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And to everyone over at the Giant In The Playground forums
INTRODUCTION

The Compilation of Final Fantasy VII depicts an amazing world of strange monsters, wondrous technology, mystical materia, epic struggles, great heroes, and terrible villains. From the moment that train pulled into Sector 8 station and Cloud Strife jumped onto the platform, the story of Final Fantasy VII captivated the world. With this book, you can recreate the story of the video games and films or craft your own adventures in the Final Fantasy VII world. All you need is some dice, a few friends, and your imagination.

When you’re ready, flip through the rest of this book; it offers a wealth of options, allowing you to play in any era. It lets you play good guys, bad guys, or the guys in between if you want to add a little ambiguity.

WHAT YOU NEED TO PLAY

Here’s what you need to start playing The Final Fantasy VII Roleplaying Game:

- This book, which tells you how to play your character.
- A copy of the character sheet (found at the end of this book).
- A pencil and scratch paper.
- One twenty-sided die (d20), and twenty each of the following: four-sided die, six-sided die (d6), eight-sided die (d8), ten-sided die (d10), and twelve-sided die (d12).
- A small object to represent your character.
- A battle map with 1-inch squares to put your object on.

DICE

The rules abbreviate dice rolls with phrases such as “4d6+2”, which means “four six-sided dice plus two” (generating a number between 6 and 26). The first number tells how many dice to roll (all of which are added together), the number after the “d” tells you what type of dice to use, and any number after that indicates a quantity that is added to or subtracted from the result.

Some examples:
- 2d8: Two eight-sided dice, generating a number from 2 to 16.
- 3d6: Three six-sided dice, generating a number from 3 to 18.
- 4d10: Four ten-sided dice, generating a number from 4 to 40.

THE THREE ERAS OF PLAY

The Final Fantasy VII Roleplaying Game supports adventures and campaigns set in three distinctive eras, all of which are described in detail below.

SONS OF JENOA ERA

(15 to 1 Years before Final Fantasy VII)

A campaign set in this era focuses on the growth of Shinra’s influence. As Crisis Core opens up, the people of the planet believe they are living more comfortable lives thanks to the many mako reactors planted across the globe, however, there is a sinister shadow blanketing the world. Anti-Shinra groups have sprung up and are trying to convince the masses that Shinra Inc. is an evil, blood-sucking parasite that needs to be stopped. Those who have studied planetary life have noticed that the planet is shrieking in pain. Citizens have noticed the increase of monsters in their local areas. Nothing is what it seems.

Crisis Core unfolds with a planet torn asunder with war. Wutai, the last land free of Shinra’s influence and under the leadership of ninja master Godo, has denied them permission of building a mako reactor on sacred Wutai soil. Shinra decides to send in its army to persuade them by force. A resistance faction called AVALANCHE has sprung up to fight the Shinra in the hopes of destroying their life-sucking machines.

As war foments and erupts between Shinra and Wutai, plenty of opportunities for adventure present themselves. Heroes working for President Shinra, Fuhito, or Godo might undertake assignments to stem the tide of decay that grows stronger with every passing year. Remember that most people living in this era think of the Shinra Company as good, reliable, and have the best interests of the planet at heart. Their secrets have yet to be revealed.

Genesis Rhapsodos, considered as one of the best SOLDIER operatives, has left Shinra and began his assault on his former employers to find a cure for his degrading. His actions will spark the mass desertion of SOLDIER operatives and will lead to the demise of his friend Angeal, as well as Sephiroth’s fall into madness.

In Before Crisis, Fuhito and his anti-Shinra faction are assaulting every possible mako reactor around the globe. The building of a reactor at Corel has been halted due to AVALANCHE’s interference and the reactor at Gongaga has
exploded. Shinra decides to send in its general affairs department to deal with the uprising. To cover up the existence of such a faction, Shinra decides to blame the halting of Corel’s reactor on the local villagers and orders for the town to be burned to the ground. This begins the chain of events that will eventually lead to Shinra’s demise.

Although DEEPGROUND has yet to reveal themselves to the world at large, there is nothing wrong with players wanting to be DEEPGROUND members in this era, although their missions must be kept a secret and the general public must not be any the wiser. During this era, DEEPGROUND is under the control of The Restrictors.

**METEORFALL ERA**
(0 to 2 years after Final Fantasy VII)

The people of the planet have begun to wake up to what the Shinra Company has really been doing. Many have even begun to sympathise with the new AVALANCHE faction, who plan to continue their predecessors’ effort, albeit a lot less bloodshed. Sephiroth has returned from the dead to summon the powerful Meteor to cause enough damage to the planet that when the lifestream is called upon to heal the wound, he could place himself at the centre and absorb the very essence of life; effectively becoming a god.

In the *On the Way to a Smile* novella series, the *Lateral Biography TURKS: The Kids are Alright*, and the film *Advent Children*, The planet is trying to rebuild itself, however a disease has sprung called Geostigma; affecting everyone who came into contact with the lifestream when it burst through the ground. Three mysterious figures have appeared and abducted children who are affected with “mother’s mimetic legacy” and use their connection to locate JENOVA’s remaining cells.

Heroes in this era probably work for either an anti-Shinra faction or the WRO; depending on how far into this era’s timeline your campaign is set. In this period, crime is on the rise; and so crime lords, assassins, and petty criminals are around every corner.

**THE AWAKENING ERA**
(3+ years after Final Fantasy VII)

In this era, Shinra is a devolved company and the WRO are in place as acting world government. Screams of a thousand souls can be heard from Edge coming from the ruins of Midgar, and many news journalists and investigators are trying to discover the truth behind Shinra’s scientific experiments.

Deepground, who are Shinra’s last dark secret, have begun their assault on nearby towns and cities to try and find a way of awakening the ultimate beast Omega WEAPON.

Heroes in this era are either Deepground operatives or working for the WRO.

**THE BASICS**

With *The Final Fantasy VII Roleplaying Game*, you can experience this epic story in a whole new way. Imagine yourself a member of SOLDIER fighting in the Wutai War or a Shinra executive, a brave WRO spy or a powerful military leader. Whether you want to be a player or the Gamemaster, this book is your portal to the action-packed FFVII world.

**THE CORE MECHANIC**

*The Final Fantasy VII Roleplaying Game* uses a core mechanic to resolve all actions. This central game rule keeps play fast and intuitive. Whenever you want to attempt an action that has some chance of failure, you roll a twenty-sided die (or “d20”). To determine whether your character succeeds at a task (such as an attack or the use of a skill), you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals or exceeds the target number (set by the GM or given in the rules), your character succeeds at the task at hand. If the result is lower than the target number, you fail.

**HEROES**

If you’re a player, you take the role of a hero – one of the main characters of the Final Fantasy VII story that you, the other players, and the GM all help to develop. You create your character with the help of the game rules that follow, according to your own vision for the type of hero you want to play. As your character participates in adventures, he or she gains experience points (XP) that help him or her improve and become more powerful.

**THE GAMEMASTER**

When you play *The Final Fantasy VII Roleplaying Game*, you’re participating in an interactive story. Players take on the roles of the unique characters, called heroes. One player serves as the Gamemaster, a combination director, narrator,
The GM describes situations, asks the players what their characters want to do, and resolves these actions according to the rules of the game. The GM sets each scene, keeps the story moving, and takes on the roles of the opponents and other characters that the player’s heroes encounter in each adventure. If you’re the GM, you should read through all sections of this book; you don’t need to memorise it, but you do need to have an idea of where to find things once play begins.

**WHAT CHARACTERS CAN DO**

A character can try to do anything you can imagine, just as long as it fits the scene the GM describes. Depending on the situation, your character might want to:

- Listen at a door
- Use a computer terminal
- Explore a location
- Cast a spell or summon
- Converse with NPCs
- Bargain with a merchant
- Intimidate a thug
- Talk to an ally
- Pilot a vehicle
- Search for a clue
- Bluff an official
- Repair an item
- Jump off a moving train
- Move
- Endure a very cold location
- Attack an opponent

Characters accomplish these things by making skill checks, ability checks, or attack rolls, all of which entail a modified d20 roll.
Just about every dice roll you make is going to get a bonus or penalty based on your character’s abilities. A tough character has a better chance of surviving a freezing night near Modeoheim. A perceptive character is more likely to notice Deepground troops sneaking up from behind. A stupid character is less likely to find a concealed panel that leads to a secret cargo compartment. Your ability scores tell you what your modifiers are for rolls such as these.

You character has six abilities: Strength (abbreviated Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). Each of your character’s above-average abilities gives you a benefit on certain die rolls, and each below-average abilities give you disadvantage on other die rolls. You roll your scores randomly, assign them to the abilities you like, raise and lower them according to your character’s race, and then raise them as your character advances in experience.
### ABILITY MODIFIERS

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### YOUR ABILITY SCORES

To create an ability score for your character, roll four six-sided dice (4d6). Disregard the lowest die and total the three highest dice.

This roll gives you a number between 3 (horrible) and 18 (tremendous).

The average ability score for the typical planet citizen is 10 or 11, but your character is not typical. The most common ability scores for player characters (heroes) are 12 and 13. (The average hero is above average.)

Make this roll six times, recording the result each time on a piece of paper. Once you have all six scores, assign each score to one of your six abilities. At this step, you need to know what kind of person your character is going to be in order to know where best to place your character’s ability scores.

### ABILITY MODIFIERS

Each ability has a -5 to +11 modifier. Table 1-1: AbilityModifiers shows the modifier for each ability, based on its score.

The modifier is the number you add to or subtract from the die when your character tries to do something related to that ability. For instance, you add or subtract your Strength modifier to your roll when you try to hit someone with a shuriken. You also apply the modifier to some numbers that aren’t die rolls, such as when you add or subtract your Dexterity modifier to your Reflex Defence. A positive modifier is called a bonus and a negative modifier is called a penalty.

### REROLLING

If your scores are too low, you may scrap them and reroll all six scores. Your scores are considered too low if your total modifiers are 0 or less, or if your highest score is 13 or lower.

### PLANNED GENERATION

Instead of rolling dice, you may select the scores you want by using the planned character generation method. This requires a bit more thought and effort on your part, since you need to know what kind of character you want to play so you can select your scores appropriately.

Your character’s ability scores all start at 8. You have 30 points to spend to increase these scores, using the costs shown below.

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### STANDARD SCORE PACKAGE

The third method of determining ability scores is the standard score package, a balanced mix of scores designed to quickly create hero characters. Assign the scores to the abilities as you like.

The standard score package is:

16, 15, 14, 12, 10, and 8

### THE ABILITIES

Each ability partially describes your character and affects some of your character’s actions. The description of each ability includes a list of notable characters along with their scores in that ability.

#### STRENGTH (STR)

Strength measures your character’s muscle and physical power. This ability is especially important for characters that are soldier-orientated or monk-orientated because it helps them prevail in physical combat.

You apply your Strength modifier to:

- Athletics and Melee Strike checks. These are the skills that have Strength as their key ability.
- Strength checks (for breaking down doors and the like).

#### DEXTERITY (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important one for thief-orientated characters, but
it’s also high on the list for characters who typically wear light or medium armour or no armour at all. You apply your Dexterity modifier to:

- Reflex Defence, provided that the character can react to the attack.
- Acrobatics, Pilot, Ranged Strike, Ride, Stealth, and Thievery checks. These are the skills that have Dexterity as their key ability.

**CONSTITUTION (CON)**

Constitution represents your character’s health and stamina. A Constitution bonus increases a character’s hit points, so the ability is important for all characters.

You apply your Constitution modifier to:

- Each die roll for gaining additional hit points (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he or she advances in level).
- Fortitude Defence, for resisting negative conditions and similar threats.
- Constitution checks, for persisting extreme temperatures and death saving throws.
- Death Sentence, Frog Song, Laser, LV4 Suicide, LV5 Death, and Magic Hammer. These are the monster skills that have Constitution as their key ability.

If a character’s Constitution changes, his or her hit points should also increase or decrease accordingly.

**INTELLIGENCE (INT)**

Intelligence determines how well your character learns and reasons. This ability is important for engineer-based characters and executive-based characters. It’s also important for any character who wants to have a wide assortment of skills.

You apply your Intelligence modifier to:

- Each die roll for gaining additional magic points (though a penalty can never drop a result below 1—that is, a character always gains at least 1 magic point each time he or she advances in level).
- The number of languages your character knows at the start of the game.
- The number of skill points gained at each level (though a penalty can never drop a result below 1—that is, a character always gains at least 1 skill point each time he or she advances in level).

- Magic Defence, for resisting spell damage/effects and summon attacks.
- Knowledge, Mechanics, and Use Computer checks. These are the skills that have Intelligence as their key ability.
- Aqualung, Beta, Flamethrower, Magic Breath, and Trine. These are the monster skills that have Intelligence as their key ability.

A monster or chocobo has an Intelligence score of no more than 5. Sentient beings have a score of at least 6.

**WISDOM (WIS)**

Wisdom describes a character’s willpower, common sense, perception, and intuition. While Intelligence represents one’s ability to analyse information Wisdom represents being in tune with and aware of one’s surroundings. Wisdom is the most important ability for scout-orientated characters. If you want your character to have acute senses, put a high score in Wisdom. Every creature has a Wisdom score.

You apply your Wisdom modifier to:

- Will Defence (for negating the effect of mind-affecting abilities).
- Perception, Survival, and Treat Injury checks. These are the skills that have Wisdom as their key ability.
- Angel Whisper, Big Guard, Dragon Force, and White Wind. These are the monster skills that have Wisdom as their key ability.

**CHARISMA (CHA)**

Charisma measures a character’s force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for characters who are nobility or in high executive positions. Every creature has a Charisma score.

You apply your Charisma modifier to:

- Deception, Performance, Persuasion, Spellcasting, and Streetwise checks. These are the skills that have Charisma as their key ability.
- Chocobuckle, Matra Magic, Pandora’s Box, and Shadow Flare. These are the monster skills that have Charisma as their key ability.
The planet contains a number of intelligent races, each with its own unique outlook and civilisation; although Humans dominate the known world. Humans live throughout the planet, while other races have their own settlements and communities scattered around, but individuals can be found anywhere.

**WHAT’S NEW?**

Golem has been removed as a playable race, and the remaining races have had their traits altered slightly; be it ability score modifiers or a racial ability. Magnade, Vajradhara, and Wolfion will feature in the World of Monsters accessory book.
**CHOOSING A RACE**

After you roll your ability scores and before you write them on your character sheet and select your character’s class, choose your character’s race. Once you’ve decided your character’s race, assign ability scores to particular abilities. Alter the scores according to the race and continuing detailing your character.

You can play a character of any race presented in this chapter. Your character’s race provides plenty of clues as to the sort of person he or she is, how he or she feels about characters of other races, and what motivates him or her. Remember, however, that the race descriptions only apply to the majority of people. In each race, some individuals diverge from the norm, and your character can be one of these. Don’t let a description hinder you for detailing your character as you like.

**HUMAN**

Humans dominate the world and can be found in virtually every corner of the planet. They are the ancestors of early pioneers, traders, travellers, and refugees. Humans have always been people on the move. As a result, they can be found on every continent and nearly every island. As a race, Humans are physically, culturally, and politically diverse.

Human hair colour varies from black to brown to blonde, and their eye colour varies from blue to hazel. Skin shades run from very pale to nearly black, and men are usually taller and heavier than women.

**PLAY A HUMAN IF YOU WANT…**

- To be a decisive, resourceful hero with enough determination to face any challenge.
- To have the most versatility and flexibility of any other race.
- To be able to excel at any class you choose.

**HUMAN RACE TRAITS**

Humans have the following race traits.

**Ability Modifiers:** +1 to any two ability scores of your choice.

**Medium-Size:** As Medium-sized creatures, Humans have no bonuses or penalties due to their size.

**Speed:** Humans base speed is 6 squares.

**Skill Expertise:** Humans gain a +2 bonus in two skills of their choice. The skills must be those that they are proficient with and cannot be cross-class skills.

**BonusFeat:** Humans gain one bonus feat at 1st level (see Chapter 05: Feats).

**Languages:** Humans can read/write and speak Basic.
CETRA

The Cetra were the first race to appear on the planet; never settling, always on the move, to find their promised land, a land of extreme happiness. When a calamity from the skies fell to the planet, humans and other races went into hiding, but the Cetra fought against it; greatly reducing their number in the process.

During the time of Final Fantasy VII, Aerith Gainsborough was the only known Cetra left, but that doesn't mean there isn't more in the world; either unaware of their gifts or keeping them a closely guarded secret.

Other than their rare ability to talk to the planet, and their gift of healing magic, Cetra look and talk like any other Human. It is because of this that they can easily disguise their identities and blend in with the world at large.

PLAY A CETRA IF YOU WANT...

- To be a hero that is highly attuned of their surroundings.
- To be a member of a near-extinct race on the Planet.
- To be a member of a race that favours the White Mage class.

CETRA RACE TRAITS

Cetras have the following race traits

- **Ability Modifiers**: Your Wisdom and Charisma scores increase by 2 each.
- **Medium-Size**: As Medium-sized creatures, Cetra have no bonuses or penalties due to their size.
- **Speed**: Cetra base speed is 6 squares.
- **Planetary Whisper**: A Cetra has the unique ability to commune with the planet; seeking its wisdom and advice when trouble is amassing. The Cetra can make a Perception check to talk to the planet (DC 20) and find out future information. The information can be cryptic or clear, understandable or ambiguous (left at the GMs discretion). If the check fails, nothing happens. On a successful check, the Cetra communes with the planet and receives information normally unavailable to them (depending on how noisy the area is when the Cetra makes the Perception check, the GM can install a penalty to the check to account for the Cetra not being able to hear properly).

If the information is too difficult for the Cetra to make out, the Cetra can choose to make another Perception check straight away to make the information more clearly understandable, but in doing so results in a -5 penalty to the check.

The Cetra can use this ability a number of times per day equal to their Charisma modifier.

- **Lifestream Attuned**: Due to their close heritage with the lifestream, the Spellcasting skill is considered a class skill to the Cetra.
- **Languages**: Cetras can read/write and speak Ancient and Basic.

GI’NA’KA

Gi’Na’Kas are a race of people who live in the Ancient Forest and the canyon of which the forest is atop of. They believe in attacking first and ask questions later; a reason why the Wolfions, their neighbouring cousins, are cautious and wary about them.

The Gi’Na’Ka are humanoid beasts that resemble Native Americans in terms of appearance. Their eye colours differ from green, brown, or yellow, and they have no hair. Gi’Na’Kas can belong to one of several tribes; however the Gi Tribe is the only known one to the world at large.

PLAY A GI’NA’KA IF YOU WANT...

- To be a member of a warrior-type race.
- To be an aggressive, no-nonsense hero.
- To be a member of a race that favours the Fighter class.
GI'NA'KA RACE TRAITS

Gi'Na'Kas have the following race traits.

**Ability Modifiers:** Your Constitution and Intelligence scores increase by 1 each.

**Medium-Size:** As Medium-sized creatures, Gi'Na'Ka have no bonuses or penalties due to their size.

**Speed:** Gi'Na'Ka base speed is 6 squares.

**Primitive:** As primitive creatures, Gi'Na'Ka are proficient with polearms and projectiles, regardless of whether their chosen class permits them or not.

**Low-Light Vision:** Gi'Na'Ka ignore concealment (but not total concealment) from darkness.

**War Cry:** A Gi'Na'Ka can command a number of allies equal to his Intelligence modifier (minimum of 1) to attack a single designated target of his choice. The Gi'Na'Ka can do this a number of times per day equal to one-half his heroic level (rounded-down, minimum of 1), and the target is considered marked.

**Languages:** Gi'Na'Ka can read/write and speak Gi'naa and Basic.

GOBLIN

Goblins live on Goblin Island. They are known for their cleverness and cunning, but most are seen as an unfriendly and quick-tempered folk.

Goblins are very protective of their Zeio nuts, which are only found and grown on the island. The nut itself is used by the locals in food and in medicine; however its true tendencies are virtually unknown among the Goblin community.

Goblins are short with scabby skin and features and pointy ears. Skin and hair colour varies just like humans, as well as eye colour.

**PLAY A GOBLIN IF YOU WANT...**

- To be a member of race who is clever, cunning, and stealthy.
- To be a hero that speaks before they think.
- To be a member of a race that favours the Monk class.

GOBLIN RACE TRAITS

Goblins have the following race traits.

**Ability Modifiers:** Your Dexterity and Intelligence scores increase by 1 each.

**Small:** As Small-sized creatures, Goblins gain a +2 size bonus on all Stealth checks and gain a +2 bonus to their Reflex Defence, but their lifting and carrying limits are three-quarters that of Medium-size characters.

**Speed:** Goblin Base Speed is 4 squares.

**Goblin Punch:** Goblins receive a +2 race bonus to Melee Strike checks when making unarmed attacks, and a +4 race bonus to damage rolls when using combat gloves.

**Sleepeel:** Once per encounter, Goblins can inflict the sleep condition on one target within their line of sight. The Goblin makes a Spellcasting check and compares the result to the target’s Magic Defence. If the roll equals or exceeds the target’s Magic Defence, the target falls asleep for 1d4 rounds of combat (1 minute). This ability can be used freely outside of combat.

**Languages:** Goblins can read/write and speak Gobbledegook and Basic.

GRIM

Grims are small folk that live in forests. Their main tribes are on the West Continent, which includes the island of Wutai, however they also live in the Corral Valley on the northern hemisphere.

Grims have large pointy ears and a small pointy horn in the middle of their forehead. Their skin colour ranges from creamy white to lush pink and their eye colour ranges from orange to gold. They tend to only have body hair on their legs.
PLAY A GRIM IF YOU WANT...
- To be a hero that possesses the gift of magic.
- To be a member of a race that feels socially awkward towards members of other races due to their own appearance.
- To be a member of a race that favours the Black Mage class.

**GRIM RACE TRAITS**
Grims have the following race traits.

**Ability Modifiers:** Your Charisma score increases by 2.

**Low-Light Vision:** Grims ignore concealment (but not total concealment) from darkness.

**Small:** As Small-sized creatures, Grims gain a +2 size bonus on all Stealth checks and gain a +2 bonus to their Reflex Defence, but their lifting and carrying limits are three-quarters that of Medium-size characters.

**Speed:** Grim Base Speed is 4 squares.

**Adept Spellcaster:** For a number of times per encounter equal to 1 + their Intelligence modifier, Grims can reroll Spellcasting checks made to cast magic, keeping the better of the two rolls. You can only reroll once per turn, however.

**Magic Resilient:** Grims receive a +3 race bonus to their Magic Defence.

**Languages:** Grims can read/write and speak Grish and Basic.

**MOOGLE**
Moogles live up in mountains or in underground caverns, choosing to live away from the hustle and bustle human civilisations. They have an obsession with nuts and some love riding chocobos; even going as far as entering chocobo races in the Gold Saucer.

Moogle's skin come in many different colours, just like chocobo's feathers; varying from white, pink, blue, yellow, and green. Their tiny wings on their back are either purple or red, but this could be because of climate rather than gender. All Moogles have a long stem grown out the top of their head and attached at the end is a bright red pom pom.

**PLAY A MOOGLE IF YOU WANT...
- To be a member of a race that prefers to stand beside their comrades and provide them with moral support.
- To play a fun-loving and carefree hero that thinks the best of others.
- To be a member of a race that favours the Scholar class.

**MOOGLE RACE TRAITS**
Moogles have the following race traits.

**Ability Modifiers:** Your Intelligence and Wisdom scores increase by 1 each.

**Darkvision:** Moogles ignore concealment (including total concealment) from darkness. However, they cannot perceive colours in total darkness.

**Small:** As Small-sized creatures, Moogles gain a +2 size bonus on all Stealth checks and gain a +2 bonus to their Reflex Defence, but their lifting and carrying limits are three-quarters that of Medium-sized characters.
**Speed:** Moogle base speed is 4 squares.
Mooles have a good flight speed of 8 squares and requires a swift action to fly and a swift action to land.

**Kupo! Defence:** Moogles receive a +2 race bonus to Reflex and Magic Defences when bloodied.

**Claw:** Moogles can only attack with their natural weapons and, as such, are proficient with their own natural weapons instead of any other weapon group. Moogle's claw damage is 1d4 + the Moogle's Strength modifier. Moogle's claws are considered Simple Melee weapons for purposes of equipping materia.

**Languages:** Moogles can read/write and speak Kupo and Basic.

---

**PLAY A REMNANT IF YOU WANT...**
- To be a calculating, deep-thinking, and otherworldly character.
- To be a hero shrouded in mystery and on a path of self-discovery.
- To be a member of a race that favours the Samurai class.

**REMnANT RACE TRAITS**
Remnants have the following race traits.

**Ability Modifiers:** +2 to any two ability scores of your choice.

**Medium-size:** As Medium-sized creatures, Remnants have no special bonuses or penalties due to their size, however their carrying capacity is 5x that of normal Medium-sized creatures.

**Speed:** Remnant base speed is 6 squares.

**Negative Lifestream:** Remnants gain the Spawn ability (see page 119, for more information).

**In His Image:** Due to the fact that Remnants are imperfect recreations of Sephiroth, the Spellcasting and Melee Strike skills are considered class skills to them, regardless of whether their class grants them or not.

**Languages:** Remnants can read/write and speak Basic.

---

**Remnant**
Remnants are born within the lifestream from the flowing JENOVA cells that have fused within the planet's blood. They are unaware that they are sent by Sephiroth as pawns for his rebirth, all they know is they must locate mother and merge with her to become whole again.

Remnants appear as human, with only a few differences. They have silvery-white hair, striking green eyes, and their skin is the colour of a pale-moon's glow. Their personalities resemble that of an empty puppet, but don't let that hinder you when developing your character.

---

**SAHAGIn**
Sahagins are humanoid reptiles with webbed feet and a large shell on their back like a turtle. Their scale colours varies from green to blue, red to purple, and most are seen using Tridents, however Sahagins are known to use any weapon that is easily available to them.
Sahagins are comfortable to build their colonies in underground sewage systems or in marshes. They are creatures of the swamps mainly; however they also have desert colonies as well. Sahagins are usually peaceful, but will attack anyone who attempts to threaten their families and homes.

**PLAY A SAHAGIN IF YOU WANT...**
- To play a hero that is highly resourceful and agile.
- To be a skilled athlete and have expertise in polearms.
- To be a member of a race that favours the Dragoon class.

**SAHAGIN RACE TRAITS**
Sahagins have the following race traits.

- **Ability Modifiers:** Your Constitution score increases by 2.
- **Medium-Size:** As Medium-sized creatures, Sahagins have no bonuses or penalties due to their size.
- **Speed:** Sahagin base speed is 6 squares.
- **Expert Swimmer:** Sahagins are excellent swimmers, and can reroll any Athletics check made to swim; taking the better of the two rolls.
- **Polearm Proficiency:** Sahagins are considered proficient in polearms, regardless if their class permits it or not. In addition, they receive a +2 race bonus to Melee Strike checks with polearms, and a +2 race bonus to Ranged Strike checks with polearms when used as thrown weapons.
- **Languages:** Sahagins can read/write and speak Saha and Basic.

**TONBERRY RACE TRAITS**
Tonberrys have the following race traits.

- **Ability Modifiers:** Your Constitution and Intelligence scores increase by 1 each.
- **Darkvision:** Tonberrys ignore concealment (including total concealment) from darkness. However, they cannot perceive colours in total darkness.
- **Small:** As Small-sized creatures, Tonberrys gain a +2 size bonus on all Stealth checks and gain a +2 bonus to their Reflex Defence, but their lifting and carrying limits are three-quarters that of Medium-size characters.
- **Speed:** Tonberry Base Speed is 2 squares.
- **Everyone’s Grudge:** Once per encounter, Tonberrys can designate a single enemy target. The Tonberry increases its weapon damage number against the designated target by 1 for each ally still participating in battle. For example, if the Tonberry has three allies remaining on the battlefield, it receives a +3 increase to all weapon damage numbers for weapons used against the designated target until the end of the encounter. The Tonberry cannot change the designated target once it has been selected.
- **Iron Will:** Tonberrys receive a +3 race bonus to their Will Defence.
- **Languages:** Tonberrys can read Basic and speak Krael and Basic.

**PLAY A TONBERRY IF YOU WANT...**
- To be a member of a race that prefers to attack within the shadows.
- To play as a cunning and sneaky hero.
CHAPTER III — CLASSES

Final Fantasy VII heroes seek Gil, glory, justice, fame, influence, and knowledge, among other goals. Some of these goals are honourable, some base. Each character chooses a different way to achieve these goals, from brutal combat power to subtle skills to mastery of materia. Some adventurers prevail and grow in experience, wealth, and power. Others die.

A character class is the frame upon which you build your hero. It isn’t meant to be rigid or confining. Instead, the class provides a starting point from which you can develop in any direction you see fit.

WHAT’S NEW?
The number of heroic classes have increased from 5 to 9, and level progression has increased from 20 to 50. This is taking into account that there are no longer prestige classes, and the classes are derived directly from Final Fantasy lore.
CHOOSING A CLASS

Nine classes are available to choose from in the Final Fantasy VII Roleplaying Game. Each class have their own set of features and abilities associated with that class.

When you create your character, choose one of the following classes:

- **Black Mage**: Master of offensive spellcasting and status-inflicting magic.
- **Dragoon**: A warrior dedicated to aerial assaults as well as attacking multiple targets.
- **Fighter**: A warrior dedicated to close combat brawling and protecting those nearby.
- **Monk**: A martial arts expert, trained in hand-to-hand combat.
- **Ranger**: A striker specialising in back row skirmishes and tracking their targets.
- **Rogue**: A trickster dedicated to sneaking up on their foes but who is also out for himself.
- **Samurai**: A dedicated swordsman who believes in honour and respect.
- **Scholar**: A knowledge-seeker and all-round party buffer.
- **White Mage**: Expert in the art of healing magic and summoning.

CLASS DESCRIPTIONS

The rest of this chapter describes each class. These descriptions are general. Individual members of a class may differ in their attitude, outlooks, and other aspects.

GAME RULE INFORMATION

Game rule information follows the general class description. Not all of the following categories apply to every class.

ABILITIES

This entry tells you which abilities are most important for a character of that class. Players can “play against type”, but a typical character of a class puts his or her highest ability scores where they’ll do the most good. (Or, in game-world terms, the character is attracted to the class that most suits his or her talents, or for which he or she is best qualified.)

HIT POINTS

A 1st level heroic character begins play with a certain number of hit points determined by his or her class:

<table>
<thead>
<tr>
<th>CLASS</th>
<th>STARTING HIT POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black Mage, White Mage</td>
<td>4 + Constitution score</td>
</tr>
<tr>
<td>Rogue, Scholar</td>
<td>6 + Constitution score</td>
</tr>
<tr>
<td>Dragoon, Ranger</td>
<td>8 + Constitution score</td>
</tr>
<tr>
<td>Fighter, Samurai</td>
<td>10 + Constitution score</td>
</tr>
<tr>
<td>Monk</td>
<td>12 + Constitution score</td>
</tr>
</tbody>
</table>

A character’s hit point total increases each time he or she gains a level. The type of die rolled depends on the class in which the level is gained, as shown below:

<table>
<thead>
<tr>
<th>CLASS</th>
<th>HIT POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black Mage, White Mage</td>
<td>1d4 + Constitution modifier</td>
</tr>
<tr>
<td>Rogue, Scholar</td>
<td>1d6 + Constitution modifier</td>
</tr>
<tr>
<td>Dragoon, Ranger</td>
<td>1d8 + Constitution modifier</td>
</tr>
<tr>
<td>Fighter, Samurai</td>
<td>1d10 + Constitution modifier</td>
</tr>
<tr>
<td>Monk</td>
<td>1d12 + Constitution modifier</td>
</tr>
</tbody>
</table>

MAGIC POINTS

A 1st level heroic character begins play with a certain number of magic points equal to their Intelligence score. A character’s magic points increase each time he or she gains a level. The type of die rolled depends on the class in which the level is gained, as shown below:

<table>
<thead>
<tr>
<th>CLASS</th>
<th>MAGIC POINTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fighter, Dragoon</td>
<td>1d4 + Intelligence modifier</td>
</tr>
<tr>
<td>Monk, Ranger</td>
<td>1d6 + Intelligence modifier</td>
</tr>
<tr>
<td>Rogue, Samurai</td>
<td>1d8 + Intelligence modifier</td>
</tr>
<tr>
<td>Scholar</td>
<td>1d10 + Intelligence modifier</td>
</tr>
<tr>
<td>Black Mage, White Mage</td>
<td>1d12 + Intelligence modifier</td>
</tr>
</tbody>
</table>

CLASS FEATURES

The rest of the class details class features that are uniquely flavoured to that class. Class features include bonus feats, techniques, and ability score increases.

DEFENCES

Your character has four defence scores.

- **Reflex Defence**: 10 + one-half your level + Dexterity modifier + class bonus.
- **Fortitude Defence**: 10 + one-half your level + Constitution modifier + class bonus.
- **Will Defence**: 10 + one-half your level + Wisdom modifier + class bonus.
- **Magic Defence**: 10 + one-half your level + Intelligence modifier + class bonus.
**LEVEL ADVANCEMENT**

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>XP</th>
<th>MAX PROFICIENCY BONUS (CLASS SKILLS)</th>
<th>MAX PROFICIENCY BONUS (CROSS-CLASS SKILLS)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>0</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>2nd</td>
<td>1,000</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>3rd</td>
<td>2,000</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>4th</td>
<td>3,000</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>5th</td>
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<td>5</td>
<td>2</td>
</tr>
<tr>
<td>6th</td>
<td>6,000</td>
<td>5</td>
<td>2</td>
</tr>
<tr>
<td>7th</td>
<td>8,000</td>
<td>6</td>
<td>3</td>
</tr>
<tr>
<td>8th</td>
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<td>3</td>
</tr>
<tr>
<td>9th</td>
<td>12,500</td>
<td>7</td>
<td>3</td>
</tr>
<tr>
<td>10th</td>
<td>15,000</td>
<td>7</td>
<td>3</td>
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<tr>
<td>11th</td>
<td>18,000</td>
<td>8</td>
<td>4</td>
</tr>
<tr>
<td>12th</td>
<td>21,000</td>
<td>8</td>
<td>4</td>
</tr>
<tr>
<td>13th</td>
<td>24,500</td>
<td>9</td>
<td>4</td>
</tr>
<tr>
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<td>4</td>
</tr>
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<td>15th</td>
<td>30,000</td>
<td>10</td>
<td>5</td>
</tr>
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<td>16th</td>
<td>33,000</td>
<td>10</td>
<td>5</td>
</tr>
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<td>17th</td>
<td>36,000</td>
<td>11</td>
<td>5</td>
</tr>
<tr>
<td>18th</td>
<td>38,000</td>
<td>11</td>
<td>5</td>
</tr>
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<td>19th</td>
<td>41,500</td>
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<td>6</td>
</tr>
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<td>20th</td>
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<td>7</td>
</tr>
<tr>
<td>26th</td>
<td>66,000</td>
<td>15</td>
<td>7</td>
</tr>
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<td>27th</td>
<td>70,000</td>
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<td>8</td>
</tr>
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<td>28th</td>
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<td>8</td>
</tr>
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<td>30th</td>
<td>82,500</td>
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<td>8</td>
</tr>
<tr>
<td>31st</td>
<td>87,000</td>
<td>18</td>
<td>9</td>
</tr>
<tr>
<td>32nd</td>
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</tr>
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<td>33rd</td>
<td>96,000</td>
<td>19</td>
<td>9</td>
</tr>
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<td>34th</td>
<td>101,000</td>
<td>19</td>
<td>9</td>
</tr>
<tr>
<td>35th</td>
<td>105,000</td>
<td>20</td>
<td>10</td>
</tr>
<tr>
<td>36th</td>
<td>110,000</td>
<td>20</td>
<td>10</td>
</tr>
<tr>
<td>37th</td>
<td>115,000</td>
<td>21</td>
<td>10</td>
</tr>
<tr>
<td>38th</td>
<td>120,000</td>
<td>21</td>
<td>10</td>
</tr>
<tr>
<td>39th</td>
<td>126,000</td>
<td>22</td>
<td>11</td>
</tr>
<tr>
<td>40th</td>
<td>131,000</td>
<td>22</td>
<td>11</td>
</tr>
<tr>
<td>41st</td>
<td>136,000</td>
<td>23</td>
<td>11</td>
</tr>
<tr>
<td>42nd</td>
<td>142,000</td>
<td>23</td>
<td>11</td>
</tr>
<tr>
<td>43rd</td>
<td>147,500</td>
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</tr>
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<td>44th</td>
<td>153,000</td>
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<td>12</td>
</tr>
<tr>
<td>45th</td>
<td>159,000</td>
<td>25</td>
<td>12</td>
</tr>
<tr>
<td>46th</td>
<td>165,000</td>
<td>25</td>
<td>12</td>
</tr>
<tr>
<td>47th</td>
<td>171,000</td>
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<td>13</td>
</tr>
<tr>
<td>48th</td>
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<td>13</td>
</tr>
<tr>
<td>49th</td>
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</tr>
<tr>
<td>50th</td>
<td>190,000</td>
<td>27</td>
<td>13</td>
</tr>
</tbody>
</table>

**CLASS BONUSES TO DEFENCES**

When you take your first level in a character class, you gain class bonuses on three or more defences, as shown below:

<table>
<thead>
<tr>
<th>CLASS</th>
<th>CLASS BONUSES TO DEFENCES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black Mage</td>
<td>+1 Reflex Defence, +1 Fortitude Defence, +1 Magic Defence</td>
</tr>
<tr>
<td>Dragoon</td>
<td>+1 Reflex Defence, +1 Fortitude Defence, +2 Will Defence</td>
</tr>
<tr>
<td>Fighter</td>
<td>+1 Reflex Defence, +1 Fortitude Defence, +2 Magic Defence</td>
</tr>
<tr>
<td>Monk</td>
<td>+2 Reflex Defence, +1 Fortitude Defence, +1 Will Defence</td>
</tr>
<tr>
<td>Ranger</td>
<td>+2 Reflex Defence, +1 Fortitude Defence, +1 Magic Defence</td>
</tr>
<tr>
<td>Rogue</td>
<td>+2 Reflex Defence, +1 Will Defence, +1 Magic Defence</td>
</tr>
<tr>
<td>Samurai</td>
<td>+1 Reflex Defence, +1 Will Defence, +2 Magic Defence</td>
</tr>
<tr>
<td>Scholar</td>
<td>+1 Reflex Defence, +2 Will Defence, +1 Magic Defence</td>
</tr>
<tr>
<td>White Mage</td>
<td>+1 Reflex Defence, +1 Fortitude Defence, +1 Magic Defence</td>
</tr>
</tbody>
</table>

Class bonuses to defence scores increase at 11th, 21st, 31st, and 41st level, as shown in the classes’ description.

**BLACK MAGE**

Black Mages are trained to use materia accessible to him in the best combination he can think of. They can be members of a cult, or can be someone who specialises in magical combat over physical violence. They understand the lifestream and all the benefits the planet’s blood can provide.

Black mages can be found all over the planet. They can be masters of the black arts, or geomancers; specialising in the elements. They can also be magicians with the gift of monster magic; also known as enemy skills.

**PLAYING A BLACK MAGE**

Black Mages are the rangers of spellcasting, choosing to stand in the back row of a fight; casting devastating spells on their foes. As they are one of two classes that gain very little in the way of hit points, it is best to keep away from close combat and keep track of your own health in case the worst happens. Some spells are best effective when bloodied, however.
EXAMPLES OF BLACK MAGES IN FINAL FANTASY VII
Kadaj, Loz, Yazoo.

GAME RULE INFORMATION
Black mages have the following game statistics.

ABILITIES
A black mage should be gifted in all abilities, but Intelligence and Charisma are most important.

HIT POINTS
Black mages begin play at 1st level with a number of hit points equal to 4 + their Constitution score. At each level after 1st, black mages gain hit points equal to 1d4 + their Constitution modifier.

MAGIC POINTS
Black mages begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, black mages gain magic points equal to 1d12 + their Intelligence modifier.

CLASS SKILLS
The black mage’s list of class skills, along with their associated abilities, are as follows:

Knowledge* (Int), Perception (Wis), Persuasion (Cha), Spellcasting (Cha), Streetwise (Cha).

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: (1 + Int modifier) x 4.
Skill Points at each additional level: 1 + Int modifier.

CLASS FEATURES
All of the following are features of the black mage class.

ARMOUR PROFICIENCY
As a black mage, you gain proficiency with the following types of armour: Bangles, Headdresses, and Light.

DEFENCE BONUSES
At 1st level, you receive a +1 class bonus to Reflex, Fortitude, Will, and Magic.

At 11th level, the class bonus to Defences increase to +2 to Reflex, Fortitude, Will, and Magic.
At 21st level, the class bonus to Defences increase to +3 to Reflex, Fortitude, Will, and Magic.
At 31st level, the class bonus to Defences increase to +4 to Reflex, Fortitude, Will, and Magic.
At 41st level, the class bonus to Defences increase to +5 to Reflex, Fortitude, Will, and Magic.
<table>
<thead>
<tr>
<th>LEVEL</th>
<th>CLASS FEATURES</th>
<th>MELEE DAMAGE</th>
<th>RANGED DAMAGE</th>
<th>MAGIC DAMAGE</th>
<th>DUALCAST</th>
<th>FOCUS</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>Armour Proficiency, Defence Bonuses, Black Mage Specialisation, Weapon Proficiency, Bonus Feat</td>
<td>1d4</td>
<td>1d4</td>
<td>1d12</td>
<td>1/encounter</td>
<td>+1</td>
</tr>
<tr>
<td>2nd</td>
<td>Bonus Feat</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>+1</td>
</tr>
<tr>
<td>3rd</td>
<td>Black Mage Technique</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2/encounter</td>
<td>+1</td>
</tr>
<tr>
<td>4th</td>
<td>Ability Score Increase</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>+2</td>
</tr>
<tr>
<td>5th</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>+2</td>
<td></td>
</tr>
<tr>
<td>6th</td>
<td>Bonus Feat</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>+3</td>
</tr>
<tr>
<td>7th</td>
<td>Black Mage Technique</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>+3</td>
</tr>
<tr>
<td>8th</td>
<td>Ability Score Increase</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>+4</td>
</tr>
<tr>
<td>9th</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>+4</td>
<td></td>
</tr>
<tr>
<td>10th</td>
<td>Bonus Feat</td>
<td>-</td>
<td>-</td>
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<td>+5</td>
</tr>
<tr>
<td>11th</td>
<td>Black Mage Technique</td>
<td>1d6</td>
<td>1d6</td>
<td>2d8</td>
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<tr>
<td>13th</td>
<td>-</td>
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<td>-</td>
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<td>+6</td>
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<td>-</td>
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<td>15th</td>
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<td>-</td>
<td>-</td>
<td>-</td>
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<td>16th</td>
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<td>-</td>
<td>-</td>
<td>+8</td>
</tr>
<tr>
<td>17th</td>
<td>-</td>
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**Black Mage Specialisation**

At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

**Conditioning Specialist**

Through intensive training and practice, you have learnt secrets of torturing your foes and buffing your allies.

**Effect:** Whenever you make a Spellcasting check to cast a spell that inflicts a target with a condition, such as haste or silence, you can reroll the check, keeping the better of the two rolls.

**Penalty:** You receive a -10 penalty to Spellcasting checks when you cast healing spells, such as cure, esuna, and life.

**Special:** 11th level: Penalty to Spellcasting checks decrease to -7.

21st level: Penalty to Spellcasting checks decrease to -5.

31st level: Penalty to Spellcasting checks decrease to -2.

41st level: Penalty to Spellcasting checks decrease to +0.

**Elemental Specialist**

Through your various studies of the elements, you have decided to specialise in one particular field rather than become a jack-of-all-trades.

**Effect:** Choose one of the following elements: energy, fire, force, ice, poison, thunder, water, wind. You receive a +5 class bonus to Spellcasting checks when casting spells of the chosen element. You also gain a +10 class bonus to damage rolls with the chosen element.

**Penalty:** Select four other elements. You receive a -10 penalty to Spellcasting checks made to cast spells that have those selected elements as its damage type.

**Special:** 11th level: Class bonus to Spellcasting checks and damage increase to +7 and +12 respectively.

21st level: Class bonus to Spellcasting checks and damage increase to +8 and +13 respectively.

31st level: Class bonus to Spellcasting checks and damage increase to +9 and +14 respectively.

41st level: Class bonus to Spellcasting checks and damage increase to +10 and +15 respectively.

**Dualcast**

Once per encounter at 1st level, you can cast two spells on the same turn as a full-round action. You can only cast spells from the materia you have equipped.

At 3rd level, and every eight levels thereafter (11th, 19th, 27th, 35th, and 43rd levels), you can use this ability one additional time per encounter (see “The Black Mage” table, for more information).

**Weapon Proficiency**

At 1st level, you gain proficiency with rods, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

**Bonus Feats**

At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

**Black Mage Technique**

At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a black mage technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.

**Fury Brand**

You fill your allies with emotion to assist them through their struggles.

**Time:** Full-round.

**Range:** All allies in a burst 6.

**Check:** Spellcasting vs. Will.

**Hit:** All affected allies can use one technique of their choice on their next turn that would normally require them to be bloodied first. The technique has to be one that they have learnt.

**Special:** If an ally doesn’t possess a technique that requires them to be bloodied in order to use it, they receive a +5 bonus to Melee Strike or Ranged Strike checks (target’s choice) on their next turn.
**Earth Rave**
You demonstrate your knowledge on elemental magic and unleash the planet’s power onto your foes.

*Can only be used when bloodied.*

**Time:** Full-round.
**Range:** All enemy targets in a burst 8.
**Check:** Spellcasting vs. Magic
**Hit:** 4d8 fire damage, 4d8 force damage, 4d8 ice damage, 4d8 poison damage, 4d8 thunder damage.

**Special:**
- **11th Level:** Damage increases to 5d8.
- **21st Level:** Damage increases to 6d8.
- **31st Level:** Damage increases to 7d8.
- **41st Level:** Damage increases to 8d8.

**Flare Burst**
You conjure a swirling mass of fiery energy from your palms and blast your foes to singes.

*Can only be used when bloodied.*

**Time:** Full-round.
**Range:** All enemy targets in a close burst 8.
**Check:** Spellcasting vs. Magic.
**Hit:** Energy and fire damage = 1d12 + your level. The affected targets fall prone until the start of your next turn.

**Special:**
- **11th Level:** Damage increases to 2d12.
- **21st Level:** Damage increases to 3d12.
- **31st Level:** Damage increases to 4d12.
- **41st Level:** Damage increases to 5d12.

**Gauntlet**
You summon a large vortex beneath your foes and engulfing them with dark matter.

**Time:** Full-round.
**Range:** All enemy targets in a burst 6.
**Check:** Spellcasting vs. Magic.
**Hit:** Necrotic damage = 2d8 x the number enemy targets in range.

**Special:** If your Spellcasting skill modifier is more than the targets’ Magic Defence, the check is considered an automatic hit.
- **11th Level:** Damage increases to 3d8.
- **21st Level:** Damage increases to 4d8.
- **31st Level:** Damage increases to 5d8.
- **41st Level:** Damage increases to 6d8.

**LandscapeR**
You summon an earthquake beneath your foes, causing severe damage.

**Time:** Full-round.
**Range:** All enemy targets in a burst 7.
**Check:** Spellcasting vs. Reflex.
**Hit:** 4d8 force damage + one-half your level (rounded down).

**Special:** **11th Level:** Damage increases to 5d8.

**Stardust Ray**
You summon a cluster of stars and bring them raining down on your foes.

**Time:** Full-round.
**Range:** All enemy targets in a burst 7.
**Check:** Spellcasting vs. Magic.
**Hit:** Energy damage = 2d8 x the number enemy targets in range.

**Special:**
- **11th Level:** Damage increases to 3d8.
- **21st Level:** Damage increases to 4d8.
- **31st Level:** Damage increases to 5d8.
- **41st Level:** Damage increases to 6d8.

**Ability Score Increase**
Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

**Focus**
You can go into a deep trance as a full-round action to help concentrate all your energy into casting a spell on your next turn. You cannot be interrupted. While in a deep trance, you grant all enemy targets in your line of sight combat advantage against you.

On your next turn, if you weren’t interrupted during your trance, you gain a bonus to your Spellcasting check made to cast any magic materia you currently have equipped. The bonus equals one-half your level (rounded down, minimum of 1) and you lose this bonus at the end of your turn.

You can use this ability a number of times per encounter equal to 1 + Charisma modifier.

**Starting Gil**
Black mages begin play with 1d6 x 150 gil.

**Dragoon**
Dragoons are stalwart defenders, capable of covering a vast amount of space on the battlefield while protecting those nearby. Due to their mastery of polearms, they are able to excel in both close-combat and picking off enemies from afar, making them one of the most diverse and deadly participants in a fight.
Dragoons are also very dexterous; capable of leaping and jumping across great distances to reach their designated spot. Their high willpower also make them less likely to fall fowl of another’s influence.

PLAYING A DRAGOON
As a dragoon, your position in combat can either be right at the front; taking all the damage for your allies, or play it safe and strike from afar. As the only class that is equally capable of both melee combat and ranged combat, the only drawback of the dragoon is that their hit points are not as high as that of a fighter or samurai, so keep track of your health at all times.

EXAMPLES OF DRAGOONS IN FINAL FANTASY VII
Cid Highwind.

GAME RULE INFORMATION
Dragoons have the following game statistics.

ABILITIES
A dragoon puts their highest scores in Strength and Dexterity, with Constitution closely following.

HIT POINTS
Dragoons begin play at 1st level with a number of hit points equal to 8 + their Constitution score. At each level after 1st, dragoons gain hit points equal to 1d8 + their Constitution modifier.

MAGIC POINTS
Dragoons begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, dragoons gain magic points equal to 1d4 + their Intelligence modifier.

CLASS SKILLS
The dragoon’s list of class skills, along with their associated abilities, are as follows:
- Acrobatics (Dex), Athletics (Str), Knowledge* (Int), Melee Strike (Str), Perception (Wis), Ranged Strike (Dex), Ride (Dex), Survival (Wis).

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: (2 + Int modifier) x 4.
Skill Points at each additional level: 2 + Int modifier.

CLASS FEATURES
All of the following are features of the dragoon class.
## Armour Proficiency

As a dragoon, you gain proficiency with the following types of armour: *Armlets, Heavy*, and *Light*.

## Defence Bonuses

At 1<sup>st</sup> level, you receive a +1 class bonus to Reflex Defence and Fortitude Defence, and a +2 class bonus to Will Defence.
At 11th level, the class bonus to Defences increase to +2 to Reflex and Fortitude, and +4 to Will.

At 21st level, the class bonus to Defences increase to +3 to Reflex and Fortitude, and +6 to Will.

At 31st level, the class bonus to Defences increase to +4 to Reflex and Fortitude, and +8 to Will.

At 41st level, the class bonus to Defences increase to +5 to Reflex and Fortitude, and +10 to Will.

**DRAGOON SPECIALISATION**

At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

**ARMOUR SPECIALIST**
You have learnt how to use the armour you wear affectively.

**Effect:** You can choose to apply either one-half your level (rounded-down) or the armour bonus associated with your armour to Reflex Defence, whichever is the highest.

**Penalty:** The speed penalty associated with your armour increases by 1 (if your armour doesn’t reduce your speed under normal circumstances, you reduce your speed by 1 square instead).

**Special:**
- **11th Level:** You decrease your speed penalty by 1.
- **21st Level:** Your armour bonus to Reflex Defence increases by 3.
- **31st Level:** Your armour bonus to Reflex Defence increases by 5.
- **41st Level:** You apply both your armour bonus and one-half your level to Reflex Defence.

**WEAPON SPECIALIST**
You have learnt how to use the weapon you wield affectively.

**Effect:** Whenever you wield a two-handed melee weapon with one hand, you don’t take any penalty to Melee Strike checks. In addition, you treat the hit rate of the weapon you are using as though it were 1 point higher.

**Penalty:** You take a -10 penalty to your Reflex Defence until the end of the encounter.

**Special:**
- **11th Level:** Penalty is reduced to -7.
- **21st Level:** Penalty is reduced to -5.
- **31st Level:** Penalty is reduced to -2.
- **41st Level:** Penalty is reduced to +0.

**WEAPON PROFICIENCY**
At 1st level, you gain proficiency with polearms, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

**BONUS FEATS**
At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

**AERIAL LUNGE**
Once per encounter, you can leap into the air; maintaining altitude for the remainder of your turn. While in the air, you are immune to any attack or effect that would normally affect you.

On your next turn, you swoop down to the ground, driving your weapon into a single enemy target close burst 6 from your position of origin; dealing max melee damage dice x one-half your level (rounded-down) force damage. You land in an unoccupied square adjacent to the target and your turn ends immediately.

At 3rd level, you can use this ability twice per encounter, and you gain an additional usage per encounter every eight levels thereafter (11th, 19th, 27th, 35th, and 43rd level).

**COVER**
Starting at 2nd level, as a swift action, you can provide one ally in your line of sight with a bonus to Reflex Defence. By doing this, you give yourself a penalty to Melee Strike checks. Every eight levels after 2nd, the bonus and penalty increases (see “The Dragoon” table, for more information).

The effects of Cover last until the start of your next turn, and you can use the effects of Cover a number of times per encounter equal to 1 + your Wisdom modifier.

**DRAGOON TECHNIQUE**
At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a dragoon technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.
**Boost Jump**
You vault into the air and drive your weapon down into your foe.

- **Time:** Standard.
- **Range:** One target in Ranged 8.
- **Check:** Athletics vs. Fortitude.
- **Hit:** Critical damage + 2d6.
- **Miss:** You take collision damage equal to 1d8 + one-half your level.
  - **Special:** 11th level: Extra die of damage increase to 3d6.
  - 21st level: Extra die of damage increase to 4d6.
  - 31st level: Extra die of damage increase to 5d6.
  - 41st level: Extra die of damage increase to 6d6.

**Penetrating Strike**
As you thrust your weapon into your foe's chest, you gently pull it out to give it more effectiveness.

- **Time:** Standard.
- **Range:** One target in Melee 1.
- **Check:** Melee Strike vs. Fortitude.
- **Hit:** 4d12 force damage + one-half your level (rounded down).
  - **Special:** You treat the target’s Fortitude Defence as though it were 5 points less.

**Destructive Strike**
You bring about a cataclysmic blow to your foes.

- **Time:** Standard.
- **Range:** All enemy targets in close burst 6.
- **Check:** Acrobatics vs. Will.
- **Hit:** 3d8 necrotic damage. Targets take a -5 penalty to all defences until the start of your next turn (sustain swift: penalty lasts one additional round).
  - **Special:** 11th level: Damage increases to 5d8.
  - 21st level: Damage increases to 7d8.
  - 31st level: Damage increases to 9d8.
  - 41st level: Damage increases to 11d8.

**Dragon Dive**
You throw your weapon into the midst of where your foes are mainly located, blasting them with a wave of energy.

- **Can only be used when bloodied.**
- **Time:** Standard.
- **Range:** All enemy targets in close burst 6.
- **Check:** Ranged Strike vs. Reflex.
- **Hit:** Energy damage equal to max ranged damage die + your level + 2d8.
  - **Special:** 11th level: Damage increases to 3d8.
  - 21st level: Damage increases to 4d8.
  - 31st level: Damage increases to 5d8.
  - 41st level: Damage increases to 6d8.

