GP

Availability: Rare

Usable only by thieves, the sneak ring increases their chance to steal by 20%. It also grants a small +1 bonus to Speed. Also known as the "Sneak Glove" in FF7.

Sniper Shot

Cost: 4500 GP

Availability: uncommon

Grants the character a 100% accuracy with any gun, gun invention, bow, or crossbow, even when blindfolded.

Thief Glove

Availability: Artifact

An oddball relic, the thief glove allows a thief to steal while they attack. Don't bother asking how they do it. Not allowed in FF7 campaigns.

True Knight

Cost: 1500 GP

Availability: uncommon

Allows the character to teleport in front of any character that is at the extremely wounded level of damage (10% HP left). While the character does take the hit, the person being covered will continue to live. Oddly, the character has no say in whether or not they want to do the cover.

Potions & Items

Through the magic of FF-style medicine, characters must often rely on bottles full of questionable smelling liquids in order to survive. Many potions have various beneficial effects such as restoring HP, MP, and relieving negative status conditions such as poison or Toad.

Quick note: Although you can't buy them in the E-games, I've given X-Potion, X-Ether, and Elixir a price if GMs want to make them available for sale. These prices are listed in parenthesis (.) in the cost.

Potions Storage

Since this is a pen & paper RPG, you can't go lugging around 500 potions and expect not to break

them. Anyway, there are 2 different storage mediums for a potion: a vial & a bottle.

A vial is your average ordinary test tube. It contains enough of the potion for 1 usage (or dose).

A bottle, on the other hand, contains the equivalent of 3 doses. While it could be done, you could guzzle all 3 doses at once, but you only get double the effect. For instance, a character chugging a potion would regain 100 HP instead of 50 HP. Ailment cures and elixirs cannot be chugged- in fact the character might get sick from doing it. A bottle of a potion cost 2.5 times the potion's regular cost.

Table 6-1p: Potions

Potion	Cost	Avail.	Effect
Potion	50	Common	Restores 50 HP
Hi-Potion	250	Common	Restores 100 HP
X-Potion	1500	Rare	Restores 250 HP
Ether	150	Uncommon	Restores 30 MP
Hi Ether	750	Uncommon	Restores 75 MP
X-Ether	4500	Rare	Restores 150 MP
Elixir	6000	VR	Restores all HP & MP (one person)
Mega elixir	----	Artifact*	Restore all HP & MP (group)
Phoenix down	1000	Uncommon	Cures "unconsciousness"
Remedy	1500	Uncommon	Cures all Ailments
Antidote	50	Common	Cures "Poison"
Echo Screen	100	Common	Cures "Silence"
Green Cherry	150	Common	Cures "Imp"
Soft Potion	400	Common	Cures "Stone"
Eyedrops	50	Common	Cures "Blindness"
Cornucopia	250	Common	Cures "Mini"
Maiden's kiss	250	Common	Cures "Toad"
Hyper	500	Common	Cures "Sadness", Causes "Fury"
Tranquilizer	500	Common	Cures "Fury" & "Berserk"
Holy Water	1000	Uncommon	Cures "undead"

One-Shot Items

In FF3j, FF4j, and FF7, character occasionally came across one shot items that offered special powers or performed one-shot spells. These items should only be given as booty from fights with powerful monsters or can be stolen in fights by thieves. If using the hex map rules, all one shot items must be used within an adjacent square (R:1). Chemists (Engineer Aspect) can throw items as well as potions up to 4 hexes away (R:4). All damage causing effects use the Magery, Willpower, and MDC of the user unless noted otherwise. All item effects last until end of battle unless other wise noted. Most of these items can either be bought, stolen in battle from enemies, won through defeating monsters, or created through the use of Alchemy (see the "Magic of Alchemy" section in the back of Chapter Four: Skills for more).

RETURNER FINAL FANTASY ROLEPLAYING GAME

Name Duh, the name of the item.
Range How wide the area of effect is. Replaces E:? in the AoE formula. 1 = E:1 for instance.
Effect Effect of the item when used CoS is always 100%
Frequency Indicates frequency of item, a few items which can be bought have their costs displayed here.

Table 6-2p: One-shot Items			
Name	Range	Effect	Frequency
Speed Drink	1	Causes Haste	VR
Hero Drink	1	+5 to all stats	VR
Vaccine	1	I: all status effects	R
Grenade	1	2d6+AGI x DC damage	C, 75 GP
S-Mine	1	4d6+AGI x DC damage	U, 150 GP
Sinch Cannon	1	6d6+AGI x DC damage	R
C-4	1	8d6+AGI x DC damage	R
Fusion Bomb	1	10d6+AGI x DC damage	VR
Hourglass	2	Causes Stop	U
Spider Web	2	Causes Slow	U
Dream Powder	2	Causes Sleep	U
War Gong	2	Causes Berserk	U
Loco Weed	2	Causes Confuse	U
Impaler	1	Causes Toad	U
Shrivel	1	Causes Minimum	U
Ink	1	Causes Blindness	U
Cauldron	1	Causes status effects	VR
Fire Stone	1	Fire 1 (2d6 damage)	C, 100 GP
Fire Fang	2	Fire 2 (4d6 damage)	U, 300 GP
Fire Veil	3	Fire 3 (6d6 damage)	R, 1000 GP
Ice Stone	1	Ice 1 (2d6 damage)	C, 100 GP
Arctic Wind	2	Ice 2 (4d6 damage)	U, 300 GP
Ice Crystal	3	Ice 3 (6d6 damage)	R, 1000 GP
Lightning Stone	1	Bolt 1 (2d6 damage)	C, 100 GP
Bolt Plume	2	Bolt 2 (4d6 damage)	U, 300 GP
Swift Bolt	3	Bolt 3 (6d6 damage)	R, 1000 GP
Bird Feather	2	Air 2	U, 300 GP
Bird Wing	3	Air 3	R, 1000 GP
Earth Drum	2	Quake 2	U
Earth Hammer	3	Quake 3	R
Bio Waste	2	Bio 2	U
M-Tentacles	3	Bio 3	R
Graviball	1	Demi	U
T/S Bomb	1	Demi 2	R
Stardust	3	Comet 2	VR
Vampire Fang	1	Drain	U
Ghost Hand	1	Osmose	U
Light Veil	3	Barrier	U
Lunar Veil	3	M. Barrier	U
Mithril Shard	1	Wall	R
Adamant Shard	1	Barricade	VR
Mirror	3	Reflect	R
Smoke Bomb	Special	Run away from Fight	U, 500 GP

Chapter Six

COMBAT

While traveling about the world, there is always potential to run into all sorts of unsavory types- bandits, thieves, marauders, man-eating monsters, and the occasional servant of hell. In many cases, the term "Might makes Right" is very true. If you want to live, you'll have to fight your way out. This chapter is built just for that- how to fight the hordes of evil.

The Basics of Battle

Fighting is a messy deal, especially when role-playing game systems are involved. This part of the chapter will deal with the fundamental basics of combat in the Final Fantasy RPG: how it works and how it can be used.

Time and Movement

Each volley of actions in combat is called a round. In each round, each character involved can make **ONE** action, be that attacking, defending, waiting, or whatever. Only characters with certain types of class powers (such as the sword technique quadra-slam) can do more than 1 attack per round. Each round consists of 30 seconds. In that time, the character can also move. A character can move one meter or yard for every two points of their Speed attribute per round without losing their attack or other action for the round. If they forfeit their initial attack, they can run a distance equal to their Speed stat. Thus a character with a Speed of 10 could move five yards (15 feet) without losing their action for the round or ten yards (30 feet) if they sacrifice their action for the round. Other types of movement, specifically swimming or climbing can cover (Speed/2) yards or meter per round. For an alternative way to track movement by using a hex map or graph paper, try taking a look at the optional map combat rules listed later in this chapter.

Initiative

In order to determine who goes first in any combat round; each character involved (player characters, non-player characters, and monsters) must roll a d10 and add his or her Speed stat to it. Whoever gets the highest result wins initiative and has the option of acting first. When involved with multiple participants, each person goes in the order of highest

to the worst of the rolls. Each new round the characters will have to re-roll it again.

Example: Jean and Bleach are cornered by three goblins. Jean has a Speed of 8 and Bleach has a Speed of 10. Goblin 1, 2, and 3 have Speed of 5, 6, and 7. Jean's player rolls a 6, Bleach's player scores an 8, and the Gamemaster gets 1, 5, and 3 for the trio of goblins. The succession of initiative comes out to:

Bleach: 18

Jean: 14

Goblin2: 11

Goblin3: 10

Goblin1: 6

So it'll be Bleach, Jean, Goblin2, Goblin3, and then finally Goblin1. After Goblin1 uses his action for the round, the characters and monsters all re-roll initiatives and the battle continues.

Lights, Camera.... Action!

In the Final Fantasy RPG, there are 5 basic things that you can perform. Think of these like the menu options from your favorite Final Fantasy game. They are Attack, Defense, Class Power, Wait, and Item. These five actions can be done in addition to normal movement

Attack: The basic normal attack involves the character, the target, and the weapon in the attacking character's hand unless the character happens to be a martial artist. The normal attack has a chance to succeed equal to the character's weapon skill for the weapon they are using minus the defense rating of the opponent they are facing. If the character can roll lower than the modified rating, they succeed and deliver damage.

Example: Jean has developed a goblin problem. He has a Sword skill of 80% and the goblin in question has a defense of 10. So if Jean can roll between 1 to 70 ($80 - 10 = 70$), he will deal damage to one of the goblins that are trying hard to kill him.

The normal formula for damage is a dice rolled based on the character's weapon plus the character's Strength multiplied by the character's damage capacity stat (Weapon Damage + Strength x DC). The only exceptions to this rule are crossbows and

guns (Rifles & Pistols from Chapter Five: Equipment as well as any gun type Engineer Inventions), which uses the Agility attribute instead of Strength. The maximum amount of damage that can be done with any single attack (be it a physical attack with a weapon or a magical spell) after the target's armor rating is factored into the result is 999.

In the event that the character maneuvers to the target's flank (side) or behind the target as they attack, they gain a bonus to their attack roll. They get a +5% bonus for attacking the flank and +10% for attacking from behind. The bonuses are doubled if a thief.

Table 6-1: Attack Modifiers	
Combat Conditions	Modifiers
Off-hand	-20%
Dim Light	-15%
Pitch Darkness	-50%
Climbing while Fighting	-25%
Underwater	-15%
Knee-Deep in water	-5%
Higher height level than target	+5%
Lower height level than target	-5%
Attacking from the side	+5%
Attacker is a Thief	+10%
Attacking from behind	+10%
Attacker is a Thief	+20%
Partial Cover (25%)	-10%
Half Cover (50%)	-20%
Almost Total Cover (75%)	-30%
Total Cover (100%)	-35%

Defense: An alternative to attacking is Defense, which essentially involves bracing for the worse the enemies can dish out. While defending, the character cannot attack but takes 1/2 damage from the attacks.

Class Power: Each class has some type of special power to make things interesting. Samurai have Draw Outs, Black Mages have Black Magic, and Thieves can Steal. These powers are made to be used in combat.

Item: This involves drinking a potion or using a one-shot item on an opponent. Either uses up the potion or item as well as the character's turn for the round.

Wait: Rather than doing anything, the character can simply hold off on acting. By waiting, the character may add 1/2 their initiative score to the next round's initiative. This bonus is not accumulative so it doesn't build up if the character decides to wait for multiple turns. Characters that have the Haste or Slow conditions on cannot use Wait. Alternately if this method starts getting abused, a character using the wait action can choose to go last for the round (initiative 1).

Botching & Critical hits

There is always a chance at rolling an extreme (1 or 100) when rolling percentiles. If by some unlucky chance you do, you've just *Botched*. In system terms, the character automatically misses or fails the roll. Often botching results in something bad happening- you might trip on a bush, toss your sword across the room in a fight, break your favorite weapon of choice, and so on. In general the exact effects of the botch are up to GMs. The effects should create embarrass the character or be amusing but not cause the character to die or injure themselves. Rolling within 10% of the modified number the character needs to hit someone on an attack counts as a *Critical hit*. In addition to smacking the target, the damage delivered by the attack (following armor modification) is doubled. Like Botching, performing a critical hit can have amusing or usual effects (such as the character trips and flings their weapon into the sky, conveniently lodging itself in a monster's head).

For the more evil Gamemaster that wants their characters to botch more frequently, any failure within 10% of the number the character needs to succeed could also be considered a botch. How bitter it feels when not only does the character miss by one or three points, but they botch too.

Healing & Damage

This section deals with the effects of healing and damage on a person. It includes several optional rules such as damage modifiers and dealing with life after zero HP as well as how characters go about regaining lost HP and MP.

Healing Damage

Despite what you see in the Final Fantasy E-games, a mortally wounded person can't fully recover with one night at the town inn. You can heal a number of HP equal to your Vitality + 1/2 the character's level a day if the character spends it do light stuff- Fighting, running in fear, lifting a heavy boulder, and other intense physical activity prevent healing since it strains old wounds and may reopen them. If the character has complete bed rest (can do nothing heavy for day), they would heal a number of hit points equal to their Vitality + their level per day with an extra bonus equal to the character Vitality stat if the character spends an entire week in bed.

Regaining Magic Points

A magician without MPs to spare for heavy-duty spells is of little use. Much like the process of regaining hit points, magicians and other magic using characters regain their spent magic points at a rate of (Willpower + level) for every day spent resting.

Life (And Losing It) *Beyond zero Hit Points*

When a character reaches zero HP, they fall unconscious from their wounds. If a cure spell or potion is used on the character and is brought over 0 hit points, they can wake-up and get back into battle but must skip one round (as well as take wound modifiers to their rolls). The character can remain unconscious (just unconscious) up until negative 1/2 their HP. Beyond that point, they're dead. In between -1/2 to full negative HP the character can be brought back with a life spell or potion. Beyond double HP, only a life 2 spell can bring the character back.

A quick note on phoenix down and life spells

It's possible that wide use of phoenix downs and life spells will lead to the same mentality as in the E-games ("Oh, I just died. Hey, Tom, could you use your Phoenix Down on me? Much thanks."). Death should be handled seriously with some nasty negative repercussions on the character's psyche (after all, he was just *killed*).

Damage modifiers (Optional)

If someone smacked you upside the head with a ten-pound hammer, you would not react as quickly as usual (most likely you'd be knocked out). This is reflected in the Final Fantasy RPG as a damage modifier. They come into play when the character takes a certain amount of damage. When the character is reduced to 25% of his or her hit points, they gain the wounded status condition. During this period of time the character is faced with a hefty 50% penalty to all his skill rolls and all stats are halved until they can get back over that 25% HP. For a simple way to resolve at what point the wounded status condition comes into play, divide the character's HP by 4. The result is one-fourth of their Hit Points.

Example: Jean has 50 hit points max. If he was reduced to 12 HP (50/4 = 12 rounded down), he would be at the 'wounded' condition. Time to break out those Cure spells

Damage After-Effects (Optional)

Being smacked around hurts a lot- especially if you wind up getting reduced to zero Health Points. If this happens, the Gamemaster may (if they so desire) roll for damage after-effects. This table should be rolled whenever the character loses 50% or more health points (roll vs. the character's body. If the character is reduced to 25%, add a +2 penalty) or is reduced to zero health points (automatic).

Roll	Effect
1-10	Memory Loss
11-30	Broken Bones
41-70	Assorted Bruises
71-90	Broken Bones
91-00	Personality Switch

Memory Loss: The character has temporarily lost his memory due to his recent beating. His or her memory will slowly return in roughly a month and the only thing the character will remember is their name. If the opponent was vastly superior to the player, the GM has the choice of giving the character a temporary phobia of their assailant.

Broken Bones: Ka-snap! You broke something in your fight- normally a limb or some ribs. Roll a 1d6 and compare on the chart for where the break happened. Broken arms or legs will heal in 2 months while broken ribs may heal within a month. While in the process of healing, a broken arm or leg cannot be used. Even trying to use it may result in extreme pain or more damage to the limb.

Roll	Location	Effect
1	R. Leg	1/2 Movement (cannot run)
2	R. arm	Can't use arm
3	Ribs	1/2 Vitality until healed
4	Ribs	1/2 Vitality until healed
5	L. Arm	Can't use arm
6	L. Leg	1/2 Movement (cannot run)

Assorted Bruises: No major detrimental effect aside from being sore for a few days: you just have some various bruises and cuts to remind you of your loss. Keep those band-aids handy.

Personality switch: This one is mainly for comedic potential and may/may not be suitable for more serious game settings. The character's personality polarizes- they now do the opposite or act in a totally different way than normal. For instance, a character who is normally shy will suddenly become an arrogant outgoing pervert. They could even develop a totally different personality (a combination memory loss/personality switch) where they think they are someone else all together. It's up to the other

players to figure out how to un-switch the character's personality.

Status Conditions

When fighting, there are a number of possible attacks or magic spells that can affect the human body- everything from putting a person to sleep, slowing the passage of time, or making them berserk. We call the results of such attacks "Status Conditions". Below is a list of the various status conditions you may run into during the FFRPG along with both their cure and effect on the character.

Berserk

Cure: Tranquilizer

Effect: Player loses control of their character, who will continuously Attack opponents until they or the character are dead. HP and Strength increase by 25% while berserk.

Blindness

Cure: Eyedrop

Effect: Reduces attack accuracy by 1/2 due to inability to see clearly

Blood Suck

Cure: Win Battle, Holy Water

Effect: The character becomes a vampire. In addition to becoming undead, he will also attack other characters to suck their blood (punch damage, the character gets back 1/2 of the damage as HP) and further effect them with the blood suck condition. Could consider a mix of Undead and Charm.

Charm

Cure: Wears off after battle or a physical hit

Effect: The victim will aid what should be the opposition. They will attack or use magic against their allies rather than the enemies unless 'cured'.

Condemmed

Cure: Win battle

Effect: Unless the fight is over in 1d6 rounds, the character will die.

Confusion

Cure: Wears off after battle or a physical hit

Effect: The victim's mind becomes clouded and it becomes difficult to see what they are seeing. While confused there is a good chance that the character will attack friends as well as foes. Because of the haze, the character's attacks are at a -20% penalty.

Haste

Cure: Wears off after battle

Effect: Doubles Initiative while the condition is in effect.

Mini

Cure: Cornucopula

Effect: The victim shrinks to 1' tall. Weapons and armor are useless and Strength is reduced to one. May use magic at 1/2 its normal potency.

Reflect

Cure: Wears off after battle

Effect: All magic spells (both curative and offensive magic spells) bounce off the character and back at either the caster or the enemies. Reflect does not work against area affect spells.

Regeneration

Cure: Wears off after battle

Effect: The target regenerates 3d6 + Will HP per round.

Poison

Cure: Antidote

Effect: Loses 10% of their current HP per round. For an alternate approach to poisons, check the advanced poison rules at the bottom.

Silence (Mute)

Cure: Echo Screen

Effect: Prevents the victim from casting magic.

Sleep

Cure: wears off after battle or a physical hit

Effect: Puts the character to sleep (unable to act during the fight).

Slow

Cure: wears off after battle

Effect: Decreases the victim's initiative by 1/2 while in effect.

Stone (Petrification)

Cure: Soft Potion

Effect: The victim is turned into stone.

Stop

Cure: wears off after battle

Effect: Stops character from acting until it wears off. In FFT games, this status condition combines both Don't Move and Don't Act.

Toad

Cure: Maiden's Kiss

Effect: The Victim becomes a Toad. Weapons & armor are useless while Strength is halved. May only use the spell "Frog".

Undead

Cure: Win Battle, Holy Water

Effect: The character becomes undead. They now take double damage against light elemental spells and curative spells and items now do damage rather than restores HP.

Wounded

Cure: Cure spells or Healing Potions

Effect: The character is at 25% of their Maximum HP rating and is starting to feel beat-up. All Skills and stats are cut by 25% until healed.

Venom

Cure: Antidote potion or spell

Effect: A more powerful form of poison. Venom reduces the target's current HP by 20% each turn.

Equipment Status Conditions

These two status conditions are different because they can only be used against inanimate objects- like the gear that players rely on in order to stay alive. They are often caused by the Knight aspect's Battle Skill powers, by nasty monsters that the Gamemaster gives as Status Attacks, or by Samurai who are unlucky enough to break a katana.

Broken

Cure: Trip to a weaponsmith

Effect: Where the Damaged condition reduces the effectiveness of a piece of equipment by ½, a Broken piece of gear is rendered totally useless. All artifact level equipment is immune to this status condition. Fixing a Broken item costs ½ the cost of the item. Thus a 5000 GP will cost 2500 GP to fix.

Damaged

Cure: Trip to a weaponsmith

Effect: Damage equipment is only one-half as effective as it would normally be. A suit of armor that grants 30 armor would only grant 15 until fixed. All artifact level equipment is immune to this status condition. Fixing Damaged equipment costs 1/10th the cost of the item. Thus a 5000 GP sword would cost 500 GP to fix.

Advanced Poison Rules

Poison is one of the first status ailments and has been a menace to gamers everywhere since the olden days of Dragon Warrior. In the FFRPG, poison will slowly eat away at your HP with each passing round. The amount of damage it inflicts depends on how you got it- an attack (spell, weapon, or monster attack) or via a different method (poisoned potions or water). With attack poisons, the damage is 1/5th (20%) the original damage that the attack inflicted. For instance if character x cast bio 1 on monster x for 20 damage, the monster will suffer 4 points of damage each round until it dies or kills all the players. Attack poisons may be resisted (see below) in the same way poison potion are. Most poison monsters, spells, and weapons have a lethality rating given in their descriptions. All Poison potions have a lethality rating and a damage rating for it:

Table 6-2: Poison Chart			
Lethality	Damage	Duration	Resistance Difficulty
Weak	15/3	1d6-2	50 + (VIT x 2)
Normal	30/6	1d6	40 + (VIT x 2)
Strong	60/12	1d6+2	30 + (VIT x 2)
Potent	100/20	2d6	20 + (VIT x 2)
Deadly	200/40	3d6	15 + (VIT x 2)

Damage

The first number is the initial slam the character feels as the poison takes its course through the character's body. The second is how much damage it will continue to inflict until the victim is dead, the duration runs out, or the victim can resist the poison naturally.

Resistance Difficulty

Aside from using an antidote potion or spell, characters may try to resist the effects of poison naturally. To do so, you must roll less than the Resistance Difficulty on a percentile roll. If it succeeds, the character is no longer poisoned and ceases taking damage from it.

Optional: Buying and Making Poison

For any would be assassins that wish to make good use of poisons, you can buy them for 25 times the initial damage in GPs with the exceptions of potent and deadly poison; which cost x100 their initial damage. Thus a normal potion (30 damage) would be worth 750 GP while a deadly poison might go for 25000 GP. Why the high cost? Mostly because of their effectiveness in combat and a personal need not to allow aggressive players a means to make killer characters. Most FFRPG players are expected to be heroes in most cases and coating weapons in poison is a rather dastardly thing mostly used by villains (*hint*hint* to GMs). Chemists can make their own poisons at 1/2 Price.

Other Poison Types

Aside from those that kill, other non-lethal poisons can be used to inflict status conditions (specifically sleep and paralyzation but special types that cause silence or toad could be good game fodder). These essentially work in the same fashion as regular poisons, with different effects.

Map Combat Mode

Shining Force, a game for the Sega Genesis game system, introduced its players to a new form of RPG. Unlike other games where the monsters would stand on one side of the battlefield and the heroes on the other, Shining Force allowed players to move their troops around as they pleased so that they might get a tactical advantage. For instance, by attacking from the side or back, the accuracy of the attack increased. The game was popular enough to establish what is now known as the strategy/RPG genre that includes such games as Vandal Hearts, Tactics Ogre, and most recently with Final Fantasy Tactics. The system you'll find here is made so to allow players and GMs to perform strategy/RPG style battles. Using this system is optional: You don't **have** to use it. However some of the terms used in the map combat rules (the area effect attack and spell rules in particular) are used throughout the game.

In order to use this article, you will need your own hex maps or graph paper. You can get Hex maps from almost any local hobby shop that deals in pen & paper RPGs. Often you can find hex maps in different sizes or even get yourself a whole booklet full of 'em often for under \$5. Graph paper you can get from the local grocery store for \$5- bigger sized squares are highly recommended. For those who aren't so lucky to have \$5 to blow on paper with little hexes or squares printed on them, you'll find hex maps and graph paper near the end of the book that can be printed out for use with your own campaigns.

Movement and Distance

Each hex on the map measure 1 yard or 1 meter (approximately). For purpose of movement, this system requires two special attributes: Move and Jump. All characters automatically start with a Move and Jump of 3. For every five points of Speed over 10 (10, 15, 20, etc.), the character gains 1 extra point for the Move stat. For every five points of Agility over 10 (10, 15, 20, etc.), the character gains 1 extra point for the Jump stat. GMs using the Final Fantasy Tactics job system may wish to not use this rule however as characters with high Agility and move bonuses could be unbalancing.

Move: This stat determines how far in hexes a character may move in combat. With a higher move stat, a character can move over greater distances.

Jump: A general idea of how well the character can hop up height levels (explained later) without having to use the jump or climbing skills. For instance a character with a jump of 3 could move from a height level 1 to a height level 3, but not from

a height level 1 to a height level 4. It can also be used to hop between distances that would require having to waste extra move points. The distance cleared still counts as move points however.

Example: Hiro is sitting on a height level 2. There's another height level two but there's a 2 hex wide gap between him and the point he wants to move to. He has a jump stat of 4 so the GM rules that he may hop over the small gorge with no problem. Otherwise, Hiro would have had to climb down and walk up.

A character's race and aspect can also play a part in the character's jump and move stats. No character can have a move or jump less than 3 or more than 8.

Race	Move	Jump
Dwarf	-1	-1
Elf	+1	+0
Half Elf	+1	+0
Human	+0	+0
Imp	-1	-1
Matango	-1	-1
Moogles	-1	+1
Neko	+1	+1
Sprite	+1	+0
Yeti	-2	-2

Aspect	Move	Jump
Black Belt	+0	+1
Dragoon	+0	+1
Ninja	+1	+1
Thief	+1	+0

Height in Combat

It would be rather boring if everything happened on a level playing field. Occasionally, characters will have to go up stairs or make their way up (or down) a hill. This is when height becomes an issue. A character may move up a number of height levels as explained under the jump stat. A character with a jump of three could hop from a level one to a level three-height level. Roughly one height level equals one yard (three feet) or meter.

A similar problem that might arise is water depth. For gaming purposes there are two depth levels. At depth level one, the character is up to his waist in water (anything less is treated like normal terrain). This costs the character an extra move point for each hex of water they move through. At depth level two, the character is up their neck in water (literally) and cannot attack or perform magic while in Depth Level two water. Yeti, Chocobo, and any

large monsters should treat water depths as being one less than it should (depth 1 counts as zero, depth 2 counts as 1) because of their bigger than normal height. Dwarves, sprites, Moogles, imps, and other small races must treat depth level one water as if it was depth level 2. They are incapable of going in Depth 2 water during combat.

Special Terrain Types

There are plenty of different terrain that could be used on a battlefield, but the following few are of special note. They each have different modifiers or effects that the player must face in order to get through that type of terrain. Geomancers may move over any surface without any negative consequences.

Deep Snow: This terrain is what you get when the snow reaches 3' in height or more. Moving through deep snow is handled the same way as water depth.

Ice: Not to be confused with snow, Ice is the slippery stuff that likes to cause characters to fall on their asses. If the character doesn't pay an extra move point per hex of ice terrain, they must make an Agility test (normal difficulty) not slip and land on their asses. Running over ice will up the difficulty to hard.

Lava: Moving over lava is impossible without killing yourself by doing so. It can be jumped over or passed by use of the float spell.

Poisonous Swamp: Similar to water, a character moving through poisonous swamp water will become instantly poisoned (normal strength) if they stay the character stops on it. Immunity to poison will cancel this and an antidote spell/potion will work if the character gets out of the swamp terrain.

Weapon Ranges

For all melee attacks, your target must be in an adjacent hex to your character. Targets that are on a lesser height than you may be attacked but those who are more than 2 heights below are out of melee range. Polearms and whips are the exceptions to the rule and may be used against a target two hexes away from the attacker (R:2). Ranged and throwing weapons are bit more complicated due to different ranges.

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Weapon	Range
Boomerang	4
Bow	6
Crossbow	5
Shuriken/Skean	4
Pistol	8
Rifle	8

If firing from a higher height level, the character's range increased by the difference of the target and attacker's height level.

Example: Hiro is at the top of a hill while most of the other characters are down below beating up a monster. Using his trusty autocrossbow, he takes aim at a rabid chocobo. Normally, his range would be six hexes but he's sitting on a level Eight-height level and the target on a level four-height level. This gives our Engineer a very lofty range of ten hexes (or 30 feet).

Line of Sight

A problem that may arise with the use of ranged weapons such as guns and crossbows is that the character or target isn't within the line of sight. In other words, the attacker can't see the target. This can occur if the attacker or defender is in front of a three height level barrier or an obstacle such as a large tree. If they are, they cannot be hit (the attack merely bounces off the barrier). The only exception to this rule are bows, which can be fired upwards over the barrier in question.

Spells and Powers With Hexes

Most spells (offensive, healing, or indirect) have a range of 5 unless stated differently in the spell's description. Range determines how far away a character may cast the spell from the target. All Beam and Cone effect powers have a range of 5 unless the description of the power says differently.

The Area Effect Format

Under this system, all spells and long ranged attacks have 3 stats that go along with it to determine its range, effect, and vertical.

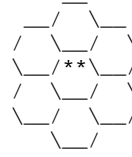
Range: How far away from the target of the spell or attack may be to successfully strike the opponent.

Effect: Similar but different to the old "area effect level X" rule used by the old hex map rules. Effect determines how wide an Area of Effect the spell or attack has. The higher the effect, the more targets you can hit. Some spells (specifically summon magic) and attacks (Samurai Draw outs) cannot effect enemy units. Allied units *can* be struck with other spells if they're sitting within the range of a spell or

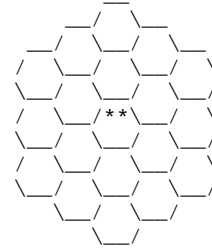
attack. An effect of one (1) means the spell can only affect a single target. Here's a couple diagrams to show effect works

Hex Examples

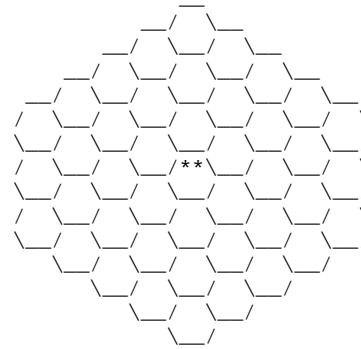
Effect 2:



Effect 3:



Effect 4:



Graph Paper Examples

```

#           #
#           ###
#   ###   #####
#2#  ##3##  ###4###
#   ###   #####
#           ###
#           #
    
```

Note: The 1, 2, and 3 are for the different effects. The # is which effect the AoE is.

Common Examples:

Effect 2: Any (elemental) 1 or 2 spell

Effect 3: Any (elemental) 3 spell

Effect 4: Ultima, Meteo, Whirlwind, and Quake

Vertical: Some enemies have the darndest habit of sitting on higher height levels when you cast a spell or use a special power on them. For each point in vertical allows the caster or attacker to effect targets on a higher or lower HL than the selected target. This can be extremely important for spells with a high effect rating.

Example: Jean, our Red mage hero, casts fire on a group of goblins (he's been doing that allot lately). There are two goblins within his reach- one

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on a Height level of 3 and another on a height level of 4. Because Fire has a vertical of 1, he can hit the goblin on the height level 4 as well as the one on HL 3. If fire had a vertical of 0, he'd have to settle for just one goblin.

Spell examples

Here are the black magic spells from Final Fantasy Tactics. These are listed to show how the format works and give some examples.

Name	Range
Fire	R:4 E:2 V:1
Fire 2	R:4 E:2 V:2
Fire 3	R:4 E:2 V:3
Fire 4	R:4 E:3 V:3
Bolt	R:4 E:2 V:1
Bolt 2	R:4 E:2 V:2
Bolt 3	R:4 E:2 V:3
Bolt 4	R:4 E:3 V:3
Ice	R:4 E:2 V:1
Ice 2	R:4 E:2 V:2
Ice 3	R:4 E:2 V:3
Ice 4	R:4 E:3 V:3
Poison	R:4 E:2 V:2
Toad	R:4 E:2 V:2
Death	R:4 E:1 V:0
Flare	R:5 E:1 V:0

Line Effect

The spell or attack comes out as a straight line, usually vertical or diagonally positioned from the attacker. The attacker can strike every target that is in that line with no problem. A good example of this in action is Flame toss, one of Lucca's spells in Chrono Trigger. All energy firearms are considered Line effect weapons as are some other spells or attacks (particularly those that are laser beam like). Most beam attacks have a range of 6 to 8.

Spell Effect Modifications

Not all spell function in the same way as they normally work when using the hex map combat rules. This section below notes all the important changes that any player or Gamemaster should be aware of.

Comet Rush: Along with the effects of Float and Flight, the character also gets a +1 to his move stat.

Flight: Along with the effect of float, the character may ignore any height level effect. If they want to move from a 0-height level to a 10-height level, it costs the same as moving over regular terrain. They can, of course, also go into the air. Moving upward, downward, or diagonally requires move points as per usual. Under normal

circumstances, there is a flight limit of 5 height levels over the highest height level available in the area.

Float: The character moves one height level higher than normal. This lets the character move easily over terrain they normally couldn't (lava) or would be pain to travel through (deep snow, water, swamps).

Jump: Allows the character to jump twice the stat of the same name. If the character's new jump stat is higher then their normal move stat, they may replace their move stat with the higher jump stat. Dragoons may also use this with their Dragoon Jump power but still face their initiative penalty (this could be used to determine jump range).

Example: Jean casts jump on himself. Our red mage hero has a Speed of 8 (move 5) and a jumping skill of 100% (jump 4). Thanks to the jump spell, he can now jump 8 hexes in a single bound.

Abstract Combat Mode

The current "default" combat system for the FFRPG uses a detailed map setup, allowing the characters to wage war across battlegrounds with specific terrain and ranges between each combatant. This system has its benefits - it allows for a great deal of tactical cleverness, as well as providing extra detail that helps a GM define where a combat is taking place, and what that may mean.

However, there are times when the detailed map combat system doesn't work very well. Minor skirmishes or random encounters may be over in just a round or two - it makes little sense to create a detailed combat map for a place that's going to only see one minor fight. Unexpected fights may catch a GM without a pre-prepared combat map for the area that the battle is occurring in, slowing gameplay down as a GM struggles to create one. And in PBEM gaming or other games that don't occur face-to-face, trying to define and describe a fight that takes place on a battle map can be difficult if not impossible.

The Abstract Combat System is provided for just these instances. Instead of using a grid or hex map to determine where characters are in a fight, it separates the battlefield into twelve areas, each one capable of holding as many PCs or monsters as needed. (The areas don't necessarily represent actual physical space, but rather define what a character's intentions are in battle and how he acts to achieve his goals.) Each area affects characters differently, determining what actions he can take and how others can threaten him.

The Battlefield, Abstracted

Monster Back Rank Right Side	Monster Front Rank Right Side		Heroes' Front Rank Right Side	Heroes' Back Rank Right Side
Monster Back Rank Left Side	Monster Front Rank Left Side		Heroes Front Rank Left Side	Heroes' Back Rank Left Side

The battlefield is divided into eight areas, as shown above. Both the heroes and the monsters have one side of the battlefield to deploy in; characters cannot 'cross' into an area belonging to the other side's forces. (In simpler language, a PC hero can never enter the monsters' side of the field, and monsters can never enter into an area granted to the

heroes.) Aside from this restriction, though, all characters can freely move between areas, crossing from the front to back rank as desired and moving from the left to the right side of the fight. Movement takes place at the beginning of each combat round; the implications of standing in any given area of the battlefield are detailed below.

Optional Rule: The "eight area" combat field represents a combat area about the size of a small room or clearing - the characters have enough room to engage in basic maneuvers, but can't really spread out into an extremely large amount of space. If the GM desires, combats that take place in locations with an unusual amount of fighting room (either large or small) may have battlefields with a different number of areas. A large chamber or open vale, for instance, may have a combat field with twelve areas - a Center row (so to speak) that adds a Front Rank and Back Rank area to both the monsters' side and the Heroes' side of the battlefield. Similarly, a fight that takes place in a small, cramped corridor might be represented by a battlefield with only four areas, with no distinction between Left side and Right side. The maximum recommended size for an expanded battlefield is four rows (for sixteen areas total); anything larger just creates too much empty space on the battlefield, and should be avoided.

Front and Back Ranks

Each character, both heroes and monsters, can choose to either be in the Front Rank or the Back Rank. The Rank that a character stands in affects the character's ability to attack enemies, and also determines what defensive bonus (if any) the character will get against an enemy's attacks.

Characters in the front row (on either side) do not receive any penalties to their attack rolls, but do not get any special bonuses to their attack rolls either. This positioning reflects a bold, aggressive approach to combat, allowing the character maximum opportunity to engage enemies - and also be engaged by them.

Characters in the back row are assumed to be fighting cautiously and defensively, not exposing themselves to an enemy's attacks but not actively looking for the best possible opening in the enemies' defenses, either. Because these characters are avoiding the worst of the enemy's fire, their Armor score is increased by 50% (to 3/2 of its normal value - a character with an Armor of 10 who stays in the back rank has an effective Armor of 15). Their DC and Attack% stats are reduced by 33%, though (to 2/3 of their normal value - a character with an

Attack% of 120% and a DC of x3 would have Attack% 80% and DC x2 while in the back row).

Because rank position applies **only** to the character's Armor, Attack%, and DC stats, it has no effect whatsoever on spellcasting or other special abilities that are based on a character's magical ability and MDC. In general, any ability whose effect is based on MDC (such as a Bard's songs or a Ranger's Summon Animals) completely ignores all stat adjustments from a character's position, while abilities which use DC to determine their effect (including a Black Belt's Pummel and a Sword Master's Dispatch) are affected by position. A Black Belt using Suplex on a target in the back row will have to push through the increased Armor score, and a Swordmaster in the back row will have to accept the DC penalty if he wishes to use Empower.

Optional rule: No character (hero or monster) may choose to be in the back row unless at least one of their allies deploys in the front row. (If three magicians attack the party, they cannot all stand in the Back and earn bonuses to their Armor - at least one of the Magicians must step into the Front and draw the party's fire. Otherwise, the party would be able to quickly close with the monsters and pound them in melee combat.) If all the characters in the Front rank on one side are defeated (not just taken out of the fight by status effects such as Sleep, Hold, or Muddle), any surviving characters in the Back rank 'move' to the Front rank and are treated accordingly (bonuses to Arm go away, and penalties to Attack% and DC go away). If this happens, some of the characters may move into the Back row on the next round, but at least one of the surviving characters must remain in a Front position.

In most of the e-games, this optional rule applied to the monsters (who deployed in two ranks; after the Front rank monsters were defeated, the Back rank monsters could be attacked without penalty) but not the heroes. GMs may choose to apply the above optional rule to the monsters only, and allow the PCs to set up in the Back without needing to place some of their targets in the Front. The converse, however (allowing monsters to cluster in the Back without restriction, but forcing PCs to always have at least once character standing up front) shouldn't be used. This is Final Fantasy, and the rules should favor the heroes.

Weapons and Rank Position

The above rules for the effect of position on combat ability apply when a character uses a close-combat weapon, such as a sword, axe, or glove. Other weapons may allow a character to strike at a longer range without penalties.

Ranged Weapons: Books, Bows, Crossbows, Musical Instruments, Pistols, Rifles: These weapons (and other ranged weapons and effects) can be used for an attack from the Back row without any penalties to DC or Attack%. (If Jerrick the Ranger, DC x4 and Attack% 150 with bows, attacks from the Back row with a bow, his DC and Attack% stats remain at their full values.) An opponent in their own Back row does not receive any bonuses to Armor if attacked by a Ranged attack.

This set of weapons and combat effects matches with a range of 3 or higher in the map combat system. Physical attacks and effects with R:3 or greater (such as a Ninja's Throw power or a Sword Master's Blade Beam) receive these benefits.

Long-Range Melee Weapons: Polearms, Staffs, Whips: These weapons don't have the range of a missile weapon, but still do have more reach than other weapons. Because of this, a character with one of these weapons can receive *one*, but not both, of the following benefits:

1. The character can stand in the Back, and attack opponents in the Front, without taking any penalties to his own DC and Attack%. Attacks on opponents also standing in the Back are made with full penalties.

2. The character can stand in the Front, and attack opponents in the Back row at their standard Armor values. (In other words, an opponent in the Back does not receive an Armor bonus if attacked by an opponent with a Long-Range Melee weapon standing in the Front.) The character is still standing in the Front, and doesn't get any special bonuses to his own stats. These weapons have a range of 2 in the map combat system. Physical attacks with R:2 use these rules.

Optional Rule: Characters with special items that boost mobility in the Hex Map system (such as the Battle Boots or Sprint Shoes accessories, or a character enchanted by a Super Sprint spell) may receive the Long-Range benefits with **any** melee weapon. This represents their increased ability to move around the battlefield, getting past an opponent's guard for an advantageous shot and then moving away before the foe can respond.

