

CHOCOBO RACING

HOW TO PLAY GUIDE

VERSION 2

FINAL FANTASY VII D20 ROLEPLAYING GAME



Welcome to the Chocobo Racing: How To Play Guide. This document gives in-depth step-by-step instructions on how to race Chocobos, as well as additional information on how to incorporate Chocobos into a current adventure.



STARTING THE RACE

Each Chocobo participating in the race must first make an Initiative roll and the one with the highest roll goes first, followed by the second highest, and so on (the GM rolls Initiative order, and races, for the other Chocobos if there is less than four players).

Once Initiative order is set, each Chocobo takes it in turns to roll a single d4 (applying the Chocobo's Dexterity modifier to the roll) and moves a number of squares around the track equivalent to the die result. The first Chocobo to cross the **finish** square is the winner. The race ends once all four Chocobos have successfully crossed the finishing line (even if a winner has already been established).

THE GAME BOARD

Included in the *Final Fantasy VII d20 Roleplaying Game* file are the Chocobo Racing Tracks (both long track and short track) in picture format. Simply print them off on either A4 or A3 paper and then laminate them as so they don't get ripped or creased.

MOUNTAIN TRACK

When a Chocobo lands on a **mountain track** square, they must apply one-quarter their Athletics skill bonus (rounded-down) to their next roll instead of its Dexterity modifier.

OCEAN VIEW

When a Chocobo lands on an **ocean view** square, they must apply one-half their Athletics skill bonus (rounded-down) to their next roll instead of its Dexterity modifier.

SKY VIEW

When a Sky Chocobo lands on a **sky view** square, they must apply their fly speed to their next roll instead of its Dexterity modifier. Any other Chocobo that lands on a **sky view** square (that isn't a Sky Chocobo) must apply one-quarter their Athletics skill bonus (rounded-down) to their next roll instead.

TIME AND SPACE ZONE

If a Chocobo lands on a **time and space** zone, they are instantly transported to the other **time and space** zone on the game board.



CHOCOBO RACES... A GAMBLER'S PARADISE

The Chocobo Races is a major swarming site for extreme gamblers and Chocobo jockeys. Placing bets on a Chocobo is similar to racing your farm-bred birds to increase their levels. You choose a Chocobo you wish to bet on (from those presented at the end of this guide) and race them once around the long or short track. What track is raced on is for the player(s) to decide. The prize changes depending on which track you race the Chocobo around:

Long track	Multiple skill check result by 2
Short track	Halve the skill check result (rounded-down)

There is no minimum amount to bet on; of course the more you place on a Chocobo, the more you will receive if the Chocobo wins. You only receive a prize if the Chocobo you placed a bet on finishes 1st or 2nd in the race. There is no prize for 3rd or last place. You make a Performance check to see how much you win (or lose; see the Performance skill on page 63 of the Core Rulebook, for more information).

GETTING INVOLVED

Once you have placed a bet on a Chocobo, what fun is it to just sit back and watch the GM race all participating Chocobos? As a rule of thumb, you race the Chocobo you have placed a bet on yourself.

If there is more than one player, each player can place a bet on one Chocobo and race it (to a maximum of four players). If there is only one player, the other three Chocobos racing against the player's Chocobo are raced by the GM.

Multiple players can bet and race the same breed of Chocobo if they so wish, or race different breeds; however, each breed of Chocobo comes with its own fixed prize (see Racing Chocobos, below).

RACING CHOCOBOS

The following section contains Chocobo stats to be used by the GM for races. Players also use the following stats if they place bets at the Chocobo Races.

The stats below describe Chocobos of level 1. GMs are free to alter the stats to reflect the increase in level (see Chapter 03: Chocobo Breeding in the *World of Monsters* accessory book, for more information).

<p>COMMON CHOCOBO Dexterity 8 Initiative 1d20-1 Athletics +4 Move 1d4-1</p>	<p>RIVER CHOCOBO Dexterity 10 Initiative 1d20+0 Athletics +5 Move 1d4+0</p>	<p>MOUNTAIN CHOCOBO Dexterity 12 Initiative 1d20+1 Athletics +6 Move 1d4+1</p>
<p>RIVER-MOUNTAIN CHOCOBO Dexterity 14 Initiative 1d20+2 Athletics +7 Move 1d4+2</p>	<p>OCEAN CHOCOBO Dexterity 16 Initiative 1d20+3 Athletics +8 Move 1d4+3</p>	<p>SKY CHOCOBO Dexterity 18 Initiative 1d20+4 Athletics +9 Move 1d4+4</p>