**Hyper Jump**
You jump up high into the air and land in an unoccupied square; driving your weapon into the ground and releasing a shockwave of energy.

- **Time:** Full-round.
- **Range:** All enemy targets in blast 4 from drop point.
- **Check:** Acrobatics vs. Reflex.

- **Hit:** 2d8 force damage. Targets are knocked prone until start of your next turn.
  - **Special:** 11th level: Damage increase to 4d8.
  - 21st level: Damage increase to 6d8.
  - 31st level: Damage increase to 8d8.
  - 41st level: Damage increases to 10d8.

**Twisting Vault**
You strike all nearby foes with a tornado-spinning swing.

- **Can only be used when bloodied.**
- **Time:** Full-round.
- **Range:** All enemy targets in close burst 4.
- **Check:** Acrobatics vs. Reflex.
- **Hit:** Max melee damage dice x one-half your level (rounded down) wind damage.
  - **Special:** You take a -10 penalty to your Reflex Defence until the start of your next turn.

**Ability Score Increase**
Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

**Starting Gil**
Dragoons begin play with 1d6 x 225 gil.

**Fighter**
Fighters combine discipline with martial skills to become the best pure warriors on the planet. Fighters can be stalwart defenders of those in need, cruel marauders, or brave adventurers. They can be noble champions, or cold-hearted killers, amongst other things.
PLAYING A FIGHTER

Fighters are primarily tanks. They prefer to be at the front in combat; taking the heavy brunt for their comrades and providing cover for them when needed. They rely heavily on melee combat rather than ranged combat, and they are one of the few classes that are proficient in heavy armour, which provides the best boost to Reflex Defence than any other armour type.

EXAMPLES OF FIGHTERS IN FINAL FANTASY VII

Angeal Hewley, Cloud Strife, Genesis Rhapsodos, Zack Fair

GAME RULE INFORMATION

Fighters have the following game statistics

ABILITIES

Since a fighter specialises in close-combat brawling, their most important ability score is Strength, followed closely by Constitution. Don’t underestimate the importance of Intelligence, however, since many of a fighter’s useful skills are based on this ability.

HIT POINTS

Fighters begin play at 1st level with a number of hit points equal to 10 + their Constitution score. At each level after 1st, fighters gain 1d10 hit points + their Constitution modifier.

MAGIC POINTS

Fighters begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, fighters gain 1d4 magic points + their Intelligence modifier.

CLASS SKILLS

The fighter’s list of class skills, along with their associated abilities, are as follows:

Athletics (Str), Knowledge* (Int), Melee Strike (Str), Stealth (Dex), Treat Injury (Wis)

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: (1 + Int modifier) x 4.
Skill Points at each additional level: 1 + Int modifier.
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CLASS FEATURES
All of the following are features of the fighter class.

ARMOUR PROFICIENCY
As a fighter, you gain proficiency with the following types of armour: Armlets, Heavy, and Light.

DEFENCE BONUSES
At 1st level, you receive a +1 class bonus to Reflex Defence and Fortitude Defence, and a +2 class bonus to Magic Defence.

At 11th level, the class bonus to Defences increase to +2 to Reflex and Fortitude, and +4 to Magic.

At 21st level, the class bonus to Defences increase to +3 to Reflex and Fortitude, and +5 to Magic.

At 31st level, the class bonus to Defences increase to +4 to Reflex and Fortitude, and +6 to Magic.

At 41st level, the class bonus to Defences increase to +5 to Reflex and Fortitude, and +10 to Magic.

FIGHTER SPECIALISATION
At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

DUAL WEAPON SPECIALIST
You have picked up skills associated with two-weapon fighting and can utilise them effectively.

Effect: You can attack with both your main and secondary weapons as a full-round action. You receive a -5 penalty to Melee Strike checks when attacking with your secondary weapon, instead of the normal -10 penalty.

Penalty: When attacking with your secondary weapon, if your Melee Strike check misses the target’s Reflex Defence, the target only receives half damage of your secondary weapon (rounded down).

Special: 11th level: Penalty to secondary weapon’s attack is reduced to -3.

21st level: Penalty to secondary weapon’s attack is reduced to -1.

31st level: Penalty to secondary weapon’s attack becomes a +1 bonus.

41st level: Penalty to secondary weapon’s attack becomes a +2 bonus.

GREATER WEAPON SPECIALIST
You are gifted at wielding weapons that many would have a struggle carrying.

Effect: When using one hand to wield a large-size melee weapon or bigger, you do not suffer the normal encumbrance penalty to Melee Strike checks. In addition, you gain a +3 class bonus to damage rolls with said weapon.

Penalty: If you fail your Melee Strike check by 5 or more, you provoke an attack of opportunity from your intended target.

Special: 11th level: Class bonus to damage rolls increase to +6.

21st level: Class bonus to damage rolls increase to +9.

31st level: Class bonus to damage rolls increase to +12.

41st level: Class bonus to damage rolls increase to +15.

FIGHTER’S MARK
Once per encounter, starting at 1st level, you can designate one enemy target as your mark. You can only mark one target at a time. While a target is marked, he/she is granted combat advantage against you (see “Combat Advantage” in Chapter 10: Combat). If a marked target attacks an ally other than you, he/she gets a -5 penalty to the attack. When a marked target chooses to attack you or cast a spell against you, they must reroll the check and take the worst result.

At 3rd level, and every eight levels thereafter (11th, 19th, 27th, 35th, and 43rd), you can use Fighter’s Mark one additional time per encounter. Doing so, however, removes the mark on the previous target as you cannot have two or more targets marked at the same time. The mark lasts until either the end of the encounter, or when the marked target becomes unconscious or dies.

WEAPON PROFICIENCY
At 1st level, you gain proficiency with swords, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +3 at 15th level, +7 at 30th level, and +10 at 45th level.

BONUS FEATS
At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).
**FIGHTER TECHNIQUE**

At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a fighter technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.

**BLADE BEAM**

You unleash an energy shockwave from your weapon straight towards your enemy.

*Time:* Full-round.

*Range:* One target in Ranged 8 (main), up to three targets close burst 3 from main target (secondary).

*Check:* Spellcasting vs. Fortitude.

*Hit:* 1d10 + your level energy damage.

*Secondary Hit:* 1d10 energy damage.

*Special:* 11th level: damage increases to 3d10.

21st level: damage increases to 5d10.

31st level: damage increases to 7d10.

41st level: damage increases to 9d10.

**BRAVER**

You leap towards your foe before bringing down a fatal strike.

*Time:* Full-round.

*Range:* One target in Melee 4.

*Check:* Athletics vs. Fortitude.

*Hit:* 2d6 force damage + one-half your level (rounded down).

*Special:* 11th level: damage increases to 4d6.

21st level: damage increases to 6d6.

31st level: damage increases to 8d6.

41st level: damage increases to 10d6.

**CLIMHAZZARD**

You throw yourself at a target and skewer them before delivering a mighty blow.

*Can only be used when bloodied.*

*Time:* Full-round.

*Range:* One target in Melee 4.

*Check:* Melee Strike vs. Fortitude.

*Hit:* 2d8 + your level necrotic damage.

*Special:* 11th level: damage increases to 3d8.

21st level: damage increases to 4d8.

31st level: damage increases to 5d8.

41st level: damage increases to 5d8.

**CROSS SLASH**

You strike your weapon upon your foe in a cross sequence.

*Time:* Full-round.

*Range:* One target in Melee 4.

*Check:* Melee Strike vs. Fortitude.

*Hit:* Max weapon damage + 2d8. Push target 2 squares back.

*Special:* 11th level: Damage increase to 3d8.

21st level: Damage increase to 4d8.

31st level: Damage increase to 5d8.

41st level: Damage increase to 6d8.

**FINISHING TOUCH**

You start spinning your weapon around you, creating a giant whirlwind that moves towards your foes and sending them skywards before they come crashing down.

*Time:* Full-round.

*Range:* All enemy targets in close burst 8.

*Check:* Spellcasting vs. Fortitude.

*Hit:* 1d12 wind damage. Targets end 5 squares away from where they were and receive 1d12 falling damage (see Falling Damage in Chapter 10: Combat).

*Special:* 11th level: damage increases to 2d12.

21st level: damage increases to 3d12.

31st level: damage increases to 4d12.

41st level: damage increases to 5d12.

**METEORAIN**

You leap into the air and blast your foes with dark energy emitting from your blade.

*Can only be used when bloodied.*

*Time:* Full-round.

*Range:* All enemy targets in a burst 6.

*Check:* Spellcasting vs. Reflex.

*Hit:* Necrotic damage = (your level x d4) + number of targeted enemies.

*Special:* If Spellcasting check equals or exceeds by 5 or more, targets receive a -5 penalty to all Defences until the start of your next turn.

**ABILITY SCORE INCREASE**

Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

**CLEEVE**

Once per encounter, starting at 9th level, you can follow up from your successful Melee Strike check with another against a different enemy target within close burst 1.

At 17th level, and every eight levels thereafter (25th, 33rd, 41st, and 49th), you can target one additional enemy within a close burst 1.
STARTING GIL
Fighters begin play with 1d6 x 225 gil.

MONK
Monks are highly trained martial arts experts, capable of delivering both a blow with their bare hands and providing themselves with self-defence. When it comes to melee combat, monks are far superior; having both the best bonus to Reflex Defence and the highest melee damage dice. They specialise in devastating punches and can use their surroundings to their advantage.

PLAYING A MONK
As a monk, you are best when fighting up close to your enemies; substituting precision for devastation. Monks are one of only two classes that have better reflexes than all others as they have learnt how to dodge enemy assaults as part of their martial arts training.

EXAMPLES OF MONKS IN FINAL FANTASY VII
Tifa Lockhart, Zangan.

GAME RULE INFORMATION
Monks have the following game statistics

ABILITIES
Since a Monk specialises in close-combat brawling, their most important ability score is Strength. Don’t underestimate the importance of Wisdom, however, since many of a monk’s useful skills are based on this ability.

HIT POINTS
Monks begin play at 1\textsuperscript{st} level with a number of hit points equal to 12 + their Constitution score. At each level after 1\textsuperscript{st}, monks gain 1d12 hit points + their Constitution modifier.

MAGIC POINTS
Monks begin play at 1\textsuperscript{st} level with a number of magic points equal to their Intelligence score. At each level after 1\textsuperscript{st}, monks gain 1d6 magic points + their Intelligence modifier.
The Monk's list of class skills, along with their associated abilities, are as follows:

- **Acrobatics** (Dex)
- **Athletics** (Str)
- **Knowledge** (Int)*
- **Melee Strike** (Str)
- **Perception** (Wis)
- **Survival** (Wis)
- **Treat Injury** (Wis)

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*Knowledge* (Int) refers to the player's ability to gather information and understand various topics.
*This skill actually encompasses a number of unrelated skills.
Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: \((2 + \text{Int modifier}) \times 4\).
Skill Points at each additional level: \(2 + \text{Int modifier}\).

**CLASS FEATURES**
All of the following are features of the monk class.

**ARMOUR PROFICIENCY**
As a monk, you gain proficiency with the following types of armour: Bangles, Headdresses, and Light.

**DEFENCE BONUSES**
At 1st level, you receive a +1 class bonus to Fortitude Defence and Will Defence, and a +2 class bonus to Reflex Defence.

At 11th level, the class bonus to Defences increase to +2 to Fortitude and Will, and +4 to Reflex.

At 21st level, the class bonus to Defences increase to +3 to Fortitude and Will, and +6 to Reflex.

At 31st level, the class bonus to Defences increase to +4 to Fortitude and Will, and +8 to Reflex.

At 41st level, the class bonus to Defences increase to +5 to Fortitude and Will, and +10 to Reflex.

**MONK SPECIALISATION**
At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

**SHOOTFIGHTING SPECIALIST**
You have learnt a thing or two when it comes to bare-knuckle brawling and, for the better part, considered brave in most cases.

**Effect:** You receive a +2 class bonus to Melee Strike checks when making an unarmed attack. You can also shift 1 square either before or after attacking a target. This does not provoke an attack of opportunity.

** Penalty:** You receive a -2 penalty on Melee Strike checks when using a weapon (including improvised weapons) other than your bare hands (combat gloves are not affected by the penalty).

**Special:** 11th level: Class bonus to Melee Strike checks increase to +4.
21st level: Class bonus to Melee Strike checks increase to +6.
31st level: Class bonus to Melee Strike checks increase to +8.
41st level: Class bonus to Melee Strike checks increase to +10.

**STREETFIGHTING SPECIALIST**
When it comes to fighting dirty, you excel at it with such grace and admiration.

**Effect:** Whenever you exceed a Melee Strike check by 5 or more, you can choose to either push the target back a number of squares equal to 1 + your Dexterity modifier, or inflict the target with the slow condition.

**Penalty:** You take a -10 penalty on all skill checks (other than Melee Strike) until the end of the encounter.

**Special:** 11th level: The penalty to skill checks decreases to -8.
21st level: The penalty to skill checks decreases to -5.
31st level: The penalty to skill checks decreases to -2.
41st level: The penalty to skill checks decreases to +0.

**WEAPON PROFICIENCY**
At 1st level, you gain proficiency with combat gloves, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

**BONUS FEATS**
At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

**EVASION**
Once per encounter, starting at 1st level, you can dodge out of the way of certain area effects, such as Bahamut’s mega flare, or the ultima spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage on a successful saving throw, and only half damage if you fail.

At 3rd level, and every eight levels thereafter (11th, 19th, 27th, 35th, and 43rd), you can use the effects of Evasion one additional time per encounter.
**Boost**

Once per encounter, you can grant yourself a number of temporary hit points at the cost of a -5 penalty to Melee Strike checks. The penalty remains until the end of the encounter. The number of temporary hit points gained depend on your level (see “The Monk” table, for more information).

**Monk Technique**

At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a monk technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.

**Beat Rush**

You rush towards a target and land an almighty blow in their chest.

- **Time:** Standard.
- **Range:** One target in Melee 4.
- **Check:** Melee Strike vs. Fortitude.
- **Hit:** Critical damage + 1d6.
- **Miss:** Fall prone until the start of your next turn.

**Special:** 11th level: Extra die of damage increase to 2d6. 21st level: Extra die of damage increase to 3d6. 31st level: Extra die of damage increase to 4d6. 41st level: Extra die of damage increase to 5d6.

**Sommersault**

You use your feet to kick your foe in the face midway through doing a backflip.

*Can only be used when bloodied.*

- **Time:** Standard.
- **Range:** One target within close burst 2.
- **Check:** Acrobatics vs. Reflex.
- **Hit:** Force damage equal to max melee damage die + 3d6 + your level. The target is dazed until the start of your next turn.
- **Miss:** Force damage equal to one-half max melee damage die (rounded down) + one-half your level (rounded down).

**Special:** 11th level: Extra die of damage increase to 5d6. 21st level: Extra die of damage increase to 7d6.

**Meteodrive**

You grab your foe, spinning them full circle before throwing them.

- **Time:** Standard.
- **Range:** One target within close burst 2.
- **Check:** Athletics vs. Fortitude.
- **Effect:** Target is pushed 8 squares back. Target takes 2d6 collision damage if the area he/she is pushed back into is against, or next to, a wall.

**Special:** 11th level: Damage increases to 4d6. 21st level: Damage increases to 6d6. 31st level: Damage increases to 8d6. 41st level: Damage increases to 10d6.

**Waterkick**

You deliver an upright kick in your target’s face, back-flipping before slamming your foot into their chest.

- **Time:** Standard.
- **Range:** One target within close burst 2.
- **Check:** Acrobatics vs. Reflex.
- **Hit:** 3d8 force damage + 1d10 water damage.
- **Miss:** 2d6 force damage + 1d4 water damage.

**Special:** Target is knocked prone until the start of your next turn. **Sustain Swift:** effect lasts 1 additional round.

**Dolphin Blow**

You respond quickly to an enemy’s assault on you with a drenching punch.

- **Time:** Reaction – enemy target fails an attack against you.
- **Range:** Attacking target.
- **Check:** Athletics vs. Fortitude.
- **Hit:** The check result determines the effect:
  - 1 – Automatic Fail.
  - Miss by 5 or less – 1d10 water damage.
  - Equal – 3d10 water damage.
  - Exceed by 5 or less – 4d10 water damage.
• Exceed 6+ – 5d10 water damage. Your level also applies to the damage.
  **Special:** You can forfeit a move action on your next turn to increase the water damage by +2 die.

**METEOR STRIKE**
You grab a nearby foe, jump into the air before slamming them back into the ground.
  *Can only be used when bloodied.*
  **Time:** Standard.
  **Range:** One target within close burst 2.
  **Check:** Athletics vs. Fortitude.
  **Hit:** Necrotic damage = your level x d8
  **Miss:** Necrotic damage = one-half your level (rounded down) x d4.
  **Special:** Target takes falling damage equal to 2d6 + one-half their level (rounded down).

**ABILITY SCORE INCREASE**
Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.
  You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

**STARTING GIL**
Monks begin play with 1d6 x 175 gil.

**RANGER**
Rangers are the best warriors when it comes to using firearms. They are also one of three classes with the best bonus to Reflex Defence in the game. Rangers can be military personnel, sharpshooters, or hired assassins; tracking their prey amongst the shadows.

**PLAYING A RANGER**
Rangers are to guns as fighters are to swords. They specialise in standing from a distance, picking off their enemies one-by-one with their pistols and rifles. Keep a close eye on your own health as it’s not as high compared to members of other classes.

**EXAMPLES OF RANGERS IN FINAL FANTASY VII**
Barret Wallace, Vincent Valentine.

**GAME RULE INFORMATION**
Rangers have the following game statistics

**ABILITIES**
Dexterity is the most important ability for rangers, followed closely by Constitution. Wisdom is also important as some of the ranger’s skills are associated with it.

**HIT POINTS**
Rangers begin play at 1st level with a number of hit points equal to 8 + their Constitution score. At each level after 1st, rangers gain 1d8 hit points + their Constitution modifier.
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<th>RANGED DAMAGE</th>
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MAGIC POINTS
Rangers begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, rangers gain 1d6 magic points + their Intelligence modifier.

CLASS SKILLS
The Ranger’s list of class skills, along with their associated abilities, are as follows:
- Acrobatics (Dex)
- Knowledge* (Int)
- Mechanics (Int)
- Perception (Wis)
- Ranged Strike (Dex)
- Ride (Dex)
- Stealth (Dex)
- Streetwise (Cha)
- Survival (Wis)
*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: (3 + Int modifier) x 4.
Skill Points at each additional level: 3 + Int modifier.

CLASS FEATURES
All of the following are features of the ranger class.

ARMOUR PROFICIENCY
As a ranger, you gain proficiency with the following types of armour: Armlets, Bangles, and Light.

DEFENCE BONUSES
At 1st level, you receive a +1 class bonus to Fortitude Defence and Magic Defence, and a +2 class bonus to Reflex Defence.

At 11th level, the class bonus to Defences increase to +2 to Fortitude and Magic, and +4 to Reflex.

At 21st level, the class bonus to Defences increase to +3 to Fortitude and Magic, and +6 to Reflex.

At 31st level, the class bonus to Defences increase to +4 to Fortitude and Magic, and +8 to Reflex.

At 41st level, the class bonus to Defences increase to +5 to Fortitude and Magic, and +10 to Reflex.

RANGER SPECIALISATION
At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

DUAL WEAPON SPECIALIST
You have picked up skills associated with two-weapon fighting and can utilise them effectively.

Effect: You can attack with both your main and secondary weapons as a full-round action. You receive a -5 penalty to Ranged Strike checks when attacking with your secondary weapon, instead of the normal -10 penalty.

Penalty: When attacking with your secondary weapon, if your Ranged Strike check misses the target’s Reflex Defence by 5 or less, the target receives half damage of your secondary weapon (rounded down).

Special: 11th level: Penalty to secondary weapon’s attack is reduced to -3.

21st level: Penalty to secondary weapon’s attack is reduced to -1.

31st level: Penalty to secondary weapon’s attack becomes a +1 bonus.

41st level: Penalty to secondary weapon’s attack becomes a +3 bonus.

GREATER WEAPON SPECIALIST
You are gifted at wielding weapons that many would have a struggle carrying.

Effect: When using one hand to wield a large-size ranged weapon or bigger, you do not suffer the normal encumbrance penalty to Ranged Strike checks. In addition, you gain a +3 class bonus to damage rolls with said weapon.

Penalty: If you fail your Ranged Strike check by 5 or more, you provoke an attack of opportunity from your intended target.

Special: 11th level: Class bonus to damage rolls increase to +6.

21st level: Class bonus to damage rolls increase to +9.

31st level: Class bonus to damage rolls increase to +12.

41st level: Class bonus to damage rolls increase to +15.

WEAPON PROFICIENCY
At 1st level, you gain proficiency with firearms, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

BONUS FEATS
At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.
You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

**BARRAGE**

Once per encounter, as a full-round action, you can make up to four ranged attacks. You take a -5 penalty to Ranged Strike checks on each of these attacks. At 3rd level, you can use this ability twice per encounter, and you gain one additional usage per encounter every eight levels thereafter (11th, 19th, 27th, 35th, and 43rd level).

**AIM**

As a full-round action, you can aim your firearm to get a better shot at your target. You cannot be interrupted. While aiming, you grant all enemy targets in your line of sight combat advantage against you.

On your next turn, if you weren’t interrupted during your concentration, you gain a bonus to your Ranged Strike checks. The bonus equals one-half your level (rounded down, minimum of 1) and you lose this bonus at the end of your turn.

You can use this ability a number of times per encounter equal to 1 + Wisdom modifier.

**RANGER TECHNIQUE**

At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a ranger technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.

**BIG SHOT**

You fire a blast of orange energy from your firearm at your foe.

**TIME:** Standard.
**Range:** One target in close burst 6.
**Check:** Ranged Strike vs. Reflex.
**Hit:** Energy damage = max ranged damage dice + 1d6.

**Special:** 11th level: Damage increases to 1d8. 21st level: Damage increases to 1d10. 31st level: Damage increases to 1d12. 41st level: Damage increases to 2d8.

**BLAZING FIRE**

You rapidly fire several shots at your foe, causing great devastation.  
*Can only be used when bloodied.*

**DEVASTATING SHOT**

You unleash a devastating shot upon your enemy.

**Time:** Standard.
**Range:** One target in close burst 8.
**Check:** Ranged Strike vs. Reflex.
**Hit:** Weapon damage + one-half your level (rounded down).

**Special:** At 21st level, you apply your full level to damage instead of one-half.

**MIND BLOW**

You fire a blast of blue energy from your firearm at your foe.

**Time:** Standard.
**Range:** One target in close burst 6.
**Check:** Ranged Strike vs. Magic.
**Effect:** The target loses a number of magic points (if any) equal to your magic damage dice.

**Special:** By spending a move action, you can push the target back a number of squares equal to 1 + your Dexterity modifier.

**SATELLITE BEAM**

You fire a blast of green energy from your firearm at your foe.

**Can only be used when bloodied.**

**Time:** Full-round.
**Range:** One target in close burst 6.
**Check:** Ranged Strike vs. Reflex.
**Hit:** Ranged damage dice + your level x3.

**Special:** If the check result equals or exceeds by 5 or more, the target also becomes infected with paralysis and slow.

**UNGARMAX**

You open fire against all your foes in one swift stroke.

**Can only be used when bloodied.**

**Time:** Full-round.
**Range:** All enemy targets in close burst 8.
**Check:** Ranged Strike vs. Reflex.
**Hit:** Energy damage = one-half your level (rounded down) x 1d4.

**Special:** 11th level: Damage increases to 1d6. 21st level: Damage increases to 1d8. 31st level: Damage increases to 1d10. 41st level: Damage increases to 1d12.
21st level: Damage multiplier increases to x5.
31st level: Damage multiplier increases to x6.
41st level: Damage multiplier increases to x7.

ABILITY SCORE INCREASE
Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.
You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

STARTING GIL
Rangers begin play with 1d6 x 200 gil.

ROGUE
Rogues can be good, bad, or neutral – who either live outside the law or fight against it in order to get the upper hand. They can come from any corner of the planet. The rogue gets by with bravado, cunning, duplicity, and trickery. They live by their wits, lying, cheating, stealing, and even fighting when the need arises.

PLAYING A ROGUE
Rogues are generally fast-talkers and tend to be those that “steal the moment” if it were. In a combat situation, rogues tend to deal heavily in hit-and-run manoeuvres, and always finding the opportunity to seek for riches to claim for themselves.

EXAMPLES OF ROGUES IN FINAL FANTASY VII
Biggs, Cissnei, Jessie, Wedge, Yuffie Kisaragi.

GAME RULE INFORMATION
Rogues have the following game statistics

ABILITIES
Dexterity and Intelligence are a rogue’s most important ability scores, because he must have quick reflexes and a sharp wit to survive. Charisma is important for talking one’s way out of trouble, and Wisdom is useful for spotting trouble before it finds the rogue.

HIT POINTS
Rogues begin play at 1st level with a number of hit points equal to 6 + their Constitution score. At each level after 1st, rogues gain 1d6 hit points + their Constitution modifier.
<table>
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<tr>
<th>LEVEL</th>
<th>CLASS FEATURES</th>
<th>MELEE DAMAGE</th>
<th>RANGED DAMAGE</th>
<th>MAGIC DAMAGE</th>
<th>SNEAK ATTACK</th>
<th>UNCANNY DODGE</th>
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**Magic Points**
Rogues begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, rogues gain 1d8 magic points + their Intelligence modifier.

**Class Skills**
The rogue’s list of class skills, along with their associated abilities, are as follows:
- Deception (Cha), Knowledge* (Int), Perception (Wis), Performance (Cha), Ranged Strike (Dex), Stealth (Dex), Streetwise (Cha), Survival (Wis), Thievery (Dex)

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: \((3 + \text{Int modifier}) \times 4\)
Skill Points at each additional level: \(3 + \text{Int modifier}\)

**Class Features**
All of the following are features of the rogue class.

**Armour Proficiency**
As a rogue, you gain proficiency with the following types of armour: Bangles, Headresses, and Light.

**Defence Bonuses**
At 1st level, you receive a +1 class bonus to Will Defence and Magic Defence, and a +2 class bonus to Reflex Defence.
- At 11th level, the class bonus to Defences increase to +2 to Will and Magic, and +4 to Reflex.
- At 21st level, the class bonus to Defences increase to +3 to Will and Magic, and +6 to Reflex.
- At 31st level, the class bonus to Defences increase to +4 to Will and Magic, and +8 to Reflex.
- At 41st level, the class bonus to Defences increase to +5 to Will and Magic, and +10 to Reflex

**Weapon Proficiency**
At 1st level, you gain proficiency with projectiles, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

**Rogue Specialisation**
At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

**Ninja Specialist**
You are at your best when concealing yourself within the shadows.
- **Effect:** Whenever you make a Stealth check to conceal yourself from, or move silently past, a target, you can reroll the check, keeping the better of the two rolls.
- **Penalty:** The target you are attempting to conceal from is granted a +5 bonus to Perception checks.
  - Special: 11th level: Bonus to Perception checks is reduced to +2.
  - 21st level: Bonus to Perception checks is reduced to +0.
  - 31st level: Bonus to Perception checks becomes a -2 penalty.
  - 41st level: Bonus to Perception checks becomes a -5 penalty.

**Thief Specialist**
Stealing and taking what isn’t yours has become something of second nature to you.
- **Effect:** Whenever you make a Thievery check to use the sleight of hand feature of the skill, you can reroll the check, keeping the better of the two rolls.
- **Penalty:** The target that you are stealing from is granted a +5 bonus to Perception checks.
  - Special: 11th level: Bonus to Perception checks is reduced to +2.
  - 21st level: Bonus to Perception checks is reduced to +0.
  - 31st level: Bonus to Perception checks becomes a -2 penalty.
  - 41st level: Bonus to Perception checks becomes a -5 penalty.

**Bonus Feats**
At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

**Sneak Attack**
Beginning at 1st level, you know how to strike subtly and exploit a foe’s distraction. Whenever you make a successful Stealth check to sneak up on a target, you can deal damage based on your level (see the Sneak Attack column on “The Rogue” table). The weapon you use must be a ranged weapon.
UNCANNY DODGE
Once per encounter, starting at 1st level, when an attacker that you can see hits you with an attack, you can choose to halve the attack’s damage against you as a reaction.

At 3rd level, you can use this ability twice per encounter, and you gain one additional usage per encounter every eight levels thereafter (11th, 19th, 27th, 35th, and 43rd level).

ROGUE TECHNIQUE
At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a rogue technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.

BLOODFEST
You assault your enemies in one launch of your weapon.

Time: Standard.
Range: All enemy targets in a close burst 6.
Check: Ranged Strike vs. Reflex.
Hit: 2d8 + Dexterity modifier.
Special: 11th level: damage increases to 4d8. 21st level: damage increases to 6d8. 31st level: damage increases to 8d8. 41st level: damage increases to 10d8.

DOOM OF THE LIVING
You launch your weapon with great aim and precision.

Can only be used when bloodied.
Time: Full-round.
Range: One enemy target in close burst 6.
Check: Ranged Strike vs. Reflex.
Hit: Damage = max ranged damage dice x one-half your level.
Special: If skill check exceeds by 5 or more, the target is also inflicted with the slow and paralysis conditions.

GREASED LIGHTNING
You throw your weapon at your enemy with such force.

Time: Standard.
Range: One target in Ranged 10.
Check: Ranged Strike vs. Reflex.
Hit: Damage = ranged damage dice + melee damage dice.

Special: In addition, you can spend a move action to apply you magic damage dice, as well inflict the prone condition.

LUCKY STARS
You bolster your allies with a desire to end things quickly.

Time: Reaction – An ally becomes bloodied.
Range: All allies currently participating in combat.
Check: N/A.
Effect: Allies can use a technique on their next turn that normally requires them to be bloodied. In addition, they treat the use of the chosen technique as though they were ten levels higher (if applicable).

SLOTS
You prefer to take risks in life, be it with friends, foes, or with yourself.

Can only be used when bloodied.
Time: Full-round.
Range: N/A
Check: Roll three d6s.
Effect: The roll determines the outcome:
- Three “Odd” Numbers: Your ally’s current HP and MP are halved. You gain all experience points associated with the current encounter.
- Three “Even” Numbers: You cast fire on all enemy targets in close burst 8.
- Two “Odd” and One “Even” Numbers: All melee and ranged attacks made by you and your allies are considered critical hits for the remainder of the encounter.
- Two “Even” and One “Odd” Numbers: You cast thunder on all enemy targets in close burst 8.

ABILITY SCORE INCREASE
Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

STARTING GIL
Rogues begin play with 1d6 x 150 gil.
SAMURAI

Samurai are honourable people, only taking up arms if all other options have failed. They tend to either serve one individual, a master as it were, or preserve the peace in a small community, acting as the local sheriff of sorts.

PLAYING A SAMURAI

Samurai do not go looking for trouble, always trying to preserve the peace and seek a logical solution. However, if a call to arms is inevitable, they will fight, but they always see fighting as the very last option.

Samurai have one of the best melee statistics in the game, and they are best on the front row of combat; defending those that cannot defend themselves.

EXAMPLES OF SAMURAI IN FINAL FANTASY VII

Rosso the Crimson, Sephiroth, Weiss the Immaculate.

GAME RULE INFORMATION

Samurai have the following game statistics

ABILITIES

Strength and Constitution should be the samurai’s highest abilities. Wisdom plays an important role as well as some of the samurai’s skills are associated with it.

HIT POINTS

Samurai begin play at 1st level with a number of hit points equal to 10 + their Constitution score. At each level after 1st, samurai gain 1d10 hit points + their Constitution modifier.

MAGIC POINTS

Samurai begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, samurai gain 1d8 magic points + their Intelligence modifier.

CLASS SKILLS

The samurai’s list of class skills, along with their associated abilities, are as follows:

- Athletics (Str)
- Knowledge* (Int)
- Melee Strike (Str)
- Perception (Wis)
- Persuasion (Cha)
- Stealth (Dex)
- Survival (Wis)

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: (2 + Int modifier) x 4.
Skill Points at each additional level: 2 + Int modifier.

CLASS FEATURES

All of the following are features of the samurai class.

- Athletics (Str)
- Knowledge* (Int)
- Melee Strike (Str)
- Perception (Wis)
- Persuasion (Cha)
- Stealth (Dex)
- Survival (Wis)

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: (2 + Int modifier) x 4.
Skill Points at each additional level: 2 + Int modifier.
ARMOUR PROFICIENCY
As a samurai, you gain proficiency with the following types of armour: Armlets, Heavy, and Light.

DEFENCE BONUSES
At 1st level, you receive a +1 class bonus to Reflex Defence and Will Defence, and a +2 class bonus to Magic Defence.
- At 11th level, the class bonus to Defences increase to +2 to Reflex and Will, and +4 to Magic.
- At 21st level, the class bonus to Defences increase to +3 to Reflex and Will, and +6 to Magic.
- At 31st level, the class bonus to Defences increase to +4 to Reflex and Will, and +8 to Magic.
- At 41st level, the class bonus to Defences increase to +5 to Reflex and Will, and +10 to Magic.

WEAPON PROFICIENCY
At 1st level, you gain proficiency with swords, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

BONUS FEATS
At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.
- You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

SAMURAI SPECIALISATION
At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

ARMOUR SPECIALIST
You have learnt how to use the armour you wear affectively.
- Effect: You can choose to apply either one-half your level (rounded-down) or the armour bonus associated with your armour to Reflex Defence, whichever is the highest.
- Penalty: The speed penalty associated with your armour increases by 1 (if your armour doesn’t reduce your speed under normal circumstances, you reduce your speed by 1 square instead).
- Special: 11th Level: You decrease your speed penalty by 1.

21st Level: Your armour bonus to Reflex Defence increases by 3.
31st Level: Your armour bonus to Reflex Defence increases by 5.
41st Level: You apply both your armour bonus and one-half your level to Reflex Defence.

WEAPON SPECIALIST
You have learnt how to use the weapon you wield affectively.
- Effect: Whenever you wield a two-handed melee weapon with one hand, you don’t take any penalty to Melee Strike checks. In addition, you treat the hit rate of the weapon you are using as though it were 1 point higher.
- Penalty: You take a -10 penalty to your Reflex Defence until the end of the encounter.
- Special: 11th Level: Penalty is reduced to -7.
- 21st Level: Penalty is reduced to -5.
- 31st Level: Penalty is reduced to -2.
- 41st Level: Penalty is reduced to +0.

MAGIC BREAK
Starting at 1st level, you can make a Persuasion check against the Will Defence of a single target in your line of sight. If the check is successful, the target loses a number of magic points based on your level (see “The Samurai” table). You cannot reduce a target’s magic point total to a negative number.
- You can use this ability a number of times per encounter equal to 1 + your Wisdom modifier.

OCTASLASH
Once per encounter, as a full-round action, you can make up to two melee attacks against a single enemy target within close burst 2. Your Reflex Defence is considered 0 until the start of your next turn.
- At 3rd level, and every eight levels thereafter, you can make one additional attack.
- By level 43, you can make up to eight melee attacks against a single target, however the penalty still applies.

SAMURAI TECHNIQUE
At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a samurai technique. The technique must be selected from those presented below and, once chosen, cannot be changed.
- You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.
## The Samurai

<table>
<thead>
<tr>
<th>Level</th>
<th>Class Features</th>
<th>Melee Damage</th>
<th>Ranged Damage</th>
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FORCE THE SITUATION
You fight better when you are backed into a corner.
Can only be used when bloodied.
Time: Standard action.
Range: All targets in blast 1.
Check: Melee Strike vs. Fortitude.
Effect: 1d8 + your level force damage.
Targets are pushed back 4 squares.
If an ally occupies a square that an enemy target would be pushed into, the target takes 1d4 collision damage and moves to an available square adjacent to the ally. This grants the ally an attack of opportunity against the target.
Special: 11th Level: Damage increases to 3d8.
21st Level: Damage increases to 5d8.
31st Level: Damage increases to 7d8.
41st Level: Damage increases to 9d8.

GLIDING STRIKE
You move swiftly towards your foe that your feet barely touch the ground.
Time: Full-round.
Range: One target in Melee 6.
Check: Acrobatics vs Reflex.
Hit: Melee damage dice + your level.
Effect: You can shift a number of squares up to your speed after you hit the target. This does not provoke an attack of opportunity.

LAST ONE STANDING
Your emotions are fuelled when you realise your allies have fallen.
Time: Standard.
Range: All enemy targets in blast 6.
Check: Melee Strike vs. Will.
Hit: 1d12 + your level.
Effect: All enemy targets that are hit by your Melee Strike check are infected with the sleep condition
Sustain Move: targets are infected until the end of the encounter.
Special: You gain a +5 bonus to damage for each fallen ally (unconscious or dead).

NECROTIC STRIKE
You awaken the darkness within your weapon.
Can only be used when bloodied.
Time: Standard.
Range: One target in Melee 1.
Check: Athletics vs. Fortitude.
Hit: Necrotic damage = 2d8 x one-half your level (rounded down).
Special: 11th Level: Damage increases to 3d8.
21st Level: Damage increases to 4d8.
31st Level: Damage increases to 5d8.
41st Level: Damage increases to 6d8.

RADIANT BLOW
You fill your enemy with a divine wrath never seen before.
Can only be used when bloodied.
Time: Standard.
Range: One target in Melee 1.
Check: Melee Strike vs. Fortitude.
Hit: Radiant damage = 1d10 + one-half your level (rounded down). The target becomes dazed until the start of your next turn.
Special: 11th Level: Damage increases to 2d10
21st Level: Damage increases to 3d10
31st Level: Damage increases to 4d10
41st Level: Damage increases to 5d10

WARDING STRIKE
You attack an enemy that was on the verge of assaulting one of your allies.
Time: Reaction – An enemy attacks an ally.
Range: Close burst 4.
Check: Melee Strike vs. Fortitude.
Hit: Max melee damage dice + your level.
Effect: Enemy target’s attack is considered an automatic fail and their turn immediately ends.
You move adjacent to your ally.
Special: The ally is considered to have total cover while they remain adjacent to you.

ABILITY SCORE INCREASE
Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.
You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

STARTING GIL
Samurai begin play with 1d6 x 225 gil.
SCHOLAR
Scholars are the educated man; seeking knowledge, wisdom, and understanding in a world that is cruel. They can be professors, politicians, medics, or even a CEO of a mega corporation. Some bring honour to the name; others are sly, treacherous, and dishonourable to the core.

PLAYING A SCHOLAR
A scholar rarely takes the forward approach when it comes to fighting, however their main field of expertise is buffing their allies and negotiating peaceful solutions to keep them out of trouble. Always keep an eye on your health as it is the scholar’s main flaw.

EXAMPLES OF SCHOLAR IN FINAL FANTASY VII
Dr. Hollander, Grimoire Valentine, Professor Hojo, Reeve Tuesti, Rufus Shinra.

GAME RULE INFORMATION
Scholars have the following game statistics

MULTICLASSING
Scholar is the only class that can multiclass more than once. Instead of only allowing to gain one Multiclass feat (see Multiclass Feats in Chapter 05), scholars can select up to three, so long as they meet the prerequisites.

ABILITIES
Charisma is the most important ability for a scholar, as are Wisdom and Intelligence.

HIT POINTS
Scholars begin play at 1st level with a number of hit points equal to 6 + their Constitution score. At each level after 1st, scholars gain 1d6 hit points + their Constitution modifier.

MAGIC POINTS
Scholars begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, scholars gain 1d10 magic points + their Intelligence modifier.
<table>
<thead>
<tr>
<th>LEVEL</th>
<th>CLASS FEATURES</th>
<th>MELEE DAMAGE</th>
<th>RANGED DAMAGE</th>
<th>MAGIC DAMAGE</th>
<th>INSPIRING WORD</th>
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**CLASS SKILLS**
The scholar’s list of class skills, along with their associated abilities, are as follows:

- **Deception (Cha)**, **Knowledge* (Int)**
- **Perception (Wis)**, **Performance (Cha)**, **Persuasion (Cha)**, **Pilot (Dex)**, **Streetwise (Cha)**, **Treat Injury (Wis)**, **Use Computer (Int)**

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: (3 + Int modifier) x 4.
Skill Points at each additional level: 3 + Int modifier.

**CLASS FEATURES**
All of the following are features of the scholar class.

**ARMOUR PROFICIENCY**
As a scholar, you gain proficiency with the following types of armour: **Bangles**, **Headdresses**, and **Light**.

**DEFENCE BONUSES**
At 1st level, you receive a +1 class bonus to Reflex Defence and Magic Defence, and a +2 class bonus to Will Defence.

- At 11th level, the class bonus to Defences increases to +2 to Reflex and Magic, and +4 to Will.
- At 21st level, the class bonus to Defences increases to +3 to Reflex and Magic, and +6 to Will.
- At 31st level, the class bonus to Defences increases to +4 to Reflex and Magic, and +8 to Will.
- At 41st level, the class bonus to Defences increases to +5 to Reflex and Magic, and +10 to Will.

**WEAPON PROFICIENCY**
At 1st level, you gain proficiency with one weapon group of your choice, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

**BONUS FEATS**
At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

**SCHOLAR SPECIALISATION**
At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

**COLLABORATOR SPECIALIST**
You have learnt to work both sides of the conflict in war and can manipulate your enemies into thinking that you are not a threat.

- **Effect:** When you roll Initiative at the beginning of combat, also roll a Deception check, comparing the result to the Will Defence of all enemies in close burst 5. If your Deception check is successful, that target cannot attack you and does not believe you to be an enemy (though they do not consider you an ally) while this effect is active.
- **Penalty:** If you attack or otherwise obviously harm or hinder a target under the effect of this ability, or one of that target’s allies, this effect ends.

- **Special:** 11th Level: You treat the target’s Will Defence as though it were 2 points less.
- **21st Level:** You treat the target’s Will Defence as though it were 5 points less.
- **31st Level:** You treat the target’s Will Defence as though it were 7 points less.
- **41st Level:** You treat the target’s Will Defence as though it were 10 points less.

**INFLUENTIAL SPECIALIST**
One of your greatest strengths is your ability to exert influence over your opponents.

- **Effect:** You can make a Persuasion check as a standard action to demand surrender from an opponent who has been bloodied. The target must be able to understand you. If your check result equals or exceeds the target’s Will Defence, it surrenders to you and your allies, drops any weapons it is holding, and takes no hostile actions.
- **Penalty:** If the target is higher level than you, it gains a +5 bonus to its Will Defence. If you or any of your allies attack it, it no longer submits to your will and can act normally.

- **Special:** 11th Level: The target’s bonus to Will Defence is reduced to +4.
- **21st Level:** The target’s bonus to Will Defence is reduced to +3.
- **31st Level:** The target’s bonus to Will Defence is reduced to +2.
- **41st Level:** The target’s bonus to Will Defence is reduced to +1.
**INSPIRING WORD**

Starting at 1st level, as a standard action, you can bolster the morale in your allies, providing them with one of the following benefits: +2 morale bonus to attacks, +2 morale bonus to defences, or +2 morale bonus to saving throws. Allies must be able to see and hear you in order to benefit from this ability, and must be in a close burst 4 from you.

The benefit lasts until the start of your next turn, and you cannot use this ability twice in two consecutive turns.

You can use this ability a number of times per encounter equal to 1 + your Charisma modifier. The morale bonus increases as you level up (see “The Scholar” table).

**RECALL**

Once per encounter, starting at 1st level, whenever you make a Knowledge check to recall a piece of information, you can reroll the check and keep the better of the two rolls.

At 3rd level, you can use this ability twice per encounter, and you gain one additional usage per encounter every eight levels thereafter (11th, 19th, 27th, 35th, and 43rd level).

**SCHOLAR TECHNIQUE**

At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a scholar technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.

**FEED INFORMATION**

Through your study of battle tactics, you bolster your allies in their struggle.

**Time:** Swift.

**Range:** One ally in Ranged 6.

**Effect:** You can grant two allies a +1 morale bonus on their next attack made before the beginning of your next turn.

Special: 11th Level: Bonus increases to +2.

21st Level: Bonus increases to +4.

31st Level: Bonus increases to +6.

41st Level: Bonus increases to +8.

**MINERVA’S BLESSING**

A blessing from the goddess herself provides undeniable protection against your foes.

**Time:** Standard.

**Range:** You/one ally in close burst 2.

**Check:** Spellcasting vs. Will.

**Hit:** Affected target has the *invincibility* condition placed upon them for a number of rounds equal to 1d4. +2 bonus to all defences until the end of the encounter.

Special: 11th Level: Bonus to defences increases to +4.

21st Level: Bonus to defences increases to +6.

31st Level: Bonus to defences increases to +8.

41st Level: Bonus to defences increases to +10.

**PERSONAL VENDETTA**

Your taunt your enemies into concentrating their efforts against you, protecting your allies.

**Time:** Swift.

**Range:** All enemy targets in close burst 4.

**Check:** Persuasion vs. Will.

**Effect:** All enemy targets that heard the taunt receive a -10 penalty to their attacks made against any target other than you. You receive a +5 bonus to Reflex Defence against attacks made by the enemy targets you taunted.

Special: Any affected targets that are bloodied fall prone as well.

**WEAKEN RESOLVE**

You cause your foe to flee from your devastating attack.

**Time:** Reaction – you deal damage to a target that makes them bloodied.

**Check:** Persuasion vs. Will.

**Effect:** You fill the target with terror, causing them to be pushed a number of squares equal to 1 + your Charisma modifier. The target can’t take standard actions, swift actions, or full-round actions on their next turn.

Special: The target can make a Wisdom saving throw as a reaction to negate the effects of this ability.

**ABILITY SCORE INCREASE**

Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

**STARTING GIL**

Scholars begin play with 1d6 x 200 gil.
**WHITE MAGE**

White Mages are trained to use materia accessible to her in the best combination she can think of. They can be members of a religious organisation, or can be someone who specialises in magical healing over physical violence. They understand the lifestream and all the benefits the planet’s blood can provide.

White mages can be found all over the planet. They can be healers or priests with the power to summon beasts to fight in their name.

**PLAYING A WHITE MAGE**

White mages are the rangers of spellcasting, choosing to stand in the back row of a fight; healing their allies. As they are one of two classes that gain very little in the way of hit points, it is best to keep away from close combat and keep track of your own health in case the worst happens. Some spells are best effective when bloodied, however.

**EXAMPLES OF WHITE MAGES IN FINAL FANTASY VII**

Aerith Gainsborough.

**GAME RULE INFORMATION**

White mages have the following game statistics.

**ABILITIES**

A white mage should be gifted in all abilities, but Wisdom and Charisma are most important.

**HIT POINTS**

White mages begin play at 1st level with a number of hit points equal to 4 + their Constitution score. At each level after 1st, white mages gain hit points equal to 1d4 + their Constitution modifier.

**MAGIC POINTS**

White mages begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, white mages gain magic points equal to 1d12 + their Intelligence modifier.

**CLASS SKILLS**

The white mage’s list of class skills, along with their associated abilities, are as follows:

- Knowledge* (Int), Perception (Wis), Persuasion (Cha), Spellcasting (Cha), Treat Injury (Wis).

*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1st level: (1 + Int modifier) x 4.
Skill Points at each additional level: 1 + Int modifier.
## THE WHITE MAGE

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<td>-</td>
<td>-</td>
</tr>
<tr>
<td>44th</td>
<td>White Mage Technique</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>9/encounter</td>
<td>25d8</td>
</tr>
<tr>
<td>45th</td>
<td>Bonus Feat</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>46th</td>
<td>White Mage Technique</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>47th</td>
<td>Bonus Feat</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>48th</td>
<td>White Mage Technique</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>49th</td>
<td>Bonus Feat</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>50th</td>
<td>Bonus Feat</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

### Class Features

All of the following are features of the white mage class.

### Armour Proficiency

As a white mage, you gain proficiency with the following types of armour: Bangles, Headdresses, and Light.
**Defence Bonuses**

At 1st level, you receive a +1 class bonus to Reflex, Fortitude, Will, and Magic.

At 11th level, the class bonus to Defences increase to +2 to Reflex, Fortitude, Will, and Magic.

At 21st level, the class bonus to Defences increases to +3 to Reflex, Fortitude, Will, and Magic.

At 31st level, the class bonus to Defences increases to +4 to Reflex, Fortitude, Will, and Magic.

At 41st level, the class bonus to Defences increases to +5 to Reflex, Fortitude, Will, and Magic.

**White Mage Specialisation**

At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

**Healing Specialist**

You have gained knowledge and insight into the best healing practices known to the lifestream.

**Effect:** Whenever you make a Spellcasting check to cast a spell that heals a target of a condition or hit points, such as *cure or esuna*, you can reroll the check, keeping the better of the two rolls.

**Penalty:** You receive a -10 penalty to Spellcraft checks when you cast any other spell other than those that heal, such as elemental spells (fire, blizzard, etc.) and conditioning spells (slow, silence, etc.).

**Special:** 11th level: Penalty to Spellcasting checks decrease to -7.

21st level: Penalty to Spellcasting checks decrease to -5.

31st level: Penalty to Spellcasting checks decrease to -2.

41st level: Penalty to Spellcasting checks decrease to 0.

**Summoning Specialist**

You specialise in summoning beasts to fight in your name.

**Effect:** You treat the DC for summoning as though it were 5 points less. In addition, you can cast a summon beast one additional time per day.

**Penalty:** After you have successfully summoned a beast, you lose your Dexterity modifier (if any) to Reflex Defence until the start of your next turn. Also, you take a -10 penalty to Spellcasting checks made to cast spells, other than summoning, until the end of the encounter.

**Special:** 13th level: Penalty to spellcasting decreases to -7.

25th level: Penalty to spellcasting decreases to -5.

35th level: Penalty to spellcasting decreases to -2.

45th level: Penalty to spellcasting decreases to +0.

**Weapon Proficiency**

At 1st level, you gain proficiency with staves, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

**Bonus Feats**

At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

**Channel Magic**

Once per encounter, starting at 1st level, you can provide an ally with a bonus to Spellcasting checks made to cast magic and summons equal to one-half the ally’s level (rounded down). The bonus lasts until the end of the encounter, however you must remain within line of sight of the ally otherwise the bonus is lost.

At 3rd level, the use of Channel Magic increases to twice per encounter, and you gain an additional usage per encounter every eight levels thereafter (11th, 19th, 27th, 35th, and 43rd level). You cannot grant the same ally with this benefit more than once per encounter.

**White Mage Technique**

At 3rd level, and every four levels thereafter (7th, 11th, 15th, 19th, etc.), you gain a white mage technique. The technique must be selected from those presented before and, once chosen, cannot be changed.

**Clear Tranquil**

You provide magical healing to your friends.

**Time:** Standard.

**Range:** You/allies in blast 5.

**Check:** Spellcasting vs. Fortitude.

**Hit:** Heal 1d8 hit points. Your Constitution modifier (if any) applies. You also heal 1d8 magic points. Your Intelligence modifier (if any) applies.

**Special:** If allies’ Fortitude Defence is less than your Spellcasting skill modifier, it is considered an automatic hit.

11th level: Healing increases to 2d8.
21st level: Healing increases to 3d8.
31st level: Healing increases to 4d8.
41st level: Healing increases to 5d8.

HEALING WIND
Through the knowledge of the lifestream, you breathe new health into your allies.

Time: Standard.
Range: You/all allies in a close burst 4.
Check: Spellcasting vs. Constitution score.
Hit: Heal 1d12 hit points. Target’s Constitution modifier (if any) applies.
Special: If allies’ Constitution score is less than your Spellcasting skill modifier, it is considered an automatic hit.

11th level: Healing increases to 2d12.
21st level: Healing increases to 3d12.
31st level: Healing increases to 4d12.
41st level: Healing increases to 5d12.

SEAL EVIL
You halt your foe in their tracks, leaving them prone and defenceless.

Time: Standard.
Range: One target in Ranged 10.
Check: Spellcasting vs. Magic.
Hit: Inflict the stop and silence conditions (save ends).
Sustain Swift: Target is infected with stop and silence until the end of the encounter.
Special: If Spellcasting check exceeds target’s Magic Defence by 5 or more, all allies in radius 6 of you are granted combat advantage against the target until the start of your next turn.

BREATH OF THE EARTH
With your magic, you remove debilitating conditions from your allies.

Time: Standard.
Range: All allies in a close burst 5.
Check: Spellcasting vs. Fortitude.
Hit: Allies are healed of the following conditions (if applicable): blind, haste, poisoned, silence, sleep, slow, stop, zombie.
Special: If your Spellcasting skill modifier is more than the targets’ Fortitude Defence, the check is considered an automatic hit.

PLANET PROTECTOR
You are gifted at bolstering your allies with determination and pride.

Time: Move.
Range: All allies in a close burst 7 that are bloodied.
Check: Spellcasting vs. Will.
Hit: All affected allies have the invincibility condition placed upon them for a number of rounds equal to 1d4.
Special: 11th level: Duration of condition lasts for 1d6 rounds.
21st level: Duration of condition lasts for 1d8 rounds.
31st level: Duration of condition lasts for 1d10 rounds.
41st level: Duration of condition lasts for 1d12 rounds.

PULSE OF LIFE
You bless your allies with more time to finish the situation.

Time: Standard.
Range: All allies in blast 8 that are bloodied.
Check: Spellcasting vs. Fortitude.
Hit: Heal 2d12 hit points and 1d10 magic points.
Penalty: You must reduce your own current hit points and current magic points by half (rounded down) in order for your allies to benefit from this ability.
Special: If your Spellcasting skill modifier is more than the targets’ Fortitude Defence, the check is considered an automatic hit.

ABILITY SCORE INCREASE
Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

PRAY
As a full-round action, you can make a quick prayer to the planet to heal all allies’ health in a close burst 6. The allies heal hit points equal to the amount shown in the “The White Mage” table.

You can use this ability a number of times per day equal to 1 + your Wisdom modifier, and you do not expend any magic points.

STARTING GIL
White mages begin play with 1d6 x 150 gil.
Skills represent a variety of abilities that your character can do, and you get better at them as you level up. Making a skill check takes into account your natural talent (ability modifier), your training (proficiency bonus), and luck (the die roll). It may also take into account the armour you are wearing (armour check penalty), among other things as well.

WHAT'S NEW?
Skill training has been replaced with a new system that combines the skill points system and the skill proficiency system. Enemy Skill spells are now Monster Skills, working in par with the rest of the skill system.
PROFICIENCY BONUSES

Proficiency bonuses represents your character’s training in a particular skill. It measures how well you know how to do something as well as how well are your chances of getting the best results. You either know how to do something or you don’t; it really is that basic.

Each class has a set number of skill points a character acquires at each level. Your Intelligence modifier always applies to that set number (if your Intelligence modifier is a minus, you treat it as a +0; you never subtract skill points). You then use your skill points to distribute them among the skills as you see fit. For every one skill point in a particular skill, you are granted a +1 proficiency bonus to that skill. (For example, spending four skill points in the Persuasion skill means you get a +4 proficiency bonus when you make Persuasion checks.) The max number of skill points you can put in a skill at any given time are stated in the “Level Advancement” table in Chapter 3.