If this rule is used, any accessory or magical ability that grants a bonus to Move allows the character to receive the long-range benefits against opponents on the ground, *only*. An item that grants bonuses to Jump will grant the character the long-range bonuses against airborne foes. Items such as the Germinas Boots, which boost both the character's Move and Jump, give the character long-range bonuses against all enemies. Note: These benefits should **only** apply when a character is using a special spell or accessory that boosts his mobility.

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The races and classes that receive bonuses to Move or Jump do **not** automatically get the Long-Range benefits, just for being a member of that race or class. They have to equip the accessories like anybody else.

Area of Effect

In the abstract combat system, Area of Effect abilities and spells work a little differently than in the map combat system.

E:1 hits a single target, as usual.

E:2 hits all characters in one area - either Front or Back, and either Left or Right. A spell with E:2 could hit all characters in the Front Left, the Back Right, or any area that the caster wanted to target. (A note: Determining which characters are hit by an E:2 spell or ability is the **only** effect that choosing a Left or Right position has in combat. GMs who wish to simplify combat can eliminate the whole idea of Left and Right sides entirely, similar to the optional "single-row" battlefield described in earlier. In this case, an E:2 spell either hits all characters in the Front row, or all characters in the Back.)

Optional Rule: A character using an E:2 effect can choose to 'overlap' the effect across parts of two adjacent areas. In this case, the character determines which area has the most available targets; he can then choose to target that many individuals, total, split across the two areas as desired.

Example: Lyrian aims a Fire2 at a group of Ogres, and overlaps the effect across the Left Front and Right Front areas. There are four ogres in the Right Front, two in the Left Front, and one ogre and a hellhound pet in the Right Back. Lyrian can charbroil four targets in the LF and CF areas - all four ogres in RF, two from each of LF and RF, or any other combination that works. The ogre in the Right Back area cannot be affected, and neither can the hellhound. If Lyrian had aimed the spell at the Right Front and Right Back areas, the hellhound could have been targeted, but the two ogres in the LF area would have been safe.

Beam attacks: A beam attack can be aimed down a single row - either at the Left Side, or at the Right Side. The character using the beam attack can target two characters in one of the two areas affected (either Front or Back) and can also target one character in the **other** rank along the row the beam targets. (Example: Simon unleashes a Blade Beam against a group of Vampires. Three Vampires are standing in the Right Front, guarding two Vampire Mages in the Right Back; Simon can either hit both the Mages and one of the Vampires in the front, or

two of the Vampires in the front and one of the mages in the back. He cannot choose to hit all three of the Vampires in the front row, though. Suppose that there are also two Vampires in the enemies' Left Front, and that the Left Back area is empty; if Simon aimed the Blade Beam along the Left Side row, he could hit both Vampires on the left, but would lose his chance to target anything in the Back rank.)

E:3 hits all enemies - affecting all four areas on the opponents' side of the battlefield. Some effects (notably Samurai Draw-Out attacks) have effect R:0 E:3. These effects hit all enemies in the Front Row, but not any opponents in the Back Row.

E:4 (Unfocused) hits all characters, enemy or ally, and affects all eight areas on the field.

Airborne Combat (Optional)

Monsters Back Rank Airborne Center,	Monsters Front Rank Airborne Center		Heroes' Front Rank Airborne Center	Heroes' Back Rank Airborne Center
Monsters Back Rank Center Grounded	Monsters Front Rank Center Grounded		Heroes' Front Rank Center Grounded	Heroes' Back Rank Center, Grounded

Some of the characters, and monsters, in the FFRPG have the ability to take to the air. In the Abstract Combat System, this ability opens up a new level of areas on the battlefield, above the previous set on the ground. Each area in the basic Abstract system has a corresponding area for creatures that have the ability to fly, just 'above' the ground area.

The figure above shows a cut-away of the battlefield, along the Center Area line (on a twelve-area map). Characters on either side that choose to go airborne receive the Armor bonus of being in the Back row against opponents on the ground. They don't suffer from the DC and Attack% penalties of being in the Back row, unless they also choose to be in the Back row and airborne. Characters in the Front row and in the air don't receive any armor bonus against enemies that are also airborne; characters in the Back row and in the air only receive the standard Armor bonus (+50%) against opponents on the ground.

Ranged weapons function as normal against opponents in the air.

Long-range melee weapons used by a character on the ground against an enemy in the air can **only**

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be used to cancel the Armor bonus of an enemy in the Front row; this only works if the character on the ground is in the Front row himself. A character on the Back row on the ground *always* suffers the DC and Attack% penalties when attacking a flying opponent with a long-range melee weapon. A character with a long-range melee weapon can *never* cancel out the Armor bonus of an airborne opponent in the back row.

Spells and abilities with an Area of Effect can be aimed at areas on the ground or areas in the air, not both, unless the ability has a Vertical range of V:2 or greater. If this is the case, the ability hits all targets in the appropriate Area of Effect (as defined by the E: rating) both grounded and airborne. (Example: A spell with E:2 V:0 hits one area on the ground or one area airborne, caster's choice. A spell with E:3 V:1 hits all ground areas or all air areas, but not both. An ability with E:2 V:2 hits one area on the ground *and* the area in the air just above it. An ability with E:4 V:3 hits every area on the battlefield, both ground and air.)

Chapter Seven

MAGIC

Magic is a force in nature, and is portioned out by nature as it wishes. ALL living things contain magic, which is why they are all affected by it. It's only some individuals that choose to improve their magical abilities, and these are mages. There are some rare instances where individuals have had nature force magic upon them, because of some higher purpose. These people are capable of becoming great wizards and sages, but some oppose nature, and usually lead tortured lives, if they don't just die. Magic obeys natural laws (remember, in Final Fantasy terms, magic is part of nature. When we say natural laws, we mean FF nature, not our nature), so when nature decides that a person may use magic, magic will obey that person. Thus, all spells have a 100% chance of success, unless that spell's nature prevents it, e.g. Doom or Muddle.

Magic in FF games takes on many forms; flash-bang attack spells, limited success effect spells, really helpful defense and healing spells, and the list goes on. The magical energies needed to form these spells are wild, but they obey the spellcaster IF the spellcaster has proven himself worthy.

Magic, as in spellcasting, requires the ability to control Mana. Mana is a supernatural energy that exists in all living things. It is similar, in some ways, to star war's force or the beliefs of ki and chi among the Japanese and Chinese. By focusing Mana through a procedure, a spell, they can produce effects that defy reality. Summon dragons from other worlds, turning back the flow of time, destroying whole cities, and bringing the dead back to life are but a fraction of the possible uses of magic. This chapter will showcase all the types of magic available in the Returner Final Fantasy RPG: White Magic, Black Magic, Red Magic, Cosmic Magic, Blue Magic, Summoning Magic, Ninja Magic, and Sword Magic.

White Magic: The magic of healing and protection. There are very few offensive spells among white magic as its focus is on healing wounds and protecting companions from attacks. A white mage is an added benefit for any party of adventurers.

Black Magic: Black magic utilizes the forces of the elements to unleash offensive spells that no other form of magic save perhaps summon magic can match.

Red Magic: Red magic is formed by combining different aspects of white and black magic. The result

is a form of magic that excels in both attack and defense but fails to master either.

Cosmic Magic: There is power in the control of space and time. Cosmic magic covers many type of spells that cause status conditions as well as an unusual array of offensive and defensive spells that are unique to only it.

Blue Magic: One of the stranger forms of magic, blue magic requires the magician first be attacked with the spell by a monster. If they survive the attack, they learn it automatically. Many other magicians consider they trouble seekers and just plain crazy. Of course, they don't that to the blue mage's face.

Summon Magic: Arguably the most powerful form of magic, summon magic allows the magician to summon beasts from the land of summoned monsters to fight for them.

Ninja Magic: A specialized type of magic practiced exclusively by mystic ninjas. This form of magic was developed to aid the ninja in his work.

Sword Magic: As the name implies, sword magic effects the user's weapon of choice. It allows Magic Knights to focus different spells on their weapons.

Magic Rules

Magic in FF games takes on many forms; flash-bang attack spells, limited success effect spells, helpful defensive/healing spells, and the list goes on. Mages are those who choose to master the energies needed to shape these magic spells, and they are defined by the type of magic they use.

Combat Rules

The most important magic rule is obviously Magical Damage Capacity (MDC). This is a measure of the force a mage can put behind their spells. It gives higher level mages the bonus they deserve for their superior training and experience. All chars would start at MDC x1 and it will increase as follows:

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- +1 every 7 levels - White/Black/Cosmic Mages, Callers
- +1 every 8 Levels - Red/Blue Mages
- +1 every 9 levels - Rangers, Bards
- +1 every 10 levels - Fighters, Thieves, Engineers

Magical damage would be calculated by this formula:

$$[\text{Spell Damage} + \text{Magery}] \times \text{MDC}$$

M. Armor would then be subtracted from this value. If final damage is less than one, then damage equals one (exception - immunity to an element grants zero damage when dealing with that element).

Since some spells have the unique ability to affect one or many targets, damage must be adjusted accordingly if the mage chooses to split the spell. Note that spells, which always affect multiple targets (e.g. Ultima), do not undergo a damage adjustment. This is accomplished by simply dividing the total damage by two-thirds (multiply by 2, then divide by 3). This is done after applying MDC but before subtracting M. Armor. Damage may be rolled for each target or as one roll applied to all - GM's discretion.

Magic Ranges

The next important magic rule is Range. Range is somewhat complex if you aren't familiar with the hex map rules. Range consists of 3 components; Range, Effect, and Vertical.

Range (R) - How far away the spell can reach before fizzling. Range is given in hexes, e.g. R:5 is a spell that can hit a target up to 5 hexes away. GMs not using hex maps use their own judgement based on hex range (1 hex is roughly 1 yard/metre). A range of R:0 means the spell focuses on the Caster only.

Effect (E) - Field size. An E:1 is a single target spell, E:2 and E:3 are multi-target fields, and E:4 is the field of an Unfocused spell. For some odd reason, a Beam effect is given E:8. Here's a simple representation of the fields. Hex map versions are located in the hex map rules.

```

          #
        # #
      # # #
    1 #2# #3## #4###
      # # # #
        # # #
          #
    
```

Vertical (V) - Vertical effect. How high the spell can hit from its primary target. Example: Mystra is gonna freeze an Imp on Height 3, but there's another Imp on Height 4. Since Ice1 has a V:1 when split, she can successfully freeze them both. A Goblin on Height 2 would also be hurt, but any others escape unscathed.

For those GMs who aren't using hex maps for whatever reason, Area of Effect is good enough to describe a spell's behavior. Areas of Effect are pretty self-explanatory. The Ranges given in brackets are for reference purposes. A question mark (?) indicates a variable value.

Caster (C) - Affects only the caster. (R:0 E:1 V:0)

Single Target (ST) - Affects one target. (R:? E:1 V:0)

Multi-Target (MT) - Affects many targets. (R:? E:2/3 V:?)

Single/Multi-Target - A single target spell that can be 'split' among many targets (ST - R:? E:1 V:0, MT - R:? E:2/3 V:?)

Beam (B) - Beam-like attack. (R:? E:8 V:0)

Unfocused (U) - Affects all within range, friend and foe. (R:0 E:4 V:?)

In the case of Multi-target spells, the GM is sometimes faced with a minor dilemma; Are the mage's allies hit by "Friendly Fire"? The short answer is - it's the GM's choice (although we are inclined to say that if you're caught in the spell, you're hurt). Unfocused spells hurt everyone, friend and foe.

Spellcasting Classes/Aspects

For reference purposes, the classes/aspects with spellcasting powers are:

Black Mage	Black Magic (Full)
Blue Mage	Blue Magic
Caller	Summon Magic
Cosmic Mage	Cosmic Magic (Full)
Dark Knight	Black Magic (Level 4)
Magic Knight	Sword Magic (Full)
Magic Ninja	Ninja Magic (Full)
Magitek Knight	Red Magic (Level 6)
Paladin	White Magic (Level 4)
Partial Caller	Summon Magic + White, Black (Lv. 6) or Red Magic (Lv. 4)
Red Mage	Red Magic (Full)
Sage	White & Black Magic (Full)
White Mage	White Magic (Full)

The level in brackets after the type of magic is the maximum spell level that particular class/aspect can reach. No magic level means that type of magic follows a different spell progression. All this talk of spell levels and spell progression naturally leads to...

Spell Level and Spell Progressions

Spell levels are merely a way of indicating a mage's strength. More skilled mages can access higher spell levels. Those mages who focus their skill solely on magic can access the highest spell levels. Different classes grow in strength and learn new spells as their levels increase. In the FFRPG, mages gain spells in this manner. The "Level" refers to the magic level in which all spells are organized. A level three spell is more powerful than a level one spell. The numbers on the right are at what experience levels the character gets new spells. Thus at experience level 9, a black mage gets a new level two spells.

For Black Mages, White Mages, Cosmic Mages and Sages:

Level 01: 01, 04, 07
 Level 02: 09, 12, 15
 Level 03: 17, 20, 23
 Level 04: 25, 28, 31
 Level 05: 33, 36, 39
 Level 06: 41, 44, 47
 Level 07: 49, 52, 55
 Level 08: 57, 60, 63
 Level 09: 65, 68, 71
 Level 10: 73, 76, 79
 Any Level: 83, 87, 91, 95, 99

For Red Mages and Magic Knights:

Level 01: 01, 04, 07
 Level 02: 09, 12, 15
 Level 03: 17, 20, 23
 Level 04: 25, 28, 31
 Level 05: 33, 36, 39
 Level 06: 41, 44, 47
 Level 07: 49, 52, 55
 Level 08: 57, 60, 63
 Any Level: 67, 71, 75, 79, 83

For Magitek Knights, Partial Callers and Magic Ninja:

Level 01: 03, 07, 11
 Level 02: 13, 17, 21
 Level 03: 23, 27, 31
 Level 04: 33, 37, 41
 Level 05: 43, 47, 51
 Level 06: 53, 57, 61
 Any Level: 66, 71, 76, 81

For Paladins and Dark Knights:

Level 01: 03, 07, 11
 Level 02: 13, 17, 21
 Level 03: 23, 27, 31
 Level 04: 33, 37, 41
 Any Level: 46, 51, 56, 61

At the given XP levels, the mage can learn a spell from the indicated spell level, with no chance of failure (I'm assuming some form of divine intervention here... ^_^). 'Any Level' means the mage can learn a spell from any spell level they have access to, with a penalty of -5% per spell level. Example: Mystra, a Black Mage, has just reached level 99. She can't decide between Ultima and Fire1. If she tries to learn Fire1, there's a (Level 1)*-5% = -5% penalty, making her total chance of success 95% (100% - 5%). If she tries to learn Ultima, there's a (Level 10)*-5% = 50% penalty, making the total chance of success 50% (100% - 50%). What a dilemma she's in... Well, talking about learning spells leads right into...

Learning Spells

There are several methods for learning spells: gaining XP, using the skill Magic Lore, and finding a spellbook are the most common ones, but some game-specific campaigns have other methods as well (Mana Magic, Magicite, & Materia, for example). But before mages start adventuring, their training usually gives them some magic to start out with.

Starting Spells: Basic mages get 3 level 1 spells. Callers start with one weak summon spell, and Partial Callers start with one weak summon spell and 2 level 1 spells. Blue Mages start with one or two weak enemy skills. Note that limited magicians (Paladins, etc.) don't get any starting spells because they don't get magic until XP level 3 (except for Partial Callers, who get 2 Level 1 spells at XP Level 1).

Gaining XP: Look up. Follow the spell progression charts and the given rules.

Magic Lore: Mages can learn one extra spell per spell level with this skill. The penalty is the same as with gaining spells by gaining XP (-5% per spell level). Example: Mystra has just hit level 73. She can learn a level 10 spell now. She's chosen to learn Massacre. She wants to learn Ultima as well. She'll learn Massacre automatically (it's her chosen spell for that level). Her Black Magic Lore skill is 85%. Since it's a level 10 spell, there's a 50% penalty so her chance of success is 35% (85% - 50%). If she succeeds, she learns Ultima and that's the only extra spell she gets. If she fails, she can try again at levels 76 and 79 and hope for the best.

Spellbooks: If a mage finds a spellbook, then they can cast the spells in the book if they are of the proper form. A black mage can't shape the energies of a white spell, even if he's got the book. Also, there is a lag time involved for casting complicated spells from the book (subtract 2*[spell level] from the mage's initiative; negative initiative means the spell continues into the next round). If the mage wants to cast the spell in the flash-bang FF manner, they're gonna hafta do some homework. Of course, it'll be tough for the mage to learn a spell of a level that's too high for him (-10% per extra spell level - roll Magic Lore). Also, if the mage wants, he can write his existing spells in a spellbook. I know this isn't a FF idea, but I'm sure we all remember Tellah in the Watery Pass (FF4). He remembered only a quarter of his spells. I'm sure some other mages would like to prevent this from happening, so spellbooks are an optional idea. When reading or writing spells, the spell should take up a number of pages equal to the spell level.

Game Specific Methods - Materia is discussed in the Materia list; go read that if you want to use Materia for spells. Magicite works in the same way as Materia except that Magicite gives the bearer the spells, while Materia just allows the user to utilize the power within the orb. Enchanted items teach spells in the same manner as Magicite.

Some magic types (Summon and Blue) aren't learning by simply gaining XP.

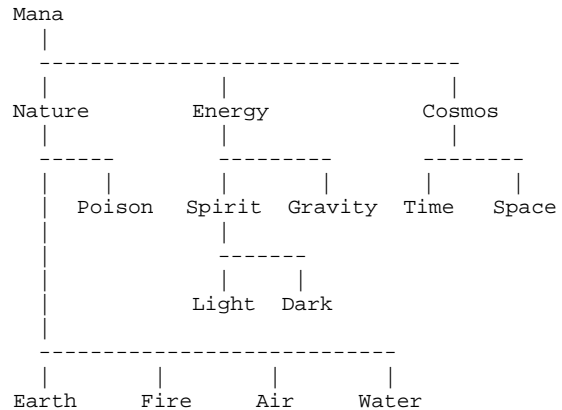
Blue Magic: Learned by surviving a monster's special attack. The mage must have all thought-related senses intact as well. After all, a confused or berserked mage isn't going to remember an enemy's attacks very well. A Blue Mage may learn up to (MAG) spells (e.g. Mystra has a Magery of 24, so she can learn up to 24 enemy skills).

Summon Magic: Learned by earning the trust of a summoned monster. The caller usually has to fight the summoned monster in order to prove their worth, or else go on some horrendous quest to get the fabled Soldering Iron of Justice or something of similar value. Even after this, the caller must spend a

lot of time gaining the trust of the monster. Calls may not be answered for several minutes, but as the monster gains faith in the caller, the time gap shortens to the point that the call is answered as fast as possible. Also, because the caller is linked to the monster that's been called, then death of a summoned monster means death of the caller as well (it's a reversible FF style death though). Callers can learn up to (MAG) summon spells (or WP, if they're White Callers). Partial Callers get two-thirds of this amount of spells unless they chose Red Magic, in which case they get 1/2 (MAG) spells.

Elements & Para-Elements

All this talk of Elementals and magic types brings up the subject of elements. The elements are related in this way:



Mana is the sum of all forces. It is broken into Nature, Energy and Cosmos. All oppose each other, yet co-exist in harmony. Nature is broken into the 4 basic elements (Earth, Fire, Air and Water) along with Poison. Energy is the force that drives all things, and it's broken into Spirit and Gravity. Spirit, the force that drives all living things, is divided into Light and Dark, because all living things contain both Light and Dark in them. Gravity is just there because it's a spell type and it's a form of energy.

Cosmos is broken into Time and Space, which are both part of the world, but aren't controlled by Nature. Cosmos and Nature are at opposite ends because they are the least compatible elements. Energy comes between because it is part of both. Poison is separate from the 4 elements because it isn't exactly an element, just a part of Nature.

The Para-elements are made by combining the 4 elements in different ways.

Earth + Fire = Lava
 Earth + Air = Dust
 Earth + Water = Mud
 Fire + Air = Lightning
 Fire + Water = Smoke
 Air + Water = Ice

Characters and monsters can acquire elemental affinities that grant them special status relating to that element. The six types of affinities are:

Attack	Effect
Weakness	x2 damage
Normal	Self-explanatory
Resistance	½ damage
Immunity	No damage
Absorbency	Heals HP

Some items have affinities as well. These items grant the user the same affinities that they have.

Spellcasting Items

Some enchanted items can release their magical energies in the form of a powerful spell. In some cases in order to do this, however, the item must be broken such that it will be un-repairable. Usually, rods and shields are capable of this, but there are some spears, swords, etc., that can be used like this. All classes and their aspects can use items like this. Most of these weapons have the ability listed as “random (spell)” in the notes column for each weapon list.

Other enchanted items will randomly cast spells when used normally. That is, if you hit a monster with a Flame Sabre, the sword will randomly cast Fire1. Only the GM may determine this, and the agreed on rule is 30%. Better weapons can, however, cast spells more frequently than weaker ones. All classes and aspects can do this providing that they can use the enchanted weapon.

Black Magic

Level 1

Create Element

Cost: 3 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

The caster instantly summons a small amount of an element to do a simple task. Some examples include summoning a tiny flame to light a torch, or a pile of dirt to bury something.

Eyes Of Flame (Intimidate)

Cost: 10 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d6 + MAG/3) rounds
 Modifier: -10%

The caster's eyes seem to burst into red, crackling flames whenever someone looks at them. Being near the caster makes a person uneasy, but the caster can try to make eye contact with one target per round. If contact is made, the caster must make a Magic% roll with a -20% penalty. If successful, the target is transfixed and thus loses initiative (i.e. can't act) for the next round. All rolls take a -5% penalty for the next three rounds after that. Anyone or anything of extremely strong will (e.g. many if not all boss monsters) are immune to these effects, as are brainless undead (e.g. zombies).

Fire 1

Cost: 4 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:2 V:1
 Duration: Instant
 Modifier: None

The caster can throw a tiny fireball at a target. It inflicts 4d6 Fire damage on the poor, unfortunate target. Anything flammable is also ignited.

Ice 1

Cost: 4 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:2 V:1
 Duration: Instant
 Modifier: None

The caster causes the air around the target to freeze by pointing a burst of snow and ice at the target. The sub-zero temperature is enough to do 4d6 Ice damage. The cold also reduces the target's Speed stat by 1 point for 1d4 rounds.

Lightning 1 (Bolt 1)

Cost: 4 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:2 V:1
 Duration: Instant
 Modifier: None

The caster summons a bolt of lightning from the sky/ceiling to hit the target for 4d6 Lightning damage. There is also a 30% chance to ignite flammable objects.

Lock

Cost: 5 MP
 Range: A portal no taller than 2*(Caster's Height) and no wider than 6'
 Duration: Until it is removed
 Modifier: None

When cast on a door or chest, all locks are locked, bars slid into place, and so forth. When cast on something with no door (e.g. the mouth of a cave), a magical barrier goes up. Normal locks can be opened by normal means, and the barrier can be taken down by either (a) saying the command word (designated by the mage upon creation); (b) inflicting 50 HP of damage; (c) killing the mage; or (d) casting Unlock or Magic Unlock.

Protection From Light/Goodness

Cost: 10 MP
 Range: MT - R:0 E:2 V:1
 Duration: (1d6 + MAG/3) rounds
 Modifier: None

The characters notice a slight darkening of the world and are surrounded by a black aura for a few seconds. After this, characters take 50% damage from all Light attacks and can scare extremely good characters. When fighting good characters, the target's gain the amount of the Caster's MAG/3 on all of their battle stats.

Scan (Peep)

Cost: 3 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

A blue energy circle envelops the target and the caster is able to "see" the target's current/max HP, current/max MP, level, and weaknesses. The caster may also use Scan to look for magical auras around certain places, people and objects. Note that mage's detect their own magic better than other types (e.g. White Mages sense White magic better than Black magic).

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Unlock

Cost: 5 MP

Range: Anything locked by normal means or a Lock spell

Duration: Instant

Modifier: None

When cast, any normal lock is opened, and any magic barrier made by the spell Lock is dispelled. This will NOT unlock anything locked by Magic Lock, however.

Level 2

Earth 1 (Quake 1)

Cost: 6 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:1

Duration: Instant

Modifier: None

The ground beneath the target explodes in a shower of dirt and stone, slamming the target for 5d6 Earth damage.

Pig

Cost: 7 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: (1d6 + MAG/3) rounds

Modifier: -10%

The target is surrounded by a puff of pink smoke. If the caster makes a successful Magic% roll with the spell's -20% penalty, the target will be a pig. Pigs can't use magic except for Pig, and they can't use weapons, armor or items. However, they can use their hooves to inflict 1d6 damage each (roll like a normal weapon).

Poison 1 (Bio 1)

Cost: 8 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:1

Duration: Instant

Modifier: None

Green bubbles rise from the ground at the victim's feet and burst near his head, inflicting 4d6 Poison damage. The caster may also roll his Magic% with a -20% penalty in order to determine if the target is given the status condition poison. Each round the poison is running through the character, they lose 1/10th of their current HP.

Psych (Osmose)

Cost: 1 MP

Range: ST - R:5 E:1 V:0

Duration: Instant

Modifier: None

Small green spheres circle the target, and then converge on the target's head. A green beam extends from the caster's head to the target's head, and the caster steals 4d6 MP. This spell could kill a target that is purely magical in nature (e.g. a Sprite or a Dark Force). You may not go above max MP, so damage may not be as high as it should be.

Scare

Cost: 10 MP

Range: MT - R:0 E:2 V:2

Duration: (1d6 + MAG/3) rounds

Modifier: -10%

The caster can affect the minds of his opponents to make them fear the very sight of the caster. The caster must make a Magic% roll with a -20 penalty. If successful, the opponents will suffer -10% to all skills and lose (MAG)/2 on Strength and Vitality for the duration. Rolling within 10% of max roll causes the target to run away.

Sleep

Cost: 8 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: (1d6 + MAG/3) rounds

Modifier: -10%

Tiny purple motes surround the target and coalesce into a haze that induces a deep sleep. If the caster succeeds on his Magic% roll with its -20% penalty, the targets will stay in the land of Nod until they are hit by a physical attack or awakened through other methods.

Tongues

Cost: 10 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + MAG/3) hours

Modifier: None

The caster gains the ability to speak any language he knows of. He is fluent up to the level he is in his native language, and natural speakers of the language will notice that the mage speaks the language too well. The mage only gains the ability to speak and understand the language; he does not gain the ability to read or write in that language any better than before.

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Water 1

Cost: 6 MP
Range: ST - R:5 E:1 V:0
MT - R:5 E:2 V:1

Duration: Instant
Modifier: None

The caster summons a geyser to burst out from beneath the target's feet, inflicting 4d6 Water damage.

Level 3

Blind

Cost: 12 MP
Range: ST - R:5 E:1 V:0
MT - R:5 E:2 V:2
Duration: (1d6 + MAG/3) rounds
Modifier: -20%

The target is surrounded by flashing, blinding lights that have a (Magic% - 20)% chance to blind him. Blinded characters take a 50% penalty to all weapon skills and other actions requiring sight.

Dark 1

Cost: 25 MP
Range: ST - R:5 E:1 V:0
Duration: Instant
Modifier: None

The target is engulfed in a bubble of darkness that inflicts 5d8 Dark damage.

Fire 2

Cost: 22 MP
Range: ST - R:5 E:1 V:0
MT - R:5 E:2 V:2
Duration: Instant
Prerequisite: Fire 1
Modifier: None

The caster makes a big ball of Fire and heaves it at the desired target(s). The poor shmuck on the receiving end takes 5d6 Fire damage, and anything flammable gets ignited.

Ice 2

Cost: 22 MP
Range: ST - R:5 E:1 V:0
MT - R:5 E:2 V:2
Duration: Instant
Prerequisite: Ice 1
Modifier: None

The mage summons a blizzard to slam into the target(s) for 5d6 Ice damage. All targets have their Speed stats reduced by 2 for 1d4 rounds.

Lightning 2 (Bolt 2)

Cost: 22 MP
Range: ST - R:5 E:1 V:0
MT - R:5 E:2 V:2

Duration: Instant
Prerequisite: Lightning 1
Modifier: None

The mages can summon larger lightning bolts to inflict 5d6 Lightning damage to the target(s). There is a 60% chance to ignite flammable objects.

Rasp

Cost: 25 MP
Range: ST - R:5 E:1 V:0
Duration: Instant
Prerequisite: Psych
Modifier: None

The target is at the center of a blast of magical energy that can remove up to 3d6 MP from the target. This cannot kill the target unless the target is purely magical, but the targets that don't die will probably be easier to defeat without their MP.

Toad

Cost: 12 MP
Range: ST - R:5 E:1 V:0
MT - R:5 E:2 V:2
Duration: (1d6 + MAG/3) rounds
Modifier: -20%

The target is surrounded by a puff of green smoke and after the smoke clears, there's a (Magic% - 20)% chance that the target is a toad. Toads may only cast Toad magic, cannot use weapons, armor or items and can inflict very little, if any, damage. Toads cannot be squashed, but they do take full damage from a hit.

X-Ray

Cost: 10 MP
Range: C - R:0 E:1 V:0
Duration: (1d6 + MAG/3) rounds
Prerequisite: Scan
Modifier: None

The caster gains the ability to see through chests to see their contents and through walls up to (MAG/3) feet thick.

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Level 4

Corrupt

Cost: 15 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + MAG/3) rounds

Prerequisite: Scare

Modifier: -20%

A beam of pure darkness shines upon the target, causing him to feel weak. The target then loses (MAG)/2 on all his battle stats. The CoS is (Magic - 40)% minus the target's M. Defense.

Debarrier

Cost: 25 MP

Range: ST - R:5 E:1 V:0

Duration: Instant

Modifier: None

A sphere of shimmering silver energy surrounds the target and then shatters into tiny pieces, shattering any barrier-type spells the target was being protected by at the time (including Shield).

Earth 2 (Quake 2)

Cost: 28 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: Instant

Prerequisite: Earth 1

Modifier: None

Multiple spears made of pure crystal rip from the ground and slam into the target for 6d6 Earth damage.

Elemental Blade

Cost: 30 MP

Range: ST - R:4 E:1 V:0

Duration: (1d8 + MAG/3) rounds

Prerequisite: Create Element

Modifier: None

The target's weapon glows with the color of the desired element, indicating that the spell has taken effect. For the duration, that weapon has the power of that elemental. The weapon also gains an extra die of damage. Some examples of elements and their effects are:

Fire weapon: 30% chance to ignite flammable objects.

Ice weapon: 50% - VIT chance to freeze target solid (or change them into a snowman).

Lightning weapon: 30% chance to stun target.

Stone weapon: 50% - VIT chance to turn person into stone.

Light weapon: does double damage on undead and strongly evil things.

Dark weapon: does double damage on strongly good things.

Cosmic Weapon: 50% - VIT chance to cut target's Speed in half.

Nature Weapon: 50% - VIT chance to put target to sleep.

Empathy

Cost: 15 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + MAG/3) rounds

Modifier: -20

This subtle spell gives the caster a sudden link to the victim's emotional condition. From levels 1-10, this only entails the basic feelings, such as Hate, Love, Jealousy, and so on. From levels 21-50, the understanding gained by the caster is more precise, allowing for the emotions behind the basics to be felt: Inadequacy spawning Hate, etc. Finally, from levels 51 and onward, the caster goes the next step: they can affect the victim's emotional state to a limited extent, changing it in some minor and connected way, such as from Jealousy to Hate, or from Love to Anxiety. The chance of success is (Magic% - 20)% but if the GM decides that the target's emotion is particularly strong, there is an equal chance that the mage will "acquire" the emotion, which could have disastrous results. The target won't know that he's the target unless he rolls an awareness check or has some magic shielding on (e.g. a magic helmet, a Shell spell, etc.).

Poison 2 (Bio 2)

Cost: 32 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: Instant

Prerequisite: Poison 1

Modifier: None

The mage's hands emit poison bubbles that fly over the cone and burst near targets. The bubbles inflict 6d6 Poison damage as well as a (Magic% - 25)% chance of inflicting the poison status condition.

Warp

Cost: 20 MP

Range: Attack - MT - R:4 E:2 V:2

Effect - MT - R:0 E:2 V:2

Duration: Instant

Modifier: None

The caster can move anyone within the range one floor backwards in a dungeon, castle, etc. When used in battle, the caster can send her enemies one floor backwards. The transported characters will arrive at the staircase that leads to the floor they were just on.

Water 2

Cost: 28 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:2 V:2

Duration: Instant
 Prerequisite: Water 1
 Modifier: None

The mage can condense so much moisture that the target is slammed with a wall of bubbles that burst and inflict 6d6 Water damage.

Level 5

Dark 2

Cost: 50 MP
 Range: B - R:5 E:8 V:0
 Duration: Instant
 Prerequisite: Dark 1
 Modifier: None

A blast of dark energy flies from the caster's hands (a la Aura bolt) and inflicts 6d8 Darkness damage to all within the beam.

Drain

Cost: 20 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

The target is surrounded by red spheres that converge on its body and a red beam extends from its body to the caster's body. Up to 5d6 HP may be siphoned in this way, but the mage may not go above max HP, so damage could be lower than expected.

Fire 3

Cost: 52 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:3 V:2
 Duration: Instant
 Prerequisite: Fire 2
 Modifier: None

A wave of large fireballs are unleashed from the caster's hands and explode in the midst of the targets, inflicting 7d6 Fire damage.

Ice 3

Cost: 52 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:3 V:2
 Duration: Instant
 Prerequisite: Ice 2
 Modifier: None

The mage can create a blizzard and the targets are blasted for 7d6 Ice damage. All targets' Speed stats are lowered by 3 points for the next 1d4 rounds also.

Lightning 3 (Bolt 3)

Cost: 52 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:3 V:2

Duration: Instant
 Prerequisite: Lightning 2
 Modifier: None

The mage is able to unleash lightning bolts from his fingertips which arc out to shock targets for 7d6 Lightning damage. There is also a 90% chance that flammable objects will ignite.

Magic Lock

Cost: 25 MP
 Range: Any portal no bigger than 5*(Caster's Height) high or 15' wide
 Duration: Until it is removed
 Prerequisite: Lock
 Modifier: None

Upon casting, the area to be locked is locked normally (if it can be) and then encased in a magic barrier. The barrier can be dropped only by (a) saying the command word, (b) killing the mage, (c) breaking the barrier (by inflicting 200 HP damage), or (d) casting Magic Unlock. Once the barrier goes down, any normal locks must be dealt with as well.

Magic Unlock

Cost: 25 MP
 Range: Anything locked normally or "locked" by Lock or Magic Lock
 Duration: Instant
 Prerequisite: Unlock
 Modifier: None

The spell will undo any lock made, be it magical or normal. It will bring down Magic Lock and Lock barriers as well. Only special locks cannot be brought down with this spell (e.g. the lock on the door to the super cannon in the Tower of Bab-il in FF4 once Yang kicks you out).

Shatter

Cost: 20 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: -30

An invisible wave of sonic energy is emitted by the caster and hits the target, causing its molecular structure to resonate. There is a (Magic% - 30)% chance that the frequencies in the wave are the right ones to cause the target to shatter. Materials cannot be shattered in this way unless turned into stone, glass or ice first. Nearby targets may be harmed by the shards that fly off the shattered object. Artifacts don't shatter.

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Wall of Fire

Cost: 30 MP

Range: MT - R:0 E:2 V:2

Duration: (1d8 + MAG/3) rounds

Prerequisite: Eyes of Flame

Modifier: None

The area around the caster is surrounded by a wall of giant flames. The flames spout from the ground and burn at double the caster's height for the duration. Anything that touches the wall takes 4d8 damage and only an Ice or Water spell may destroy the wall.

Level 6

Curse

Cost: 50 MP

Range: ST - R:4 E:1 V:0

Duration: (1d8 + MAG/3) rounds

Prerequisite: Corrupt

Modifier: None

The target is surrounded by a pitch black aura that causes all stats (STR, AGI, VIT, MAG, WP, and SPD) to drop to half of their normal value. After the spell wears off, the target will feel very energetic for 1d4 rounds and very little can stop them (it's like a Berserker Rage, but with full mental abilities).

Doom (Death, Fatal, Rub)

Cost: 60 MP

Range: ST - R:4 E:1 V:0

Duration: Instant

Prerequisite: Debarrier

Modifier: -30

The Grip Reaper hovers around the target, and there is a (Magic% - 30)% chance that the reaper will steal the target's life energy, rendering the target dead.

Earth 3 (Quake 3)

Cost: 58 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:3 V:2

Duration: Instant

Prerequisite: Earth 2

Modifier: None

Jagged little gemstones fly from the caster's hand and stab at all targets in their path, inflicting 8d6 Earth damage.

Poison 3 (Bio 3)

Cost: 64 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:3 V:2

Duration: Instant

Prerequisite: Poison 2

Modifier: None

A wave of poison sprays from the caster's hands, inflicting 8d6 Poison damage. There is also a chance the target will become infected with a strong poison (see combat rules for dealing with poison).

Shapechange

Cost: 30 MP

Range: ST - R:4 E:1 V:0

Duration: (1d8 + MAG/3) rounds

Prerequisites: Pig, Toad

Modifier: -30

When cast on a target, it will morph into a different form of the caster's choice. The chance of success is (Magic% - 30)%. The implications of the new form are that certain items may or may not be equipped, certain spells can or cannot be cast, etc.

Stone

Cost: 50 MP

Range: ST - R:4 E:1 V:0

Duration: Until it is removed

Modifier: -30%

The target is surrounded by a grey mist which quickly forms a flurry of stones that have a (Magic% - 30)% chance to turn the target into a solid stone statue. Statues take no damage, but gain no exp., make no actions, etc. Stone will not reverse over time, but may be removed using Soft or Remedy. Stone characters are a real burden to adventurers who carry their petrified comrade to a place of healing, and a Shatter spell or a big heavy weapon (like a Great Axe or 20-pound Maul) may shatter a stoned character. The resistance to shattering is (Level/2) + (STR/2) + (VIT/2). Shattering may only be reversed by a powerful White Wizard or Sage using Life 2, or any White Wizard or Sage using Rebirth.

Telepathy

Cost: 40 MP

Range: ST - R:4 E:1 V:0

Duration: (1d8 + MAG/3) rounds

Prerequisite: Empathy

Modifier: None

The caster is capable of reading other peoples' thoughts and using his own mind to 'speak' to another person mentally. The reactions of other people vary greatly from fear to intrigue to anger, so the caster should be careful. The person usually cannot notice anything when the mage just reads his thoughts, but

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people with high awareness will sense that something is 'wrong'. Anyone with moderate magical ability or mental enhancement will immediately notice the telepathic occurrences, and may even trace it back to its source.

Water 3

Cost: 58 MP
Range: ST - R:5 E:1 V:0
MT - R:5 E:3 V:2
Duration: Instant
Prerequisite: Water 2
Modifier: None

The targets are slammed by tiny waves that flow from the ground at the caster's feet. The waves inflict 8d6 Water damage.

Level 7

Dark 3

Cost: 75 MP
Range: MT - R:4 E:2 V:2
Duration: Instant
Prerequisite: Dark 2
Modifier: None

The caster emits a flowing wave of dark mist that washes over the targets and inflicts 8d8 Darkness damage to all targets.

Debilitate Fire

Cost: 100 MP
Range: ST - R:4 E:1 V:0
Duration: (1d10 + MAG/3) rounds
Prerequisite: At least 3 Fire-based spells
Modifier: None

The target is engulfed in a red glow that causes them to take double damage from Fire based attacks. They sunburn easier too.

Enchant

Cost: 100 MP
Range: ST - R:1 E:1 V:0
Duration: (1d10 + MAG/3) hours; sometimes Permanent
Prerequisite: Elemental Blade
Modifier: None

The target item is surrounded by a golden glow, and then endowed with an elemental of the mage's choice. The enchantment only works on ordinary items (i.e. you can enchant an Iron Spear, but not an Aura Lance). Really powerful Wizards can make permanent enchantments, but that requires a lot of time, effort, research, etc. to complete.

Luminaire

Cost: 77 MP
Range: MT - R:0 E:3 V:3
Duration: Instant
Prerequisite: Lightning 3
Modifier: None

Multiple lightning bolts arc from the caster's body and shock all nearby targets, then a glowing bubble of energy begins to grow at the caster's feet and swells to encompass all targets, inflicting 9d6 Lightning damage and igniting all flammable objects they hit. There is a 20% + (Level/2) + (MAG) chance that the targets will be stunned for the next round as well.

Siphon

Cost: 50 MP
Range: ST - R:4 E:1 V:0
Duration: Instant
Prerequisites: Psych, Drain
Modifier: None

The target is surrounded by tiny golden globes that converge on its head and body, and a pure golden energy beam extends towards the caster. The beam allows the mage to steal up to 7d6 HP and 5d6 MP. The mage may not exceed his maximums, so damage may not be as high as it should be.

Level 8

Break

Cost: 100 MP
Range: ST - R:4 E:1 V:0
Duration: Instant
Prerequisites: Earth 3, Stone, Shatter
Modifier: None

The ground starts to shake with the force of a massive quake, and suddenly a flurry of stones begins to surround the target and encase it in solid rock! The target takes 10d6 Earth damage and has a (Magic% - 40)% chance to be turned into stone themselves. The rock immediately breaks and if the target was turned to stone, it breaks as well.