Putting skill points in cross-class skills (see Class Skills vs. Cross-Class Skills, below) require you to spend two skill points to receive a +1 proficiency bonus in that skill. This is due to the fact the cross-class skills are not associated with your chosen class, however having a proficiency bonus in a cross-class skill represents you learning additional abilities outside your field of expertise.

CLASS SKILLS VS. CROSS-CLASS SKILLS

Each class have their own list of class skills that are flavoured to that class. All other skills are considered ‘cross-class’ skills. Every time you spend a skill point in a class skill, your proficiency bonus increases by +1 in that skill.

Putting skill points in a cross-class skill represents your character’s additional training he is receiving outside his field of expertise. Because of this, you must spend 2 skill points every time to receive a +1 proficiency bonus in a cross-class skill.

The max number of skill points you can spend in a cross-class skill is always one-half the max number of skill points you can spend in a class skill (rounded down). For example, a 1st level character can have a +3 maximum proficiency bonus in a class skill and a +1 maximum proficiency bonus in a cross-class skill. At 11th level, the maximum proficiency bonus you can have in a class skill and cross-class skill becomes 8 and 4 respectively; 13 and 6 respectively at 21st level; 18 and 9 respectively at 31st level; 23 and 11 respectively at 41st level.

MAKING A SKILL CHECK

To make a skill check, you roll:

1d20 + proficiency bonus + key ability modifier

Some feats, equipment, armour, materia, or class features may also alter a skill check; be it a bonus or a penalty. Note any additional modifiers to skill checks in the “Miscellaneous Modifiers” column on the skill section on your character sheet.

ABILITY CHECKS

Sometimes you try to do something to which no specific skill applies. In these cases, you make an ability check: Roll 1d20 and apply the appropriate ability modifier. The GM assigns a DC, or sets up an opposed check when two characters are engaged in a contest using one ability against another. The character who rolls highest acts first.

In some cases, a test of one’s ability doesn’t involve luck. Just as you wouldn’t make a height check to see who is taller, you don’t make a Strength check to see who is stronger.

<table>
<thead>
<tr>
<th>EXAMPLE ABILITY CHECK</th>
<th>KEY ABILITY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Forcing open a jammed or locked door</td>
<td>Strength</td>
</tr>
<tr>
<td>Tying a rope</td>
<td>Dexterity</td>
</tr>
<tr>
<td>Holding one’s breath</td>
<td>Constitution</td>
</tr>
<tr>
<td>Navigate a maze</td>
<td>Intelligence</td>
</tr>
<tr>
<td>Remembering to lock a door</td>
<td>Wisdom</td>
</tr>
<tr>
<td>Getting yourself noticed in a crowd</td>
<td>Charisma</td>
</tr>
</tbody>
</table>
TYPES OF SKILL CHECKS

When you use a skill, you make a skill check to see how well you do. The higher the result on your skill check, the better you do. Based on the circumstances, your result must equal or exceed a particular number (a DC or the result of opposed skill check) for you to use the skill successfully. The harder the task, the higher the number you need to roll.

OPPOSED CHECK

Some skill checks are opposed checks. They are made against a randomised number, usually another character’s skill check result. For ties on opposed checks, the character with the higher skill modifier wins.

CHECK AGAINST A DIFFICULTY CLASS (DC)

Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that you must score as a result on your skill check to succeed.

REROLLING

Some special abilities are more flexible in that they allow you to reroll a skill check and keep the better of the two results. You must declare that you are using this option immediately after making the check but before any effects are resolved. You can reroll a skill check as many times as you see fit, but only once per turn.

KEEPING THE GAME MOVING

As a rule of thumb, you don’t need to make a die roll for every skill check. If the skill modifier equals or exceeds the set DC (or a target’s Defence score), it is considered an automatic success. This helps keep the game moving without slowing the pace or making the game boring. The only skills that do not benefit from this are Melee Strike, Ranged Strike, and Spellcasting.

SKILL DESCRIPTIONS

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for each other purposes than those listed here. For example, you might be able to impress the Shinra executives by making a Knowledge check of some kind.

Here is the format for skill descriptions.

SKILL NAME (KEY ABILITY)

The skill name line and the line beneath it include the following information.

Key Ability: The abbreviation for the ability whose modifier applies to the key skill check.

Armour Check Penalty: If “Armour Check Penalty” appears on the line beneath the skill name, a character takes a penalty on skill checks made with this skill if he’s wearing armour with which he is not proficient. The size of the armour check penalty depends on the type of armour: light, +0; headaddresses, +0; bangles, -2; armlets, -2; or heavy, -10.

ACROBATICS (DEX)

Armour Check Penalty

You can move at normal speed across difficult terrain, keep your balance while walking on a narrow surface, take less damage from a fall, slip free of restraints or a grappling foe, and get up from prone safely. In addition to the specific options listed below, you can use Acrobatics to perform typical tumbling, flipping, or gymnastic manoeuvres.

Balance: A successful Acrobatics check allows you to move at half speed along a narrow surface such as a ledge or wire. The DC of the Acrobatics check varies with the width of the surface. If the surface is slippery or unstable, increase the DC by 5. A failed check means you fall prone and must make a DC 15 Dexterity save to catch the ledge or wire.

<table>
<thead>
<tr>
<th>NARROW SURFACE</th>
<th>ACROBATICS DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>8-15 cm wide</td>
<td>10</td>
</tr>
<tr>
<td>4-7 cm wide</td>
<td>15</td>
</tr>
<tr>
<td>Less than 4 cm</td>
<td>20</td>
</tr>
</tbody>
</table>

You are considered flat-footed while balancing, and thus you lose your Dexterity bonus to your Reflex Defence (if any).
SKILLS

If you take damage while balancing, you must immediately make another Acrobatics check against the same DC to keep from falling.

**Cross Difficult Terrain:** With a successful DC 15 Acrobatics check, you can move through difficult terrain at your normal speed.

**Escape Bonds:** With a successful Acrobatics check, you can slip free of restraints, wiggle through a tight space (DC 20), or escape from a grapple (DC = the grappler’s Dexterity check). The DC to slip free of a restraint depends on the type of restraint.

It takes a standard action to escape a grapple. It takes a full-round action to escape a net or to move 1 square through a tight space. It takes 1 minute to escape from ropes, handcuffs, or manacles.

**Fall Prone:** If you are trained in Acrobatics and succeed at a DC 15 check, you can drop to a prone position as a free action (instead of a swift action).

**Reduce Falling Damage:** With a successful DC 15 Acrobatics check, you can treat a fall as if it was 3 meters (2 squares) shorter when determining damage. For every 10 points by which you beat this DC, you can subtract an additional 3 meters from the fall for determining damage. If you make this check and take no damage from the fall, you land on your feet.

If you are struck by a falling object, you can reduce the damage you take by half with a successful DC 15 Acrobatics check.

**Stand Up from Prone:** If you are trained in Acrobatics and succeed at a DC 15 check, you can stand up from a prone position as a swift action (instead of a move action).

**Tumble:** If you succeed at a DC 15 Acrobatics check. You can tumble through the threatened area or fighting space of an enemy as part of your move action without provoking an attack of opportunity. Each threatened square or occupied square that you tumble through counts as 2 squares of movement.

### ATHLETICS (STR)

**Armour Check Penalty**
Make an Athletics check to attempt physical activities that rely on muscular strength, including climbing, jumping, and swimming.

**Accelerated Climbing:** You try to climb more quickly than normal, but you take a -5 penalty on Athletics checks. Accelerated climbing allows you to climb at your full speed as a full-round action. You can move half that far – one-half your speed – as a move action.

**Catching Yourself When Falling:** It’s practically impossible to catch yourself on a wall.
while falling. Make an Athletics check (DC = the wall’s DC +20) to do so. A slope is relatively easier to catch yourself on (DC = the slope’s DC + 10).

Climb Surface: With each successful Athletics check, you can advance up, sown, or across a slope or wall or other steep incline. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. You can climb at one-half of your speed as a full-round action. You can move half that far – one-fourth of your speed – as a move action.

A failed Athletics check indicates that you make no progress, and a check that fails by 5 or more means that you fall from whatever height you have already attained. The DC of the check depends on the circumstances of the climb:

<table>
<thead>
<tr>
<th>DC</th>
<th>EXAMPLE WALL OR SURFACE</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Slope too steep to walk up; knotted rope with a wall to brace against.</td>
</tr>
<tr>
<td>5</td>
<td>Rope with a wall to brace against or a knotted rope, but not both.</td>
</tr>
<tr>
<td>10</td>
<td>Surface with ledges to hold on to and stand on, such as a very rough wall.</td>
</tr>
<tr>
<td>15</td>
<td>Surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree; an unknotted rope.</td>
</tr>
<tr>
<td>20</td>
<td>Uneven surface with some narrow handholds and footholds.</td>
</tr>
<tr>
<td>25</td>
<td>Rough surface, such as a natural rock wall or a brick wall.</td>
</tr>
<tr>
<td>25</td>
<td>Overhang or ceiling with handholds but no footholds.</td>
</tr>
<tr>
<td>-10</td>
<td>Perfectly smooth, flat, vertical surface cannot be climbed.</td>
</tr>
<tr>
<td>-5</td>
<td>Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).</td>
</tr>
<tr>
<td>+5</td>
<td>Surface is slippery (increases normal DC by 5).</td>
</tr>
</tbody>
</table>

*S These modifiers are cumulative; use any that apply.

Since you can’t move to avoid an attack while climbing, opponents get a +2 bonus on attack rolls against you, and you lose any Dexterity bonus to your Reflex Defence.

Any time you take damage while climbing; make an Athletics check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

Grab: You can attempt to physically grab an adjacent target that is smaller than you, same size as you, or one category larger than you. When grabbing a target, they are considered prone, and the target’s opposing Athletics check sets the DC. At the start of the target’s turn, they can make a Dexterity check to try and release themselves from the grab (DC = your Strength score).

You can sustain a grab as a swift action, and your can end a grab as a free action.

High Jump: The DC of a running high jump is equal to the distance cleared (in meters) multiplied by 12. For example, landing atop a 1.5-meter-high (1-square-high) ledge requires a successful DC 18 Athletics check. If you use a pole of sufficient height to help you vault the distance, the DC is halved. If you do not get at least a 4-square running start, the DC is doubled.

Jump Down: If you intentionally jump down from a height, you can attempt a DC 15 Athletics check to take falling damage as if you dropped 3 meters (2 squares) fewer than you actually did. If you succeed on this check and take no damage, you land on your feet.

Long Jump: The DC of a running long jump is equal to the distance cleared (in meters) multiplied by 3. For example, clearing a 3-meter-wide (2-square-wide) pit requires a successful DC 9 Athletics check. If you do not get at least a 4-square running start, the DC is doubled.

Making Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per meter. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with an ice axe or similar implement can cut handholds or footholds in an ice wall.

Swim: A successful Athletics check allows you to swim one-quarter your speed as a move action or one-half you speed as a full-round action. Roll once per round. If you fail, you make no progress through the water. If you fail by 5 or more, you go underwater and must hold your breath (see the Endurance skill description, above) until you reach the surface by succeeding on an Athletics check. The DC for the Athletics check depends on the situation:

<table>
<thead>
<tr>
<th>SITUATION</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Calm water</td>
<td>10</td>
</tr>
<tr>
<td>Rough water</td>
<td>15</td>
</tr>
<tr>
<td>Stormy water</td>
<td>20</td>
</tr>
</tbody>
</table>

Special: When climbing, someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use the encumbrance rules (Chapter 08: Equipment) to determine how much weight a character can lift.
You can make the untrue seem true, the outrageous seem plausible, and the nefarious seem ordinary. The skill encompasses conning, fast-talking, misdirection, forgery, disguise, and outright lying. Use a Deception check to sow temporary confusion, pass as someone you’re not, get someone to turn his head in the direction you point, or pass faked documents off as genuine.

**Deceive:** When you want to make another character believe something that is untrue, you can attempt to deceive them. You can deceive a target in one of two ways: by producing a deceptive appearance or by communicating deceptive information.

### Deceptive Appearance:
Make a Deception check opposed by the target’s Perception check. If you succeed, that character believes that the appearance is authentic. If you fail, the target detects the deception. Creating a deceptive appearance requires the following:

<table>
<thead>
<tr>
<th>DECEPTION</th>
<th>CHECK MODIFIER</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple</td>
<td>+5</td>
<td>A simple deception works in the target’s favour, or matches the target’s expectations, and it requires nothing you don’t have on hand.</td>
</tr>
<tr>
<td>Moderate</td>
<td>0</td>
<td>A moderate deception is believable and doesn’t affect the target much one way or the other, and you have most of the props you need.</td>
</tr>
<tr>
<td>Difficult</td>
<td>-5</td>
<td>A difficult deception is a little hard to believe, puts the target at some kind of risk, or undergoes scrutiny.</td>
</tr>
<tr>
<td>Incredible</td>
<td>-10</td>
<td>An incredible deception is hard to believe, presents a sizable risk to the target, or requires passing intense scrutiny.</td>
</tr>
<tr>
<td>Outrageous</td>
<td>-20</td>
<td>An outrageous deception is almost too unlikely to consider or requires material you just don’t have.</td>
</tr>
</tbody>
</table>

**Deceptive Information:** When you communicate deceptive information, such as telling a lie or distorting facts to lead the target to a false conclusion, make a Deception against the Will Defence of any target that can understand you. If you succeed, the target believes that what you’re telling them is true. While most cases of deceptive information are either verbal or written, you can deceive with gestures, body language, facial expressions, and so forth. Communicating deceptive information requires the following:

<table>
<thead>
<tr>
<th>TYPE OF DECEPTION</th>
<th>TIME REQUIRED</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple</td>
<td>At least a standard action</td>
</tr>
<tr>
<td>Moderate</td>
<td>Full-round action</td>
</tr>
<tr>
<td>Difficult</td>
<td>1 minute (10 rounds)</td>
</tr>
<tr>
<td>Incredible</td>
<td>10 minutes</td>
</tr>
<tr>
<td>Outrageous</td>
<td>1 hour</td>
</tr>
</tbody>
</table>

If your deceptive information is written, recorded, or otherwise preserved for later viewing/listening, your original Deception check result is compared to the Will Defence of all targets who later read, observe, or listen to your deception. You cannot attempt to rush the deception for less time than required.

A successful Deception check indicates that the target reacts as you wish, at least for a short time, or the target believes something that you want him to believe.

**Creating a Diversion to Hide:** You can use Deception to help you hide. A successful Deception check that equals or exceeds the target’s Will Defence gives you the momentary diversion you need to attempt a Stealth check while the target is aware of you.

**Feint:** Make a Deception check as a standard action to set the DC of your opponent’s Initiative check. If you beat your opponent’s roll, that target is treated as flat-footed against the first attack you make against him in the next round. You take a -5 penalty against monsters or creatures with an Intelligence lower than 3.

**Time:** A deception takes at least a standard action, but can take much longer if you try something elaborate. Disguises that require major changes to your physical outline, or forged documents with many safeguards, can take hours or even days.

In all cases, make a single Deception check at the time you create the deceptive appearance and compare your check result to the Perception check of any character who encounters it. You cannot attempt to rush the deception for less time than required.
**Knowledge (Int)**

Knowledge encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Each time you select Knowledge as a skill, you must choose a field of study from the list below:

- **Bureaucracy**: Business procedures, legal systems and regulations, and organisational structures.
- **Life Sciences**: Biology, botany, genetics, archaeology, medicine, and forensics.
- **Magic Lore**: Magic, materia, and mako.
- **Physical Sciences**: Astronomy, chemistry, mathematics, physics, and engineering.
- **Religious Lore**: Cetra, JENOVA, livestream, Minerva, and Deities.
- **Social Sciences**: Sociology, psychology, philosophy, theology, and criminology.
- **Tactics**: Techniques and strategies for disposing and manoeuvring forces in combat.
- **Technology**: Function and principle of technological devices, as well as knowledge of cutting edge theories and advancements.
- **World Lore**: Continents, cities, towns, villages, and world history.

**Common Knowledge**: You can answer a basic question about a subject related to your field of study with a DC 10 check. For example, a DC 10 Knowledge (world lore) check is enough to know that there are 14 Mako Reactors around the world.

**Expert Knowledge**: You can make a Knowledge check as a swift action to answer a question within your field of study that requires some level of expertise. The DC of the check ranges from 15 to 25. The GM may adjust the DC depending on the character’s personal experience. For example, a DC 20 Knowledge (life sciences) check might reveal specific information about the monster experiments within the Mako Reactor at Mt. Nibel, but the DC may be lower if the character making the check has actually been there.

**Mechanics (Int)**

You can bypass locks and traps, set and disarm explosives, fix malfunctioning devices, and modify and repair damaged mechanoids.

**Disable Device (requires security kit)**: You can use this skill to disarm a security device, defeat a lock or trap, or rig a device to fall when it is used. The effort takes a full-round action, and the DC depends on the intricacy or complexity of the item being disabled or sabotaged, as shown below:

<table>
<thead>
<tr>
<th>DEVICE</th>
<th>DC*</th>
<th>EXAMPLES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple</td>
<td>15</td>
<td>Sabotage a mechanical device, jam a gun, bypass a basic mechanical lock</td>
</tr>
<tr>
<td>Tricky</td>
<td>20</td>
<td>Sabotage an electronic device, bypass a basic electronic lock</td>
</tr>
<tr>
<td>Complex</td>
<td>25</td>
<td>Disarm an electronic security system, bypass a complex mechanical or electronic lock</td>
</tr>
</tbody>
</table>

* If you attempt to leave behind no trace of the tampering, increase the DC by 5.

If the Mechanics check fails by 5 or more, something goes wrong. If it’s a trap, you spring it. If it’s some sort of sabotage, you think the device is disabled, but it still works normally.

**Handle Explosives**: Setting a simple explosive to blow up a certain spot doesn’t require a check, but connecting and setting a bomb does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Setting a bomb, placing an explosive device, or disarming an explosive device is a full-round action.

<table>
<thead>
<tr>
<th>ACTION</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Set bomb</td>
<td>1</td>
</tr>
<tr>
<td>Place explosive device</td>
<td>15</td>
</tr>
<tr>
<td>Disarm explosive device</td>
<td>15</td>
</tr>
</tbody>
</table>

1) See “Explosives” in Chapter 08: Equipment.

**Jury-Rig**: You can make temporary repairs to any disabled mechanical or electrical device, from a simple tool to a complex vehicle component. Jury-rigging is a full-round action and requires a successful DC 25 check. If you use a tool kit, you gain a +5 equipment bonus on the check.

**Modify Mechanoid (requires tool kit)**: You can make a Mechanics check to modify a machine.

**Regulate Power**: When acting as the engineer on a vehicle or operating a device, you can spend three swift actions to make a DC 20 Mechanics check to regulate its power. If you are successful, the vehicle gains temporary shield points’ equal to its Dexterity bonus times your level.

**Repair (requires tool kit)**: You can spend 1 hour and make a DC 20 Mechanics check to repair a damaged mechanoid, vehicle, or object; restoring hit points equal to the target’s level (1d8 in the case of a vehicle or object) and removing
any persistent conditions currently affecting the machine/vehicle/object.

A mechanoid can attempt to repair itself, but it takes a -5 penalty on its skill check.

**MELEE STRIKE (STR)**

**Armour Check Penalty**

Use this skill to make melee attacks against a target.

**Melee Attack:** You can make a Melee Strike check to attack a target with a melee weapon. The target’s Reflex Defence sets the DC for the check.

**Unarmed Attack:** You can make a Melee Strike check to make an unarmed attack against an adjacent target. The target’s Reflex Defence sets DC.

**PERCEPTION (WIS)**

Use this skill to perceive threats as well as your surroundings. The distance between you and whatever you’re trying to perceive affects your Perception check, as do solid barriers and concealment.

**Avoid Surprise:** A Perception check made at the start of a battle determines whether or not you are surprised. A perception check made to avoid surprise is a reaction.

**Eavesdrop:** A DC 10 Perception check allows you to eavesdrop on a conversation. You must be able to understand the language being spoken. The DC increases to 15 in relatively noisy areas (such as a diner) or 25 in particularly loud areas (such as a welcoming parade). Eavesdropping on a conversation is a standard action.

**Hear Distant or Ambient Noises:** A DC 10 Perception check allows you to detect and identify distant or ambient noises. Actively listening for distant or ambient noises is a standard action.

**Notice Targets:** A Perception check lets you hear or spot other targets or detect someone or something sneaking up on you from behind. If the target is actively attempting to remain undetected, your Perception check is opposed by the target’s Stealth check. If the target is not making any special effort to avoid detection, the Perception check DC is determined by the target’s size: Colossal, DC -15; Gargantuan, DC -10; Huge, DC -5; Large, DC 0; Medium DC 5; Small, DC 10; Tiny, DC 15; Diminutive, DC 20; Fine, DC 25.

Detecting a target that enters your line of sight is a reaction. Actively looking or listening for hidden enemies (including those to whom you do not have a line of sight) is a standard action.

**Search:** You can carefully examine a 1-square area or a 1-cubic-meter volume of goods as a full-round action. A DC 15 Perception check allows you to find clues, hidden compartments, secret doors, traps, irregularities, and other details not readily apparent within that area. The GM may increase the DC for especially obscure well-hidden features.

You can also search a character for concealed weapons or objects. Make a Perception check opposed by the target’s Stealth check result. If you win the opposed check, you find the concealed object. You receive a +10 circumstance bonus on your Perception check if you physically touch the target to search for concealed items; this requires a full-round action and can only be used on a willing, pinned, or helpless target.

**Sense Deception:** You can use Perception to see through deceptive appearances made using the Deception skill. If your Perception check meets or exceeds the result of the Deception check, you realise that you’re being deceived. Your Perception check to sense the deception is a reaction.

**Sense Influence:** Make a Perception check to determine whether someone’s under the influence of JENOVA’s cells or other method of coercion (assuming the effect isn’t obvious). This requires a full-round action and a successful DC 20 check.

**PERFORMANCE (CHA)**

You are skilled in some type of artistic expression, and know how to put on a performance. Performance encompasses a number of unrelated skills.

Each time you select Performance as a skill, you must choose a field of entertainment from the list below:

**Comedy:** Joke-telling, impersonations, one-liners, and the occasional “Three Moogles walk into a bar” routine.

**Dance:** Ballet, Mideel Jig, Tango, Wolfion Trot, and other types of dance.

**Drama:** Acting, be it film, television, or theatre.

**Erotic:** Sexualised dancing, usually requires a pole or some form of prop.

**Mime:** Street performance. Make sure you’ve mastered the art of not speaking.

**Song:** Singing, be it orally or with a musical instrument.

**Storytelling:** The art of telling stories, making sure you keep your audience hooked with every sentence.
PERFORMANCE

Routine performance. Trying to earn gil by playing in public is essentially begging. You earn 1d10x20 gil/day.

Enjoyable performance. In a prosperous locale, you can earn 2d10x20 gil/day.

Great performance. In a prosperous locale, you can earn 2d10x50 gil/day. With time, you may be invited to join a professional troupe or band.

Memorable performance. In a prosperous locale, you can earn 2d10x100 gil/day. With time, you may come to the attention of wealthy patrons.

Extraordinary performance. In a prosperous locale, you can earn 2d10x200 gil/day. With time, you may draw attention from distant potential patrons.

Gamble: You can make a Performance check to bet on a chocobo race. If the chocobo you betted on comes 1st place, you win a number of gil equal to your Performance check result x 50 (a check result of 24, for example, will win you 1,200 gil).

If the chocobo you betted on comes in 2nd place, you win a number of gil equal to one-half your Performance check result (rounded down) x 20.

If the chocobo you betted on comes in at any other position, you lose a number of gil equal to your Performance check result x 50. If you haven’t got enough gil to do so, you are taken to the desert prison.

Time: Performance usually requires several minutes to an hour or more to enthrall an audience.

PERSUASION (CHA)

You can influence others with your tact, subtlety, and social grace or you can threaten them into being more cooperative.

Change Attitude: As a full-round action, you can make a Persuasion check to adjust the attitude of a creature with an Intelligence of 2 or higher using words, body language, or a combination of the two. The target must be able to see you. Apply a modifier to the check based on the target’s current attitude toward you: hostile -10, unfriendly -5, indifferent -2, or friendly +0 (see “Attitude Steps”). If the check equals or exceeds the target’s Will Defence, the target’s attitude shifts one step in your favour. If the target creature cannot understand your speech, apply a -5 penalty on your Persuasion check. You may attempt to change the attitude of a given creature only once per encounter.

ATTITUDE STEPS

<table>
<thead>
<tr>
<th>ATTITUDE</th>
<th>THE CREATURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hostile</td>
<td>Takes risks to harm you, usually attacking on sight.</td>
</tr>
<tr>
<td>Unfriendly</td>
<td>Wishes you ill but won’t go out of its way to harm you.</td>
</tr>
<tr>
<td>Indifferent</td>
<td>Regard you as neither a threat nor an ally and probably doesn’t attack you.</td>
</tr>
<tr>
<td>Friendly</td>
<td>Wishes you well but won’t take life-threatening risks on your behalf.</td>
</tr>
<tr>
<td>Helpful</td>
<td>Take risks to help you.</td>
</tr>
</tbody>
</table>

Haggle: Whenever you use the Streetwise skill, you can make a Persuasion check as a swift action to reduce by half the amount you must pay to acquire the information you desire. Conversely, you can use this skill as a full-round action to increase or reduce the sell price of a desired item by 50%. The DC depends on the attitude of the individual/s with whom you’re dealing: unfriendly DC 30, indifferent DC 25, friendly DC 20, or helpful DC 15. You can’t haggle with creatures that are hostile toward you or creatures that have an Intelligence of 2 or lower. No matter how adept you are at haggling, a creature won’t pay more for an item that can easily be obtained elsewhere for the standard listed price.

Intimidate: As a full-round action, you can make a Persuasion check to force a single creature with an Intelligence of 1 or higher to back down from a confrontation, surrender one of its possessions, reveal a piece of information, or flee from you for a short time. The creature must be able to see you. Your check result must equal or exceed the target’s Will Defence for the intimidation attempt to succeed. Apply a modifier to the check based on the threat the target perceives from you:

<table>
<thead>
<tr>
<th>SITUATION</th>
<th>MODIFIER</th>
</tr>
</thead>
<tbody>
<tr>
<td>Target is helpless or completely at your mercy</td>
<td>+5</td>
</tr>
<tr>
<td>Target is clearly outnumbered or disadvantaged</td>
<td>+0</td>
</tr>
<tr>
<td>Target is evenly matched with you</td>
<td>-5</td>
</tr>
<tr>
<td>You are clearly outnumbered or disadvantaged</td>
<td>-10</td>
</tr>
<tr>
<td>You are helpless or completely at the target’s mercy</td>
<td>-15</td>
</tr>
</tbody>
</table>
You can’t force the target to obey your every command or do something that endangers its life or the lives of its allies. A creature you successfully intimidate becomes one step more hostile toward you as soon as you are no longer an imminent threat (see “Attitude Steps”).

PILOT (DEX)

Use this skill to operate a vehicle. Basic operation of a vehicle does not require a skill check or special training, but performing evasive manoeuvres and difficult stunts does.

Whenever you make a Pilot check, you must apply the vehicle’s size modifier to your check.

Avoid Collision: You can make a DC 15 Pilot check as a reaction to reduce or negate the damage from a collision.

Dogfight: When operating an aerial vehicle, you can make a Pilot check as a standard action to engage in a dogfight.

Engage the Enemy: When piloting a vehicle in combat, you can choose to make a Pilot check instead of an Initiative check to determine your place in the initiative order.

Increase Vehicle Speed: You may make a DC 20 Pilot check as a swift action to make your vehicle perform beyond its normal limits. If the check fails, your vehicle’s speed does not increase. If you succeed, your vehicle’s speed increases by 1 square until the start of your next turn. For every 5 points by which you exceed the DC, your vehicle’s speed increases by an additional 1 square.

Ram: You can make a Pilot check as part of a full-round action to collide intentionally with a target.

RANGED STRIKE (DEX)

Armour Check Penalty

Use this skill to make ranged attacks against a target.

Ranged Attack: You can make a Ranged Strike check to attack a target with a ranged weapon. The target’s Reflex Defence sets the DC for the check.

RIDE (DEX)

Armour Check Penalty

Use this skill to ride a Chocobo or certain monsters.

Ride Beast: Typical riding actions don’t require checks. You can saddle, mount, ride, and dismount without a problem. Mounting or dismounting a Chocobo or monster is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or convincing a Chocobo or monster to do something unusual also requires a check.

Control Mount in Battle: As a move action, you can attempt to control a Chocobo or monster while in combat. If you fail, you can do nothing else that round. You do not need to roll for riding a Chocobo or monster that has been specifically trained for battle.

Fast Mount or Dismount: You can mount or dismount as a swift action. If you fail the check, mounting or dismounting is a move action. (You can’t attempt a fast mount or dismount unless you can perform the mount or dismount as a move action this round, should the check fail.)

Guide with Knees: You can react instantly to guide your Chocobo or mountable monster with your knees so that you can use both hands in combat or to perform some other action. Make the check at the start of your round. If you fail, you can only use one hand this round because you need to use the other to control your mount.

Soft Fall: You react instantly when you fall off your Chocobo or mountable monster, such as when it is killed or when it falls, to try to avoid taking damage. If you fail, you take 1d6 (for large-sized mounts), 1d8 (for huge-sized mounts), or 1d10 (for gargantuan-sized mounts) points of falling damage.

Stay in Saddle: You can react instantly to try to avoid falling when your Chocobo or mountable monster rears or bolts unexpectedly or when you take damage.
Use Mount as Cover: You can react instantly to drop down and hang alongside your Chocobo or mountable monster, using it as one-half cover. You can’t attack while using your Chocobo or mountable monster as cover. If you fail, you don’t get the cover benefit.

Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

Spellcasting (Cha)
Use this skill to cast magic, summons, enemy skill spells, or to focus your energies.

Cast Magic: As a standard action, you can cast a magic spell. The DC for the check is determined by the target’s Magic Defence.

Cast Summons: As a full-round action, you can cast a summon. The DC for the check equals 10 + the caster’s character level.

Stealth (Dex)
Armour Check Penalty
Use this skill to slink past a sentry without being heard, catch your enemy off-guard, or snipe from a concealed location.

Sneak: Your Stealth check sets the DC for Perception checks made to notice you. If an opponent’s Perception check succeeds, you are noticed.

Conceal Item: As a standard action, you can attempt to conceal an item on your person. The concealed object must be at least one size smaller than you, and you get a modifier on your skill check based on the object’s size: One size smaller, -5; two sizes smaller, -10; three times smaller, +10; or four times smaller, +15.

Other characters may notice a concealed object with a successful opposed Perception check. A character gains a +10 circumstance bonus when doing this, and it requires a full-round action.

Create a Diversion to Hide: You can use the Deception skill to help you be stealthy. A successful Deception gives you the momentary diversion you need to attempt a Stealth check even though people are aware of you. While the others turn their attention from you, you can make a Stealth check if you can reach a hiding place of some kind as a move action.

Snipe: After making a Ranged Strike check from hiding, you can try to hide again, you must be at least 2 squares from the target, and you must already have successfully used Stealth to hide from the target. Make a new Stealth check (as normal, but with a -10 penalty) as a move action. If you succeed, you remain hidden; otherwise, your location is revealed.

Streetwise (Cha)
Use this skill to make contacts, learn local new stories and gossip, and acquire secrets.

Learn News and Rumours: Major news stories and popular local rumours can be unearthed with a DC 10 Streetwise check. Learning the detailed, unclassified facts of a news story or determining the veracity of a rumour requires a DC 15 check and 300 gil in bribe.

Learn Secret Information: “Secret Information” includes anything unavailable to the general public. Examples include a classified police report, a hidden location, military blueprints, installation security procedures, and computer access codes. Learning a piece of secret information typically requires a DC 20 check and 5,000 gil in bribes; however, information that’s especially difficult to obtain (such as technical blueprints of a Mako Reactor) might require a DC 30 or higher skill check and cost 50,000 gil or more, at the GM’s discretion. If the check fails by 5 or more, someone notices that you’re asking questions and comes to investigate, arrest, or silence you.

Locate Individual: Make a Streetwise check to locate a specific individual – either someone you know by name or someone with the skill, item, or information you need. The DC of the check is 10 if the target is relatively easy to locate; if the target isn’t well known or has taken strides to conceal his or her presence and/or activities, the DC is 25 and the information costs 500 gil in bribes.

Special: A successful Persuasion check can reduce the monetary cost of a Streetwise check.

Some information is beyond the reach of a Streetwise skill check. For example, characters searching for President Shinra won’t find him by speaking with a group of Wutaians, no matter how many of them they question.

Time: Each Streetwise checks represent 1d6 hours of time spent talking to informants, scanning WWN news broadcasts, or perusing information kiosks.

Survival (Wis)
Use this skill to hunt and forage, guide a party safely through arid wastelands, identify signs that Chocobos live nearby, or avoid quicksand and other natural hazards.

Basic Survival: Once per day, you can make a DC 12 Survival check to avoid natural hazards and
keep yourself safe and fed in the wild for the next 24 hours. You can provide food and water for one additional person for every 2 points by which your check result exceeds 10.

**Endure Extreme Temperatures:** Once per day, you can make a DC 20 Survival check to ignore the effects of extreme cold/heat for the next 24 hours.

**Know Direction:** As a full-round action, you can ascertain which direction is north by succeeding on a DC 10 Survival check.

**Track:** To find tracks or to follow them requires a full-round action and a successful Survival check. The DC of the check depends on the surface and the prevailing circumstances, as given below. You must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the terrain or prevailing circumstances change.

You move at half normal speed while tracking. You can choose to move your normal speed instead, but you take a -5 penalty on Survival checks made to follow tracks.

<table>
<thead>
<tr>
<th>SURFACE</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soft ground</td>
<td>10</td>
</tr>
<tr>
<td>Firm ground</td>
<td>20</td>
</tr>
<tr>
<td>Hard ground</td>
<td>30</td>
</tr>
</tbody>
</table>

**Soft Ground:** Any surface that holds clear impressions of footprints.

**Firm Ground:** Any outdoor surface; or exceptionally soft or dirty indoor surface, that can capture footprints of a creature’s passage.

**Hard Ground:** Any surface that doesn’t hold footprints at all.

<table>
<thead>
<tr>
<th>CIRCUMSTANCES</th>
<th>DC MODIFIER</th>
</tr>
</thead>
<tbody>
<tr>
<td>Every 3 chocobos/characters in the group being tracked</td>
<td>-1</td>
</tr>
<tr>
<td>Every day since the trail was made</td>
<td>+1</td>
</tr>
<tr>
<td>Every hour of rain since the trail was made</td>
<td>+1</td>
</tr>
<tr>
<td>Fresh snow cover since the trail was made</td>
<td>+5</td>
</tr>
<tr>
<td>Poor visibility</td>
<td>+5</td>
</tr>
<tr>
<td>Tracked target hides trail (and moves at half speed)</td>
<td>+5</td>
</tr>
<tr>
<td>Chocobo being tracked</td>
<td>-5</td>
</tr>
</tbody>
</table>

**THIEVERY (DEX)**

**Armour Check Penalty**

You have picked up thieving abilities and can perform tasks that require nerves of steel and a steady hand: disabling traps, opening locks, picking pockets, and sleight of hand.

**Disable Trap:** Make a Thievery check to prevent a trap from triggering. You need to be aware of the trap in order to disable it, which requires a successful Perception check. You receive a +2 equipment bonus on the Thievery check if using a thieves’ toolkit, and the DC for the check is 15 + your character level. If you fail the check by 4 or less, nothing happens and you can try again.

Failing the check by 5 or more results in you triggering the trap. Succeeding at the check means you either disable or delay the trap. Disabling a trap makes it harmless until it resets. Delaying a trap makes the trapped area safe for passage until the end of your next turn (or until 5 minutes have passed outside of combat). If you try to delay the trap rather than disabling it, you receive a +5 bonus to your Thievery check.

<table>
<thead>
<tr>
<th>TYPE OF LOCK</th>
<th>DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wooden door</td>
<td>10</td>
</tr>
<tr>
<td>Wooden chest</td>
<td>10</td>
</tr>
<tr>
<td>Iron chest</td>
<td>15</td>
</tr>
<tr>
<td>Iron door</td>
<td>20</td>
</tr>
<tr>
<td>Chrome steel chest</td>
<td>25</td>
</tr>
<tr>
<td>Chrome steel door</td>
<td>35</td>
</tr>
</tbody>
</table>

**Open Lock:** You can pick open a locked door, chest, and the like, with a successful Thievery check. The table above details the DCs for the check, and you receive a +2 equipment bonus on the check if using a thieves’ toolkit.

**Pick Pocket:** With a successful Thievery check, you can pilfer a small, hand-sized object from a target adjacent to you or within reach. Your Thievery check is opposed by the target’s Perception check, and the target gains a +5 bonus. If you fail by 4 or less, you are unable to take the item, but the target does not notice the effort. If you fail by 5 or more, you are unable to take the item and the target catches you in the act.

**Sleight of Hand:** You can palm hand-sized objects, perform minor feats of legerdemain, or attempt to perform a minor action without being noticed. All such efforts are opposed by observer’s Perception check. Any observer that beats your Thievery check notices the action you attempted, and knows how you did it.
TREAT INJURY (WIS)

Use this skill to keep a badly wounded friend from dying, to heal the injured, or to treat a diseased or debilitating conditioned character.

First Aid: Make a Treat Injury check to administer first aid.

First Aid (Standard Action)
- DC: Varies depending on the task you’re attempting.
- Stabilise the Dying: Make a DC 15 Treat Injury check to stabilise an adjacent dying character. If you succeed, the character can stop making death saving throws until he or she takes damage. The character’s current hit point total doesn’t change as a result of being stabilised.
- Grant a Saving Throw: Make a DC 15 Treat Injury check. If you succeed, an adjacent ally can immediately make a saving throw, or the ally gets a +2 bonus to a saving throw at the end of his or her next turn.

Treat Disease: Make a Treat Injury check to treat a character suffering from a disease.

Treat Disease (Standard Action)
- Treat Disease: Part of the diseased character’s extended rest. You must attend the character periodically throughout the extended rest, and you make your Treat Injury check when the rest ends.

USE COMPUTER (INT)

Use this skill to access secured files and defeat security systems.

Access Information (requires computer attitude of indifferent or better): Getting information through a computer requires you to connect to the Worldwide Network and locate the files you seek. Connecting to the network (a full-round action) doesn’t require a skill check if you use a computer that’s already linked to it. However, establishing a connection to the Worldwide Network using a remote computer requires a DC 10 Use Computer check. You can also get information without connecting to the network if you use a computer whose memory contains that information; the GM decides what information a computer’s memory actually holds.

<table>
<thead>
<tr>
<th>INFORMATION</th>
<th>DC</th>
<th>TIME REQUIRED</th>
</tr>
</thead>
<tbody>
<tr>
<td>General</td>
<td>15</td>
<td>1 minute (10 rounds)</td>
</tr>
<tr>
<td>Specific</td>
<td>20</td>
<td>10 minutes</td>
</tr>
<tr>
<td>Private</td>
<td>25</td>
<td>1 hour</td>
</tr>
<tr>
<td>Secret*</td>
<td>30</td>
<td>1 day (8 hours)</td>
</tr>
</tbody>
</table>

*Secret information can only be accessed on a computer that is helpful toward you

Disable or Erase Program (requires computer attitude of helpful): You can disable or erase a program on a computer that is helpful toward you (see “Computer Attitude Steps”). Disabling or erasing a program takes 10 minutes and requires a DC 15 Use Computer check.

Improve Access: As a full-round action, you can make a Use Computer check to adjust the attitude of a computer in order to gain access to its programs and information. Apply a modifier on the check based on the computer’s current attitude toward you: hostile -10, unfriendly -5, indifferent -2, or friendly +0 (see “Computer Attitude Steps”). If the check equals or exceeds the computers Will Defence, the computer’s attitude shifts one step in your favour. If it fails, the computer’s attitude does not change.

Issue Routine Command (requires computer attitude of friendly or better): As a standard action, you can issue a routine command to a computer. Examples include turning a computer on or off, viewing and editing documents or...
recordings in its memory, printing a hard copy of a document or image on a piece of paper, opening or closing doors that the computer controls, and the like.

**Navigate:** You can plot a safe course through the atmosphere. Doing so usually requires 1 minute, at the end of which time you must succeed on a Use Computer check. Various factors influence the DC of the check.

**Reprogram Mechanoid (requires tool kit):**
You can make a check to reprogram a mechanoid to obey new orders, copy data stored in its memory banks, change its skills, erase memories selectively, or erase its memory entirely. The DC for any of these actions is equal to the mechanoid’s Will Defence. Reprogramming a mechanoid takes 10 minutes.

**Special:** When a computer is friendly or helpful toward you, you gain an equipment bonus on all Use Computer checks made with that computer equal to its Intelligence bonus.

## MONSTER SKILLS

<table>
<thead>
<tr>
<th>SKILL NAME</th>
<th>KEY ABILITY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Angel Whisper</td>
<td>Wis</td>
</tr>
<tr>
<td>Aqualung</td>
<td>Int</td>
</tr>
<tr>
<td>Beta</td>
<td>Int</td>
</tr>
<tr>
<td>Big Guard</td>
<td>Wis</td>
</tr>
<tr>
<td>Chocobuckle</td>
<td>Cha</td>
</tr>
<tr>
<td>Death Sentence</td>
<td>Con</td>
</tr>
<tr>
<td>Dragon Force</td>
<td>Wis</td>
</tr>
<tr>
<td>Flamethrower</td>
<td>Int</td>
</tr>
<tr>
<td>Frog Song</td>
<td>Con</td>
</tr>
<tr>
<td>Laser</td>
<td>Con</td>
</tr>
<tr>
<td>LV4 Suicide</td>
<td>Con</td>
</tr>
<tr>
<td>LV5 Death</td>
<td>Con</td>
</tr>
<tr>
<td>Magic Breath</td>
<td>Int</td>
</tr>
<tr>
<td>Magic Hammer</td>
<td>Con</td>
</tr>
<tr>
<td>Matra Magic</td>
<td>Cha</td>
</tr>
<tr>
<td>Pandora’s Box</td>
<td>Cha</td>
</tr>
<tr>
<td>Shadow Flare</td>
<td>Cha</td>
</tr>
<tr>
<td>Trine</td>
<td>Int</td>
</tr>
<tr>
<td>White Wind</td>
<td>Wis</td>
</tr>
</tbody>
</table>

## MONSTER SKILLS

The rest of this chapter details monster skills that characters can use. In order to use monster skills, you have to spend skill points in them in the same manner as normal skills.

All monster skills are considered cross-class skills unless you have the Enemy Skill Proficiency feat (see Chapter 05: Feats, for more information), and you can only use monster skills while you have the Enemy Skill materia equipped (see Command Materia in Chapter 07: Materia).

Making a skill check with any of the monster skills require a standard action just like normal skills.

### ANGEL WHISPER (Wis)
You whisper sweet nothings that remedies any debilitating conditions.

- **Check Against:** Will.
- **Range:** All allies within close burst 6.
- **Hit:** Negative conditions are removed.

### AQUALUNG (Int)
You breathe a jet of water towards your foes.

- **Check Against:** Magic.
- **Range:** All enemy targets in blast 6.
- **Hit:** 2 water.

### BETA (Int)
You breathe lava towards your foes.

- **Check Against:** Magic.
- **Range:** All enemy targets in close burst 6.
- **Hit:** 2 fire.

### BIG GUARD (Wis)
You surround yourself with a magical barrier.

- **Check Against:** DC 15.
- **Range:** You.
- **Hit:** Weapon and magic damage is halved (rounded-down) for 1 rounds.

### CHOCOBUCKLE (Cha)
You move so fast that you shoulder-slam all nearby foes.

- **Check Against:** Reflex.
- **Range:** All enemy targets in close blast 4.
- **Hit:** 1 force.

### DEATH SENTENCE (Con)
You fill your enemy with a fatal sense of dread.

- **Check Against:** Fortitude.
- **Range:** One enemy target in range 6.
- **Hit:** The target’s hit points drop to 0 in 1 rounds.

### DRAGON FORCE (Wis)
You surround an ally with a magical barrier.

- **Check Against:** DC 15.
- **Range:** One ally within line of sight.
**Hit:** Target is granted a +3 bonus to Defences for (1) rounds.

**FLAMETHROWER (INT)**
You blast a cone a fire that looks like a river of lava.
- **Check Against:** Magic.
- **Range:** All enemy targets burst 6.
- **Hit:** 2 fire.

**FROG SONG (CON)**
You make your enemy feel three inches tall.
- **Check Against:** Fortitude.
- **Range:** One enemy target in range 6.
- **Hit:** Target is infected with the small condition (see Conditions in Chapter 10: Combat).

**LASER (CON)**
You force your enemies to lose their concentration.
- **Check Against:** Fortitude.
- **Range:** All enemy targets in burst 8.
- **Hit:** Affected targets receive a -5 penalty to all ability checks and skill checks for (1) rounds.

**LV 4 SUICIDE (CON)**
You hit your enemy where it hurts most.
- **Check Against:** Fortitude.
- **Range:** One enemy target in range 6.
- **Hit:** You treat your Melee Strike checks and Ranged Strike checks as though you rolled a natural 20 for (1) rounds. The checks still need to be rolled successfully in order to receive this benefit.
  - **Special:** Can only be used on targets whose level is a multiple of 4 (4th, 8th, 12th, 16th, etc.).

**LV 5 DEATH (CON)**
You knock your enemy unconscious.
- **Check Against:** Fortitude.
- **Range:** One enemy target in range 6.
- **Hit:** The target’s hit points drop to 0 and they are unconscious.
  - **Special:** Can only be used on targets whose level is a multiple of 5 (5th, 10th, 15th, 20th, etc.).

**MAGIC BREATH (INT)**
You breathe a jet of elemental energy towards your foes.
- **Check Against:** Magic.

**Range:** All enemy targets in burst 6.
- **Hit:** 1 fire, 1 ice, 1 thunder.

**MAGIC HAMMER (CON)**
You take your enemies’ magical energies away to restore your allies.
- **Check Against:** Fortitude.
- **Range:** All enemy targets in burst 6.
- **Hit:** Drain (1) magic points from each affected enemy, and the total amount is then divided up and replenishes you and your allies’ current magic points.

**MATRA MAGIC (CHA)**
You launch a ballista of magical missiles towards your foes.
- **Check Against:** Magic.
- **Range:** All enemy targets in burst 8.
- **Hit:** 2 energy.

**PANDORA’S BOX (CHA)**
You fire a beam of destructible energy towards your foes.
- **Check Against:** Magic.
- **Range:** All enemy targets in blast 10.
- **Hit:** 3 energy.

**SHADOW FLARE (CHA)**
You summon a cloud of dark matter that erupts around your foes.
- **Check Against:** Magic.
- **Range:** All enemy targets in burst 6.
- **Hit:** 3 necrotic.

**TRINE (INT)**
You summon a pyramid around your foes strikes them with an electrical surge.
- **Check Against:** Magic.
- **Range:** All enemy targets in burst 6.
- **Hit:** 2 thunder.

**WHITE WIND (WIS)**
You bring down a magical breeze that revitalises your allies.
- **Check Against:** Fortitude.
- **Range:** All allies in burst 8.
- **Hit:** Heal hit points equal to (2) + one-half your level (rounded down).
A feat is a special feature that either gives your character a new capability or improves one he or she already has. A character can take any feat as long as the prerequisites are met.

**WHAT'S NEW?**

The major difference between this version and version 1 is the inclusion of Multiclass feats. Prestige classes have been removed in favour of single class progression, as it is like in the Final Fantasy games. With Multiclass feats, characters can dip their foot into a second class while remaining dedicated to their main class.
### FEATS

<table>
<thead>
<tr>
<th>FEAT</th>
<th>PREREQUISITES</th>
<th>BENEFIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Advantageous Attack</td>
<td>Dex 13 or Str 13</td>
<td>Apply full level to damage rolls against target</td>
</tr>
<tr>
<td>All Creation</td>
<td>Rogue, Doom of the Living technique, 46th level</td>
<td>Gain the All Creation technique</td>
</tr>
<tr>
<td>Apocalypse</td>
<td>Fighter, Blade Beam, technique, 46th level</td>
<td>Gain the Apocalypse technique</td>
</tr>
<tr>
<td>Argumentative</td>
<td>Goblin</td>
<td>Increase die type by two steps</td>
</tr>
<tr>
<td>Armour Break</td>
<td>Samurai, Cha 14</td>
<td>Target takes -5 penalty to Reflex Defence until start of next turn</td>
</tr>
<tr>
<td>Armour Mastery</td>
<td>Proficient with armour</td>
<td>Receive resistance equal to 5 + Constitution modifier</td>
</tr>
<tr>
<td>Backstabber</td>
<td>Rogue, <em>Sneak Attack</em> class feature</td>
<td><em>Sneak Attack</em> damage increases from d6s to d8s</td>
</tr>
<tr>
<td>Big Brawl</td>
<td>Dragoon, Dragon Dive technique, 46th level</td>
<td>Gain the Big Brawl technique</td>
</tr>
<tr>
<td>Bright Eyes</td>
<td>Tonberry</td>
<td>+2 bonus to Perception checks</td>
</tr>
<tr>
<td>Call of the Planet</td>
<td></td>
<td>When spending a mako point to adjust die result, d6s become d8s</td>
</tr>
<tr>
<td>Catastrophe</td>
<td>Ranger, Ungarmax technique, 46th level</td>
<td>Gain the Catastrophe technique</td>
</tr>
<tr>
<td>Combat Glove Mastery</td>
<td>Proficient with combat gloves</td>
<td>+5 to damage rolls with combat gloves</td>
</tr>
<tr>
<td>Continuous Advantage</td>
<td>Rogue, Cha 15</td>
<td>Retain combat advantage after a critical hit</td>
</tr>
<tr>
<td>Darkness</td>
<td>Wisdom 17, 34th level</td>
<td>Hit Rate increases by 3 at cost of lowering health and spending a mako point</td>
</tr>
<tr>
<td>Divinity</td>
<td>Con 13, 10th level</td>
<td>Gain temporary hit points when bloodied</td>
</tr>
<tr>
<td>Elemental Sphere</td>
<td>Black Mage, Flare Burst technique, 46th level</td>
<td>Gain the Elemental Sphere technique</td>
</tr>
<tr>
<td>Enemy Skill Proficiency</td>
<td></td>
<td>Monster skills become class skills</td>
</tr>
<tr>
<td>Everyone’s Sorrow</td>
<td>Tonberry</td>
<td>+1 to damage rolls</td>
</tr>
<tr>
<td>Extended Cover</td>
<td>Dragoon, <em>Cover</em> class feature</td>
<td>Provide cover for one additional ally within range</td>
</tr>
<tr>
<td>Eyes of a Hawk</td>
<td>Gi-Na-Ka</td>
<td>Gain darkvision</td>
</tr>
<tr>
<td>Final Heaven</td>
<td>Monk, Meteor Strike technique, 46th level</td>
<td>Gain the Final Heaven technique</td>
</tr>
<tr>
<td>Firearm Mastery</td>
<td>Proficient with firearms</td>
<td>+5 to damage rolls with firearms</td>
</tr>
<tr>
<td>Force of Lances</td>
<td>Dragoon, <em>Aerial Lunge</em> class feature</td>
<td>Push target back after making an aerial assault against them</td>
</tr>
<tr>
<td>Gliding Blow</td>
<td>Monk, Dex 14</td>
<td>Move after attacking a target</td>
</tr>
<tr>
<td>Great Gospel</td>
<td>White Mage, Pulse of Life technique, 46th level</td>
<td>Gain the Great Gospel technique</td>
</tr>
<tr>
<td>Greater Cleave</td>
<td>Fighter, <em>Cleave</em> class feature</td>
<td>+1 die of damage when using <em>Cleave</em></td>
</tr>
<tr>
<td>Improved Defences</td>
<td></td>
<td>+1 to defences</td>
</tr>
<tr>
<td>Improved Focus</td>
<td>Black Mage, <em>Focus</em> class feature</td>
<td>Focus can be used as a standard action</td>
</tr>
<tr>
<td>Improved Initiative</td>
<td></td>
<td>+1 bonus to Initiative rolls</td>
</tr>
<tr>
<td>Improved Natural Damage</td>
<td>Moogle</td>
<td>Claw damage increases to 1d6</td>
</tr>
<tr>
<td>Linguist</td>
<td>Int 13</td>
<td>Learn additional languages</td>
</tr>
<tr>
<td>Longing</td>
<td>Dex 15, 14th level</td>
<td>Treat a long ranged target as close ranged</td>
</tr>
<tr>
<td>Magic Training (Con)</td>
<td></td>
<td>Use Constitution for Spellcasting checks</td>
</tr>
<tr>
<td>Magic Training (Dex)</td>
<td></td>
<td>Use Dexterity for Spellcasting checks</td>
</tr>
<tr>
<td>Magic Training (Int)</td>
<td></td>
<td>Use Intelligence for Spellcasting checks</td>
</tr>
</tbody>
</table>

### ACQUIRING FEATS

Choose the feats you feel best represent your character’s interests and capabilities. You gain a feat at 2nd level, then you gain another feat at 6th, 10th, 14th, 18th, 22nd, 26th, 30th, 34th, 38th, 42nd, 46th and 50th level. Humans receive a bonus feat at 1st level. Please note that, unless stated otherwise, each feat can be selected only once.

### PREREQUISITES

Some feats have prerequisites. A character must have the listed ability score, feat, or skill proficiency in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite(s).

A prerequisite that contains a numerical value is a minimum; any value higher than the one given also meets the prerequisite.
<table>
<thead>
<tr>
<th>FEAT</th>
<th>PREREQUISITES</th>
<th>BENEFIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Magic Training (Str)</td>
<td>---</td>
<td>Use Strength for Spellcasting checks</td>
</tr>
<tr>
<td>Magic Training (Wis)</td>
<td>---</td>
<td>Use Wisdom for Spellcasting checks</td>
</tr>
<tr>
<td>Magical Resilience</td>
<td>Grim</td>
<td>Treat Magic Defence 5 points higher</td>
</tr>
<tr>
<td>Materia Fusion</td>
<td>25th level</td>
<td>You can fuse two materia together</td>
</tr>
<tr>
<td>Materia Mastery</td>
<td>Cetra</td>
<td>Reroll Spellcasting checks</td>
</tr>
<tr>
<td>Melee Training (Cha)</td>
<td>---</td>
<td>Use Charisma for Melee Strike checks</td>
</tr>
<tr>
<td>Melee Training (Con)</td>
<td>---</td>
<td>Use Constitution for Melee Strike checks</td>
</tr>
<tr>
<td>Melee Training (Dex)</td>
<td>---</td>
<td>Use Dexterity for Melee Strike checks</td>
</tr>
<tr>
<td>Melee Training (Int)</td>
<td>---</td>
<td>Use Intelligence for Melee Strike checks</td>
</tr>
<tr>
<td>Melee Training (Wis)</td>
<td>---</td>
<td>Use Wisdom for Melee Strike checks</td>
</tr>
<tr>
<td>Mighty Leap</td>
<td>Dragoon, Athletics</td>
<td>Double the height of your jump</td>
</tr>
<tr>
<td>Morality Surge</td>
<td>Scholar, Inspiring Word class feature</td>
<td>Grant one additional ally with Inspiring Word</td>
</tr>
<tr>
<td>Multitattack Proficiency</td>
<td>11th level</td>
<td>Make a number of attacks with main weapon as a full-round action</td>
</tr>
<tr>
<td>Multitattack Mastery</td>
<td>Multitattack Proficiency, 36th level</td>
<td>You no longer suffer penalty to multiple attacks</td>
</tr>
<tr>
<td>Multi-Weapon Proficiency</td>
<td>---</td>
<td>Gain proficiency with one other weapon group</td>
</tr>
<tr>
<td>Mystical Rod</td>
<td>Grim</td>
<td>Apply Strength to Spellcasting checks</td>
</tr>
<tr>
<td>Omnislash</td>
<td>Fighter, Finishing Touch technique, 46th level</td>
<td>Gain the Omnislash technique</td>
</tr>
<tr>
<td>Planetary Blood</td>
<td>Cetra</td>
<td>DC decreases from 20 to 15</td>
</tr>
<tr>
<td>Point Blank Shot</td>
<td>Ranger</td>
<td>+2 to Ranged Strike checks and damage rolls</td>
</tr>
<tr>
<td>Polearm Mastery</td>
<td>Proficient with polearms</td>
<td>+5 to damage rolls with polearms</td>
</tr>
<tr>
<td>Power Break</td>
<td>Samurai, Cha 14</td>
<td>Target takes a -5 penalty to Melee Strike checks and Ranged Strike checks</td>
</tr>
<tr>
<td>Precise Shot</td>
<td>Ranger, Point Blank Shot</td>
<td>Shoot or throw ranged weapon at target in combat with an ally without -5 penalty</td>
</tr>
<tr>
<td>Projectile Mastery</td>
<td>Proficient with projectiles</td>
<td>+5 to damage rolls with projectiles</td>
</tr>
<tr>
<td>Punch Bag</td>
<td>Goblin</td>
<td>Damage increases from +4 to +8</td>
</tr>
<tr>
<td>Quick Draw</td>
<td>---</td>
<td>Draw weapon as a swift action</td>
</tr>
<tr>
<td>Racer</td>
<td>Moogle</td>
<td>+3 to Ride checks</td>
</tr>
<tr>
<td>Range Training (Cha)</td>
<td>---</td>
<td>Use Charisma for Ranged Strike checks</td>
</tr>
<tr>
<td>Range Training (Con)</td>
<td>---</td>
<td>Use Constitution for Ranged Strike checks</td>
</tr>
<tr>
<td>Range Training (Int)</td>
<td>---</td>
<td>Use Intelligence for Ranged Strike checks</td>
</tr>
<tr>
<td>Range Training (Str)</td>
<td>---</td>
<td>Use Strength for Ranged Strike checks</td>
</tr>
<tr>
<td>Range Training (Wis)</td>
<td>---</td>
<td>Use Wisdom for Ranged Strike checks</td>
</tr>
<tr>
<td>Rapid Shot</td>
<td>Dex 13, proficient with weapon</td>
<td>Two ranged attacks as a standard action</td>
</tr>
<tr>
<td>Rapid Strike</td>
<td>Str 13, proficient with weapon</td>
<td>Two melee attacks as a standard action</td>
</tr>
<tr>
<td>Rational Thinking</td>
<td>Scholar, 10th level</td>
<td>+5 to any one type of Knowledge check</td>
</tr>
<tr>
<td>Rod Mastery</td>
<td>Proficient with rods</td>
<td>+5 to damage rolls with rods</td>
</tr>
<tr>
<td>Silent Edge</td>
<td>---</td>
<td>Take a move action during a surprise round</td>
</tr>
<tr>
<td>Skill Focus</td>
<td>---</td>
<td>+3 bonus to one skill</td>
</tr>
<tr>
<td>Spearheaded</td>
<td>Sahagin</td>
<td>+3 to Melee Strike checks made with polearms</td>
</tr>
<tr>
<td>Staff Mastery</td>
<td>Proficient with staves</td>
<td>+5 to damage rolls with staves</td>
</tr>
<tr>
<td>Stunning Stance</td>
<td>Monk, Str 15</td>
<td>Inflict paralysis with Melee attacks</td>
</tr>
<tr>
<td>Sword Mastery</td>
<td>Proficient with swords</td>
<td>+5 to damage rolls with swords</td>
</tr>
<tr>
<td>Toughness</td>
<td>---</td>
<td>Gain an additional 5 hit points</td>
</tr>
<tr>
<td>Withdraw</td>
<td>Sahagin</td>
<td>Gain +4 temporary bonus to defences for 1d3 rounds</td>
</tr>
</tbody>
</table>

**FEAT DESCRIPTIONS**

Here is the format for feat descriptions.

**FEAT NAME**

Any prerequisites are stated here in bold. This line is omitted if there are no prerequisites

The benefits the feat provides are stated here below the prerequisites.

**ADDITIONAL ATTACK**

Dexterity 13 or Strength 13

Whenever you make a successful Melee Strike or Ranged Strike check against a target that has not yet acted in combat, you apply your full level to the damage roll instead of one-half your level (rounded down).
**ALL CREATION**

*Rogue, Doom of the Living technique, 46th level*

You gain the All Creation technique (see below), which can only be used once per encounter.

<table>
<thead>
<tr>
<th>Technique</th>
<th>Time</th>
<th>Range</th>
<th>Check</th>
<th>Hit</th>
</tr>
</thead>
<tbody>
<tr>
<td>ALL CREATION</td>
<td>Full-round</td>
<td>All enemy targets in burst 10</td>
<td>Spellcasting vs. Reflex</td>
<td>radiant x number of enemy targets</td>
</tr>
</tbody>
</table>

**BIG BRAWL**

*Dragoon, Dragon Dive technique, 46th level*

You gain the Big Brawl technique (see below), which can only be used once per encounter.

<table>
<thead>
<tr>
<th>Technique</th>
<th>Time</th>
<th>Range</th>
<th>Check</th>
<th>Hit</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIG BRAWL</td>
<td>Full-round</td>
<td>All enemy targets in close burst 6</td>
<td>Athletics vs. Reflex</td>
<td>Force damage = (number of targets x 1d10) + your level</td>
</tr>
</tbody>
</table>

**APOCALYPSE**

*Fighter, Blade Beam technique, 46th level*

You gain the Apocalypse technique (see below), which can only be used once per encounter.

<table>
<thead>
<tr>
<th>Technique</th>
<th>Time</th>
<th>Range</th>
<th>Check</th>
<th>Hit</th>
</tr>
</thead>
<tbody>
<tr>
<td>APOCALYPSE</td>
<td>Full-round</td>
<td>All enemy targets in burst 8</td>
<td>Spellcasting vs. Magic</td>
<td>27d10 energy damage</td>
</tr>
</tbody>
</table>

**ARGUMENTATIVE**

*Goblin race*

Whenever you spend a Mako Point to add to a Persuasion check, increase the die type by two steps (from d6 to d10, or from d8 to d12).

**ARMOUR BREAK**

*Samurai, Charisma 14*

Once per encounter, as a move action, you can make a Ranged Strike check against a single target’s Will Defence. The target must be within line of sight. If the check is successful, the target receives a -5 penalty to Reflex Defence until the start of your next turn.

**ARMOUR MASTERY**

*Proficient with armour*

As long as you are wearing armour that you are proficient with, you gain resistance to all types of damage equal to 5 + your Constitution modifier.

**BACKSTABBER**

*Rogue, Sneak Attack class feature*

The extra damage dice from your Sneak Attack class feature increase from d6s to d8s.

**BRIGHT EYES**

*Tonberry race*

You can now perceive colours in total darkness. Also, you receive a +2 race bonus to Perception checks.

**CALL OF THE PLANET**

*When you spend a Mako Point to adjust the result of a skill check, saving throw, or ability check, you roll d8s rather than d6s.*

**CATASTROPHE**

*Ranger, Ungarmax technique, 46th level*

You gain the Catastrophe technique (see below), which can only be used once per encounter.

<table>
<thead>
<tr>
<th>Technique</th>
<th>Time</th>
<th>Range</th>
<th>Check</th>
<th>Hit</th>
</tr>
</thead>
<tbody>
<tr>
<td>CATASTROPHE</td>
<td>Full-round</td>
<td>All enemy targets in burst 10</td>
<td>Ranged Strike vs. Reflex</td>
<td>Energy damage = your level x 1d8</td>
</tr>
</tbody>
</table>

**COMBAT GLOVE MASTERY**

*Proficient with combat gloves*

You receive a +5 bonus to damage rolls with combat gloves. The bonus to damage rolls increase to +10 at 25th level.

**CONTINUOUS ADVANTAGE**

*Rogue, Charisma 15*

If you score a critical hit while you have combat advantage, you retain combat advantage against the target until the end of your next turn.
**DARKNESS**

Wisdom 17, 34th level

Once per day, by expending all but one-tenth of your hit points (rounded-down) and spending a Mako Point, you can increase the hit rate of your next attack by 3. The target of this attack must be within Ranged 6 of you.

**DIVINITY**

Constitution 15, 10th level

You receive a number of temporary hit points equal to 5 + one-half your level (rounded down) when bloodied.

**ELEMENTAL SPHERE**

Black Mage, Flare Burst technique, 46th level

You gain the Elemental Sphere technique (see below), which can only be used once per encounter.

---

### ELEMENTAL SPHERE

<table>
<thead>
<tr>
<th>TIME</th>
<th>RANGE</th>
<th>CHECK</th>
<th>HIT</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time</td>
<td>Range</td>
<td>Check</td>
<td>Hit</td>
<td>Effect</td>
</tr>
<tr>
<td>Full-round</td>
<td>All enemy targets in Blast 10</td>
<td>Spellcasting vs. Magic</td>
<td>3d6 energy damage, 3d6 fire damage, 3d6 force damage, 3d6 ice damage, 3d6 necrotic damage, 3d6 poison damage, 3d6 radiant damage, 3d6 thunder damage, 3d6 water damage, 3d6 wind damage</td>
<td>28d12 force damage</td>
</tr>
<tr>
<td>Miss</td>
<td></td>
<td></td>
<td>14d12</td>
<td>force damage</td>
</tr>
</tbody>
</table>

**ENEMY SKILL PROFICIENCY**

Monster skills are now considered class skills for you.

Without this feat, monster skills are cross-class skills.

**EVERYONE’S SORROW**

Tonberry race

You gain an additional +1 bonus to damage rolls for every ally that is currently participating in the encounter. The effects of this feat stack with the effects described in the Everyone’s Grudge race ability.

**EXTENDED COVER**

Dragoon, Cover class feature

You can use the effects of Cover to protect a second ally within 2 squares from you.

---

**EYES OF A HAWK**

Gi-Na-Ka race

You gain darkvision, ignoring concealment (including total concealment) from darkness. You cannot perceive colours in total darkness, however.

**FINAL HEAVEN**

Monk, Meteor Strike technique, 46th level

You gain the Final Heaven technique (see below), which can only be used once per encounter.

---

### FINAL HEAVEN

<table>
<thead>
<tr>
<th>TIME</th>
<th>RANGE</th>
<th>CHECK</th>
<th>HIT</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time</td>
<td>Range</td>
<td>Check</td>
<td>Hit</td>
<td>Effect</td>
</tr>
<tr>
<td>Full-round</td>
<td>One target adjacent to you</td>
<td>Athletics vs. Reflex</td>
<td>28d12 force damage</td>
<td>Target falls prone until start of your next turn</td>
</tr>
<tr>
<td>Miss</td>
<td></td>
<td></td>
<td>14d12</td>
<td>force damage</td>
</tr>
</tbody>
</table>

**FIREARM MASTERY**

Proficient with firearms

You receive a +5 bonus to damage rolls with firearms. The bonus to damage rolls increase to +10 at 25th level.

**FORCE OF LANCES**

Dragoon, Aerial Lunge class feature

You can push the target of your Aerial Lunge ability away from you a number of squares equal to 1 + your Strength modifier.

**GLIDING BLOW**

Monk, Dexterity 14

As a free action, you can move up to your speed after making an attack. This does not provoke attacks of opportunity.

**GREAT GOSPEL**

White Mage, Pulse of Life technique, 46th level

You gain the Great Gospel technique (see below), which can only be used once per encounter.

---

### GREAT GOSPEL

<table>
<thead>
<tr>
<th>TIME</th>
<th>RANGE</th>
<th>CHECK</th>
<th>HIT</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time</td>
<td>Range</td>
<td>Check</td>
<td>Hit</td>
<td>Effect</td>
</tr>
<tr>
<td>Full-round</td>
<td>All allies in radius 10</td>
<td>Spellcasting vs. Fortitude</td>
<td>28d12</td>
<td>force damage</td>
</tr>
</tbody>
</table>
**Hit** Heal 16d12 hit points and 8d10 magic points

**Effect** Any conditions placed upon the targeted allies are removed

**Special** You must reduce your own hit points and magic points by half (rounded down)

---

**Greater Cleave**

_Fighter, Cleave class feature_

You deal an extra +1 die of damage when using your _Cleave_ ability.

---

**Improved Defences**

You gain a +1 bonus to your Reflex Defence, Fortitude Defence, Will Defence, and Magic Defence.

---

**Improved Natural Damage**

_Moogle race_

Your claws’ hit number increases from 1 to 2.

---

**Improved Focus**

_Black Mage, Focus class feature_

You can use your _Focus_ class feature as a standard action instead of a full-round action.

---

**Improved Initiative**

You gain a +1 bonus to initiative rolls. The bonus increases by +1 at 11th, 21st, 31st, and 41st levels.

---

**Linguist**

_Intelligence 13_

You learn how to read/write and speak a number of bonus languages equal to 1 plus your Intelligence bonus.

---

**Longing**

_Dexterity 15, 14th level_

When you shoot or throw your ranged weapon against a target in long range, you treat the target as though it were in close range position. In addition, you also gain a +2 accuracy bonus to your Ranged Strike check.

---

**Magic Training**

(Constitution)

You can use Constitution in place of Charisma as the associated ability modifier for Spellcasting checks.

---

**Magic Training**

(Dexterity)

You can use Dexterity in place of Charisma as the associated ability modifier for Spellcasting checks.

---

**Magic Training**

(Intelligence)

You can use Intelligence in place of Charisma as the associated ability modifier for Spellcasting checks.

---

**Magic Training**

(Strength)

You can use Strength in place of Charisma as the associated ability modifier for Spellcasting checks.

---

**Magic Training**

(Wisdom)

You can use Wisdom in place of Charisma as the associated ability modifier for Spellcasting checks.

---

**Melee Training**

(Charisma)

You can use Charisma in place of Strength as the associated ability modifier for Melee Strike checks.

---

**Melee Training**

(Constitution)

You can use Constitution in place of Strength as the associated ability modifier for Melee Strike checks.
**Magical Resilience**  
**Grim race**  
During the calculation stage of magic damage dealt to you, treat your Magic Defence as though it were 5 points higher.

**Materia Fusion**  
**25th level**  
You gain the ability to fuse two materia together to create a new materia that is otherwise unavailable to anyone else (see Chapter 7: Materia, for more details). Without this feat you are only able to access the materia that are sold on the market.

**Materia Mastery**  
**Cetra race**  
You can reroll any Spellcasting check made to use the Cast Magic aspect of the skill, keeping the better of the two rolls.

**Melee Training**  
**Dexterity**  
You can use Dexterity in place of Strength as the associated ability modifier for Melee Strike checks.

**Melee Training**  
**Intelligence**  
You can use intelligence in place of Strength as the associated ability modifier for Melee Strike checks.

**Melee Training**  
**Wisdom**  
You can use Wisdom in place of Strength as the associated ability modifier for Melee Strike checks.

**Mighty Leap**  
**Dragoon, Proficient in Athletics**  
You can double the height of your jump when making Athletics checks.

**Minerva’s Devotion**  
**White Mage, 14th level**  
As a standard action, you can infect either yourself or a single ally within Ranged 8 with the invincibility condition until the start of your next turn. You can do this a number of times per day equal to your Wisdom modifier.

**Morality Surge**  
**Scholar, Inspiring Word class feature**  
When you use your Inspiring Word ability to grant an ally with a bonus to a skill check, defence score, or a saving throw, you can grant another ally that is within your line of sight with the same benefit.

**Multiattack Mastery**  
**Multiattack Proficiency, 36th level**  
Whenever you make multiple attacks with your main weapon, you no longer suffer any penalty to the attacks.

**Multiattack Proficiency**  
**11th level**  
As a full-round action, you make a number of attacks with your main weapon against a single target equal to your Wisdom modifier. You suffer a -5 penalty for every attack after the first.

**Multi-Weapon Proficiency**  
Choose a weapon group not associated with your class. You gain a +2 proficiency bonus with all weapons associated with that group. The bonus increases to +5 at 15th level, +7 at 30th level, and +10 at 45th level.

**Mystical Rod**  
**Grim race**  
When you cast magic against a target (or targets) with a rod, you can apply your Strength modifier to your Spellcasting check (if any).

**Omnislash**  
**Fighter, Finishing Touch technique, 46th level**  
You gain the Omnislash technique (see below), which can only be used once per encounter.
**OMNISLASH**  
**TECHNIQUE**

<table>
<thead>
<tr>
<th>Time</th>
<th>Full-round</th>
</tr>
</thead>
<tbody>
<tr>
<td>Range</td>
<td>One target in line of sight</td>
</tr>
<tr>
<td>Check</td>
<td>Melee Strike vs. Reflex</td>
</tr>
<tr>
<td>Hit</td>
<td>32d10 force damage</td>
</tr>
</tbody>
</table>

**PLANETARY BLOOD**  
Cetra race  
The DC for finding out future information through the *Planetary Whisper* race trait is reduced from 20 to 15.

**POINT BLANK SHOT**  
**Ranger**  
You get a +2 bonus on Ranged Strike checks and damage rolls against opponents within point blank range.

**POLEARM MASTERY**  
**Proficient with polearms**  
You receive a +5 bonus to damage rolls with polearms. The bonus to damage rolls increase to +10 at 25th level.

**POWER BREAK**  
**Samurai, Charisma 14**  
Once per encounter, as a move action, you can make a Ranged Strike check against a single target’s Will Defence. The target must be within line of sight. If the check is successful, the target receives a -5 penalty to Melee Strike and Ranged Strike checks until the start of your next turn.

**PRECISE SHOT**  
**Ranger, Point Blank Shot**  
You can shoot or throw a ranged weapon at an opponent engaged in melee combat with one or more of your allies without taking the standard -5 penalty.

**PROJECTILE MASTERY**  
**Proficient with projectiles**  
You receive a +5 bonus to damage rolls with projectiles. The bonus to damage rolls increase to +10 at 25th level.

**PUNCH BAG**  
**Goblin race**  
The bonus to combat gloves damage rolls provided by the Goblin Punch race trait increases from +4 to +8.

**QUICK DRAW**  
You can draw a weapon as a swift action instead of as a move action.

**RACER**  
**Moogle race**  
You receive a +3 race bonus to Ride checks when riding Chocobos. You also receive a +1 bonus to all dice rolls made during a Chocobo race.

**RANGE TRAINING**  
**Charisma**  
You can use Charisma in place of Dexterity as the associated ability modifier for Ranged Strike checks.

**RANGE TRAINING**  
**Constitution**  
You can use Constitution in place of Dexterity as the associated ability modifier for Ranged Strike checks.

**RANGE TRAINING**  
**Intelligence**  
You can use Intelligence in place of Dexterity as the associated ability modifier for Ranged Strike checks.

**RANGE TRAINING**  
**Strength**  
You can use Strength in place of Dexterity as the associated ability modifier for Ranged Strike checks.

**RANGE TRAINING**  
**Wisdom**  
You can use Wisdom in place of Dexterity as the associated ability modifier for Ranged Strike checks.
RAPID SHOT
Dexterity 13, proficient with weapon

You can make two Ranged Strike checks as a full-round action, however you take a -5 penalty to both attacks in exchange for dealing an additional +1 die of damage to both if the attacks are successful.

The effects of this feat do not stack with other abilities that grant extra attacks.

RAPID STRIKE
Strength 13, proficient with weapon

You can make two Melee Strike checks as a full-round action, however you take a -5 penalty to both attacks in exchange for dealing an additional +1 die of damage to both if the attacks are successful.

The effects of this feat do not stack with other abilities that grant extra attacks.

RATIONAL THINKING
Scholar, 10th level

Select one sub-skill of Knowledge (such as Bureaucracy or Social Sciences). You receive a +5 bonus to Knowledge checks with the selected type.

ROD MASTERY
Proficient with rods

You receive a +5 bonus to damage rolls with rods. The bonus to damage rolls increase to +10 at 25th level.

SILENT EDGE

You can always take a move action during a surprise round, even if you are surprised. If you are not surprised, you can take this move action in addition to any other actions you are normally allowed to take in the surprise round.

SKILL FOCUS

You gain a +3 bonus to one skill of your choice.

You can select this feat multiple times. Each time you do, it applies to a different skill. Melee Strike, Ranged Strike, and Spellcasting skills cannot be selected.

SPEARHEADED
Sahagin race

You receive a +3 race bonus to all Melee Strike checks and damage rolls made with polearms.

STAFF MASTERY
Proficient with staves

You receive a +5 bonus to damage rolls with staves. The bonus to damage rolls increase to +10 at 25th level.

STUNNING STANCE
Monk, Strength 15

You can inflict the target of your Melee Strike check with paralysis if the check result equals or exceeds the target’s Fortitude Defence by 5 or more.

SWORD MASTERY
Proficient with swords

You receive a +5 bonus to damage rolls with swords. The bonus to damage rolls increase to +10 at 25th level.

TOUGHNESS

You gain an additional 5 hit points. You gain another additional 5 hit points at 10th, 20th, 30th, 40th, and 50th levels.

WITHDRAW
Sahagin race

As a full-round action, you can withdraw into your shell as a defence mechanism, providing you with a +4 temporary bonus to all Defences while you remain withdrawn. This ability only lasts for a number of rounds equal to 1d3 + your Dexterity modifier. Additionally, you can choose to come out of your shell on your turn as a full-round action before the allocated number of rounds expires.

Special: You can do this a number of times per day equal to 1 + your Wisdom modifier.

MULTICLASS FEATS

Multiclass feats allow you to dabble in the class features and limit breaks of another class. You might be a fighter who dips his toe into magic, or a ranger who wants a smattering of rogue abilities. Each class has a class-specific multiclass feat that gives you access to features from that class.
CLASS-SPECIFIC FEATS

There are two restrictions on your choice of a class-specific multiclass feat. First, you can’t take a multiclass feat for your own class. Second, once you take a multiclass feat, you can’t take a class-specific feat for a different class. You can dabble in a second class but not a third.

A character who has taken a class-specific multiclass feat counts as a member of that class for the purpose of meeting prerequisites for taking other feats. For example, a character who takes Gift of the Goddess counts as a mage for the purpose of selecting feats that have ‘mage’ as a prerequisite.

These feats can qualify you for other feats; for example, a samurai who takes ‘Homing Lance’ can use the Dragoon’s Cover class feature, which means that he meets the prerequisite for the Extended Cover feat.

WARMAGE [MULTICLASS BLACK MAGE]

Charisma 15
The Spellcasting skill is considered a class skill for you.

Once per encounter, you can use the black mage’s Focus class feature. You also gain a +5 multiclass bonus to Spellcasting checks when bloodied.

HOMING LANCE [MULTICLASS DRAGOON]

Strength 15
The Athletics skill is considered a class skill for you.

In addition, you can use the dragoon’s Cover class feature once per encounter.

DEFENDING YOUR HONOUR [MULTICLASS FIGHTER]

Strength 15
The Melee Strike skill is considered a class skill for you.

Once per encounter, you can use the fighter’s Fighter’s Mark class feature. You also gain a +5 multiclass bonus to Melee Strike checks when bloodied.

MARTIAL LAW [MULTICLASS MONK]

Constitution 15
Select one skill from the monk’s list of class skills. That skill is considered a class skill for you.

In addition, you can use the monk’s Dodge class feature once per encounter.

STUDENT OF THE GUN [MULTICLASS RANGER]

Dexterity 15
The Ranged Strike skill is considered a class skill for you.

Once per encounter, you can use the ranger’s Barrage class feature. You also gain a +5 multiclass bonus to Ranged Strike checks when bloodied.

SNEAK OF SHADOWS [MULTICLASS ROGUE]

Dexterity 15
The Thievery skill is considered a class skill for you.

Once per encounter, you can use the rogue’s Sneak Attack class feature.

PROOF OF HONOUR [MULTICLASS SAMURAI]

Constitution 15
Select one skill from the samurai’s list of class skills. That skill is considered a class skill for you.

In addition, you can use the samurai’s Octaslash class feature once per encounter.

VOICE OF THE MANY [MULTICLASS SCHOLAR]

Intelligence 15
Select one skill from the scholar’s list of class skills. That skill is considered a class skill for you.

In addition, you can use the scholar’s Inspiring Word class feature once per encounter.

GIFT OF THE GODDESS [MULTICLASS WHITE MAGE]

Charisma 15
The Spellcasting skill is considered a class skill for you.

Once per encounter, you can use the white mage’s Channel Magic class feature.
**Technique Specialist**

*Any class-specific multiclass feat, 9th level*

You can swap one technique you know for one technique of the same level or lower from the class you multiclassed into.

**Melee Mastery**

*Any class-specific multiclass feat, 9th level*

You take the best melee damage die drawn from your main class and your secondary class.

**Ranged Mastery**

*Any class-specific multiclass feat, 9th level*

You take the best ranged damage die drawn from your main class and your secondary class.

**Magic Mastery**

*Any class-specific multiclass feat, 9th level*

You take the best magic damage die drawn from your main class and your secondary class.

---

### MULTICLASS FEATS

<table>
<thead>
<tr>
<th>NAME</th>
<th>PREREQUISITE</th>
<th>BENEFIT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warmage</td>
<td>Cha 15</td>
<td>Black Mage: Spellcasting skill, <em>Focus</em> 1/encounter and +5 to Spellcasting</td>
</tr>
<tr>
<td>Homing Lance</td>
<td>Str 15</td>
<td>Dragoon: Athletics skill, <em>Aerial Lunge</em> 1/encounter</td>
</tr>
<tr>
<td>Defending your Honour</td>
<td>Str 15</td>
<td>Fighter: Melee Strike skill, <em>Cover</em> 1/encounter and +5 to Melee Strike</td>
</tr>
<tr>
<td>Martial Law</td>
<td>Con 15</td>
<td>Monk: Choice of class skill, <em>Dodge</em> 1/encounter</td>
</tr>
<tr>
<td>Student of the Gun</td>
<td>Dex 15</td>
<td>Ranger: Ranged Strike skill, <em>Barrage</em> 1/encounter and +5 to Ranged Strike</td>
</tr>
<tr>
<td>Sneak of Shadows</td>
<td>Dex 15</td>
<td>Rogue: Thievery skill, <em>Sneak Attack</em> 1/encounter</td>
</tr>
<tr>
<td>Proof of Honour</td>
<td>Con 15</td>
<td>Samurai: Choice of class skill, <em>Octaslash</em> 1/encounter</td>
</tr>
<tr>
<td>Voice of the Many</td>
<td>Int 15</td>
<td>Scholar: Choice of class skill, <em>Inspiring Word</em> 1/encounter</td>
</tr>
<tr>
<td>Gift of the Goddess</td>
<td>Cha 15</td>
<td>White Mage: Spellcasting skill, <em>Channel Magic</em> 1/encounter</td>
</tr>
<tr>
<td>Technique Specialist</td>
<td>Any class-specific multiclass feat, 9th level</td>
<td>Swap one technique with one of multiclass</td>
</tr>
<tr>
<td>Melee Mastery</td>
<td>Any class-specific multiclass feat, 9th level</td>
<td>You take the best melee damage die</td>
</tr>
<tr>
<td>Ranged Mastery</td>
<td>Any class-specific multiclass feat, 9th level</td>
<td>You take the best ranged damage die</td>
</tr>
<tr>
<td>Magic Mastery</td>
<td>Any class-specific multiclass feat, 9th level</td>
<td>You take the best magic damage die</td>
</tr>
</tbody>
</table>
What does your character look like? How old is he (or she)? What sort of impression does he make? What led him to become an adventurer? This chapter covers a miscellany of topics that apply to your character. It helps you establish your character’s identity and place on the planet and make him or her more lifelike — like a main character in a Final Fantasy game or film. For many players, this is the true expression of role-playing: defining the character that you are going to play.

When you first play a character, it’s fine to leave some of the details sketchy. Over time, as adventures play out, you’ll get a better sense of who you want your character to be. You’ll develop your character’s details much the way an author develops a character over several chapters in a novel or over several novels in a series.
DETAILS

This section offers advice as you determine details about your character, including his or her age, appearance, and personality. Start with some idea about your character’s background and personality, and use that idea to develop the details that bring your character to life.

AGE

Your character’s age is pretty much up to you (subject to the Gamemaster’s approval). A character reaches 1st level in a character class at the point when he or she steps out of mundane life and into the drama of the story, either by choice or through circumstances beyond the character’s control. That could be as a young adult for a SOLDIER, as an 18-year-old adult (such as the case of Zack Fair), or as an even older character, depending on your character concept.

AGE BY RACE IN YEARS

<table>
<thead>
<tr>
<th>RACE</th>
<th>CHILD</th>
<th>YOUNG ADULT</th>
<th>ADULT</th>
<th>MIDDLE AGE</th>
<th>OLD</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human</td>
<td>1 – 11</td>
<td>12 – 15</td>
<td>16 – 40</td>
<td>41 – 59</td>
<td>60+</td>
</tr>
<tr>
<td>Cetra</td>
<td>1 – 10</td>
<td>11 – 17</td>
<td>18 – 40</td>
<td>41 – 54</td>
<td>55+</td>
</tr>
<tr>
<td>Gi’Na-Ka</td>
<td>1 – 26</td>
<td>27 – 44</td>
<td>45 – 80</td>
<td>81 – 109</td>
<td>110+</td>
</tr>
<tr>
<td>Goblin</td>
<td>1 – 9</td>
<td>10 – 13</td>
<td>14 – 29</td>
<td>30 – 44</td>
<td>45+</td>
</tr>
<tr>
<td>Grim</td>
<td>1 – 6</td>
<td>7 – 10</td>
<td>11 – 39</td>
<td>40 – 59</td>
<td>60+</td>
</tr>
<tr>
<td>Moogle</td>
<td>1 – 9</td>
<td>10 – 15</td>
<td>16 – 35</td>
<td>36 – 44</td>
<td>45+</td>
</tr>
<tr>
<td>Remnant*</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>Sahagin</td>
<td>1 – 12</td>
<td>13 – 15</td>
<td>16 – 35</td>
<td>36 – 49</td>
<td>50+</td>
</tr>
<tr>
<td>Tonberry</td>
<td>1 – 13</td>
<td>14 – 18</td>
<td>19 – 44</td>
<td>45 – 69</td>
<td>70+</td>
</tr>
</tbody>
</table>

*Remnants are considered ageless and not affected by aging effects.

The “Age by Race in Years” table gives you age ranges for the various races presented in Chapter 2: Races. The ages presented for each race is associated with how that race ages in their years, not the planet’s years (similar to how a dog ages 7 years for every 1 human year). As your hero ages, his or her physical ability scores (Strength, Dexterity, and Constitution) decrease and his or her mental ability scores (Intelligence, Wisdom, and Charisma) increase, as shown in the “Aging Effects” table. The effects of each aging step are cumulative. However, none of a character’s ability scores can be reduced below 1 in this way.

AGING EFFECTS

<table>
<thead>
<tr>
<th>AGE</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Child</td>
<td>-3 to Str, Con, Dex, Int, Wis, and Cha</td>
</tr>
<tr>
<td>Young Adult</td>
<td>-1 to Str, Con, Dex, Int, Wis, and Cha</td>
</tr>
<tr>
<td>Adult</td>
<td>No modifier</td>
</tr>
<tr>
<td>Middle Age</td>
<td>-1 to Str, Dex, and Con; +1 to Int, Wis, and Cha</td>
</tr>
<tr>
<td>Old</td>
<td>-3 to Str, Dex, and Con; +1 to Int, Wis, and Cha</td>
</tr>
</tbody>
</table>

First, generate your ability scores as defined in Chapter 1. Then, once your starting age is determined, apply the modifiers shown on the “Aging Effects” table. Note that the methods described for determining ability scores yield the scores of an adult character. For example, when a character reaches middle age, her Strength, Dexterity, and Constitution scores each drop 1 point, while her Intelligence, Wisdom, and Charisma scores each increase by 1 point. When she becomes old, her physical ability scores all drop an additional 2 points, while her mental ability scores increase by 1 again. So far she has lost a total of 3 points from her Strength, Dexterity, and Constitution scores and gained a total of 2 points to her Intelligence, Wisdom, and Charisma scores due to aging.

HEIGHT AND WEIGHT

The “Height and Weight” table presents average heights and weights for the different races presented in Chapter 2: Races. Your character may be of average height and weight, or you can make your character lighter, heavier, shorter, or taller. Think about what your character’s abilities might say about her height and weight. If she is weak but agile, she may be thin. If she is strong and tough, she may be tall or just heavy.

<table>
<thead>
<tr>
<th>RACE</th>
<th>AVERAGE HEIGHT</th>
<th>AVERAGE WEIGHT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Human, male</td>
<td>1.8 m</td>
<td>75 kg</td>
</tr>
<tr>
<td>Human, female</td>
<td>1.6 m</td>
<td>55 kg</td>
</tr>
<tr>
<td>Cetra, male</td>
<td>1.8 m</td>
<td>75 kg</td>
</tr>
<tr>
<td>Cetra, female</td>
<td>1.6 m</td>
<td>55 kg</td>
</tr>
<tr>
<td>Gi’Na’Ka</td>
<td>2.1 m</td>
<td>80 kg</td>
</tr>
<tr>
<td>Goblin, male</td>
<td>0.9 m</td>
<td>40 kg</td>
</tr>
<tr>
<td>Goblin, female</td>
<td>0.8 m</td>
<td>30 kg</td>
</tr>
<tr>
<td>Grim, male</td>
<td>1 m</td>
<td>60 kg</td>
</tr>
<tr>
<td>Grim, female</td>
<td>0.9 m</td>
<td>50 kg</td>
</tr>
<tr>
<td>Moogle, male</td>
<td>0.7 m</td>
<td>35 kg</td>
</tr>
<tr>
<td>Moogle, female</td>
<td>0.6 m</td>
<td>25 kg</td>
</tr>
<tr>
<td>Remnant</td>
<td>1.9 m</td>
<td>75 kg</td>
</tr>
<tr>
<td>Sahagin, male</td>
<td>1.7 m</td>
<td>70 kg</td>
</tr>
<tr>
<td>Sahagin, female</td>
<td>1.5 m</td>
<td>50 kg</td>
</tr>
<tr>
<td>Tonberry, male</td>
<td>0.8 m</td>
<td>40 kg</td>
</tr>
<tr>
<td>Tonberry, female</td>
<td>0.7 m</td>
<td>35 kg</td>
</tr>
</tbody>
</table>

PERSONALITY

Decide how your character acts, what she likes, what she wants out of life, what scares her, and what makes her angry. Your character’s hometown is a good place to start when thinking about
personality, but it’s a bad place to stop. Make your character different from every other character.

Personality is a summary of how your character usually acts. Make sure it’s interesting and fun for you to play. Give your character good points and bad points. Think about his code of ethics. Will your character do anything for the right price, or is there a line he just won’t cross? Is your character cheerful or dour, optimistic or pessimistic, honourable or dishonourable? These are just some of the factors that could go into your character’s personality.

A handy trick for making an interesting personality for your character is including some sort of conflict in his nature.

Your character’s personality can change over time. Just because you’ve written some personality notes on your character sheet doesn’t mean you can’t let your character grow and develop the way real people do.

BACKGROUND

Decide what your character’s life has been like up until now. Here are a few questions to get you thinking:

- How did she decide to become a hero?
- How did she acquire Heroic Classes?
- Where did she get her starting equipment? Did she assemble it piece by piece over time? Was it a parting gift from a parent or mentor?
- Do any items have special significance to her?
- What’s the worst thing that’s ever happened to her?
- What’s the best thing that’s ever happened to her?
- Does she stay in contact with her family? What do they think of her?

Only your GM needs to know all the details of your background. You can tell the other players as much or as little as you see fit. You can get as complex as you like, or keep your character’s background simple. Has she travelled around the world a lot? What’s her home town like? What does she think of Shinra? Does she know any of the other players’ characters from before the campaign started? If not, what’s her connection to the rest of the team?

GOALS

Your character might have a number of objectives that he or she hopes to accomplish. These are the things that motivate your character. Does he seek wealth or love? Revenge or Power? That’s up to you and your GM.

Goals can be immediate or long-term. They can also change during play, and new goals can be added all the time. Think of goals as what’s motivating your character right now, though some long-term goals might fade to the background until circumstances warrant.

CAREER PATHS

The following section describes career paths that you can select from. All career paths require you to meet certain prerequisites and you can only select one career at any given time. Career paths are entirely optional.

RANK POINTS

Rank points represent how well you are advancing in your chosen career. All career paths have a tier of promotion, and when you gain enough rank points (as determined in the career’s table), you are promoted up to the next tier.

GAINING RANK POINTS

The GM awards you a rank point every time he feels your actions have a positive effect within your chosen career path. There are no limits to the number of rank points you can acquire in a single encounter, however the GM must be cautious in awarding too many rank points (See Chapter 11: Gamemastering, for more information).

Once you have acquired enough rank points, you are promoted to the next tier of your career. The GM is encouraged to create an in-game scenario of your character’s promotion; be it a meeting with the boss or the company’s CEO.

LOSING RANK POINTS

The GM can remove a rank point from you if he feels your actions have a negative effect within your chosen career path. Just like gaining rank points, there are no limits to the number of rank points you can lose in a single encounter, depending on the severity of your actions.

If you lose enough rank points that causes you to lose the minimum requirement of your current tier, you are demoted to the previous tier of your career; losing any features granted from the tier you were demoted from. Because of this, you can actually go into a negative number in regards to rank points (see “Falling Out Of Favour”, below). Again, if this would to happen, the GM is encouraged to create an in-game scenario of this happening.
FALLING OUT OF FAVOUR
If you lose enough rank points that causes it to go into negative numbers, you are considered “fallen out of favour” within your career’s organisation. You lose all features and benefits associated with your career, as well as being considered an enemy, a threat, or a severe liability within the organisation you had once worked for.

For every negative point of rank you have acquired, you receive a penalty to ability checks, skill checks, and saving throws against targets belonging to the organisation you once worked for (-4 rank points, for example, means you gain a -4 penalty to ability checks, skill checks, and saving throws).

AWARDING RANK POINTS FAIRLY
It’s important to note that, as a GM, you must award and take away rank points in a fair manner. A character, whose actions benefit their accompanying party rather than their career, for example, shouldn’t have rank points taken away. Only award rank points, or take away rank points, if their actions directly affect their career.

CAREER RESIGNATION
At any time during your current career path you can choose to resign to follow another career path if you so desire. By doing this, any rank points gained in your old career path are reduced to 0 and you lose all benefits and abilities associated with that career.

If you choose to follow another career path, you must make sure you meet the prerequisites, and you and your GM are encouraged to create an in-game scenario where your character enters their new job.

ADMINISTRATION
Whether it is with the Shinra Electric Power Company, or another corporate business, you have found your place among the many that prefer to work behind-the-scenes; be it in finance, planning and development, or another department.

PREREQUISITES
- Abilities: Charisma 16, Intelligence 14.
- Skill Proficiencies: Knowledge (bureaucracy) +4, Perception +4, Persuasion +4.

CAREER BENEFITS
- Salary: +5d10 at 1st level. 1d10x50 at each level thereafter.

TIERS
The table below describes the levels of the Administration career path, along with the number of ranks required to be promoted and the features you gain.

<table>
<thead>
<tr>
<th>TIER</th>
<th>RANK POINTS REQUIRED</th>
<th>FEATURES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Intern</td>
<td>0</td>
<td>Corporate Beginnings</td>
</tr>
<tr>
<td>Clerk</td>
<td>4</td>
<td>Impose Hesitation</td>
</tr>
<tr>
<td>Field Admin</td>
<td>8</td>
<td>Field Expertise</td>
</tr>
<tr>
<td>Assistant Dir</td>
<td>12</td>
<td>Corporate Clout</td>
</tr>
<tr>
<td>Director</td>
<td>20</td>
<td>Executive Leadership</td>
</tr>
</tbody>
</table>

CORPORATE BEGINNINGS
Choose one of the following. Your choice represents the specialised field of corporate business you want to excel in.
- Finance: +2 bonus to Knowledge (bureaucracy) checks.
- Human Resources: +2 bonus to one defence score of your choice.
- IT: +2 bonus to Use Computer checks.
- Marketing: +2 bonus to either Melee Strike checks or Ranged Strike checks (pick one).
- Research: +2 bonus to Streetwise checks.

IMPOSE HESITATION
As a standard action, make a Persuasion check targeting all enemy targets in a burst 6. If you equal or exceed the target’s Will Defence, the target loses a swift action on its next turn and cannot take full-round actions. This is a mind-affecting effect. Targets need to see, hear, and understand you to be affected by this attack.

FIELD EXPERTISE
You gain an additional ability based on your specialised field within the corporate sector.
- Finance: Once per day, and only once for a single ally, you can grant an ally with an amount of gil equal to 1,000 x your Charisma
modifier. The ally can spend these gil as they see fit, and the gil appear in a civilised, accessible location of their choice, or in a private bank account.

- **Human Resources:** Once per day, at the cost of a standard action, you can provide one ally of your choice with a bonus to one skill check or ability check of their choice equal to your rank points. The ally must use this bonus on their next turn otherwise the opportunity is lost.
- **IT:** As a move action, you can grant yourself a bonus to Use Computer checks up to one-half rank points you have (rounded down) at the cost of giving yourself a penalty to your Defence scores equal to the bonus you granted yourself. This effect lasts until the end of the encounter.
- **Marketing:** Once per day as a standard action, you can grant a single ally with a bonus to Melee Strike and Ranged Strike checks equal to one-half your level (rounded-down). The ally must use the bonus on his next turn otherwise the opportunity is lost.
- **Research:** You can reroll your Streetwise check to find out information, keeping the better of the two rolls. You can reroll your Streetwise check as many times as you see fit, but only once during your turn.

**CORPORATE CLOUD**

You excel at making deals that make enemies question which side they should be on. Once per encounter, as a standard action, you can make a Persuasion check against the Will Defence of an enemy within line of sight. If your check equals or exceeds the target’s Will Defence, the target cannot attack you for the remainder of the encounter. If your check exceeds the Will Defence by 5 or more, the target will not attack you or your allies for the remainder of the encounter, and retreats from the encounter. If your check exceeds the Will Defence by 10 or more, the target’s attitude toward you is now friendly, and the target becomes your ally for the remainder of the encounter, remaining under the control of the Gamemaster. If you or one of your allies attacks the target, the target once again becomes hostile.

If the target is a higher level than you, it gains a +5 bonus to its Will Defence.

**EXECUTIVE LEADERSHIP**

As a swift action, as many times per encounter equal to your Charisma modifier, you can grant an ally within line of sight a temporary boost to their speed, attack, or defences. Until the end of their turn they can gain one of the following benefits (your choice): increase base speed by 2 squares, a +2 morale bonus to attacks, or a +2 morale bonus to all defences.

**CRIMINAL**

Be it out of desperation, desire, or your own stupidity, you have decided to work for one of the planet’s most notorious crime bosses. Keep your head down, do as you’re told, and shine out among the others, and one day you will have control of your own territory, and no one will dare stand up to you.

**PREREQUISITES**

- **Abilities:** Charisma 16, Intelligence 14.
- **Skill Proficiencies:** Deception +4, Streetwise +4, Thievery +4.

**CAREER BENEFITS**

- **Salary:** +5d4 at 1st level. 1d4x50 at each level thereafter.

**TIERS**

The table below describes the levels of the Criminal career path, along with the number of ranks required to be promoted and the features you gain.

<table>
<thead>
<tr>
<th>TIER</th>
<th>RANK POINTS REQUIRED</th>
<th>FEATURES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dog’s Body</td>
<td>0</td>
<td>Specialised Crime</td>
</tr>
<tr>
<td>Brute</td>
<td>4</td>
<td>Unflinching</td>
</tr>
<tr>
<td>Adviser</td>
<td>8</td>
<td>Impel Ally</td>
</tr>
<tr>
<td>Underboss</td>
<td>12</td>
<td>Attract Minion</td>
</tr>
<tr>
<td>Crime Lord</td>
<td>20</td>
<td>Inspire Fear</td>
</tr>
</tbody>
</table>

**CAREER FEATURES**

The following section describes additional features gained through rising up within the criminal underworld.

**SPECIALISED CRIME**

Select one of the following types of crime. You become specialised in that type of crime and gain it associated ability.

- **Blackmailer:** Can reroll Deception checks, keeping the better of two rolls.
- **Enforcer:** +5 to Melee Strike checks
Highway Robber: +5 to Pilot checks
Hired Killer: +5 to Ranged Strike checks
Pickpocket: Can reroll Thievery checks, keeping the better of two rolls.
Smuggler: Can reroll Stealth checks, keeping the better of two rolls.

**UNFLINCHING**
You have made yourself very difficult to intimidate or deter. You may add your rank points to your Fortitude Defence or Will Defence until the start of your next turn as a reaction; you choose which defence to apply the bonus to when you use the ability, but you must declare the use of this feature before you know the outcome of the effect targeting you. You can use the effects of this ability a number of times per encounter equal to your Wisdom modifier.

**IMPEL ALLY**
You can spend a swift action to grant one ally the ability to move its normal speed. The ally must move immediately on your turn, before you do anything else, or else the opportunity is wasted. You can use this ability up to three times on your turn (spending a swift action each time).
Alternatively, you can spend two swift actions to grant one ally the ability to take a standard action. The ally must act immediately on your turn, before you do anything else, or else the opportunity is wasted.

**ATTRACT MINION**
You attract a loyal minion. The minion is a Freelancer with a class level equal to three-quarters of your character level, rounded down.
You can have as many minions equal to your Charisma modifier. Any other minions you have are assumed to be looking after your various interests. If you lose a minion, you can send for another minion if you have one (although normal travel time still applies).
Each minion that accompanies you on an adventure is entitled to an equal share of the total experience points earned for the adventure. For example, two minions that accompanies a party of five heroes on an adventure receives one-seventh of the XP that the group earns.
When your minions invoke your name, others take note. If you have minions, they may reroll any Persuasion checks made to intimidate others, keeping the better of the two rolls.

**INSPIRE FEAR**
Your infamy and reputation are such that any opponent whose level is equal to or less than your character level takes a -5 penalty on attacks and opposed skill checks made against you, as well as Spellcasting checks made to cast magic and summons against you. This is a mind-affecting fear effect.

**DEVOUT**
Your faith with your deity has brought you here: a lifelong devotion to the church. Your strong beliefs and dedication to all that your deity stands for allows you to freely express yourself among other like-minded people.

**PREREQUISITES**
- **Abilities**: Charisma 16, Wisdom 14.
- **Skill Proficiencies**: Knowledge (religious lore) +4, Persuasion +4, Spellcasting +4.
- **Deity**: Must worship a deity (see “Deities” in Chapter 09: JENOVA and the Lifestream).

**CAREER BENEFITS**
- **Salary**: +5d6 at 1st level. 1d6x50 at each level thereafter.

**TIERS**
The table below describes the levels of the Devout career path, along with the number of ranks required to be promoted and the features you gain.

<table>
<thead>
<tr>
<th>TIER</th>
<th>RANK POINTS REQUIRED</th>
<th>FEATURES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reverend</td>
<td>0</td>
<td>Faithful Deity</td>
</tr>
<tr>
<td>Dean</td>
<td>4</td>
<td>Act of Faith</td>
</tr>
<tr>
<td>Archdeacon</td>
<td>8</td>
<td>Spirit Energy</td>
</tr>
<tr>
<td>Bishop</td>
<td>12</td>
<td>Minerva’s Blessing</td>
</tr>
<tr>
<td>Archbishop</td>
<td>20</td>
<td>Inspire Faith</td>
</tr>
</tbody>
</table>

**CAREER FEATURES**
The following section describes additional features gained through rising up within the church hierarchy.
**FAITHFUL DEITY**
You can use the technique associated with your deity one additional time per day.

**ACT OF FAITH**
If an ally within your line of sight has become *bloodied*, you can surrender a move or standard action to grant that ally an additional +2 die on damage rolls on their next turn.

**SPIRIT ENERGY**
As a move action, you can grant one ally within your line of sight the benefits of a single technique you possess. The ally must use the technique by the end of his next turn otherwise the opportunity is lost.

You can use this ability a number of times per day equal to your Wisdom modifier.

**MINERVA'S BLESSING**
Once per encounter, you can make a DC 20 Spellcasting check as a free action. If the check is successful, you receive a +3 faith bonus on all skill checks until the end of your turn.

You can use this ability a number of times per encounter equal to your Wisdom modifier.

**INSPIRE FAITH**
As a standard action, you can inspire all allies within your line of sight that their beliefs can sustain them through adversity, granting them a +5 morale bonus to their defences, and a +5 morale bonus to Melee Strike and Ranged Strike checks. Once inspired, your allies don’t need to remain within line of sight of you. You can’t inspire faith in yourself. This is a mind-affecting effect.

You can use this ability a number of times per day equal to your Charisma modifier, and the effects of this ability last until the start of your next turn.

**LAW ENFORCEMENT**
You have always fancied the idea of joining the police force; be it for personal reasons or the idea of serving justice on those that do wrong. Work hard and always remember that crime is not welcome in a civilised society.

**PREREQUISITES**
- **Skill Proficiencies**: Knowledge (social sciences) +4, Ranged Strike +4, Streetwise +4.
- **Weapon Proficiencies**: Pistols, Rifles.

**CAREER BENEFITS**
- **Salary**: +5d6 at 1st level. 1d6x50 at each level thereafter.

**TIERS**
The table below describes the levels of the Law Enforcement career path, along with the number of ranks required to be promoted and the features you gain.

<table>
<thead>
<tr>
<th>TIER</th>
<th>RANK POINTS REQUIRED</th>
<th>FEATURES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Officer</td>
<td>0</td>
<td>Gunslinger Specialisation</td>
</tr>
<tr>
<td>Sergeant</td>
<td>4</td>
<td>One For The Team</td>
</tr>
<tr>
<td>Lieutenant</td>
<td>8</td>
<td>Shift Defence</td>
</tr>
<tr>
<td>Captain</td>
<td>12</td>
<td>Trusty Sidearm</td>
</tr>
<tr>
<td>Chief</td>
<td>20</td>
<td>Inspire Confidence</td>
</tr>
</tbody>
</table>

**CAREER FEATURES**
The following section describes additional features gained through rising up within the police force.

**GUNSLINGER SPECIALISATION**
Upon becoming an officer, you gain one of the following abilities (your choice):
- **Blowback**: When you make an attack with a rifle that deals damage in excess of your target’s *bloodied* value, you can choose to push the target 1 square away from you.
- **Deceptive Shot**: Select one target in a close burst 6. You can spend two swift actions on the same turn to make a Deception check; if the check result equals or exceeds the target’s Will Defence, the target takes a -5 penalty to Reflex Defence against your attacks until the end of your turn.
- **Improved Quick Draw**: If you are carrying a pistol (either in your hand or in a holster), you may draw the pistol and make a single attack during a surprise round even if you are surprised. If you are not surprised, you may take any single action of your choice, as normal.
- **Knockdown Shot**: If you aim before making a ranged attack and the attack hits, you knock the target prone in addition to dealing damage. You can’t use this ability to knock down targets two or more size categories bigger than you.
- **Ranged Disarm**: You can disarm an opponent using a ranged attack. If your ranged disarm
attack fails, your opponent doesn’t get to make a free attack against you.

ONE FOR THE TEAM
As a reaction, you can choose to take one-half or all of the damage dealt to an adjacent ally by a single attack. Similarly, as a reaction, an adjacent ally can choose to take one-half or all of the damage dealt to you by a single attack (even if the ally doesn’t have this ability).

You can use this ability a number of times per encounter equal to your Wisdom Modifier.

SHIFT DEFENCE
As a swift action, you can gain a +5 competence bonus to one defence score of your choice (Reflex, Fortitude, Will, or Magic) by taking a -5 penalty to your other three defences. This effect lasts until the start of your next turn.

TRUSTY SIDEARM
You gain a bonus on damage rolls equal to one-half your class level (rounded-down) when wielding a pistol or rifle. This damage is in addition to any other bonuses to damage rolls you may have.

INSPIRE CONFIDENCE
As a standard action, you can inspire confidence in all allies in line of sight, granting them a +3 morale bonus on skill checks for the rest of the encounter or until you’re unconscious or dead. Once inspired, your allies don’t need to remain within line of sight of you. You can’t inspire confidence in yourself.

You can use this ability a number of times per day equal to your Charisma modifier.

CAREER BENEFITS
- Salary: +5d10 at 1st level. 1d10x50 at each level thereafter.

TIERS
The table below describes the levels of the Medical career path, along with the number of ranks required to be promoted and the features you gain.

<table>
<thead>
<tr>
<th>MEDICAL</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
</tr>
<tr>
<td>Foundation 1</td>
</tr>
<tr>
<td>Foundation 2</td>
</tr>
<tr>
<td>Junior Registrar</td>
</tr>
<tr>
<td>Senior Registrar</td>
</tr>
<tr>
<td>Consultant</td>
</tr>
</tbody>
</table>

CAREER FEATURES
The following section describes additional features gained through rising up within the medical career.

STEADY UNDER PRESSURE
You can reroll any Treat Injury and Knowledge (life sciences) checks, keeping the better of the two rolls. In addition, you can make Treat Injury checks as a move action instead of a standard action.

MEDICAL SPECIALISATION
When you reach Foundation 2, you select what area of medicine you wish to specialise in. You choose one of the following:
- Debilitating Health: You administer a phoenix down as a swift action instead of a move action.
- Detrimental Diseases: You administer a remedy as a swift action instead of a move action.
- Mental Health: You administer an ether as a swift action instead of a move action.
- Personal Health: You administer a potion as a swift action instead of a move action.

SECOND CHANCES
If you fail your Treat Injury check to stabilise a dying patient, the patient does not take any additional damage, nor does he die, even if the failed check would normally require it.

PREREQUISITES
- Abilities: Wisdom 16, Intelligence 15.
- Skill Proficiencies: Knowledge (life sciences) +4, Perception +4, Treat Injury +4.
**EMERGENCY TEAM**

You are skilled at working on and managing an emergency medical team. Allies assisting you with Treat Injury checks automatically grant you a +2 bonus (per ally, maximum +10) instead of having to make a DC 10 Treat Injury check to grant the bonus.

**MEDICAL MASTERY**

Depending on the specialised field you selected when you were a Foundation 2, you gain one of the following:

- **Debilitating Health**: When administrating a phoenix down, the amount of hit points restored equals the target’s full Constitution score instead of one-half.
- **Detrimental Diseases**: When administrating a remedy, you increase the range of the item from melee 1 to range 4.
- **Mental Health**: When administrating an ether, the healing die increases from d4 to d6.
- **Personal Health**: When administrating a potion, the healing die increases from d8 to d10.