Debilitate Ice

Cost: 100 MP
Range: ST - R:4 E:1 V:0
Duration: (1d10 + MAG/3) rounds
Prerequisite: At least 3 Ice-based spells
Modifier: None

The target is engulfed in a blue glow that causes them to take double damage from Ice based attacks. They get frostbite easier too.

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Intoxicate

Cost: 100 MP
Range: MT - R:0 E:3 V:3
Duration: Instant
Prerequisite: Poison 3
Modifier: None

The targets are engulfed in a noxious cloud of green poisonous smoke that inflicts 10d6 Poison damage and has a (Magic - 20)% chance of giving the target the status condition poison.

Mind Blast

Cost: 100 MP
Range: MT - R:0 E:3 V:2
Duration: Instant
Prerequisite: Rasp
Modifier: None

Red ripples of psychic energy wash over the targets around the mage, inflicting 10d6 non-elemental damage, and the spell has a (Magic% - 40)% chance to Muddle targets as well. The confusion will last for (1d6 + MAG/3) rounds.

Level 9

Dark Matter

Cost: 100 MP
Range: MT - R:0 E:3 V:3
Duration: Instant
Prerequisite: Dark 3
Modifier: None

The air around the caster seems to darken and a hole into space is ripped open. Wave upon wave of Dark Matter encircles the targets and suck the light - and life - out of them by inflicting 11d8 Darkness damage on them.

Debilitate Lightning

Cost: 100 MP
Range: ST - R:4 E:1 V:0
Duration: (1d10 + MAG/3) rounds
Prerequisite: At least 3 Lightning-based spells
Modifier: None

The target is engulfed in a yellow glow that causes them to take double damage from Lightning based attacks. I don't recommend that they stand too close to power lines either.

Flare

Cost: 100 MP
Range: ST - R:4 E:1 V:0
Duration: Instant
Prerequisite: Fire 3
Modifier: None

Tiny point flares converge on the target, and then explode in a tremendous burst of energy and the

target takes 12d6 Fire damage. All flammable items are ignited as well.

Freeze

Cost: 100 MP
Range: ST - R:4 E:1 V:0
Duration: Instant
Prerequisites: Ice 3
Modifier: None

The air around the main target cools very rapidly, causing large ice chunks to form all around it. The target is hit for 11d6 Ice damage as has a (Magic% - 40)% chance to be frozen solid, similar to the Stop condition. The frozen target thaws after (1d10 + MAG/3) rounds or after taking any amount of Fire damage.

Tsunami

Cost: 100 MP
Range: U - R:5 E:4 V:3
Duration: Instant
Prerequisite: Water3
Modifier: None

The mage summons a tsunami (i.e. Gigantic Wave) to slam into all targets for 11d6 Water damage. There must be a fairly large source of water nearby to cast this spell, as there isn't enough moisture in the air to generate such a wave.

Level 10

Debilitate Poison

Cost: 100 MP
Range: ST - R:4 E:1 V:0
Duration: (1d10 + MAG/3) rounds
Prerequisite: At least 3 Poison-based spells
Modifier: None

The target is engulfed in a green glow that causes them to take double damage from Poison based attacks.

Massacre

Cost: 150 MP
Range: MT - R:0 E:2 V:2
Duration: Instant
Prerequisite: Doom
Modifier: None

The Grim Reaper hovers around the main target, but he has a (Magic% - 50)% chance to steal the life energy of all the targets around him, rendering them all dead.

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Merton

Cost: 100 MP

Range: U - R:0 E:4 V:3

Duration: Instant

Prerequisite: Wall of Fire

Modifier: None

The air begins to feel extremely hot, and then a huge wave of Fire comes screaming out of nowhere, inflicting 12d6 Fire damage and all flammable items are ignited.

Nuke

Cost: 125 MP

Range: ST - R:4 E:1 V:0

Duration: Instant

Prerequisite: Flare

Modifier: None

The target is surrounded by a bright orange glow and several small orange energy globes surround that target. The globes then explode in a tremendous blast of heat and light, inflicting 12d8 non-elemental damage.

Ultima

Cost: 150 MP

Range: U - R:0 E:4 V:3

Duration: Instant

Prerequisite: Luminaire

Modifier: None

A blue bubble of energy slowly rises from the caster's feet, and grows to engulf the entire area. All targets take 12d8 non-elemental damage.

White Magic

Level 1

Aero 1

Cost: 5 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

A big gust of wind hits the target, causing 3d6 Wind damage.

Antidote (Pure)

Cost: 3 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

Pretty purple motes encircle the target, and purge all poisons from his system. Note that damage already taken from poison isn't healed.

Create Element

Cost: 3 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

The caster instantly summons a small amount of an element to do a simple task. An example is summon a tiny flame to light a torch, or a pile of dirt to bury something.

Cure 1

Cost: 5 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:2 V:1
 Duration: Instant
 Modifier: None

Little sparkly green stars surround target(s) and focus on the target's wounds, restoring 3d6 HP and curing minor wounds, like scratches and sprains.

Legend Lore

Cost: 7 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d6 + Magery/3) hours; sometimes permanent

Upon casting, the caster will become aware of most, if not all, of an area's legends. The mage doesn't always become aware of the more obscure legends though, so a White Magic Lore skill check must be rolled for those.

Locate Person

Cost: 5 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d6 + Magery/3) hours
 Modifier: None

Allows the caster to find someone (s)he has met face to face. The caster can sense the person if they are within (1d6 + Magery/3) miles/kilometers, and can sense their relative direction in a rather general way. The target will pick up some magical residues from this spell for its duration, and can dispel the spell if they detect the magical traces around them.

Protection From Evil/Darkness

Cost: 10 MP
 Range: MT - R:0 E:2 V:1
 Duration: (1d6 + Magery/3) rounds
 Modifier: None

All characters affected feel like their spirits have been lifted and they are briefly surrounded by a pure white aura. This aura is able to scare off some very weak undead, the characters take 50% damage from Dark, and they can conquer some minor fears they have (big phobias aren't affected by this spell). Characters affected by this spell can fight better against evil characters as well, i.e. battle stats are increased by the Caster's Magery/3.

Protection From Fire

Cost: 10 MP
 Range: MT - R:0 E:2 V:1
 Duration: (1d6 + Magery/3) rounds
 Modifier: None

All characters in the area affected feel a brief cooling sensation and are surrounded by a blue aura for a couple of seconds. They then take 50% damage from Fire attacks and can do things like walk through boiling hot water without noticing, for example.

Scan (Peep)

Cost: 3 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

A blue energy circle envelops the target and the caster is able to "see" the target's current/max HP, current/max MP, level, and weaknesses. The caster may also use Scan to look for magical auras around certain places, people and objects. Note that mage's detect their own magic better than other types (e.g. White Mages sense White magic better than Black magic).

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Level 2

Blink

Cost: 10 MP

Range: ST - R:5 E:1 V:0

Duration: (1d6 + Magery/3) rounds

Modifier: None

The target begins to blink in and out of visibility. The character gains 20% to their Defense rating, and makes anyone who stares too long feel nauseous.

Courage

Cost: 8 MP

Range: ST - R:5 E:1 V:0

Duration: (1d6 + Magery/3) rounds

Modifier: None

The target is surrounded by a light silver aura, and their Strength and Vitality stats are increased by the (MAG)/2 for the spell's duration.

Etherealize

Cost: 15 MP

Range: ST - R:5 E:1 V:0

Duration: (1d6 + Magery/3) rounds

Modifier: None

The target becomes rather fuzzy in appearance, and is actually in a ghost-like translucent state. All matter passes through her, but she cannot pick up anything other than what she had with her when the spell was cast. The target may walk through walls but for some reason won't fall through the floor. No attacks can be made during this spell, as her weapons are etherealized as well and no spells may be cast during the spell as too much of the mage's energy is tied up in keeping her in the ghost-like state.

Locate Monster

Cost: 10 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + Magery/3) hours

Modifier: None

Same as Locate Person, but insert Monster wherever I wrote Person.

Mute (Silence)

Cost: 9 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: (1d6 + Magery/3) rounds

Modifier: None

A puff of powdery grey smoke surrounds the target's head and when it's gone, the target has a 50% + (Level/3) + (MAG/2) chance of being mute (i.e. unable to speak). The major implication of this is the

inability to cast spells, as FFRPG spells are verbally activated.

Personal History

Cost: 15 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + Magery/3) hours; sometimes permanent

Modifier: None

The caster gains a very detailed knowledge of a person's life, both past and present. The knowledge usually fades over time. An object of some importance to the targeted person is needed to focus the spell, and extremely strong willed people (e.g. Important NPC) may resist this spell.

Protection From Ice

Cost: 10 MP

Range: MT - R:0 E:2 V:1

Duration: (1d6 + Magery/3) rounds

Modifier: None

Targets are surrounded by a brief red aura and feel a warming sensation. They now take 50% damage from Ice and can do things like walk in a blizzard without getting frostbite.

Sight

Cost: 2 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + Magery/3) minutes

Modifier: None

The caster gains knowledge of the complete geography of the area within (1d6 + Magery/3) miles/kilometers. The caster can also draw a map of the area with excellent accuracy.

Size (Mini)

Cost: 7 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: (1d6 + Magery/3) rounds

Modifier: -10%

The target is enveloped with a puff of orange smoke, and when the smoke clears, there's a (Magic% - 10)% chance that the target will be micronized (i.e. very, very small). The spell will also restore a micronized target to normal status. Micronized targets may not use any Weapons or Armors, and their natural STR, Armor and M. Armor are reduced to 1. They may cast spells normally and their diminutive stature results in doubled Defense and M. Defense.

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Level 3

Aero 2

Cost: 25 MP
Range: MT - R:5 E:2 V:2
Duration: Instant
Prerequisite: Aero 1
Modifier: None

The caster creates a gale that blasts all targets within the range for 5d6 Wind damage.

Cure 2

Cost: 24 MP
Range: ST - R:5 E:1 V:0
MT - R:5 E:2 V:2
Duration: Instant
Prerequisite: Cure 1
Modifier: None

Targets are surrounded by flashy bright green stars which fill wounds with energy to restore 5d6 HP and will remedy all minor and some intermediate injuries.

Light 1

Cost: 25 MP
Range: ST - R:5 E:1 V:0
Duration: Instant
Modifier: None

A column of pure light blazes up from beneath the target and soars into the air, taking 4d8 Light damage with it.

Locate Object

Cost: 15 MP
Range: C - R:0 E:1 V:0
Duration: (1d6 + Magery/3) hours
Modifier: None

Same as Locate Person or Locate Monster, but pertains to objects.

Protection From Lightning

Cost: 10 MP
Range: MT - R:0 E:2 V:1
Duration: (1d6 + Magery/3) rounds
Modifier: None

The targets are surrounded by a pale brown glow and feel closer to the Earth. All Lightning attacks do 50% damage, and the character can do things like walk safely through a field during a thunderstorm.

Restless Motion

Cost: 13 MP
Range: ST - R:5 E:1 V:0
Duration: (1d6 + Magery/3) rounds
Modifier: None

The target is surrounded by ribbons of quickly moving blue light and when they fly away, his Agility and Speed are increased by (Magery/2) for the spell's duration.

Safe (Protect)

Cost: 15 MP
Range: ST - R:5 E:1 V:0
Duration: (1d6 + Magery/3) rounds
Modifier: None

The target is surrounded by a yellow sonic wave and small black spheres. After this, the target gives off a faint yellow glow and this glow absorbs 33% of all physical damage directed at the target (divide damage by 3).

Shell

Cost: 15 MP
Range: ST - R:5 E:1 V:0
Duration: (1d6 + Magery/3) rounds
Modifier: None

The target is surrounded by a spinning green shell, which leaves the target emitting a green glow after it disappears. This glow absorbs 33% of all magic damage aimed at the caster (divide magic damage by 3).

Slow

Cost: 15 MP
Range: ST - R:5 E:1 V:0
Duration: (1d8 + Magery/3) rounds
Modifier: -10

The target is surrounded by white clocks, whose hands are running v-e-r-y s-l-o-w. There is then a (Magic% - 10)% chance that they will become slowed, i.e. Initiative divided by 2 for the spell's duration.

Soft

Cost: 10 MP
Range: ST - R:5 E:1 V:0
Duration: Instant
Modifier: None

A petrified target will be covered in a faint beige glow and then revert to normal flesh and bone. When cast on stone that wasn't once alive it weakens the structural integrity of the stone, but doesn't bring it to life.

X-Ray

Cost: 10 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + Magery/3) minutes

Prerequisite: Scan

Modifier: None

The caster gains the ability to see through chests to see their contents and see through walls up to (Magery/3) feet thick.

Level 4

Anti-Fire

Cost: 30 MP

Range: MT - R:0 E:2 V:2

Duration: (1d8 + Magery/3) rounds

Prerequisite: Protection From Fire

Modifier: None

The targets are surrounded by a bright blue glow, and then feel a chill run through them. After this, they can resist all Fire-based attacks so that the resultant damage is zero.

Barrier

Cost: 25 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + Magery/3) rounds unless smashed

Prerequisite: Safe

Modifier: None

The target has a silver barrier erected in front of them for the spell's duration. The barrier will absorb half of all physical damage directed at the target (divide damage by 2). The barrier can be removed by a Debarrier or Dispel spell, or smashed by a critical hit.

Bravery

Cost: 22 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + Magery/3) rounds

Prerequisite: Courage

Modifier: None

A blazing silver aura surrounds the target, causing all of his battle stats (Damage, M. Damage, Armor, M. Armor, M. Defense, and Defense) to be increased by (MAG)/2 for the spell's duration. All fears are also dispelled for the spell's duration.

Haste (Fast)

Cost: 20 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + Magery/3) rounds

Modifier: None

The target is surrounded by little red clocks whose hands are moving at incredible speed. The

target then has his Initiative doubled for the spell's duration.

Life 1

Cost: 34 MP

Range: ST - R:5 E:1 V:0

Duration: Instant

A ray of soft, golden light shines down from above and a tiny angel flies down to the fallen character. The angel carries a wand that places a spark near the character's heart and brings them back to life. But, the spark is tiny, and characters will be revived with only 10% of their max HP.

M.Barrier

Cost: 25 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + Magery/3) rounds

Prerequisite: Shell

Modifier: None

The target has a multi-colored energy barrier erected in front of them for the spell's duration. The barrier will absorb half of all magical damage directed at the target (divide damage by 2). It can be removed by a Debarrier or Dispel spell.

Muddle (Confusion)

Cost: 25 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: (1d6 + Magery/3) rounds

Modifier: -20%

The mage summons a flock of tiny birds to circle the target. When the birds finally fly away, there is a (Magic% - 20)% chance that the target will be confused. Confused characters have no control over their actions, and may attack their friends, their enemies, or even themselves. Confusion can be reversed (or enhanced) by a good hit in the head.

Protection From Poison

Cost: 10 MP

Range: MT - R:0 E:2 V:1

Duration: (1d6 + Magery/3) rounds

Modifier: None

The characters feel healthier and are surrounded by a faint green aura for a couple of seconds. The characters are then able to reduce damage from Poison spells and conditions by 50%. The CoS of all Poison attacks is also reduced by 50%.

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Level 5

Aero 3

Cost: 55 MP
Range: MT - R:5 E:3 V:2
Duration: Instant
Prerequisite: Aero 2
Modifier: None

A hurricane flies from the caster's hands, slamming into the targets for 7d6 Wind damage.

Anti-Ice

Cost: 30 MP
Range: MT - R:0 E:2 V:2
Duration: (1d8 + Magery/3) rounds
Prerequisite: Protection From Ice

The targets are surrounded by a strong red glow and feel a great deal of warmth in the air. After the glow subsides, the targets will take zero damage from any Ice-based attack.

Barricade

Cost: 35 MP
Range: MT - R:0 E:2 V:2
Duration: Until smashed
Prerequisite: Barrier
Modifier: None

A large yellow dome covers the area around the caster and absorbs all physical damage directed at the targets inside the barrier. The dome can withstand (Level x 7) + (Magery x 2) HP and has an armor rating of [2 x (Magery/3)]. Since all attacks against all characters in the dome affect the dome, it can fall rather quickly against multiple attack monsters.

Hold

Cost: 30 MP
Range: ST - R:5 E:1 V:0
Duration: (1d8 + Magery/3) rounds
Modifier: -30

The caster summons bright greenish-yellow magical ropes that encircle the target with a CoS of (Magic% - 30)%. The ropes may be cut before the duration expires. Careful cutting will take a flat two rounds, while striking the ropes will take 50 HP of damage. Striking the ropes runs the risk of striking the target as well, unless the striker is an expert swordsman, etc.

Light 2

Cost: 50 MP
Range: B - R:5 E:8 V:0
Duration: Instant
Prerequisite: Light 1
Modifier: None

A beam of light blazes from the caster's hand, inflicting 6d8 Light damage to all who get in the beam's way.

M. Barricade

Cost: 35 MP
Range: MT - R:0 E:2 V:2
Duration: Until smashed
Prerequisite: M.Barrier
Modifier: None

A green barrier is built around the caster's location which absorbs all magic damage directed at the characters inside the barrier. The dome has $7*(\text{Level}) + 2*(\text{Magery})$ HP and an M. Armor value of $2*(\text{Magery}/3)$. Note that any multi-target spells aimed at the targets inside the dome count as only one spell, while multiple single target spells count as separate spells and could knock down the barrier rather quickly.

Protection From Doom

Cost: 25 MP
Range: MT - R:0 E:2 V:1
Duration: (1d8 + Magery/3) rounds
Modifier: None

The target is surrounded by a faint golden glow and feels more alive. The result is that all instant death spells (Doom, X-Zone, etc.) now have their CoS reduced by 50% (after M. Defense is subtracted).

Regen

Cost: 30 MP
Range: ST - R:5 E:1 V:0
Duration: (1d8 + Magery/3) rounds
Prerequisite: Haste or Cure 2
Modifier: None

The target is covered in exploding green stars, which grant the target the ability to regain HP over time. The target will regain [3d6 + WP] HP per round for the spell's duration. HP is recovered at the end of each round and MDC isn't counted.

Revitalize

Cost: 15 MP
Range: ST - R:5 E:1 V:0
Duration: Instant
Modifier: None

The target is surrounded by a soft purple light, and all traces of the zombie condition are eradicated.

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The target's HP is reduced to 10% of max HP however.

Ruse

Cost: 40 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + Magery/3) rounds

Prerequisite: Blink

Modifier: None

The caster is instantly surrounded by multiple (1d10, to be exact) images of himself. The target gains a Defense bonus of 5% for each image created. A missed attack will always hit an image, and that image will instantly disappear when hit, reducing the Defense bonus appropriately.

Level 6

Anti-Lightning

Cost: 30 MP

Range: MT - R:0 E:2 V:2

Duration: (1d8 + Magery/3) rounds

Prerequisite: Protection From Lightning

Modifier: None

The targets are surrounded by a bright brown glow and can then resist damage from Lightning, reducing damage to zero.

Berserk

Cost: 25 MP

Range: ST - R:5 E:1 V:0

Duration: As long as necessary (see Effect)

Prerequisite: Muddle

Modifier: -30

Once cast, the target has a (magic% - 30)% chance of being turned berserk as per the Status Condition. While berserk, all damage inflicted by the character is increased by 25%, but the target loses all control and will not regain control until either she's dead or her enemies are. Berserked characters can't use magic, items, powers, etc. and they attack enemies at random (i.e. no strategic attacks are made). As long as it's an enemy, she'll attack it.

Bless

Cost: 50 MP

Range: ST - R:4 E:1 V:0

Duration: (1d8 + Magery/3) rounds

Prerequisite: Bravery

Modifier: None

A blazing silver aura surrounds the target and increases all of her stats (STR, AGI, VIT, MAG, Will, SPD) by (MAG)/2 for the spell's duration. All fears are overcome as well, but after the spell expires the character will feel very weak and tired for the

next 1d4 rounds, and only time can heal this condition.

Divine

Cost: 40 MP

Range: C - R:0 E:1 V:0

Duration: (1d10 + Magery/3) minutes

Modifier: None

For a brief period of time, the caster gains the ability to find anything. She can use a divining rod with 100% accuracy, determine info that others couldn't, and sometimes even get a brief glimpse of the future.

Exit

Cost: 40 MP

Range: Attack - MT - R:4 E:2 V:2

Effect - MT - R:0 E:2 V:2

Duration: Instant

Modifier: None

The caster & company are surrounded by darkness and when the light returns, they're outside. When used in battle, any of the caster's foes will be transported out of the area (but not killed).

Float

Cost: 25 MP

Range: ST - R:5 E:1 V:0

MT - R:0 E:2 V:2

Duration: (1d8 + Magery/3) rounds

Modifier: None

This spell causes the targets to lift off of the ground up to about one foot in the air. Useful for avoiding Quake, damage floors, etc.

Reflect

Cost: 40 MP

Range: ST - R:4 E:1 V:0

Duration: (1d8 + Magery/3) rounds

Prerequisite: M. Barricade

Modifier: None

A green wave-like barrier appears around the target and will bounce almost any spell back at its caster. Call, unfocused and a few other spells may not be reflected, and all reflectable spells may only be reflected once.

Vanish

Cost: 50 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + Magery/3) rounds

Modifier: None

The target is surrounded by blinding silver light and when the light subsides, the target is nowhere to be seen! The target can still bump into objects and can be hit by accident in battle, but all attacks aimed at that target will miss (i.e. Defense increase to

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100%). The drawback to this spell is that all magic consciously aimed at that target will unerringly strike (i.e. CoS of any spell is 100%, even if the target can resist the condition/element and even if the target is protected by a spell like Reflect). As soon as any magic hits the target, the effects of Vanish are dispelled. Vanish doesn't tend to work against the caster's enemies, if for no other reason than to stop munchkins from using the Vanish/Doom trick.

Level 7

Anti-Poison

Cost: 30 MP
Range: MT - R:0 E:2 V:2
Duration: (1d8 + Magery/3) rounds
Prerequisite: Protection From Poison
Modifier: None

The targets are surrounded by a strong green glow and then they gain the ability to resist all poisons, reducing damage to zero. The CoS of any poisonous attack is also reduced to zero.

Cure 3

Cost: 64 MP
Range: ST - R:5 E:1 V:0
MT - R:5 E:3 V:2
Duration: Instant
Prerequisite: Cure 2
Modifier: None

The target is surrounded by a flurry of bright blue stars that can close most of the target's wounds and recovers 9d6 HP. Most flesh injuries can be healed, as well as some fractures and internal damage.

Dispel

Cost: 30 MP
Range: ST - R:4 E:1 V:0
Duration: Instant
Modifier: None

The target is surrounded by spinning silver disks that remove all magical effects from the target. These effects include Safe, Shell, Float, Haste, Slow, Stop, Blink, Vanish, Etherealize, Invisibility, Hold, Reflect, Wall, Ironize, Regen, and the list goes on. Dispel can be your best friend or worst enemy, depending on your situation.

Ironize

Cost: 50 MP
Range: MT - R:0 E:2 V:2
Duration: 3 rounds
Prerequisite: Barricade
Modifier: None

The targets becomes solid iron. All spells do zero damage or have no effect except for Dispel, which cancels the spell's effect. All physical damage is nullified as well, but the characters cannot make any actions for three rounds. The targets appear to the monsters to be parrying until they make an initial attack, unless the monster possesses extreme intelligence and magic detecting ability.

Light 3

Cost: 75 MP
Range: MT - R:4 E:2 V:2
Duration: Instant
Prerequisite: Light 2
Modifier: None

Multiple columns of Light blaze out from underneath all targets near the central target and blast them all for 8d8 Light damage.

Remedy

Cost: 30 MP
Range: ST - R:4 E:1 V:0
Duration: Instant
Prerequisites: Antidote, Soft, Revitalize
Modifier: None

The target is bathed in a blue glow and surrounded with multi-colored lights. The lights take all physical ailments away with them when they disappear. Remedy can remove Poison, Blind, Mute, Confusion, Sleep, Stone, Micronized, Toad and Pig. Zombie and Imp, alas, cannot be cured in this manner.

Level 8

Absorb Fire

Cost: 70 MP
Range: ST - R:3 E:1 V:0
Duration: (1d10 + Magery/3) rounds
Prerequisite: Anti-Fire
Modifier: None

The target is engulfed in a cold blue aura and when it subsides, the character can absorb all Fire damage inflicted on him. The target cannot, however, recover HP by doing something silly, like dancing in a campfire.

Absorb Ice

Cost: 70 MP
Range: ST - R:3 E:1 V:0
Duration: (1d10 + Magery/3) rounds
Prerequisite: Anti-Ice
Modifier: None

The target is surrounded by a blazing red aura and can absorb Ice damage after the aura disappears.

Charm

Cost: 50 MP
 Range: ST - R:4 E:1 V:0
 Duration: (1d10 + Magery/3) rounds
 Prerequisite: Berserk
 Modifier: -40%

A flurry of tiny pink beating hearts surround the target, with a (Magic% - 80%)% chance to make the target fall in love with the caster. The charmed target will do whatever the caster - and only the caster - commands and will do anything possible to protect the caster as well, even if it means instant death for the target.

Clone

Cost: 75 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d10 + Magery/3) hours
 Prerequisite: Ruse
 Modifier: None

The caster makes an exact replica of herself! The replica is a magical manifestation of the caster's form and cannot think. It will obey the caster's commands to perform simple actions and can even cast simple spells! All of the clone's stats are the same as the caster's except for HP & MP. The clone has only 25*(MAG) HP and 15*(MAG) MP.

Invisibility

Cost: 70 MP
 Range: ST - R:4 E:1 V:0
 Duration: (1d10 + Magery/3) rounds
 Prerequisites: Etherealize, Vanish
 Modifier: None

The target vanishes a la the Vanish spell and has all the benefits of the spell Vanish, but also has the matter dodging abilities of the spell Etherealize. The only thing that can harm an Invisible character is magic.

Life 2

Cost: 75 MP
 Range: ST - R:4 E:1 V:0
 Duration: Instant
 Prerequisite: Life 1
 Modifier: None

The target is bathed in a warm golden light, and several angels descend to the target. They each breathe a spark of life into the target, causing him to revive with full HP.

Wall

Cost: 60 MP

Range: ST - R:4 E:1 V:0
 Duration: (1d10 + Magery/3) rounds
 Prerequisites: Reflect, Ironize
 Modifier: None

The character is surrounded by a blueish-white crystalline barrier that reflects all reflectable spells and absorbs 25% of all physical damage after Armor is subtracted, divide damage by 4, and then multiply it by 3).

Level 9

Absorb Lightning

Cost: 70 MP
 Range: ST - R:3 E:1 V:0
 Duration: (1d10 + Magery/3) rounds
 Prerequisite: Anti-Lightning
 Modifier: None

The target is surrounded by a deep brown aura that grants the target the ability to absorb all Lightning damage.

Absorb Poison

Cost: 70 MP
 Range: ST - R:3 E:1 V:0
 Duration: (1d10 + Magery/3) rounds
 Prerequisite: Anti-Poison
 Modifier: None

The target is surrounded by a vivid green aura that allows the character to absorb all Poison damage.

Full Cure (Cure 4)

Cost: 99 MP
 Range: ST - R:4 E:1 V:0
 Duration: Instant
 Prerequisite: Cure 3
 Modifier: None

A wave of shiny purple stars flows around the target, restoring all HP to the target. This spell may not be split among multiple targets. This spell can cure almost any injury, but only the greatest of White Wizards could re-attach severed limbs or heal severe internal problems.

Life 3

Cost: 90 MP
 Range: ST - R:4 E:1 V:0
 Duration: Until death occurs or threat of death is removed
 Prerequisite: Life 2
 Modifier: None

The target is under the watchful eye of a guardian angel. If the target dies, the spell Life 1 is automatically cast on the character, with no cost to anyone. The character will revive with 10% of max

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HP, but if she falls again, she will not be revived again.

Level 10

Mega Barricade

Cost: 100 MP
Range: MT - R:0 E:3 V:2
Duration: Until smashed
Prerequisite: Wall
Modifier: None

A dome of shimmering blue energy rises up from the caster's location and covers all within its range, and it can absorb ALL damage sent its way. The dome has (9 x level) + (2 x Magery) Hp with (Level + Magery) x 2 value for Armor & M. Armor.

Resist (Vaccine)

Cost: 120 MP
Range: ST - R:3 E:1 V:0
Duration: (1d10 + Magery/3) rounds
Prerequisite: Remedy
Modifier: None

A beam of multicolored energy engulfs the target and when it fades, the target is left immune to all status ailments for the spell's duration. This spell cannot remove any status ailments the target currently suffers from, nor will it prevent status ailments occurring from the target's gear (e.g. a Cursed Ring will still cause Countdown).

Whirlwind (Tornado)

Cost: 100 MP
Range: U - R:0 E:4 V:3
Duration: Instant
Prerequisite: Aero 3
Modifier: None

A tornado-like whirlwind spins through the area, inflicting 11d6 Wind damage with a (Magic% - 100%) chance to Muddle each target. This spell is unfocused, and will affect all targets - both friend and foe - around and including the caster.

Anti-Doom

Cost: 50 MP
Range: ST - R:3 E:1 V:0
Duration: (1d8 + Magery/3) rounds
Prerequisite: Protection From Doom
Modifier: None

The target is surrounded with a bright golden aura that prevents all instant death spells from working.

Rebirth

Cost: 150 MP
Range: MT - R:0 E:3 V:2
Duration: Instant
Prerequisite: Life 3
Modifier: None

The area around the caster is bathed in a golden light and tiny angels come down and revive the fallen characters with 50% of their max HP.

Shield

Cost: 180 MP
Range: ST - R:3 E:1 V:0
Duration: (1d4 + Magery/3) rounds
Prerequisite: Mega Barricade
Modifier: None

The target suddenly begins to glow and give off multi-colored lights, and these lights continue to flash throughout the spell's duration. The target is now without equals in terms of defense - the target is invincible (i.e. no damage or effect from any and all attacks). The only exception is a Dispel spell, which can nullify the Shield.

White (Pearl, Fade, Holy)

Cost: 100 MP
Range: ST - R:4 E:1 V:0
Duration: Instant
Prerequisite: Light 3
Modifier: None

The caster creates an explosion of pure white light that blazes around the target, inflicting 11d8 Light damage.

Red Magic

Level 1

Aero 1

Cost: 5 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

A big gust of wind hits a target, causing a (Magic% - 10)% chance of knocking the target down. The blast itself does 3d6 Wind damage, and falling down can inflict another 1d6 damage.

Antidote (Pure)

Cost: 3 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

Pretty purple motes encircle the target, and purge all poisons from his system. Note that damage already taken from poison isn't healed.

Create Element

Cost: 3 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

The caster instantly summons a small amount of an element to do a simple task. Some examples include summoning a tiny flame to light a torch or a pile of dirt to bury something.

Cure 1

Cost: 5 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:2 V:1
 Duration: Instant
 Modifier: None

Little sparkly green stars surround target(s) and focus on the target's wounds, restoring 3d6 HP and curing minor wounds, like scratches and sprains.

Fire 1

Cost: 4 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:2 V:1
 Duration: Instant
 Modifier: None

The caster can throw a tiny fireball at a target. It inflicts 3d6 Fire damage on the poor, unfortunate target. Anything flammable is also ignited.

Ice 1

Cost: 4 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:2 V:1
 Duration: Instant
 Modifier: None

The caster causes the air around the target to freeze by pointing a burst of snow and ice at the target. The sub-zero temperature is enough to do 3d6 Ice damage. The cold also reduces the target's Speed stat by 1 point for 1d4 rounds.

Lightning 1 (Bolt 1)

Cost: 4 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:2 V:1
 Duration: Instant
 Modifier: None

The caster summons a bolt of lightning from the sky/ceiling to hit the target for 3d6 Lightning damage. There is also a 30% chance to ignite flammable objects.

Protection From Fire

Cost: 10 MP
 Range: MT - R:0 E:2 V:1
 Duration: (1d6 + Magery/3) rounds
 Modifier: None

All characters in the area affected feel a brief cooling sensation and are surrounded by a blue aura for a couple of seconds. They then take 50% damage from Fire attacks and can do things like walk through boiling hot water without noticing, for example.

Scan (Peep)

Cost: 3 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

A blue energy circle envelops the target and the caster is able to "see" the target's current/max HP, current/max MP, level, and weaknesses. The caster may also use Scan to look for magical auras around certain places, people and objects. Note that mage's detect their own magic better than other types (e.g. White Mages sense White magic better than Black magic).

Super Sprint

Cost: 4 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + MAG/3) rounds

Modifier: None

The caster is surrounded by a light purple aura for a few seconds, and then has the ability to run at triple normal Speed. Note that this doesn't affect the Speed stat, just running speed.

Level 2

Blink

Cost: 10 MP

Range: ST - R:5 E:1 V:0

Duration: (1d6 + Magery/3) rounds

Modifier: None

The target begins to blink in and out of visibility. The character gains 20% to their Defense rating, and makes anyone who stares too long feel nauseous.

Earth 1 (Quake 1)

Cost: 6 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:1

Duration: Instant

Modifier: None

The ground beneath the target explodes in a shower of dirt and stone, slamming the target for 4d6 Earth damage.

Etherealize

Cost: 15 MP

Range: ST - R:5 E:1 V:0

Duration: (1d6 + Magery/3) rounds

Modifier: None

The target becomes rather fuzzy in appearance, and is actually in a ghost-like translucent state. All matter passes through her, but she cannot pick up anything other than what she had with her when the spell was cast. The target may walk through walls but for some reason won't fall through the floor. No attacks can be made during this spell, as her weapons are etherealized as well and no spells may be cast during the spell as too much of the mage's energy is tied up in keeping her in the ghost-like state.

Featherfall

Cost: 7 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + MAG/3) minutes

Modifier: None

The air around the mage seems to become thicker, but in reality the mage has become lighter. While not lighter than air, the mage is so light that

she will float harmlessly off of cliffs and such. There is no fall too great but remember - the mage is falling slower. I'd hate to be that mage if the spell wore off in mid-fall.

Mute (Silence)

Cost: 9 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: (1d6 + Magery/3) rounds

Modifier: -10

A puff of powdery grey smoke surrounds the target's head and when it's gone, the target has a (Magic% - 10)% chance of being mute (i.e. unable to speak). The major implication of this is the inability to cast spells, as FFRPG spells are verbally activated.

Pig

Cost: 7 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: (1d6 + MAG/3) rounds

Modifier: -10

The target is surrounded by a puff of pink smoke and, after the smoke clears, there is a (Magic% - 10)% chance that the target will be a pig. Pigs can't use magic except for Pig, and they can't use weapons, armor or items. However, they can use their hooves to inflict 1d6 damage each (roll like a normal weapon).

Poison 1 (Bio 1)

Cost: 8 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:1

Duration: Instant

Modifier: None

Green bubbles rise from the ground at the victim's feet and burst near his head, inflicting 4d6 Poison damage. There is also a (Magic% - 10)% chance the target will be infected with the

Protection From Ice

Cost: 10 MP

Range: MT - R:0 E:2 V:1

Duration: (1d6 + Magery/3) rounds

Modifier: None

Targets are surrounded by a brief red aura and feel a warming sensation. They now take 50% damage from Ice and can do things like walk in a blizzard without getting frostbite.

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Psych (Osmose)

Cost: 1 MP

Range: ST - R:5 E:1 V:0

Duration: Instant

Modifier: None

Small green spheres circle the target, and then converge on the target's head. A green beam extends from the caster's head to the target's head, and the caster steals 3d6 MP. This spell could kill a target that is purely magical in nature (e.g. a Sprite or a Dark Force). You may not go above max MP, so damage may not be as high as it should be.

Sight

Cost: 2 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + Magery/3) minutes

Modifier: None

The caster gains knowledge of the complete geography of the area within (1d6 + Magery/3) miles/kilometers. The caster can also draw a map of the area with excellent accuracy.

Size (Mini)

Cost: 7 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: (1d6 + Magery/3) rounds

Modifier: -10

The target is enveloped with a puff of orange smoke, and when the smoke clears, there's a (Magic - 20)% chance that the target will be micronized (i.e. very, very small). The spell will also restore a micronized target to normal status. Micronized targets may not use any Weapons or Armors, and their natural STR, Armor and M. Armor are reduced to 1. They may cast spells normally and their diminutive stature results in doubled Defense and M. Defense.

Sleep

Cost: 8 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: (1d6 + MAG/3) rounds

Modifier: -10

Tiny purple motes surround the target and coalesce into a haze that induces a deep sleep. Chance of Success is (Magic% - 10)% and the targets will stay in the land of Nod until hit really hard or awakened through other methods.

Water 1

Cost: 6 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:1

Duration: Instant

Modifier: None

The caster summons a geyser to burst out from beneath the target's feet, inflicting 4d6 Water damage.

Level 3

Aero 2

Cost: 25 MP

Range: MT - R:5 E:2 V:2

Duration: Instant

Prerequisite: Aero 1

Modifier: None

The caster creates a gale that blasts all targets within the range for 5d6 Wind damage and has a 75% - Target's Strength chance to knock them down for an additional 1d8 damage.

Blind

Cost: 12 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: (1d6 + MAG/3) rounds

Modifier: -20

The target is surrounded by flashing, blinding lights that have a (Magic% - 20)% chance to blind him. Blinded characters take a 50% penalty to all actions requiring sight.

Cure 2

Cost: 24 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: Instant

Prerequisite: Cure 1

Modifier: None

Targets are surrounded by flashy bright green stars which fill wounds with energy to restore 5d6 HP and will remedy all minor and some intermediate injuries.

Fire 2

Cost: 22 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: Instant

Prerequisite: Fire 1

Modifier: None

The caster makes a big ball of Fire and heaves it at the desired target(s). The poor schmuck on the

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receiving end takes 5d6 Fire damage, and anything flammable gets ignited.

Ice 2

Cost: 22 MP
Range: ST - R:5 E:1 V:0
MT - R:5 E:2 V:2
Duration: Instant
Prerequisite: Ice 1
Modifier: None

The mage summons a blizzard to slam into the target(s) for 5d6 Ice damage. All targets have their Speed stats reduced by 2 for 1d4 rounds.

Lightning 2 (Bolt 2)

Cost: 22 MP
Range: ST - R:5 E:1 V:0
MT - R:5 E:2 V:2
Duration: Instant
Prerequisite: Lightning 1
Modifier: None

The mages can summon larger lightning bolts to inflict 5d6 Lightning damage to the target(s). There is a 60% chance to ignite flammable objects.

Protection From Lightning

Cost: 10 MP
Range: MT - R:0 E:2 V:1
Duration: (1d6 + Magery/3) rounds
Modifier: None

The targets are surrounded by a pale brown glow and feel closer to the Earth. All Lightning attacks do 50% damage, and the character can do things like walk safely through a field during a thunderstorm.

Rasp

Cost: 25 MP
Range: ST - R:5 E:1 V:0
Duration: Instant
Prerequisite: Psych
Modifier: None

The target is at the center of a blast of magical energy that can remove up to 4d6 MP from the target. This cannot kill the target unless the target is purely magical, but the targets that don't die will probably be easier to defeat without their MP.

Safe (Protect)

Cost: 15 MP
Range: ST - R:5 E:1 V:0
Duration: (1d6 + Magery/3) rounds
Modifier: None

The target is surrounded by a yellow sonic wave and small black spheres. After this, the target gives off a faint yellow glow and this glow absorbs 33% of

all physical damage directed at the target (divide damage by 3).

Shell

Cost: 15 MP
Range: ST - R:5 E:1 V:0
Duration: (1d6 + Magery/3) rounds
Modifier: None

The target is surrounded by a spinning green shell, which leaves the target emitting a green glow after it disappears. This glow absorbs 33% of all magic damage aimed at the caster (divide magic damage by 3).

Slow

Cost: 15 MP
Range: ST - R:5 E:1 V:0
Duration: (1d8 + Magery/3) rounds
Modifier: -20

The target is surrounded by white clocks, whose hands are running v-e-r-y s-l-o-w. There is then a (Magic% - 20)% chance that they will become slowed, i.e. Initiative divided by 2 for the spell's duration.

Soft

Cost: 10 MP
Range: ST - R:5 E:1 V:0
Duration: Instant
Modifier: None

A petrified target will be covered in a faint beige glow and then revert to normal flesh and bone. When cast on stone that wasn't once alive it weakens the structural integrity of the stone, but doesn't bring it to life.

Stonefall

Cost: 15 MP
Range: ST - R:5 E:1 V:0
Duration: Instant
Prerequisite: Featherfall
Modifier: None

The mage increases the effect of gravity on the target, causing it to fall to the ground like a stone. This spell will work on all flying things within range, e.g. Birds, Dragons and Dragoons.

Toad

Cost: 12 MP
Range: ST - R:5 E:1 V:0
MT - R:5 E:2 V:2
Duration: (1d6 + MAG/3) rounds
Modifier: -20

The target is surrounded by a puff of green smoke and after the smoke clears, there's a (Magic% - 20)% chance that the target is a toad. Toads may

only cast Toad magic, cannot use weapons, armor or items and can inflict very little, if any, damage. Toads cannot be squashed, but they do take full damage from a hit.

X-Ray

Cost: 10 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d6 + Magery/3) minutes
 Prerequisite: Scan
 Modifier: None

The caster gains the ability to see through chests to see their contents and see through walls up to (Magery/3) feet thick.

Level 4

Barrier

Cost: 25 MP
 Range: ST - R:5 E:1 V:0
 Duration: (1d8 + Magery/3) rounds unless smashed
 Prerequisite: Safe
 Modifier: None

The target has a silver barrier erected in front of them for the spell's duration. The barrier will absorb half of all physical damage directed at the target (divide damage by 2). The barrier can be removed by a Debarrier or Dispel spell, or smashed by a critical hit.

Debarrier

Cost: 25 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

A sphere of shimmering silver energy surrounds the target and then shatters into tiny pieces, shattering any barrier-type spells the target was being protected by at the time (including Shield).

Dive

Cost:
 Range: C - R:0 E:1 V:0
 Duration: (1d8 + MAG/3) hours
 Modifier: None

The mage's body shimmers as brilliant deep blue for a moment, and then suddenly becomes able to withstand great pressure and can use water to breathe, just like a fish! The mage can dive to any depth imaginable with no problem whatsoever. Just be careful not to be too far underwater when the spell wears out.

Earth 2 (Quake 2)

Cost: 28 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:2 V:2
 Duration: Instant
 Prerequisite: Earth 1
 Modifier: None

Multiple spears made of pure crystal rip from the ground and slam into the target for 6d6 Earth damage.

Elemental Blade

Cost: 30 MP
 Range: ST - R:4 E:1 V:0
 Duration: (1d8 + MAG/3) rounds
 Prerequisite: Create Element
 Modifier: None

The target's weapon glows with the color of the desired element, indicating that the spell has taken effect. For the duration, that weapon has the power of that elemental. The weapon also gains an extra die of damage. Some examples of elements and their effects are:

Fire weapon: 30% chance to ignite flammable objects.

Ice weapon: 50% - VIT chance to freeze target solid (or change them into a snowman :P).

Lightning weapon: 30% chance to stun target.

Stone weapon: 50% - VIT chance to turn person into stone.

Light weapon: does double damage on undead and strongly evil things.

Dark weapon: does double damage on strongly good things.

Cosmic Weapon: 50% - VIT chance to cut target's Speed in half.

Nature Weapon: 50% - VIT chance to put target to sleep.

Flight

Cost: 25 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d8 + MAG/3) hours
 Prerequisite: Super Sprint
 Modifier: None

The mage gains the ability to fly! The mage can travel at double normal running speed, and will gain 10% on Defense and M.Defense. The mage can do normal flying tricks (e.g. Loop-de-loops, dives) and basically flies as if he were born in the sky. Just make sure to land before the spell expires.

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Haste (Fast)

Cost: 20 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + Magery/3) rounds

Modifier: None

The target is surrounded by little red clocks whose hands are moving at incredible speed. The target then has his Initiative doubled for the spell's duration.

Life 1

Cost: 34 MP

Range: ST - R:5 E:1 V:0

Duration: Instant

Modifier: None

A ray of soft, golden light shines down from above and a tiny angel flies down to the fallen character. The angel carries a wand that places a spark near the character's heart and brings them back to life. But, the spark is tiny, and characters will be revived with only 10% of their max HP.

M.Barrier

Cost: 25 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + Magery/3) rounds unless smashed

Prerequisite: Shell

Modifier: None

The target has a multi-colored energy barrier erected in front of them for the spell's duration. The barrier will absorb half of all magical damage directed at the target (divide damage by 2). It can be removed by a Debarrier or Dispel spell.

Muddle (Confusion)

Cost: 25 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: (1d6 + Magery/3) rounds

Modifier: -20

The mage summons a flock of tiny birds to circle the target. When the birds finally fly away, there is a (Magic% - 20)% chance that the target will be confused. Confused characters have no control over their actions, and may attack their friends, their enemies, or even themselves. Confusion can be reversed (or enhanced) by a good hit in the head.

Poison 2 (Bio 2)

Cost: 32 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: Instant

Prerequisite: Poison 1

Modifier: None

The mage's hands emit poison bubbles that fly over the cone and burst near targets. The bubbles inflict 6d6 Poison damage and has a (Magic% - 10)% chance to inflict the target with the Poison status condition.

Protection From Poison

Cost: 10 MP

Range: MT - R:0 E:2 V:1

Duration: (1d6 + Magery/3) rounds

Modifier: None

The characters feel healthier and are surrounded by a faint green aura for a couple of seconds. The characters are then able to reduce damage from Poison spells and conditions by 50%. The CoS of all Poison attacks is also reduced by 50%.

Warp

Cost: 20 MP

Range: Attack - MT - R:4 E:2 V:2

Effect - MT - R:0 E:2 V:2

Duration: Instant

Modifier: None

The caster can move anyone within the range one floor backwards in a dungeon, castle, etc. When used in battle, the caster can send her enemies one floor backwards. The transported characters will arrive at the staircase that leads to the floor they were just on.

Water 2

Cost: 28 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: Instant

Prerequisite: Water 1

Modifier: None

The mage can condense so much moisture that the target is slammed with a wall of bubbles that burst and inflict 6d6 Water damage.

Level 5

Aero 3

Cost: 55 MP
 Range: MT - R:5 E:3 V:2
 Duration: Instant
 Prerequisite: Aero 2
 Modifier: None

A hurricane flies from the caster's hands, slamming into the targets for 7d6 Wind damage. There is an [85% - Target's Strength] that the target will be knocked down for an additional 1d10 damage.

Barricade

Cost: 35 MP
 Range: MT - R:0 E:2 V:2
 Duration: Until smashed
 Prerequisite: Barrier
 Modifier: None

A large yellow dome covers the area around the caster and absorbs all physical damage directed at the targets inside the barrier. The dome can withstand $7*(Level) + 2*(Magery)$ HP and has an armor rating of $2*(Magery/3)$. Since all attacks against all characters in the dome affect the dome, it can fall rather quickly against multiple attack monsters.

Drain

Cost: 20 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

The target is surrounded by red spheres that converge on its body and a red beam extends from its body to the caster's body. Up to 5d6 HP may be siphoned in this way, but the mage may not go above max HP, so damage could be lower than expected.

Fire 3

Cost: 52 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:3 V:2
 Duration: Instant
 Prerequisite: Fire 2
 Modifier: None

A wave of large fireballs are unleashed from the caster's hands and explode in the midst of the targets, inflicting 7d6 Fire damage.

Ice 3

Cost: 52 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:3 V:2
 Duration: Instant
 Prerequisite: Ice 2
 Modifier: None

The mage can create a blizzard and the targets are blasted for 7d6 Ice damage. All targets' Speed stats are lowered by 3 points for the next 1d4 rounds also.

Hold

Cost: 30 MP
 Range: ST - R:5 E:1 V:0
 Duration: (1d8 + Magery/3) rounds
 Modifier: -30

The caster summons bright greenish-yellow magical ropes that encircle the target with a CoS of $(Magic\% - 30)\%$. The ropes may be cut before the duration expires. Careful cutting will take a flat two rounds, while striking the ropes will take 50 HP of damage. Striking the ropes runs the risk of striking the target as well, unless the striker is an expert swordsman, etc.

Lightning 3 (Bolt 3)

Cost: 52 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:3 V:2
 Duration: Instant
 Prerequisite: Lightning 2
 Modifier: None

The mage is able to unleash lightning bolts from his fingertips which arc out to shock targets for 7d6 Lightning damage. There is also a 90% chance that flammable objects will ignite.

M. Barricade

Cost: 35 MP
 Range: MT - R:0 E:2 V:2
 Duration: Until smashed
 Prerequisite: M.Barrier
 Modifier: None

A green barrier is built around the caster's location, which absorbs all magic damage directed at the characters inside the barrier. The dome has $7*(Level) + 2*(Magery)$ HP and a M. Armor value of $2*(Magery/3)$. Note that any multi-target spells aimed at the targets inside the dome count as only one spell, while multiple single target spells count as separate spells and could knock down the barrier rather quickly.

RETURNER FINAL FANTASY ROLEPLAYING GAME

Protection From Doom

Cost: 25 MP

Range: MT - R:0 E:2 V:1

Duration: (1d8 + Magery/3) rounds

Modifier: None

The target is surrounded by a faint golden glow and feels more alive. The result is that all instant death spells (Doom, X-Zone, etc.) now have their CoS reduced by 50% (after M. Defense is subtracted).

Regen

Cost: 30 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + Magery/3) rounds

Prerequisite: Haste or Cure 2

Modifier: None

The target is covered in exploding green stars, which grant the target the ability to regain HP over time. The target will regain [3d6 + WP] HP per round for the spell's duration. HP is recovered at the end of each round and MDC isn't counted.

Revitalize

Cost: 15 MP

Range: ST - R:5 E:1 V:0

Duration: Instant

Modifier: None

The target is surrounded by a soft purple light, and all traces of the zombie condition are eradicated. The target's HP is reduced to 10% of max HP however.

Ruse

Cost: 40 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + Magery/3) rounds

Prerequisite: Blink

Modifier: None

The caster is instantly surrounded by multiple (1d10, to be exact) images of himself. The target gains a Defense bonus of 5% for each image created. A missed attack will always hit an image, and that image will instantly disappear when hit, reducing the Defense bonus appropriately.

Wall of Fire

Cost: 30 MP

Range: MT - R:0 E:2 V:2

Duration: (1d8 + MAG/3) rounds

Modifier: None

The area around the caster is surrounded by a wall of giant flames. The flames spout from the ground and burn at double the caster's height for the duration. Anything that touches the wall takes 4d8

damage and only an Ice or Water spell may destroy the wall.

Level 6

Berserk

Cost: 25 MP

Range: ST - R:5 E:1 V:0

Duration: As long as necessary (see Effect)

Prerequisite: Muddle

Modifier: -30

The target has a (Magic% - 30)% chance of going berserk. While berserk the victim inflicts 25% more damage for all physical attacks, but the target loses all control and will not regain control until either she's dead or her enemies are. Berserked characters can't use magic, items, powers, etc. and they attack enemies at random (i.e. no strategic attacks are made). As long as it's an enemy, she'll attack it.

Earth 3 (Quake 3)

Cost: 58 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:3 V:2

Duration: Instant

Prerequisite: Earth 2

Modifier: None

Jagged little gemstones fly from the caster's hands and stab at all targets in their path, inflicting 8d6 Earth damage.

Exit

Cost: 40 MP

Range: Attack - MT - R:4 E:2 V:2

Effect - MT - R:0 E:2 V:2

Duration: Instant

Prerequisite: Warp

Modifier: None

The caster & company are surrounded by darkness and when the light returns, they're outside. When used in battle, any of the caster's foes will be transported out of the area (but not killed).

Float

Cost: 25 MP

Range: ST - R:5 E:1 V:0

MT - R:0 E:2 V:2

Duration: (1d8 + Magery/3) rounds

Modifier: None

This spell causes the targets to lift off of the ground up to about one foot in the air. Useful for avoiding Quake, damage floors, etc.

RETURNER FINAL FANTASY ROLEPLAYING GAME

Poison 3 (Bio 3)

Cost: 64 MP
Range: ST - R:5 E:1 V:0
MT - R:5 E:3 V:2
Duration: Instant
Prerequisite: Poison 2
Modifier: None

A wave of poison sprays from the caster's hands, inflicting 8d6 Poison damage. There is also a chance the target will become infected with a strong poison (see combat rules for dealing with poison).

Reflect

Cost: 40 MP
Range: ST - R:4 E:1 V:0
Duration: (1d8 + Magery/3) rounds
Prerequisite: M. Barricade
Modifier: None

A green wave-like barrier appears around the target and will bounce almost any spell back at its caster. Call, unfocused and a few other spells may not be reflected, and all reflectable spells may only be reflected once.

Shapechange

Cost: 30 MP
Range: ST - R:4 E:1 V:0
Duration: (1d8 + MAG/3) rounds
Prerequisites: Pig, Toad, Size
Modifier: -30

When cast on a target, it will morph into a different form of the caster's choice. The chance of success is (Magic% - 30)%. The implications of the new form are that certain items may or may not be equipped, certain spells can or cannot be cast, etc.

Vanish

Cost: 50 MP
Range: ST - R:5 E:1 V:0
Duration: (1d8 + Magery/3) rounds
Modifier: None

The target is surrounded by blinding silver light and when the light subsides, the target is nowhere to be seen! The target can still bump into objects and can be hit by accident in battle, but all attacks aimed at that target will miss (i.e. Defense increase to 100%). The drawback to this spell is that all magic consciously aimed at that target will unerringly strike (i.e. CoS of any spell is 100%, even if the target can resist the condition/element and even if the target is protected by a spell like Reflect). As soon as any magic hits the target, the effects of Vanish are dispelled. Vanish doesn't tend to work against the caster's enemies, if for no other reason than to stop munchkins from using the Vanish/Doom trick.

Water 3

Cost: 58 MP
Range: ST - R:5 E:1 V:0
MT - R:5 E:3 V:2
Duration: Instant
Prerequisite: Water 2
Modifier: None

The targets are slammed by tiny waves that flow from the ground at the caster's feet. The waves inflict 8d6 Water damage.

Level 7

Comet Rush

Cost: 45 MP
Range: C - R:0 E:1 V:0
Duration: (1d10 + MAG/3) hours
Prerequisite: Flight
Modifier: None

The mage flies REALLY fast! Up to 25 times normal running speed! The mage requires a 'runway' of about 50', and flies so fast he looks like a comet! A fireball usually forms around the mage (in whatever color you like) and the spell can be used to attack. Consider it an Unarmed attack with an extra damage die for every 5 Speed over 10 (the stat, not flight speed).

Cure 3

Cost: 64 MP
Range: ST - R:5 E:1 V:0
MT - R:5 E:3 V:2
Duration: Instant
Prerequisite: Cure 2
Modifier: None

The target is surrounded by a flurry of bright blue stars that can close most of the target's wounds and recovers 9d6 HP. Most flesh injuries can be healed, as well as some fractures and internal damage.

Dispel

Cost: 30 MP
Range: ST - R:4 E:1 V:0
Duration: Instant
Modifier: None
Modifier: None

The target is surrounded by spinning silver disks that remove all magical effects from the target. These effects include Safe, Shell, Float, Haste, Slow, Stop, Blink, Vanish, Etherealize, Invisibility, Hold, Reflect, Wall, Ironize, Regen, and the list goes on. Dispel can be your best friend or worst enemy, depending on your situation.

RETURNER FINAL FANTASY ROLEPLAYING GAME

Remedy

Cost: 30 MP

Range: ST - R:4 E:1 V:0

Duration: Instant

Prerequisites: Antidote, Soft, Revitalize

Modifier: None

The target is bathed in a blue glow and surrounded with multi-colored lights. The lights take all physical ailments away with them when they disappear. Remedy can remove Poison, Blind, Mute, Confusion, Sleep, Stone, Micronized, Toad and Pig. Zombie and Imp, alas, cannot be cured in this manner.

Siphon

Cost: 50 MP

Range: ST - R:4 E:1 V:0

Duration: Instant

Prerequisites: Psych, Drain

Modifier: None

The target is surrounded by tiny golden globes that converge on its head and body, and a pure golden energy beam extends towards the caster. The beam allows the mage to steal up to 7d6 HP and 5d6 MP. The mage may not exceed his maximums, so damage may not be as high as it should be.

Level 8

Clone

Cost: 75 MP

Range: C - R:0 E:1 V:0

Duration: (1d10 + Magery/3) hours

Prerequisite: Ruse

Modifier: None

The caster makes an exact replica of herself! The replica is a magical manifestation of the caster's form and cannot think. It will obey the caster's commands to perform simple actions and can even cast simple spells! All of the clone's stats are the same as the caster's except for HP & MP. The clone has only 25*(MAG) HP and 15*(MAG) MP.

Invisibility

Cost: 70 MP

Range: ST - R:4 E:1 V:0

Duration: (1d10 + Magery/3) rounds

Prerequisites: Etherealize, Vanish

Modifier: None

The target vanishes as if the Vanish spell and has all the benefits of the spell Vanish, but also has the matter dodging abilities of the spell Etherealize. The only thing that can harm an Invisible character is magic.

Mind Blast

Cost: 100 MP

Range: MT - R:0 E:3 V:2

Duration: Instant

Prerequisite: Rasp, Muddle

Modifier: None

Red ripples of psychic energy wash over the targets around the mage, inflicting 9d6 non-elemental damage, and the spell has a (Magic% - 40)% chance to Muddle targets as well. The confusion will last for (1d6 + MAG/3) rounds.

Stop

Cost: 60 MP

Range: ST - R:4 E:1 V:0

Duration: (1d10 + MAG/3) rounds

Prerequisite: Slow 2

Modifier: -40

A spinning silver clock appears in the caster's hands and its hands move at an incredible speed for a few seconds. Then the clock shatters. There is a (Magic% - 40)% chance that the target will stop after this happens. The target will be frozen in the moment at which the clock shattered, every feature and movement preserved for the duration of the spell. The stopped character is a sitting duck, and is unable to dodge any attacks or make any moves whatsoever. If stopped during an action, that action will be completed after the spell wears off or is dispelled. While stopped, the target is surrounded by a soft pink glow.

Cosmic Magic

Level 1

Bomb 1

Cost: 5 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

The mage focuses her energy into the air around the target, causing it to compress so much that it collapses at a subatomic level and releases enough energy to cause 3d6 Energy damage to the target.

Create Element

Cost: 3 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

The caster instantly summons a small amount of an element to do a simple task. An example is summoning a tiny flame to light a torch, or a pile of dirt to bury something.

Locate Person

Cost: 5 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d6 + MAG/3) hours
 Modifier: None

Allows the caster to find someone (s)he has met face to face. The caster can sense the person if they are within (1d6 + MAG/3) miles/kilometers, and can sense their relative direction in a rather general way. The target will pick up some magical residues from this spell for its duration, and can dispel the spell if they detect the magical traces around them.

Lock

Cost: 5 MP
 Range: A portal no taller than 2*(Caster's Height) and no wider than 6'
 Duration: Until it is removed
 Modifier: None

When cast on a door or chest, all locks are locked, bars slid into place, and so forth. When cast on something with no door (e.g. the mouth of a cave), a magical barrier goes up. Normal locks can be opened by normal means, and the barrier can be taken down by either (a) saying the command word (designated by the mage upon creation); (b) inflicting 50 HP of damage; (c) killing the mage; or (d) casting Unlock or Magic Unlock.

Magnetize

Cost: 7 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d6 + MAG/3) minutes
 Modifier: None

The mage becomes a magnet of sorts, attracting metal objects of all sorts. This can be dangerous, if a sword goes flying towards the mage for example, but it can be used for a variety of purposes.

Scan (Peep)

Cost: 3 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

A blue energy circle envelops the target and the caster is able to "see" the target's current/max HP, current/max MP, level, and weaknesses. The caster may also use Scan to look for magical auras around certain places, people and objects. Note that mage's detect their own magic better than other types (e.g. White Mages sense White magic better than Black magic).

Starlight

Cost: 5 MP
 Range: U - R:0 E:4 V:3
 Duration: 2 rounds
 Modifier: -10

The sky is filled with brilliantly sparkling stars that glitter and shine and mesmerize any who look at them. After 2 full rounds of shining, the stars explode into a shower of light that has a (Magic% - 10)% chance to blind anything that was looking at them. Undead will also take 3d6 non-elemental damage.

Stick

Cost: 5 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d6 + MAG/3) minutes
 Modifier: None

The mage's hands become areas of high gravity, allowing the mage to hold on to anything. Useful for climbing steep cliffs or sheets of glass. It also grants the mage a mild ability to catch blows (Def +5%), but a sword in the hand still hurts.

RETURNER FINAL FANTASY ROLEPLAYING GAME

Super Sprint

Cost: 4 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + MAG/3) rounds

Modifier: None

The caster is surrounded by a light purple aura for a few seconds, and then has the ability to run at triple normal speed. Note that this doesn't affect the Speed stat, just running speed.

Unlock

Cost: 5 MP

Range: Anything locked by normal means or a Lock spell

Duration: Instant

Modifier: None

When cast, any normal lock is opened, and any magic barrier made by the spell Lock is dispelled. This will NOT unlock anything locked by Magic Lock, however.

Level 2

Blink

Cost: 10 MP

Range: ST - R:5 E:1 V:0

Duration: (1d6 + MAG/3) rounds

Modifier: None

The target begins to blink in and out of visibility. The character gains 20% to their Defense rating, and makes anyone who stares too long feel nauseous.

Detect Gate

Cost: 20 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + MAG/3) hours

Modifier: None

The caster gains the ability to locate a Space or Time Gate within (1d6 + MAG/3) miles/kilometers. The spell doesn't allow the use of the gates though; it just tells you where they are. The mage won't know the type of gate either, just that it's a gate.

Etherealize

Cost: 15 MP

Range: ST - R:5 E:1 V:0

Duration: (1d6 + Magery/3) rounds

Modifier: None

The target becomes rather fuzzy in appearance, and is actually in a ghost-like translucent state. All matter passes through her, but she cannot pick up anything other than what she had with her when the spell was cast. The target may walk through walls but for some reason won't fall through the floor. No attacks can be made during this spell, as her weapons

are etherealized as well and no spells may be cast during the spell as too much of the mage's energy is tied up in keeping her in the ghost-like state.

Featherfall

Cost: 7 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + MAG/3) minutes

Modifier: None

The air around the mage seems to become thicker, but in reality the mage has become lighter. While not lighter than air, the mage is so light that she will float harmlessly off of cliffs and such. There is no fall too great but remember - the mage is falling slower (1/10 normal falling speed). I'd hate to be that mage if the spell wore off in mid-fall.

Locate Monster

Cost: 10 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + MAG/3) hours

Modifier: None

Same as Locate Person, but insert Monster wherever I wrote Person.

Mute (Silence)

Cost: 9 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: (1d6 + MAG/3) rounds

Modifier: -10

A puff of powdery grey smoke surrounds the target's head and when it's gone, the target has a (Magic% - 10)% chance of being mute (i.e. unable to speak). The major implication of this is the inability to cast spells, as FFRPG spells are verbally activated.

Pig

Cost: 7 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: (1d6 + MAG/3) rounds

Modifier: -10

The target is surrounded by a puff of pink smoke and, after the smoke clears, there is a (Magic% - 10)% chance that the target will be a pig. Pigs can't use magic except for Pig, and they can't use weapons, armor or items. However, they can use their hooves to inflict 1d6 damage each (roll like a normal weapon).

RETURNER FINAL FANTASY ROLEPLAYING GAME

Sight

Cost: 2 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + MAG/3) minutes

Modifier: None

The caster gains knowledge of the complete geography of the area within (1d6 + MAG/3) miles/kilometers. The caster can also draw a map of the area with excellent accuracy.

Size (Mini)

Cost: 7 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: (1d6 + MAG/3) rounds

Modifier: -10

The target is enveloped with a puff of orange smoke, and when the smoke clears, there's a (Magic% - 10)% chance that the target will be micronized (i.e. very, very small). The spell will also restore a micronized target to normal status. Micronized targets may not use any Weapons or Armors, and their natural STR, Armor and M. Armor are reduced to 1. They may cast spells normally and their diminutive stature results in doubled Defense and M. Defense.

Sleep

Cost: 8 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: (1d6 + MAG/3) rounds

Modifier: -10

Tiny purple motes surround the target and coalesce into a haze that induces a deep sleep. Chance of Success is (Magic% - 10)% and the targets will stay in the land of Nod until hit really hard or awakened through other methods.

Level 3

Blind

Cost: 12 MP

Range: ST - R:5 E:1 V:0

MT - R:5 E:2 V:2

Duration: (1d6 + MAG/3) rounds

Modifier: -20

The target is surrounded by flashing, blinding lights that have a (Magic% - 20)% chance to blind him. Blinded characters take a 50% penalty to all actions requiring sight.

Comet 1

Cost: 20 MP

Range: MT - R:5 E:2 V:1

Duration: Instant

Modifier: None

Tiny stars, sparkly rocks and other celestial particles shower down from the sky into the designated area, inflicting 5d6 non-elemental damage on all the targets.

Gravity 1 (Demi 1)

Cost: 20 MP

Range: ST - R:5 E:1 V:0

Duration: Instant

Modifier: -20

A ball of gravitational energy flies from the caster's hand and surrounds the target. It has a (Magic% - 20)% chance to cut their HP by 1/4 (i.e. down to 3/4 of current HP, which means divide current HP by 4, then multiply by 3).

Locate Object

Cost: 15 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + MAG/3) hours

Modifier: None

Same as Locate Person or Locate Monster, but pertains to objects.

Phase Shift

Cost: 20 MP

Range: C - R:0 E:1 V:0

Duration: Instant

Modifier: None

The mage instantly moves to another place within (1d6 + MAG/3) yards/meters. Shifting through solid objects cuts the distance possible to travel in half.

Slow

Cost: 15 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + MAG/3) rounds

Modifier: -20

The target is surrounded by white clocks, whose hands are running v-e-r-y s-l-o-w. There is then a (Magic% - 20)% chance that they will become slowed, i.e. Initiative divided by 2 for the spell's duration.

RETURNER FINAL FANTASY ROLEPLAYING GAME

Stonefall

Cost: 15 MP
Range: ST - R:5 E:1 V:0
Duration: Instant
Prerequisite: Featherfall
Modifier: None

The mage increases the effect of gravity on the target, causing it to fall to the ground like a stone. This spell will work on all flying things within range, e.g. Birds, Dragons and Dragoons.

Toad

Cost: 12 MP
Range: ST - R:5 E:1 V:0
MT - R:5 E:2 V:2
Duration: (1d6 + MAG/3) rounds
Modifier: -20

The target is surrounded by a puff of green smoke and after the smoke clears, there's a (Magic% - 20)% chance that the target is a toad. Toads may only cast Toad magic, cannot use weapons, armor or items and can inflict very little, if any, damage. Toads cannot be squashed, but they do take full damage from a hit.

X-Ray

Cost: 10 MP
Range: C - R:0 E:1 V:0
Duration: (1d6 + MAG/3) minutes
Prerequisite: Scan
Modifier: None

The caster gains the ability to see through chests to see their contents and see through walls up to (MAG/3) feet thick.

Level 4

Aurora

Cost: 30 MP
Range: U - R:0 E:4 V:3
Duration: 2 rounds
Prerequisite: Starlight
Modifier: -20

Similar to Starlight, Aurora creates a flowing stream of lights in the skies (i.e. Aurora Borealis or Aurora Australis, depending on your hemisphere). The lights mesmerize and dazzle like Starlight, but when these lights create a blinding flash, there is a (Magic% - 20)% chance to blind. Undead will also receive 6d6 non-elemental damage.

Bomb 2

Cost: 26 MP
Range: B - R:5 E:8 V:0
Duration: Instant
Prerequisite: Bomb 1
Modifier: None

The mage focuses an immense amount of energy into the ground at his feet which cause a line of subatomic explosions to erupt between him and the target, inflicting 6d6 Energy damage on every target on the line.

Debarrier

Cost: 25 MP
Range: ST - R:5 E:1 V:0
Duration: Instant
Modifier: None

A sphere of shimmering silver energy surrounds the target and then shatters into tiny pieces, shattering any barrier-type spells the target was being protected by at the time (including Shield).

Dive

Cost: 20 MP
Range: C - R:0 E:1 V:0
Duration: (1d8 + MAG/3) hours
Modifier: None

The mage's body shimmers as brilliant deep blue for a moment, and then suddenly becomes able to withstand great pressure and can use water to breathe, just like a fish! The mage can dive to any depth imaginable with no problem whatsoever. Just be careful not to be too far underwater when the spell wears out.

Flight

Cost: 25 MP
Range: C - R:0 E:1 V:0
Duration: (1d8 + MAG/3) hours
Prerequisite: Super Sprint
Modifier: None

The mage gains the ability to fly! The mage can travel at double normal running speed, and will gain 10% on Defense and M. Defense. The mage can do normal flying tricks (e.g. Loop-de-loops, dives) and flies as if he were born in the sky. Just make sure to land before the spell expires.

Haste (Fast)

Cost: 20 MP
Range: ST - R:5 E:1 V:0
Duration: (1d8 + MAG/3) rounds
Modifier: None

The target is surrounded by little red clocks whose hands are moving at incredible speed. The

target then has his Initiative doubled for the spell's duration.

Level 5

Levitate

Cost: 25 MP
 Range: ST - R:5 E:1 V:0
 Duration: (1d8 + MAG/3) minutes

The mage gains the ability to raise someone or something (including himself) into the air, as high as (1d8 + MAG/3) yards/meters. Trying to raise higher just causes failure, and sometimes a nasty fall. This spell only allows for vertical movement - too much horizontal motion could cause spell failure (e.g. jumping to a ledge at the peak of the lift is OK, trying to move over a 2 foot wide lava pit while rising is not).

Muddle (Confusion)

Cost: 25 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:2 V:2
 Duration: (1d6 + MAG/3) rounds
 Modifier: -20

The mage summons a flock of tiny birds to circle the target. When the birds finally fly away, there is a (Magic% - 20)% chance that the target will be confused. Confused characters have no control over their actions, and may attack their friends, their enemies, or even themselves. Confusion can be reversed (or enhanced) by a good hit in the head.

Unbalance

Cost: 25 MP
 Range: ST - R:5 E:1 V:0
 MT - R:5 E:2 V:2
 Duration: Instant
 Modifier: -20

A sonic wave washes over the targets, disrupting their equilibrium. There is a (Magic% - 20)% chance that the targets will topple over. At the least, they will have to spend a turn getting up. But they could fall on their weapons, hit their heads, etc.

Warp

Cost: 20 MP
 Range: Attack - MT - R:4 E:2 V:2
 Effect - MT - R:0 E:2 V:2
 Duration: Instant
 Modifier: None

The caster can move anyone within the range one floor backwards in a dungeon, castle, etc. When used in battle, the caster can send her enemies one floor backwards. The transported characters will arrive at the staircase that leads to the floor they were just on.

Comet 2

Cost: 40 MP
 Range: ST - R:4 E:1 V:0
 Duration: Instant
 Prerequisite: Comet 1
 Modifier: None

A large fiery comet screams soars down from the heavens and crashes into the target for 8d6 non-elemental damage.

Control Gate

Cost: 75 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d8 + MAG/3) hours
 Prerequisite: Detect Gate
 Modifier: None

The mage gains the ability to stabilize and utilize Time and Space Gates for the spell's duration. Gates cannot be altered to change destinations, and the spell doesn't let you know where you're going, but it does allow you to go there. Use this spell with caution, because there's no guarantee the Gate on the other side will be stable enough to remain after the mage releases her control. This spell cannot be used to stabilize a Gate until it is clearly within the mage's sight.

Gravity 2 (Demi, Demi 2)

Cost: 40 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Prerequisite: Gravity 1
 Modifier: -30

A bubble of gravity flies towards the target and envelops it, having a (Magic% - 30)% chance to cut the target's current HP in half.

Hold

Cost: 30 MP
 Range: ST - R:5 E:1 V:0
 Duration: (1d8 + MAG/3) rounds
 Modifier: -30

The caster summons bright greenish-yellow magical ropes that encircle the target with a CoS of (Magic% - 30)%. The ropes may be cut before the duration expires. Careful cutting will take a flat two rounds, while striking the ropes will take 50 HP of damage. Striking the ropes runs the risk of striking the target as well, unless the striker is an expert swordsman, etc.

RETURNER FINAL FANTASY ROLEPLAYING GAME

Magic Lock

Cost: 25 MP

Range: Any portal no bigger than 5*(Caster's Height) high or 15' wide

Duration: Until it is removed

Prerequisite: Lock

Modifier: None

Upon casting, the area to be locked is locked normally (if it can be) and then encased in a magic barrier. The barrier can be dropped only by (a) saying the command word, (b) killing the mage, (c) breaking the barrier (by inflicting 200 HP damage), or (d) casting Magic Unlock. Once the barrier goes down, any normal locks must be dealt with as well.

Magic Unlock

Cost: 25 MP

Range: Anything locked normally or "locked" by Lock or Magic Lock

Duration: Instant

Prerequisite: Unlock

Modifier: None

The spell will undo any lock made, be it magical or normal. It will bring down Magic Lock and Lock barriers as well. Only special locks cannot be brought down with this spell (e.g. the lock on the door to the super cannon in the Tower of Bab-il in FF4 once Yang kicks you out).

Regen

Cost: 30 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + Magery/3) rounds

Prerequisite: Haste

Modifier: None

The target is covered in exploding green stars, which grant the target the ability to regain HP over time. The target will regain [3d6 + WP] HP per round for the spell's duration. HP is recovered at the end of each round and MDC isn't counted.

Ruse

Cost: 40 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + MAG/3) rounds

Prerequisite: Blink

Modifier: None

The caster is instantly surrounded by multiple (1d10, to be exact) images of himself. The target gains a Defense bonus of 5% for each image created. A missed attack will always hit an image, and that image will instantly disappear when hit, reducing the Defense bonus appropriately.

Shatter

Cost: 20 MP

Range: ST - R:5 E:1 V:0

Duration: Instant

Modifier: -30

An invisible wave of sonic energy is emitted by the caster and hits the target, causing its molecular structure to resonate. There is a (Magic% - 30)% chance that the frequencies in the wave are the right ones to cause the target to shatter. Materials cannot be shattered in this way unless turned into stone, glass or ice first. Nearby targets may be harmed by the shards that fly off the shattered object. Artifacts don't shatter.

Teleport

Cost: 40 MP

Range: C - R:0 E:1 V:0

Duration: Instant

Prerequisite: Phase Shift

Modifier: None

The mage can teleport anywhere within (1d8 + MAG/3) yards/meters instantly, even through solid objects. Just don't stop in them.

Level 6

Berserk

Cost: 25 MP

Range: ST - R:5 E:1 V:0

Duration: As long as necessary (see Effect)

Prerequisite: Muddle

Modifier: -30

The target has a (Magic% - 30)% chance of going berserk. The target can inflict 25% more damage with their physical attacks, but the target loses all control and will not regain control until either she's dead or her enemies are. Berserked characters can't use magic, items, powers, etc. and they attack enemies at random (i.e. no strategic attacks are made). As long as it's an enemy, she'll attack it.

Divine

Cost: 40 MP

Range: C - R:0 E:1 V:0

Duration: (1d10 + MAG/3) minutes

Modifier: None

For a brief period of time, the caster gains the ability to find anything. She can use a divining rod with 100% accuracy, determine info that others couldn't, and sometimes even get a brief glimpse of the future.

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Exit

Cost: 40 MP

Range: Attack - MT - R:4 E:2 V:2

Effect - MT - R:0 E:2 V:2

Duration: Instant

Prerequisite: Warp

Modifier: None

The caster & company are surrounded by darkness and when the light returns, they're outside. When used in battle, any of the caster's foes will be transported out of the area (but not killed).

Float

Cost: 25 MP

Range: ST - R:5 E:1 V:0

MT - R:0 E:2 V:2

Duration: (1d8 + MAG/3) rounds

Prerequisite: Levitate

Modifier: None

This spell causes the targets to lift off of the ground up to about one foot in the air. Useful for avoiding Quake, damage floors, etc.

Shapechange

Cost: 30 MP

Range: ST - R:4 E:1 V:0

Duration: (1d8 + MAG/3) rounds

Prerequisites: Pig, Toad, Size

Modifier: -30

When cast on a target, it will morph into a different form of the caster's choice. The chance of success is (Magic% - 30)%. The implications of the new form are that certain items may or may not be equipped, certain spells can or cannot be cast, etc.

Slow 2

Cost: 40 MP

Range: MT - R:4 E:2 V:2

Duration: (1d6 + MAG/3) rounds

Prerequisite: Slow

Modifier: -30

The targets are surrounded by multiple white clocks with very slow hands, and there's a (Magic% - 30)% chance that their Initiatives are divided by 2 for the spell's duration.

Stone

Cost: 50 MP

Range: ST - R:4 E:1 V:0

Duration: Until it is removed

Modifier: -30

The target is surrounded by a grey mist which quickly forms a flurry of stones that have a (Magic% - 30)% chance to turn the target into a solid stone statue. Statues take no damage, but gain no exp.,

make no actions, etc. Stone will not reverse over time, but may be removed using Soft or Remedy. Stone characters are a real burden to adventurers who carry their petrified comrade to a place of healing, and a stoned character may be shattered by a Shatter spell or a big heavy weapon (like a Great Axe or 20 pound Maul). The resistance to shattering is (Level/2) + (STR/2) + (VIT/2). Shattering may only be reversed by a powerful White Wizard or Sage using Life 2, or any White Wizard or Sage using Rebirth.

Vanish

Cost: 50 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + Magery/3) rounds

Modifier: None

The target is surrounded by blinding silver light and when the light subsides, the target is nowhere to be seen! The target can still bump into objects and can be hit by accident in battle, but all attacks aimed at that target will miss (i.e. Defense increase to 100%). The drawback to this spell is that all magic consciously aimed at that target will unerringly strike (i.e. CoS of any spell is 100%, even if the target can resist the condition/element and even if the target is protected by a spell like Reflect). As soon as any magic hits the target, the effects of Vanish are dispelled. Vanish doesn't tend to work against the caster's enemies, if for no other reason than to stop munchkins from using the Vanish/Doom trick.

Level 7

Bomb 3

Cost: 65 MP

Range: MT - R:4 E:3 V:2

Duration: Instant

Prerequisite: Bomb 2

Modifier: None

The mage focuses her energies into the air amongst the targets and causes a tremendous subatomic collapse that hits everything in the area of the blast for 9d6 Energy damage.

Comet 3

Cost: 65 MP

Range: MT - R:4 E:3 V:2

Duration: Instant

Prerequisite: Comet 2

Modifier: None

A wave of flaming comets scream down from above and crash into the targets, inflicting 9d6 non-elemental damage on each of them.

Comet Rush

Cost: 50 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d10 + MAG/3) hours
 Prerequisite: Flight
 Modifier: None

The mage flies REALLY fast! Up to 25 times normal running speed! The mage requires a 'runway' of about 50', and flies so fast he looks like a comet! A fireball usually forms around the mage (in whatever color you like) and the spell can be used to attack. Consider it an Unarmed attack with an extra die for every 5 Speed (the stat, not flight speed).

Dispel

Cost: 30 MP
 Range: ST - R:4 E:1 V:0
 Duration: Instant
 Modifier: None

The target is surrounded by spinning silver disks that remove all magical effects from the target. These effects include Safe, Shell, Float, Haste, Slow, Stop, Blink, Vanish, Etherealize, Invisibility, Hold, Reflect, Wall, Ironize, Regen, and the list goes on. Dispel can be your best friend or worst enemy, depending on your situation.

Enchant

Cost: 100 MP
 Range: ST - R:1 E:1 V:0
 Duration: (1d10 + MAG/3) hours; sometimes Permanent
 Prerequisite: Elemental Blade
 Modifier: None

The target item is surrounded by a golden glow, and then endowed with an elemental of the mage's choice. The enchantment only works on ordinary items (i.e. you can enchant an Iron Spear, but not an Aura Lance). Really powerful Wizards can make permanent enchantments, but that requires a lot of time, effort, research, etc. to complete.

Gravity 3 (Quarter, Demi 3)

Cost: 66 MP
 Range: ST - R:4 E:1 V:0
 Duration: Instant
 Prerequisite: Gravity 2
 Modifier: -40%

The target is engulfed in a black bubble of energy that has a (Magic% - 40)% chance to cut the target's HP down to one quarter of its current value (i.e. divide current HP by 4).

Haste 2

Cost: 50 MP
 Range: MT - R:4 E:2 V:2
 Duration: (1d6 + MAG/3) rounds
 Prerequisite: Haste
 Modifier: None

The targets are surrounded by red clocks with speeding hands, and then their Initiatives are doubled for the spell's duration.

Level 8

Clone

Cost: 75 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d10 + MAG/3) hours
 Prerequisite: Ruse
 Modifier: None

The caster makes an exact replica of herself! The replica is a magical manifestation of the caster's form and cannot think. It will obey the caster's commands to perform simple actions and can even cast simple spells! All of the clone's stats are the same as the caster's except for HP & MP. The clone has only 25*(MAG) HP and 15*(MAG) MP.

Invisibility

Cost: 70 MP
 Range: ST - R:4 E:1 V:0
 Duration: (1d10 + MAG/3) rounds
 Prerequisites: Etherealize, Vanish
 Modifier: None

The target vanishes a la the Vanish spell and has all the benefits of the spell Vanish, but also has the matter dodging abilities of the spell Etherealize. The only thing that can harm an Invisible character is magic.

Moon Beam

Cost: 75 MP
 Range: U - R:0 E:4 V:3
 Duration: 2 rounds
 Prerequisite: Aurora
 Modifier: -40

The moon shines and sparkles overhead and the moonbeams dazzle and mesmerize just like Aurora. After the spell ends, the moonbeams become painfully brilliant, and all looking have a (Magic% - 40)% chance to be blinded. All targets will also take 10d6 non-elemental damage as well.

Stop

Cost: 60 MP
 Range: ST - R:4 E:1 V:0
 Duration: (1d10 + MAG/3) rounds
 Prerequisite: Slow 2
 Modifier: -40

A spinning silver clock appears in the caster's hands and its hands move at an incredible speed for a few seconds. Then the clock shatters. There is a (Magic% - 40)% chance that the target will stop after this happens. The target will be frozen in the moment at which the clock shattered, every feature and movement preserved for the duration of the spell. The stopped character is a sitting duck, and is unable to dodge any attacks or make any moves whatsoever. If stopped during an action, that action will be completed after the spell wears off or is dispelled. While stopped, the target is surrounded by a soft pink glow.