**MILITARY**

The life of a soldier in the armed forces is one of discipline and ingenuity. You are required to train on a daily basis and follow orders without question. If you don’t, you may face severe punishment from your superior.

**PREREQUISITES**

- **Skill Proficiencies**: Knowledge (tactics) +4, Ranged Strike +4, Stealth +4.
- **Weapon Proficiencies**: firearms and one other weapon type.

**CAREER BENEFITS**

- **Salary**: +5d8 at 1st level. 1d8\(\times\)50 at each level thereafter.

**TIERs**

The table below describes the levels of the Military career path, along with the number of ranks required to be promoted and the features you gain.

<table>
<thead>
<tr>
<th>TIER</th>
<th>RANK POINTS REQUIRED</th>
<th>FEATURES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Private</td>
<td>0</td>
<td>Lifesaver</td>
</tr>
<tr>
<td>Sergeant</td>
<td>4</td>
<td>Multiattack Specialist</td>
</tr>
<tr>
<td>Major</td>
<td>8</td>
<td>Delay Damage</td>
</tr>
<tr>
<td>Colonel</td>
<td>12</td>
<td>Multiattack Mastery</td>
</tr>
<tr>
<td>General</td>
<td>20</td>
<td>Demand Surrender</td>
</tr>
</tbody>
</table>

**MILITARY FEATURES**

The following section describes additional features gained through rising up within the armed forces.

**LIFESAVER**

Once per encounter, as a reaction, when an ally takes damage that equals or exceeds its bloodied value or reduces it to 0 hit points, you can move up to your speed provided you end your movement adjacent to that ally. This movement does not provoke opportunity attacks. You take all of the damage that triggered this ability’s use, and your ally takes no damage.

You can use this ability a number of times per encounter equal to your Dexterity modifier.

**MULTIATTACK SPECIALIST**

Whenever you make multiple attacks using firearms as a full-round action, you reduce the penalty to the attacks by 2.

**DELAY DAMAGE**

Once per encounter, as a reaction, you can choose to delay the effect of a single attack, ability, or effect used against you. The damage or effect does not take hold until the end of your next turn.

**MULTIATTACK MASTERY**

You further reduce the penalty when making multiple attacks with firearms by 3.

**DEMAND SURRENDER**

Once per encounter, you can make a Persuasion check as a standard action to demand surrender from an opponent who has been reduced to one-half or less of its hit points. If your check result equals or exceeds the target’s Will Defence, it surrenders to you and your allies, drops any weapons it is holding, and takes no hostile actions. If the target is higher level than you, it gains a +5 bonus to its Will Defence. If you or any of your allies attack it, it no longer submits to your will and can act normally. You can only use this ability
against a particular target once per encounter. This is a mind-affecting effect.

SOLDIER
You have finally joined the ranks of the best, the elite fighting force on the planet. As a member of SOLDIER, you are charged with preserving the will of Shinra, and enforcing the company’s influence across the globe.

PREREQUISITES
- Special: Must successfully be enhanced by mako without any fail.

CAREER BENEFITS
- Skills: +5 bonus to any two skills of your choice.
- Money: +5d4 at 1st level. 1d4x50 at each level thereafter.

TIERS
The table below describes the levels of the SOLDIER career path, along with the number of ranks required to be promoted and the features you gain.

<table>
<thead>
<tr>
<th>TIER</th>
<th>RANK POINTS REQUIRED</th>
<th>FEATURES</th>
</tr>
</thead>
<tbody>
<tr>
<td>3rd Class</td>
<td>0</td>
<td>Block; Deflect; two SOLDIER techniques</td>
</tr>
<tr>
<td>2nd Class</td>
<td>8</td>
<td>+2 bonus to one defence score; two SOLDIER techniques</td>
</tr>
<tr>
<td>1st Class</td>
<td>22</td>
<td>Magic Sword; Redirect Shot; two SOLDIER techniques</td>
</tr>
<tr>
<td>Tsviet</td>
<td>31</td>
<td>+2 bonus to one defence score; two SOLDIER techniques</td>
</tr>
<tr>
<td>Restrictor</td>
<td>40</td>
<td>Ignite Fear; Severe Strike; two SOLDIER techniques</td>
</tr>
</tbody>
</table>

CAREER FEATURES
The following section describes additional features gained through becoming a member of SOLDIER.

BLOCK
As a reaction to an enemy target’s melee attack against you, you can negate the attack by making a successful Spellcasting check. The DC of the skill check is equal to the result of the Melee Strike check you wish to negate, and you take a cumulative -5 penalty on your Spellcasting check for every time you have used Block or Deflect since the beginning of your last turn. You must have a melee weapon drawn to use this ability, and you must be aware of the attack in order to block it.

DEFLECT
As a reaction to an enemy target’s ranged attack against you, you can negate the attack by making a successful Spellcasting check. The DC of the skill check is equal to the result of the Ranged Strike check you wish to negate, and you take a cumulative -5 penalty on your Spellcasting check for every time you have used Block or Deflect since the beginning of your last turn. You must have a melee weapon drawn to use this ability, and you must be aware of the attack in order to deflect it.

You can use this ability to deflect some of the barrage of shots fired from a ranged weapon set on autofire. If you succeed on the Spellcasting check, you take half damage if the autofire attack hits and no damage if the autofire attack misses. This ability has no effect on other area attacks (such as grenades, missiles, and flamethrowers).

IGNITE FEAR
Once per encounter as a swift action, you can harness the fear by your allies and transform it into a powerful motivational tool. All allies within a blast 12 receive a +5 bonus to skill checks, but suffer a -2 penalty to defences until the end of the encounter.

MAGIC SWORD
Select one elemental damage type (fire, force, ice, etc). Until the end of the encounter, whenever you make an attack with your melee weapon, you deal additional damage of the selected damage type equal to 1 magic die.

REDIRECT SHOT
This ability allows you to redirect a deflected bullet along a specific trajectory so that it damages another monster or target in its path. Once per round when you successfully deflect a bullet, you can make an immediate Dexterity check against another target with which you have line of sight.
Apply the normal range penalties to the ability check, not counting the distance the bullet travelled to reach you. If the check succeeds, it deals normal weapon damage to the target instead of you.

You can only redirect a single bullet in this manner. Barrages from autofire weapons and other types of projectiles can’t be redirected.

**SEVERE STRIKE**
The hit rate of your weapon increases by 1 for every ten levels you are in your class. A level 34 Samurai, for example, has his weapon’s hit rate increase by 3.

**SOLDIER TECHNIQUES**
When you begin your career as a SOLDIER, and every time you are promoted, you gain two SOLDIER techniques from those presented below. These techniques are in addition to any techniques gained through your class or through feats.

You can select the same technique more than once. Each time you do, you can use that technique one additional time per encounter.

**APOCALYPSE**
You summon a circular beam of deadly radiant light.

- **Time:** Full-round action.
- **Range:** Blast 8 within 7 squares.
- **Check:** Spellcasting vs. Magic.
- **Damage Type:** Magic.
- **Hit:** 6 radiant (miss: 3 radiant).
- **Special:** 11th Level: Power rate increases to 7
  31st Level: Power rate increases to 9

**BIZZARO ENERGY**
You heal yourself of any negative infirmities.

- **Time:** Move action.
- **Range:** Personal.
- **Check:** Spellcasting vs. DC (see below).
- **Hit:** DC 15: Regain hit points equal to 1 magic die.
  
  DC 20: As DC 15, plus your remove any of the following conditions placed upon you: blind, haste, poisoned, silence, slow, and zombie.
- **Special:** 11th Level: Power rate increases to 2
  21st Level: Power rate increases to 3
  31st Level: Power rate increases to 4
  41st Level: Power rate increases to 5

**BLACK FLURRY**
You make a spin attack with your melee weapon with a difference.

- **Time:** Standard action.

**END OF GLUTTONY**
You launch a large beam of energy from your mouth.

- **Time:** Standard action.
- **Range:** Close burst 4.
- **Check:** Spellcasting vs. Magic.
- **Damage Type:** Magic.
- **Hit:** 4 energy.
- **Special:** 11th Level: Power rate increases to 5
  21st Level: Power rate increases to 6
  31st Level: Power rate increases to 7
  41st Level: Power rate increases to 8

**HEARTLESS ANGEL**
You can bring your opponent to his knees in one swift stroke.

- **Time:** Full-round action.
- **Range:** Close burst 3.
- **Check:** Melee Strike vs. Fortitude.
- **Hit:** if the check exceeds the targets’ Fortitude Defence, the check result determines the effect:
  
  - Less than 25: Targets are reduced to 1 hit point.
  - DC 25: Targets are weakened (save ends).
  - DC 30: As DC 25, plus the targets fall prone.
- **Special:** This technique has no effect on mechanoids or spirit monsters.

**PURGATORIAL WAVE**
You send an energy shockwave from your weapon.

- **Time:** Full-round action.
- **Range:** One target in range 6.
- **Check:** Spellcasting vs. Magic.
- **Damage Type:** Magic.
- **Hit:** 8 energy (miss: 4 energy)
- **Special:** 21st Level: Power rate increases to 9
  41st Level: Power rate increases to 10

**SCORCHER**
You use the JENOVA cells within you to enhance your battle prowess.

- **Time:** Swift action.
**Range:** Personal.
**Check:** Spellcasting vs. DC (see below).
**Hit:** The result of the check determines the effect, if any:
- DC 15: Gain a +1 bonus on your next Melee Strike check.
- DC 20: Gain a +2 bonus on your next Melee Strike check.
- DC 25: Gain a +5 bonus on your next Melee Strike check.

**SUPERNOVA**
You summon a solar flare from the cosmos.

**Time:** Full-round action.
**Range:** Blast 8 within 10 squares.
**Check:** Spellcasting vs. DC (see below).
**Damage Type:** Magic.
**Hit:** The result of the check determines the effect:
- DC 15: 4 energy.
- DC 20: 6 energy.
- DC 25: 8 energy.
- DC 30: 10 energy.

**THUNDER OF ENVY**
You bring down a rain of thunder all around the battlefield.

**Time:** Standard action.
**Range:** Blast 6 within 6 squares.
**Check:** Spellcasting vs. Magic.
**Damage Type:** Magic.
**Hit:** 4 thunder (miss: 2 thunder).
**Special:**
- 11th Level: Power rate increases to 5
- 21st Level: Power rate increases to 6
- 31st Level: Power rate increases to 7
- 41st Level: Power rate increases to 8

**WHIRLWIND**
You create a storm so powerful; it blasts your foes away.

**Time:** Standard action.
**Range:** Close burst 8.
**Check:** Spellcasting vs. Magic.
**Damage Type:** Magic.
**Hit:** Affected targets are pushed back 4 squares. If targets are pushed against a wall, they take 3 force.
**Special:**
- 11th Level: Power rate increases to 4
- 21st Level: Power rate increases to 5
- 31st Level: Power rate increases to 6
- 41st Level: Power rate increases to 7

**TURK**
Shinra’s very own Special Ops organisation, the Turks operate under the guise of Shinra’s Investigation Sector of General Affairs, however they deal with highly secretive missions such as kidnap, spying, elimination, etc.

**PREREQUISITES**

**CAREER BENEFITS**
- Salary: +5d8 at 1st level. 1d8x50 at each level thereafter.

**TIERS**
The table below describes the levels of the Turk career path, along with the number of ranks required to be promoted and the features you gain.

<table>
<thead>
<tr>
<th>TIER</th>
<th>RANK POINTS REQUIRED</th>
<th>FEATURES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trainee</td>
<td>0</td>
<td>Double Agent</td>
</tr>
<tr>
<td>Rookie</td>
<td>4</td>
<td>Specialised Training</td>
</tr>
<tr>
<td>Member</td>
<td>8</td>
<td>Specialised Training</td>
</tr>
<tr>
<td>Ace</td>
<td>12</td>
<td>Specialised Training</td>
</tr>
<tr>
<td>Leader</td>
<td>20</td>
<td>Fearless Leader</td>
</tr>
</tbody>
</table>

**CAREER FEATURES**
The following section describes additional features gained through rising up within Shinra’s secret police.

**DOUBLE AGENT**
When you roll Initiative at the beginning of combat, also roll a Deception check, comparing the result to the Will Defence of all enemies currently in combat. If your Deception check is successful, that target cannot attack you and does not believe you to be an enemy (though they do not consider you an ally) while this effect is active. If you attack or otherwise obviously harm or hinder a target under the effect of this ability, or one of that target’s allies, this effect ends.

You can choose to end the effect of this ability anytime during the encounter. Doing so grants all allies in a close burst 6 with a +3 bonus to Reflex Defence.
SPECIALISED TRAINING
When you become a rookie Turk, then once again when you become a member and then an ace, you select one of the following abilities. You cannot select the same ability more than once.

- **Brutal Interrogator:** You can make Melee Strike checks in place of Streetwise checks to extract information from a target. The check must be made against the target’s Will Defence.
- **Explosives Expert:** The DC for Mechanics checks made to handle explosives (see the Mechanics skill, for more information) is reduced by 5.
- **Firearms Expertise:** You can reroll Ranged Strike checks made to use firearms, keeping the better of the two rolls.
- **Sneaky Spy:** When you make a Stealth check to follow someone discreetly, the target takes a -5 penalty to their opposing Perception check.
- **Trained Killer:** You can perform a coup-de-grace on any single target adjacent to you, regardless of whether they are helpless or not. You can only use this ability once per day.

FEARLESS LEADER
As a swift action, you can provide a courageous example for your allies. For the remainder of the encounter, your allies receive a +5 morale bonus to their Fortitude Defence and Will Defence. Your allies lose this benefit if they lose line of sight to you, or if you are killed or knocked unconscious.
Materia is crystallised Mako. Metaphysically, Materia calls upon the Lifestream’s wisdom in order to manipulate nature itself. This manifests as the phenomenon of magic for most Materia, although other Materia pieces enhance the user’s abilities. Unless one is descended from the Cetra, Materia is the only way normal humans can use magic at all.

Materia is able to occur naturally at "Mako Springs," places where the Lifestream leaks through the Planet’s surface and condenses. However, this is a rare occurrence, taking centuries for the Mako to crystallise into Materia.

**WHAT'S NEW?**

The new materia system is in line with how it is shown in the original Final Fantasy VII game, with tiers and AP needed to level up materia. Materia Fusion has been altered to reflect the changes, and we now introduce the Command materia, that only consisted of the Enemy Skill materia in the previous version.
**TYPES OF MATERIA**

Materia is divided by its colour, and each colour represents a particular knowledge a materia holds. The types of materia are as follows:

- **GREEN**: Magic Materia. Each green materia holds one particular magic spell.
- **RED**: Summon Materia. Each red materia holds one particular summon monster.
- **YELLOW**: Command Materia. A command materia provides additional benefits with certain skills.
- **PURPLE**: Support Materia. Each purple materia holds an ability otherwise inaccessible to players.

**USING MATERIA**

Other than support materia, and most command materia, you use materia by first making sure the materia you want to use is equipped then you make a Spellcasting check against a target’s Magic Defence. The formula for the check is calculated as follows:

Spellcasting Check = 1d20 + proficiency bonus + Charisma modifier + miscellaneous bonuses

Using a materia’s effect, or using a monster skill, is a standard action. Casting a summon requires a full-round action.

**EQUIPPING MATERIA**

Every weapon and armour has a number of materia slots that you can equip materia into. Some slots can be linked together, but only two slots can be linked maximum (see Chapter 08: Equipment).

Two linked materia slots mean that you can have two materia linked together to make their effects better. An example of this is linking a Fire materia with an All materia so the range of your fire spell increases.

Add the total number of materia slots in your equipped weapon(s) and armour and this will give you a number of how many materia you can equip at any given time. When you change weapons and/or armour, the number of materia equipped change accordingly.

**ABILITY POINTS**

To increase a particular materia’s level, the character needs ability points (AP). Characters are awarded ability points by the GM for completing adventures, just as they are awarded EXP and other rewards (see the Gamemastering chapter). When awarded ability points, you can only apply them to the materia you have currently equipped, and materia can only increase in level one at a time. You divide your awarded ability points among your currently equipped materia (that is, you don’t apply your total ability points to each materia). How the points are divided up, however, is up to you.

**POWER RATE**

Every spell has a power rate. Power rate works the same as a hit rate in that it indicates how many dice you need to cause damage, make an effect last for a number of rounds, etc.

For example, the blizzard spell has a power rate of 1, which means the spell’s damage roll is your base magic die (a 1<sup>st</sup> level black mage has a magic die of 1d12, so blizzard’s damage roll will be 1d12).

A 21<sup>st</sup> level black mage, with a magic die of 2d10, wishes to cast Thundara (power rate of 3). On a successful Spellcasting check, the black mage’s damage roll is 6d10 (3 x 2d10 equals 6d10).

If a spell inflicts a particular type of damage, this is normally indicated after the power rate number (4 <i>energy</i>, for example).

A spell that inflicts a condition for a period of time has a power rate of 1, which means you roll your base magic die to determine how many rounds the condition lasts for. This is indicated by a “(1)”.

**MASTERING MATERIA**

Once a particular materia has reached its highest level, that materia is considered MASTERED. When this happens, it spawns a new level 1 copy of itself.

**MATERIA BONUSES AND PENALTIES**

As multiple magic and/or summon materia are equipped, these bonuses and penalties stack with each other (see “Materia Bonuses and Penalties” for more information).

<table>
<thead>
<tr>
<th>MATERIA</th>
<th>WEAPON</th>
<th>ARMOUR</th>
</tr>
</thead>
<tbody>
<tr>
<td>Magic</td>
<td>+1</td>
<td>-1</td>
</tr>
<tr>
<td>Summon</td>
<td>+2</td>
<td>-2</td>
</tr>
</tbody>
</table>
MAGIC
Since Shinra engineered Mako into materia, magic has been widely used by those within the ranks of SOLDIER, Deepground, and independent factions.

The following section describes the various magic materia available to any character. Each materia table details how much that particular materia costs, how much ability points are needed to increase that materia in level, and what benefits the new level in the materia provides.

When you equip either a magic or summon materia, it provides certain bonuses and penalties.

### BARRIER MATERIA

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>SPELL</th>
<th>MP COST</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Barrier</td>
<td>9</td>
<td>Target gains cover (see Chapter 10: Combat) for (1) rounds</td>
</tr>
<tr>
<td>Level 2</td>
<td>300</td>
<td>Mbarrier</td>
<td>9</td>
<td>Target gains cover (see Chapter 10: Combat) against magic damage for (1) rounds</td>
</tr>
<tr>
<td>Level 3</td>
<td>600</td>
<td>Reflect</td>
<td>18</td>
<td>Inflict target with the reflect condition</td>
</tr>
<tr>
<td>Level 4</td>
<td>900</td>
<td>Wall</td>
<td>35</td>
<td>Target gains the benefits of barrier and mbarrier for (2) rounds</td>
</tr>
<tr>
<td>Level 5</td>
<td>1200</td>
<td>MASTER</td>
<td>--</td>
<td>Barrier and Mbarrier now provide superior cover (see Chapter 10: Combat)</td>
</tr>
</tbody>
</table>

### CONTAIN MATERIA

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Freeze</td>
<td>8</td>
<td>4 ice; target is inflicted with stop if Spellcasting check exceeds Magic Defence by 5 or more</td>
</tr>
<tr>
<td>Level 2</td>
<td>400</td>
<td>Break</td>
<td>8</td>
<td>4 force; target is inflicted with petrify if Spellcasting check exceeds Magic Defence by 5 or more</td>
</tr>
<tr>
<td>Level 3</td>
<td>800</td>
<td>Tornado</td>
<td>16</td>
<td>4 wind; target is inflicted with confuse if Spellcasting check exceeds Magic Defence by 5 or more</td>
</tr>
<tr>
<td>Level 4</td>
<td>1200</td>
<td>Flare</td>
<td>40</td>
<td>7 fire</td>
</tr>
<tr>
<td>Level 5</td>
<td>1600</td>
<td>MASTER</td>
<td>--</td>
<td>Increase power rate by 1</td>
</tr>
</tbody>
</table>

### CONTROL MATERIA

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Aero</td>
<td>5</td>
<td>1 wind</td>
</tr>
<tr>
<td>Level 2</td>
<td>250</td>
<td>Water</td>
<td>10</td>
<td>3 water</td>
</tr>
<tr>
<td>Level 3</td>
<td>500</td>
<td>Pearl</td>
<td>20</td>
<td>5 radiant</td>
</tr>
<tr>
<td>Level 4</td>
<td>750</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

### DARK MATERIA

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Dark</td>
<td>5</td>
<td>1 necrotic</td>
</tr>
<tr>
<td>Level 2</td>
<td>250</td>
<td>Darkra</td>
<td>10</td>
<td>3 necrotic</td>
</tr>
<tr>
<td>Level 3</td>
<td>500</td>
<td>Darkaga</td>
<td>20</td>
<td>5 necrotic</td>
</tr>
<tr>
<td>Level 4</td>
<td>750</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

### DESTRUCT MATERIA

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP COST</th>
<th>POWER RATE/EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Dispel</td>
<td>6</td>
<td>Removes barrier, mbarrier, and reflect effects</td>
</tr>
<tr>
<td>Level 2</td>
<td>700</td>
<td>Death</td>
<td>20</td>
<td>Drops target’s hit points to 0; target is dying and is helpless</td>
</tr>
<tr>
<td>Level 3</td>
<td>1000</td>
<td>Comet</td>
<td>40</td>
<td>9 necrotic</td>
</tr>
<tr>
<td>Level 4</td>
<td>1300</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

### EARTH MATERIA

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Quake</td>
<td>5</td>
<td>1 force</td>
</tr>
<tr>
<td>Level 2</td>
<td>250</td>
<td>Quakra</td>
<td>10</td>
<td>3 force</td>
</tr>
<tr>
<td>Level 3</td>
<td>500</td>
<td>Quakaga</td>
<td>20</td>
<td>5 force</td>
</tr>
<tr>
<td>Level 4</td>
<td>750</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

### FIRE MATERIA

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Fire</td>
<td>5</td>
<td>1 fire</td>
</tr>
<tr>
<td>Level 2</td>
<td>250</td>
<td>Fira</td>
<td>10</td>
<td>3 fire</td>
</tr>
<tr>
<td>Level 3</td>
<td>500</td>
<td>Firaga</td>
<td>20</td>
<td>5 fire</td>
</tr>
<tr>
<td>Level 4</td>
<td>750</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>
### FULL CURE MATERIA
**COST:** 5,000 gil  **TARGET:** All allies in a close burst 4

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 2</td>
<td>1000</td>
<td>Full Cure</td>
<td>65</td>
<td>allies have all negative conditions removed and hit points restored to max</td>
</tr>
<tr>
<td>Level 3</td>
<td>1700</td>
<td>MASTER</td>
<td>--</td>
<td>Range of this spell increases to close burst 6</td>
</tr>
</tbody>
</table>

### LIGHTNING MATERIA
**COST:** 600 gil  **TARGET:** One enemy target in blast 1  **Range:** 6

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Thunder</td>
<td>5</td>
<td>1 thunder</td>
</tr>
<tr>
<td>Level 2</td>
<td>250</td>
<td>Thundara</td>
<td>10</td>
<td>3 thunder</td>
</tr>
<tr>
<td>Level 3</td>
<td>500</td>
<td>Thundaga</td>
<td>20</td>
<td>5 thunder</td>
</tr>
<tr>
<td>Level 4</td>
<td>750</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

### GRAVITY MATERIA
**COST:** 700 gil  **TARGET:** One enemy target in blast 1  **Range:** 6

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Demi</td>
<td>12</td>
<td>Target loses one-quarter of current hit points (rounded down)</td>
</tr>
<tr>
<td>Level 2</td>
<td>500</td>
<td>Maelstrom</td>
<td>32</td>
<td>Target loses half of current hit points (rounded down)</td>
</tr>
<tr>
<td>Level 3</td>
<td>1000</td>
<td>MASTER</td>
<td>--</td>
<td>--</td>
</tr>
</tbody>
</table>

### MYSTIFY MATERIA
**COST:** 800 gil  **TARGET:** One target in close burst 2

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Confuse</td>
<td>5</td>
<td>Inflict the confuse condition</td>
</tr>
<tr>
<td>Level 2</td>
<td>600</td>
<td>Silence</td>
<td>10</td>
<td>Inflict the silence condition</td>
</tr>
<tr>
<td>Level 3</td>
<td>900</td>
<td>Zombie</td>
<td>20</td>
<td>Inflict the zombie condition</td>
</tr>
<tr>
<td>Level 4</td>
<td>1200</td>
<td>MASTER</td>
<td>--</td>
<td>--</td>
</tr>
</tbody>
</table>

### HEAL MATERIA
**COST:** 800 gil  **TARGET:** You/one ally in close burst 1 (esuna); One enemy target in close burst 1 (drain/osmose)

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP</th>
<th>EFFECT/POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Esuna</td>
<td>5</td>
<td>Removes blind, poisoned, slow, stop, and silence conditions</td>
</tr>
<tr>
<td>Level 2</td>
<td>450</td>
<td>Drain</td>
<td>10</td>
<td>2; damage amount restores the caster’s hit points</td>
</tr>
<tr>
<td>Level 3</td>
<td>900</td>
<td>Osmose</td>
<td>0</td>
<td>1 (magic points); damage amount restores the caster’s magic points</td>
</tr>
<tr>
<td>Level 4</td>
<td>1300</td>
<td>MASTER</td>
<td>--</td>
<td>--</td>
</tr>
</tbody>
</table>

### POISON MATERIA
**COST:** 600 gil  **TARGET:** One enemy target in blast 1  **Range:** 6

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Bio</td>
<td>5</td>
<td>1 poison; target is poisoned if Spellcasting check exceeds Magic Defence by 5 or more (save ends)</td>
</tr>
<tr>
<td>Level 2</td>
<td>250</td>
<td>Biora</td>
<td>10</td>
<td>3 poison; target is poisoned if Spellcasting check exceeds Magic Defence by 5 or more (save ends)</td>
</tr>
<tr>
<td>Level 3</td>
<td>500</td>
<td>Bioga</td>
<td>20</td>
<td>5 poison; target is poisoned if Spellcasting check exceeds Magic Defence by 5 or more (save ends)</td>
</tr>
<tr>
<td>Level 4</td>
<td>750</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

### ICE MATERIA
**COST:** 600 gil  **TARGET:** One enemy target in blast 1  **Range:** 6

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Blizzard</td>
<td>5</td>
<td>1 ice</td>
</tr>
<tr>
<td>Level 2</td>
<td>250</td>
<td>Blizzara</td>
<td>10</td>
<td>3 ice</td>
</tr>
<tr>
<td>Level 3</td>
<td>500</td>
<td>Blizzaga</td>
<td>20</td>
<td>5 ice</td>
</tr>
<tr>
<td>Level 4</td>
<td>750</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

### RESTORE MATERIA
**COST:** 650 gil  **TARGET:** You/one ally in close burst 1

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Cure</td>
<td>5</td>
<td>1 healing</td>
</tr>
<tr>
<td>Level 2</td>
<td>250</td>
<td>Cura</td>
<td>10</td>
<td>3 healing</td>
</tr>
<tr>
<td>Level 3</td>
<td>400</td>
<td>Regen</td>
<td>12</td>
<td>Target is infected with regeneration for (1) rounds</td>
</tr>
<tr>
<td>Level 4</td>
<td>500</td>
<td>Curaga</td>
<td>35</td>
<td>5 healing</td>
</tr>
<tr>
<td>Level 5</td>
<td>750</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>
REVIVE MATERIA

<table>
<thead>
<tr>
<th>COST: 1,000 gil</th>
<th>TARGET: One target in range 8 that has been dropped to 0 hit points</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
</tr>
<tr>
<td>Level 2</td>
<td>800</td>
</tr>
<tr>
<td>Level 3</td>
<td>1200</td>
</tr>
</tbody>
</table>

The summon monster uses their special ability and then disappears from the battlefield, awaiting to be called upon again. A particular summon monster can be summoned a number of times per day equal to their materia’s level (a level 1 Ifrit, for example, can only be summoned once per day).

SHIELD MATERIA

<table>
<thead>
<tr>
<th>COST: 5,000 gil</th>
<th>TARGET: You/one ally in close burst 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
</tr>
<tr>
<td>Level 2</td>
<td>1000</td>
</tr>
<tr>
<td>Level 3</td>
<td>1700</td>
</tr>
</tbody>
</table>

TIME MATERIA

<table>
<thead>
<tr>
<th>COST: 1,200 gil</th>
<th>TARGET: One target in range 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
</tr>
<tr>
<td>Level 2</td>
<td>400</td>
</tr>
<tr>
<td>Level 3</td>
<td>800</td>
</tr>
<tr>
<td>Level 4</td>
<td>1200</td>
</tr>
</tbody>
</table>

ULTIMA MATERIA

<table>
<thead>
<tr>
<th>COST: 5,000 gil</th>
<th>TARGET: All enemy targets in a range 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
</tr>
<tr>
<td>Level 2</td>
<td>3000</td>
</tr>
<tr>
<td>Level 3</td>
<td>6000</td>
</tr>
</tbody>
</table>

SUMMONS

Unlike magic materia, summon materia cannot be purchased. Instead, they are found either in materia caves or won through completing certain adventures (usually ones that involve facing the summon monster itself in battle); set at the GM’s discretion. This is due to the fact that all summon materia are natural materia and not manufactured.

All summonings take a full-round action, and the summoned monster arrives on the same turn.

ALEXANDER MATERIA

<table>
<thead>
<tr>
<th>TARGET: All enemy targets in burst 4</th>
<th>Range: 8</th>
<th>Ability: Holy Judgement</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
<td>NO. TIMES PER DAY</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Level 2</td>
<td>1000</td>
<td>2</td>
</tr>
<tr>
<td>Level 3</td>
<td>1800</td>
<td>3</td>
</tr>
<tr>
<td>Level 4</td>
<td>2600</td>
<td>4</td>
</tr>
<tr>
<td>Level 5</td>
<td>3400</td>
<td>MASTER</td>
</tr>
</tbody>
</table>

BAHAMUT MATERIA

<table>
<thead>
<tr>
<th>TARGET: All enemy targets in burst 6</th>
<th>Range: 8</th>
<th>Ability: Mega Flare</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
<td>NO. TIMES PER DAY</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Level 2</td>
<td>1100</td>
<td>3</td>
</tr>
<tr>
<td>Level 3</td>
<td>1900</td>
<td>3</td>
</tr>
<tr>
<td>Level 4</td>
<td>2700</td>
<td>4</td>
</tr>
<tr>
<td>Level 5</td>
<td>3500</td>
<td>MASTER</td>
</tr>
</tbody>
</table>

BAHAMUT FURY MATERIA

<table>
<thead>
<tr>
<th>TARGET: All enemy targets in burst 6</th>
<th>Range: 8</th>
<th>Ability: Exa Flare</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
<td>NO. TIMES PER DAY</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Level 2</td>
<td>1500</td>
<td>2</td>
</tr>
<tr>
<td>Level 3</td>
<td>2300</td>
<td>3</td>
</tr>
<tr>
<td>Level 4</td>
<td>3100</td>
<td>4</td>
</tr>
<tr>
<td>Level 5</td>
<td>3900</td>
<td>MASTER</td>
</tr>
</tbody>
</table>

BAHAMUT SIN MATERIA

<table>
<thead>
<tr>
<th>TARGET: All enemy targets in burst 6</th>
<th>Range: 8</th>
<th>Ability: Tremor Flare</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
<td>NO. TIMES PER DAY</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Level 2</td>
<td>1400</td>
<td>2</td>
</tr>
<tr>
<td>Level 3</td>
<td>2200</td>
<td>3</td>
</tr>
<tr>
<td>Level 4</td>
<td>3000</td>
<td>4</td>
</tr>
<tr>
<td>Level 5</td>
<td>3800</td>
<td>MASTER</td>
</tr>
</tbody>
</table>
### BAHAMUT ZERO MATERIA

**TARGET:** All enemy targets in burst 6  
**Range:** 8  
**Ability:** Tera Flare

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>NO. TIMES PER DAY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
<td>38</td>
<td>7 energy</td>
</tr>
<tr>
<td>Level 2</td>
<td>1300</td>
<td>2</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 3</td>
<td>2100</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 4</td>
<td>2900</td>
<td>4</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 5</td>
<td>3700</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 2</td>
</tr>
</tbody>
</table>

### CHOCO/MOG MATERIA

**TARGET:** One target in range 8  
**Ability:** Deathblow!

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>NO. TIMES PER DAY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
<td>16</td>
<td>3 force; target is inflicted with the stop condition (save ends) if Spellcasting check exceeds Magic Defence by 5 or more.</td>
</tr>
<tr>
<td>Level 2</td>
<td>1000</td>
<td>2</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 3</td>
<td>1750</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 4</td>
<td>2500</td>
<td>4</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 5</td>
<td>3250</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 2</td>
</tr>
</tbody>
</table>

### HADES MATERIA

**TARGET:** All enemy targets in burst 6  
**Range:** 8  
**Ability:** Black Cauldron

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>NO. TIMES PER DAY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
<td>40</td>
<td>6 necrotic; targets are inflicted with the poisoned, confuse, sleep, silence, slow, and paralysis conditions (save ends)</td>
</tr>
<tr>
<td>Level 2</td>
<td>1250</td>
<td>2</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 3</td>
<td>2050</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 4</td>
<td>2850</td>
<td>4</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 5</td>
<td>3650</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 2</td>
</tr>
</tbody>
</table>

### IFRIT MATERIA

**TARGET:** All enemy targets in burst 6  
**Range:** 8  
**Ability:** Hellfire

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>NO. TIMES PER DAY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
<td>20</td>
<td>5 fire</td>
</tr>
<tr>
<td>Level 2</td>
<td>900</td>
<td>2</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 3</td>
<td>1700</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 4</td>
<td>2500</td>
<td>4</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 5</td>
<td>3300</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 2</td>
</tr>
</tbody>
</table>

### KJATA MATERIA

**TARGET:** All enemy targets in burst 6  
**Range:** 8  
**Ability:** Tetra-Disaster

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>NO. TIMES PER DAY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
<td>28</td>
<td>2 fire; 2 ice; 2 thunder</td>
</tr>
<tr>
<td>Level 2</td>
<td>950</td>
<td>2</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 3</td>
<td>1750</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 4</td>
<td>2550</td>
<td>4</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 5</td>
<td>3350</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 2</td>
</tr>
</tbody>
</table>

### KNIGHTS OF THE ROUND MATERIA

**TARGET:** All enemy targets in burst 12  
**Range:** 4  
**Ability:** Ultimate End

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>NO. TIMES PER DAY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
<td>90</td>
<td>14 necrotic</td>
</tr>
<tr>
<td>Level 2</td>
<td>4000</td>
<td>2</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 3</td>
<td>7000</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 4</td>
<td>10000</td>
<td>4</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 5</td>
<td>12000</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 2</td>
</tr>
</tbody>
</table>

### LEVIATHAN MATERIA

**TARGET:** All enemy targets in burst 6  
**Range:** 8  
**Ability:** Tidal Wave

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>NO. TIMES PER DAY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
<td>33</td>
<td>6 water</td>
</tr>
<tr>
<td>Level 2</td>
<td>1150</td>
<td>2</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 3</td>
<td>1950</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 4</td>
<td>2750</td>
<td>4</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 5</td>
<td>3550</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 2</td>
</tr>
</tbody>
</table>

### NEO BAHAMUT MATERIA

**TARGET:** All enemy targets in burst 6  
**Range:** 8  
**Ability:** Giga Flare

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>NO. TIMES PER DAY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
<td>33</td>
<td>6 energy</td>
</tr>
<tr>
<td>Level 2</td>
<td>1200</td>
<td>2</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 3</td>
<td>2000</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 4</td>
<td>2800</td>
<td>4</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 5</td>
<td>3600</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 2</td>
</tr>
</tbody>
</table>
### Odin Materia

**Target:** One enemy target in range 8  
**Ability:** Zantetsuken

<table>
<thead>
<tr>
<th>Tier</th>
<th>AP</th>
<th>No. Times Per Day</th>
<th>MP Cost</th>
<th>Power Rate</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
<td>42</td>
<td></td>
</tr>
<tr>
<td>Level 2</td>
<td>1200</td>
<td>2</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 3</td>
<td>2000</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 4</td>
<td>2800</td>
<td>4</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 5</td>
<td>3600</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 2</td>
</tr>
</tbody>
</table>

- Drops target’s hit points to 0 and is unconscious; 6 necrotic if target is immune to unconscious.

### Titan Materia

**Target:** All enemy targets in burst 6  
**Range:** 8  
**Ability:** Anger of the Land

<table>
<thead>
<tr>
<th>Tier</th>
<th>AP</th>
<th>No. Times Per Day</th>
<th>MP Cost</th>
<th>Power Rate</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
<td>20</td>
<td>5 force</td>
</tr>
<tr>
<td>Level 2</td>
<td>950</td>
<td>2</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 3</td>
<td>1750</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 4</td>
<td>2550</td>
<td>4</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 5</td>
<td>3350</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 2</td>
</tr>
</tbody>
</table>

### Phoenix Materia

**Target:** All enemy targets in burst 6  
**Range:** 8  
**Ability:** Phoenix Flame

<table>
<thead>
<tr>
<th>Tier</th>
<th>AP</th>
<th>No. Times Per Day</th>
<th>MP Cost</th>
<th>Power Rate</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
<td>36</td>
<td>4 fire; all unconscious allies in the burst regain hit points equal to their Con score</td>
</tr>
<tr>
<td>Level 2</td>
<td>1050</td>
<td>2</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 3</td>
<td>1850</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 4</td>
<td>2650</td>
<td>4</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 5</td>
<td>3450</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 2</td>
</tr>
</tbody>
</table>

### Ramuh Materia

**Target:** All enemy targets in burst 6  
**Range:** 8  
**Ability:** Judgement Bolt

<table>
<thead>
<tr>
<th>Tier</th>
<th>AP</th>
<th>No. Times Per Day</th>
<th>MP Cost</th>
<th>Power Rate</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
<td>20</td>
<td>5 thunder</td>
</tr>
<tr>
<td>Level 2</td>
<td>900</td>
<td>2</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 3</td>
<td>1700</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 4</td>
<td>2500</td>
<td>4</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 5</td>
<td>3300</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 2</td>
</tr>
</tbody>
</table>

### Shiva Materia

**Target:** All enemy targets in burst 6  
**Range:** 8  
**Ability:** Diamond Dust

<table>
<thead>
<tr>
<th>Tier</th>
<th>AP</th>
<th>No. Times Per Day</th>
<th>MP Cost</th>
<th>Power Rate</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
<td>20</td>
<td>5 ice</td>
</tr>
<tr>
<td>Level 2</td>
<td>900</td>
<td>2</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 3</td>
<td>1700</td>
<td>3</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 4</td>
<td>2500</td>
<td>4</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>Level 5</td>
<td>3300</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 2</td>
</tr>
</tbody>
</table>

### Support

The following section describes support materia. Support materia provides additional increases to ability checks and skill checks, as well as other unique abilities, otherwise not gained through other means.

### All Materia

<table>
<thead>
<tr>
<th>Cost: 800 gil</th>
<th>Equip To: Any</th>
<th>Ability: All</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tier</td>
<td>AP</td>
<td>No. Times Per Encounter</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Level 2</td>
<td>1250</td>
<td>2</td>
</tr>
<tr>
<td>Level 3</td>
<td>2500</td>
<td>3</td>
</tr>
<tr>
<td>Level 4</td>
<td>3250</td>
<td>4</td>
</tr>
<tr>
<td>Level 5</td>
<td>4500</td>
<td>MASTER</td>
</tr>
</tbody>
</table>

**Special:** Must be linked with a single magic materia you have equipped. Only materia that originally affect a single target in “blast/close burst 1” can be linked to an All materia.
### ADDED CUT MATERIA

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>NO. TIMES PER ENCOUNTER</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
<td>After using the linked magic or summon materia, you can make a single attack as a swift action</td>
</tr>
<tr>
<td>Level 2</td>
<td>1000</td>
<td>2</td>
<td>--</td>
</tr>
<tr>
<td>Level 3</td>
<td>2000</td>
<td>3</td>
<td>--</td>
</tr>
<tr>
<td>Level 4</td>
<td>3000</td>
<td>4</td>
<td>--</td>
</tr>
<tr>
<td>Level 5</td>
<td>4000</td>
<td>MASTER</td>
<td>--</td>
</tr>
</tbody>
</table>

### CHARISMA PLUS MATERIA

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>+1 bonus on all Charisma checks and Charisma-based skill checks</td>
</tr>
<tr>
<td>Level 2</td>
<td>1250</td>
<td>+1 bonus on all Charisma checks and Charisma-based skill checks</td>
</tr>
<tr>
<td>Level 3</td>
<td>2500</td>
<td>+1 bonus on all Charisma checks and Charisma-based skill checks</td>
</tr>
<tr>
<td>Level 4</td>
<td>3750</td>
<td>+1 bonus on all Charisma checks and Charisma-based skill checks</td>
</tr>
<tr>
<td>MASTER</td>
<td>5000</td>
<td>+1 bonus on all Charisma checks and Charisma-based skill checks</td>
</tr>
</tbody>
</table>

**SPECIAL:** The effects granted at each tier level stack with each other.

### CONSTITUTION PLUS MATERIA

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>+1 bonus on all Constitution checks and Constitution-based skill checks</td>
</tr>
<tr>
<td>Level 2</td>
<td>1250</td>
<td>+1 bonus on all Constitution checks and Constitution-based skill checks</td>
</tr>
<tr>
<td>Level 3</td>
<td>2500</td>
<td>+1 bonus on all Constitution checks and Constitution-based skill checks</td>
</tr>
<tr>
<td>Level 4</td>
<td>3750</td>
<td>+1 bonus on all Constitution checks and Constitution-based skill checks</td>
</tr>
<tr>
<td>MASTER</td>
<td>5000</td>
<td>+1 bonus on all Constitution checks and Constitution-based skill checks</td>
</tr>
</tbody>
</table>

**SPECIAL:** The effects granted at each tier level stack with each other.

### COUNTER MATERIA

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>NO. TIMES PER ENCOUNTER</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
<td>As a reaction to an enemy target’s attack against you, you can make a single attack against that target</td>
</tr>
<tr>
<td>Level 2</td>
<td>1500</td>
<td>2</td>
<td>--</td>
</tr>
<tr>
<td>Level 3</td>
<td>3000</td>
<td>3</td>
<td>--</td>
</tr>
<tr>
<td>Level 4</td>
<td>4500</td>
<td>4</td>
<td>--</td>
</tr>
<tr>
<td>Level 5</td>
<td>6000</td>
<td>MASTER</td>
<td>--</td>
</tr>
</tbody>
</table>

### DEXTERITY PLUS MATERIA

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>+1 bonus on all Dexterity checks and Dexterity-based skill checks</td>
</tr>
<tr>
<td>Level 2</td>
<td>1250</td>
<td>+1 bonus on all Dexterity checks and Dexterity-based skill checks</td>
</tr>
<tr>
<td>Level 3</td>
<td>2500</td>
<td>+1 bonus on all Dexterity checks and Dexterity-based skill checks</td>
</tr>
<tr>
<td>Level 4</td>
<td>3750</td>
<td>+1 bonus on all Dexterity checks and Dexterity-based skill checks</td>
</tr>
<tr>
<td>MASTER</td>
<td>5000</td>
<td>+1 bonus on all Dexterity checks and Dexterity-based skill checks</td>
</tr>
</tbody>
</table>

**SPECIAL:** The effects granted at each tier level stack with each other.

### HP PLUS MATERIA

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Gain 10 temporary hit points</td>
</tr>
<tr>
<td>Level 2</td>
<td>1250</td>
<td>Gain 10 temporary hit points</td>
</tr>
<tr>
<td>Level 3</td>
<td>2500</td>
<td>Gain 10 temporary hit points</td>
</tr>
<tr>
<td>Level 4</td>
<td>3750</td>
<td>Gain 10 temporary hit points</td>
</tr>
<tr>
<td>MASTER</td>
<td>5000</td>
<td>Gain 10 temporary hit points</td>
</tr>
</tbody>
</table>

**SPECIAL:** The effects granted at each tier level stack with each other. The effects of having multiple HP Plus materias equipped do not stack, nor do having temporary hit points from multiple sources.

### INTELLIGENCE PLUS MATERIA

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>+1 bonus on all Intelligence checks and Intelligence-based skill checks</td>
</tr>
<tr>
<td>Level 2</td>
<td>1250</td>
<td>+1 bonus on all Intelligence checks and Intelligence-based skill checks</td>
</tr>
<tr>
<td>Level 3</td>
<td>2500</td>
<td>+1 bonus on all Intelligence checks and Intelligence-based skill checks</td>
</tr>
<tr>
<td>Level 4</td>
<td>3750</td>
<td>+1 bonus on all Intelligence checks and Intelligence-based skill checks</td>
</tr>
<tr>
<td>MASTER</td>
<td>5000</td>
<td>+1 bonus on all Intelligence checks and Intelligence-based skill checks</td>
</tr>
</tbody>
</table>

**SPECIAL:** The effects granted at each tier level stack with each other.

### MP PLUS MATERIA

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Gain 1 temporary magic point</td>
</tr>
<tr>
<td>Level 2</td>
<td>1250</td>
<td>Gain 1 temporary magic point</td>
</tr>
<tr>
<td>Level 3</td>
<td>2500</td>
<td>Gain 1 temporary magic point</td>
</tr>
<tr>
<td>Level 4</td>
<td>3750</td>
<td>Gain 1 temporary magic point</td>
</tr>
<tr>
<td>MASTER</td>
<td>5000</td>
<td>Gain 1 temporary magic point</td>
</tr>
</tbody>
</table>

**SPECIAL:** The effects granted at each tier level stack with each other. The effects of having multiple MP Plus materias equipped do not stack, nor do having temporary magic points from multiple sources.
**MAGIC COUNTER MATERIA**

<table>
<thead>
<tr>
<th>COST</th>
<th>EQUIP TO: Armour</th>
<th>Ability: Magic Counter</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
<td>NO. TIMES PER ENCOUNTER</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Level 2</td>
<td>1500</td>
<td>2</td>
</tr>
<tr>
<td>Level 3</td>
<td>3000</td>
<td>3</td>
</tr>
<tr>
<td>Level 4</td>
<td>4500</td>
<td>4</td>
</tr>
<tr>
<td>Level 5</td>
<td>6000 MASTER</td>
<td></td>
</tr>
</tbody>
</table>

**SPECIAL:** Cannot be used in conjunction with the Dualcast ability

---

**ENEMY SKILL MATERIA**

<table>
<thead>
<tr>
<th>COST</th>
<th>EQUIP TO: Any</th>
<th>Ability: Enemy Skill</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
<td>EFFECT</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Allows you to use monster skills with which you are proficient in.</td>
</tr>
</tbody>
</table>

**SPECIAL:** You can only use monster skills while you have the enemy skill materia equipped. Cannot be spawned

---

**STRENGTH PLUS MATERIA**

<table>
<thead>
<tr>
<th>COST</th>
<th>EQUIP TO: Any</th>
<th>Ability: Strength Plus</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
<td>EFFECT</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
<td>+1 bonus on all Strength checks and Strength-based skill checks</td>
</tr>
<tr>
<td>Level 2</td>
<td>1250</td>
<td>+1 bonus on all Strength checks and Strength-based skill checks</td>
</tr>
<tr>
<td>Level 3</td>
<td>2500</td>
<td>+1 bonus on all Strength checks and Strength-based skill checks</td>
</tr>
<tr>
<td>Level 4</td>
<td>3750</td>
<td>+1 bonus on all Strength checks and Strength-based skill checks</td>
</tr>
<tr>
<td>MASTER</td>
<td>5000</td>
<td>+1 bonus on all Strength checks and Strength-based skill checks</td>
</tr>
</tbody>
</table>

**SPECIAL:** The effects granted at each tier level stack with each other

---

**LAW MATERIA**

<table>
<thead>
<tr>
<th>COST</th>
<th>EQUIP TO: Any</th>
<th>Ability: Law (1/encounter)</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
<td>EFFECT</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Receive a +5 materia bonus to Knowledge checks. You lose this bonus if you later decide to unequip the materia.</td>
</tr>
<tr>
<td>MASTER</td>
<td>1700</td>
<td>One additional use per encounter.</td>
</tr>
</tbody>
</table>

---

**MANIPULATE MATERIA**

<table>
<thead>
<tr>
<th>COST</th>
<th>EQUIP TO: Any</th>
<th>Ability: Manipulate (1/encounter)</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
<td>EFFECT</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Receive a +5 materia bonus to Persuasion checks. You lose this bonus if you later decide to unequip the materia.</td>
</tr>
<tr>
<td>MASTER</td>
<td>1700</td>
<td>One additional use per encounter.</td>
</tr>
</tbody>
</table>

---

**MIME MATERIA**

<table>
<thead>
<tr>
<th>COST</th>
<th>EQUIP TO: Any</th>
<th>Ability: Mime (1/day)</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
<td>EFFECT</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Receive a +5 materia bonus to Performance checks. You lose this bonus if you later decide to unequip the materia.</td>
</tr>
<tr>
<td>MASTER</td>
<td>1700</td>
<td>One additional use per day.</td>
</tr>
</tbody>
</table>

---

**MORPH MATERIA**

<table>
<thead>
<tr>
<th>COST</th>
<th>EQUIP TO: Any</th>
<th>Ability: Morph (1/encounter)</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
<td>EFFECT</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Receive a +5 materia bonus to Deception checks. You lose this bonus if you later decide to unequip the materia.</td>
</tr>
<tr>
<td>MASTER</td>
<td>1700</td>
<td>One additional use per encounter.</td>
</tr>
</tbody>
</table>

---

**SENSE MATERIA**

<table>
<thead>
<tr>
<th>COST</th>
<th>EQUIP TO: Any</th>
<th>Ability: Sense (1/encounter)</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
<td>EFFECT</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Receive a +5 materia bonus to Perception checks. You lose this bonus if you later decide to unequip the materia.</td>
</tr>
<tr>
<td>MASTER</td>
<td>1700</td>
<td>One additional use per encounter.</td>
</tr>
</tbody>
</table>

---

**COMMAND**

The following sections describe the various command materia available to players. The effects do not stack if you equip two or more of the same command materia, and the effects of command materia do not stack with effects of support materia.
MATERIA FUSION

Characters with the Materia Fusion feat have access to this ability in which they can fuse together two materia to create a new materia. First, you must make sure that you have the two materia required to create the desired materia (see the “Materia Fusion” table, below). Below lists all new materia created through the materia fusion process along with the two materia required to make each one.

When you have the two materia orbs ready, you make a Wisdom check (the DC for the roll is listed in the Materia Fusion table). If the check equals or exceeds the DC, you have created the new materia successfully, and the materia used in the fusion are discarded. If the check fails, the materia used in the fusion are still discarded however no new materia is created.

FUSION MAGIC MATERIA

The following section details all new magic materia that a character can gain through Materia Fusion.

---

**SLASH-ALL MATERIA**

<table>
<thead>
<tr>
<th>COST: 1200 gil</th>
<th>EQUIP TO: Any</th>
<th>Ability: Slash-All (1/encounter)</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
<td>EFFECT</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
<td>You can make a melee attack against all enemy targets adjacent to you as a full-round action.</td>
</tr>
<tr>
<td>MASTER</td>
<td>1700</td>
<td>One additional use per encounter.</td>
</tr>
</tbody>
</table>

**SHOOT-ALL MATERIA**

<table>
<thead>
<tr>
<th>COST: 1200 gil</th>
<th>EQUIP TO: Any</th>
<th>Ability: Shoot-All (1/encounter)</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
<td>EFFECT</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
<td>You can make a ranged attack against all enemy targets burst 8 of your position as a full-round action.</td>
</tr>
<tr>
<td>MASTER</td>
<td>1700</td>
<td>One additional use per encounter.</td>
</tr>
</tbody>
</table>

**STEAL MATERIA**

<table>
<thead>
<tr>
<th>COST: 1200 gil</th>
<th>EQUIP TO: Any</th>
<th>Ability: Steal (1/encounter)</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
<td>EFFECT</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Receive a +5 materia bonus to Thievery checks. You lose this bonus if you later decide to unequip the materia.</td>
</tr>
<tr>
<td>MASTER</td>
<td>1700</td>
<td>One additional use per encounter.</td>
</tr>
</tbody>
</table>

**DARK FIRE MATERIA**

<table>
<thead>
<tr>
<th>TARGET: One enemy target in blast 1</th>
<th>Range: 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
</tr>
<tr>
<td>Level 2</td>
<td>850</td>
</tr>
<tr>
<td>Level 3</td>
<td>1675</td>
</tr>
<tr>
<td>Level 4</td>
<td>2500</td>
</tr>
</tbody>
</table>

**DARK ICE MATERIA**

<table>
<thead>
<tr>
<th>TARGET: One enemy target in blast 1</th>
<th>Range: 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
</tr>
<tr>
<td>Level 2</td>
<td>850</td>
</tr>
<tr>
<td>Level 3</td>
<td>1675</td>
</tr>
<tr>
<td>Level 4</td>
<td>2500</td>
</tr>
</tbody>
</table>

**DARK THUNDER MATERIA**

<table>
<thead>
<tr>
<th>TARGET: One enemy target in blast 1</th>
<th>Range: 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
</tr>
<tr>
<td>Level 2</td>
<td>850</td>
</tr>
<tr>
<td>Level 3</td>
<td>1675</td>
</tr>
<tr>
<td>Level 4</td>
<td>2500</td>
</tr>
</tbody>
</table>

**HELL FIRE MATERIA**

<table>
<thead>
<tr>
<th>TARGET: One enemy target in blast 1</th>
<th>Range: 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>TIER</td>
<td>AP</td>
</tr>
<tr>
<td>Level 1</td>
<td>0</td>
</tr>
<tr>
<td>Level 2</td>
<td>850</td>
</tr>
<tr>
<td>Level 3</td>
<td>1675</td>
</tr>
<tr>
<td>Level 4</td>
<td>2500</td>
</tr>
</tbody>
</table>
HELL ICE MATERIA

TARGET: One enemy target in blast 1
Range: 6

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Hell Blizzard</td>
<td>12</td>
<td>4 ice</td>
</tr>
<tr>
<td>Level 2</td>
<td>850</td>
<td>Hell Blizzara</td>
<td>20</td>
<td>6 ice</td>
</tr>
<tr>
<td>Level 3</td>
<td>1675</td>
<td>Hell Blizaga</td>
<td>36</td>
<td>8 ice</td>
</tr>
<tr>
<td>Level 4</td>
<td>2500</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

TRI ICE MATERIA

TARGET: One enemy target in blast 1
Range: 6

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Tri Blizzard</td>
<td>10</td>
<td>3 ice</td>
</tr>
<tr>
<td>Level 2</td>
<td>850</td>
<td>Tri Blizzara</td>
<td>17</td>
<td>5 ice</td>
</tr>
<tr>
<td>Level 3</td>
<td>1675</td>
<td>Tri Blizaga</td>
<td>31</td>
<td>7 ice</td>
</tr>
<tr>
<td>Level 4</td>
<td>2500</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

TRI THUNDER MATERIA

TARGET: One enemy target in blast 1
Range: 6

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Tri Thunder</td>
<td>10</td>
<td>3 thunder</td>
</tr>
<tr>
<td>Level 2</td>
<td>850</td>
<td>Tri Thundara</td>
<td>17</td>
<td>5 thunder</td>
</tr>
<tr>
<td>Level 3</td>
<td>1675</td>
<td>Tri Thundaga</td>
<td>31</td>
<td>7 thunder</td>
</tr>
<tr>
<td>Level 4</td>
<td>2500</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

HELL THUNDER MATERIA

TARGET: One enemy target in blast 1
Range: 6

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Hell Thunder</td>
<td>12</td>
<td>4 thunder</td>
</tr>
<tr>
<td>Level 2</td>
<td>850</td>
<td>Hell Thundara</td>
<td>20</td>
<td>6 thunder</td>
</tr>
<tr>
<td>Level 3</td>
<td>1675</td>
<td>Hell Thundaga</td>
<td>36</td>
<td>8 thunder</td>
</tr>
<tr>
<td>Level 4</td>
<td>2500</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

TRI THUNDER MATERIA

TARGET: One enemy target in blast 1
Range: 6

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Tri Thunder</td>
<td>10</td>
<td>3 thunder</td>
</tr>
<tr>
<td>Level 2</td>
<td>850</td>
<td>Tri Thundara</td>
<td>17</td>
<td>5 thunder</td>
</tr>
<tr>
<td>Level 3</td>
<td>1675</td>
<td>Tri Thundaga</td>
<td>31</td>
<td>7 thunder</td>
</tr>
<tr>
<td>Level 4</td>
<td>2500</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

TRI FIRE MATERIA

TARGET: One enemy target in blast 1
Range: 6

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>ABILITY</th>
<th>MP COST</th>
<th>POWER RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>Tri Fire</td>
<td>10</td>
<td>3 fire</td>
</tr>
<tr>
<td>Level 2</td>
<td>850</td>
<td>Tri Fira</td>
<td>17</td>
<td>5 fire</td>
</tr>
<tr>
<td>Level 3</td>
<td>1675</td>
<td>Tri Firaga</td>
<td>31</td>
<td>7 fire</td>
</tr>
<tr>
<td>Level 4</td>
<td>2500</td>
<td>MASTER</td>
<td>--</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

FUSION SUPPORT MATERIA

The following section details all new support materia that a character can gain through Materia Fusion.