Level 9

Aging

Cost: 70 MP
 Range: ST - R:4 E:1 V:0
 Duration: (1d10 + MAG/3) rounds
 Modifier: -50

There is (Magic% - 50)% chance the character will be aged well over half its lifespan in seconds! For the duration of the spell, the target will have all stats, skills, etc. cut in half.

Meteor

Cost: 100 MP
 Range: U - R:0 E:4 V:3
 Duration: Instant
 Prerequisite: Comet 3
 Modifier: None

A gateway to outer space opens above the battle field, and meteors fly into the targets, inflicting 11d6 non-elemental damage.

Sink

Cost: 50 MP
 Range: ST - R:4 E:1 V:0
 Duration: (1d4 + MAG/3) rounds
 Modifier: None

The ground beneath the target's becomes very weak (its molecular structure is disrupted) and anything standing there falls in. If they don't get out before the spell ends, the ground will solidify around them and they'll have to dig their way out, if they can.

X-Zone

Cost: 100 MP
 Range: MT - R:4 E:3 V:3
 Duration: Instant
 Modifier: -50%

A vortex opens in front of the caster, with a (Magic% - 50)% chance to suck the targets in front of the vortex into the X-Zone. It's very rare that anything escapes from there.

Level 10

Black Hole

Cost: 150 MP
 Range: U - R:0 E:4 V:3
 Duration: Instant
 Prerequisites: Gravity 3, X-Zone
 Modifier: None

A burst of extreme gravitational energy occurs near the mage, and above him a hole rips opens in the sky. This hole is so strong that even light is absorbed and there's a (Magic% - 50)% chance that anyone in the targeted area will have all their HP sucked into the hole as well. If they aren't killed then they just lose all but 10% of their HP (i.e. divide HP by 10).

Create Gate

Cost: 250 MP
 Range: Anywhere, anytime
 Duration: (1d10 + MAG/3) days; the greatest mages can make permanent gates
 Prerequisite: Control Gate
 Modifier: None

The mage can create Time and Space Gates to go anywhere he wants! There are rules for Gates, which will be added as an appendix to these spells. A couple of general rules are that creating gates for frivolous reasons can lead to disaster, but creating one on need alone could send you somewhere you never expected to go (sometimes what you need isn't what the Cosmos needs...). Use EXTREME caution when creating gates; there's no guarantee your gate can send you home. Only a true master of cosmic magic (e.g. A Level 99 Cosmic Mage with 30+ Magery and a 100%+++ Cosmic Magic Lore skill) can truly master the art of creating gates, and even then it is difficult.

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Galaxy Stop

Cost: 120 MP

Range: U - R:0 E:4 V:3

Duration: (1d10 + MAG/3) rounds

Prerequisite: Stop

Modifier: -50

The sky above the mage is filled with the image of a clock, its hand whirring around at great speed. With the final word of the chant, the hands slow down quickly until they stop completely, and at this point there is a (Magic% - 50)% chance that all targets in the area will be stopped, with all the conditions of a Stop spell.

Missile

Cost: 120 MP

Range: MT - R:4 E:3 V:3

Duration: Instant

Prerequisite: Bomb 3

Modifier: None

The mage channels her energy into the air around the targets and releases a blast of energy much like that of a large missile, which sets off a series of smaller blasts in the area that eventually zap 13d6 Energy damage from all targets caught in the blast.

Quick

Cost: 200 MP

Range: C - R:0 E:1 V:0

Duration: Instant

Prerequisite: Haste2

Modifier: None

The caster's Initiative is increased so high that she can execute two commands before any of the others can even finish their actions for the round! Casting the spell occurs at normal Initiative for that round, and the extra commands are executed immediately after the spell is cast. The spell cannot be cast again until the first spell wears off, however. Doing so wastes one of those 2 precious actions.

Blue Magic

Angel Whisper

Cost: 150 MP
 Range: ST - R:3 E:1 V:0
 Duration: Instant
 Modifier: None

An angel descends from the sky above the target and showers her with magic energy, restoring life with full HP. If cast on a living target, it restores all HP and dispels any status effects they currently have (both good and bad).

Aqua Breath (Aqua Rake, Aqualung)

Cost: 45 MP
 Range: MT - R:4 E:3 V:3
 Duration: Instant
 Modifier: None

A strong wind blows a wave of bubbles into the area, which burst around the targets for 8d6 Wind/Water damage.

Beta

Cost: 45 MP
 Range: MT - R:4 E:3 V:3
 Duration: Instant
 Modifier: None

A ball of fire descends from the skies and lands among the targets, exploding into a swirling cloud of flames that burns 8d6 Fire damage out of all targets.

Big Guard (Mighty Guard)

Cost: 80 MP
 Range: MT - R:0 E:3 V:2
 Duration: (1d8 + Magery/3) rounds

The caster's allies are surrounded by brilliant green energy globes and receive the benefits of Barrier, M.Barrier and Haste spells cast on them.

Blood Suck (Vampire)

Cost: 10 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant

A wave of blood colored orbs fly from the caster's hands and surround the target, latching onto it to suck out 1/5 of its HP and send it back to the caster. Damage is always 1/5 but the caster may never absorb more than her max HP allows. This spell only works on living organic things, because it requires healthy blood to carry out the HP transfer.

Blow Fish (1000 Needle Strike)

Cost: 60 MP
 Range: ST - R:3 E:1 V:0
 Duration: Instant
 Modifier: None

1000 needles slam the target, each removing a tenth of a hit point for a grand total of 100 damage. M. Armor and Armor have no effect on the damage inflicted by the spell.

Death Claw

Cost: 50 MP
 Range: ST - R:1 E:1 V:0
 Duration: Instant
 Modifier: 60%

The caster's hands seem to morph into deadly claws that he then uses to grasp the target in a vice-like grip, tearing into it so violently that there's a (Magic% - 30)% chance the target's HP is reduced to a single digit number.

Death Force

Cost: 20 MP
 Range: ST - R:4 E:1 V:0
 Duration: (1d8 + Magery/3) rounds
 Modifier: None

The target is encased in a crystalline globe etched with a skull, but this skull protects against Doom rather than causing it. For the spell's duration, the target will be able to resist any fatal magic attacks. Note that this spell will not protect against dying at all, just against instant death magic spells.

Death Sentence (Countdown, Condemned)

Cost: 35 MP
 Range: ST - R:4 E:1 V:0
 Duration: (60 - 1d20) seconds
 Modifier: 60%

A laughing red skull floats above the target, with a 20% + (Level/2) + (MAG) chance to start the countdown. Once it starts, there's no way to stop it except by killing the caster of the spell.

Discord (Black Shock)

Cost: 30 MP
 Range: ST - R:4 E:1 V:0
 Duration: (1d8 + MAG/3) rounds
 Modifier: -40

The target is surrounded by rainbow colored lights that have a (Magic% - 40)% chance to cut its level in half. During this time, all stats are cut by one-half as well.

Dragon Force

Cost: 20 MP
 Range: ST - R:4 E:1 V:0
 Duration: (1d8 + Magery/3) rounds
 Modifier: None

The target is encased in a crystalline globe etched with a dragon, giving him the ability to block attacks with a Fire, Ice or Lightning elemental.

Exploder (Suicide Bomb)

Cost: 1 MP
 Range: ST - R:3 E:1 V:0
 Duration: Instant
 Modifier: None

The mage dashes into the target and uses his life energy (i.e. kills himself) to create an explosion. Damage done is equal to the caster's current HP.

Flame Thrower (Emission)

Cost: 10 MP
 Range: B - R:5 E:8 V:0
 Duration: Instant
 Modifier: None

The caster fires a burst of flames from her hands that hits all targets on the line of fire for 5d6 Fire damage.

Forcefield

Cost: 30 MP
 Range: U - R:0 E:4 V:3
 Duration: (1d10 + MAG/3) rounds
 Modifier: None

A blinding white light engulfs the location and when it fades, an element or para-element will be rendered ineffective (which one it is depends on the GM's whims).

Sample method for Force field: Assign several elementals a number from 1-10 and roll a 1d10. The resulting roll is the nullified elemental.

Frog Song

Cost: 15 MP
 Range: ST - R:5 E:1 V:0
 Duration: (1d8 + MAG/3) rounds
 Modifier: -20

Clouds of green smoke and large yellow musical notes hit the target as the caster sings the Frog Song. There is a (Magic% - 20)% chance the target will be put to sleep and changed into a toad by the spell.

Goblin Punch (Stone)

Cost: 1 MP
 Range: ST - R:1 E:1 V:0
 Duration: Instant
 Modifier: None

The caster pummels the target with a normal physical attack. This spell doesn't seem like much until you consider that if the target is at the same level as the caster, the damage is quadrupled (x4).

Grand Train (Pandora's Box)

Cost: 125 MP
 Range: MT - R:4 E:3 V:3
 Duration: Instant
 Modifier: None

A black wave of celestial energy blasts the targets for 12d6 Energy damage.

Laser

Cost: 33 MP
 Range: ST - R:4 E:1 V:0
 Duration: Instant
 Modifier: -30%

Numerous laser beams arc out of the caster and blast the target with a (Magic% - 30)% chance to instantly zap away 1/2 of its current HP.

Level 5 Doom

Cost: 85 MP
 Range: MT - R:4 E:3 V:3
 Duration: Instant
 Modifier: -30

Floating grey skulls hover around the targets, and anyone whose level is a multiple of 5 has a (Magic% - 30)% chance of dying.

Level 4 Flare

Cost: 50 MP
 Range: MT - R:4 E:3 V:3
 Duration: Instant
 Modifier: None

The targets are blasted by small fiery explosions, and anyone whose level is a multiple of 4 will take 9d6 Energy damage.

Level 3 Status

Cost: 30 MP
 Range: MT - R:4 E:3 V:3
 Duration: (1d6 + Magery/3) rounds
 Modifier: -10

The targets are surrounded by the appropriate effect (chocobos for Muddle, etc) and any target whose level is a multiple of 3 will have a (Magic% - 10)% chance to be hit with the status effect of the GM's choice. Note that by GM's choice I mean that

when the Blue Mage learns the spell, the GM has a monster cast it as 'Level 3 Muddle' or 'Level 3 Sleep' or whatever. It isn't one spell that has random effects - it's a template spell for all basic status effects.

Level ? Elemental

Cost: 50 MP
Range: MT - R:4 E:3 V:3
Duration: Instant
Modifier: None

The targets are hit by a rain of orbs that will inflict 9d6 Elemental damage on anyone whose level is a multiple of ? (To determine ?, roll 1d10). The elemental is chosen by the GM in the same manner as an effect for Level 3 Status, e.g. Level ? Elemental is a template for spells like 'Level ? Pearl' or 'Level ? Fire' or whatever.

Magic Breath

Cost: 90 MP
Range: MT - R:4 E:3 V:3
Duration: Instant
Modifier: None

A wave of rainbow colored bubbles blow into the targeted area and burst into balls of fire, ice and electricity, hitting all targets for 10d6 Fire/Ice/Lightning damage.

Magic Hammer

Cost: 3 MP
Range: ST - R:5 E:1 V:0
Duration: Instant
Modifier: None

A giant hammer appears above the target and slams right on top of its head, instantly removing 1/10 of its MP and giving it to the caster. Damage is always 1/10, but the caster can never absorb more than her max MP allows.

Mantra Magic (Missile)

Cost: 16 MP
Range: MT - R:5 E:2 V:2
Duration: Instant
Modifier: None

A volley of missiles fly out of the caster's back and arc around to blast the targeted enemies for 5d6 Physical damage.

Pep Up (Fusion)

Cost: 1 MP
Range: ST - R:1 E:1 V:0
Duration: Instant
Modifier: None

The caster uses all of her life energy (i.e. kills herself) to restore an injured or fallen comrade to full

health. The transfer of energy is carried out by physically touching the target.

Quasar

Cost: 85 MP
Range: U - R:0 E:4 V:3
Duration: Instant
Modifier: None

Spinning waves of meteorites whip through the affected area, inflicting 10d6 Physical damage before the meteorites are sucked through a gateway to the heavens by a quasar.

Reflect???

Cost: 1 MP
Range: ST - R:5 E:1 V:0
Duration: (1d6 + MAG/3) rounds
Modifier: -10

A bubble of energy flies towards the target, and if the target is under the effect of a Reflect or Wall spell, the bubble will have a (Magic% - 10)% chance to inflict a random status ailment on the target.

Revenge (????)

Cost: 30 MP
Range: ST - R:5 E:1 V:0
Duration: Instant
Modifier: None

The target is hit by an invisible club that will inflict an amount of damage equal to [Caster's Max HP - Caster's Current HP].

Rippler

Cost: 65 MP
Range: ST - R:3 E:1 V:0
Duration: (1d6 + MAG/3) rounds
Modifier: None

The caster and target are surrounded by spinning blue orbs while the ground seems to shimmer like a still pond. The orbs switch between the caster and target, and they trade status (i.e. if the caster is blind, and the target is mute, then the caster will become mute and the target become blind). This spells applies to both good and bad conditions and after the duration expires the status ailment just fades away - it doesn't switch back to it's original owner.

Roulette

Cost: 40 MP
Range: U - R:0 E:4 V:3
Duration: 1 round
Modifier: None

The wheel o'fortune begins to spin, and when it stops on a victim, the victim will die 1 round later (reduced to zero HP). GM's discretion as to how to

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choose a victim, but remember that both friends and foes are affected.

Sample method for Roulette: Assign each character and monster in the affected area a different number, and roll the appropriate die (this is where a computer dice roller, like WinDice, is useful). Whatever number comes up - that target dies if they aren't protected from Doom spells.

Shadow Flare

Cost: 100 MP
Range: ST - R:4 E:1 V:0
Duration: Instant
Modifier: None

The world around the target suddenly becomes a bright white, with the target seeming a mere shadow contrasting starkly with the brightness. A flurry of tiny black shadows converges on the targets like the fireballs of a Flare spell do, and the resulting blast causes 11d6 Darkness damage.

Small Melody

Cost: 15 MP
Range: ST - R:5 E:1 V:0
Duration: (1d8 + MAG/3) rounds
Modifier: -10

The target is hit by a puff of orange smoke and is hit by a volley of red musical notes. There is a (Magic% - 10)% chance the target will be minimized and put to sleep.

Sour Mouth (Bad Breath)

Cost: 45 MP
Range: ST - R:4 E:1 V:0
Duration: (1d8 + MAG/3) rounds
Modifier: -20

A cloud of noxious orange smoke engulfs the target and has a (Magic% - 20)% chance to inflict the target with Sleep, Mute, Blind, Muddle, Poison, Size, Toad and Pig conditions.

Trine

Cost: 35 MP
Range: MT - R:4 E:3 V:2
Duration: Instant
Modifier: None

A spinning tetrahedron of electrical energy forms around the targets with a counter-spinning smaller tetrahedron inside. The two energy forms hit the targets with a deluge of electrical energy that takes 6d6 damage away from all of them.

White Wind (Pearl Wind)

Cost: 45 MP
Range: MT - R:0 E:2 V:2
Duration: Instant
Modifier: None

A wave of pearly white clouds rises around the caster, restoring HP to all affected. The amount of HP recovered is equal to the caster's current HP.

Summon Magic

Summoning is one of the more potent forms of magic in the worlds of Final Fantasy. It involves the summoning of legendary beasts that go by many names - Summoned Monsters, Espers, and Guardian Forces. Upon being summoned, they come forth from who-knows-where and do the Caller's bidding - to an extent.

When it comes to gaining new spells, Callers don't have an easy time. They can't learn anything through serendipity like regular mages do, and they can't usually just buy spellbooks. Summoned monsters only answer a summons if they deem the Caller worthy of their help. This can be represented in many ways in a game. The first and most important is learning the spells themselves. Some spells, like Summon Chocobo and Summon Bomb can be easily obtained because of the weakness of the spell and the abundance of the creatures. But most spells are used to summon legendary creatures such as Leviathan or Bahamut and as such, the spells are hard to get. Usually the Caller (and maybe his/her companions) will need to fight the beast in order to learn its spell.

The second test of a Caller's mettle is in the casting time for the spell. Some beasts won't answer a summon right away because they feel the Caller's party should try to fight on their own for a bit before it steps in. The standard summon penalties are -10 to initiative for Weak effects, -10 for Medium effects and -30 for Strong effects. These may seem harsh, but some of these spells are strong enough to slaughter legions of enemies in one casting so it's fair. Casting times are also GM choice - low level spells like Chocobo shouldn't need them at all but high level spells like Bahamut should always have them. Just use a little common sense and some e-game precedent and it'll work out fine (or just use the standard penalties ^_^).

In this article, each summoned monster has 3 actions - Weak, Medium and Strong. Only Callers of the appropriate level can access the stronger powers. The breakdown is very simple:

Weak	Level 1+
Medium	Level 30+
Strong	Level 60+

In most cases, the stronger powers are just powered-up versions of the previous attacks (e.g. Bahamut goes from MegaFlare to GigaFlare to TeraFlare) but some beasts have varied effects. Because of this, higher level Callers have some choice when summoning a beast. There is also

plenty of room for powers not listed here - GMs and players can come up with several different ideas for using summoned monsters in role-playing situations. An example would be summoning Golem or Titan to pound down a castle wall (thanks to Jared for that example).

Callers are limited to a number of spells equal to their MAG but not to exceed 30. Partial Callers get spells equal to two-thirds of their Magery attribute and not to exceed 20. Red Callers only get a number of spells equal to 1/2 their MAG, as Red magic gives them access to many types of magic. If MAG increases by use of a Relic or other piece of gear instead of a natural boost, the Caller may still learn the extra spells, but (s)he will lose the most recent ones if the gear is removed, e.g. Mystra gains 3 MAG from a Relic and learns Leviathan, Ashura and Bomb. If the Relic is removed, she loses these three new spells. Once her MAG is increased high enough again, she will re-learn them automatically.

One other thing unique to Summon spells is their larger area of effect. Because of the powers of the summoned beasts, their spells can affect a larger area. In this list, the E:4 is no longer reserved for Unfocused spells and there is an E:5 which is even larger, and would look like this:

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As always, multi-target spells may hit just foes or both friends and foes (GM discretion) but Unfocused spells always hit friends and foes.

Chocobo Cost: 7 MP

Weak - Choco Kick (ST - R:5 E:1 V:0)

A chocobo appears behind the caster and rushes into the enemy ranks, kicking and clawing at the chosen target for a total of 3d10 points of physical damage.

Medium - Deathblow!!! (MT - R:5 E:2 V:1)

A chocobo with a Moogle mounted on it appears from behind the caster and dashes into the enemy ranks, clawing and kicking at every one within range for 4d10 points of physical damage. This spell also has a small chance to stun the targeted creatures for a few rounds.

RETURNER FINAL FANTASY ROLEPLAYING GAME

Strong - Fat Chocobo Splash (MT - R:5 E:3 V:2). A gigantic chocobo suddenly appears in the sky and lands on top of the enemies in the targeted area inflicting a total of 5d10 points of physical damage. It also has a small chance to stun the targeted enemies for a few rounds.

Sylph

Cost: 14 MP

Weak - Drain (ST - R:5 E:1 V:0)

A pair of sylphs flutter out of the sky and fly around the target, stealing 3d10 HP from it and dividing it up between the caster and her nearby allies (R:0 E:2 V:1).

Medium - Psych (ST - R:5 E:1 V:0)

A pair of sylphs flutter out of the sky and fly around the target, stealing 2d10 MP from it and dividing it up between the caster and her nearby allies (R:0 E:2 V:1).

Strong - Siphon (ST - R:5 E:1 V:0)

A pair of sylphs flutter out of the sky and fly around the target, stealing 4d10 HP and 4d6 MP from it and dividing it up between the caster and her nearby allies (R:0 E:2 V:1).

Remora

Cost: 10 MP

Weak - Poison Barb (ST - R:5 E:1 V:0)

A tiny remora shark springs up near the targeted enemy and lashes out with its tail, using the barbs to inflict 3d10 damage and there is a (magic% - 30)% chance of inflicting the target with the poison status condition.

Medium - Sucker Stick (ST - R:5 E:1 V:0)

A pair of remora sharks spring up near the target and grab on to the target's back, using their suckers to hold down the target for 1d6 rounds.

Strong - Latch On (ST - R:5 E:1 V:0)

A school of remoras burst out of nowhere and latch on to the target, holding it down for 1d10 rounds while their barbs constantly attack inflicting 5d10 damage and there is a (magic% - 10)% chance of inflicting the target with the poison status condition.

Bomb

Cost: 20 MP

Weak - Exploder (ST - R:5 E:1 V:0)

A bomb appears in front of the caster and rams into the target, exploding on impact. Since the bomb is held physically by the caster, the damage done equals the current HP of the caster. The beauty of this spell

is that the caster survives even though the monster dies.

Medium - Incinerate (MT - R:5 E:2 V:1)

A bomb appears and rams into an opponent, but this time the fireball encompasses a larger area. The damage done to the main target equals the caster's current HP and each peripheral target takes 1/2 this amount. The caster still survives the attack.

Strong - Devastate (MT - R:5 E:3 V:2)

A bomb appears and rams into the target, but this fireball is even bigger. All targets take damage equal to the caster's current HP. Once again, the caster comes out alive after the bomb explodes.

Mist Dragon

Cost: 20 MP

Weak - Shroud of Mist (U - R:0 E:5 V:4)

A mist dragon appears near the caster and suddenly begins to vaporize, leaving the area around the caster covered in a dense mist. All actions involving sight have a 30% penalty and all within the mist have a 20% bonus to Defense and a 10% bonus to M.Defense. The mist fades after 1d6 rounds in normal conditions, 1d4 rounds if it's extremely warm and 1d8 rounds if it's extremely cold.

Medium - Cold Mist (MT - R:5 E:3 V:2)

A mist dragon appears amidst the targets and fades into a freezing cold mist that surrounds them, inflicting 4d10 Physical damage to all. If the caster is below 1/2 HP, the damage is reduced to 3d10. If near-fatal, the damage is a mere 1d10.

Strong - Cold Breath (MT - R:5 E:3 V:3)

A mist dragon appears behind the caster and lets out waves of icy cold breath from its mouth, inflicting 5d10 Physical damage against each target. If below 1/2 HP, the damage is reduced to 4d10. At near-fatal, the caster merely inflicts 2d10 damage.

Ifrit (Jinn)

Cost: 25 MP

Weak - Flame (ST - R:5 E:1 V:0)

Ifrit bursts forth from the ground and spits a ball of flames at the target, engulfing it for 4d10 Fire damage.

Medium - Inferno (MT - R:5 E:3 V:2)

Ifrit blazes out of the ground beneath the targets and sends streams of flames pouring out into the sky after him, inflicting 5d10 Fire damage on all affected.

Strong - Fires of Hell (MT - R:5 E:3 V:3)

Ifrit erupts from the ground in a pillar of flames and stones, looks around for his victims and then screams towards them in a wave of fiery death that burns 6d10 Fire damage into all targets.

RETURNER FINAL FANTASY ROLEPLAYING GAME

Shiva

Cost: 25 MP

Weak - Icicle (ST - R:5 E:1 V:0)

Shiva appears in the sky in a flurry of snowflakes and points her rod at the target, causing a huge icicle to burst out of the ground which does 4d10 Ice damage.

Medium - Blizzard (MT - R:5 E:3 V:2)

Shiva flies into the area and waves her rod towards the targets, engulfing them in a wave of ice and snow that inflicts 5d10 Ice damage to all.

Strong - Diamond Dust (MT - R:5 E:3 V:3)

Shiva descends from above and builds a charge of blue energy around her hands. She uses this energy ball to throw a flurry of tiny razor-sharp icicles at the enemies which cause 6d10 Ice damage.

Ramuh (Indra)

Cost: 25 MP

Weak - Spark (ST - R:5 E:1 V:0)

Ramuh appears behind the caster and waves his staff in the air, causing a huge spark to burst out near the target and shock it for 4d10 Lightning damage.

Medium - Bolt Fist (MT - R:5 E:3 V:2)

Ramuh appears in the midst of the targets and raises his fist towards the sky, summoning a hail of lightning bolts that slam the enemies for 5d10 Lightning damage.

Strong - Judgement Bolt (MT - R:5 E:3 V:3)

Ramuh appears atop a suddenly-formed spire behind the caster and raises his staff to the sky. A large bolt of lightning hits the staff and spreads out in an arc of electricity that hits all targets for 6d10 Lightning damage.

Seraphim

Cost: 30 MP

Weak - Heavenly Light (ST - R:5 E:1 V:0)

A beautiful angel descends from above and shines a soft white light on the target, restoring 4d10 + Magery x MDC HP.

Medium - Healing Rain (MT - R:5 E:3 V:2)

Seraphim appears in the sky and gathers the clouds which start to let out a warm gentle rain that restores 4d10 + Magery x MDC HP to all targets.

Strong - Reviver (MT - R:5 E:3 V:3)

Seraphim flies into the area and sends a shower of sparkling stars over the targets, restoring 5d10 + Magery x MDCHP to all.

Siren

Cost: 30 MP

Weak - Lullaby (MT - R:5 E:2 V:1)

Siren appears and plays her magical melodies which carry a (Magic% - 10)% chance to put the targets to sleep for 1d6 rounds.

Medium - Hope Song (MT - R:5 E:3 V:2)

Siren plays her melodies again and this time has a (Magic% - 20)% chance to silence all targets for 1d6 rounds.

Strong - Love Song (MT - R:5 E:3 V:3)

Siren this time uses her enchanting singing voice to charm all targets. She has a (Magic% - 30)% chance to give each target the Charm status for 1d6 rounds.

Titan

Cost: 40 MP

Weak - Smash (ST - R:5 E:1 V:0)

Titan appears from nowhere and rushes at the target, swinging his massive fist and clobbering the enemy for 5d10 Earth damage.

Medium - Earth Aura (MT - R:5 E:3 V:2)

Titan bursts forth from the earth amid the targets and releases a wave of Earth energy that inflicts 6d10 Earth damage to all affected.

Strong - Anger of the Land (MT - R:5 E:3 V:3)

Titan bursts out of the ground near the caster and lumbers over to the targets, grasping the ground beneath them and lifting it up in a large chunk. Using his amazing strength, he flips the piece of earth over and tosses the targets over with it, doing 7d10 damage in the process.

Unicorn

Cost: 35 MP

Weak - Purify (MT - R:0 E:2 V:1)

Unicorn appears and his horn glows with a soft green light. The light washes over all nearby allies and removes any poisons from their systems.

Medium - Remedy (MT - R:0 E:3 V:2)

Unicorn appears and his horn glows with a soft blue light. The light scatters around all nearby allies and removes all status ailments that the Remedy spell can remove.

Strong - Heal Horn (MT - R:0 E:3 V:3)

Unicorn appears and his horn glows with many colours. The lights swirl around all nearby allies and remove any and all status ailments from them.

RETURNER FINAL FANTASY ROLEPLAYING GAME

Golem

Cost: 40 MP

Weak - Protector (MT - R:0 E:2 V:1)

Golem appears and showers the caster's allies with a flurry of yellow light that imparts the Safe spell on each for 1d8 rounds.

Medium - Defender (MT - R:0 E:3 V:2)

Golem appears and builds a wall of dirt around the caster and her allies which acts like a Barrier from the Barrier spell. It lasts up to 1d8 rounds if it isn't destroyed first.

Strong - Earth Wall (MT - R:0 E:3 V:3)

Golem appears near the caster and acts as a shield to all allies within range. He'll absorb all physical damage directed at the caster and his allies for 1d8 rounds. Golem is strong enough that unless there's really big damage involved, he won't die from his defending.

Carbunkle

Cost: 40 MP

Weak - Emerald Light (MT - R:0 E:2 V:1)

Carbunkle appears and his crown jewel emits a brilliant green light that imparts the Shell status on the caster's nearby allies. It lasts for 1d8 rounds.

Medium - Sapphire Light (MT - R:0 E:3 V:2)

Carbunkle appears and his crown jewel emits a brilliant blue light that forms a Magic Barrier around the caster's nearby allies. It lasts for 1d8 rounds if not destroyed first and acts as the spell M.Barrier.

Strong - Ruby Light (MT - R:0 E:3 V:3)

Carbunkle appears and bathes the caster and his allies in a brilliant red light from his crown jewel that gives them the Reflect status for 1d8 rounds.

Maduin

Cost: 45 MP

Weak - Goblin Punch (ST - R:5 E:1 V:0)

Maduin appears near the caster and leaps towards the target, repeatedly hitting it for 5d10 Physical damage. If the target is at the same level as the caster, the damage inflicted is tripled.

Medium - Chaos Wing (MT - R:5 E:3 V:2)

Maduin appears and unleashes waves upon waves of purple energy that slam the targets for 6d10 Physical damage. Any targets at the same level as the caster take triple damage.

Strong - Energy Burst (MT - R:5 E:3 V:3)

Maduin appears and releases a sudden burst of golden energy that slams the targets for 7d10

Physical damage. Any targets at the same level as the caster take triple damage.

Syldra

Cost: 60 MP

Weak - Big Wave (MT - R:5 E:2 V:1)

Syldra appears behind the caster and sends out a wave of water that crashes over the targets, inflicting 5d10 Water damage on each.

Medium - Lightning Blast (MT - R:5 E:3 V:2)

Syldra appears behind the caster and summons a hail of lightning bolts from above that inflict 6d10 Lightning damage on all targets.

Strong - Thunderstorm (MT - R:5 E:4 V:3)

Syldra appears in front of the caster and raises a violent thunderstorm around the targets, inflicting 7d10 Lightning/Water damage on all.

Shoat (Catoblepas)

Cost: 55 MP

Weak - Stone Eye (ST - R:4 E:1 V:0)

Shoat appears near the caster and looks into the target's eye. It has a (Magic% - 30)% chance to change the target into a stone statue.

Medium - Demon's Eye (MT - R:4 E:2 V:1)

Shoat appears near the caster and glares at the targets, with a (Magic% - 40)% chance to change them all into stone.

Strong - Devil's Eye (MT - R:4 E:3 V:2)

Shoat appears near the caster and sends a beam of energy from its eye into the targets, with a (Magic% - 40)% chance to change them into stone and then a (Magic% - 50)% chance to shatter them.

Alexander

Cost: 70 MP

Weak - Ray of Light (ST - R:5 E:1 V:0)

Alexander bursts forth from the ground and trains his eye on the target, releasing a ray of light that engulfs it and inflicts 6d10 Holy damage.

Medium - Justice (MT - R:5 E:3 V:2)

Alexander rises from the ground and rakes his deadly eye lasers across the area, inflicting 7d10 Holy damage on all targets.

Strong - Judgement (MT - R:5 E:4 V:3)

Rising from the ground, Alexander burns out a serpentine pattern around the enemies with his eye lasers that suddenly erupts into a fountain of holy flames, removing 8d10 Holy damage from the targets.

RETURNER FINAL FANTASY ROLEPLAYING GAME

Tritoch

Cost: 75 MP

Weak - Antipode (MT - R:5 E:2 V:1)

Tritoch soars into the area and sends a shower of ice and fire down onto the targets, inflicting 6d10 Fire/Ice damage to all.

Medium - Flaming Heaven (MT - R:5 E:3 V:2)

Tritoch lowers into the area from a cloud-filled sky and sends volleys of lightning bolts down upon the enemies, which cause the ground to burst into flames. The targets all take 7d10 Fire/Lightning damage from the attack.

Strong - Tri-Dazer (MT - R:5 E:4 V:3)

Tritoch appears behind the caster and breathes a shower of lightning bolts which carry waves of fire and beams of ice along with them. The breath attack takes 8d10 points of Fire/Ice/Lightning damage away from the targets.

Palidor

Cost: 80 MP

Weak - Speeder (MT - R:0 E:2 V:1)

Palidor speeds into the area and showers the area around the caster with brilliant red stars that imparts the Haste effect on the targets for 1d10 rounds.

Medium - Sonic Dive (MT - R:0 E:2 V:1)

Palidor soars into the area and swoops down to meet the caster, taking her and any nearby allies high into the sky. After 1 full round of flying, the caster and whomever else caught a ride fall out of the sky and land on a random target, inflicting whatever damage they would cause using a regular Jump attack.

Strong - Overdrive (MT - R:0 E:3 V:2)

Palidor swoops down to the caster and showers her and her allies with silver stars that raise each target's initiative by an amazing amount, effectively making their next actions immediate ones. After taking the free action, the targets must take a full round before making another action. Palidor will not answer another summon for several hours - perhaps days - after this summon is made.

Odin (Raiden)

Cost: 88 MP

Weak - Gungnir Spear (ST - R:4 E:1 V:0)

Odin appears from the horizon, riding his 8-legged steed Slepnir and hoisting his legendary Gungnir spear. With a quick glance at his target, he hefts the Gungnir and sends it soaring into the sky. A moment later it comes crashing down on the target, slamming it for 7d10 Physical damage. Note that if Odin is summoned to fight a monster that he knows his

instant kill techniques cannot affect, he'll automatically use this power despite the caller's wishes.

Medium - Zantestuken (MT - R:4 E:3 V:2)

Odin appears on a previously unseen mountaintop, riding Slepnir and holding his legendary iron-cutting sword. With an amazing leap, Slepnir lands in the midst of the enemies while Odin swings his mighty sword around, with a (Magic% - 30)% chance to cleave them.

Strong - True Edge (MT - R:4 E:4 V:3)

Odin appears as before, but this time his sword is larger and much sharper. With the same amazing leap and mighty slashes, Odin now has a (Magic% - 40)% chance to kill enemies in a greater area than before.

Leviathan

Cost: 95 MP

Weak - Geyser (ST - R:5 E:1 V:0)

The master of the seas bursts out from beneath the target in a spray of rushing water that blasts the target for 7d10 Water damage.

Medium - Sea Song (MT - R:5 E:3 V:2)

Leviathan appears near the caster and 'sings' the song of the sea, letting loose a stream of bubble breath that bursts near the targets for 8d10 Water damage.

Strong - Great Ocean Collide (MT - R:5 E:4 V:3) Leviathan bursts out of a slowly forming bubble of water near the caster and, with an ear-piercing screech, whips his tail and sends a giant wave of water crashing down upon the targets for 9d10 Water damage.

Ashura

Cost: 80 MP

Weak - Regeneration (MT - R:0 E:3 V:2)

Leviathan's queen appears beside the caster and waves one of her arms, which showers the caster and her allies with green stars that impart the Regen status on them for 1d10 rounds.

Medium - Healing Wind (MT - R:0 E:3 V:3)

Ashura appears by the caster and waves her arms, sending out a refreshing breeze that restores 7d10 HP to all targets (use Will for the complete formula).

Strong - Life Force (MT - R:0 E:4 V:3)

Ashura appears by the caster and once again creates a healing breeze, this time, which restores Life to all targets along with 5d10 HP.

RETURNER FINAL FANTASY ROLEPLAYING GAME

Kjata

Cost: 100 MP

Weak - Eruption (MT - R:4 E:2 V:1)

The mighty boar Kjata appears from nowhere and causes the ground beneath the targets to erupt in a shower of flames and stones, inflicting 7d10 Fire/Earth damage to all.

Medium - Heaven's Rage (MT - R:4 E:3 V:2)

Kjata appears behind the caster and roars towards the sky, sending out a shower of lightning bolts that tear open the ground in flaming bursts of dirt and stone. All targets take 8d10 Fire/Lightning/Earth damage.

Strong - Tetra-Disaster (MT - R:4 E:4 V:3)

The air suddenly cools into a massive ice chunk around the targets, which just as suddenly bursts into flames that swirl around them. A flurry of tiny sparks converge on the center of the flames and burst into a flash of light, and after the light fades Kjata is standing among the enemies. With a mighty roar he rears back and stomps on the ground, sending tremors large enough to shake the ground around the targets. After all is done, each target takes 9d10 Fire/Ice/Lightning/Earth damage.

Hades

Cost: 100 MP

Weak - Poison Gas (MT - R:5 E:2 V:1)

The lord of the underworld appears in a shroud of darkness on the battlefield and, with the crook of a bony finger, summons a cloud of poisonous gases that engulfs the targets to cause 7d10 Darkness damage and has a (Magic% - 20)% chance to inflict the poison status condition.

Medium - Riot Gas (MT - R:5 E:3 V:2)

Hades appears and unleashes a wave of gases onto the battlefield that inflict 8d10 Darkness damage and have a (Magic% - 20)% chance to inflict a random mental status ailment on the targets (Confusion, Charm, Sleep, Berserk, etc).

Strong - Black Cauldron (MT - R:5 E:4 V:3)

Hades appears in a cloud of darkness on an altar with his black cauldron and releases waves of purple gases amongst the enemies, inflicting 10d10 Darkness damage and with a (Magic% - 30)% chance to cause the conditions Toad, Small, Poison, Blind, Mute, Sleep, and Confusion.

Phoenix

Cost: 110 MP

Weak - Blaze (MT - R:5 E:3 V:2)

The legendary Phoenix soars onto the field and suddenly bursts into flames, igniting the entire area and inflicting 7d10 Fire damage to all enemies.

Medium - Rebirth (MT - R:0 E:4 V:3)

The area around the caster bursts into flames and the Phoenix rises from the fires, raising all the caster's fallen comrades with him and restoring 1/2 of their HP.

Strong - Phoenix Flame (U - R:0 E:5 V:4)

A tiny drop of golden fire lands above the caster and bursts into a brilliant flame. As the flame unfolds it becomes the Phoenix, and as it spreads its wings a wave of fire washes over the area, burning 8d10 Fire damage out of the caster's enemies and breathing full life into her allies.

Typhon (Chupon)

Cost: 125 MP

Weak - Whirlwind (MT - R:5 E:3 V:2)

The dual-headed beast Typhon appears in the sky and breathes out gale-force winds that encircle the targets and inflict 8d10 Wind damage.

Medium - Disintegration (MT - R:5 E:4 V:3)

Typhon appears and summons a massive whirlwind to sweep through the area and blast the targets for 9d10 Wind damage.

Strong - Collapse of Heaven and Earth (MT - R:5 E:5 V:4) Typhon appears in a violent whirlwind that sweeps up all targets and slams them around the area. With a roar from each head, Typhon flips the ground around and causes it to fly apart with a 20% + (Level/2) + (MAG) chance to kill the targets instantly. Those who survive the fatal winds and bursting ground take 10d10 Wind damage after everything starts to settle down.

Bahamut

Cost: 150 MP

Weak - Megaflare (MT - R:5 E:3 V:2)

The mighty Bahamut soars out of the skies and hovers above the caster. With a loud cry he begins to gather a massive ball of energy in his mouth, which he uses to release a giant flare of energy at the targets for 9d10 Physical damage.

Medium - Gigaflare (MT - R:5 E:4 V:3)

The dragon king hovers high in the sky, gathering a ball of energy in his jaw that he uses to direct a devastating beam of energy at the targets that blasts them for 10d10 Physical damage.

Strong - Teraflare (MT - R:5 E:5 V:4)

Bahamut circles the globe and comes to rest far above the targets, gathering astounding amounts of

energy from all around him. Using this energy he releases a blast so powerful that it rocks the targets for 11d10 Physical damage.

Sword Magic

Magic Knights are a special kind of mage. Their training involves using a sword, as the focus of their spells, meaning all magical effects must occur via their swords. The advantage of this is that the Magic Knight gets to make a very strong physical attack along with their magical effects. The drawback - the spells are very limited in range. A Magic Knight may only enchant one sword at a time and can only enchant a sword they are holding (there is one exception at spell level 8). A sword may only carry one enchantment at a time - any further spells dispel the old effect before the new one takes over. Any weapon like a Flame Sabre that carries a permanent enchantment may not take on a Sword Magic spell because the temporary Sword Magic spell isn't strong enough to dispel the permanent enchantment.

Level 1

Aero 1

Cost: 5 MP
Duration: (1d6 + MAG/3) rounds
Modifier: -10

The caster is suddenly surrounded by a swirling wind and his blade gains the power of Wind. The damage is increased by an extra 1d6 damage, the blade gains a Wind elemental and it can be 'thrown' to increase the attack range to R:2. If thrown, the blade takes a round to return but can be just as deadly on the way back.

Blind

Cost: 5 MP
Duration: (1d6 + MAG/3) rounds
Modifier: -10

The air around the caster's blade seems to become very dark, as the blade now has the power to remove sight. Upon a successful attack, the blade has a (Magic% - 20%) chance to leave its target blind.

Bolt 1

Cost: 5 MP
Duration: (1d6 + MAG/3) rounds
Modifier: None

A bolt of lightning, which grants it the power of electricity, strikes the caster's blade. For the spell's duration, the blade carries a Bolt elemental and inflicts an extra 1d6 damage. There is a small chance

(20%) the electrical discharge of the attack could stun the target for one round.

Fire 1

Cost: 5 MP
Duration: (1d6 + MAG/3) rounds
Modifier: None

The caster is surrounded by a burst of flames and suddenly his blade is enchanted by the power of a Fire 1 spell. For the duration of the spell, the weapon will have a Fire elemental and will inflict an extra 1d6 damage. There is also a small chance to ignite flammable targets.

Ice 1

Cost: 5 MP
Duration: (1d6 + MAG/3) rounds
Modifier: None

The caster is surrounded by a ring of icicles, which impart the power of ice onto her blade. For the spell's duration the weapon will inflict an extra 1d6 damage and carry an Ice elemental. There is a small chance the freezing cold could slow down the target for a few rounds (Speed -1).

Sleep

Cost: 5 MP
Duration: (1d6 + MAG/3) rounds
Modifier: -10

The caster's blade takes on a faint purple glow as it gains the ability to put enemies to sleep. There is a (Magic% - 10)% chance to put targets to sleep upon successful attacks.

Level 2

Bio 1

Cost: 9 MP
Duration: (1d6 + MAG/3) rounds
Modifier: None

The caster is surrounded by a green haze, which gives his blade the powers of Poison. The weapon gains a Poison elemental, inflicts an extra 1d6 damage and has a (Magic% - 10)% chance to inflict the poison status condition.

RETURNER FINAL FANTASY ROLEPLAYING GAME

Mute

Cost: 9 MP

Duration: (1d6 + MAG/3) rounds

Modifier: -10%

The caster's blade gains a slight grey tint and has the ability to steal the target's voice away. On a successful attack, there is a (Magic% - 10)% chance to inflict the Mute condition on the target.

Pig

Cost: 7 MP

Duration: (1d6 + MAG/3) rounds

Modifier: -10%

The caster's blade glows with a pink light, meaning it can now transform targets into pigs! There is a (Magic% - 10)% chance that a successful attack will change the target into a pig form.

Quake 1

Cost: 9 MP

Duration: (1d6 + MAG/3) rounds

Modifier: None

The caster suddenly feels the ground beneath her erupts in a spray of dirt and stones, granting her blade gains the power of the Earth. The weapon gains an Earth elemental for the duration as well as inflicting an extra 1d6 damage. The blade can sometimes stiffen the target's movements for a few rounds as it imparts a minor stone condition (AGI - 1).

Size

Cost: 7 MP

Duration: (1d6 + MAG/3) rounds

Modifier: -10%

The caster's blade begins to glow with a faint orange light, which gives it the ability to shrink the target to miniature size. On a successful attack, there is a (Magic% - 10)% chance the target will be minimized.

Slow

Cost: 12 MP

Duration: (1d8 + MAG/3) rounds

Modifier: -10%

The caster's blade suddenly seems to warp the air around it - it's really warping time. On a successful hit, the blade has a (Magic% - 10)% chance to inflict the Slow condition on the target.

Toad

Cost: 12 MP

Duration: (1d6 + MAG/3) rounds

Modifier: -10%

The caster's blade begins to glow with a green light, and can now change targets into toads! There

is a (Magic% - 10)% chance to change the target into a toad upon a successful attack.

Level 3

Aero 2

Cost: 20 MP

Duration: (1d6 + MAG/3) rounds

Prerequisite: Aero1

The caster is suddenly surrounded by a gusting wind and his blade gains the power of Wind. The damage of the attack is increased by 2d6, the blade gains a Wind elemental and it can be 'thrown' to increase the attack range to R:3. If thrown, the blade takes a round to return but can be just as deadly on the way back.

Barrier

Cost: 20 MP

Duration: (1d8 + Magery/3) rounds

Modifier: None

The blade glows with a soft grey light and the wielder feels safer just holding the sword. For the spell's duration and providing the caster is holding the sword, she'll take 1/2 damage from all physical attacks as the sword absorbs the rest of the damage.

Bolt 2

Cost: 20 MP

Duration: (1d6 + MAG/3) rounds

Prerequisite: Bolt1

Modifier: None

A bolt of lightning, which grants it the power of electricity, strikes the caster's blade. For the spell's duration, the blade carries a Bolt elemental and inflicts an extra 2d6 damage. There is a moderate (40%) chance the electrical discharge of the attack could stun the target for two rounds.

Dark 1

Cost: 25 MP

Duration: (1d6 + MAG/3) rounds

Modifier: None

The caster's blade suddenly begins to absorb the light around it, and gains the powers of Darkness! For the spell's duration it can inflict an extra 2d6 damage, carries a Darkness elemental, and has a moderate chance to destroy the target's spirit (Magery -2).

Fire 2

Cost: 20 MP
 Duration: (1d6 + MAG/3) rounds
 Prerequisite: Fire1
 Modifier: None

The caster is surrounded by a burst of flames and suddenly his blade is enchanted by the power of a Fire 2 spell. For the duration of the spell, the weapon will have a Fire elemental and will inflict an extra 2d6 damage. There is also a moderate (30%) chance to ignite flammable targets.

Ice 2

Cost: 20 MP
 Duration: (1d6 + MAG/3) rounds
 Prerequisite: Ice1
 Modifier: None

The caster is surrounded by a ring of icicles, which impart the power of ice onto her blade. For the spell's duration the weapon will inflict an extra 2d6 damage and carry an Ice elemental. There is a moderate chance the freezing cold could slow down the target for a few rounds (Speed -2).

Light 1

Cost: 25 MP
 Duration: (1d6 + Magery/3) rounds
 Modifier: None

The caster's blade begins to glow with a brilliant light and gains the powers of Light! For the duration of the spell, the sword does an extra 2d6 damage, has a Light elemental and has a slight chance to dispel the undead (instant death attack).

Rasp

Cost: 20 MP
 Duration: (1d8 + MAG/3) rounds
 Modifier: None

The Magic Knight's best friend when confronting mages, this spell grants a strange purple-pink glow to the sword that allows it to damage MP, not HP. Attack damage stays the same, but now the target loses MP instead of HP. Only magical creatures, such as Sprites or Fairies, can be killed by this spell as their life forces are intimately tied to their magic powers.

Level 4

Bio 2

Cost: 25 MP
 Duration: (1d6 + MAG/3) rounds
 Prerequisite: Bio1
 Modifier: None

The caster is surrounded by a green haze, which gives his blade the powers of Poison. The weapon gains a Poison elemental, inflicts an extra 2d6 damage and has (Magic% - 10)% chance to inflict the poison status condition.

Debarrier

Cost: 25 MP
 Duration: (1d8 + MAG/3) rounds
 Modifier: None

The blade glows with a soft black light and gains the power to cleave magic barriers. For the spell's duration any target protected by Safe, Shell, Barrier, M.Barrier, Barricade, M.Barricade or MegaBarricade will see their barrier wiped out with one slash of the enchanted sword. Any attack with the Debarrier enhanced sword will only inflict 1/2 damage.

Hold

Cost: 23 MP
 Duration: (1d8 + MAG/3) rounds
 Modifier: -20

The blade gains a coating of sticky magic fibers, which can be used to wrap targets in a magical web. Upon a successful attack, the blade has a (Magic% - 20)% chance to wrap the target in the magic thread, immobilizing it.

M. Barrier

Cost: 25 MP
 Duration: (1d8 + Magery/3) rounds
 Modifier: None

The blade takes on a soft rainbow colored light and the caster feels a little more protected from magic. For the spell's duration and as long as he's holding the blade, the Magic Knight will take 1/2 damage from all magical attacks.

Muddle

Cost: 27 MP
 Duration: (1d8 + MAG/3) rounds
 Modifier: -20

The blade seems to be surrounded by a misty yellow fog that can cloud its target's mind. On any successful attack, there is a (Magic% - 20)% chance that the target will be affected by the Muddle condition.

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Quake 2

Cost: 25 MP

Duration: (1d6 + MAG/3) rounds

Prerequisite: Quake1

Modifier: None

The caster suddenly feels the ground beneath her erupts in a spray of dirt and stones, and her blade gains the power of the Earth. The weapon gains an Earth elemental for the duration as well as inflicting an extra 2d6 damage. The blade can sometimes stiffen the target's movements for a few rounds as it imparts a minor stone condition (AGI -2).

Level 5

Aero 3

Cost: 35 MP

Duration: (1d8 + MAG/3) rounds

Prerequisite: Aero2

Modifier: None

The caster is suddenly surrounded by a gusting wind and his blade gains the power of Wind. The damage is increased by 3d6, the blade gains a Wind elemental and it can be 'thrown' to increase the attack range to R:4. If thrown, the blade takes a round to return but can be just as deadly on the way back.

Bolt 3

Cost: 35 MP

Duration: (1d8 + MAG/3) rounds

Prerequisite: Bolt2

Modifier: None

A bolt of lightning, which grants it the power of electricity, strikes the caster's blade. For the spell's duration, the blade carries a Bolt elemental and inflicts an extra 3d6 damage. There is a strong (60%) chance the electrical discharge of the attack could stun the target for two rounds.

Dark 2

Cost: 45 MP

Duration: (1d8 + MAG/3) rounds

Prerequisite: Dark1

Modifier: None

The caster's blade suddenly begins to absorb the light around it, and gains the powers of Darkness! For the spell's duration it can inflict +3d6 damage, carries a Darkness elemental and has a moderate chance to destroy the target's spirit (WP -3).

Dispel

Cost: 35 MP

Duration: (1d8 + Magery/3) rounds

Prerequisite: Debarrier

Modifier: None

The blade takes on a silver sheen, which gives it the powers to nullify magic! Upon any successful attack, there's a (Magic% - 30)% chance that *all* spells affecting the target will be nullified instantly.

Drain

Cost: 35 MP

Duration: (1d8 + MAG/3) rounds

Modifier: None

This spell is a very, very useful spell - one no Magic Knight should be without. It turns the sword blood red, giving it the power to absorb life energy! Damage is at 1/2 normal value for the spell's duration, but all damage is returned to the Magic Knight as HP! The drawback to this spell is that the damage can never exceed what the user needs to reach max HP, so if the user has full HP, the sword will inflict no damage! If used against an undead monster, however, the effect of the spell is reversed (the character takes damage and the undead monster heals).

Fire 3

Cost: 35 MP

Duration: (1d8 + MAG/3) rounds

Prerequisite: Fire2

Modifier: None

The caster is surrounded by a burst of flames and suddenly his blade is enchanted by the power of a Fire 3 spell. For the duration of the spell, the weapon will have a Fire elemental and will inflict an extra 3d6 damage. There is also a strong chance to ignite flammable targets.

Ice 3

Cost: 35 MP

Duration: (1d8 + MAG/3) rounds

Prerequisite: Ice2

Modifier: None

The caster is surrounded by a ring of icicles, which impart the power of ice onto her blade. For the spell's duration the weapon will inflict an extra 3d6 damage and carry an Ice elemental. There is a moderate chance the freezing cold could slow down the target for a few rounds (Speed -3).

Light 2

Cost: 45 MP
 Duration: (1d8 + MAG/3) rounds
 Prerequisite: Light1
 Modifier: None

The caster's blade begins to glow with a brilliant light and gains the powers of Light! For the duration of the spell, the sword does +3d6 damage, has a Light elemental and has a moderate chance to dispel the undead (instant death attack).

Level 6

Berserk

Cost: 35 MP
 Duration: (1d8 + MAG/3) rounds
 Prerequisite: Muddle
 Modifier: -20

The blade seems to grow red with fury, and now carries the powers of the Berserk spell. When a successful hit is landed, there's a (Magic% - 20)% chance the target will be affected by the Berserk condition and lose all conscious control of itself.

Bio 3

Cost: 40 MP
 Duration: (1d8 + MAG/3) rounds
 Prerequisite: Bio2
 Modifier: None

The caster is surrounded by a green haze, which gives his blade the powers of Poison. The weapon gains a Poison elemental, inflicts an extra +3d6 damage and can inflict a strong damaging poison on the target.

Psych

Cost: 1 MP
 Duration: (1d8 + MAG/3) rounds
 Prerequisite: Rasp
 Modifier: None

This is another must-have for the Magic Knight - it changes the sword to a deep, blood-like shade of green and gives it the power to absorb magic power! All attacks are 1/2 normal damage, but all of that damage is absorbed as MP. The damage can never exceed what the Magic Knight needs to reach max MP, so if she has full MP the damage is reduced to zero.

Quake 3

Cost: 40 MP
 Duration: (1d8 + MAG/3) rounds
 Prerequisite: Quake2
 Modifier: None

The caster suddenly feels the ground beneath her erupt in a spray of dirt and stones, and her blade gains the power of the Earth. The weapon gains an Earth elemental for the duration as well as inflicting an extra +3d6 damage. The blade can sometimes stiffen the target's movements for a few rounds as it imparts a minor stone condition (AGI -3).

Shatter

Cost: 35 MP
 Duration: (1d8 + MAG/3) rounds
 Modifier: -20

This spell causes the blade to vibrate rapidly, like a tuning fork that's been hit. When used against targets made of stone, ice, glass or anything else as fragile, it begins to resonate with a distinctive hum. There's a (Magic% - 20)% chance that the resonance will cause the target to shatter into many pieces, which may or may not cause collateral damage.

Stone

Cost: 50 MP
 Duration: (1d8 + MAG/3) rounds
 Modifier: -30

Another very useful spell, this one turns the blade into stone - a stone which can turn anything it wounds into stone as well. Upon a successful attack, the target has a (Magic% - 30)% chance to be turned into stone. Magic Knights are warned not to botch and stab themselves in the foot with this spell.

Level 7

Aging

Cost: 55 MP
 Duration: (1d10 + MAG/3) rounds
 Modifier: -30

The blade begins to take on an ancient appearance, and can age its targets the exact same way. When a successful hit is landed, there's a (Magic% - 30)% chance the target will age by many years and have all stats, skills, etc cut in half.

Dark 3

Cost: 65 MP
 Duration: (1d10 + MAG/3) rounds
 Prerequisite: Dark2
 Modifier: None

The caster's blade suddenly begins to absorb the light around it, and gains the powers of Darkness! For the spell's duration it can inflict +4d6 damage,

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carries a Darkness elemental and has a moderate chance to destroy the target's spirit (WP -4).

Doom

Cost: 65 MP

Duration: (1d10 + MAG/3) rounds

Prerequisite: Dispel

Modifier: -30

The caster's blade gains a sickly, evil aura, which allows it to attack the essence of life. Successful attacks carry a (Magic% - 30)% chance to kill the target instantly by sucking their life force right into the blade.

Keen Blade

Cost: 60 MP

Duration: (1d10 + MAG/3) rounds

Modifier: None

The caster's blade gains a razor's edge, appearing to be sharp enough to slice even light. Every attack made with a Keenblade cuts the target's armor value in half, and increases the chance of a critical hit to within 20% less than attack% (e.g. if attack% is 96%, then 76%-96% is a critical hit).

Light 3

Cost: 65 MP

Duration: (1d10 + Magery/3) rounds

Prerequisite: Light2

Modifier: None

The caster's blade begins to glow with a brilliant light and gains the powers of Light! For the duration of the spell, the sword does +4d6 damage, has a Light elemental and has a 30% chance to dispel the undead (instant death attack).

Stop

Cost: 75 MP

Duration: (1d10 + MAG/3) rounds

Prerequisites: Slow, Hold

Modifier: -30

The sword seems to move through time when it swings, and it gains the power to stop time for any target it harms. When a successful attack is made, the target has a (Magic% - 30)% chance to be frozen in time with the Stop condition.

Wall

Cost: 60 MP

Duration: (1d10 + Magery/3) rounds

Prerequisites: Barrier, M.Barrier

Modifier: None

The caster's blade takes on a crystalline appearance and as long as the caster holds the blade, she's protected by the Wall spell. All physical damage gets cut by 1/4 by a magical barrier and all

reflectable spells get reflected. The reflection method is a bit odd though, since the focus is a sword - the sword itself must be used to 'hit' the spell and send it back at the caster. If the reflection swing misses, the spell gets through with a mere 1/4 damage reduction because of the barrier set up by the spell.

Level 8

Break

Cost: 75 MP

Duration: (1d10 + MAG/3) rounds

Prerequisites: Quake3, Stone, Shatter

Modifier: None

The blade takes on a brown, earthy aura that gives it an earth affinity. The blade can be used to inflict +5d6 damage along with an Earth elemental, and there's a (Magic% - 40)% chance that the target will turn into stone and shatter.

The blade can also be used to execute a devastating earthquake attack by plunging the blade deep into the ground. It has a large range (R:0 E:3 V:3) and inflicts damage equal to the Break spell [(10d6 + MAG)x MDC] on all targets. By using this attack, the sword's enchantment is dispelled immediately.

Control Blade

Cost: 75 MP

Duration: (1d10 + MAG/3) rounds

Prerequisite: Keen Blade

Modifier: None

The Magic Knight gains a very special skill with this sword - the ability to enchant *someone else's* blade. The caster has a (Magic% - 30)% chance to gain control of another's blade and use their thoughts to direct its attacks. The Magic Knight can make no other actions other than controlling the blade, and he cannot be under the effects of any other sword magic when he first casts the spell. Once the spell ends or is dispelled, the blade falls to the ground useless and cannot be re-controlled until someone picks it up again.

Freeze

Cost: 75 MP

Duration: (1d10 + MAG/3) rounds

Prerequisites: Ice3, Stop

Modifier: None

The blade takes on a bluish-white aura that imbues it with the essence of cold. The blade gains +5d6 damage as well as an Ice elemental, and there is a (Magic% - 40)% chance that any foe hit in combat is stopped by the intense chill the blade generates. Any amount of Fire damage will reverse the

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condition, but the target will thaw after 1d6 rounds. The icy power of the blade can also be released into a blizzard attack, that does the same damage as the Freeze spell [(10d6 + MAG) x MDC] with an AoE of R:0 E:3 V:3. A single use of this attack removes the enchantment on the sword.

Flare

Cost: 80 MP

Duration: (1d10 + MAG/3) rounds

Prerequisite: Fire3

Modifier: None

The blade glows with a fiery orange light and gains the powers of a Flare spell! The blade inflicts +5d6 damage but carries no elemental. If the Magic Knight wishes, an attack similar to the Break spell can be executed. By focusing on the sword for one round, it can release its energy as a large explosion when thrust into the air. It affects a large area (R:0 E:3 V:3) and inflicts [(10d6 + MAG)x MDC] damage to all targets. After using this attack, the spell's enchantment is gone.

Siphon

Cost: 70 MP

Duration: (1d10 + MAG/3) rounds

Prerequisites: Drain, Psych

Modifier: None

This sword spell does normal damage but 1/2 damage is inflicted on HP and 1/2 on MP, and the Magic Knight absorbs both (e.g. 28 damage removes 14 HP and 14 MP, and the Magic Knight absorbs 14 HP and 14 MP)! Damage can never exceed max HP or max MP, but maxing out one won't nullify the other (e.g. Full MP will reduce MP damage to zero, but not HP damage).

Whirlwind

Cost: 80 MP

Duration: (1d10 + MAG/3) rounds

Prerequisites: Aero3, Muddle

Modifier: None

A deep blue glow begins to emanate from the blade, and the sword gains the essence of a powerful Wind elemental. In addition to the elemental aura, the blade does an additional +5d6 damage in combat, and has a (Magic% - 40)% chance to Muddle any foe that it touches.

Ninja Magic

The Mystic Ninja is one whose focus is on using magical skills to augment their stealth and fighting rather than relying solely on their physical skills. As such their spells are designed to trick others or allow him to perform amazing feats that assist in his covert operations. Because Mystic Ninja don't rely primarily on magic for their work, they don't start earning spells until XP level 3.

Level 1

Disguise

Cost: 10 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d6 + MAG/3) minutes
 Modifier: None

The ninja can disguise his appearance, features, and manner to a near-flawless degree. This spell is nearly limitless in its applications; the ninja can appear as a member of any class and race, and either gender. The spell's effects end immediately if the ninja takes any hostile action or if dispelled by some means.

Legend Lore

Cost: 7 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d6 + Magery/3) hours; sometimes permanent
 Modifier: None

Upon casting, the caster will become aware of most, if not all, of an area's legends. The mage doesn't always become aware of the more obscure legends though, so a Magic Lore skill check must be rolled for those.

Locate Person

Cost: 5 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d6 + Magery/3) hours
 Modifier: None

Allows the caster to find someone (s)he has met face to face. The caster can sense the person if they are within (1d6 + Magery/3) miles/kilometers, and can sense their relative direction in a rather general way. The target will pick up some magical residues from this spell for its duration, and can dispel the spell if they detect the magical traces around them.

Lock

Cost: 5 MP
 Range: A portal no taller than 2*(Caster's Height) and no wider than 6'
 Duration: Until it is removed
 Modifier: None

When cast on a door or chest, all locks are locked, bars slid into place, and so forth. When cast on something with no door (e.g. the mouth of a cave), a magical barrier goes up. Normal locks can be opened by normal means, and the barrier can be taken down by either (a) saying the command word (designated by the mage upon creation); (b) inflicting 50 HP of damage; (c) killing the mage; or (d) casting Unlock or Magic Unlock.

Pin

Cost: 3 MP
 Range: ST - R:5 E:1 V:0
 Duration: (1d6 + MAG/3) rounds
 Modifier: -10

The target is pinned to the ground by large yellow spikes. They are usually pinned by their clothing or footwear, but target's that don't wear clothes or shoes are obviously pinned by other means. The pins never do damage. The chance of success is (Magic% - 10)%.

Scan (Peep)

Cost: 3 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

A blue energy circle envelops the target and the caster is able to "see" the target's current/max HP, current/max MP, level, and weaknesses. The caster may also use Scan to look for magical auras around certain places, people and objects. Note that mage's detect their own magic better than other types (e.g. White Mages sense White magic better than Black magic).

Stick

Cost: 5 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d6 + MAG/3) minutes
 Modifier: None

The mage's hands become areas of high gravity, allowing the mage to hold on to anything. The stick spell is useful for climbing steep cliffs or sheets of glass. It also grants the mage a mild ability to catch blows (Def +5%), but a sword in the hand still hurts.

Super Sprint

Cost: 4 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + MAG/3) rounds

Modifier: None

The caster is surrounded by a light purple aura for a few seconds, and then has the ability to run at triple normal speed. Note that this doesn't affect the Speed stat, just running speed.

Unlock

Cost: 5 MP

Range: Anything locked by normal means or a Lock spell

Duration: Instant

Modifier: None

When cast, any normal lock is opened, and any magic barrier made by the spell Lock is dispelled. This will NOT unlock anything locked by Magic Lock, however.

Level 2

Detect Traps

Cost: 12

Range: C - R:0 E:1 V:0

Duration: (1d6 + MAG/3) rounds

Modifier: None

Upon completing the casting of this spell, the ninja automatically spots all traps, magical or otherwise, within his line of sight. The use of this spell adds the ninja's Magery default to his Trap Lore skill for the purpose of disarming the traps.

Ghost

Cost: 15 MP

Range: ST - R:5 E:1 V:0

Duration: (1d6 + Magery/3) rounds

Modifier: None

The target becomes rather fuzzy in appearance, and is actually in a ghost-like translucent state. All matter passes through her, but she cannot pick up anything other than what she had with her when the spell was cast. The target may walk through walls but for some reason won't fall through the floor. No attacks can be made during this spell, as her weapons are etherealized as well and no spells may be cast during the spell as too much of the mage's energy is tied up in keeping her in the ghost-like state.

Featherfall

Cost: 7 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + MAG/3) minutes

Modifier: None

The air around the mage seems to become thicker, but in reality the mage has become lighter. While not lighter than air, the mage is so light that she will float harmlessly off of cliffs and such. There is no fall too great but remember - the ninja is falling slower (1/10 normal falling speed). I'd hate to be that mage if the spell wore off in mid-fall.

Image

Cost: 10 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + Magery/3) rounds

Modifier: None

The ninja makes two identical images of himself that will fight near the true ninja. These images cannot do damage, but they will block attacks aimed at the ninja. The images dispel after one hit, and will not block magic.

Locate Monster

Cost: 10 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + Magery/3) hours

Modifier: None

Same as Locate Person, but insert Monster wherever locate person refers to a person.

Personal History

Cost: 15 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + Magery/3) hours; sometimes permanent

Modifier: None

The caster gains a very detailed knowledge of a person's life, both past and present. The knowledge usually fades over time. An object of some importance to the targeted person is needed to focus the spell, and extremely strong willed people (e.g. Important NPC) may resist this spell.

Sight

Cost: 2 MP

Range: C - R:0 E:1 V:0

Duration: (1d6 + Magery/3) minutes

Modifier: None

The caster gains knowledge of the complete geography of the area within (1d6 + Magery/3) miles/kilometers. The caster can also draw a map of the area with excellent accuracy.

Tongues

Cost: 10 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d6 + MAG/3) hours
 Modifier: None

The caster gains the ability to speak any language he knows of. He is fluent up to the level he is in his native language, and natural speakers of the language will notice that the mage speaks the language too well. The mage only gains the ability to speak and understand the language; he does not gain the ability to read or write in that language any better than before.

Level 3

Fog of Mystery

Cost: 25 MP
 Range: One item within touching range
 Duration: (1d6 + Magery/3) days
 Modifier: None

The ninja casts this spell upon any one item that he can touch. Upon doing so, the item immediately gains a 95% resistance to any attempts to magically glean information from it - this includes resistance to the White Mage spells Scan, Legend Lore, Personal History and Locate Object.

Locate Object

Cost: 15 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d6 + MAG/3) hours
 Modifier: None

Same as Locate Person or Locate Monster, but pertains to objects.

Phase Shift

Cost: 20 MP
 Range: C - R:0 E:1 V:0
 Duration: Instant
 Modifier: None

The ninja instantly moves to another place within (1d6 + MAG/3) yards/meters. Shifting through solid objects cuts the distance possible to travel in half.

Smoke

Cost: 20 MP
 Range: U - R:0 E:4 V:3
 Duration: (1d8 + MAG/3) rounds
 Modifier: None

A large, thick smoke cloud appears and gives the ninja and her allies time to escape. The ninja is almost always successful.

True Flight

Cost: 25 MP
 Range: ST - R:5 E:1 V:0
 Duration: Instant
 Modifier: None

With this spell, the ninja enchants one of his weapons with the ability to unerringly strike its target. The weapon will bypass any obstacle or barrier in its flight path, and has a chance equal to 50% + (Level/3) + (MAG/2) to ignore the effects of any magical defenses on the target.

X-Ray

Cost: 10 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d6 + MAG/3) minutes
 Prerequisite: Scan
 Modifier: None

The caster gains the ability to see through chests to see their contents and see through walls up to (MAG/3) feet thick.

Level 4

Dive

Cost: 20 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d8 + MAG/3) hours
 Modifier: None

The ninja's body shimmers as brilliant deep blue for a moment, and then suddenly becomes able to withstand great pressure and can use water to breathe, just like a fish! The ninja can dive to any depth imaginable with no problem whatsoever. Just be careful not to be too far underwater when the spell wears out.

Empathy

Cost: 15 MP
 Range: ST - R:5 E:1 V:0
 Duration: (1d8 + MAG/3) rounds
 Prerequisite: Personal History
 Modifier: None

This subtle spell gives the caster a sudden link to the victim's emotional condition. From levels 1-10, this only entails the basic feelings, such as Hate, Love, Jealousy, and so on. From levels 21-50, the understanding gained by the caster is more precise, allowing for the emotions behind the basics to be felt: Inadequacy spawning Hate, etc. Finally, from levels 51 and onward, the caster goes the next step: they can affect the victim's emotional state to a limited extent, changing it in some minor and connected way, such as from Jealousy to Hate, or from Love to Anxiety. The chance of success is 35% + (Level/3) + (MAG)

but if the GM decides that the target's emotion is particularly strong, there is an equal chance that the mage will "acquire" the emotion, which could have disastrous results. The target won't know that he's the target unless he rolls an awareness check or has some magic shielding on (e.g. a magic helmet, a Shell spell, etc.).

Flight

Cost: 25 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d8 + MAG/3) hours
 Prerequisite: Super Sprint
 Modifier: None

The mage gains the ability to fly! The mage can travel at double normal running speed, and will gain 10% on Defense and M.Defense. The mage can do normal flying tricks (e.g. Loop-de-loops, dives) and flies as if he were born in the sky. Just make sure to land before the spell expires.

Katon (Flame)

Cost: 30 MP
 Range: MT - R:5 E:3 V:2
 Duration: Instant

Waves of fire rush through the targets, inflicting 6d6 Fire damage and igniting all flammable objects.

Levitate

Cost: 25 MP
 Range: ST - R:5 E:1 V:0
 Duration: (1d8 + MAG/3) minutes

The mage gains the ability to raise someone or something (including himself) into the air, as high as (1d8 + MAG/3) yards/meters. Trying to raise higher just causes failure, and sometimes a nasty fall. This spell only allows for vertical movement - too much horizontal motion could cause spell failure (e.g. jumping to a ledge at the peak of the lift is OK, trying to move over a 2 foot wide lava pit while rising is not).

Sixth Sense

Cost: 30 MP
 Range: C - R:0 E:1 V:0
 Duration: (1d8 + Magery/3) rounds
 Prerequisites: Locate Person, Monster and Object
 Modifier: None

The Ninja automatically can detect the presence of every person, creature and object within a distance of (1d10 + Magery/3) feet of him, in any direction, as if he could see them. This spell is blocked only by a solid mass of stone at least (Level/10) feet thick, or a solid mass of lead (Level/33) inches thick.

Level 5

False Documents

Cost: 35
 Range: The ninja's hands
 Duration: (1d8 + Magery/3) minutes
 Modifier: None

This spell creates a set of documents, of any nature that the ninja desires, upon the target. Some possible examples are a passport, a warrant of arrest, or a peace treaty. These documents are perfect and indistinguishable from actual, existing documents, except that they will crumble to dust after the spell's duration. Finally, the spell only creates the documents - it does not provide any supporting evidence to credit their reality. (A document ordering the freedom of a prisoner, signed by the governor of the province, will be of little use if the governor publicly disavows writing it).

Magic Lock

Cost: 25 MP
 Range: Any portal no bigger than 5*(Caster's Height) high or 15' wide
 Duration: Until it is removed
 Prerequisite: Lock
 Modifier: None

Upon casting, the area to be locked is locked normally (if it can be) and then encased in a magic barrier. The barrier can be dropped only by (a) saying the command word, (b) killing the mage, (c) breaking the barrier (by inflicting 200 HP damage), or (d) casting Magic Unlock. Once the barrier goes down, any normal locks must be dealt with as well.

Magic Unlock

Cost: 25 MP
 Range: Anything locked normally or "locked" by Lock or Magic Lock
 Duration: Instant
 Prerequisite: Unlock
 Modifier: None

The spell will undo any lock made, be it magical or normal. It will bring down Magic Lock and Lock barriers as well. Only special locks cannot be brought down with this spell (e.g. the lock on the door to the super cannon in the Tower of Bab-il in FF4 once Yang kicks you out).

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Ruse

Cost: 40 MP

Range: C - R:0 E:1 V:0

Duration: (1d8 + MAG/3) rounds

Prerequisite: Image

Modifier: None

The caster is instantly surrounded by multiple (1d10, to be exact) images of himself. The target gains a Defense bonus of 5% for each image created. A missed attack will always hit an image, and that image will instantly disappear when hit, reducing the Defense bonus appropriately.

Suiton (Flood)

Cost: 40 MP

Range: MT - R:5 E:3 V:2

Duration: Instant

Prerequisite: Katon

Modifier: None

Large water waves flow through the targeted area, inflicting 7d6 Water damage on all targets.

Teleport

Cost: 40 MP

Range: C - R:0 E:1 V:0

Duration: Instant

Prerequisite: Phase Shift

Modifier: None

The ninja can teleport anywhere within (1d8 + MAG/3) yards/meters instantly, even through solid objects. Just don't stop in them.

Level 6

Disrupter

Cost: 60 MP

Range: MT - R:0 E:3 V:3

Duration: (1d10 + MAG/3) rounds

Modifier: -30

The air around the ninja begins to ripple and swirl and there is a (Magic% - 30)% chance that all targets will become confused.

Divine

Cost: 40 MP

Range: C - R:0 E:1 V:0

Duration: (1d10 + MAG/3) minutes

Prerequisite: Sixth Sense

Modifier: None

For a brief period of time, the caster gains the ability to find anything. She can use a divining rod with 100% accuracy, determine info that others couldn't, and sometimes even get a brief glimpse of the future.

Mind Shield

Cost: 30

Range: C - R:0 E:1 V:0

Duration: (1d10 + Magery/3) rounds

Modifier: None

Modifier: None

This spell will protect the ninja from all mental effects and attacks, including the Charm and Muddle status effects and the Black Mage spell Mind Blast. The ninja will also be protected from any attempts to read his mind with Telepathy.

Raijin (Blitz)

Cost: 50 MP

Range: MT - R:5 E:3 V:2

Duration: Instant

Prerequisite: Suiton

Modifier: None

Branching lightning bolts lance from the ninja's hands, inflicting 8d6 Lightning damage. There is also a 25% chance to ignite flammable objects.

Spell Trap

Cost: 15 MP + cost of adjoined spell

Range: Wherever the ninja wants to set the trap

Effect limited to that of the adjoined spell

Modifier: None

This spell is cast in conjunction with another Ninja spell, of any level. The ninja defines a simple trigger for the spell trap - a target for the other spell. This must be a physical description, and can include race, class, and gender, but not proper name or demeanor. ("A dwarf" or "A paladin" would be appropriate, but not "Shin-zo Akanami" or "Any enemy of mine").

Telepathy

Cost: 40 MP

Range: ST - R:4 E:1 V:0

Duration: (1d8 + MAG/3) rounds

Prerequisite: Empathy

Modifier: None

The caster is capable of reading other peoples' thoughts and using his own mind to 'speak' to another person mentally. The reactions of other people vary greatly from fear to intrigue to anger, so the caster should be careful. The person usually cannot notice anything when the mage just reads his thoughts, but people with high awareness will sense that something is 'wrong'. Anyone with moderate magical ability or mental enhancement will immediately notice the telepathic occurrences, and may even trace it back to its source.

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Vanish

Cost: 50 MP

Range: ST - R:5 E:1 V:0

Duration: (1d8 + Magery/3) rounds

Modifier: None

Blinding silver light surrounds the target and when the light subsides, the target is nowhere to be seen! The target can still bump into objects and can be hit by accident in battle, but all attacks aimed at that target will miss (i.e. Defense increase to 100%). The drawback to this spell is that all magic consciously aimed at that target will unerringly strike (i.e. CoS of any spell is 100%, even if the target can resist the condition/element and even if the target is protected by a spell like Reflect). As soon as any magic hits the target, the effects of Vanish are dispelled. Vanish doesn't tend to work against the caster's enemies, if for no other reason than to stop munchkins from using the Vanish/Doom trick.

Appendix I

MONSTERS

The Monster Construction System (MCS)

Throughout the Final Fantasy series, monsters and the villains often played a role as equally important as that of the heroes themselves. What would Final Fantasy VI be without the antics of Kefka and Ultros if they didn't try getting into the Returner's way at every possible chance? This appendix, the Monster Construction System (or "MCS" for short) gives Gamemasters the chance to create their own memorable monsters to sick on their players- from gentle Rabites to fearsome dragons of the worst kind. If you have an idea for it, the MCS can help make it a reality.

For those borderline psychopaths that might try writing a bestiary for one of the worldbooks (a bestiary being a large collection of monsters specific to one world), we strongly recommend checking around for monster lists for some of the Final Fantasy games. The latest games (Final Fantasy VI, Final Fantasy VII, and Chrono Trigger) all have monster lists available for them at [RPGamer \(Http://rpgamer.com\)](http://rpgamer.com) or www.gamefaqs.com. These can help save both time and sanity if you use them.

Need some monsters and don't have the time to make up new monsters using the MCS? We have a web page for pre-made monsters that use the Monster Construction System- the [Monster Depot](#). It can be found on our web page, the Returner HQ.

Any use of the pronouns "you" and "your" refer to the person creating the monster.

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Monster Creation Process

This Appendix goes into the brunt of what the MCS was created for: making it easier for GMs to create monsters for their campaigns. This Appendix goes into detail about the process that is required to complete to bring a new monster design into being.

Step One: Monster Concept

All plans must start from somewhere. At this point, you will want to consider what kind of monster you want to make. This isn't brain surgery. A line or so is good enough for now. A big red fire-breathing dragon, a cute (but rather ferocious) rabbit-like creature, or a big fish are reasonable concepts for monsters. At this point, you should have a vague idea of what category of animal or monster that the new monster will fit in, its general size, and maybe its color.

Step Two: Habitat

Having developed at least what kind of monster you're going to develop, the next problem to solve would be what kind of environment does it live in? Like real world animals, each species can be found in different kinds of habitats. Some possible habitats include:

- Plains
- Desert
- Forests
- Jungles
- Marshes (swamps)
- Hills
- Mountains
- Oceans (salt or fresh water)
- Arctic Tundra

Plains, forests, hills, and mountains could also be cut up into tropical, subtropical, temperate, sub-arctic, and arctic. Oceans can include Rivers, lakes,

streams, and so on (any body of water). You'll also want to keep your monster's appearance in mind when you consider where it lives. For instance, what kind of creature needs a heavy fur coat in a dense jungle where the temperature is usually at 90 degrees (fairenheight)?

Appearance

Having decided where your monster lives, the next logical step is what it looks like. All animals can fit into two broad categories: Carnivore or Herbivore. For those that have missed your biology lessons, a carnivore (predator) eats meat while a herbivore (prey) eats grass or vegetables. Having decided that, you will want to consider what kind of distinguishing features the monsters might have. What kind of color skin, fur, scales, etc does the monster have? How big is it? Also does it have any obvious natural weapons such as retractable claws or sharp teeth? You'll also want to keep your monster's habitat in mind when you consider the monster's appearance. For instance, what kind of creature needs a heavy fur coat in a dense jungle where the temperature is usually at 90 degrees (fairenheight)?

Size, for monsters, does play an important role when it comes to determining its hit points and combat abilities. The bigger the monster, the more hit points it likely will have as well as how much damage it can dish out with a physical attack (see monster combat later on). There are 5 classifications for monster size: Tiny (less than 1' tall), small (1'-4'), Medium (5'-7'), Large (8'-15'), giant (16'-30'), and huge (31'+).

Behavior

The next thing is to determine what kind of behavior, eating habits, and so on the monster has. The monster's diet usually determines this for the most part- these include herbivores (plant eaters), Carnivores (meat eaters), and omnivore (both). Also how does the monster act usually around humans? This includes running away, neutrality, friendliness, or outward hostility. You should also list any particular favorite snacks the monster likes (be it humans or roast chocobo), any natural enemies (other monsters or one of the player races), and how caring or protective the monster is in protecting its young.

Intelligence is another factor you'll want to consider. There are 5 different classifications: animal, primitive, average, high, and genius. Monsters of animal intelligence are on the same level as animals and live mainly to eat, sleep, and procreate. Those of primitive intelligence have the same level of

technology and thought as cavemen. They might be able to build tools & weapons out of stone or bone and have a limited form of speech and writing. Average intelligence is equal to that of the common human and might have their own culture and language as well as the ability to fashion weapon and armor. High intelligence goes beyond human understanding for their time (such as Engineers or mages). Monsters of genius intelligence are a rare few, capable of understanding metaphysical concepts beyond the understanding of anything in existence.

Frequency

Whenever we get around to writing a bestiary for the Final Fantasy RPG, GMs will have the ability to design their own random encounter lists for monsters of a certain area. Frequency determine how common the monster is to encounter and there are levels of frequency: common (50 % chance), uncommon (30% chance), rare (20% chance), and very rare (10%). GMs will probably want to create random monster charts for either each type of terrain or by region.

Level

All right. You have now got the basics finished, so now it's time to go on to stat stuff. You'll want to determine the monster's level first of all as this is just how powerful the monster is (just like with character levels). For each level, the monster gets a certain amount of hit points, magic points (if it can use magic), attribute points, and so on. The higher the levels of your characters, the higher you'll want the level of the monsters you toss in their way.

When considering what monsters to use or what level to set the monster you make, regular monsters should have a level equal to the average XP level of the characters, preferably 2 to 5 levels higher. 'Boss' class monsters (the type of monsters that characters may run into at the end of an adventure or scenario) should be much more powerful- at least ten levels higher than the party's experience level average. Even then, they get *double* their HP even with the high level. Why? Boss fights should long and nasty. Most characters can take out a regular enemy in a couple hits (2 to 3 usually). There's also strength in numbers- most games will have between 6 to 8 characters and all of them attacking or casting magic on one monster will reduce its HP quickly unless unusually high.

Stats

This is the part where you'll want to determine the character's attribute and combat stats. For attribute stats, monsters get $30 + 2 \times \text{level}$ points per level. Beyond 10, each extra point costs double for each point. A stat of 15 would require five extra points and triple for stats over 20 (a stat of 25 would cost 45 stat points- the first 10 would cost 10 SPs while the 10 after that 20, and the extra 5 would be 15). Also keep the monster's appearance and behavior in mind when distributing the points. For instance, a small monster might have a high Agility and Speed but a low Strength and Vitality or a big monster might have a high Strength but a pitifully low Agility or Speed. Because determining the combat stats (HP, MP, Defense, Armor, etc.) are a little different, the below include some of the changes.

Attack %/Weapon Skill

In most cases all monsters have the equivalent of an unarmed combat skill of $60\% + 2 \times \text{the monster's level}$. A 20th level monster would have 100% for instance ($20 \times 2 = 40$ and $40 + 60 = 100$).

Hit Points

Monster Hit Points work a little differently than they do for characters. Since Monsters are not organized into classes, their HP depends on their size as well as their Experience Level. The larger the beast, the higher its HP will be. The formula looks like this.

$$[(\text{HP per Level} \times \text{XP Level}) + ((\text{VIT}/2) \times \text{XP Lv})]$$

Table A2-1: Monster Hit Points	
Size	HP p/ Level
Tiny	6
Small	8
Medium	10
Large	12
Giant	15
Huge	20

Thus a 20th level large monster with a Vitality of 10 might have 340 HP total ($20 \times 12 = 240$. $5 \times 20 = 100$). It is strongly recommend rounding up the HP values to the next higher multiple of 5 or 10.