ASSAULT TWISTER MATERIA

EQUIP TO: Weapon  Ability: Assault Twister

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>MP COST</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>14</td>
<td>You can make a single Melee Strike check against all enemy targets in close burst 2 (1/encounter)</td>
</tr>
<tr>
<td>Level 2</td>
<td>1100</td>
<td>--</td>
<td>(2/encounter)</td>
</tr>
<tr>
<td>MASTER</td>
<td>2200</td>
<td>--</td>
<td>(3/encounter)</td>
</tr>
</tbody>
</table>
### Blizzard Blade Materia

**EQUIP TO:** Weapon  
**Ability:** Blizzard Blade  

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>MP COST</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>6</td>
<td>Additional 1 ice when you make a successful Melee Strike check</td>
</tr>
<tr>
<td>MASTER</td>
<td>1000</td>
<td>---</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

**SPECIAL:** Can only equip one ‘Blade’ materia at any one time

### Cure Blade Materia

**EQUIP TO:** Weapon  
**Ability:** Cure Blade  

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>MP COST</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>9</td>
<td>Your melee damage die heals the target instead. If the target is undead or infected with the zombie condition, it inflicts damage on them as normal</td>
</tr>
<tr>
<td>MASTER</td>
<td>1000</td>
<td>---</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

**SPECIAL:** Can only equip one ‘Blade’ materia at any one time

### Drain Blade Materia

**EQUIP TO:** Weapon  
**Ability:** Drain Blade  

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>MP COST</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>8</td>
<td>Every time you inflict melee damage on an enemy target, you absorb half the damage</td>
</tr>
<tr>
<td>MASTER</td>
<td>1000</td>
<td>---</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

**SPECIAL:** Can only equip one ‘Blade’ materia at any one time

### Fire Blade Materia

**EQUIP TO:** Weapon  
**Ability:** Fire Blade  

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>MP COST</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>6</td>
<td>Additional 1 fire when you make a successful Melee Strike check</td>
</tr>
<tr>
<td>MASTER</td>
<td>1000</td>
<td>---</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

**SPECIAL:** Can only equip one ‘Blade’ materia at any one time

### Poison Blade Materia

**EQUIP TO:** Weapon  
**Ability:** Poison Blade  

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>MP COST</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>6</td>
<td>Additional 1 poison when you make a successful Melee Strike check</td>
</tr>
<tr>
<td>MASTER</td>
<td>1000</td>
<td>---</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

**SPECIAL:** Can only equip one ‘Blade’ materia at any one time

### Silence Blade Materia

**EQUIP TO:** Weapon  
**Ability:** Silence Blade  

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>MP COST</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>8</td>
<td>If you succeed on your Melee Strike check by 5 or more, you inflict the target with the silence condition</td>
</tr>
<tr>
<td>MASTER</td>
<td>1000</td>
<td>---</td>
<td>If you successfully inflict the target with silence, you also knock the target prone</td>
</tr>
</tbody>
</table>

**SPECIAL:** Can only equip one ‘Blade’ materia at any one time

### Thunder Blade Materia

**EQUIP TO:** Weapon  
**Ability:** Thunder Blade  

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>MP COST</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>6</td>
<td>Additional 1 thunder when you make a successful Melee Strike check</td>
</tr>
<tr>
<td>MASTER</td>
<td>1000</td>
<td>---</td>
<td>Power rate increases by 1</td>
</tr>
</tbody>
</table>

**SPECIAL:** Can only equip one ‘Blade’ materia at any one time

### Vital Slash Materia

**EQUIP TO:** Weapon  
**Ability:** Vital Slash  

<table>
<thead>
<tr>
<th>TIER</th>
<th>AP</th>
<th>MP COST</th>
<th>EFFECT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Level 1</td>
<td>0</td>
<td>32</td>
<td>On a successful Melee Strike check, multiply the damage by 3 (1/day)</td>
</tr>
<tr>
<td>MASTER</td>
<td>1800</td>
<td>---</td>
<td>(2/day)</td>
</tr>
</tbody>
</table>

**SPECIAL:** Can only equip one ‘Blade’ materia at any one time
In a world of high-tech wonders, the only limits to what types of equipment are commercially available depend on the inventors, merchants, and corporations that manufacture and supply them. Most of the items described in this chapter are available through legitimate arms and equipment traders.
MONEY

The world economy turns on the wealth and products of many towns and cities. Throughout the history of the planet, money has gone by the same name throughout: Gil. During the time of Shinra’s collapse, and the rise of the WRO, Gil had fluctuated everywhere; causing all goods and commodities to increase and decrease very rapidly. The Banker’s Guild, a sub-division of Shinra Finance and later a sector within the WRO, controls the world’s money.

CARRYING GIL

The most common methods for keeping track of your Gil are the gil card. This device contains the owner’s banking details, and securely monitor the amount of Gil available to the owner; tracking any transactions made using the device.

WEAPONS

The planet is a dangerous place. Most people have access to some kind of weapon, and those who travel around often carry a gun or some other weapon as a means of defence. No one would look twice at a character with a knife or gun in the Midgar slums. The same character would do well to conceal it while visiting the gambler’s paradise that is Gold Saucer.

HIT RATE

Every weapon has a hit rate. Hit rate indicates how many dice you need to cause damage.

For example, the buster sword has a hit rate of 2, which means the weapon’s damage roll is 2 x your base melee damage die (a 1st level fighter has a melee damage die of 1d10, so buster sword’s damage roll will be 2d10).

A 21st level fighter, with a melee damage die of 2d8, wishes to use the buster sword on an enemy (hit rate of 2). On a successful Melee Strike check, the fighter’s damage roll is 4d8 (2 x 2d8 = 4d8).

WEAPON GROUPS

Discriminating combatants choose their weapons very carefully. However, a character who knows how to load and fire a pistol can handle a mako gun just as expertly. Thus, weapons are categorised based on their form and function, and a character who is proficient with the weapon is considered skilled with all of the weapons in that group.

COMBAT GLOVES

Favoured weapon of the martial artists, they increase the hit rate of unarmed strikes, providing more deadly blows.

FIREARMS

Firearms are ranged weapons that can be fired with one hand or two hands.

POLEARMS

Polearms are the weapons used by dragoons, and consist of spears, tridents, and metal-alloy poles with a large sharp spike at one end.

PROJECTILES

Projectiles are weapons that can be thrown. Some can be used as a melee weapon and some have a boomerang effect.

RODS

Rods are implements used by black mages to channel their power through. They can also be used as melee weapons.

STAVES

Similar to rods, staves are implements used by white mages. In melee combat, they are more effective than rods.

SWORDS

Swords are less common than pistols or rifles; however they deal more damage when wielded properly.

WEAPON SIZES

The size of a weapon compared to your size determines whether the weapon is light, one-handed, two-handed, or too large for you to use.

Light: If the weapon’s size is smaller than your size (a medium character using a small weapon, such as a leather glove) then the weapon is light. Light weapons can be used while grappling.

One-Handed: If the weapon’s size category is the same as your size (a medium character using a medium weapon, such as a long-barrel pistol), then the weapon is one-handed.

Two-Handed: If the weapon’s size category one step larger than your size (a medium character using a large weapon, such as a grenade launcher),
then the weapon requires two hands to use (and sometimes a special mount such as a tripod). Using a two-handed weapon with one hand installs a -10 penalty to attacks made with the weapon.

**Too Large to Use:** If the weapon’s size category is two or more steps larger than your size (a small character using a large weapon, such as a rocket launcher), the weapon is too large to use, installing a -15 penalty to the attack made with the weapon. The exceptions to this are vehicle-mounted weapons, which are housed in a unit that aids in their use.

### COMBAT GLOVES

<table>
<thead>
<tr>
<th>NAME</th>
<th>SIZE</th>
<th>COST</th>
<th>HIT RATE</th>
<th>WEIGHT</th>
<th>DAMAGE TYPE</th>
<th>MATERIA SLOTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crystal Glove</td>
<td>S</td>
<td>760</td>
<td>+5</td>
<td>1 kg</td>
<td>Bludgeoning</td>
<td>3 x linked</td>
</tr>
<tr>
<td>Diamond Knuckle</td>
<td>S</td>
<td>520</td>
<td>+4</td>
<td>0.3 kg</td>
<td>Piercing</td>
<td>1 x single</td>
</tr>
<tr>
<td>Dragon Claw</td>
<td>S</td>
<td>600</td>
<td>+4</td>
<td>0.9 kg</td>
<td>Bludgeoning</td>
<td>2 x linked; 1 x single</td>
</tr>
<tr>
<td>Dual Hound(^1)</td>
<td>S</td>
<td>1460</td>
<td>+8</td>
<td>1.3 kg</td>
<td>Bludgeoning</td>
<td>2 x linked; 2 x single</td>
</tr>
<tr>
<td>God’s Hand</td>
<td>S</td>
<td>1160</td>
<td>+8</td>
<td>0.6 kg</td>
<td>Bludgeoning</td>
<td>2 x linked</td>
</tr>
<tr>
<td>Grand Glove</td>
<td>S</td>
<td>360</td>
<td>+3</td>
<td>0.5 kg</td>
<td>Bludgeoning</td>
<td>1 x linked; 2 x single</td>
</tr>
<tr>
<td>Kaiser Knuckle</td>
<td>S</td>
<td>840</td>
<td>+6</td>
<td>0.5 kg</td>
<td>Bludgeoning</td>
<td>1 x linked; 4 x single</td>
</tr>
<tr>
<td>Leather Glove</td>
<td>S</td>
<td>120</td>
<td>+1</td>
<td>0.4 kg</td>
<td>Bludgeoning</td>
<td>1 x single</td>
</tr>
<tr>
<td>Master Fist</td>
<td>S</td>
<td>1000</td>
<td>+7</td>
<td>0.4 kg</td>
<td>Bludgeoning</td>
<td>6 x single</td>
</tr>
<tr>
<td>Metal Knuckle</td>
<td>S</td>
<td>200</td>
<td>+2</td>
<td>0.8 kg</td>
<td>Bludgeoning</td>
<td>1 x linked</td>
</tr>
<tr>
<td>Motor Drive</td>
<td>S</td>
<td>680</td>
<td>+5</td>
<td>0.7 kg</td>
<td>Bludgeoning</td>
<td>3 x single</td>
</tr>
<tr>
<td>Mythril Claw</td>
<td>S</td>
<td>280</td>
<td>+2</td>
<td>0.8 kg</td>
<td>Bludgeoning</td>
<td>1 x linked; 1 x single</td>
</tr>
<tr>
<td>Platinum Fist</td>
<td>S</td>
<td>920</td>
<td>+6</td>
<td>0.7 kg</td>
<td>Bludgeoning</td>
<td>4 x single</td>
</tr>
<tr>
<td>Powersoul</td>
<td>S</td>
<td>1080</td>
<td>+7</td>
<td>0.7 kg</td>
<td>Bludgeoning</td>
<td>4 x single</td>
</tr>
<tr>
<td>Tiger Fang</td>
<td>S</td>
<td>440</td>
<td>+3</td>
<td>0.8 kg</td>
<td>Bludgeoning</td>
<td>2 x linked</td>
</tr>
</tbody>
</table>

### FIREARMS

<table>
<thead>
<tr>
<th>NAME</th>
<th>SIZE</th>
<th>COST</th>
<th>HIT RATE</th>
<th>RANGE</th>
<th>WEIGHT</th>
<th>DAMAGE TYPE</th>
<th>RATE OF FIRE</th>
<th>MATERIA SLOTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Automatic</td>
<td>M</td>
<td>720</td>
<td>3</td>
<td>15/30</td>
<td>0.8 kg</td>
<td>Piercing</td>
<td>S/A</td>
<td>4 x single</td>
</tr>
<tr>
<td>Buntline</td>
<td>S</td>
<td>1040</td>
<td>4</td>
<td>10/20</td>
<td>0.9 kg</td>
<td>Piercing</td>
<td>S</td>
<td>2 x linked</td>
</tr>
<tr>
<td>Cerberus</td>
<td>S</td>
<td>400</td>
<td>1</td>
<td>10/20</td>
<td>0.8 kg</td>
<td>Piercing</td>
<td>S</td>
<td>1 x single</td>
</tr>
<tr>
<td>Commander</td>
<td>S</td>
<td>1360</td>
<td>6</td>
<td>10/20</td>
<td>0.7 kg</td>
<td>Piercing</td>
<td>S</td>
<td>2 x linked</td>
</tr>
<tr>
<td>Griffon</td>
<td>L</td>
<td>1120</td>
<td>5</td>
<td>20/40</td>
<td>1.4 kg</td>
<td>Piercing</td>
<td>S/A</td>
<td>3 x single</td>
</tr>
<tr>
<td>Hydra</td>
<td>L</td>
<td>1680</td>
<td>8</td>
<td>20/40</td>
<td>1.5 kg</td>
<td>Piercing</td>
<td>S/A</td>
<td>6 x single</td>
</tr>
<tr>
<td>Lariat</td>
<td>M</td>
<td>800</td>
<td>3</td>
<td>10/20</td>
<td>1.1 kg</td>
<td>Piercing</td>
<td>S/A</td>
<td>2 x linked; 2 x single</td>
</tr>
<tr>
<td>Long Barrel R</td>
<td>M</td>
<td>1200</td>
<td>5</td>
<td>15/30</td>
<td>1.2 kg</td>
<td>Piercing</td>
<td>S</td>
<td>2 x linked</td>
</tr>
<tr>
<td>Mako Gun</td>
<td>S</td>
<td>1280</td>
<td>6</td>
<td>10/20</td>
<td>0.8 kg</td>
<td>Piercing</td>
<td>S</td>
<td>3 x single</td>
</tr>
<tr>
<td>Outsider</td>
<td>S</td>
<td>1760</td>
<td>8</td>
<td>10/20</td>
<td>0.6 kg</td>
<td>Piercing</td>
<td>S</td>
<td>2 x linked; 2 x single</td>
</tr>
<tr>
<td>Peacemaker</td>
<td>S</td>
<td>960</td>
<td>4</td>
<td>10/20</td>
<td>0.6 kg</td>
<td>Piercing</td>
<td>S</td>
<td>1 x linked; 1 x single</td>
</tr>
<tr>
<td>Quicksilver</td>
<td>S</td>
<td>320</td>
<td>1</td>
<td>10/20</td>
<td>0.6 kg</td>
<td>Piercing</td>
<td>S</td>
<td>1 x linked; 2 x single</td>
</tr>
<tr>
<td>Revolver</td>
<td>S</td>
<td>560</td>
<td>2</td>
<td>15/30</td>
<td>0.8 kg</td>
<td>Piercing</td>
<td>S/A</td>
<td>2 x single</td>
</tr>
<tr>
<td>Shortbarrel</td>
<td>L</td>
<td>640</td>
<td>2</td>
<td>15/30</td>
<td>1 kg</td>
<td>Piercing</td>
<td>S/A</td>
<td>2 x linked; 1 x single</td>
</tr>
<tr>
<td>Shotgun</td>
<td>L</td>
<td>480</td>
<td>2</td>
<td>15/30</td>
<td>1.2 kg</td>
<td>Piercing</td>
<td>S/A</td>
<td>2 x linked</td>
</tr>
<tr>
<td>Sniper CR</td>
<td>M</td>
<td>1520</td>
<td>7</td>
<td>15/30</td>
<td>1.3 kg</td>
<td>Piercing</td>
<td>S/A</td>
<td>2 x linked</td>
</tr>
<tr>
<td>Supershot ST</td>
<td>M</td>
<td>1600</td>
<td>7</td>
<td>15/30</td>
<td>1.2 kg</td>
<td>Piercing</td>
<td>S/A</td>
<td>3 x linked</td>
</tr>
<tr>
<td>Velvet Nightmare(^1)</td>
<td>S</td>
<td>1250</td>
<td>5</td>
<td>15/30</td>
<td>1.4 kg</td>
<td>Piercing</td>
<td>S</td>
<td>4 x single</td>
</tr>
<tr>
<td>Winchester</td>
<td>M</td>
<td>1840</td>
<td>9</td>
<td>15/30</td>
<td>1.2 kg</td>
<td>Piercing</td>
<td>S/A</td>
<td>3 x single</td>
</tr>
</tbody>
</table>

\(^1\) The Velvet Nightmare grants the user with a +2 equipment bonus to Reflex Defence to dodge melee attacks, as it has a long metal blade running along the barrel.
**WEAPON QUALITIES**

When you choose a weapon for your character, refer to the weapon group’s respected table for details about the various weapon types. The weapon qualities on these tables are explained below:

- **Size**: The weapon’s size (see Weapon Sizes, above). T = Tiny; S = Small; M = Medium; L = Large; H = Huge.
- **Cost**: The weapon’s cost in Gil.
- **Hit Rate**: The number indicating how many damage die you need to roll (melee or ranged), ranging from 1 (low hit) and 10 (devastating hit).
- **Rate of Fire**: Firearms have either a single shot setting (S) or an autofire setting (A). A few weapons have both settings and can be set to either single shot mode or autofire mode as a swift action. Only ranged weapons that hold multiple shots of ammunition can have an autofire setting.
- **Range**: Weapons that can strike at a distance have range. The number before the slash indicates the normal range (in squares) for an attack. The number after the slash indicates the long range for an attack; an attack at long range takes a -5 penalty to Ranged Strike checks. Squares beyond the second number are considered to be out of range and can’t be targeted with this weapon.
- **Weight**: The weapon’s weight in kilograms.
- **Damage Type**: The type of damage a weapon deals. Some creatures and objects take more or less damage from weapons that deal a certain type of damage. Some weapons deal more than one type of damage, depending on how the weapon is used.

### POLEARMS

<table>
<thead>
<tr>
<th>NAME</th>
<th>SIZE</th>
<th>COST</th>
<th>HIT RATE</th>
<th>RANGE</th>
<th>WEIGHT</th>
<th>DAMAGE TYPE</th>
<th>MATERIA SLOTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dragoon Lance</td>
<td>M</td>
<td>1060</td>
<td>6</td>
<td>10/20</td>
<td>2.6 kg</td>
<td>Piercing</td>
<td>6 x single</td>
</tr>
<tr>
<td>Flayer</td>
<td>M</td>
<td>1220</td>
<td>8</td>
<td>15/30</td>
<td>2.3 kg</td>
<td>Piercing</td>
<td>6 x single</td>
</tr>
<tr>
<td>Grow Lance</td>
<td>M</td>
<td>980</td>
<td>6</td>
<td>10/20</td>
<td>2.2 kg</td>
<td>Piercing</td>
<td>3 x linked</td>
</tr>
<tr>
<td>Javelin</td>
<td>M</td>
<td>900</td>
<td>5</td>
<td>10/20</td>
<td>1.9 kg</td>
<td>Piercing</td>
<td>2 x linked; 1 x single</td>
</tr>
<tr>
<td>Mast Axe</td>
<td>M</td>
<td>660</td>
<td>3</td>
<td>5/10</td>
<td>2.4 kg</td>
<td>Piercing</td>
<td>2 x linked; 2 x single</td>
</tr>
<tr>
<td>Partisan</td>
<td>M</td>
<td>740</td>
<td>4</td>
<td>5/10</td>
<td>2.4 kg</td>
<td>Piercing</td>
<td>3 x linked</td>
</tr>
<tr>
<td>Scimitar</td>
<td>M</td>
<td>1140</td>
<td>7</td>
<td>10/20</td>
<td>2.7 kg</td>
<td>Piercing</td>
<td>1 x linked</td>
</tr>
<tr>
<td>Slash Lance</td>
<td>M</td>
<td>500</td>
<td>2</td>
<td>5/10</td>
<td>1.3 kg</td>
<td>Piercing</td>
<td>2 x linked; 1 x single</td>
</tr>
<tr>
<td>Spear</td>
<td>M</td>
<td>420</td>
<td>1</td>
<td>5/10</td>
<td>1.2 kg</td>
<td>Piercing</td>
<td>2 x linked</td>
</tr>
<tr>
<td>Spirit Lance</td>
<td>M</td>
<td>1300</td>
<td>8</td>
<td>15/30</td>
<td>2.5 kg</td>
<td>Piercing</td>
<td>2 x linked</td>
</tr>
<tr>
<td>Trident</td>
<td>M</td>
<td>580</td>
<td>2</td>
<td>5/10</td>
<td>1.5 kg</td>
<td>Piercing</td>
<td>6 x single</td>
</tr>
<tr>
<td>Viper Halberd</td>
<td>M</td>
<td>820</td>
<td>4</td>
<td>10/20</td>
<td>3 kg</td>
<td>Piercing</td>
<td>4 x single</td>
</tr>
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</table>

### PROJECTILES

<table>
<thead>
<tr>
<th>NAME</th>
<th>SIZE</th>
<th>COST</th>
<th>HIT RATE</th>
<th>RANGE</th>
<th>WEIGHT</th>
<th>DAMAGE TYPE</th>
<th>MATERIA SLOTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>4-point Shuriken</td>
<td>M</td>
<td>320</td>
<td>1</td>
<td>5/10</td>
<td>1.8 kg</td>
<td>Slashing</td>
<td>1 x linked; 1 x single</td>
</tr>
<tr>
<td>Boomerang</td>
<td>M</td>
<td>400</td>
<td>2</td>
<td>5/10</td>
<td>1.3 kg</td>
<td>Slashing</td>
<td>1 x linked; 2 x single</td>
</tr>
<tr>
<td>Crystal Cross</td>
<td>M</td>
<td>720</td>
<td>4</td>
<td>5/10</td>
<td>1.7 kg</td>
<td>Slashing</td>
<td>3 x linked</td>
</tr>
<tr>
<td>Dagger</td>
<td>S</td>
<td>180</td>
<td>1</td>
<td>5/10</td>
<td>0.5 kg</td>
<td>Slashing/Piercing</td>
<td>2 x single</td>
</tr>
<tr>
<td>Hawkeye</td>
<td>M</td>
<td>640</td>
<td>4</td>
<td>5/10</td>
<td>1.5 kg</td>
<td>Slashing</td>
<td>2 x linked; 2 x single</td>
</tr>
<tr>
<td>Knife</td>
<td>T</td>
<td>100</td>
<td>1</td>
<td>4/8</td>
<td>0.1 kg</td>
<td>Slashing/Piercing</td>
<td>1 x single</td>
</tr>
<tr>
<td>Magic Shuriken</td>
<td>M</td>
<td>1200</td>
<td>7</td>
<td>10/20</td>
<td>2.2 kg</td>
<td>Slashing</td>
<td>3 x single</td>
</tr>
<tr>
<td>Oritsuru</td>
<td>M</td>
<td>1120</td>
<td>8</td>
<td>20/40</td>
<td>2 kg</td>
<td>Slashing</td>
<td>2 x linked; 2 x single</td>
</tr>
<tr>
<td>Pinwheel</td>
<td>M</td>
<td>480</td>
<td>2</td>
<td>5/10</td>
<td>1.5 kg</td>
<td>Slashing</td>
<td>2 x linked</td>
</tr>
<tr>
<td>Razor Ring</td>
<td>M</td>
<td>560</td>
<td>3</td>
<td>5/10</td>
<td>1.7 kg</td>
<td>Slashing</td>
<td>2 x linked; 1 x single</td>
</tr>
<tr>
<td>Rising Sun</td>
<td>M</td>
<td>1040</td>
<td>8</td>
<td>15/30</td>
<td>1.9 kg</td>
<td>Slashing</td>
<td>2 x linked</td>
</tr>
<tr>
<td>Spiral Shuriken</td>
<td>M</td>
<td>960</td>
<td>6</td>
<td>10/20</td>
<td>1.9 kg</td>
<td>Slashing</td>
<td>1 x linked; 4 x single</td>
</tr>
<tr>
<td>Twin Viper</td>
<td>M</td>
<td>880</td>
<td>6</td>
<td>10/20</td>
<td>1.6 kg</td>
<td>Slashing</td>
<td>4 x single</td>
</tr>
<tr>
<td>Wind Slash</td>
<td>M</td>
<td>800</td>
<td>5</td>
<td>5/10</td>
<td>1.7 kg</td>
<td>Slashing</td>
<td>3 x single</td>
</tr>
</tbody>
</table>
### RODS

<table>
<thead>
<tr>
<th>NAME</th>
<th>SIZE</th>
<th>COST</th>
<th>HIT RATE</th>
<th>WEIGHT</th>
<th>DAMAGE TYPE</th>
<th>MATERIA SLOTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aurora Rod</td>
<td>M</td>
<td>440</td>
<td>1</td>
<td>1.1 kg</td>
<td>Bludgeoning</td>
<td>2 x linked; 1 x single</td>
</tr>
<tr>
<td>Electromagnetic Rod(^1)</td>
<td>S</td>
<td>600</td>
<td>2</td>
<td>0.7 kg</td>
<td>Bludgeoning</td>
<td>2 x single</td>
</tr>
<tr>
<td>Fairy Tale</td>
<td>M</td>
<td>520</td>
<td>1</td>
<td>1.3 kg</td>
<td>Bludgeoning</td>
<td>6 x single</td>
</tr>
<tr>
<td>Guard Stick</td>
<td>M</td>
<td>280</td>
<td>1</td>
<td>1 kg</td>
<td>Bludgeoning</td>
<td>1 x single</td>
</tr>
<tr>
<td>Magic Rod</td>
<td>S</td>
<td>120</td>
<td>1</td>
<td>0.4 kg</td>
<td>Bludgeoning</td>
<td>3 x linked</td>
</tr>
<tr>
<td>Mythril Rod</td>
<td>M</td>
<td>360</td>
<td>1</td>
<td>1.1 kg</td>
<td>Bludgeoning</td>
<td>1 x linked</td>
</tr>
</tbody>
</table>

\(^1\) The electromagnetic rod inflicts the paralysis condition if check exceeds target's Reflex Defence by 5 or more.

### STAVES

<table>
<thead>
<tr>
<th>NAME</th>
<th>SIZE</th>
<th>COST</th>
<th>HIT RATE</th>
<th>WEIGHT</th>
<th>DAMAGE TYPE</th>
<th>MATERIA SLOTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Full-Metal Staff</td>
<td>L</td>
<td>200</td>
<td>2</td>
<td>1.8 kg</td>
<td>Bludgeoning</td>
<td>1 x linked; 1 x single</td>
</tr>
<tr>
<td>Prism Staff</td>
<td>L</td>
<td>760</td>
<td>3</td>
<td>2.5 kg</td>
<td>Bludgeoning</td>
<td>2 x single</td>
</tr>
<tr>
<td>Striking Staff</td>
<td>L</td>
<td>680</td>
<td>3</td>
<td>2.2 kg</td>
<td>Bludgeoning</td>
<td>1 x linked; 2 x single</td>
</tr>
<tr>
<td>Wizard Staff</td>
<td>L</td>
<td>840</td>
<td>4</td>
<td>2.7 kg</td>
<td>Bludgeoning</td>
<td>3 x single</td>
</tr>
<tr>
<td>Wizer Staff</td>
<td>L</td>
<td>920</td>
<td>5</td>
<td>2.8 kg</td>
<td>Bludgeoning</td>
<td>4 x single</td>
</tr>
</tbody>
</table>

### SWORDS

<table>
<thead>
<tr>
<th>NAME</th>
<th>SIZE</th>
<th>COST</th>
<th>HIT RATE</th>
<th>WEIGHT</th>
<th>DAMAGE TYPE</th>
<th>MATERIA SLOTS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Apocalypse</td>
<td>L</td>
<td>2350</td>
<td>8</td>
<td>6 kg</td>
<td>Slashing/Piercing</td>
<td>3 x single</td>
</tr>
<tr>
<td>Buster Sword</td>
<td>L</td>
<td>1000</td>
<td>2</td>
<td>5.1 kg</td>
<td>Slashing/Piercing</td>
<td>1 x linked</td>
</tr>
<tr>
<td>Butterfly Edge</td>
<td>L</td>
<td>1450</td>
<td>3</td>
<td>5.2 kg</td>
<td>Slashing/Piercing</td>
<td>2 x linked</td>
</tr>
<tr>
<td>Crystal Sword</td>
<td>L</td>
<td>1900</td>
<td>4</td>
<td>6 kg</td>
<td>Slashing/Piercing</td>
<td>3 x linked</td>
</tr>
<tr>
<td>Enhanced Sword</td>
<td>L</td>
<td>1600</td>
<td>4</td>
<td>5.5 kg</td>
<td>Slashing/Piercing</td>
<td>3 x linked</td>
</tr>
<tr>
<td>Force Stealer</td>
<td>L</td>
<td>2050</td>
<td>5</td>
<td>5.8 kg</td>
<td>Slashing/Piercing</td>
<td>3 x single</td>
</tr>
<tr>
<td>Hardedge</td>
<td>L</td>
<td>1300</td>
<td>3</td>
<td>5 kg</td>
<td>Slashing/Piercing</td>
<td>1 x linked; 2 x single</td>
</tr>
<tr>
<td>Heaven's Cloud</td>
<td>L</td>
<td>2500</td>
<td>9</td>
<td>6.2 kg</td>
<td>Slashing/Piercing</td>
<td>6 x single</td>
</tr>
<tr>
<td>Murasame</td>
<td>M</td>
<td>2225</td>
<td>6</td>
<td>3 kg</td>
<td>Slashing/Piercing</td>
<td>2 x linked; 1 x single</td>
</tr>
<tr>
<td>Mythril Sabre</td>
<td>L</td>
<td>1150</td>
<td>2</td>
<td>5.3 kg</td>
<td>Slashing/Piercing</td>
<td>1 x linked; 1 x single</td>
</tr>
<tr>
<td>Organics</td>
<td>L</td>
<td>1750</td>
<td>4</td>
<td>5.7 kg</td>
<td>Slashing/Piercing</td>
<td>2 x linked; 2 x single</td>
</tr>
<tr>
<td>Ragnarok</td>
<td>L</td>
<td>2650</td>
<td>9</td>
<td>6.3 kg</td>
<td>Slashing/Piercing</td>
<td>3 x linked</td>
</tr>
<tr>
<td>Rapier</td>
<td>L</td>
<td>2425</td>
<td>8</td>
<td>7 kg</td>
<td>Slashing/Piercing</td>
<td>3 x linked</td>
</tr>
<tr>
<td>Rune Blade</td>
<td>L</td>
<td>2200</td>
<td>5</td>
<td>5.9 kg</td>
<td>Slashing/Piercing</td>
<td>4 x single</td>
</tr>
<tr>
<td>Souba</td>
<td>M</td>
<td>2300</td>
<td>7</td>
<td>2.9 kg</td>
<td>Slashing/Piercing</td>
<td>2 x linked; 2 x single</td>
</tr>
<tr>
<td>Yoshiyuki</td>
<td>M</td>
<td>2250</td>
<td>7</td>
<td>2.8 kg</td>
<td>Slashing/Piercing</td>
<td>2 x single</td>
</tr>
</tbody>
</table>

### MATERIA SLOTS

All weapons and armour have materia slots capable of installing materia orbs in order to use them.

**Single:** A single materia slot can hold only 1 materia orb. A weapon or armour can only ever have a maximum of six “single” materia slots, as shown in the “Materia Slots” column of each weapon group and armour table.

**Linked:** A linked materia slot are two single slots joined together. Some materia can alter the effects of other materia when “linked” together. A weapon or armour can only ever have a maximum of 3 “linked” materia slots (the equivalent of six “single” materia slots), as shown in the “Materia Slots” column of each weapon group and armour table.

### ARMOUR

Protective armour exists in the Final Fantasy VII world, but only the lightest types see widespread use. Heavier armour is considered to be too expensive, too restrictive, and just not worth the trouble unless it serves an additional function.
If you choose armour for your character, refer to the “Armour” table for details about various armour types. The armour qualities on the table are explained below:

**Cost:** The cost of the armour. Armour sized for Small characters costs half as much, while armour for Large-size characters costs double the listed price. Some armour has limited availability.

**Armour Bonus:** When you are wearing the armour, you add this value as an armour bonus to your Reflex Defence (instead of one-half your level to your Reflex Defence). Some types of armour apply the armour bonus differently (see below).

**Proficiency Bonus:** When you are wearing the armour, you add this value as a proficiency bonus to your Fortitude Defence. Some types of armour do not provide a proficiency bonus to your Fortitude Defence. Some types of armour apply the proficiency bonus differently (see below).

**Speed:** Heavy armour reduces your speed to three-quarters normal (rounded down). The “Armour” table shows this reduction if you have a speed of 6 squares or 4 squares. In addition, when wearing heavy armour, you can only move up to three times your speed when running (instead of four times your speed).

**Weight:** The weight of the armour. Armour fitted for Small characters weighs half as much. Armour fitted for Large characters weighs twice as much.

<table>
<thead>
<tr>
<th>ARMOUR</th>
<th>COST</th>
<th>ARMOUR BONUS</th>
<th>PROFICIENCY BONUS</th>
<th>SPEED (6 SQ.)</th>
<th>SPEED (4 SQ.)</th>
<th>WEIGHT</th>
<th>MATERIA SLOTS</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Headdresses (+0)</strong></td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Adaman Clip</td>
<td>1375</td>
<td>+2</td>
<td>+7</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>2 x linked; 2 x single</td>
</tr>
<tr>
<td>Behemoth Horn</td>
<td>4500</td>
<td>+3</td>
<td>+12</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>1 x linked; 2 x single</td>
</tr>
<tr>
<td>Centclip</td>
<td>1750</td>
<td>+2</td>
<td>+8</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>1 x linked; 2 x single</td>
</tr>
<tr>
<td>Crystal Comb</td>
<td>2350</td>
<td>+3</td>
<td>+10</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>1 x linked; 2 x single</td>
</tr>
<tr>
<td>Diamond Pin</td>
<td>165</td>
<td>+1</td>
<td>+2</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>1 x linked; 2 x single</td>
</tr>
<tr>
<td>Gold Barrette</td>
<td>750</td>
<td>+2</td>
<td>+6</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>2 x linked; 1 x single</td>
</tr>
<tr>
<td>Hairpin</td>
<td>2150</td>
<td>+3</td>
<td>+9</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>None</td>
</tr>
<tr>
<td>Magic Comb</td>
<td>250</td>
<td>+1</td>
<td>+3</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>3 x single</td>
</tr>
<tr>
<td>Mythril Clip</td>
<td>100</td>
<td>+1</td>
<td>+1</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>1 x linked; 1 x single</td>
</tr>
<tr>
<td>Plus Barrette</td>
<td>450</td>
<td>+1</td>
<td>+4</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>4 x single</td>
</tr>
<tr>
<td>Seraph Comb</td>
<td>2150</td>
<td>+3</td>
<td>+9</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>4 x single</td>
</tr>
<tr>
<td>Silver Barrette</td>
<td>475</td>
<td>+1</td>
<td>+5</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>2 x linked</td>
</tr>
<tr>
<td><strong>Armlets (-2)</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Aurora</td>
<td>2400</td>
<td>+3</td>
<td>+1</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>2 x linked</td>
</tr>
<tr>
<td>Dragon</td>
<td>1400</td>
<td>+3</td>
<td>+1</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>3 x linked</td>
</tr>
<tr>
<td>Gigas</td>
<td>1800</td>
<td>+3</td>
<td>+1</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>2 x linked; 1 x single</td>
</tr>
<tr>
<td>Gold</td>
<td>600</td>
<td>+2</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>2 x linked</td>
</tr>
<tr>
<td>Mythril</td>
<td>100</td>
<td>+1</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>1 x linked</td>
</tr>
<tr>
<td>Rune</td>
<td>900</td>
<td>+2</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>4 x linked</td>
</tr>
<tr>
<td>Silver</td>
<td>200</td>
<td>+1</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>1 x linked; 2 x single</td>
</tr>
<tr>
<td><strong>Bangles (-2)</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bronze</td>
<td>100</td>
<td>+1</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>None</td>
</tr>
<tr>
<td>Carbon</td>
<td>1000</td>
<td>+2</td>
<td>+1</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>1 x linked; 1 x single</td>
</tr>
<tr>
<td>Crystal</td>
<td>2000</td>
<td>+3</td>
<td>+2</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>3 x linked</td>
</tr>
<tr>
<td>Iron</td>
<td>250</td>
<td>+1</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>1 x single</td>
</tr>
<tr>
<td>Platinum</td>
<td>1500</td>
<td>+2</td>
<td>+2</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>2 x single</td>
</tr>
<tr>
<td>Titan</td>
<td>500</td>
<td>+1</td>
<td>+1</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>2 x single</td>
</tr>
<tr>
<td>Warrior</td>
<td>2200</td>
<td>+3</td>
<td>+3</td>
<td>-</td>
<td>-</td>
<td>1 kg</td>
<td>2 x linked</td>
</tr>
<tr>
<td><strong>Light Armour (+0)</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Cloth</td>
<td>50</td>
<td>+1</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>2 kg</td>
<td>2 x single</td>
</tr>
<tr>
<td>Leather</td>
<td>300</td>
<td>+1</td>
<td>+1</td>
<td>-</td>
<td>-</td>
<td>3 kg</td>
<td>1 x linked; 1 x single</td>
</tr>
<tr>
<td><strong>Heavy Armour (-10)</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mystic</td>
<td>2400</td>
<td>+9</td>
<td>+3</td>
<td>4 sq.</td>
<td>3 sq.</td>
<td>30 kg</td>
<td>2 x linked; 1 x single</td>
</tr>
<tr>
<td>Plate</td>
<td>3200</td>
<td>+10</td>
<td>+4</td>
<td>4 sq.</td>
<td>3 sq.</td>
<td>40 kg</td>
<td>3 x linked</td>
</tr>
</tbody>
</table>
ARMLETS
Armlets are a special type of armour worn on your wrist (and, in the case of some races, ankles). Although their name applies it, armlets can be used by both genders and not specifically males. For armlets, the armour bonus is applied to your Magic Defence, and the proficiency bonus is applied to your Will Defence.

BANGLES
Bangles are a special type of armour worn on your wrist (and, in the case of some races, ankles). Although their name applies it, bangles can be used by both genders and not specifically females. For bangles, the armour bonus and proficiency bonus work the same as light and heavy armour.

HEADDRESSES
Headdresses are a special type of armour worn in your hair or around the head area. They have magical properties that grant the wearer with special bonuses. For headdresses, the armour bonus is applied to your Magic Defence, and the proficiency bonus is applied to your Melee Strike and Ranged Strike checks.

HEAVY
Heavy armour combines protective metal or composite plates with a padded jumpsuit to form a layer of protection. It is because of this that they are among the most expensive pieces of armour on the market.

LIGHT
Light armour consists of everyday clothing combined with either a thin layer of padding or shoulder plates. They are some of the cheapest armour out there, however they do not provide much in the way of protection.

ARMOUR CHECK PENALTY
While wearing armour with which you are not proficient, you take an armour check penalty on Melee Strike and Ranged Strike checks, as well as skill checks made using the following skills: Acrobatics, Athletics, and Stealth. The type of armour worn determines the size of the penalty: headdresses, +0; armlets, -2; bangles, -2; light, +0; heavy, -10. Additionally, you do not gain the armour’s proficiency bonus.

ACCESSORIES
Accessories are items that can cause a certain effect during an encounter. You can only equip one accessory item at any given time; changing one accessory item with another can only be achieved between encounters. The “Accessories” table gives a detailed listing of all possible accessory items, along with price and the effect the item gives when worn.

<table>
<thead>
<tr>
<th>ACCESSORY</th>
<th>EFFECT</th>
<th>COST</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bolt Ring</td>
<td>Resist 10 thunder</td>
<td>350</td>
</tr>
<tr>
<td>Chocofeather</td>
<td>+2 bonus on all Dexterity-based skill checks (including Ranged Strike checks)</td>
<td>250</td>
</tr>
<tr>
<td>Circlet</td>
<td>+1 bonus to Will Defence and Magic Defence</td>
<td>150</td>
</tr>
<tr>
<td>Curse Ring</td>
<td>+3 bonus to all Strength-based and Dexterity-based skill checks; +2 bonus to Reflex Defence and Fortitude Defence; automatically start combat with death sentence.</td>
<td>1,500</td>
</tr>
<tr>
<td>Demon Fang</td>
<td>Resist 10 necrotic</td>
<td>625</td>
</tr>
<tr>
<td>Earrings</td>
<td>+2 bonus to Magic Defence</td>
<td>250</td>
</tr>
<tr>
<td>Epiolnis Feather</td>
<td>Wind damage is absorbed</td>
<td>725</td>
</tr>
<tr>
<td>Fairy Ring</td>
<td>Prevents slow and stop</td>
<td>175</td>
</tr>
<tr>
<td>Fire Ring</td>
<td>Resist 10 fire</td>
<td>350</td>
</tr>
<tr>
<td>Ice Ring</td>
<td>Resist 10 ice</td>
<td>350</td>
</tr>
<tr>
<td>Iron Ring</td>
<td>Resist 10 force</td>
<td>425</td>
</tr>
<tr>
<td>Minerva’s Diadem</td>
<td>Resist 10 radiant</td>
<td>700</td>
</tr>
<tr>
<td>Poison Ring</td>
<td>Poison damage is absorbed</td>
<td>725</td>
</tr>
<tr>
<td>Power Wrist</td>
<td>+2 bonus on Athletics and Melee Strike checks</td>
<td>450</td>
</tr>
<tr>
<td>Protect Vest</td>
<td>+2 bonus to Reflex Defence</td>
<td>250</td>
</tr>
<tr>
<td>Ribbon</td>
<td>All conditions do not affect the wearer, except dying</td>
<td>2,000</td>
</tr>
<tr>
<td>Talisman</td>
<td>+2 bonus to Will Defence</td>
<td>250</td>
</tr>
<tr>
<td>Tetra Elemental</td>
<td>Fire, ice, and thunder damage is absorbed</td>
<td>1,450</td>
</tr>
<tr>
<td>Touph Ring</td>
<td>+5 bonus to Will Defence and Survival checks.</td>
<td>625</td>
</tr>
<tr>
<td>Water Ring</td>
<td>Water damage is absorbed</td>
<td>725</td>
</tr>
</tbody>
</table>
A Molotov Cocktail is a basic explosive that consists of a glass bottle filled with liquid mako. It usually has a flammable cloth sticking out the end so the user can light it (as a move action) before throwing it at the target. Targets are dealt ongoing 5 points of fire damage at the start of each turn after the initial attack (save ends).

The remote control bomb requires a standard action to set the bomb (Mechanics check, DC 15). Failure to set the bomb doesn’t result in anything happening. After successfully setting the bomb, you are free to press the detonation switch on the remote pad anytime as a move action.

The timer bomb needs to be handled and set carefully (Mechanics check, DC 25) otherwise it can detonate without warning. After successfully setting the timer bomb, a 10 minute countdown (10 rounds) will start before detonation.

**EXPLOSIVES**

Sometimes a mission calls for the use of a more powerful explosive than either grenades or missiles. Set explosives aren’t ranged weapons and can’t be used like grenades. Placing a set explosive requires a Mechanics check.

With a successful Mechanics check, explosives ignore the damage reduction of objects to which they’re attached. Particularly good Mechanics check results can increase the damage even more (see the Handle Explosives use of the Mechanics skill in Chapter 04: Skills). Multiple explosives rigged to explode at the same time deal extra damage. Every time you double the number of explosives used, you apply both lots of hit rate together and then increase it by 2.

For example, setting two timer bombs at the same time will have a hit rate of 32 (15 + 15 + 2 = 22).

**SOURCES**

Sources are powerful items that permanently increase a character’s ability scores. Because of this, each purchase of a particular source item costs 2,000 gil, and will permanently increase the relevant ability score listed in the source item’s description upon purchase.

The source items, along with its effect, are as follows:

- **Luck Source**: Increase Charisma by 1.
- **Magic Source**: Increase Intelligence by 1.
- **Mind Source**: Increase Wisdom by 1.
- **Power Source**: Increase Strength by 1.
- **Speed Source**: Increase Dexterity by 1.
- **Vitality Source**: Increase Constitution by 1.

**EQUIPMENT**

A sample of common equipment available in any time period is given in the following equipment tables.

**MEDICAL GEAR**

<table>
<thead>
<tr>
<th>ITEM</th>
<th>COST</th>
<th>WEIGHT</th>
<th>DESCRIPTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ether</td>
<td>20</td>
<td>0.5 kg</td>
<td>Restore a number of magic points to you/one target in melee 1 as a move action. You roll a number of d4 dice equal to your level.</td>
</tr>
<tr>
<td>Phoenix Down</td>
<td>250</td>
<td>0.5 kg</td>
<td>As a move action, you restore a number of hit points to a dying target in melee 1 equal to one-half their Constitution score (rounded down). The target must first be stabilised.</td>
</tr>
<tr>
<td>Potion</td>
<td>15</td>
<td>0.5 kg</td>
<td>Restore a number of hit points to you/one target in melee 1 as a move action. You roll a number of d8 dice equal to your level.</td>
</tr>
<tr>
<td>Remedy</td>
<td>25</td>
<td>0.5 kg</td>
<td>Removes the following conditions on you/one target in melee 1 (if any): blind, confuse, haste, paralysis, petrify, poisoned, silence, sleep, slow, small, stop, and zombie.</td>
</tr>
<tr>
<td>Tent</td>
<td>400</td>
<td>0.5 kg</td>
<td>“Magical camping gear in a bottle”. Can only be used during an extended rest. Restores up to 6 allies’ hit points and magic points to full, as well as remove any conditions still active (persistent conditions cannot be removed with a tent).</td>
</tr>
</tbody>
</table>
### Survival Gear and Tools

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>All-temperature Cloak</td>
<td>35 gil</td>
<td>1.5 kg</td>
<td>This wrap-around cloak protects its wearer from the elements, providing a +5 equipment bonus to its wearer’s Survival checks against extreme heat or cold.</td>
</tr>
<tr>
<td>Field Kit</td>
<td>250 gil</td>
<td>12 kg</td>
<td>Essentially a backpack full of survival gear, the typical field kit contains two water flasks with built-in filters, a week’s worth of food rations, two lanterns, five potions, and an all-temperature cloak. You need a field kit to make a Survival check to endure extreme temperatures.</td>
</tr>
<tr>
<td>Rope (45 meters)</td>
<td>80 gil</td>
<td>2.5 kg</td>
<td>A coil of rope contains 45 meters (30 squares). A rope has Strength 30 and can safely support up to 300 kg, and it can be broken with a DC 25 strength check.</td>
</tr>
<tr>
<td>Security Kit</td>
<td>200 gil</td>
<td>1 kg</td>
<td>A security kit is a set of special tools for bypassing electronic and mechanical locks. It usually includes electronic components and dedicated sensor devices. Possession of a security kit is illegal for anyone who doesn’t have the proper permits, such as members of law enforcement and professional security experts. A security kit is required to bypass traps or security systems using the Mechanics skill. A security kit contains a device that monitors frequencies typically used by silent alarms, so the use can know if such an alarm has been triggered at any point during the operation.</td>
</tr>
<tr>
<td>Tool Kit</td>
<td>100 gil</td>
<td>1 kg</td>
<td>You need a tool kit to reprogram or repair a mechanoid or vehicle. A tool kit also makes repairing devices much simpler. The standard tool kit represents a broad collection of tools designed to take apart, analyse, modify, and rebuild almost any technological device.</td>
</tr>
</tbody>
</table>

#### Bandolier

**Cost:** 65 gil; **Weight:** 2 kg.

Depending upon the weapons the wearer carries, a bandolier may contain clips, magazines, grenades, knives, or any number of other forms of ammunition.

A bandolier has 12 slots that can each hold a single Tiny weapon (such as a grenade or knife) or a single piece of equipment weighing up to 0.5 kg. Any item on the bandolier can be retrieved as a move action.

#### Holster

**Cost:** 75 gil (concealed), 50 gil (hip);
**Weight:** 0.2 kg (concealed), 0.5 kg (hip).

Holsters are generally available for all Medium or smaller weapons. (Larger weapons are usually carried on shoulder straps, hangers, or baldrics that cost as much as a hip holster.) A holster for a melee weapon is usually called a sheath.

**Hip Holster:** This holster holds the weapon in an easily accessed – and easily seen – location.

**Concealed Holster:** A concealed holster is designed to help keep a weapon out of sight. In most cases, this is a shoulder holster (the weapon fits under the wearer’s armpit, presumably beneath a jacket, vest, or cloak). Small or Tiny weapons can be carried in concealed waistband holders (often placed inside the wearer’s waistband in the small of the back). Tiny weapons can also be carried in ankle, boot, or waist holders.

A concealed holster allows you to draw a concealed weapon as a move action instead of a standard action, but you take a -5 penalty on your Stealth check to conceal the weapon.

#### Sniper Scope

**Cost:** 350 gil; **Weight:** 1.5 kg.

A sniper scope is a sighting device that makes it easier to hit distant targets. However, it affords a very limited field of view, making it difficult to use. Installing a sniper scope on a firearm requires 10 minutes and a DC 10 Mechanics check.

**Standard:** A standard sniper scope increases the long range of a firearm by an additional 20 squares. However, you must aim at your target to gain this benefit, and you lose the benefit if you change targets or lose line of sight to your target.

**Enhanced Low-Light:** A low-light sniper scope functions the same as a standard sniper scope in normal light. However, after aiming at a target, it allows the wielder to ignore concealment (but not total concealment) from darkness when attacking that target.
SERVICES AND EXPENSES

A brief listing of common services and expenses is given on the “Services and Expenses” table. The cost figures on the table are guidelines only; the cost of certain services and expenses may be higher in isolated or primitive areas.

ENCUMBRANCE

Encumbrance rules determine how much your equipment slows you down. Encumbrance comes in two parts: encumbrance by armour and encumbrance by total weight.

ENCUMBRANCE BY ARMOUR

Your armour defines your armour check penalty, your speed, and how fast you move when you run. Unless your character is weak or carrying a lot of gear, that’s all you need to know. The extra gear your character carries, such as weapons and medical gear, won’t slow your character down any more than his or her armour already does.

If your character is carrying a really heavy load, however, then you’ll need to calculate encumbrance by weight.

ENCUMBRANCE BY WEIGHT

If you want to determine whether your character’s gear is heavy enough to slow him or her down (more than any armour already does), add up the weight of all the armour, weapons, and gear the character is carrying. If the total equals or exceeds the square of one-half your character’s Strength score, he or she is carrying a heavy load. For example, a character with Strength 12 is carrying a heavy load if the total weight of his or her armour and gear is 36 kg (0.5 x 12, squared) or more.

When carrying a heavy load, a character takes a -10 penalty on checks made using the following skills: Acrobatics, Athletics, and Stealth. A heavy load also reduces the character’s speed to three-quarters normal (rounded down). A character can move up to three times his or her speed when running with a heavy load (instead of four times).

CARRYING CAPACITY

The amount of weight that you can lift (in kilograms) is based on your Strength score and determined by the following formula: \( \text{Strength score}^2 \times 0.5 \). For example, a character with Strength 15 can lift 112.5 kg (15 x 15 x 0.5).

A character can strain to lift an amount of weight (in kilograms) equal to his Strength score squared, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to Reflex Defence and can only move 1 square per round (as a full-round action).

A dragged object has less effective weight depending on the resistance of the surface: normal ground, 1/2; smooth surface or wheels, 1/5. Dragging an object over rough ground is no easier than lifting it.
On an undetermined date before the main events of Final Fantasy VII, JENOVA landed on the Planet, having travelled through space on a meteor. This fall from the heavens created a giant wound on the Planet's surface that would later come to be known as the "Northern Crater." After its arrival, JENOVA emerged from the Crater and approached the Cetra, using its mimic abilities to glean the memories and emotions of the Cetra. Those who were taken victim of JENOVA were infected with JENOVA’s cells and mutated into monsters. JENOVA would then take the form of the fallen Cetra, and so get close enough to destroy their loved ones.

Quickly, JENOVA was able to destroy most of the Cetra civilisation. Their daughter race, the humans, hid from JENOVA while the Cetra were nearly wiped out. The few Cetra, who had survived, banded together to defeat JENOVA and quarantined it inside the Northern Crater; where it would lie dormant there for thousands of years. Despite their victory over the "Calamity from the Skies", the Cetra civilisation was lost, and their numbers dwindled down to almost nothing while humans spread over the planet. As time wore on, humanity forgot about JENOVA, and the Cetra fell into legend.
**The Lifestream**

The Lifestream contains the essence of the Planet and the memories, emotions, and knowledge of all who have lived on it. Portions of the Lifestream are believed to be used to create new life on the Planet, and the energy of a person returns to the Planet when they die, bringing with it the emotions, memories, and knowledge they obtained during life. It is referred to many times as the life of the Planet itself, and acts as an afterlife for the conscious spirits of the inhabitants of the Planet, as well as a sort of immune system for the Planet, flowing to and "healing" scars in the Planet. All life is said to exist within the cycle.

If the Planet is in danger of being utterly destroyed, the Planet summons Omega WEAPON, which destroys the remaining life on the Planet so that it returns to the Lifestream, and takes the entire Lifestream itself, launching into the cosmos to find a new planet on which life can exist.

The Shinra Electric Power Company harnessed the lifestream into a power source, called Mako, using their Mako Reactors built across the globe; essentially draining the Planet’s “blood” so that people could live comfortable lives.

**Project G**

Project G was the experiment underwent by Dr. Hollander. Trying to compete for greater recognition amongst the Shinra board of directors, Hollander broke away from Gast’s JENoVA Project and started his own experiments to create the ultimate SOLDIER.

Basing his research in the small manufacturing village of Banora, Hollander chose a local resident named Gillian Hewley as she was bearing a child at the time. Hollander injected Gillian with JENoVA cells; intending for her unborn child to be the true result of his experiments. Gillian herself showed no side effects of the JENoVA cells that had entered her body.

While waiting for the child to be born, Hollander searched for a newly born baby to test his research. After extracting Gillian’s DNA (which now include JENoVA cells), he injected them into the infant and placed the baby in the care of local wealthy farm owners. The child was called Genesis Rhapsodos.

Once Gillian’s child was born (named Angeal), Hollander kept a close watch on his experiment, until Shinra’s board of directors decided to stop funding Project G as they saw Project S as the superior JENoVA experiment. Hollander became a recluse ever since then.

Years later, both Angeal and Genesis joined SOLDIER; both becoming friends during their childhood. Upon becoming members, they met up with Sephiroth, and the three of them started training together. None of them knew of the experiments undergone on them when they were infants.

As time went on, Genesis began to show signs of degradation. Although unaware of it, he was labelled a failed experiment because of this. Angeal was considered by Hollander as the perfect result of his research, however, when Angeal later transferred his abilities unto monsters, the effected monsters would show the same signs of degradation that Genesis had. It was only until after Genesis cured his degradation by accepting the “gift of the goddess” that he was considered the true perfect experiment of Project G, and his genetic makeup would later be used in the Tsviet experiment of the Deepground project.

**Project S**

Project S was the original JENoVA experiment headed by Professor Gast and later Professor Hojo after Gast’s untimely resignation. Shinra considered Project S as a far superior JENoVA experiment compared to Project G, resulting in the latter’s funding to be withdrawn.

Shinra scientist Lucrecia Crescent, who was aiding the project, had her unborn child offered as the subject for the research. She had JENoVA cells injected directly into the foetus and, while the baby showed no signs of side effects, caused Lucrecia to fall terminally ill; resulting in her death upon giving birth to her son. She lived long enough to name her child Sephiroth.

Sephiroth was taken into the care of Shinra and joined SOLDIER when he became of age. He was instantly recognised as the best swordsman within Shinra, and later would be known as the greatest SOLDIER in the world. He is also considered the ultimate experiment of the JENoVA Project. He made friends in the form of fellow SOLDIER members Angeal and Genesis, and later Zack Fair.

When Sephiroth discovered his true origins within the confines of the Nibel mako reactor, he was driven mad and later sought revenge, which resulted in the infamous Nibelheim blaze. He died at the hands of an ordinary MP called Cloud Strife by being thrown into the crystallised mako at the bottom of the Nibel reactor. This was not the end of Sephiroth, however, as he reappeared years later.
later to continue the task set down by his “mother”.

**HOJO’S REUNION THEORY**

Professor Hojo outlined a theory that when JENOVA’s cells are separated, its basic instinct is to reform back into a single being. To test his theory, he proposed to inject people with Sephiroth’s DNA and watch the outcome. His first subjects under this experiment were Cloud and Zack after the Nibelheim incident occurred. Due to the mako-infusion process when he joined SOLDIER, Zack had no reaction and was labelled a failure, and Cloud fell into a state known as Mako Poisoning.

**MAKO INFUSION**

When a character becomes infused with mako, either laced with JENOVA cells, S-Cells, or G-Cells, they must make three Constitution saving throws (1d20 + Constitution modifier) against DC 12. The number of successes, and the side effects they grant, and detailed below:

- **No Successes:** Character is mako poisoned (see “Mako Poisoning”, below). Also, the character permanently reduces each of their ability scores by 2 points.
- **One Success:** Character permanently reduces each of their ability scores by 1 point.
- **Two Successes:** Nothing happens.
- **Three Successes:** Character permanently increases each of their ability scores by 2 points.

To become a member of SOLDIER, you must succeed on all three saving throws. Two successes or less is considered an overall failure for those wanting to become a member of SOLDIER. Retrying the saving throws require you to wait at least 24 hours, however the DC increases by 1 every time you attempt the process again.

**JENOVA’S LEGACY**

You gain, from those presented below, a number of abilities equal to the number of successful saving throws you made (minimum 1, maximum 3). If you make no successful saving throws, you can still gain one ability. This represents that, although they reacted badly towards you, the JENOVA cells still reside inside you.

- **Alluring Presence:** You gain a +3 bonus to Persuasion and Deception checks.
- **Endurance:** You gain a +5 bonus to Constitution saving throws made to fight off hunger and thirst.
- **Fly:** You gain the ability to fly without support. You have a perfect fly speed equal to your base speed.
- **Physically Attuned:** Your carrying capacity is 5 times that of a medium-sized character.
- **Rapid Effect:** Whenever you use a technique that allows you to sustain an effect, you can sustain it much quicker (standard to move, move to swift, and swift to free).
- **Spawn:** Once per encounter, you can summon a number of monsters equal to 1 + your Charisma modifier (minimum of 1). The monsters’ total level cannot exceed your own. Full list of monsters can be found in the “World of Monsters” accessory book, however you can only spawn monsters with the Aberration type.
- **Transform:** Once per encounter, when you are bloodied, you can transform into a mutated creature thanks to JENOVA’s cells. You create the creature you transform into by using the rules found in Chapter 02 of the “World of Monsters” accessory book. The monster you create is of the same level as you, and it levels up as you level up.
  
  You can select this ability more than once. Each time you do, you create a new monster that you can transform into. You can only transform into one monster at a time, however, and the transformation lasts until either you become unconscious or die, or until the end of the encounter.

**MAKO POISONING**

Exposure to Mako in its concentrated form can be dangerous to humans and typically results in a psychological disorder known as “Mako Poisoning”. The best-known case of this occurred when Cloud fell into the Lifestream for an extended period of time, during which his identity and personality were phased through by the millions of souls and their memories coursing through the Lifestream. Though he later washed up near Mideel, alive, his immersion in the Lifestream had reduced him to a near-catatonic state, prompting Tifa to undertake the arduous process of restoring his former personality, memory by memory. The incident also led Cloud to “find himself” by casting away the illusion behind which he had been hiding.

While Mako Poisoned, a character is left intoxicated for a number of hours equal to 1d6 x their level x 2, and they take a -10 penalty to all
skill checks and ability checks. This is considered a persistent condition. A mako poisoned character can attempt to shake off their intoxication by making a Constitution saving throw against DC 15 (the penalty from being Mako Poisoned does not apply). If the check fails, the character remains intoxicated and will have to wait 1 hour before making the check again. If the check succeeds, the character comes out of intoxication and all persistent conditions associated with being Mako Poisoned are removed instantly, but remain fatigue for a number of hours afterwards equal to 1d6 + their level.

**STAGNANT MAKO**

Dr. Grimoire Valentine headed the research into stagnant mako when he and his team came across a Cetran stone tablet that, once deciphered, told the story of Chaos and Omega. The tablet itself was surrounded by lifestream that stagnated over thousands of years. Dr. Valentine and his team took the stone tablet and a sample of the stagnant mako back to their lab for further analysis and research. Grimoire’s research produced two documents: the Omega reports and the Stagnant Mako analysis report; the latter being later used as the foundation of DEEPGROUND’s Stagnant Mako Experiments.

**THE STAGNANT MAKO EXPERIMENTS**

After watching how successful Genesis coped with the JENOVA cells, Shinra scientists used the reports on Project G, along with Grimoire Valentine’s reports on Stagnant Mako research, to produce the Deepground SOLDIERS. Born from a Deepground Scientist, Weiss was the first; injecting stagnant mako, laced with Genesis’ genes in the foetal stage, he became known as “The Immaculate”.

Nero was next, however he was produced completely of stagnant mako, and the only one to survive the development stages within the womb. Upon his birth, he produced a vortex that absorbed his mother into another dimension. Nero is the younger brother of Weiss, and he became known as “The Sable” due to his unimaginable control over the negative lifestream, which is the same power derived from Chaos. The Restrictors had to bind him in a straightjacket-like mako suit so that they could contain his power.

Finally, we have Rosso. Nicknamed “The Crimson”, she was born from another DEEPGROUND scientist and was the successful recipient of pure Genesis genes. Out of the three, Rosso has proven time and again that she fights dirty, and is not satisfied until she has blood on her hands.

These three SUPER SOLDIERS rose up the SOLDIER ranks to Tsviet, succeeded only by the Restrictors, who they would later come to revolt on and take control of DEEPGROUND.

**MAKO ENERGY**

Mako is the most common source of electrical power on the Planet, with coal former resources a distant second. The process of power generation via Mako was begun by the Shinra Electric Power Company, based in Midgar. Mako extraction and its usage are considered environmentally unfriendly, however, and the rebel group AVALANCHE actively attacks Shinra Mako Reactors in hopes of ultimately stopping the process.

Mako is thought to be similar to radioactive materials in that prolonged exposure can lead to genetic mutation, poisoning, and ultimately death. Living things, both plants and animals that have been over-exposed to Mako can suddenly mutate. Monsters can be affected by natural Mako springs that well up from the soil, or, lately, monsters have been produced through Shinra experiments. People (notably those in SOLDIER) who have had prolonged exposure to Mako are identified by a glow in their eyes, referred to as "Mako Eyes." Besides its electrical uses, the elite Shinra task force, SOLDIER, is made up of operatives that are biologically augmented by Mako, Zack Fair and Sephiroth are examples of people with Mako enhancement.

Members of SOLDIER are not only infused with Mako, however; they are also injected with JENOVA cells, an experiment created by Professor Hojo, Shinra’s head of Biochemical Research. JENOVA’s cells, together with Mako, gives them far greater strength and cognitive ability than ordinary people possess, provided that their body is strong enough to handle the Mako infusion process without suffering from Mako poisoning. When this procedure is taken too far, the subjects turn into horrible monsters, as seen in the Nibelheim Reactor.

Besides its other uses, Mako, in various forms, is also found in weapons used by Shinra. The Junon Mako Cannon used a variety of Mako shells, and later, as the Sister Ray, fired a beam of raw Mako energy. As Materia, Mako has been employed by some of Shinra’s Turk operatives who wielded it in their weapons in Before Crisis -Final Fantasy VII- and First Class members of SOLDIER.
are able to synthesise their own custom Materia as shown in *Crisis Core -Final Fantasy VII*- In addition to the energy resource and weaponry allocations of Mako, the Shinra Corporation was also developing mako-powered vehicles for civilian purposes.

**MINERVA AND DEITIES**

To those with strong faith, and those few Cetra that still walk among the Planet, Minerva is the **Creator Goddess**, and it was she who gave existence to the lifestream, which in turn, breathed life on the Planet.

Minerva is also the mother of 9 deities. Each deity represents certain aspects of life or moral choices. In ancient times, when the Cetra were many, there would be temples and shrines across the four corners of the Planet; each dedicated to a certain deity. In modern times, however, these places of worship are few and far between, although faith among the many still holds strong as it did in the old days.

The deities are detailed below. Characters do not have to worship a deity if they do not want too, however deities do grant their devotees with a certain benefit. You can only worship one deity.

**BAHAMUT**

Bahamut is the lord of dragons, and is seen by many as the highest authority among the nine deities. He appears in many forms, but his one true form has always been that of a gargantuan-size black dragon with a metallic under-neck and belly.

Bahamut represents honour and virtue; blessing those who stay true to themselves and those who face danger without cowardice.

By worshipping Bahamut, you are granted the use of the Shield of Virtue technique once per day (see below).

**SHEILD OF VIRTUE**

You have sworn to protect others when danger lurks towards them.

- **Time:** Standard action.
- **Range:** One ally close burst 6.
- **Effect:** You grant an ally with a bonus to Reflex Defence up to +10 (you decide) until the end of the encounter, however you take a penalty to Melee Strike, Ranged Strike, and Spellcasting checks equal to the bonus you grant to the ally. The ally doesn’t have to stay in line of sight of you to keep this benefit.

**HADES**

Hades is the ruler of the underworld, commanding the flow of the lifestream on Minerva’s behalf. He is often depicted as a robed skeletal being brewing concoctions in a large cauldron.

Hades is the physical embodiment of the afterlife. He opposes his brother Bahamut and sees cowardice as not necessarily a bad thing.

By worshipping Hades, you are granted the use of the Hell’s Fury technique once per day (see below).

**HELL’S FURY**

You bring down a plague of diseases upon your foes.

- **Time:** Standard action.
- **Range:** Burst 8 within 4 squares.
- **Effect:** All affected targets within the burst are infected with the following conditions: berserk, blind, dazed, confuse, poisoned, and weakened. The targets cannot remove the conditions without using a remedy.
IFRIT
Ifrit is Minerva’s demon child, and serves his older brother Hades as his right-hand. He appears as a monstrous humanoid being with yellow skin and horns protruding from the top of his head.

Ifrit represents personal desire and ambition. He watches over those who follow their dreams and strike down on those who lack aspiration.

By worshipping Ifrit, you are granted the use of the Smite of the Demon technique once per day (see below).

SMITE OF THE DEMON
You engulf your enemy with a blast of dark matter.

Time: Standard action.
Range: One target in Ranged 15.
Check: Spellcasting vs. Reflex.
Hit: 8d6 necrotic. Ongoing 5 necrotic (save ends).
Effect: Target is infected with blind (save ends).

LEVIATHAN
Leviathan is the lord of the seas, and is depicted as a gargantuan water serpent with white and blue scales.

The people of Wutai worship Leviathan because he represents courage and patriotism. He is also the deity of travel.

By worshipping Leviathan, you are granted the use of The Serpent’s Burst technique once per day (see below).

THE SERPENT’S BURST
You emit a loud wailing hiss, forcing your enemies away from you.

Time: Standard action.
Range: All enemy targets in close burst 2.
Effect: You push the affected targets back a number of squares equal to 3 + your Dexterity modifier (minimum of 3). If targets are pushed into another square with which another target currently resides, both targets take 5d6 force damage.

ODIN
Odin is the gatekeeper of the afterlife, welcoming souls into the lifestream after their passing. He is often depicted as a humanoid creature in heavy armour, riding a six-legged horse and carrying his Zantetsuken sword.

Odin represents morality and desperation. Many look up to Odin as way of scaring children with a simple “If you’re not nice to others, Odin will visit you”.

By worshipping Odin, you are granted the use of the Angel of Death technique once per day (see below).

ANGEL OF DEATH
You bring about deadly blow in the name of Odin.

Time: Standard action.
Range: One enemy target in Melee 1.
Effect: You can perform a coup-de-grace, regardless of whether or not the target is helpless (see “Coup-De-Grace” in Chapter 10: Combat).
PHOENIX

Phoenix is the physical embodiment of everlasting life, often depicted with her rainbow tail-feathers fully open and about to take flight.

Phoenix represents freedom and restoration. She blesses those who stand by their own decisions and those who go out their way to help others.

By worshipping Phoenix, you are granted the use of the Rebirth Feather technique once per day (see below).

REBIRTH FEATHER

By sacrificing your own health, you bring an ally back from the brink of death.

**Time:** Full-round action.

**Range:** One ally in close burst 5.

**Effect:** If the target of this technique has their hit points drop to 0 and are dying, you can reduce your own current hit points by half to bring that target up to 1 hit point. The target is not considered prone and can act normally on their next turn.

RAMUH

Ramuh is the lord of thunder. An elderly man with a long white beard, wearing white robes and carrying a staff, he commands the ever-changing weather, striking down all those who do wrong.

Ramuh represents change, exploration, and adventure; blessing those who seek out of their homeland and travel.

By worshipping Ramuh, you are granted the use of the Thunderous Movement technique once per day (see below).

THUNDEROUS MOVEMENT

You can move a creature from one place to another in the blink of an eye.

**Time:** Move action.

**Range:** One target in close burst 6.

**Effect:** You can teleport the target from its square of origin to another unoccupied square within range. You can use this ability as a reaction to an enemy target’s attack. Doing so results the attack as an automatic fail.

SHIVA

Shiva is the winter mistress, a woman depicted as, quite literally, frozen in ice. She is often seen together with Ramuh as both deities have power over the weather.

Shiva represents love, affection, and family. Her body is stripped of any clothing to reflect this.

By worshipping Shiva, you are granted the use of the Crippling Cold technique once per day (see below).

CRIPPLING COLD

You ensnare your enemy with a freezing breeze.

**Time:** Standard action.

**Range:** One target in Ranged 15.

**Check:** Spellcasting vs. Fortitude.

**Hit:** 8d6 ice. Ongoing 5 ice (save ends).
**Effect:** Target in infected with *paralysis* (save ends).

**TITAN**

Titan is master of the planet, able to break apart the ground, form new mountains, and destroy civilisations with the shake of his hand. He is depicted as a giant muscular human with tanned skin and wearing only a loin cloth.

Titan represents resilience, respect, and loyalty. He opposes his brother Ifrit in every way; seeing him as selfish.

By worshipping Titan, you are granted the use of the Groundbreaker technique once per day (see below).

**GROUNDBREAKER**

You cripple your foes while bolstering your allies.

**Time:** Standard action.

**Range:** All enemy targets in blast 8.

**Effect:** Affected targets are *dazed* until the end of the encounter (save ends). All allies within range gain temporary hit points equal to 10 + your Constitution modifier (minimum of 1).
The planet is a dangerous place, and sometimes you have to fight to survive. Whether the enemy takes the form of monsters or Shinra troops, a Sephiroth-clone or a mad scientist, you need to be able to defend yourself. Using guns, swords, and materia, heroes regularly get caught up in gunfights, brawls, and mesmerising swordfights. You can try to bluff your way out of a tough situation, attempt to sneak away when your opponent is distracted, or even dazzle an enemy with your charming personality. But when all else fails, nothing beats a good fight.

This chapter details the combat rules, covering the basics first. Many special abilities and form of damage that affect combat are covered here as well.
THE COMBAT SEQUENCE
A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The FINAL FANTASY VII game organises the chaos of combat into a cycle of rounds and turns.

ROUNDS AND TURNS
- **Round**: In a round, every combatant takes a turn. A round represents 6 seconds in the game world.
- **Turn**: On your turn, you take actions: a standard action, a move action, a swift action, and any number of free actions, in order you wish. See “Action Types”, for what you can do with different actions.

The actions in a combat encounter happen almost simultaneously in the game world, but to make combat manageable, combatants take turns – like taking turns in a board game. If your turn comes up before an enemy’s, your actions take place before the enemy’s actions do. The order of turns is determined at the beginning of a combat encounter, when combatants roll initiative.

A combat encounter follows these steps:

1. **Determine surprise.** The DM determines whether any combatants are surprised. If any combatants notice enemy combatants without being noticed in return, the aware combatants gain a surprise round.

2. **Establish positions.** The DM decides where the combatants are positioned on the battle grid. For example, if the PCs have just opened a door into a room, the DM might draw or arrange a depiction of the door and the room on the battle grid and then ask the players to arrange their miniatures near the door. Then the DM places miniatures that represent the monsters in the room.

3. **Roll initiative.** Everyone involved in a combat encounter rolls initiative, determining the order of combatants’ turns. You roll initiative only at the beginning of a combat encounter.

4. **Take surprise round actions.** If any combatants gained a surprise round, they act in initiative order, each one taking a single action. (Surprised combatants take no actions during the surprise round.) The surprise round then ends, and the first regular round of combat begins.

5. **Take turns.** In initiative order, every combatant takes a turn, which includes various actions. (Combatants can also take certain actions on one another’s turns.)

6. **Begin the next round.** When every combatant has had a turn, the round ends. Begin the next round with the combatant who has the highest initiative.

7. **End the encounter.** Repeat steps 5 and 6 until the combatants on one side are captured, fleeing, unconscious, or dead. The encounter ends when the other side then takes a short rest or an extended rest.

INITIATIVE
Before the first round of combat, you roll initiative. Rolling initiative is a Dexterity check and follows the normal rules for ability checks. The DM rolls initiative for your enemies.

Throughout a battle, combatants act in order, from highest initiative result to lowest. The order in which combatants take their turns is called the initiative order. The initiative order remains the same from round to round, although a combatant’s position in the order can change after delaying or readying an action.

ROLLING INITIATIVE
To determine a combat encounter’s initiative order, roll initiative. To do so, make a Dexterity check.

Roll 1d20 and add the following:
- Your Dexterity modifier
- Any bonuses or penalties that apply

The result is your initiative for the encounter.

When combatants have the same initiative, the combatant with the higher Dexterity score goes before the other. If their scores are the same, they can roll a die or flip a coin to break the tie.

THE SURPRISE ROUND
Some battles begin with a surprise round. A surprise round occurs if any combatants are unaware of enemy combatants’ presence or
hostile intentions. For example, if you fail your Perception check to notice concealed enemies, you’re surprised. Or if supposed allies spring an attack and you failed your Perception check to notice the attackers’ traitorous intentions, you’re surprised. But if any of your allies made their Perception checks, they’re not surprised. When any combatants achieve surprise, they act in initiative order during the surprise round. Surprised combatants don’t act at all during the surprise round.

THE SURPRISE ROUND

Two special rules apply to the surprise round.

- **Limited Action:** If you get to act in the surprise round, you can take a standard action, a move action, or a swift action (see “Action Types”). You can also take free actions, but you can’t spend action points. After every non-surprised combatant has acted, the surprise round ends, and you can act normally in subsequent rounds.
- **Surprised:** If you’re surprised, you can’t take any actions (not even free actions, immediate actions, or opportunity actions), and you grant combat advantage to all attackers. As soon as the surprise round ends, you are no longer surprised.

ACTION TYPES

A combat round is made up of actions. Firing an arrow, casting a spell, running across a room, opening a door—each of these activities, along with many others, is considered an action. You use different action types to do different things. For example, most attacks are standard actions, and moving from one spot on the battlefield to another is normally a move action. (A few abilities don’t require an action to use.) See “Actions in Combat,” for rules on many specific actions.

THE MAIN ACTION TYPES

A typical combat round includes actions of five types: full-round actions, standard actions, move actions, swift actions, and free actions.

- **Full-Round Actions:** Full-round actions require your whole turn to implement, sacrificing all other actions in the process. *Examples:* casting a summon and some techniques.

- **Standard Action:** Standard actions are the core of combat. You can normally take one standard action on your turn. *Examples:* attacking, charging an enemy.

- **Move Action:** Move actions involve movement from one place to another. You can normally take them only on your turn. *Examples:* walking, shifting.

- **Swift Action:** Swift actions are enabling actions, simple actions that usually lead to more exciting actions. You can normally take them only on your turn. *Examples:* pulling an item from a pouch or a sheath, opening a door or a treasure chest, picking up an item in your space or in an unoccupied square within reach.

- **Free Action:** Free actions take almost no time or effort. You can take as many free actions as you want during your or another combatant’s turn. The DM can restrict the number of free actions in a turn. *Examples:* speaking a few sentences, dropping a held item, letting go of a grabbed enemy.

TRIGGERED ACTION TYPES

Two action types—opportunity actions and immediate actions—require triggers. A trigger is an action, an event, or an effect that allows you to use a triggered action. (Some techniques require a trigger but are free actions or aren’t actions at all.)

OPPORTUNITY ACTION

- **Trigger:** Opportunity actions allow you to take an action in response to an enemy letting its guard down. The one type of opportunity action that every combatant can take is an opportunity attack. Opportunity attacks are triggered by an enemy leaving a square adjacent to you or by an adjacent enemy making a ranged attack or an area attack.

- **Once per Combatant’s Turn:** You can take no more than one opportunity action on each other combatant’s turn. You can’t take an opportunity action on your own turn.

- **Interrupts Action:** An opportunity action interrupts the action that triggered it.
There are two kinds of immediate actions: interrupts and reactions. Certain rules govern all immediate actions, whether they’re immediate interrupts or immediate reactions.

**IMMEDIATE ACTION**

- **Trigger:** Each immediate action—usually a technique—defines its specific trigger. The one type of immediate action that every combatant can take is a readied action (see “Ready an Action”).
- **Once per Round:** You can take only one immediate action per round, either an immediate interrupt or an immediate reaction. If you haven’t taken an immediate action since the end of your last turn, you can take one when a trigger allows you to. You can’t take an immediate action on your own turn.
- **Interrupt:** An immediate interrupt lets you jump in when a certain trigger condition arises, acting before the trigger resolves. If an interrupt invalidates a triggering action, that action is lost. For example, an enemy makes a Melee Strike check against you, but you use a technique that lets you shift away as an immediate interrupt. If your enemy can no longer reach you, the enemy’s attack action is lost.
- **Reaction:** An immediate reaction lets you act in response to a trigger. The triggering action, event, or condition occurs and is completely resolved before you take your reaction, except that you can interrupt a creature’s movement. If a creature triggers your immediate reaction while moving (by coming into range, for example), you take your action before the creature finishes moving but after it has moved at least 1 square.

An immediate reaction might interrupt other actions a combatant takes after its triggering action. For example, if a technique or class feature lets you attack as an immediate reaction when an attack hits you, your action happens before the monster that hit you can take any other action. If a monster has an ability that lets it make two attacks against you as a standard action, and the first one hits, you can use an immediate reaction before the next attack roll.

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**TAKING YOUR TURN**

When your turn comes up in the initiative order, it’s time for you to act. Your turn has three parts: the start of your turn, the actions on your turn, and the end of your turn.

**THE START OF YOUR TURN**

Before you act, you keep track of certain effects. The start of your turn always takes place, even if you’re unconscious, and it takes no time in the game world.

**THE START OF YOUR TURN**

- **Ongoing Damage:** If you’re suffering ongoing damage (page 278), you take the damage now.
- **Regeneration:** If you have regeneration (page 293), you regain hit points now.
- **Other Effects:** Deal with any other effects that occur at the start of your turn.
- **End Effects:** Some effects end automatically at the start of your turn.
- **No Actions:** You can’t take any actions at the start of your turn.

**SUBSTITUTING ACTIONS**

On your turn, you can take a move action or a swift action instead of a standard action, and you can take a swift action instead of a move action. Because you can substitute actions in this way, the three actions you can get on your turn (in addition to any free actions) can vary.

**OPTION A**
- Standard action
- Move action
- Swift action

**OPTION B**
- Standard action
- Two Swift actions

**OPTION C**
- Two move actions
- Swift action

**OPTION D**
- Move action
- Two swift actions

**OPTION E**
- Three swift actions

**OPTION F**
- Full-round action

**ACTIONS ON YOUR TURN**

During your turn, you can take a few actions. You decide what to do with each, considering how your actions can help you and your allies achieve victory. See “Action Types,” above, for definitions of the different actions you can take.
ACTIONS ON YOUR TURN

- **Your Actions**: You get the following three actions on your turn:
  - Standard action
  - Move action
  - Swift action
- **Free Actions**: You can take any number of free actions on your turn.
- **Any Order**: You can take your actions in any order you wish, and you can skip any of them.
- **Substitute Actions**: You can take a move action or a swift action instead of a standard action, and you can take a swift action instead of a move action.
- **Extra Action**: You can take an extra action by spending a mako point.
- **Other Combatants' Actions**: Other combatants can take free actions on your turn, and you might take actions that trigger immediate actions or opportunity actions from other combatants.

THE END OF YOUR TURN

After you act, you keep track of any effects that stop at the end of your turn or that continue. The end of your turn always takes place, even if you’re unconscious, and it takes no time in the game world.

THE END OF YOUR TURN

- **Saving Throws**: You now make a saving throw against any effect on you that a save can end.
- **Check Actions Spent**: Some techniques and effects can be sustained for multiple turns (see “Durations”). Check that you spent the action required to sustain a technique, spell, or an effect during your turn. If you didn’t spend the action, the technique, spell, or effect ends now.
- **End Effects**: Some effects end automatically at the end of your turn.
- **No Actions**: You can’t take any actions at the end of your turn.

ACTIONS ON OTHER TURNS

- **Opportunity Actions**: You can take one opportunity action on each other combatant’s turn. An opportunity action must be triggered by an enemy’s action.
- **Immediate Actions**: You can take one immediate action per round, either an immediate interrupt or an immediate reaction. An immediate action must be triggered by an event or an action on another combatant’s turn.
- **Free Actions**: You can take any number of free actions on other combatants’ turns.

HIT POINTS

Characters track their health through a system called Hit Points. Once a character’s hit points drop to 0 or less, they are considered unconscious or dying, and must make a number of death saving throws to avoid death (see “Death and Dying”).

HIT POINTS

- **Starting Hit Points**: Your class’ hit die and Constitution score determines your starting hit points.
- **Bloodied Value**: Your bloodied value is one-half your total hit points (rounded down). Once a character’s hit points drop to below half their maximum hit points, they are considered “bloodied”. Some racial traits, techniques, and feats grant additional benefits and abilities when bloodied.
  - If an enemy deals enough damage to you that reduces your hit points to 0 or less, and equals or exceeds your bloodied value, you are dead.
- **Spend a Mako Point**: You can spend a Mako Point to stop a deadly attack killing you and become unconscious instead.

TEMPORARY HIT POINTS

Temporary hit points are not real hit points. They act as a shield against threats, and any damage taken must first be subtracted from the temporary hit points first. Temporary hit points only last until
either the end of the encounter or once they have been used.
Temporary hit points from multiple sources do not stack, and you only apply the highest value temporary hit points. For example, equipping the HP Plus materia grants you 10 temporary hit points. If another ability grants you temporary hit points, whose value is less than 10, it is ignored as your current temporary hit points are higher.

**ATTACK TYPES**

Attacks in the FINAL FANTASY VII world take many forms. A fighter swings a greatsword at a foe. A ranger loses a bullet at a distant target. A mage creates a burst of thunder. These examples illustrate the four attack types: melee, ranged, close, and area.

**MELEE ATTACK**

A melee attack usually uses a weapon and targets one enemy within your melee reach (your reach is usually determined by the weapon you’re wielding). Attacking with a longsword or a polearm is a melee attack. Some techniques allow you to make multiple melee attacks, against either multiple enemies or a single enemy.

**MELEE ATTACK**

- **Targeted:** Melee attacks target individuals. A melee attack against multiple enemies consists of separate attacks, each with its own Melee Strike check and damage roll. Melee attacks don’t create areas of effect.
- **Range:** A melee attack’s range usually equals your melee reach. (Sometimes a technique specifies that it affects only adjacent targets, though, so even if you’re using a reach weapon, you can’t attack more distant targets with that technique.)
- **Reach:** Most characters have a reach of 1 square. Certain techniques, feats, and weapons can increase your reach.

If you hold two melee weapons, you can use either one to make a melee attack, or attack with both as a full-round action. Doing this, however, implies a -10 penalty to your Melee Strike check when attacking with your second melee weapon.

**RANGED ATTACK**

A ranged attack is a strike against a distant target. A ranged attack usually targets one creature within its range. Shooting a pistol or casting fire is a ranged attack.

**RANGED ATTACK**

- **Targeted:** Ranged attacks target individuals. A ranged attack against multiple enemies consists of separate attacks, each with its own Ranged Strike check and damage roll. Ranged attacks don’t create areas of effect.

  If you’re using a projectile weapon to make a ranged attack against multiple targets, you need one piece of ammunition for each target, and if you’re using thrown weapons, you need one for each target.

- **Range:** Some techniques set a specific range ("Ranged 10") or allow you to attack any target you can see ("Ranged sight"). If you’re using a weapon, the attack’s range is the range of your weapon, as shown on the Ranged Weapons table in Chapter 8.

  - **Long Range:** If you use a ranged weapon and your target is farther away than the weapon’s normal range but within its long range, you take a –2 penalty to your Ranged Strike check. You can’t hit a target beyond the weapon’s long range.

- **Provoke Opportunity Attacks:** If you use a ranged attack while adjacent to an enemy, that enemy can make an opportunity attack against you.

**CLOSE ATTACK**

A close attack is an area of effect that comes directly from you; its origin square is within your space. Swinging your sword in an arc to hit every enemy next to you with one blow or creating a blast of fire from your hands—these are all examples of close attacks.

Close attacks include two basic categories of techniques: weapon attacks that damage multiple enemies with one swing, and techniques created from energy that flows directly from your body or an object you carry.
CLOSE ATTACK

- **Area of Effect:** A close attack creates an area of effect, usually a blast or a burst. A close attack affects certain targets within its area of effect, which has a certain size. A close attack’s area of effect and targets are specified in its technique or materia description.

- **Origin Square:** A close attack’s area of effect defines the attack’s origin square, which is the attack’s starting point. A close burst uses your space as its origin square. A close blast uses a square within your space as its origin square. For a target to be affected by a close attack, there must be line of effect from the origin square to the target (see “Seeing and Targeting”).

- **Multiple Attacks but One Damage Roll:** When you make a close attack, you make a separate Ranged Strike check against each target in the area of effect but you make a single damage roll that affects all the targets. A Large or larger creature hit by a close attack is affected only once by the attack, even if multiple squares of the creature’s space are in the area of effect.

  If you’re using a projectile weapon to make a close attack, you need one piece of ammunition for each target, and if you’re using thrown weapons, you need one for each target.

AREA ATTACK

Area attacks are similar to close attacks, except that the origin square can be some distance away from you. An area attack’s area of effect sets the shape of the attack and the targets it affects. A ball of fire that streaks across the battlefield and explodes is an example of an area attack. A magical wall of fog that springs from the ground to obscure a cavern corridor is another example.

Area attacks include two categories of techniques: projectiles that detonate in their origin squares and effects that appear far away from you and fill an area.

**AREAS OF EFFECT**

Most area attacks and close attacks have one of three areas of effect: a blast, a burst, or a wall.

- **Blast:** A blast fills an area adjacent to you that is a specified number of squares on a side. For example, the materia spell *quake* is a blast 4, which means the spell affects a 4-square-by-4-square area adjacent to you. The blast must be adjacent to its origin square, which is a square in your space. The origin square is not affected by the blast. A blast affects a target only if the
target is in the blast’s area and if there is line of effect from the origin square to the target.

- **Burst:** A burst starts in an origin square and extends in all directions to a specified number of squares from the origin square. For example, the materia spell *fire* is a burst 2 within 6 squares of you, which means the spell originates in a square up to 6 squares away from you and affects the origin square and every square within 2 squares of it (a 5-square-by-5-square area). Unless a technique or materia description notes otherwise, a close burst you create does not affect you. However, an area burst you create does affect you. A burst affects a target only if there is line of effect from the burst’s origin square to the target.

- **Wall:** A wall fills a specified number of contiguous squares within range, starting from an origin square. Each square of the wall must share a side—not just a corner—with at least one other square of the wall, but a square can share no more than two sides with other squares in the wall (this limitation does not apply when stacking squares on top of each other). You can shape the wall however you like within those limitations. A solid wall, such as a wall of ice, cannot be created in occupied squares.

**CHOOSING TARGETS**

If you want to use a spell against an enemy, the enemy must be within the range of your spell, and you have to be able to target the enemy. Many materia effects allow you to target multiple enemies. Each of these enemies must be an eligible target.

When you use a melee attack or a ranged attack, you can target a square instead of an enemy. This tactic is useful when an enemy has total concealment and you have to guess its location.

**RANGE**

The first step in choosing targets for an attack is to check the attack’s range. Range is the distance from you to a target (or to the attack’s origin square). The range of each spell and technique is noted in its description.

To determine the range between you and a target, count the number of squares between you, including at least one square that the target occupies. If a target’s space is larger than 1 square, you can target that enemy if any square of its space is within range or within the area of effect of your attack.

**Counting Distance:** When counting the distance from one square to another, start counting from any adjacent square (even one that is diagonally adjacent but around a corner) and then count around solid obstacles that fill their squares. You must choose the most direct path to a target when counting squares for range or when determining the extent of an area of effect.

**Adjacent Squares:** Two squares are adjacent if a side or a corner of one touches a side or a corner of the other. Two creatures or objects are adjacent if one of them occupies a square adjacent to a square occupied by the other.

**Nearest Creature or Square:** To determine the nearest creature or square to you, count distance normally. When two or more squares or creatures are equally close, you can pick either one as the nearest.

**Personal:** When you use a spell with a range of personal, you affect only yourself. Examples include creating a magical barrier around yourself and healing.

**SEEING AND TARGETING**

Cluttered dungeon chambers, dense forests, or brooding ruins offer plenty of places for your enemies to hide. Figuring out whether you can see and target a particular enemy from where you’re standing is often important.

**Line of Sight:** The first question is what you can see in an encounter area—that is, what is in your line of sight.

To determine whether you can see a target, pick a corner of your space and trace an imaginary line from that corner to any part of the target’s space. You can see the target if at least one line doesn’t pass through or touch an object or an effect—such as a wall, a thick curtain, or a cloud of fog—that blocks your vision.

Even if you can see a target, objects and effects can still partially block your view. If you can see a target but at least one line passes through an obstruction, the target has cover or concealment. You can see a goblin spearman crouching behind a rock wall, but the wall makes him more difficult to hit, because the wall gives him cover. You can see a moogle standing at the edge of a fog cloud, but the fog makes him a shadowy figure, giving him concealment.
**Line of Effect:** You can target a creature or a square if there’s an unblocked path between it and you—that is, if you have line of effect to it. If every imaginary line you trace to a target passes through or touches a solid obstacle, you don’t have line of effect to the target.

Fog, darkness, and other types of obscured squares block vision, but they don’t block line of effect. If you cast fire into a pitch-black room, you don’t have to see your enemies for the fire to hit them. In contrast, you can see through a transparent wall of magical barrier, but you don’t have line of effect through it. You can see the snarling mutant on the other side, but the wall blocks attacks.

You need line of effect to any target you attack and to any space in which you wish to create an effect. When you make an area attack, you need line of effect to the attack’s origin square. To hit a target with the attack, there must be line of effect from the origin square to the target.

**ATTACKING**

Making an attack against a target (or several targets) require a skill check. You make a Melee Strike check when using a melee weapon or you make a Ranged Strike check when using a ranged weapon (see Chapter 04: Skills, for more information).

**ATTACKING**

- **Critical Hits:** When you roll a natural 20 on your Melee Strike or Ranged Strike check (the d20 comes up “20”), the attack automatically hits, no matter how high the defender’s Reflex Defence. In addition, you score a critical hit and deal maximum damage. All targets are subject to critical hits, even inanimate objects.
- **Automatic Misses:** When you roll a natural 1 on your Melee Strike or Ranged Strike check (the d20 comes up “1”), the attack automatically misses, no matter how high the bonus on the check is.

**DEFENCES**

Your defences represent your ability to avoid taking damage and overcome attacks against the body and mind. You have four defence scores.

**Reflex Defence** represents how hard you are to hit in combat, and most attacks target a creature’s Reflex Defence. If an opponent’s attack roll equal or exceeds your Reflex Defence, the attack hits.

**Fortitude Defence** represents your ability to resist the effects of poison, disease, and mako exposure, as well as your ability to ignore effects that would incapacitate a normal being.

**Will Defence** represents your willpower and your ability to resist certain effects that attack your mind.

**Magic Defence** represents your ability to resist magic attacks and other supernatural abilities.

**DEFENCE SCORES**

You determine your defence scores as follows.

- **Base Defence:** All defences start with 10.
- **Fortitude:** Add your Constitution modifier.
- **Reflex:** Add your Dexterity modifier.
- **Will:** Add your Wisdom modifier.
- **Magic:** Add your Intelligence modifier.

Also add any of the following that apply:

- **Racial or feat bonuses**
- **Class bonuses**
- **Materia bonuses/penalties**
- **One-half your level (rounded-down)**

**DAMAGE**

When you hit with an attack, you deal damage that reduces the enemy’s hit points.

Heroic classes have a damage die each for melee and ranged. When using a weapon with which you are a proficient with, you use a number of damage die equal to the weapon’s damage number.

For example, a 1st level fighter has a melee damage die of 1d12, who decides to attack with his greatsword (the greatsword has a damage number of 3). When he makes a successful attack, he deals 3d12 damage (3 x 1d12 = 3d12).

At 11th level, and every ten levels thereafter (21st, 31st, and 41st), your class’s melee and ranged damage die increases. Continuing with the above example, an 11th level fighter’s melee damage die increases to 2d8, 2d10 at 21st level, 2d12 at 31st level, and 3d10 at 41st level.

If a 41st level fighter were to use a greatsword, the weapon’s damage would be 9d10 (3 x 3d10 = 9d10), as long as he is proficient with the weapon.

If you use a weapon with which you are not proficient, you cut the weapon’s damage number by half (rounded down, minimum of 1). So if a weapon has a damage number of 3, it would be cut down to 1.
**Damage Types**

In addition to normal damage, such as the damage a weapon or a monster’s claws deal, spells and other effects can deal specific types of damage. The most common damage types are: *energy, fire, force, ice, necrotic, poison, radiant, thunder, water, wind.* If a spell or technique deals a specific damage type, the type will be listed after the amount of damage. For example, a level 21 mage casting Fira deals 6d10 *fire* damage.

**Resistance and Vulnerability**

Some creatures are resistant or vulnerable to certain types of damage. Some spells can grant you a similar resistance, or impose vulnerability on an enemy.

- **Resist:** Resistance means you take less damage from a specific damage type. If you have resist 5 fire, then any time you take fire damage, you reduce that damage by 5. (An attack can’t do less than 0 damage to you.)
- **Vulnerable:** Being vulnerable to a damage type means you take extra damage from that damage type. If you have vulnerable 5 fire, then any time you take fire damage, you take an additional 5 fire damage.

Some creatures have additional weaknesses tied to damage types. For example, if you use ice against a fire spirit, you might slow it or otherwise hinder its moves or attacks.

**Conditions**

In the Final Fantasy VII Roleplaying Game, characters are more often than not cursed or disease-ridden caused by the casting of certain spells. Below is a list of all possible conditions that characters can be affected by.

**Berserk**

- You grant combat advantage.
- You gain a +5 bonus to Melee Strike checks and your weapon’s hit rate increases by 1 point.
- You take a -10 penalty to Reflex Defence.
- You can’t flank an enemy.

**Blind**

- You grant combat advantage.
- You can’t see any target (your targets have total concealment).
- You take a -10 penalty to Perception checks.
- You can’t flank an enemy.

**DaZed**

- You grant combat advantage.
- You can take either a standard action, a move action, or a swift action on your turn (you can also take free actions). You can’t take immediate actions or opportunity actions.
- You can’t flank an enemy.

**Deafened**

- You can’t hear anything.
- You take a -10 penalty to Perception checks.

**Dying**

- You’re unconscious.
- You’re at 0 or negative hit points.
- You make a death saving throw every round.

**Confuse**

- You grant combat advantage.
- You can only attack the nearest target from your position, regardless of it being an ally or enemy.
- You can only use a standard action.
- You can’t flank an enemy.

**Haste**

- You grant combat advantage to enemies making ranged attacks against you.
- Your speed increases by 2 squares. This applies to all your movement modes, but it does not apply to a pull, a push, or a slide.

**Helpless**

- You grant combat advantage.
- You can be the target of a coup de grace.

*Note: Usually you’re helpless because you’re unconscious.*

**Marked**

- You take a -5 penalty to Melee Strike and Ranged Strike checks for any attack that doesn’t target the creature that marked you.

**Paralysis**

- You can’t move from your space, although you can be forced to move by a pull, a push, or a slide.
**Petrify**
- You have been turned to stone.
- You can’t take any actions.
- You gain resist 20 to all damage.
- You are unaware of your surroundings.
- You don’t age.

**Poisoned**
- You take ongoing *poison* damage at the start of your turns equal to your Constitution modifier + one-half your level (minimum 1).

**Prone**
- You grant combat advantage to enemies making melee attacks against you.
- You get a +2 bonus to Reflex Defence against ranged attacks from non-adjacent enemies.
- You’re lying on the ground. (If you’re flying, you safely descend a distance equal to your fly speed. If you don’t reach the ground, you fall.)
- You take a -5 penalty to Melee Strike and Ranged Strike checks.
- You can drop prone as a swift action.

**Reflect**
- Spells aimed at you are redirected to an enemy target in close blast 4 of your position (does not affect AoE spells, such as *Ultima*).

**Regeneration**
- At the start of your turns, you restore ongoing hit points equal to your Constitution modifier + one-half your level (minimum 1).

**Silence**
- You cannot cast spells or summons.
- You cannot use Monster skills.

**Sleep**
- You grant combat advantage.
- You fall prone, if possible.
- You can’t use any actions.

**Slow**
- Your speed becomes 2. This speed applies to all your movement modes, but it does not apply to a pull, a push, or a slide. You can’t increase your speed above 2, and your speed doesn’t increase if it was lower than 2. If you’re slowed while moving, stop moving if you have already moved 2 or more squares.

**Small**
- All damage you inflict is reduced to 1.
- You get a +5 bonus to Reflex Defence against ranged attacks from non-adjacent enemies.

**Stop**
- You grant combat advantage.
- You can’t take any actions.
- You can’t flank an enemy.

**Surprised**
- You grant combat advantage.
- You can’t take actions, other than free actions.
- You can’t flank an enemy.

**Unconscious**
- You’re helpless.
- You take a -5 penalty to all defences.
- You can’t take actions.
- You fall prone, if possible.
- You can’t flank an enemy.

**Weakened**
- Your attacks deal half damage.
- Ongoing damage you deal is not affected.

**Zombie**
- Healing spells and items deal damage to you.
- Use of a revival spell or item will make you become unconscious.
- You can’t flank an enemy.

**Ongoing Damage**
Some spells deal extra damage on consecutive turns after the initial attack.

**Ongoing Damage**
- **Start of Your Turn:** You take the specified damage at the start of your turn. **Example:** If you’re taking ongoing 5 fire damage, you take 5 points of fire damage at the start of your turn.
Saving Throw: Each round at the end of your turn, make a saving throw against ongoing damage. If you succeed, you stop taking the ongoing damage.

Different Types of Ongoing Damage: If effects deal ongoing damage of different types, you take damage from each effect every round. You make a separate saving throw against each damage type.

The Same Type of Ongoing Damage: If effects deal ongoing damage of the same type, or if the damage has no type, only the higher number applies. Example: You’re taking ongoing 5 damage (no type) when a spell causes you to take ongoing 10 damage. You’re now taking ongoing 10 damage, not 15.

FORCING MOVEMENT
Some techniques allow you to force your target to move in specific ways. Depending on the technique, you can pull, push, or slide your target.

DURATIONS
Many techniques take effect and the end; their effects are instantaneous, perhaps as brief as a single swing of your sword. Some techniques last beyond your turn, however.

Unless otherwise noted, a technique is instantaneous and has no lasting effect. The two types of durations are conditional and sustained.

DURATIONS

Conditional Durations: These effects last until a specified event occurs.

Until the Start of Your Next Turn: The effect ends when your next turn starts.

Until the End of Your Next Turn: The effect ends when your next turn ends.

Until the End of the Encounter: The effect ends when you take a rest (short or extended) or after 5 minutes.

Save Ends: The effect ends when the target makes a successful saving throw against it.

Sustained Durations: An effect that has a “sustain standard,” a “sustain move,” or a “sustain swift” duration lasts as long as you sustain it. Starting on the turn after you create an effect, you sustain the effect by taking the indicated action: a standard action, a move action, or a swift action. (You can sustain an effect once per turn.) Some effects do something, such as attack, when you sustain them. A technique’s description indicates what happens when you sustain it or let it lapse. At the end of your turn, if you haven’t spent the required action to sustain the effect, the effect ends.

Overlapping Durations: If a target is affected by multiple techniques that have the same effect but end at different times, the effect with the most time remaining applies.

Unless a description says otherwise, you can sustain a technique with a sustained duration for as long as 5 minutes. However, you can’t rest while sustaining a power, so you can’t regain the use of your techniques or until you stop sustaining a technique.

SAVING THROWS
When you’re under a persistent effect or condition that can be ended by a save (“save ends”), you have a chance to escape the effect each round at the end of your turn. You do that by making a saving throw, which is a d20 roll unmodified by your level or ability modifiers. A successful saving throw is called a save.

SAVING THROWS

End of Turn: At the end of your turn, you make a saving throw against each effect on you that a save can end. Roll a d20, with one of the following results:

Lower than 10: Failure. The effect continues.

10 or higher: Success. The effect ends.

Choose Order: Whenever you make a saving throw, you choose which effect to roll against first, which effect to roll against second, and so on.

Modifiers: A saving throw normally doesn’t include modifiers; it’s just a d20 roll. Some techniques, feats, or racial traits might modify a saving throw, such as a Wisdom saving throw (apply your Wisdom modifier to the d20).

A saving throw gives you slightly better than even odds to shake off an effect. Most of the time, you can’t improve the odds, and your chance of success doesn’t have anything to do with an effect’s severity. What makes a Midgar Zolom’s poison worse than a normal snake’s is not how hard it is to shake off the poison’s effects, but how
easily it affects you in the first place (its attack bonus) and what it does to you while it remains in your system (its ongoing damage or other effect).

Each round, at the end of your turn, you roll a saving throw against each effect on you. Sometimes an effect is a single condition or one type of ongoing damage. Another kind of effect is like an Epiolnis’ acid rain, which includes both ongoing poison damage and a -2 penalty to Fortitude Defence. You don’t make separate saving throws against the ongoing poison damage and the Fortitude Defence penalty; you make a single saving throw each round against the acid rain itself.

Some spells and techniques create effects that require multiple saving throws to fully escape. These abilities include aftereffects that apply after you save against the initial effect. For example, a technique might knock you unconscious until you save but have an aftereffect that slows you. Once you save against the unconscious condition, you need to save against the slowed condition before you’ve fully escaped the technique’s effects.

An aftereffect doesn’t begin until after you’ve rolled all your saving throws at the end of your turn. This means you can’t make a saving throw against an aftereffect at the end of the same turn when you saved against the initial effect.

COMBAT ADVANTAGE
One of the most common attack modifiers is combat advantage. Combat advantage represents a situation in which the defender can’t give full attention to defense. The defender is pressed by multiple enemies at the same time, stunned, distracted, or otherwise caught off guard. When you have combat advantage against a target, you gain a +2 bonus to your melee and ranged attacks against that target.

Some techniques require you to have combat advantage in order to use them against a target, and other techniques have a better effect against a target you have combat advantage against. If a feat, technique, or other ability grants you a benefit when you have combat advantage, that benefit applies only against a target you have combat advantage against.

The following situations give the attacker combat advantage against a defender.

When a defender is...
- Balancing
- Blinded
- Casting a Summon
- Climbing
- Dazed
- Flanked by the attacker
- Helpless
- Inflicted with confuse, haste, sleep or stop
- Prone (melee attacks only)
- Running
- Squeezing
- Surprised
- Unable to see the attacker
- Unaware of you
- Unconscious

Combat advantage is relative. In any given pair of combatants, either, both, or neither might have combat advantage against the other. It’s possible for a single creature to be adjacent to one enemy that has combat advantage against it and a second enemy that does not.

ATTACK MODIFIERS
Combat rarely consists of foes standing toe to toe and bashing each other. Movement and position are key; if one ranger can fire from behind a tree at an enemy ranger out in the open, the one using the tree for cover enjoys an advantage. Similarly, the use of magic or special abilities often creates opportunities you can exploit.

Temporary advantages and disadvantages in combat are reflected in a set of common attack modifiers. An attack modifier is a bonus or a penalty that applies to your Melee Strike, Ranged Strike and/or Spellcasting check. Add the modifier to your skill modifier when you make an attack.

<table>
<thead>
<tr>
<th>Circumstance</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combat advantage against target</td>
<td>+2</td>
</tr>
<tr>
<td>Attacker is prone</td>
<td>-2</td>
</tr>
<tr>
<td>Target has cover</td>
<td>-2</td>
</tr>
<tr>
<td>Target has superior cover</td>
<td>-5</td>
</tr>
<tr>
<td>Target has concealment (melee and ranged only)</td>
<td>-2</td>
</tr>
<tr>
<td>Target has total concealment (melee and ranged only)</td>
<td>-5</td>
</tr>
<tr>
<td>Long range (weapon attacks only)</td>
<td>-2</td>
</tr>
<tr>
<td>Charge attack (melee only)</td>
<td>+1</td>
</tr>
</tbody>
</table>

COMBAT MODIFIERS

- +2 Bonus: You gain a +2 bonus to your Melee Strike, Ranged Strike, and Spellcasting checks when you have combat advantage against the target of your attack.
- Able to See Target: You must be able to see a target to gain combat advantage against it.

The following situations give the attacker a benefit when you have combat advantage.

- Balancing
- Blinded
- Casting a Summon
- Climbing
- Dazed
- Flanked by the attacker
- Helpless
- Inflicted with confuse, haste, sleep or stop
- Prone (melee attacks only)
- Running
- Squeezing
- Surprised
- Unable to see the attacker
- Unaware of you
- Unconscious
**COVER AND CONCEALMENT**

Many types of terrain offer you places to hide or obstructions you can duck behind in order to avoid attacks. Solid obstructions that can physically deflect or stop objects are considered cover. Objects or effects that don’t physically impede an attack but instead hide you from an enemy’s view are considered concealment.

**COVER**

Enemies behind a low wall, around a corner, or behind a tree enjoy some amount of cover; you can’t hit them as easily as you normally could.

- **Cover (–2 Penalty to Attacks):** The target is around a corner or protected by terrain. For example, the target might be in the same square as a small tree, obscured by a small pillar or a large piece of furniture, or behind a low wall.
- **Superior Cover (–5 Penalty to Attacks):** The target is protected by a significant terrain advantage, such as when fighting from behind a window, a portcullis, a grate, or an arrow slit.
- **Area Attacks and Close Attacks:** When you make an area attack or a close attack, a target has cover if there is an obstruction between the origin square and the target, not between you and the target.
- **Reach:** If a creature that has reach attacks through terrain that would grant cover if the target were in it, the target has cover. For example, even if you’re not in the same square as a small pillar, it gives you cover from the attack of A Vajradhara on the other side of the pillar.
- **Creatures and Cover:** When you make a ranged attack against an enemy and other enemies are in the way, your target has cover. Your allies never grant cover to your enemies, and neither allies nor enemies give cover against melee, close, or area attacks.
- **Determining Cover:** To determine if a target has cover, choose a corner of a square you occupy (or a corner of your attack’s origin square) and trace imaginary lines from that corner to every corner of any one square the target occupies. If one or two of those lines are blocked by an obstacle or an enemy, the target has cover. (A line isn’t blocked if it runs along the edge of an obstacle’s or an enemy’s square.) If three or four of those lines are blocked but you have line of effect, the target has superior cover.

**CONCEALMENT**

If you can’t get a good look at your target, it has concealment from you, which means your attacks take a penalty against that target. You might be fighting in an area of dim light (see “Vision and Light,” below), in an area filled with smoke or mist, or among terrain features that get in the way of your vision, such as foliage.

- **Concealment (–2 Penalty to Attacks):** The target is in a lightly obscured square or in a heavily obscured square but adjacent to you.
- **Total Concealment (–5 Penalty to Attacks):** You can’t see the target. The target is invisible, in a totally obscured square, or in a heavily obscured square and not adjacent to you.