Magic Points

Regardless of the monster's ability to use magic, they get $(\text{Level} \times 4)$ MP. If the monster happens to have the True Magic power, they get $(\text{level} \times 6)$ MP instead.

Defense

This is generated differently from characters. Since characters can generate weapon skills as high as 200% or more, Monsters gain a Defense bonus equal to their level. So the formula should read as:

$$[\text{Agility} + \text{Speed} + \text{Level}]$$

In addition, the defense bonus can be increased by taking the power "High Defense" or decreased (if the monster is over level ten) "Low defense". Each power increases or decreases the level bonus by 50%.

Armor

Determining Armor for monsters is different then it is with normal characters, since most monsters have a naturally resistant skin, scales, or armor plating. The thicker the armor, the higher the armor rating.

A2-2: Monster Armor Rating		
Thickness	Armor	Examples
Light	Level x 1	Goblin
Medium	Level x 1.5	Knight
Heavy	Level x 2	Dragon
Extra-Heavy	Level x 3	Mecha Golem

Although not always true, monsters that have a very strong armor rating often have a low magic armor rating and vice versa. Unless for a boss or super monster, any monster with extra-heavy armor should have a weakness to magic.

M. Defense

This is generated differently from characters. Since characters can generate chance of successes for their magic as high as 200% or more, Monsters gain a M. Defense bonus equal to their level. So the formula should read as:

$$[\text{Magery} + \text{Willpower} + \text{Level}]$$

In addition, the defense bonus can be increased by taking the power "High M. Defense" or decreased (if the monster is over level ten) "Low M. Defense". Each power increases or decreases the level bonus by 50%.

M. Armor

This is determined in the same manner as regular armor. Determine its 'resilience' and go from there. Most monsters that are very resilient to magic often have a low armor rating and vice versa.

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A2-3: Magic Armor Rating		
Resistance	Rating	Examples
Light	Level x 1	Animals
Medium	Level x 1.5	Weak Mages
Heavy	Level x 2	Med. Mages
Extra Heavy	Level x 3	Strong Mages

Damage Capacity and Magic Damage Capacity

All monsters get +1 DC every 8 levels and +1 MDC every 10 levels.

Powers

Many monsters have special abilities far beyond those found in our world. The ability to withstand the hottest fires, breathe huge blasts of ice, or possess natural spellcasting abilities. To bring out the best in the type of monster you're designing, adding a few special powers or disadvantages (weaknesses) can sometimes do the trick. The full list and description of all Special abilities are found later on under the 'monster powers & weakness' section.

As a rule of thumb, all monsters should have at the very least one alternate attack that counts as a +1 DC special attack. Let's say we're designing a wolf-type monster. Let's say the monster's regular attack is "pounce" where the monster tackles the target and its special attack is "bite" where the monster sinks its teeth into its victim. This second attack does not count toward the monster's power limit. It is given to monsters mainly to give battles some form of diversity.

Each power is rated in points- higher the point cost of the power, the more powerful it tends to be. The amount powers the monster can have depend strictly on their XP Level- they get one power for every five levels (Level/5). Thus a level 50 monster could have 10 points of powers. Gamemasters also have the option of buying disadvantages in order to get more powers for their creations. However, no monster can have more than (level/10) points worth of disadvantages rounded down. Disadvantages are listed below as negatives (-1, etc) and Powers are listed as a bonus (+1, etc).

-2

Vulnerability

-1

Weakness

Low Defense

Low M. Defense

+1

Counter Attack (50% Chance)

Float

High Defense

High M. Defense

HP Drain

Offensive Power Absorption

Minor Spell Ability (level 1-2) *

Resistance @

Status Condition Attack (Any)

Special Attack (+1 DC)

+2

Flight

Medium Spell Ability (spell levels 3-4) *

True Weak Spell ability (spell Levels 1-3)

Immunity @

Level 1 Breath Attack

Undead

Poison (Strong)

Special Attack (+2 DC)

Counter Attack (75% chance)

Defensive Power absorption

MP Drain

Near-Fatal Attack

Final Strike

Multi-segment (Per part. Bosses Only)*

+3

Teleport

High Spell Ability (spell levels 5-6) *

Absorbance @

Level 2 Breath Attack

Fatal Attack

Magical Counter Attack (35% Chance)

Defense Drones (per Drone- Bosses only)

Special Attack (+3 DC)

Venom

+4

Powerful Spell Ability (spell levels 7-8) *

Special Attack (x2 damage)

True Medium Spell Casting (spell level 1-6)

Level 3 Breath Attack

Magic Counter Attack (60% Chance)

+6

Teleport

2

True High level Spell Ability (spell level 1-8)

* Spellcasting ability means only a few spells (1 to 3 at the very most) that are natural capabilities for the monsters. For full spell casters that can cast multiple spells like one of the mage classes, double the bonus (+8 levels for a monster casting level 1-8 spells, for example). Remember that spell casters must be of a level high enough that they can get the spell just as with magician characters. In order to use them, the monster must be at least XP level (9 x the spell level). The high requirements are done so that

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the players aren't battered with superior magic. No monster may use spells beyond level 8 no matter how powerful.

@ Monsters that possess multiple resistances/immunities/absorbances get the bonus only once (namely for the absorbance). For more than 3 of any one type, the bonus increases by 1 (+2/+3/+4). No monster can have more than 2 absorbances.

XP Value

In the Final Fantasy games, the characters in the games became more powerful as they defeated monsters. When a character defeats a monster, they gain 200 x the XP Level of the monster. Thus if the characters defeat a 20th level monster, they gain 4000 XP (200 x 20). Boss Monsters, because they are frequently much tougher opponents than a single regular monster, are worth 400 x XP Level in Experience Points. While this may seem like a lot when characters need 500 x the next experience level in order to advance, the total amount of experience that the characters get for defeating monsters is split evenly among each combatant. This is done so to illustrate the number of powers- a single monster is easy to beat when six characters are hammering while a single character would be in deep trouble if he was being mugged by six monsters!

GP Value

Experience isn't the only things players get by defeating monsters. To In addition to experience, players also gain money from their victory in the form of Gold Pieces (GP). The amount of gold gained on average is equal to the monster's XP Value divided by three.

Example: Hiro gained 1200 XP in the last battle. He would thus get 400 GP as well.

GMs should feel free at any time to modify how much gold players gain in their victories if they feel the character may need more money. Some monsters may give more or less GP depending on the circumstances. A monster made out of gold would more likely give extra gold rather than experience. In such instances, the XP/GP values could be flipped around.

Ability Points (Optional)

Some games have in the past used special mini-systems where the characters gain special powers

along with experience or gold. Final Fantasy VII has materia, Final Fantasy VI had magicite, and Final Fantasy V had job points (not to be confused with the Final Fantasy Tactics Job System). These systems if applicable run on Ability Points (AP). When a character gains XP, they gain 1/5th of it as AP toward their materia, job skills, magicite, or whatever else the Gamemaster decides to use.

Monster Attacks

Special abilities aside, monsters have natural attack forms that they can use- such as horns, claws, sharp teeth, and so on which work a bit differently than the weapons used by characters. There are two major factors in how much damage a monster inflicts in combat: their XP level and their size. Their XP level determines essentially how much damage they do while size determines which die type they use for damage.

Size	Die Type
Tiny or Small	D6
Medium	D8
Large	D10
Giant	D12
Huge	D12, +1 Die

XP Level	Damage
1	1d*
6	1d*+1
11	1d*+2
16	1d*+3
21	2d*
26	2d*+1
31	2d*+2
36	2d*+3
41	3d*
46	3d*+1
51	3d*+2
56	3d*+3
61	4d*

Monster Powers

Monsters are by nature unnatural beasts. They possess incredible powers- some magical, some not- that makes them fearsome predators and a danger to the defenseless travelers that venture outside of the walls of any town. This section details some of the special abilities available to monsters that GMs can use to make their player's lives hell.

Normal Monster Powers

Any monster may possess the following powers and weaknesses, be it a common sewer rat to a 10 ton man-eating dragon.

Breath Attack

Everyone knows about a dragon's ability to spit fire out their mouths, but not all dragons spit fire and other monsters can do it too. The damage for the different breath attacks differs from other powers as it has 3 levels of power. The higher the level, the more damage it does. All breath attacks count as area effect spells with a range of R:4 E:2 V:0. Level 3 attacks count as R:4 E:3 V:1 attacks.

Fire: The monster spits out a stream of fire hot enough to melt stone as if it were nothing but butter. This attack counts as a fire elemental attack.

Level 1: 4d10 + Magery x MDC
 Level 2: 6d10 + Magery x MDC
 Level 3: 8d10 + Magery x MDC

Ice: The monster spits out a stream of concentrated cold. This attack counts as an ice elemental attack.

Level 1: 4d10 + Magery x MDC
 Level 2: 6d10 + Magery x MDC
 Level 3: 8d10 + Magery x MDC

Lightning: The monster unleashes a huge blast of lightning. This attack counts as a lightning elemental attack.

Level 1: 4d10 + Magery x MDC
 Level 2: 6d10 + Magery x MDC
 Level 3: 8d10 + Magery x MDC

Venom: Unlike other breath attacks, this is one of two that are not direct damage dealing attacks. That, of course, does not make it less lethal. The monster hocks up a blast of poison at the targets. The attack in addition to causing damage (on par with the fire, ice, and lightning breath attacks) has a chance to poison the target(s).

Level 1: 30 + (level/2) + Magery %
 Level 2: 50 + (level/2) + Magery %
 Level 3: 75 + (level/2) + Magery %

Chaos Gas: The monster breathes out a strange gas that causes the confusion status condition. This attack can also be modified to use with other limited

status conditions such as slow or sleep. M. Defense counters the Chance of Success for the attack to succeed.

Level 1: (30 + (level/2) + Magery) %
 Level 2: (50 + (level/2) + Magery) %
 Level 3: (75 + (level/2) + Magery) %

Counter Attack

When hit with a physical attack, the monster has a limited chance (either 50% or 75%) to retaliate with an attack of its own. This extra doesn't count towards their action for the round.

Defensive Power Absorption

Unlike the offensive power absorption power, the defensive version increases the monster's armor ratings (yes, ratings) by 1/10th of the damage incurred by the attack on the monster. There is usually a loophole however- either the bonus will die out in a set number of rounds (usually 1d6) or the bonus can be eliminated through a certain elemental attack spell (fire, ice, and lightning being the common candidates for the job).

Fatal Attack

A fairly rare but fearsome power, the monster is able to perform a single attack that has a potential to instantly rend the targeted character unconscious at zero (0) HP. The chance of success is 25 + (level/2) + (Agility)% and may be reduced by the target's defense rating.

Final Strike

When killed, the monster unleashes one final attack on its enemies. Usually, this is a very strong attack that will heavily damage all enemies. A really nasty use for this power is to give a regularly weak monster this with an awesome spell ability (maybe flare) like the Roly Bomber from Chrono Trigger.

Flight

Rather than simply being able to hover, as is the case with the float power, a monster with this power can fly for extended periods of time or make short "hops". If the hex map combat rules are used, the monster can ignore the effects of height levels. They could, for instance, hop straight from a level one Height Level to a level eight Height Level.

Float

The monster through this power is capable of hovering above ground as if they were under the effect of a float spell. Since they're not touching the ground, the monster is immune to earth based attacks (read: Quake spells) or damage floors.

HP Drain

The monster delivers a normal strike, half the damage however is restored to the character's HP.

Magical Counter Attack

Similar to the regular counter attack power, the magical counter attack ability comes into play when the character is hit with a magic spell or monster power (particular wicked GMs could also count fighter powers in as well). When hit, the monster may retaliate with a quick spell of their own (only spells-no powers). The chance of success is either 35% or 60% depending on what level the power what 'bought' at.

MP Drain

The monster delivers a normal strike for half damage, the damage however is restored to the monster's MP. MP drain attacks effects the target's MP, not HP.

Near-Fatal Attack

The monster delivers an attack or series of blows with a $35 + (\text{level}/2) + (\text{Agility})\%$ (defense counters this) chance to reduce the target to 1 HP.

Poison

The monsters can deliver a bite, sting, or other attack that delivers poison into the victim's body, infecting them with the status condition, Poison. At the end of each turn, the victim loses $1/10^{\text{th}}$ of their current HP.

Offensive Power Absorption

For a monster with this power, each time the monster gets attacked it's power increases. There are two ways this can work: 1) the damage from the next physical attack is increased equal to $1/5^{\text{th}}$ the damage dealt to it (roll damage usually, then add the extra damage). 2) The monster builds up damage until it reaches a certain point, then it unleashes a super attack or spell of some sort (usually a pretty powerful one). The damage done by such attack usually is (damage taken divided by 5) + Magery x MDC.

Resistance

Many monsters and characters (through the use of relics) possess partial or full immunity from certain types of attacks or spells. There are 3 degrees of resistance:

Resistance: Does $\frac{1}{2}$ damage or +50% M. Defense
 Immunity: Unaffected by the spell or attack
 Absorption: Absorbs damage as HP

In addition to the 3 differing degrees, there are also a large number of possible resistances, immunities, & absorptions:

Physical attacks *
 All magic spells #
 Fire spells or attacks
 Earth spells or attacks
 Water spells or attacks
 Air spells or attacks
 Light spells or attacks
 Darkness spells or attacks
 Lightning spells or attacks
 Ice spells or attacks
 Poison
 Gas based attacks or spells
 Cosmos, time, or gravity spells
 Charm or mind control

* Nothing can have an absorption of physical attacks- only resistance or immunity. Weapon resistances or immunities can also be reduced to a specific type of weapon (slashing, bludgeon, piercing, throwing weapons, ranged weapons, firearms, and so on). Monsters immune to physical attacks but weak to a certain type of element still take double damage from weapons imbued with that elemental.

@ Monsters MAY NOT possess anything more than resistance to magic. Under NO circumstances should any monster be immune to more than 3 to 4 types of magic or attacks and even then should have a damn good reason for possessing that many resistances. Magic resistance also grants a -25% penalty for limited effect spells.

Because of the potential problems that can arise by the use of multiple resistances, immunities, or absorptions; any 2 resistances or immunities require 1 weakness and any absorption requires a weakness to the opposite type of element or spell. That is, if it has one (ie, a monster that absorbs fire will take double damage from Ice attacks). At the most, no monster should be resistant/immune/absorbent to more than 3 things without a suitable reason for it.

Spell Ability

Through this power, the monster may cast a single spell. The spell be of any type with the exception of Ninja magic. Ninja magic is the only type not allowed to be used by monsters unless is a full magic-user of Ninja Magic. The monster must have a level high enough to cast the spell as well as pre-requisite spells for higher level magic spells. This does not count as true spellcasting- these are natural abilities for the monster. They might have multiple

ones, but no more than three. Beyond that would require a full magic-user.

Note that the spell ability power can mimic many of the special abilities of monsters used in the E-games. For instance, Gunk (an ability used by many slimy type critters such as the Crawler from FF6) could essentially have the same effect of the spell slow. Lullabud (SoM)'s sleepy flowers ability is essentially the spell sleep. The list goes on and on. Find whichever spells you feel come the closest to mimicking the special ability or at least it's effects (for instance, Gunk wouldn't have the same casting appearance as a mage casting slow. It would likely require tossing a blob of slime at the person making them messy).

It's also very possible to get spell ability and status condition attack mixed up. In general, if the power did no damage in the e-game when the character was initially attack, then it's a spell ability. If the condition was delivered through a physical attack, then it's a status condition.

Status Conditions Attacks

Similar to, but different then innate magic ability, the status condition attack allows the character make a normal strike but in addition has a chance to inflict a status condition on the target. The condition must be a negative one (the exceptions being death, any wound related condition, or poison) and the chance for success is $30 + (\text{level}/2) + \text{strength}$ (if the attack is physical) or Magery (if the attack is magical or something else).

Special Attack

The monster can deliver is a specific kind of attack (a punch, a bite, a sword slash, etc) that delivers higher than normal damage (ie, a DC bonus of +1 to as high as +3). Some examples include the Pounce by Ralph (a dog from FF6. +1 DC) or swing by a Brontosaur (a big nasty dinosaur from FF6. +3 DC). Typically, higher the level of the monster, the higher the DC bonus but there are always exceptions. All monsters get one Special Attack for free at creation.

Teleport

With this, the monster is capable of teleporting from one point to another. The only hitch is that if the monster warps to far a distance, it'll simply fail and the character will be stuck where they are. Every meter over it's "safe range" of 3 hexes (or 3 yards or meters) that it teleports, there is a cumulative 5% chance that it'll fail. For instance, warping 10 hexes/meters will have a 35% chance to fail (10 minus 3 times 5 equals 35%). Thus if the monster

rolls higher than 35 on a 1d100 roll, the teleportation will fail & stay where they are.

Undead

A monster with this power is considered to be one of the undead, a creature full of darkness. Being so attuned to the side of death, all drain type spells or attacks are reversed- meaning the player will lose HP and the monster will gain them, often with an extra amount of points equal to the monster's level. On the down side, the character also instantly gains a weakness to light based spells or attacks. Any spells or items that normally heal (such as cure spells and potions) will do damage rather than restore HP.

Venom

A more potent brand of poison, Venom reduces the victim's Current HP by 20% at the end of each round.

Vulnerability

This is the superior to weakness in that while the spell doesn't do double damage, it automatically halves the monster's Defense, M. Defense, Armor, M. Armor, and initiative for d6 rounds. Dinosaurs are known to have a vulnerability to Lightning. No monster can ever have more than one vulnerability. Vulnerability does not have the same effects as Weakness (explained below) and the two cannot be used on the same monster.

Weakness

The opposite of a resistance, immunity, or absorbance, a weakness causes a character or Monster to suffer double the normal damage with that kind of attack or spell. By taking a weakness, the monster's XP level is reduced by 1. Some example weaknesses include:

Physical attacks

Fire *

Earth *

Air *

Water *

Light *

Darkness *

Lightning *

Ice *

Poison

Charm or mind control

Time or Cosmos

Gas

* A weakness cover both spells based on that element as well as weapons that are imbued with an elemental affinity such as Flame Sabres, Frost Brands, Thunder Blades, Holy Staffs, etc.

Boss Powers

The following monster powers are powers available solely to boss monsters.

Normal monsters cannot use them whatsoever.

Defense Drones

A boss of this sort possesses two (or more) small drones that hover around it. Each of these drones has 1/3rd the HP of its master and has a specific function usually (attack or healing and defense). Often, unless the drones are destroyed the characters cannot harm the main body of the boss or worse, the boss will unleash a sort of attack power unless the other drones are taken out first. Each Drone counts as a +3 bonus.

Multi-part bosses

In Final Fantasy IV, FFVI, FFVII, Chrono Trigger, and the Phantasy Star series (where this little phenomenon might have started with Dark Force in PS2); the characters of the game sometimes ran into bosses that possess multiple parts. In order to defeat the monster, the heroes had to destroy the parts in order to defeat the boss. In such cases, each segment is considered to be its own monster in terms that it can attack on its own. The HP of the 'lesser segments' are 1/3rd the main body's HP (the normal HP for a boss). Normally, each extra part has a specific function- usually one arm that will attack or use attack powers while the other is for healing and defense of the main body. Or in extreme cases such as Chrono Trigger all the parts will do a powerful super attack. Each part counts as a +2 level bonus.

Teleport 2

An improved version of the original, the monster can teleport anywhere in the area of the fight with an absolute 100% success rate. This power is extremely rare, even for bosses.

Making Your Own Powers (Optional)

Alright, chances are not every possible spell or class power used in the FFRPG will cover every possible monster power. To handle this possibility we have this- an attempt at a power design system. It works like the Invention rules (sortuv) in that each power has a series of advantages that can be combined together into a single power. This thing is still somewhat screwy, so expect it to work perfectly. It should be used only as a last resort.

Elemental Affinity

The attack is considered to have an elemental affinity, doing more damage to certain characters. Since it is equally possible to have an attack that does less damage through resistance or absorbance, Elemental Affinity costs nothing. Only one affinity may be taken for any attack.

Damage

This determines the spell's raw damage ability. For each level bonus, the damage is increased by one class. These are all for magical or energy based attacks- you can use the damages from the monster combat portion of the MCS or Special Attacks to come up with super attacks. One of the three range stats (Range, effect, and Vertical) can be increased if the power's level is increased by one.

Level	Damage	Range
1	2d6 + Magery x MDC	R:3 E:1 V:0
2	3d6 + Magery x MDC	R:4 E:2 V:0
3	4d6 + Magery x MDC	R:4 E:2 V:1
4	5d6 + Magery x MDC	R:4 E:3 V:2
5	6d6 + Magery x MDC	R:6 E:1 V:0

Status Effect

The Attack does a status effect along with damage. The damage is decreased by one level (level one becomes 2d6 + level + Magery) but there's now a 30 + (level/2) + (Magery)% of causing a status condition. Stop and Stone cost +2 levels and fatal blow does +3 but the rest cause

Random Items

Occasionally when a party successfully defeats a group of monsters they might receive an item that one of the deceased monster drops. If there is a thief among the group, there's always the possibility that they can steal items from a monster in the middle of combat. The below are some charts and rules for handing out treasure to player characters.

There are two ways a GM or monster maker can go about giving items. One is to do it randomly whenever the party wins a fight. There is a 50% chance that each monster will drop an item. The second way is to attach an item to the monster that it will always have. Rabites, a small fuzzy rabbit like monster from Secret of Mana, only drop potions for instance. This option would be best for pre-designed monsters that you'll find in the monster depot. Regardless of which option you use, don't forget common sense. If the players nail a Rabite, they're aren't going to suddenly drop an Economizer (an accessory that reduces MP costs from spell casting by

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75%). At the same time, many monsters should drop items that are related to their abilities. Poisonous monsters often drop antidotes and a spider that shoots webs that cause the status condition slow should drop a one-shot item called Spider Web. Also large birds tend to drop phoenix downs and humanoid opponents are more likely to have weapons and armor than the average monster. Thieves can also steal this item on a successful (Pickpocket skill roll – the target's Defense).

Main Treasure Table

Roll	Item
1-10	Accessory
11-30	Weapon
31-50	Potion
51-70	One-shot Item
71-90	Armor
91-00	Accessory

From the main chart, the Gamemaster can determine what type of item or equipment the characters gain. Why no accessory or One-shot Item charts? There are two reasons for this. One, making up a chart with all the one-shot items and accessories would be a major pain in the rear- not only for us (the Returner Staff) having to make them, but for any Gamemaster or monster maker that has to use such big charts. Second, this allows GMs the chance to moderate how powerful the items the players get should be. Particularly with one-shot items, the type of monster and their attacks should play a part in what type of item they might drop or be available to a thief.

Weapon\Armor Table

Weapons and armor should be given out sparingly if the characters gain them through battle since its usually expected that characters should buy their own weapons & armor with the gold they get from other battles.

Weapons: The type of weapon should also depend on the type of weapon the monster uses. A giant running around with a hammer is more likely to have a hammer to steal than a sword for instance. The exact version depends on the level of weapon or armor the monster drops is dependent on its level. This method is used instead of a random chart because it gives GMs more control over how characters can get better weapons and armor.

About 4d*+ weapons: You'll notice once the charts hits the 4d*+ weapons that it get significantly

higher. It should be assumed that only bosses give such high powered weapons.

Armor: Giving out weapons is rather straight forward, but giving out armor is a bit different. Armor is based on the original weapon price charts, so they sortuv lined up with each other so that the first piece of armor is the same as a d* weapon. Some armor pieces have variant version that are of equal power but have different abilities. The most obvious example are the fire, ice, and thunder shields. Other variants include:

Wizard's ring (armwear), Paladin (all), Tiger Mask or Magus hat (hats), Green Beret or Bard's hat (hats), Fire or Blizzard Mail (Mails), fire, ice, or thunder shield (shields)

Example of how this works: Locke decides to steal from a monster and winds up stealing some armor. He lucks out and Gamemaster decides to give him a type of armwear. The monster is 22nd level beastie, which would be the 6th type of armwear- a silver band.

Level	Damage	Version
1-4	d*	1st
5-8	d*+1	2nd
9-12	d*+2	3rd
13-16	d*+3	4th
17-20	d*+4	5th
21-24	d*+5	6th
25-28	2d*+1	7th
29-32	2d*+2	8th
33-36	2d*+3	9th
37-40	2d*+4	10th
41-44	2d*+5	11th
45-50	3d*+1	12th
51-55	3d*+2	13th
56-60	3d*+3	14th
61-65	3d*+4	15th
66-70	3d*+5	16th

Potion Charts

These are the charts for potions. There are 2 main tables and three separate charts that cover recovery potions such as antidotes, eyedrops, and remedies. The main two are separated by level. When characters face monsters of such higher levels, they are more likely to drop stronger potions.

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Level 1 - 15

Roll	Potion
1-10	Phoenix Down
11-20	Hi Ether
21-40	Recovery Item
41-60	Potion
61-80	Ether
81-90	Hi Potion
91-100	Phoenix Down

91-95	Holy Water
96-100	Remedy

Accessories

Accessories should be handled with care, just like Weapons & Armor. Any accessory stolen or gained through battle should be worth (Level x 200) GP. Thus a level 20 monster might drop a 4000 GP accessory if the characters are lucky.

Level 16 - 30

Roll	Potion Type
1-10	Phoenix Down
11-20	X Ether
21-40	Recovery Potion
41-60	Hi Potion
61-80	Hi Ether
81-90	X Potion
91-100	Phoenix Down

Level 31+

Roll	Potion Type
1-5	Mega Elixir
6-10	Elixir
11-20	Phoenix Down
21-40	Recovery Potion
41-60	X Potion
61-80	X Ether
81-90	Phoenix Down
91-95	Elixir
96-100	Mega Elixir

This last chart may be better suited for bosses that might cough up major potions. It might not be all that wise to even give players a chance to steal mega elixirs from a common monster.

Recovery Item Charts

These include all potions that remove undesirable status conditions such as poison, silence, darkness, and so on.

Roll	Potion
1-5	Remedy
6-10	Holy Water
11-20	Maiden's Kiss
21-30	Echo Screen
31-50	Antidote
51-70	Eye Drops
71-80	Soft
81-90	Cornucopia

Example Monsters

To help out GMs and monster manual authors, these are a couple example monsters to help out. Note that monsters don't all have to be hostile critters that attack anything that comes near them. The example critters here are Final Fantasy's loveable mascots, the Chocobos.

Chocobos

Appearance: A staple of the Final fantasy games since their first appearance in Final Fantasy Adventure, Chocobos resemble a cross between a chicken and an ostrich and serve as mounts for many cultures in the Final Fantasy worlds. There are four different breeds of Chocobos- the common Chocobo, black, blue, and red. All 4 breeds have the same general appearance of a heavier muscled ostrich covered in different color feather with a large beak and neck. Their claws are similar to a chicken's with 3 toes and other toe that goes the opposite way.

The only major difference between the four breeds is their habitats, feather colors, and powers. Common Chocobos have orange (male) or yellow (female) and can be found in almost any non-arctic area. Yellow Chocobos are the most well known kind and many cultures use them as mounts for their soldiers or travelers. Black Chocobos have black feathers (males) or a dark purple (females) and found mostly in large forests. In addition to being rare, black chocobos are the only type of chocobo capable of flight. The blue chocobo exists solely in arctic area where it is extremely cold. They have light blue feathers (males) or white feathers (females). Here in the arctic tundra, a blue chocobo can race through even the foulest cold weather. The last type of Chocobos, the red ones, are the rarest breed, sometimes found in deserts and other very hot places where they naturally can live without a large amount of water. Male reds have bright fire engine red feathers while females have soft pinkish color feathers.

Behavior: In every case, all chocobos are naturally very docile and will 9 out of 10 times run from any confrontations unless properly trained. Still, when confronted by predators they have no problem in retaliating and defending themselves with either kicks or using their sharp beaks. They are particularly defendand of their chicks (babies) and will defend them to the death, as most animals will. Chocobos are natural herbivores.

Powers: All chocobos are very fast runners, capable of getting upwards of 40 Miles per hour

when running. Each Chocobo breed has one or two unique powers available to the breed each:

Yellow Chocobos: Yellow Chocobos can perform "Choco Cure". This abilities is essentially the cure spell but has a range of R:3 E:2: V:0. It counts as a +1 level bonus.

Black Chocobos: Black Chocobos are capable of limited flight and require an animal riding (air-based) skill in order to fly it without crashing to the ground. Complex maneuvers carry a penalty depending on how hard it is to pull of to the character's riding air-based skill roll (-5% for simple dodging attempts to -30% for doing complex loop de' loops). The Speed for the Chocobo in flight is about 60 mph or so- it's that fast. Consider this the flight power. "Blackies" also have a strange ability called Choco ball, which involves them firing an egg (players of Final Fantasy Tactics know what this looks like). The attack is considered a Special Attack (+1 DC).

Blue Chocobos: Because of their life in the frozen tundra, Blue Chocobos have a natural resistance to ice attacks. Like most arctic creatures, they are weak against fire elemental attacks such as the fire spell. In addition, they can perform an attack known as "Choco Blizzard" where the Chocobo jumps up and down causing a giant ice block to fall from the sky (consider it an Ice 2 spell attack).

Red Chocobos: The rarest and most powerful of the Chocobo breeds, the red Chocobo is capable of unleashing the powerful attack known as "Choco Meteor" where a burning meteor falls from the stars and onto the target of choice (works the same as Comet in Final Fantasy VII). The attack has a range of R:5 E:1 V:0.

Stats: These are the stats for the Chocobos. Note that these levels aren't written in stone. You could have a level 20 Chocobo if you wanted to make one. However, these represent the levels of the average Chocobo of each breed.

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Yellow Chocobo

Level: 5 (1)
 HP: 70 MP: none
 XP value: 1000 GP Value: 333

Strength: 7 Vitality: 6
 Agility: 8 Speed: 10
 Magery: 2 Willpower: 2

Attack%: 70% Magic%: 107%
 Defense: 18 Armor: 5
 M. Defense: 4 M. Armor: 1
 DC: x1 MDC: x1

Size: medium (5' at shoulder)
 Intelligence: animal
 Habitat: Plains or Forests
 Frequency: Common

Attacks:
 Beak (1d8)
 Power Kick (1d8 +1 DC)

Powers:
 Choco Cure (Cure1. R:4 E:2 V:0)

Black Chocobo

Level: 20 (2)
 HP: 260 MP: none
 XP Value: 4000 GP Value: 1333

Strength: 12 Vitality: 10
 Agility: 10 Speed: 15
 Magery: 6 Willpower: 10

Attack%: 100% Magic%:
 Defense: 25 Armor: 20
 M. Defense: 16 M. Armor: 20
 DC: x3 MDC: x3

Size: medium (5' at shoulder)
 Intelligence: animal
 Habitat: Forest
 Frequency: Rare

Attacks:
 Beak (1d8+3)
 Chocobo Ball (1d8+3 +1 DC)

Powers:
 Flight (+2)

Blue Chocobo

Level: 25 (2)
 Hp: 325 MP: none
 XP value: 5000 GP value: 1666

Strength: 10 Vitality: 12
 Agility: 13 Speed: 13
 Magery: 5 Willpower: 10

Attack%: 60% Magic%: 130%
 Defense: 14 Armor: 5
 M. Defense: 4 M. Armor: 1
 DC: x4 MDC: x4

Size: Medium (5' at shoulder)
 Intelligence: Animal
 Habitat: Arctic
 Frequency: Rare

Attacks:
 Beak (2d8)
 Power Kick (2d8 +1 DC)

Powers:
 Ice Resistance (+1)
 Fire Weakness (-1)
 Choco Blizzard (Ice 2 spell ability +2)

Red Chocobo

Level: 35
 HP: 430 MP: 70
 XP Value: 7000 GP Value: 2333

Strength: 15 Vitality: 12
 Agility: 12 Speed: 15
 Magery: 16 Willpower: 10

Attack%: 130% Magic%: 151%
 Defense: 62 Armor: 41
 M. Defense: 55 M. Armor: 40
 DC: x5 MDC: x4

Size: Medium (5' at Shoulder)
 Intelligence: Animal
 Habitat: Plains, Forests, Desert
 Frequency: Very Rare

Attacks:
 Beak (2d8+2)
 Power Kick (2d8+2, +1 DC)

Powers:
 Choco Meteor (Comet spell ability +3)

Appendix II

ENGINEER'S MANUAL

When we started to piece together the Final Fantasy RPG Complete, we found out rather rudely that the material covering the engineer abilities alone was going to be extremely large. Rather than clutter up Chapter Three: Character Classes, which is already cluttered as-is, we put together Appendix II:

Engineer's Manual. This appendix includes all the fun stuff an Engineer can create, modify, repair, and even destroy in one nice complete place. It includes two vital parts of the FFRPG for the Engineer: The invention rules and chemist mixes (for chemists)

Invention Rules

Many people consider Engineers as a form of magicians and sometimes maybe they are too far from the truth. While they don't wield control over mana or can shape into a physical form like true magicians can, they do have the power to make the impossible possible through the *magic* of the machines. Through their training, skills, and genius; an engineer can invent many different things that normally wouldn't be possible in Final Fantasy games: autocrossbows, airships, tanks, laser blasters, and even Mecha of all sizes and shapes. This portion of the Engineer class details all the rules pertaining to how they may invent and create new machinery. The inventing of vehicles (airships, subs, mecha, and so on) are handled in the next part of this appendix, Vehicles (The Vehicle Construction Rules).

An Invention is separated from normal equipment by several conditions. For one, not just any person can pick up an engineer's Autocrossbow and expect to know how to utilize it without shooting themselves with it. Inventions are "unique" weapons or devices that produce near magical effects without using magic. The hitch is that all invention have a limited amount of uses with a few exceptions (level one to three melee weapons). By default, each invention has 20 uses (everything else) or rounds of ammo (gun weapons). After those uses are uses, the invention must be reloaded. For guns and other weapons the player can pick up an ammo clip or energy battery; which will give the invention a fresh load of ammo. These cost 10% of the invention's cost. Thus a bolt pistol that might have cost 100 gil to make might require 10 gil for buying an ammo clip. Electric based melee weapons (level four or higher) and other inventions require an energy battery. These come in a variety of size and colors pending on the invention level of the weapon. These batteries are similar to gun clips in that they cost 10% of the invention's cost. But the difference is that energy batteries can be used in any invention as long as it is of the same level.

Many of the ranges and area of effects use the Area of Effect rules in the hex map combat rules. R is range, E is effect, and V is vertical. For more information please check the map combat rules under Chapter Six: Combat. Although the area of effect is given in hexes, the format can be used in a normal abstract manner by replacing one meter or yard for one hex.

Reminder: It is important to remember that any invention created by an Engineer *cannot be used by any other class*. An Engineer cannot, for instance, make a Beam Sword invention and toss it to his Sword Master companion so they can do 8d10 damage with every hit. Doesn't work that way. Remember that in most campaign settings, machines are not extremely common. Most people would have no idea how a gun would work and more likely they would shoot themselves by the time they figured it out.

- Machine Creation Process
 - Step One: Invention Concept
 - Step Two: Pick Advantages & Disadvantages
 - Step Three: Determine Costs and Time
 - Step Four: Roll Invent Skill
- Invention Mishaps (optional)
- Inventing Non-Combat machines
- Constructing Equipment
- Invention Examples
 - Guns
 - Bombs & Grenades
 - Melee Weapons
 - Weird Tech
 - Wild Arm Conversions

The Machine Creation Process

Just as it took several steps to create your character, it takes some thinking and plotting as to how you want to create your invention. The process looks something like this:

- Invention Concept
- Pick Systems & Defects
- Calculate the Invention level of the machine
- Determine cost and time required to build the invention
- Roll invent skill. If successful, your invention works! If not, you have a pile of junk worth 1/2 the money you spent building that can be re-used for your next invention. A botch results in your lab blowing up, degrading it by one level.

Step One: Invention Concept

Pretty obvious- what kind of invention are you going to try building and what will it do? This is important to consider before you get into the next step as you pick systems and disadvantages.

Step Two: Pick Systems and Disadvantages

Systems and disadvantages are what make the invention what it is and what it does. A system is an ability that it can do things such as causing damage or granting its user or intended target a beneficial status condition. Defects, on the other hand, degrade the invention's level but may hamper the invention's performance. No invention may exceed an invention level beyond 10 and it is recommended that no more than 3 defects should be used on a single invention.

Systems

Area Effect: The invention can effect a small area around itself. For every level added toward the invention level, the invention's effect stat increased by 1 point to a maximum of Effect for +3 levels. This cannot be combined with melee weapons and grenades get 1 point of this for free. For +2 and +3, also increase Vertical by 1 point each (E:3 V:1 and E:4 V:2).

Armor: Every 5 points of normal Armor _or_ 4 points of Magic Armor count as 1 Level. If the invention is to include both forms of armor, it instead give 3 points of armor and 2 points of magic armor

per 1 level. A force field generator that gave 12 points of regular armor and 8 points of Magic Armor would be a level 4 invention. Cannot be combined with Weapon inventions. Requires the limited use and self-only Defects automatically (no bonus).

Armor Piercing: A weapon option, this advantage reduces the target's armor rating by 1/4th for the purpose of damage. If used against a monster with a resistance to weapons due to a thick armor or a vehicle, the weapon does normal damage where as another weapon would not do any what so ever.

Attribute Booster: The invention increases one of the character's six attribute stats. Here, the conversion is a straight 1-to-1 conversion: The Level is equal to the number of points that the relic increases the stat. Thus a ring that gave +3 bonus to Magery would have an invention Level of 3. This system cannot be combined with any weapon invention other than melee weapons. There is a maximum of +5 bonus to any one stat.

Beneficial Status Conditions: when activated, the invention gives the character a beneficial status condition. The costs depend on what condition is produced. This advantage cannot be combined with other performance Systems (ie, no having barrier and extra armor at the same time. This also includes adding the advantage to weapon inventions). All inventions with this advantage also carry the "limited Uses" and "self-only" Defects at no bonus. Wall is a combination of both barrier and magic barrier.

Condition	Level
Barrier	3
Fury (FF7)	5
Haste	8
M. Barrier	5
Quick	10
Reflect	7
Regeneration	8
Wall	10

Drain (HP): This system is used to drain the life force of the intended target and give it back to the Engineer. The invention inflict (invention level -2)d6 damage and 1/2 of the damage done is transferred back to the character. All Drain (HP) inventions must be a form of melee weapon, often a slender club.

Drain (MP): Similar to the Drain (HP) system, the drain (MP) will drain away the magic power of the intended target. The invention inflicts (invention level -3)d6 damage and 1/5th of the damage inflicted is transferred back to the Engineer. All Drain (MP) inventions must be in the form of a melee weapon, often a slender club.

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Elemental Affinity: Used mostly for weapons, the invention inflicts damage as one of the 8 elementals (Fire, Earth, Water, Air, Light, and Darkness being the most often used of the 8 although some para-elementals- specifically lightning and ice- are common also). No more than one elemental affinity may be used with a single weapon.

Extended Range: This primarily a gun advantage. By take a +1 invention level the gun's range is increased by one point from its standard R:6. R:8 is the limit.

Extra Ammunition: When the invention was created, the engineer who made it came up with a unique way to fit more uses or ammo into the invention. For each extra invention level, the invention has 5 more uses. This system cannot be used if the invention already suffers from the limited ammunition defect. Ammunition costs 1/10th the cost of the invention. So a 500 GP gun might cost 50 GP to buy a clip for. Ammo prices do not increase if the weapon is upgraded.

Healing: The invention, be it a cure beam or what have you, is capable of restoring the health of a person rather than destroying it. All Healing inventions have the limited uses disadvantage (no modifier- you get it for free). The exact amount of HP restore depends on its level:

Level	HP Restored
1	1d6 + Magery x MDC
2	2d6 + Magery x MDC
3	3d6 + Magery x MDC
4	4d6 + Magery x MDC
5	5d6 + Magery x MDC
6	6d6 + Magery x MDC
7	7d6 + Magery x MDC
8	8d6 + Magery x MDC
9	9d6 + Magery x MDC
10	10d6 + Magery x MDC

Resistance: Another weird technology device, the invention creates a barrier around the character that grants one of the three types of resistances to a certain group of magic spells or attacks. A resistance counts as a level one invention, immunities are level three inventions, and absorbances are level five inventions. Resistances to all magic or attacks count as level 5 inventions and immunities to either are out of the question. A resistance to all magic is a level 10 invention. GMs are recommended to force characters to take at least a one level 1 disadvantage for this advantage. This invention requires the limited use and self-only Defects automatically (no modifiers). It cannot be combined with other performance or weapon Systems save possibly for the armor

advantage. No more than one resistance device can be activated at one time.

Skill Booster: Here, the conversion is simple: Every +10 to a specific skill, or +5 to a skill group, counts as 1 Level.

Spells and Power: If an Engineer wants to simulate a specific spell or class power, the Invention Level is equal to the spell's Level, with a 2-level increase. Again, cannot be combined with weapon inventions.

Status Condition Weapons: The weapon, often a beam gun of some sort, has a 50 + (level/2) + (invention level x 1.5)% chance of inflicting a single status condition. Like the beneficial status advantage, the cost of this advantage depends on the condition it causes.

Status Condition	Level
Berserk	2
Blindness	2
Confusion	4
Death	6 @
Mini	4
Poison	1 + rating*
Sadness (FF7)	4
Silence	4
Slow	2
Sleep	2
Stop	6
Stone	4
Toad	4

* Poison weapons work like those inventions with the weapon advantage with a damage rating of (level-1)d6. If the attacker is able to poison the target, they inflict 1/5th the damage of the attack per round until the character uses an antidote potion or spell or can successfully resist the poison. A bio-blaster that does 3d6 points of damage would be a level 4 invention.

@ Instant Death weapons have a 25 + (level/2) + (invention level x 1.5)% chance to work.

Weapon: The invention was made to do bodily harm to other people and monster. Exact damage depends on the level of the invention and what it does.

Level	Damage
1	1d6
2	2d6
3	3d6
4	4d6
5	5d6
6	6d6
7	7d6
8	8d6
9	9d6

10 10d6

The exact damage equation is (weapon damage) + Agility x DC if the weapon is a gun or (weapon damage) + strength x DC if the weapon is a melee weapon.

Other Effects: If a player wants to create an effect that isn't covered by these guidelines (and trust us, they will), the GM must consider the effect and then set a Level. If the player wants to create an effect that simulates one in one of the games, the GM should consider how far along in the game the characters were when *they* got it, and how much effort was required to win the prize. The GM is wholly within her rights to simply disallow an effect. This is encouraged if the effect would realistically land over Level 10 as such feats of Invention should remain the province of ancient and glorious civilizations, such as the Lefeinish of FF1 or the Lunarians of FF4.

Defects

Fragile Construction: The Invention is made of fragile material, making breakdowns and damage to the invention too often for their own good. If used on a vehicle, they have 1/2 the normal armor ratings and HP of most similar level vehicles. On regular equipment, the GM is encouraged to remind the character that if they even drop the object it will probably have to spend sometime later on repairing the damage. For game purposes, the object has 8 x level HP.

Limited Ammunition: This is a gun weapon disadvantage. Most inventions have 20 shots but this specific weapon has less. At +1 level, the weapon has 10 shots and at +2 level, the weapon can only shoot one once before it has to reloaded. Reloading requires the character's action for a round if done during combat.

Limited Uses: The invention has a limited amount of times that it may be used each day. Most of the time, it can be used 5 times a day. For an extra bonus level, the times per day may go down to 3 times a day. The effects for using the invention last (invention level) x 2 rounds.

Poor Accuracy: A weapon disadvantage, this disadvantage comes with a -25% weapon skill penalty because of a design flaw that makes aiming or using the weapon correctly a challenge.

Random Malfunction: The weapon sometimes malfunctions whenever it is used. The results, pending on the GM, can as humorous as they please but always result in the loss of a use or shot. The gun could shoot out a dud that dejectedly lands in front of the player or the invention might look like a disco

ball for a round. Otherwise, the effect shouldn't harm the player or the invention. At -1 level, there is a 25% chance the invention will malfunction. At -2, the chance goes up to 50%. The chance for malfunctions should be a separate dice roll from the character's attack roll.

Self-only: The invention essentially has a range of R:0. All weird inventions have this disadvantage automatically.

Single Use: The invention is made to be disposable or self-destructive, such as a bomb or potion. As a result, the item takes 1/2 the normal cost and time needed in exchange for being a one shot wonder.

Unstable Power Source: A common problem with weird science inventions such as force field generators, there is a chance whenever you use the invention that it can sometimes backfire. The actual chance is 5 x (invention level) so while the chance is fairly low with low level inventions, the chance for a blowout becomes a lethal reality with high level inventions. Actual damage occurred is (invention level)d6 x (invention level) in an (invention level x 3) radius.

Level:	Cost	Time Required
1:	150 GP	1 week
2:	500 GP	2 weeks
3:	1500 GP	1 month (4 weeks)
4:	2500 GP	1.5 month (6 weeks)
5:	5000 GP	2 months (8 weeks)
6:	7500 GP	2.5 months (10 weeks)
7:	15000 GP	3 Months
8:	25000 GP	6 Months
9:	35000 GP	9 Months
10:	45000 GP	1 Year

Step 3: Determine time and cost

The time of creation and cost are determined by the Level, although they may be modified by other factors, such as the number of uses per day. The requirements for each are located on the above chart. The time requirement, one of the chief stumbling blocks for PC Engineers, can be reduced by use of a laboratory. By maintaining a high quality laboratory the Engineer can decrease time requirements by a level equal to the lab's rating. Thus if the character has a level 2 lab and wants to make a level 6 invention, it has the same time required for a level four invention. For players, the maximum lab rating is 5. Labs can be costly but their benefits are extremely beneficial and downright necessary for producing high level inventions. NPC laboratories or

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factories can be much higher (and less expensive) as the GM sees fit. The numbers in the left are for upgrading a lab. The prices below are for a brand new laboratory.

Laboratory Level	Cost
1	2500
2	7500 (3500)
3	20000 (10000)
4	50000 (25000)
5	100000 (50000)

Reducing an invention to 'Level 0' (1 step below Level 1) reduces the time to one week, while 'Level -1' has a time equal to 4 days. The time requirement cannot be reduced below this, but a laboratory allows the character to double the number of identical items produced for each level that the adjusted Level is below -1. Thus, a character that has a level 4 Laboratory would be allowed to produce 4 copies of a Level 1 item in one week.

Step 4: Make the Skill Roll

After investing the necessary time and money, the Engineer must make a roll on his Invent skill, with a penalty equal to (10 x Invention Level). Other adjustments, due to the availability or lack of resources, may be added at the GM's discretion. If the adjusted roll succeeds, the procedure was a success, and the character has produced an Invention. If the roll fails, the item doesn't work. The character loses half of the money spent, but the rest can be salvaged for another try. If the character does try again from the remains, it also only takes half of the listed time requirement.

It may be assumed that the Engineer had one year, and 500 gp, to work on items before he begins adventuring for a starting invention.

Alternatives to Downtime (Optional)

The long downtime required for Engineer to create powerful inventions was done deliberately. After all, where's the fun in producing a massive weapon that does 10d6 damage and level 2 area attack system out of thin air? The time requirements also emphasizes the necessity of having the laboratory. Of course, the downtime can have dire effects on the Engineer & the campaign. For instance, what if the campaign goes at a fast pace where the engineer can't spare sitting around waiting to for a year to make their ultimate invention? Below is a list of potential alternatives for coming up with inventions over a period of time.

Buying Inventions: This is one possible solution if the game goes at a fast pace and cannot wait 3 months for the engineer to produce his or her latest super invention. Instead, the character can simply go to the nearby Junk Shop and pick up ammo for their weapons or new inventions. This would require a somewhat high tech level in the campaign or at least popularity for engineers. If buying totally new inventions, they should cost an extra 25% (multiply the cost 1.25). Definitely works well with producing extra ammunition on the fly.

From Junk to Invention: Another alternative is to allow the Engineer to make inventions by putting them together from special items or random junk. Each part could be worth a specific amount of gold pieces and when all the parts are put together, the engineer makes a repair skill roll (minus invention level x 10 modifier). If successful, the inventor has a brand new invention. They can also repair broken inventions making a similar repair skill roll to get it back to functionality.

The amazing sub-space laboratory: Rather than create a static place to create their inventions, the engineer can load their laboratory into an invention itself that can be carried around in their pocket. This special invention creates a pocket in sub-space (think of it like the portable holes from the old Warner Brother cartoons) and can load everything they need inside. The character can even enter into their sub-space laboratory. The only thing is having a sub-space laboratory is rather cheap and would require a large amount of reality ignoring.

Invention Mishaps (optional)

Everyone makes mistakes- even Engineers. Worse yet, sometimes they even make mistakes when constructing their inventions. The effects of an invention mishap can range from the subtle to the extreme. This rule comes into effect when the character fails his invention roll by his Magery stat x 2. First, roll a 1d12 to determine the exact effect of the mishap.

- 1 Communication Glitch
- 2 Plays Music
- 3 Smoke Screen
- 4 Temperature Alteration
- 5 Takes Off
- 6 Spins Crazy
- 7 Disco Dances
- 8 Accelerates
- 9 Grinding Sound
- 10 Smello-Vision
- 11 Catapults

12 EXPLOSION!!!!

1: Communication Glitch: The device, if it was meant to communicate, sends the signal off in the wrong direction, sends it to the wrong place, or may even fail to communicate altogether. If it isn't meant to communicate, steam puffs out of the machine, saying a message in Morse code. What exactly it says is left to the GM.

2: If it was meant to play music, it plays a totally different song. If not, grinding sounds come out of the machine, playing out the rhythm to some horrible song, GM dictates. For example, it may play "I Do, I Do, I Do" by Abba, or the music from the Veldt in Final Fantasy VI.

3: Smoke comes flying out of the device and obscures everything in an 80-foot radius, -20% on all rolls that require you to see what you are doing. The cloud lasts 2d10 minutes, double that number in combat rounds.

4: The machine turns the air around it extremely hot or cold, 1-2 for the former, 3-4 for the latter on 1d4. May be useful in some situations, but it is entirely possible for the machine to melt or freeze, becoming so brittle it shatters on contact with hard object.

5: The machine takes off like a rocket at over 80 km/h, soaring straight up in the air. After it hits 500 feet, it falls back to earth, doing (invention level)d6 x Invention level damage on the poor schmoe it hits, if anyone, although it might do bigger damage if it was bigger than, say, a breadbox.

6: The machine starts spinning well in the excess of 10000 RPM, and will continue for 1d8 combat rounds, at which point it falls apart.

7: The machine starts bouncing around crazily. The patterns look strangely as if the machine was dancing to a song like "Voulez-Vous" or "Stayin' Alive". It continues for 1d20 minutes, then falls apart.

8: This mishap is similar to result #5, only it streaks along the ground. It continues until it smashes into something like a stone wall. The GM decides if the wall is strong enough to stop it. Not all walls are strong enough, which means that the machine might smash right through it. Characters in its path suffer (invention level)d6 x (invention Level) damage. Round any fractions down.

10: The machine starts putting out all sorts of funny smells for 1d10 minutes. It then falls apart.

11: The machine catapults into the air at an 85 degree angle, and does (invention level)d6 x (invention Level) damage to whatever it lands on. This may be more if the machine is bigger than a breadbox. Round any fractions down.

12: The machine explodes, doing (invention level)d10 x (invention level) points of damage. A

level 5 invention would do 5d10 x 5 damage for instance. If the explosion occurs in a lab, all work is set back by a week in order to repair and clean up the laboratory.

Example: The Elder's birthday is coming up. Porom makes an Elixir with her superior Alchemy skill. Palom has bigger plans; he is making a combination shoe buffer/cuckoo clock. He doesn't have the invent skill, but he has a 10 Magery, so he has it at 25%. The GM decides to check to see if there is a mishap, as Palom cannot make what he wants. The machine is level 7: cute bird (1), basic clockwork (1), and shoe buffer (1). The result is a 97 and way over palom's Magery doubled. The d12 roll is a 5.

On the Elder's birthday, Palom unveils his new 'masterpiece'. He thinks it will work just fine, not knowing that he forgot to tighten screw #342. Palom turns it on. It seems to work just fine for a while, until the hands start turning crazily, the shoe buffer goes at 800 mph, and the bird keeps popping in and out. Steam comes out of the device, and then it takes off like a rocket, smashing the ceiling of the House of Wishes, flying through the air, and smashing through another part of the roof, landing right on top of the Crystal. Naturally, since it is so tough and powerful, the Crystal is completely unaffected. The machine bounces off it, falls down the stairs, and lands in a mess of gears, hands, numbers, spinners, and one wooden bird.

Non-Combat Inventions (optional)

Not everything an Engineer wants to create has to be a weapon of mass destruction. If the player wants to design a non-combat oriented invention, the Gamemaster should first determine the invention level of what the invention can do.

Type	Lvl	Example
Everyday	1	Clocks & toasters
Musical	3	Record Machine
Telephone	5	One-to-one telephone

All non-combat inventions cost 1/2 their normal price. Palom's Shoe buffer/coo-coo clock would only cost 250 GP rather than 500 for other comparable inventions. The time required to construct the invention is also halved due to the simpler mechanics. Both Engineer aspects can invent non-combat based inventions.

Constructing Equipment

If the GM allows it, Engineers and Engineers can create weapons, armor, and accessories. Potions are a maybe as it may dip into the territory of the healer (white mage) or Chemist aspects. Making the item is slightly different than normally inventing a machine that lets you generate a force barrier. The time required for inventing equipment stays the same, but cost should always be 1/2 the item's listed price in the item list it comes from. The exception being the level 9 or 10 artifact level weapons and items which will cost the standard invention price.

Weapons: The invention level depends on the weapon's power for the most part. Please use the below chart for level comparisons.

Level	Damage rating
1	1d*
2	1d*+1 to 1d*+2
3	1d*+3
4	2d*
5	2d*+1 to 2d*+2
6	2d*+3
7	3d*
8	3d*+1 to 3d*+2
9	3d*+3
10	4d*

The Asterixes (*) stand for the weapon's damage die. Having figured what damage die the weapon uses, time to figure out what bonuses it might have. Huh? Why nothing higher than 4d*? Sorry, but high-powered artifacts should must definitely stay one of a kind. Making them mass producible cheapens their worth to weapons of mass destruction and having multiple Excaliburs, Masamunes, and other 4d*+3 artifacts running around is a Gamemaster's nightmare. The idea is to use existing weapon lists for the weapons. If players want to make all new weapons (say, a sword that has air affinity and randomly casts a wind spell or a 3d* whip that damages MP) try comparing it to existing weapons. If there is no comparable weapon (not likely but you never know what will leak out of a player's mind), make your best call.

Armor: Determining the invention level for armor requires dividing the armor or m. armor rating (whichever is the higher) by 3. But wait a minute, you might be asking yourself, There are a couple suits of armor that go higher than 30 (30/3= level 10). Sorry, no mass-producing any Genji Armor. No Holy or Genji armor can ever be reproduced by players-those you'll have to find on your own.

Accessories: This will be a toughy to figure out. I'm leaning toward handling this like a plain invention rather than using any other sort of weird mechanics. Should probably use invention pricing also.

Invention Examples

In order to help Gamemasters and Engineer players, this section has a small collection of different inventions that could be invented by an Engineer. There are 4 types of examples: Firearms, Grenades & Bombs, Melee Weapons, and Weird Tech.

Firearms

Firearm inventions include many devices that are long ranged or are similar to the workings of a gun such as the autocrossbow and bolt pistol. All firearm inventions require the gun skill to use properly.

Autocrossbow

Invention level: 2
Range: R:6 E:1 V:0
Systems: Damage (2)
Defects: none

A common weapon used by many Engineers, the auto-crossbow looks more along the lines of a hefty rifle than a crossbow. The auto-crossbow breaks open much like a 19th century revolver, so as the user can easily insert a clip of 20 stiletto-like bolts that the gun fires at a high velocity. The autocrossbow does 2d6 + Agility x DC damage.

Bolt pistol

Invention level: 1
Range: R:6 E:1 V:0
Systems: damage (1)
Defects: none

The bolt pistol could best be summed up as a pistol version of the autocrossbow. It looks like any type of pistol from the late 19th century but about twice as bulky. The pistol resembles a revolver, complete with a chamber holding 10 mini-darts similar to those used in the autocrossbow. Because of its small size, bolt pistols grant a +10% bonus to concealment attempts.

Bio-Blaster

Invention Level: 4

Range: R:6 E:2 V:0

Systems: status condition weapon (poison- 2), area effect (+1)

Defects: none

A bit of a chemical warfare weapon, the bio blaster can shoot a spray of poisonous gas at a group of monsters. Each dose of chemicals are kept in small glass vials which the Engineer loads into the guns and sprays them out when fired. The blaster does a base of 2d6 + Agility x DC damage.

Flame Thrower

Invention level: 2

Systems: Damage (2), Fire affinity

Defects: Unstable Power Source

The flame thrower does just what it says- it shoots a stream of fire. Not the most powerful kind of firearm (compared to the likes of shotguns & assault rifles), it does have it uses- namely setting things (even living ones) on fire. In addition the normal charbroil method, you can also sweep the flame over multiple targets although it counts as one shot per extra person and there's a -5% penalty to your attack roll. Counts as a fire elemental attack. Because of the flammable contents of the tank, it's possible for the tank to explode if it is damaged.

Flash Gun

Invention level: 3

Range: R:6 E:2 V:0

Systems: damage (3), Area effect (+1)

Defects: limited ammunition (10 shots)

Resembling a large mirror crossed with some sort of gun, the Flash Invention can create a large flash of light and energy so powerful that it inflict physical damage on its targets and cause fire to ignite. The actual damage done by the flash is 3d6 + Agility x DC and is considered a fire-element attack. Due to its originality, the Flash Invention requires a special pocket of a sulfur like substance to produce their brilliant flash of light and the Invention can hold up to 10 pockets of these at a time.

Rocket Launcher

Invention Level: 5

Range: R:6 E:2 V:0

Systems: Damage (5), Area effect (1)

Defects: Limited Ammo

The essential "Big Gun", the rocket launcher shoots a missile that explodes in a small radius around the initial target. Those hit by the "after-blast" take ½ damage from the blast. The initial target takes normal damage.

Mega Cannon

Invention level: 10

Range: R:6 E:1 V:0

Advantage: Damage (10), Elemental Affinity (fire)

Defects: Limited Ammo

By all appearances, this gun looks like a perfectly normal rocket launcher. That changes the mili-second the mega cannon is fire. It shoots a powerful stream of explosive force that makes any other weapon pale in comparison.

Melee Weapons

Despite the availability of high powered firearms, some Engineers find good ol' fashioned melee weapons just as handy in those dangerous combat situations.

Bayonet

Invention Level: 1

Systems: Damage (1)

Defects: None

A simple blade fastened on to the end of a firearm, the bayonet is sometimes used by firearm using Engineers that are too lazy to depend on any other melee weapon. Engineers may also create a pop-out version that extends from underneath the barrel of the gun by pressing a button. Does d6 + strength x DC damage and requires the spear weapon skill.

Long Bayonet

Invention Level: 2

Systems: Damage (2)

Defects: None

A slight variation over the original, a long bayonet measures 1' to 1.5' (compared to the 6" to 8" regular bayonet) and is used more like a sword (requires the sword skill). The long bayonet does 2d6 + strength x DC. Like the regular bayonet, the long version can also come

Drill

Invention Level: 5

Systems: Damage (4), Armor piercing (1)

Defects: None

A large 10' motor powered drill, this Invention is capable of going through just about any kind of armor. Due to this, attacks using the drill only consider 1/2 of the target's armor rating. The weapon does 4d6 + strength x DC damage and requires the polearm weapon skill & 2 hands to use it.

Chainsaw

Invention Level: 10

Systems: Damage (8), random fatal blow (30%)

Defects: None

One of the meaner looking Engineer weapons, the chainsaw is a high-powered melee weapon that cut through reinforced steel with little trouble. The weapon does $8d6 + \text{strength} \times \text{DC}$ damage and requires the use of the Sword weapon skill. The chainsaw also requires two hands to use. The chainsaw also delivers a fatal blow (instant kill) on a critical hit.

Vibroblades

Invention level: 5

Systems: Damage (4), armor piercing (1)

Defects: None

By creating a small vibration of sonic energy through the weapon's blade (yes- blade- only bladed metallic weapons maybe vibroblade enhanced), a Vibroblade can cause great amounts of damage. The blade is so sharp that it can cut through stone with no trouble and most metals. If a monster has a weapon resistance due to heavy armor or the character is dealing with a vehicle (who take only half damage from melee weapons), the blade does normal damage.

All vibroblades do a base of $4dX$ damage. The die used by the original weapon is replaces the X. For instance, a vibro-sword would inflict $4d10$ damage while a vibro-axe would inflict $4d12$.

Beam weapons

Invention level: 8

Systems: Damage (8), Armor Piercing (1)

Defects: Limited Use (1)

A beam weapon often resembles a high tech flashlight but with a click of a button a blade of energy appears. This is often used for beam swords, but just about any type of blade weapon used in a slashing manner can do a similar beam thing (beam knives, beam axes, beams spears, etc). The invention level depends on what die of damage is used. Beam weapons inflict a base of $8dX$ damage. Players should also determine the color of the blade. Blue, white, or green are the most common colors for heroes while black or red are popular for villains and darker types.

Beam weapons use a modified limited use defect. In effect, the beam weapon can be used 20 times before the energy cell used to power the weapon must be replaced. A new energy cell costs $1/10^{\text{th}}$ the cost of the weapon just as with replacing gun ammo.

Grenades & Bombs

Grenades are small balls and other containers that explode when the pin is removed from it. Bombs, a similar type of device, must be lit with a lighter or similar source of fire before they explode. In combat, explosives are used with the throwing weapon skill and even on a miss, the bomb or grenade will inflict damage on everything around it.

Damage works somewhat different for grenades than other weapons since the damage dealt depends more on the power of the grenade itself rather than who throws it. They do $(\text{invention level})d10 \times (\text{invention level})$ damage to the target if directly hit. All other victims in range of the grenade take $1/2$ damage.

Frag Grenade

Invention Level: 3

Range: R:4 E:3 V:0

Systems: Damage (3), Area effect (+1)

Defects: One shot Invention

The frag grenade is your basic out of the ordinary grenade, similar to those used by modern armed forces in our world. It does a base of $3d10 \times 3$ damage.

Incendiary Grenade

Invention Level: 6

Range: R:4 E:3 V:0

Systems: Damage (5), Area Effect (+1), Fire Affinity

Defects: One Shot Invention

A nasty piece of work, the incendiary grenade ignites anything flammable that it the area it strikes- including human or monsters. The grenade does a base $5d10 \times 5$ damage. In addition, anything flammable in the area struck- including monsters or people- instantly catch on fire. For every round, all targets take half the damage done by the grenade initially unless they can dump water on themselves (having spells that create water would be handy to have at the moment). For instance, if you were hit for 60 points of damage, you'd take 30 each round until extinguished. Incendiary grenades count as a fire elemental attack.

Nuke Grenade

Invention level: 10

Range: R:4 E:4 V:2

Systems: Damage (level 9), Area effect (+2)

Defects: one shot invention

One of the most wicked of all inventions as well as one of the hardest to make, the nuke grenade is an extremely powerful grenade that does $9d10 \times 9$ damage on all opponents in the range of the grenade.

Smoke Grenade

Invention level: 2

Range: R:4 E:3 V:0

Advantage: Special, Area Effect (+1)

Defects: One shot invention

A smoke grenade, when ignited, causes everything within 10' radius of its detonation to become covered in a thick cloud of smoke. For any one trying to blast outside of the smoke or into it are at a -10% chance to hit and there's a good chance that you could wind up hit anything (including allies and bystanders- especially with guns, throwing weapons, or bows). Smoke grenades are perfect for those trying to make a strategic retreat as long as there's somewhere to hide or run to.

Sleep Grenade

Invention Level: 3

Range: R:4 E:3 V:0

Advantage: Status Condition Attack (Sleep), Area Effect (+1)

Disadvantage: One-Shot Invention

A Sleep grenade is similar in that it creates a cloud of smoke that effects everything within a 10' radius. However, there's a $50 + (\text{level}/2) + (\text{invention level} \times 1.5)$ that those stuck in the cloud's area of effect will fall asleep.

Flash Grenade

Invention Level: 3

Range: R:4 E:3 V:0

Advantage: Status Condition Attack (Blindness), Area Effect (+1)

Disadvantage: One-Shot Invention

A simple non-offensive grenade, the flash grenade causes a bright flash of light when ignited. It has a $50 + (\text{level}/2) + (\text{invention level} \times 1.5)\%$ chance to blind all targets within the area of effect of the grenade. While blinded, the character is incapable of seeing anything and any attempt to attacking anything is at -20%. Spellcasting is impossible although really evil GMs could allow it and a random chance to accidentally strike or blow-up allies.

Where's the bombs?

A bomb is simply a grenade that is ignited with a match or lighter rather than through pulling out a pin. Furthermore, a bomb will do double damage to natural objects like walls, statues, vehicles, mecha, and secured doors. Cost, difficulty, and damage are the same for both types of explosives.

Weird Tech Inventions

The remainder of the example inventions that defy any one category, thus they've been bunched together here under 'oddball Inventions'. These include one- shots like the Flash, noisemaker, debilitator, and so on. Weird tech also includes inventions that produce bizarre effects that machines usually aren't supposed to produce like healing wounds or creating energy barriers.

Armor Generator

Invention Level: 5

Range: R:0 E:1 V:0

Systems: Armor (5)

Defects: Limited Use (5/day), Self-use

Similar in form to the Barrier Generator (see below), the Armor Generator can temporarily increase the character's armor rating by 15 points.

Barrier Generator

Invention Level: 3

Range: R:0 E:1 V:0

Systems: Spell effect (Barrier)

Defects: Limited Use (5/day), self-use

This invention, which to most will look like a funky little silver spherical machine, can generate a protective barrier around the character. This has the same effect as the spell Barrier (formerly Safe) which decreases all physical damage by half. Be warned that like the spell, the barrier generator has a limited duration.

Heal Rod

Invention level: 4

Range: R:1 E:1 V:0

Systems: Healing (5)

Defects: Limited uses (5/day)

These strange small rod, when placed over a wound and activated, will heal $4d6 + \text{Magery} \times \text{MDC}$ HP.

Scouter

Invention Level: 3

Range: R:4 E:1 V:0

Systems: Spell (scan)

Defects: none

(Author's note: yes, I did base this off the device of the same name from Dragon Ball Z)

A small headset that fits over the character's right eye and ear, the scouter allows the Invention's owner to see the target's combat stats and weaknesses ala the Scan spell. In addition to having similar effects of the Scan spell, the scouter can also analyze the amount of ki energy in various living things and

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can switch to different light forms (infrared, ultraviolet, etc.)

Sniper System

Invention level: 3
Range: special
Systems: skill bonus (+15%)
Defects: None

Similar to the Scouter (see above) in appearance, the sniper system also includes a wire that plugs into the Engineer's Inventions or Guns. In game terms, the sniper system grants the user a +15% bonus to hit with any firearm or firearm style Invention.

Noisemaker

Invention level: 5
Range: R:6 E:2 V:0
Systems: Status Condition Weapon (confusion), Area Effect (+1)
Defects: Fragile Construction

Resembling a souped-up megaphone, the noisemaker does as its title says and is capable of making a huge amount of it- roughly the same amount as Metallica doing "Black" in a stadium with the speaker all the way to 11. In game terms, the noisemaker has a $50 + (\text{level}/2) + (\text{invention level} \times 1.5)\%$ chance to confuse (charm) the target and may also deafen the targets as well.

Debilitator

Level: 4
Range: R:6 E:1 V:0
Systems: special
Defects: Fragile Construction

The debilitator randomly screws up an enemy's weaknesses and immunities. It uses the Guns skill, and requires no ammunition.

When used, the GM rolls secretly to determine what the new weakness is. Any damage by the first effect is doubled. The second category is the creature's new immunity. Any damage done with the last effect heals the creature instead of harming it. The total hit points healed are the same as the amount of damage it would have taken.

1d8	x2 DMG	No Dmg	Heals
1	Water	Light	Fire
2	Ice	Air	Darkness
3	Fire	Earth	Ice
4	Poison	Light	Darkness
5	Earth	Fire	Air
6	Air	Ice	Earth
7	Darkness	Water	Poison

8 Light Poison Water

Wild Arm Inventions (Optional)

Being a fan of the game, the author of the invention rules decided to do stats for all the inventions (ARMS) used by Rudy during the popular playstation RPG. Twin Orbs, because there is no random option (and the writer never uses it), is the only ARM absent from the examples.

Hand Cannon

Invention Level: 3
Range: R:6 E:1 V:0
Systems: Damage (3)
Defects: none

Prism Ray

Invention Level: 3
Range: R:4 E:2 V:0
Systems: Damage (2), Area effect (1)
Defects: none

Rocket Launcher

Invention Level: 5
Range: R:6 E:2 V:0
Systems: Damage (5), Area effect (1)
Defects: Limited Ammo

Bazooka

Invention Level: 5
Range: R:6 E:3 V:1
Systems: Damage (4), Area effect (2)
Defects: limited Ammo

Phazer

Invention level: 7
Range: R:6 E:1 V:0
Systems: Damage (7)
Defects: none

Wild Punch

Invention level: 7
Range: R:1 E:1 V:0
Systems: Damage (8)
Defects: Low accuracy

Arc Smash

Invention Level: 10
Range: R:6 E:3 V:1
Systems: Damage (9), Area effect (2)
Defects: Limited Ammo (1)

Chemist Mixtures

In Final Fantasy 5, characters could play as chemists. Unlike their Final Fantasy Tactics cousins, the FFRPG chemist is capable of creating unusual potions by combing two different potions or ingredients. For instance, mixing a potion and dark matter will create a dark potion. These mixes may only be performed during combat by only the chemist. Dark Matter, TurtleShell, and Dragon Fang are rare items that can be attained from killing certain

types of monster. After killing a dragon type monster, chances are that you'll get a dragon fang as a bonus for instance.

Most mixtures are created on the spot in the middle of combat. It is up to the Gamemaster whether or not mixtures can be made outside of combat and stored for when they next need them. In any case, only a chemist can use a mixture.

	A	B	C	D	E	F	G	H	I	J	K	L
A: Potion	A	2	3	D	4	F	A	C	5	6	7	8
B: HiPotion	2	B	9	D	4	F	B	10	5	6	7	8
C: Ether	3	9	C	D	11	12	C	3	13	14	15	16
D: Elixir	D	D	D	D	11	12	D	1	D	D	17	18
E: Fenix Down	4	4	11	11	E	19	20	21	22	23	24	25
F: Maiden's Kiss	F	F	12	12	19	F	26	27	28	29	30	31
G: Holy Water	A	B	C	D	20	26	G	32	33	34	35	36
H: Turtle Shell	C	10	3	1	21	27	32	37	38	29	1	40
I: Antidote	5	5	13	D	22	28	33	38	I	41	42	43
J: Eyedrop	6	6	14	D	23	29	34	39	41	J	44	45
K: Dragon Fang	7	7	15	17	24	30	35	1	42	44	46	47
L: Dark Matter	8	8	16	18	25	31	36	40	43	45	47	48

(1) Failure

Ingredients: Elixir and Turtle Shell or Turtle Shell and Dragon Fang.

Whoops would be the operative word here. Using either of the two pairs of ingredients above causes the mixture to explode in the unfortunate chemist's face, causing 6d6 damage and the 'Confuse' Status condition.

(2) Water of Life

Ingredients: Potion and HiPotion

A relatively simple yet mixture, but not a useless one, drinking Water of Life bestows the 'Regen' status condition upon its user.

(3) X-Potion

Ingredients: Potion and Ether or Potion and Turtle Shell

A valued potion indeed, the liquid that is X-Potion restores the drinker to full HP.

(4) Resurrection

Ingredients: Potion or HiPotion and Phoenix Down

Pouring Resurrection down the throat of an unconscious character has the same effect as that of the Life 1 spell.

(5) Neutralize

Ingredients: Potion or HiPotion and Antidote

Neutralize restores the amount of HP equal to the first ingredient (Potion or HiPotion) and purges the body of poison.

(6) Cure Blind

Ingredients: Potion or HiPotion and Eyedrop

Cure Blind is similar to Neutralize in that it not only restores HP equal to its first ingredient's potion type; it cures the 'Blind' status condition.

(7) Dragon Power

Ingredients: Dragon's Fang and Potion or HiPotion

When drunk, Dragon Power fills the drinker with but a fraction of the strength possessed by

dragonkind, allowing them to inflict an extra 2 DC of damage for 1d8 + Chemist's MAG Bonus rounds.

(8) Dark Potion

Ingredients: Potion or HiPotion and Dark Matter

A thick, inky black liquid with an extremely vile taste, Dark Potions are potions best left untouched, for the consumption of one inflicts 7d6 x DC points of damage on the unfortunate drinker.

(9) Half Elixir

Ingredients: Potion or HiPotion plus Ether

Named so because it has half the effect of an Elixir, Half Elixir restores the drinker to full HP.

(10) Dry Ether

Ingredients: Ether and Turtle Shell

Some alchemical compounds have always worked better in a solid form, and ether is no exception. Dry Ethers have triple the effect of a normal ether. (Restoring 215 MP rather than 75.)

(11) Reincarnation

Ingredients: Ether or Elixir and Phoenix Down

A potion sought out for its incredible usefulness, pouring the honey-like Reincarnation mixture down the throat of a recently dead creature restores it to life with full HP and MP.

(12) Lilith's Kiss

Ingredients: Ether or Elixir and Maiden's Kiss

A mixture that requires contact to become effective, Lilith's Kiss removes 3d6 MP from the target.

(13) Resist Poison

Ingredients: Ether and Antidote

Despite its appearance as that of a poison, this mixture actually causes the drinker to become resistant to poison, taking 1/2 damage from all poison related attacks or effects for 1d8 + Chemist's MAG Bonus rounds.

(14) Resist Fire

Ingredients: Ether and Eyedrop

Another mixture that grants resistance, the drinking of Resist Fire causes the drinker to become resistant to fire, taking 1/2 damage from all fire related attacks or effects for 1d8 + Chemist's MAG Bonus rounds.

(15) Dragon Shield

Ingredients: Dragon Fang and Ether

Possibly the most powerful protective mixture available, Dragon Shield grants resistance (1/2

damage) against all Ice, Lightning and Fire effects for 1d8 + Chemist's MAG Bonus rounds.

(16) Dark Ether

Ingredients: Dark Matter and Ether

Like Dark Potions, Dark Ethers are best thrown out if identified. Drinking them drains the drinker's MP to 1/4th of its current amount. (Temporarily)

(17) Giant's Drink

Ingredients: Elixir and Dragon Fang

A drink originally created by Giants, in order to help maintain their strength, Giant's Drink causes the drinker's maximum HP to double for the next 1d8 + MAG bonus rounds.

(18) Dark Elixir

Ingredients: Elixir and Dark Matter

An extremely nasty mixture worth fearing, Dark Elixir reduces HP and MP to 1.

(19) Kiss of Life

Ingredients: Phoenix down and Maiden's kiss

By applying Kiss Of Life to a fallen comrade, they are restored, with half their total HP and full MP.

(20) Life Shield

Ingredients: Phoenix Down and Holy Water

When Life Shield is poured upon the intended recipient, the CoS% of death magic (I.E. Doom, Condemn) is reduced by half for the next 1d8 + MAG bonus rounds.

(21) Panacea

Ingredients: Phoenix Down and Turtle Shell

Panacea, a potent cure-all, Panacea cleanses the drinker of all detrimental status condition.

(22) Resist Ice

Ingredients: Phoenix Down and Antidote

Like the other Resist mixtures, Resist Ice allows the person who the drink is used upon to take 1/2 damage from all ice-related attacks for 1d8+MAG bonus rounds.

(23) Resist Thunder

Ingredients: Phoenix Down and Eyedrop
Resist Thunder, like all the other Resist drinks, allows the person who it is used upon to take 1/2 damage from all lightning based attacks for 1d8+MAG bonus rounds.

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(24) Dragon Armor

Ingredients: Dragon Fang and Phoenix Down

(25) Death Potion

Ingredients: Phoenix Down and Dark Matter
The bane rivaling that of the worse poison, drinking a Death Potion has a 60% - (User's Vitality) to render them instantly dead. Whoops.

(26) Kiss Of Blessing

Ingredients: Holy Water and Maiden's Kiss

The Kiss of Blessing is truly a blessing to the one under its effects. It bestows 'Berserk', 'Haste' and the effects of the Ruse spell upon its drinker for the Creator's level in minutes. (This could be very munchkinous, especially when created by a powerful chemist.)

(27) Drain Kiss

Ingredients: Maiden's Kiss and Turtle Shell.

Another contact mixture, splashing Drain Kiss upon a target drains 5d6 + (Creator's Level/2) + (MAG) HP, restoring them to the user.

(28) Levitate

Ingredients: Maiden's Kiss and Antidote

When the Levitate Potion is drunk, the drinker immediately feels strangely light and buoyant, almost as they could float on air. Several moments later, that becomes true, and the 'Float' status condition takes effect. This lasts for 1d8 + MAG bonus rounds.

(29) Lamia's Kiss

Ingredients: Maiden's Kiss and Eyedrop
Lamia's Kiss is said to have an odd effect on the victim's mind and has a 50% + (Creator's Level/3) + (MAG/2) to cause the 'Confuse' status condition.

(30) Dragon's Kiss

Ingredients: Dragon Fang and Maiden's Kiss

The use of Dragon's Kiss on a person increases their combat ability significantly, raising their chance of dealing a critical hit to 25%, as opposed to the normal 10%, for 1d8 + MAG bonus rounds.

(31) Toad's Kiss

Ingredients: Maiden's Kiss and Dark Matter

Perhaps the strangest thing a Chemist has ever come across, a Toad's Kiss is far from the norm when it comes to chemistry. If Toad's Kiss is hurled at a target it has a 50% + (Creator's Level/3) + (MAG/2) chance to change them into a Toad.

(32) Bacchus' Wine

Ingredients: Holy Water and Turtle Shell

A drink said to be used at gatherings of divine beings, Bacchus' Wine has a potent effect on most normal beings. Bacchus' Wine has a 50% + (Creator's Level/3) + (MAG/2) chance to inflict the 'Berserk' status condition.

(33) Samson Power

Ingredients: Holy Water and Antidote

A drink filled with the strength of an ancient hero, Samson power allows the drinker to inflict 50% extra damage in combat for the next 1d8 + MAG Bonus rounds.

(34) Elemental Power

Ingredients: Holy Water and Eyedrop

An incredibly strong mixture best used in moderation, Elemental Power imbues the drinker with the strength of the world's elements, allowing them to inflict 50% extra damage with magic only for the next 1d8 + MAG bonus rounds.

(35) Holy Breath

Ingredients: Holy Water and Dragon Fang

A mixture on which notes are sketchy at best, Holy Breath takes the form of a powerful holy wind attack that inflicts 8d6 + Magery x DC damage.

(36) Failure

Ingredients: Holy Water and Dark Matter

Botched mixtures are feared by all chemists, and with good reasons. This type of failure explodes and inflicts 4d6 damage x the chemist's DC, as well as poisoning the creator.

(37) Protect Drink

Ingredients: Two Turtle Shells

Despite it's less than impressive appearance, and a taste that leaves much to be desired, a Protect Drink is quite useful. Using it bestows the same effects as having Safe spell cast on drinker for 1d8 + MAG bonus rounds.

(38) Split Shell

Ingredients: Turtle Shell and Antidote

A combination favored by those chemists who take to the battlefield because of it's weakening properties, Split Shell decreases the target's armor by 1/2 for 1d8 + MAG bonus rounds.

(39) Haste Drink

Ingredients: Eyedrop and Turtle Shell

Haste Drink increases the flow and strength of the adrenaline that permeates the bodies of most

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living creatures, effecting them as Haste spell for 1d8 + MAG bonus rounds.

(40) Explosive

Ingredients: Turtle Shell and Dark Matter

An extremely difficult compound to control due to the fact that contact with oxygen causes it to explode, most chemists prefer to stay away from this one. However, those who do, go to extreme lengths to keep it under control. (I.E. vacuum sealing.) When Explosive makes contact with the air, it inflicts damage equal to the user's current HP to a single target, killing user in the process.

(41) Restorative

Ingredients: Antidote and Eyedrop

A weak cure-all, restorative removes all status ailments temporarily. (1d8 + MAG bonus rounds.)

(42) Poison Breath

Ingredients: Dragon Fang and Antidote

Another mixture designed to be used in times of war, the use of Poison Breath inflicts 6d6 + Magery x DC of poison damage to all targets, and has a 65% - Vitality of target to 'Poison' them.

(43) Poison

Ingredients: Antidote and Dark Matter

Poison has become a fundamental of chemistry, for during troubled times it becomes an efficient way to dispose of problems. This particular variant on the old method is a contact poison which inflicts 6d6 + Magery x DC of poison damage to a single target, and has a 60% - Target's Vitality to 'Poison' them.

(44) Dark Sigh

Ingredients: Dark Matter and Eyedrop

Tapping into effects more common to creatures of the darker realms than those of this one, Dark Sigh has a 50% + (Creator's Level/3) + (MAG/2) to both blind and confuse a single target.

(45) Dark Gas

Ingredients: Eyedrop and Dark Matter

Dark Gas, the term for a rare chemical with a potent effect on eyesight, has a 50% + (Creator's Level/3) + (MAG/2) to blind a single target.

(46) Dragon Breath

Ingredients: Two Dragon Fangs

By merging together the cold, flame and electrical qualities of various dragons' breath weapons, Dragon Breath inflicts 8d6 + Magery x DC of Ice, Fire and Lightning damage to all targets.

(47) Dark Breath

Ingredients: Dragon Fang and Dark Matter

By mixing the unholy power of Dark Matter with the fang of a Dragon, the Chemist creates a mixture which, when unsealed inflicts 8d6 + Magery x DC of darkness damage to all targets.

(48) Shadow Flare

Ingredients: Two Dark Matters

A wickedly powerful and extremely rare and volatile compound, Shadow Flare inflicts 10d6 + Magery x DC of darkness damage to all targets.