**OBSCURED SQUARES**

- **Lightly Obscured:** Squares of dim light, foliage, fog, smoke, heavy falling snow, or rain are lightly obscured.
- **Heavily Obscured:** Squares of heavy fog, heavy smoke, or heavy foliage are heavily obscured.
- **Totally Obscured:** Squares of darkness are totally obscured.

Effects that cause concealment obscure vision without preventing attacks.

**CONCEALMENT**

- **Concealment (–2 Penalty to Attacks):** The target is in a lightly obscured square or in a heavily obscured square but adjacent to you.

**MOVEMENT & POSITION**

During a pitched battle, heroes and monsters are in constant motion. The rogue skirts the melee, looking for a chance to set up a stealthy flanking attack. The mage keeps a distance from the enemy and tries to find a position to make the best use of area attacks, while Sahagin spearmen move to get clear shots with their tridents. You can increase your effectiveness in battle by learning how to use movement and position to your advantage.
CREATURE SIZE AND SPACE
Each creature falls into one of six size categories, which correspond to the number of squares a creature occupies on the battle grid. A creature’s space is an expression of the number of squares it occupies.

SPECIAL RULES FOR SIZE
Creatures smaller than Small or larger than Medium have special rules relating to position and attacking.

- **Tiny**: Four individual Tiny creatures can fit in a square, but a swarm of Tiny creatures might consist of hundreds, or even thousands, of them in a square. Most Tiny creatures can’t attack, and if they can, they can’t attack adjacent targets. They can attack only targets in the space they occupy. They can enter and end their turn in a larger creature’s space.

- **Small**: Small creatures occupy the same amount of space as Medium creatures. However, Small creatures cannot use two-handed weapons. If a one-handed weapon can be used two-handed for extra damage, a Small creature must use it two-handed and doesn’t get extra damage by doing so.

- **Large, Huge, Gargantuan, and Colossal**: Very large creatures take up more than 1 square. For example, a Vajradhara takes up a space 2 squares by 2 squares. Most Large and larger creatures have melee reach greater than 1 square—that is, they can make melee attacks against creatures that aren’t adjacent to them. A creature’s basic body shape usually determines its reach—a Large Vajradhara has a reach of 2, but a Large chocobo has a reach of 1.

<table>
<thead>
<tr>
<th>Size</th>
<th>Example</th>
<th>Space</th>
<th>Reach</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny</td>
<td>Razor Weed</td>
<td>½*</td>
<td>0</td>
</tr>
<tr>
<td>Small</td>
<td>Moogle</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Medium</td>
<td>Human</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Large</td>
<td>Vajradhara</td>
<td>2 x 2</td>
<td>1-2</td>
</tr>
<tr>
<td>Huge</td>
<td>Behemoth</td>
<td>3 x 3</td>
<td>2-3</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>Schizo</td>
<td>4 x 4</td>
<td>3-4</td>
</tr>
<tr>
<td>Colossal</td>
<td>Ruby WEAPON</td>
<td>5 x 5 or larger</td>
<td>4-5</td>
</tr>
</tbody>
</table>

*Four individual Tiny creatures can fit in a square. More can fit if the creatures are a swarm.

SPEED
Your speed is measured in squares on the battle grid, with each 1-inch square representing a 5-foot square in the game world. A character who has a speed of 6 can move up to 6 squares (or 30 feet) on the battle grid by using a move action. Your speed is determined by your race and the armour you wear.

Your speed is your base walking speed, in contrast to your speed while swimming or, if you’re affected by an ability, flying.

TACTICAL MOVEMENT
During your turn, you can use a move action to move some distance across the battlefield and still use a standard action to launch an attack. See “Actions in Combat”, for various move actions you can use in combat. All move actions are governed by the following rules.

DIAGONAL MOVEMENT
Moving diagonally works the same as other movement, except you can’t cross the corner of a wall or another obstacle that fills the corner between the square you’re in and the square you want to move to. You can move diagonally past most creatures, since they don’t completely fill their squares.

OCCUPIED SQUARES
A creature is considered to occupy the square or squares within its space.

TERRAIN AND OBSTACLES
Most battles don’t take place in bare rooms or plains. Adventurers fight in boulder-strewn caverns, briar-choked forests, and steep staircases. Each battleground offers its own combination of cover, concealment, and poor footing.

This section explains how terrain affects movement. For information about how it affects vision and defence, see “Cover and Concealment”.

DIFFICULT TERRAIN
Rubble, undergrowth, shallow bogs, steep stairs, and all sorts of other impediments are difficult terrain that hampers movement.

- **Costs 1 Extra Square**: Each square of difficult terrain you enter costs 1 extra square of movement.

- **Large, Huge, Gargantuan, and Colossal Creatures**: If such a creature enters two or more squares with different types of terrain, count that square of movement according to the most difficult terrain. Count only squares it is entering for the first time, not squares it already occupies.

- **Ending Movement**: If you don’t have enough movement remaining to enter
a square of difficult terrain, you can’t enter it.

- **Flying**: Creatures are not hampered by difficult terrain when flying.
- **Terrain Walk**: Some creatures have a special ability to ignore difficult terrain in specific kinds of environments. For example, Magnades have wilderness walk, which allows them to ignore difficult terrain in forests and mountains.

Because difficult terrain costs 1 extra square of movement to enter, you can’t normally shift into a square of difficult terrain. On the other hand, if a technique lets you shift 2, you can shift into a square of difficult terrain.

**OBSTACLES**

Like difficult terrain, obstacles can hamper movement.

- **Obstacles Filling Squares**: An obstacle such as a large tree, a pillar, or a floor-to-ceiling wall blocks a square entirely by completely filling it. You can’t enter a square that is filled by an obstacle.
  - **Corners**: When an obstacle fills a square, you can’t move diagonally across the corner of that square.
- **Obstacles Between Squares**: Some obstacles run along the edges of squares instead of through squares. An obstacle such as a low wall between two squares makes moving from one square to the other just like entering a square of difficult terrain, even if the squares on each side of the wall are not difficult.

**DOUBLE MOVE**

On your turn, you can move twice if you take a move action instead of a standard action. If you take the same move action twice in a row—two walks, two runs, two shifts, two crawls—you’re taking a double move.

**DOUBLE MOVE**

- **Same Move Action**: To double move, you have to take the same move action twice in a row on the same turn.
- **One Speed**: When you double move, add the speeds of the two move actions together and then move.
- **Occupied Squares**: When you double move, your first move action can end in an ally’s space, because you’re not stopping. Your second move action can’t end in an ally’s space, as normal.
  - **Difficult Terrain**: When you double move, you can sometimes move over more squares of difficult terrain than normal, because you add the speeds of the two move actions together and then move. For example, if your speed is 5, you can enter only 2 squares of difficult terrain when you walk. If you double move by walking twice in a row, you can enter 5 squares of difficult terrain, not 4.

**FALLING**

Some kinds of terrain present a unique danger: a precipitous drop. When you fall at least 10 feet, you take damage.

**FALLING**

- **Falling Damage**: You take 1d10 damage for each 10 feet you fall.
  - **Fast Alternative**: If you fall more than 50 feet, take 25 damage per 50 feet, plus 1d10 per 10 extra feet.
- **Prone**: You fall prone when you land, unless you take no damage from the fall.
- **Jumping Down**: If you are proficient in Acrobatics, you can make a check to reduce the amount of damage you take from a fall.
- **Catching Yourself**: If a technique or a behemoth rush forces you over a precipice or into a pit, you can immediately make a saving throw to avoid going over the edge. This saving throw works just like a normal saving throw, except you make it as soon as you reach the edge, not at the end of your turn.
  - **Lower than 10**: Failure. You fall over the edge.
  - **10 or higher**: Success. You fall prone at the edge, in the last square you occupied before you would have fallen. The forced movement ends.
- **Large, Huge, Gargantuan, and Colossal Creatures**: If only part of a creature’s space is over a pit or a precipice, the creature doesn’t fall.
**FLANKING**

One of the simplest combat tactics is for you and an ally to move to flanking positions adjacent to an enemy.

**FLANKING**

- **Combat Advantage:** You have combat advantage against an enemy you flank.
- **Opposite Sides:** To flank an enemy, you and an ally must be adjacent to the enemy and on opposite sides or corners of the enemy’s space.
  - When in doubt about whether two characters flank an enemy, trace an imaginary line between the centres of the characters’ squares. If the line passes through opposite sides or corners of the enemy’s space, the enemy is flanked.
- **Must Be Able to Attack:** You and your ally must be able to attack the enemy, whether you’re armed or unarmed. If there’s no line of effect between your enemy and either you or your ally, you don’t flank. If you’re affected by an effect that prevents you from taking opportunity actions, you don’t flank.
- **Large, Huge, Gargantuan, and Colossal Creatures:** If a flanking creature’s space takes up more than 1 square, the creature gains combat advantage if any square it occupies counts for flanking.

**PULL, PUSH, AND SLIDE**

Certain powers and effects allow you to pull, push, or slide a target.

**PULL, PUSH, AND SLIDE**

- **Pull:** When you pull a creature, each square you move it must bring it nearer to you.
- **Push:** When you push a creature, each square you move it must place it farther away from you.
- **Slide:** When you slide a creature, there’s no restriction on the direction you can move it.

Whether you’re pulling, pushing, or sliding a target, certain rules govern all forced movement.

**FORCED MOVEMENT**

- **Line of Effect:** You must have line of effect to any square you pull, push, or slide a creature into.
- **Distance in Squares:** The technique you’re using specifies how many squares you can move a target. You can choose to move the target fewer squares or not to move it at all. You can’t move the target vertically.
- **Specific Destination:** Some techniques don’t specify a distance in squares but instead specify a destination, such as “adjacent” (a square adjacent to you).
- **No Opportunity Attacks:** Forced movement does not provoke opportunity attacks or other opportunity actions.
- **Ignore Difficult Terrain:** Forced movement isn’t hindered by difficult terrain.
- **Not a Move:** Forced movement doesn’t count against a target’s ability to move on its turn. A target’s speed is irrelevant to the distance you move it.
- **Clear Path:** Forced movement can’t move a target into a space it couldn’t enter by walking. The target can’t be forced into an obstacle or made to squeeze into a space.
- **Catching Yourself:** If you’re forced over a precipice or a pit, you can try to catch yourself before you fall.
- **Swapping Places:** Some techniques let you swap places with a target. You slide the target so that its space overlaps your space, and then you shift so your space includes at least one square that the target just left.

**DEATH AND DYING**

In the unending exploration of the unknown and the fight against monsters, death looms as a constant danger.

**DEATH AND DYING**

- **Dying:** When your hit points drop to 0 or fewer, you fall unconscious and are dying. Any additional damage you take continues to reduce your current hit point total until your character dies.
- **Death Saving Throw:** When you are dying, you need to make a saving throw at the end of your turn each round. The result of your saving throw
determines how close you are to death.

Lower than 10: You slip one step closer to death. If you get this result three times before you take a rest, you die.

10–19: No change.

20 or higher: Spend a Mako point. When you do so, you are considered to have 0 hit points, and then you restore hit points equal to your Constitution score. You are no longer dying, and you are conscious but still prone. If you roll 20 or higher but have no Mako points left, your condition doesn’t change.

Death: When you take damage that reduces your current hit points to your bloodied value expressed as a negative number, your character dies.

Monsters and characters controlled by the Gamemaster usually die when they reach 0 hit points, unless you choose to knock them out (see “Knocking Creatures Unconscious”). You generally don’t need to stalk around the battlefield after a fight, making sure all your foes are dead.

Most monsters don’t attack combatants who are dying; they focus on any characters still on their feet and posing a threat. But some particularly wicked monsters might attack a dying character on purpose (even using a coup de grace), and monsters make no effort to avoid including a dying character in an area attack or a close attack aimed at other characters who are still fighting.

Knocking Creatures Unconscious

When you reduce a creature to 0 hit points or fewer, you can choose to knock it unconscious rather than kill it. Until it regains hit points, the creature is unconscious but not dying. Any healing makes the creature conscious.

If the creature doesn’t receive any healing, it is restored to 1 hit point and becomes conscious after a short rest.

Healing the Dying

When you are dying, any healing restores you to at least 1 hit point. If someone has stabilised you using the Treat Injury skill but you receive no healing, you regain hit points after an extended rest.

Alternatively, an ally with a phoenix down item can use it on you as a standard action to bring you back to 1 hit point. You are still considered prone. The spell life can also be used in the same manner as a phoenix down item.

Actions in Combat

During your turn, you can choose from a wide variety of actions. Usually, the most important decision you make in combat is what to do with your standard action each turn. Do you use one of your techniques? If so, which one? Or does the situation demand a different approach, such as using your standard action to drink a potion, try to call a parley and talk to your foes, or instead get a second move action this turn? This section describes how to perform the most common actions that are available to you on your turn.

The list isn’t exhaustive—you can try to do anything you can imagine your character doing in the game world. The rules in this section cover the most common actions, and they can serve as a guide for figuring out what happens when you try something not in the rules.

Aid Another

You use your action to aid another character. You can aid an ally’s skill check or ability check, granting that ally with a bonus.

Aid Another: Standard Action

- Skill or Ability Check: You can aid a skill check or an ability check made by an adjacent ally. Make a DC 10 skill check or ability check. If you succeed, you give a +2 bonus to your ally’s next check using the same skill or ability. This bonus ends if not used by the end of the ally’s next turn.

Behemoth Rush

You try to push an enemy away. This tactic is useful for forcing an enemy out of a defensive position or into a dangerous one, such as in a pool of lava or over a cliff.

Behemoth Rush: Standard Action

- Target: You can behemoth rush a target adjacent to you that is smaller than you, the same size category as you, or one category larger than you.

- Strength Attack: Make a Strength attack vs. Fortitude defence. Do not
add any modifiers for the weapon you use.

**Hit:** Push the target 1 square, and shift into the vacated space.

- **Impossible Push:** If there’s no square you can push the target into, your behemoth rush has no effect.

### CHARGE

You throw yourself into the fight, dashing forward and launching an attack.

#### CHARGE: STANDARD ACTION

- **Move and Attack:** Move your speed as part of the charge and make a melee attack or a behemoth rush at the end of your move.
- **+1 Bonus to the Attack:** You gain a +1 bonus to your Melee Strike check of your basic attack or behemoth rush.
- **Movement Requirements:** You must move at least 2 squares from your starting position, and you must move directly to the nearest square from which you can attack the enemy. You can’t charge if the nearest square is occupied. Moving over difficult terrain costs extra squares of movement as normal.
- **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.
- **No Further Actions:** After you resolve a charge attack, you can’t take any further actions this turn, unless you spend a Mako point to take an extra action.

### CRAWL

When you are prone, you can crawl.

#### CRAWL: MOVE ACTION

- **Prone:** You must be prone to crawl.
- **Movement:** Move up to half your speed.
- **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

### DELAY

You can choose to wait to take your turn until later in the round. You can wait until after your allies take actions so you can plan out tactics, or you can wait for enemies to move into range.

#### DELAY: NO ACTION

- **Delay Entire Turn:** You must delay your entire turn, so you can’t delay if you’ve already taken an action on your turn. You also can’t delay if you’re dazed or if you’re unable to take actions.
- **Coming Back into the Initiative Order:** After any other combatant has completed a turn, you can step back into the initiative order. Perform your actions as desired and adjust your initiative to your new position in the order.
- **Losing a Delayed Turn:** If you don’t take your delayed turn before your initiative comes up, you lose the delayed turn and your initiative remains where it was.
- **Start of Your Turn:** At the moment you delay, carry out the start of your turn normally.
- **End of Your Turn:** You don’t have a normal end of your turn. Instead, the things you do at the end of your turn happen at two separate times.

#### End Beneficial Effects when You Delay: At the moment you delay, end effects that last until the end of your turn and that are beneficial to you or your allies. For example, if on your previous turn you stunned an enemy until the end of your next turn, the stunned condition ends. You can’t prolong a beneficial effect by delaying.

#### End Sustained Effects when You Delay: You can’t sustain a technique if...
you delay. At the moment you delay your action, the “check actions spent” part of the end of your turn occurs. Because you haven’t spent an action to sustain any active techniques, sustainable effects end.

**End Harmful Effects after You Act:**
After you return to the initiative order and take your actions, end effects that last until the end of your turn and that are harmful to you. For example, if an enemy stunned you until the end of your next turn, the stunned condition ends. You can’t avoid a harmful effect by delaying.

**Make Saving Throws after You Act:** After you return to the initiative order and take your actions, you make saving throws against effects on you.

---

**ESCAPE**
You attempt to escape from an enemy who has grabbed you (see “Grab”). Other immobilising effects might let you make escape attempts.

**ESCAPE: MOVE ACTION**
- **Acrobatics or Athletics:** Make an Acrobatics check vs. Reflex or an Athletics check vs. Fortitude against the creature or effect that immobilised you.
- **Check:** Resolve your check.
  - **Success:** You end the grab and can shift as part of this move action.
  - **Failure:** You’re still grabbed.

**GRAB**
You seize a creature bodily and keep it from moving. The creature you grab can attempt to escape on its turn (see “Escape”).

**GRAB: STANDARD ACTION**
- **Target:** You can attempt to grab a creature that is smaller than you, the same size category as you, or one category larger than you. The creature must be within your melee reach (don’t count extra reach from a weapon).
- **Strength Attack:** Make a Strength attack vs. Reflex. Do not add any weapon modifiers. You must have at least one hand free to make a grab attempt.

**Hit:** The enemy is immobilised until it escapes or you end the grab. Your enemy can attempt to escape on its turn.
- **Sustaining a Grab:** You sustain a grab as a swift action. You can end a grab as a free action.
- **Effects that End a Grab:** If you are affected by a condition that prevents you from taking opportunity actions (such as dazed, stunned, surprised, or unconscious), you immediately let go of a grabbed enemy.

If you move away from the creature you’re grabbing, you let go and the grab ends. If a pull, a push, or a slide moves you or the creature you’re grabbing out of your reach, the grab ends.

To move a grabbed target, you must succeed on an Athletics check. However, helpless allies are treated as objects; you just pick them up and move them.

**MOVE A GRABBED TARGET: STANDARD ACTION**
- **Strength Attack:** Make a Strength attack vs. Fortitude. Do not add any weapon modifiers.
  - **Hit:** Move up to half your speed and pull the grabbed target with you.
- **Opportunity Attacks:** If you pull the target, you and the target do not provoke opportunity attacks from each other, and the target doesn’t provoke opportunity attacks from adjacent enemies. However, if you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

**MAGIC POINTS**
Characters can spend magic points to cast spells from a materia orb they have equipped.

You restore magic points either by using an ether (see “Medical Gear” in Chapter 08) or take an extended rest. Taking an extended rest restores all used magic points.

**MAKO POINTS**
Once per encounter, you can spend a Mako point. When you spend a Mako point, it’s gone, but you can earn more.

**EARNING MAKO POINTS**
- You start with 1 Mako point. (Monsters usually have no Mako points.)
You gain 1 additional Mako point when you reach 11th, 21st, 31st, and 41st level, but you can only spend 1 Mako point per encounter. After you take an extended rest, you regain any spent Mako points.

Most often, you spend a Mako point to take an extra action.

**SPEND A MAKO POINT: FREE ACTION**

- **During Your Turn:** You can spend a Mako point only during your turn, but never during a surprise round.
- **Gain an Extra Action:** You gain an extra action this turn. You decide if the action is a standard action, a move action, or a swift action.
- **Once per Encounter:** After you spend a Mako point, you must take a short rest before you can spend another. (Some monsters can spend more than 1 Mako point per encounter.)

### OPPORTUNITY ATTACK

Combatants constantly watch for their enemies to drop their guard. When you’re adjacent to an enemy, that enemy can’t move past you or use a ranged power or an area power without putting itself in danger by allowing you to take an opportunity attack against it. The most common form of opportunity action is an opportunity attack—a melee attack against the creature that provokes it.

#### OPPORTUNITY ATTACK: OPPORTUNITY ACTION

- **Melee Attack:** An opportunity attack is a melee attack.
- **Moving Proves:** If an enemy leaves a square adjacent to you, you can make an opportunity attack against that enemy. However, you can’t make one if the enemy shifts or is forced to move away by a pull, a push, or a slide.
- **Ranged and Area Attacks Provokes:** If an enemy adjacent to you uses a ranged attack, ranged technique or an area spell, you can make an opportunity attack against that enemy.
- **One per Combatant’s Turn:** You can take only one opportunity action during another combatant’s turn, but you can take any number during a round.

### OPPTUNITTY ATTACK: OPPORTUNITY ACTION

- **Able to Attack:** You can’t make an opportunity attack unless you are able to make a melee attack and you can see your enemy.
- **Interrupts Target’s Action:** An opportunity action takes place before the target finishes its action. After the opportunity attack, the creature resumes its action. If the target is reduced to 0 hit points or fewer by the opportunity attack, it can’t finish its action because it’s dead or dying.
- **Threatening Reach:** Some creatures have an ability called threatening reach. This lets them make opportunity attacks against non-adjacent enemies. If an enemy leaves a square that’s within the creature’s reach, or if an enemy anywhere within the creature’s reach makes a ranged attack or an area attack, the creature can make an opportunity attack against that enemy.

#### READY AN ACTION

When you ready an action, you prepare to react to a creature’s action or an event. Ready an action is a way of saying, “As soon as x happens, I’ll do y.” For instance, you could say something like, “If the goblin attacks, I’ll react with a fire spell.”

#### READY AN ACTION: STANDARD ACTION

- **Choose Action to Ready:** Choose the specific action you are readying (what attack you plan to use, for example) as well as your intended target. You can ready a standard action, a move action, or a swift action. Whichever action you choose, the act of readying it is a standard action.
- **Choose Trigger:** Choose the action that will trigger your readied action. When that action occurs, you can use your readyed action. If the trigger doesn’t occur or you choose to ignore it, you can’t use your readyed action, and you take your next turn as normal.
- **Immediate Reaction:** A readied action is an immediate reaction. It takes place after your enemy completes the action that triggers it.
- **Interrupting an Enemy:** If you want to use a readyed action to attack before an enemy attacks, you must ready your action in response to the enemy’s movement. That way your attack will be triggered by a portion of the enemy’s move, and you will interrupt it.
and attack first. If you ready an action to be triggered by an enemy attack, your readied action will occur as a reaction to that attack, so you'll attack after the enemy. Note that an enemy might use a technique that lets it move and then attack. If you readied an action to attack in response to that enemy’s movement, your readied action interrupts the movement, and you can attack before the enemy does.

- **Reset Initiative:** After you resolve your readied action, move your place in the initiative order to directly before the creature or the event that triggered your readied action.

### Run

You can use an all-out sprint when you really need to cover ground fast. However, this is a dangerous tactic—you have to lower your guard to make your best speed, and you can’t attack very well.

**Run: Move Action**

- **Speed + 2:** Move up to your speed + 2. For example, if your speed is normally 6, you can move up to 8 squares when you run.
- **-5 Penalty to Attacks:** You have a -5 penalty to Melee Strike and Ranged Strike checks until the start of your next turn.
- **Grant Combat Advantage:** As soon as you begin running, you grant combat advantage to all enemies until the start of your next turn.
- **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

### Shift

Moving through a fierce battle is dangerous; you must be careful to avoid a misstep that gives your foe a chance to strike a telling blow. The way you move safely when enemies are nearby is to shift.

**Shift: Move Action**

- **Movement:** Move 1 square.
- **No Opportunity Attacks:** If you shift out of a square adjacent to an enemy, you don’t provoke an opportunity attack.

- **Difficult Terrain:** Because each square of difficult terrain costs 1 extra square to enter, you can’t normally shift into a square of difficult terrain, unless you’re able to shift multiple squares or you’re able to ignore the effects of difficult terrain.

- **Special Movement Modes:** You can’t shift when using a form of movement that requires a skill check. For example, if you’re climbing or swimming, you can’t shift if you would need to make an Athletics check to use that kind of movement.

You might find it useful to first shift away from an adjacent enemy, then walk or run.

### Squeeze

You can squeeze through an area that isn’t as wide as the space you normally take up. Big creatures usually use this move action to fit into narrow corridors, but a Medium or a Small creature can use it to fit into a constrained space, such as a burrow.

**Squeeze: Move Action**

- **Smaller Space:** A Large, Huge, Gargantuan, or Colossal creature reduces its space by 1. For example, a Large creature that squeezes has a space of 1 (1 square) instead of 2 (4 squares). A Huge creature’s space changes from 3 (9 squares) to 2 (4 squares). When a Medium or smaller creature squeezes, the GM decides how narrow a space the creature can occupy. If an effect prevents a creature from leaving a square in order to squeeze, the creature cannot squeeze.

- **Half Speed:** As part of the same move action, move up to half your speed.

- **-5 Penalty to Attacks:** You have a -5 penalty to attacks until you return to your normal space.

- **Grant Combat Advantage:** You grant combat advantage to all enemies until you return to your normal space.

- **Provoke Opportunity Attacks:** If squeezing causes any part of your space to leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

- **Ending a Squeeze:** You can end a squeeze as a free action. You return to
your normal space. You have to occupy a space that includes the space you occupied when you stopped squeezing.

STAND UP
If you’ve been knocked prone, you need to take a move action to get back on your feet.

<table>
<thead>
<tr>
<th>STAND UP: MOVE ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Unoccupied Space:</strong> If your space is not occupied by another creature, you stand up where you are.</td>
</tr>
<tr>
<td><strong>Occupied Space:</strong> If your space is occupied by another creature, you can shift 1 square, as part of this move action, to stand up in an adjacent unoccupied space. If your space and all adjacent squares are occupied by other creatures, you can’t stand up.</td>
</tr>
</tbody>
</table>

TOTAL DEFENCE
Sometimes it’s more important to stay alive than attack your foes, so you focus your attention on defence.

<table>
<thead>
<tr>
<th>TOTAL DEFENCE: STANDARD ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>+2 Bonus to All Defences:</strong> You gain a +2 bonus to all defences until the start of your next turn.</td>
</tr>
</tbody>
</table>

USE A SPELL
Spells learnt from materia can be very useful, especially when all other options have run out.

<table>
<thead>
<tr>
<th>USE A SPELL: STANDARD ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Cast a Spell:</strong> Whenever you cast a spell from a materia you have equipped, you make a Spellcasting check against a target’s defence score listed in that materia’s description.</td>
</tr>
</tbody>
</table>

USE A TECHNIQUE
The techniques you know are among your most important tools in the game.

<table>
<thead>
<tr>
<th>USE A TECHNIQUE: ACTION VARIES</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Action:</strong> Most techniques require a standard action, but some require a move action, a swift action, a free action, or no action.</td>
</tr>
</tbody>
</table>

WALK
Walking is safe only when there are no enemies nearby. It’s dangerous to walk through the middle of a pitched battle, since any enemy can take an opportunity attack as you pass by. The way you move safely when enemies are nearby is to shift instead of walk.

<table>
<thead>
<tr>
<th>WALK: MOVE ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Movement:</strong> Move a number of squares up to your speed.</td>
</tr>
<tr>
<td><strong>Provoke Opportunity Attacks:</strong> If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.</td>
</tr>
</tbody>
</table>
The Gamemaster is the guiding force of the game. If the game is fun, it will be to your credit. If it isn’t, you’ll need to make adjustments. But don’t worry – running a Final Fantasy VII game is nowhere near as daunting as it might seem at first.

This chapter introduces a format for hazards, along with rules for designing your own hazards and suggestions for using them in your adventures. Additionally, the chapter provides many sample hazards that are ready to be used in a game; these examples are grouped by environment, so you can choose hazards appropriate to the setting and level of your adventure and drop them in as needed.
THE ROLE OF THE GAMEMASTER

The Gamemaster is storyteller and referee, creator of terrible threats against the planet, secret master of the villainous, criminal, and ruthless, and hidden protector of the brave. The GM’s responsibilities include important tasks; such as creating adventures, teaching the game to new players, determining the style of play, adjudicating the rules, keeping the game balanced, and providing the backdrop.

As the GM, you are free to alter any of the rules presented in the Final Fantasy VII d20 game to fit your game’s needs, but be careful as changing one rule may alter another set of rules without realising it.

BUILDING AN ENCOUNTER

For purposes of the Final Fantasy VII Roleplaying Game, an encounter is defined as an obstacle, threat, or situation (whether it is an opponent, several opponents, or a hazard) that prevents the heroes from achieving a specific goal important to the adventure. An obstacle, threat, or situation can be overcome through smart roleplaying, combat, or skill use. Persuading a mad scientist to give up an important specimen might require heroes to enter difficult and perhaps life-threatening negotiations, while capturing a faction leader might require heroes to fight their way past a squad of highly-trained soldiers or infiltrating the faction’s headquarters without setting off the security system.

CHALLENGE CODES

Every opponent or hazard the heroes face has a Challenge Code (CC), which tells GMs how tough it is to overcome. For example, every Shinra MP has a CC, as does every behemoth and mako pool. The more opponents and hazards the heroes face at once, the more difficult the encounter and the more experience points (XP) the heroes get for overcoming it.

A challenging encounter is one the heroes should overcome with minor to moderate damage to themselves and some depletion of their resources. A single obstacle, threat, or situation of Challenge Code n is challenging for a single character of a certain level(s). For example, a 1st level hero should find a Challenge Code “A” roboguard challenging. By extension, four CC “A” roboguards should prove challenging to four 1st level heroes.

A difficult challenge is one that seriously taxes the heroes’ resources and may require the heroes to withdraw and recover, while an unfair challenge could easily lead to a total party kill. Difficult and unfair challenges are discussed below.

Complications: An encounter can be made harder by adding complications that make overcoming certain obstacles, threats, and situations more difficult. In general, adding a complication to an encounter increases the CC of every affected obstacle, threat, or situation by one letter.

Beneficial Circumstances: Sometimes an encounter is made easier by circumstances beyond the heroes’ control. In such cases, you may reduce the amount of XP the heroes earn for achieving their encounter goals by as much as half. A GM should avoid reducing the XP awards when the beneficial circumstances are the direct or indirect result of good planning or roleplaying on the heroes’ parts.

MEASURING ENCOUNTER DIFFICULTY

Creating balanced and fun encounters is more art than science. However, the following guidelines will help you build encounters that aren’t so straightforward that players will be bored and aren’t so difficult that the heroes aren’t likely to survive:

Multiple Opponents: Encounters with two to six opponents work best. Save the single-opponent encounter for higher level “bosses” like ruby WEAPON or Sephiroth. Avoid encounters with more than a dozen opponents unless you want heroes to feel overwhelmed.

Variety: The best encounters combine different sorts of obstacles, threats, and situations. Battling four security officers is much less interesting than fighting Rufus Shinra, two security officers, and Rufus’ pet dark nation at the top of the Shinra building.

Combining Different CCs: When building encounters that involve multiple threats, obstacles, or situations of different Challenge Codes, add together the various Levels and divide this sum by 3 (rounded down). The result will then put the encounter into an overall Challenge Code (see the “Experience Points Awards” table). If the average level of the heroes put them in a lower CC than the encounter, expect the heroes to have a real fight on their hands, and also brace for one or more hero deaths. If the average level of the
Heroes put them in a higher CC than the encounter, the encounter may be considered too easy. If the average level of the heroes put them in the same CC as the encounter, it’s probably a tough but fair challenge for the heroes. Note that these calculations are based on the assumption that there are four heroes in the party. For each additional hero, subtract 2 from the result. For each missing hero, add 2 to the result.

**AWARDING ABILITY POINTS**

Heroes receive ability points (AP) for every time they use a materia during an encounter. A simple rule, the amount of AP award is calculated as follows:

\[
\text{Number of materia used} \times 50 = \text{AP award.}
\]

The AP is then divided up between the heroes that used the materia (rounded down). For example, if three heroes used materia during an encounter, and the AP award for the encounter is 450, then each of the three heroes receive 150 AP.

**OTHER REWARDS**

In addition to experience points, the heroes can earn other rewards for their actions. As a general rule, a challenging yet fair encounter should net the heroes resources equal their average level x 2,000 gil, to be divided equally among them. Easy encounters may deliver half as many resources or none at all, and difficult encounters should give 50% more at least. You don’t have to hand out resources at the end of every encounter; often it is best to save the heroes’ rewards until the end of the adventure, in the form of a lump-sum payment given to them for completing the adventure's goals.

Resources can take several different forms, as detailed below. For purposes of comparison, all resources are measured in gil.

**GIL**

For many characters, no reward is better than cold, hard cash. This category includes gil vouchers, deposits of gil into a character’s account (if the character owns a gil card), or trade goods. Gil may be found during the course of an adventure — inside a vault in Gold Saucer, in the form of trade goods found on cargo ships, or perhaps even in the pockets or baggage of a defeated foe. However, heroes are more likely to receive the bulk of their wealth from grateful benefactors for jobs well done.

**EQUIPMENT**

Heroes invariably acquire new equipment in the course of the adventure, recovering it from the field of battle, seizing it from enemies they defeat, or stealing it from a less-secure place. Be judicious when giving out valuable equipment as a reward. If the heroes find valuable equipment too often, they will be tempted to spend several minutes after every battle looting bodies for usable gear and later selling their hawked goods, and this can quickly derail or slow down an adventure.

Always point out notable equipment that you want the heroes to have. Meanwhile, never mention mundane equipment that isn’t meant to be useful, or emphasise why the equipment is either unusable or undesirable. If your players still spend too much time looting, you should strictly enforce the encumbrance rules and subtract the value of salvaged equipment from the rewards you give them.

**MATERIA**

Heroes can purchase a wide variety of materia between adventures or from traders during an adventure, however summon materia must be either found in materia caves or awarded by the GM. This is done through one of three ways.

The first way of awarding a summon materia is alongside XP awards at the end of the adventure. If there are multiple players, the heroes must decide who gains the summon materia between them. The GM can rule that the hero who gains the materia gains less XP than the

<table>
<thead>
<tr>
<th>CHALLENGE CODE</th>
<th>LEVEL</th>
<th>XP AWARDS1</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>1-5</td>
<td>250</td>
</tr>
<tr>
<td>B</td>
<td>6-10</td>
<td>500</td>
</tr>
<tr>
<td>C</td>
<td>11-15</td>
<td>1,000</td>
</tr>
<tr>
<td>D</td>
<td>16-20</td>
<td>2,000</td>
</tr>
<tr>
<td>E</td>
<td>21-25</td>
<td>4,000</td>
</tr>
<tr>
<td>F</td>
<td>26-30</td>
<td>8,000</td>
</tr>
<tr>
<td>G</td>
<td>31-35</td>
<td>16,000</td>
</tr>
<tr>
<td>H</td>
<td>36-40</td>
<td>32,000</td>
</tr>
<tr>
<td>I</td>
<td>41-45</td>
<td>64,000</td>
</tr>
<tr>
<td>J</td>
<td>46-50</td>
<td>128,000</td>
</tr>
</tbody>
</table>

1) Divide the XP award by the number of heroes in the party to determine how many XP each hero receives.
other heroes. If this is the case, award the hero who gained the materia half of his/her share of the XP award and divide the other half among the remaining heroes.

The second way is to award a summon materia through a NPC for which the party has successfully completed a task from. If the GM decides to do this instead of the above way (you can’t do both in the same adventure), the hero who gains the materia doesn’t lose out on XP that is awarded at the end of the adventure.

If part of the adventure consists of exploring a materia cave, and the heroes find a summon materia, the GM can still award another summon materia alongside the XP award. If this is the case, the GM can rule that the hero who found the summon materia in the materia cave cannot accept the second summon materia. The hero that does gain the summon materia alongside XP award only gains half of his/her normal share of XP and the other half is divided up between the other heroes.

WHAT MAKES AN ADVENTURE EXCITING?

Creating a memorable adventure requires more than just an interesting plot or grand finish. Remember that in most cases, the heroes won’t be able to see the behind-the-scenes machinations of the villain or the clever plot twists that occur on the mountain near Nibelheim. While you want your adventures to feel like they could come from a video game or film, you can’t always rely on the same techniques that the artists/filmmakers use. You need intriguing interactions between player’s heroes and NPCs, worthy adversaries to keep the heroes on their toes. Exciting combats, daring escapes, compound encounters; they all make an adventure exciting and worthwhile.

BUILDING A CAMPAIGN

The term “campaign” refers to the on-going game created by the Gamemaster, a linked set of adventures or missions that follow the escapades of a group of heroes. A campaign might have a single on-going storyline – such as the awakening of Omega – or several, shorter plots. Dirge of Cerberus is an example of a campaign with a single on-going storyline. In this “campaign” we follow the adventures of one particular hero who is forced into a conflict he didn’t want to be part of but came out the other side having accomplished much more than he could dream of.

Building a good Final Fantasy VII campaign is more than just stringing together a bunch of adventures, though. The guidelines below should help you create a rich, immersive campaign that is fun for both the players and the GM.

CREATE A CONTEXT

Before any other campaign-building task, you should decide the context in which the players can place (and play) their heroes. While this context doesn’t have to be obvious to the players at the beginning of the campaign (and indeed can change as play goes on), it greatly helps the Gamemaster in designing adventures and encounter goals for the game.

Of course, this context will vary dramatically based on the era in which you set your campaign. A plotline appropriate to heroes of the Meteorfall era might well be out of place in the days of the Wutai War. A variety of context options exist for the Final Fantasy VII Roleplaying Game, a few of which are listed below.
A small faction plotting the destruction of the Shinra Electric Power Company.

WRO spies trying to find out the meanings behind Deepground’s attacks.

SOLDIERS on a mission to crush a Wutai remnant force.

Shinra executives negotiating the authorisation of building a mako reactor on foreign land.

Gang of criminals following orders from their sex-crazed boss.

INCORPORATE INTERESTING GM CHARACTERS

It’s your job to portray everyone in the world who isn’t one of the heroes. These people are all your characters, running the gamut from the mad scientist operating on one of the heroes to the foul Tsviet who’s out to destroy anyone who interferes with his plans, or the crime lord looking for a bride.

Most people go about their own lives, oblivious to the actions of the heroes and the events around them. Ordinary people whom they meet in a bar won’t notice them as being different from anyone else unless the heroes do something to draw attention. In short, the rest of the world doesn’t know the heroes are, in fact, heroes. It either treats them no differently from anyone else, gives them no special breaks (or special penalties), or gives them no special attention whatsoever. The heroes have to rely on their own actions. If they are wise and kind, they make friends and garner respect. If they are foolish or unruly, they make enemies and earn the enmity of all.

FALLING OBJECTS

Just as creatures take damage when they fall, so too do they take damage when hit by falling objects. When a creature could be hit by a falling object, make a standard d20 roll (using the attack bonus listed in the “Damage from Falling Objects” table) against the target’s Reflex Defence. If the attack hits, the target takes the listed damage. If the attack misses, the target takes half damage. This is considered an area attack. Objects of Fine and Diminutive size are too small to deal damage, regardless of the distance fallen. A falling object must land wholly or partly in a creature’s fighting space to damage the creature.

The GM may adjust the damage depending on the circumstances. For example, a Colossal object might be extremely light. Objects that are forced downward deal damage as if they were two size categories larger than they actually are. Additionally, if the target is at least three size categories smaller than the falling object, the target cannot move unless it succeeds on a Stealth check to lift the object off itself or a DC 15 Acrobatics check to crawl out from underneath. The GM may modify the DCs for either check based on the circumstances.

FALLING DAMAGE

When a creature, mechaoid, object, or vehicle falls, you make a d20 check (1d20+20) against its Fortitude Defence. If the attack succeeds, the subject takes 1d6 points of damage for every three meters fallen (to a maximum of 20d6 damage). If the attack fails, the subject only takes half damage. A falling character or machine also lands prone.

Acrobatics: If you are trained in the Acrobatics skill, you can reduce the damage you take from a fall with a successful Acrobatics check. If the check succeeds and you take no damage from the fall, you land on your feet.

VISIBILITY

It’s a rare mission that doesn’t end up in the dark somewhere, and heroes need a way to see. See
the “Light Sources” table for the radius that a light source illuminates and how long it lasts. A light source also provides shadowy illumination out to twice this distance; targets with shadowy illumination gain concealment, but they are visible. Without a light source, are effectively blinded (see the blind condition in Chapter 10: Combat).

<table>
<thead>
<tr>
<th>ITEM</th>
<th>LIGHT</th>
<th>DURATION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Candle</td>
<td>1 square</td>
<td>12 hours</td>
</tr>
<tr>
<td>Torch</td>
<td>3 squares</td>
<td>2 hours</td>
</tr>
<tr>
<td>Lantern</td>
<td>6 squares</td>
<td>24 hours</td>
</tr>
</tbody>
</table>

**DARKVISION**
A character, monster, or machine that has this ability can see in the dark, ignoring concealment and total concealment due to darkness. Darkvision is black and white only, so there must be at least some light to discern colours. It is otherwise like normal sight, and a monster with darkvision can function with no light at all.

**LOW-LIGHT VISION**
A character, monster, or machine that has low-light vision can see without penalty in shadowy illumination, ignoring concealment (but not total concealment) due to darkness. It retains the ability to distinguish colour and detail under these conditions.

**HAZARDS**
A hazard is an obstacle that can hurt, slow, kill, or otherwise impede your heroes, their associates, or their equipment. Usually, hazards are not living beings but are sources of potential harm that do not normally receive a full statistics block, such as an avalanche, a rockslide, a blizzard, an exposed fatigue of the lifestream, or a lightning storm. Some hazards (such as an ice cave) are associated with particular locations, whereas others (such as poisons or diseases) can be mobile. Although hazards can take many forms, as a rule of thumb, anything that has a chance to harm or impede the heroes and is not a creature, a machine, or a vehicle can be classified as a hazard.

**HAZARDS IN COMBAT**
Hazards are a great way to spice up combat in your game, and they can serve as small distractions, major threats, or anything in between. You can also use them to create dynamic terrain in an encounter. This addition creates a more dynamic encounter, and treating the girder as a hazard should ensure that it presents an appropriate challenge for the heroes.

**HAZARDS ALONE**
Throughout the Compilation of Final Fantasy VII, characters often deal with hazards outside combat. Similarly, you can use hazards as scenes unto themselves, presenting them as obstacles that the heroes must overcome before the story can progress. Hazards are great challenges to throw at the characters when the pace of the adventure begins to slow, and they can add tension to any sequence.

**DESIGNING NEW HAZARDS**
Designing hazards is much like designing new terrain or other challenges that can spice up an encounter or an adventure. Unlike the process for designing an enemy character, monster, machine, or vehicle, the process for designing a new hazard is somewhat simpler, and it helps you cater directly to the needs of your particular adventure by creating elements that add diversity to encounters. You can follow a series of basic steps to design a hazard that challenges your players and makes sense in the context of the adventure.

The first step is to determine the basic concept of the hazard. It might be a natural hazard, such as a slick patch of ice or a storm, or it might be an artificial hazard, such as an automated machine gun turret or a magic trap. Typically, you should base the hazard’s form and function on the setting in which it will be used.

As suggested above, tailor the design of the hazard to the way in which it will be used. If you want a hazard to be a minor distraction, design one that is a nuisance to the heroes rather than a major obstacle to be overcome.

Alternatively, if you want a hazard that serves as a set piece for an entire encounter, think big and create something that interacts with many or all of the heroes on a round-by-round basis. In general, a hazard should do one or more of the following:

- Provide a flavourful background element that reinforces the details of the setting.
- Add tension and danger to a scene.
- Require the heroes to spend actions to deal with the hazard.
Create interesting terrain that requires the heroes to move to avoid it.

Give the heroes a chance to use skills to overcome the threat with or without combat.

**Challenge Codes**

Each hazard has a basic Challenge Code (CC), which works like other CCs in the game. You choose the CC of the hazard, and it affects everything the hazard does.

As a general rule, you can include one hazard of the appropriate CC in an encounter without having to take its CC into account when determining the encounter’s difficulty. (The heroes still receive experience points for overcoming the hazard; this reward is added to the XP they receive for dealing with the encounter.) Any hazard beyond the first and any hazard with a CC higher than the average level of the heroes should be considered an enemy when calculating encounter difficulty. If you are including a skill challenge in the encounter, take into account the CC of all hazards when determining encounter difficulty.

**Keywords**

All hazards have one or more keywords that describe how the hazards function mechanically. Some creatures have bonuses against certain types of hazards (for example, a monster might ignore environmental hazards in certain terrain). The following keywords represent most of the existing mechanical elements of hazards, but feel free to create new ones for special conditions that are common in your campaign. When you design a hazard, be sure to select the right keyword(s) based on its nature.

**Area:** Hazards with the area keyword make area attacks, and their damage can be halved or negated by heroes who have the Evasion talent. Not all hazards that deal damage to creatures in more than 1 square are area hazards; only those that specifically make area attacks have this keyword.

**Artificial:** Hazards with the artificial keyword are manufactured or produced and do not occur naturally.

**Atmospheric:** Atmospheric hazards are those that fill the air. They are also considered to be inhaled hazards for the purpose of being negated by a breath mask.

**Contact:** Hazards with the contact keyword are triggered by touch. Contact poisons and acids are good examples of these hazards.

**Disease:** Diseases are a special type of hazard that attack the immune systems of creatures. They always attack the Fortitude Defence of a target, ignoring equipment bonuses to Fortitude Defence, damage reduction, and shield rating. If a disease moves a target down the condition track, it likely imposes a persistent condition as well, which cannot be removed until the disease is cured or until it fails an attack roll against the target twice. Some diseases require special equipment to treat.

**Energy:** Hazards with the energy keyword deal energy damage.

**Fire:** Hazards with the fire keyword deal fire damage.

**Ingested:** A hazard with the ingested keyword is triggered only if consumed by a creature.

**Inhaled:** A hazard with the inhaled keyword affects creatures that breathe within its area. Creatures that do not breathe (such as machines) and creatures wearing breath masks or environmental suits are immune to the effects of an inhaled hazard.

**Natural:** Hazards with the natural keyword are created with no intervention from sentient beings.

**Poison:** Hazards with the poison keyword represent toxins that are harmful or fatal to creatures. They always attack the Fortitude Defence of a target, ignoring equipment bonuses to Fortitude Defence, damage reduction, and shield rating. If a poison moves a target down the condition track, it likely imposes a persistent condition as well, which cannot be removed until the poison is cured or until it fails an attack roll against the target.

**Sonic:** A hazard with the sonic keyword deals sonic damage. Sonic damage is also considered to be energy damage.

**Triggers**

Every hazard has a trigger—an event that causes the hazard to become active or to attack or otherwise interact with something else. Most triggers are simple and might require only that a target touch or come close to the hazard. When designing a new hazard, ask yourself what must happen to require you to use the hazard’s statistics. Answering that question will help you determine the trigger. A trigger can be an event, or it might be a metagame concept; for example, one trigger might be a hero passing through a doorway, whereas another could be the party making initiative checks at the start of combat. There is no absolute rule or formula for coming up with an appropriate trigger; the sample hazards in
this chapter offer examples that should help you create your own. If the target of the hazard differs from the creature or object specified as the trigger, that information is included in the trigger line.

**Area**
Every hazard has a specific area in which its attacks take place. When you include a hazard in your game, you should decide in advance the area that the hazard will affect. Hazards such as poisons or animal traps might affect very limited areas, perhaps as little as a single square. Other hazards, such as loose sand, avalanches, and machine gun turrets, affect larger but still discrete areas. Hazards such as atmospheric hazards might affect the entire area in which an encounter takes place. When you choose a hazard to use in an encounter, choose an area of effect for the hazard that is appropriate to its type and its use in your game.

**Attacks and Damage**
Hazards make attack rolls as enemies do, although not always with the same focus or direction. Almost everything a hazard does to a creature, a machine, or an object is categorised as an attack roll of some kind. A hazard attacks one of the four defences (as appropriate to the nature of the attack), and it typically makes no more than one attack per round against the target. When you design a hazard, you choose which defence it attacks. In general, attacks that can be avoided physically are made against Reflex Defence; those that affect the integrity of the body are made against Fortitude Defence; those that attack the mind or intellectual capacity of the target are made against Will Defence; and those that attack the target with a magical effect are made against Magic Defence. A hazard’s attack bonus should be equal to the highest level in its CC + 2.

Likewise, many hazards deal damage to the target, and some deal damage on a miss (representing the fact that, no matter how good the target’s defences are, the hazard eventually gets the best of them). On average, a hazard should deal damage equal to 10 + one-half the highest level in its CC. Choose a dice expression (such as 3d8 or 2d4+2) that is likely to produce this average damage result. If the hazard deals damage of a particular type, select the type as well. Hazards that are meant to affect vehicles may have a damage multiplier (x2 for ground and nautical vehicles, x5 for aerial vehicles).

**Special Attacks**
Some hazards have special attacks that occur only under certain circumstances. Typically, these attacks represent the inevitable nature of the hazard. If you give your hazard a special attack, it should occur only under specific conditions. Special attacks can be a bit more deadly as long as they take place less frequently.

**Cumulative Damage**
Some hazards deal cumulative damage, which is damage that grows larger round by round. Cumulative damage is extremely dangerous and should be used only in situations when escaping from or eliminating the hazard’s conditions is necessary for survival. For example, suffocation (drowning) uses cumulative damage because each round that you endure the suffocation hazard, the situation grows significantly worse. Usually, only special attacks deal cumulative damage, and only if they will kill or destroy a target that is exposed to the hazard, regardless of the target’s level. When a target takes cumulative damage, increase the damage by the same amount each round.

**Recurrence**
Most hazards have a recurrence – a frequency with which the hazard makes its attacks. A hazard should not affect an individual target more than once per round; in some cases, the frequency of recurrence can be much lower, perhaps once a day, once a week, or even less often. Diseases and poisons in particular have infrequent recurrence. Possible recurrence options include:

- At the start or the end of an affected target’s turn
- On a particular initiative count
- When the triggering condition is met
- At a specified time interval (such as daily, hourly, or weekly)

Additionally, a hazard’s recurrence indicates how long it continues to attack a target. Some hazards, particularly diseases and poisons, continue to make attack rolls until successfully treated. Other hazards cannot be stopped (such as suffocation in a vacuum) and must be escaped to prevent recurrence. Be sure to specify whether a hazard’s recurrence can be stopped.
SKILL DIFFICULTY CLASS
Heroes can use their skills to interact with many hazards. For example, a scholar might use a Knowledge skill to identify the nature of a particular hazard and a different skill to avoid or disable it. Pick a few skills that can interact with your hazard, particularly skills that the heroes have and might try to use. Then assign skill Difficulty Classes (DCs) based on the hazard's CC: the table below contains sample skill DCs based on the CC of the hazard. For each CC, the table gives an easy DC, a medium DC, a moderate DC, a hard DC, and a heroic DC. Most skill DCs for hazards should be easy, medium, or moderate; hard and heroic skill DCs should be reserved for skills that have only an outside chance of affecting the hazard.

Some skills can actually be used before the hazard is encountered, allowing heroes to avoid the hazard (if possible) or prepare to minimise its effects. Whenever a hazard's skill line lists a skill that allows the hero to identify it, the Gamemaster must determine whether or not identification of the hazard is enough to avoid it, based on the current circumstances.

SPECIAL EFFECTS
Unlike beasts and enemies that are built with techniques, feats, and other existing mechanics, some hazards have unique effects or rules that come into play only when the hazard does. These effects are not always negative; sometimes they provide special ways to circumvent the hazard, or they are neutral effects that either harm nor help the targets. Usually, such effects and other special rules are determined by the nature of the hazard. Be careful that they do not make the hazard too hard or too easy. Typically, when designing your own hazard, keep the special effects to a minimum to ensure that the hazard remains balanced.

HAZARD STATISTICS BLOCK
After taking the preceding rules into account, you might come up with the following statistics block for the Geostigma hazard.

**GEOSTIGMA**

<table>
<thead>
<tr>
<th>CC</th>
<th>Geostigma slowly erodes cells and body tissue from within.</th>
<th>Artificial, contact, disease</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trigger:</td>
<td>Targets all sentient beings that come in contact with the tainted lifestream that burst from the ground.</td>
<td></td>
</tr>
<tr>
<td><strong>Attack</strong>:</td>
<td>+5 vs. Fort</td>
<td><strong>Hit</strong>: 6d12; fall prone</td>
</tr>
<tr>
<td><strong>Recurrence</strong>:</td>
<td>Each day; infected target loses 1 point of Constitution each month.</td>
<td><strong>Special</strong>: Mechanoids are not affected by Geostigma. Geostigma can only be healed by the effects of the Great Gospel technique.</td>
</tr>
</tbody>
</table>

Each hazard statistics block begins with the hazard's name and CC, followed by a brief description of the hazard and its keyword(s). Next, the block describes the trigger, presents the attack value and damage value, and explains the conditions of recurrence. The block then lists the skills that interact with the hazard and concludes with special effects (if any) that come into play.

SAMPLE HAZARDS
The remainder of this chapter presents sample hazards that should give you enough examples and guidelines to help you design your own hazards.

**ACID**

<table>
<thead>
<tr>
<th>CC</th>
<th>Acid burns through metal and skin alike, corroding them.</th>
<th>Acid, contact, natural</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Trigger</strong>:</td>
<td>A creature, a mechanoid, or an object comes into contact with the acid</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ADVENTURE CC</th>
<th>EASY DC</th>
<th>MEDIUM DC</th>
<th>MODERATE DC</th>
<th>HARD DC</th>
<th>HEROIC DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>14</td>
<td>19</td>
<td>24</td>
<td>27</td>
<td>32</td>
</tr>
<tr>
<td>B</td>
<td>18</td>
<td>23</td>
<td>28</td>
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<td>I</td>
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<td>J</td>
<td>43</td>
<td>49</td>
<td>54</td>
<td>57</td>
<td>64</td>
</tr>
</tbody>
</table>
### Attack:

**Attack:** +4 vs. Fort  
**Hit:** 2d10 poison (Miss: half damage)

**Recurrence:** Each round at the start of the target's turn, until the acid is washed off or treated

**Skills**

- Treat Injury (DC 14; requires medical kit): The character treats the acid.

---

### Knowledge (physical sciences) (DC 17):

The character identifies the presence of a toxic atmosphere.

**Special:** Creatures, mechanoids, or objects that have special protection against a toxic atmosphere, such as having the poison and elemental ward materias linked, are not affected by this hazard.

---

### AIR/SEA SICKNESS

*In the air or out in the open sea, some creatures have a hard time maintaining their internal equilibrium.*

**Natural**

- **Trigger:** A creature is exposed to weightlessness
- **Attack:** +0 vs. Fort  
- **Hit:** You are weakened

**Recurrence:** Once, after 8 hours

**Skills**

- Treat Injury (DC 20): The character removes the condition.

**Special:** The condition from air/sea sickness is removed from a creature after 8 hours of rest.

---

### EXPLOSIVE CHARGE

*An explosive detonates when triggered by a timer.*

**Area, artificial, energy**

- **Trigger:** The explosive's timer expires; targets all creatures, mechanoids, and objects in a burst 3

**Attack:** +10 vs. Ref  
**Hit:** 10d8 (Miss: Half damage)

**Recurrence:** None

**Skills**

- Mechanics (DC 18): The character disarms the explosive charge.

---

### EXTREME HEAT OR COLD

*Extreme heat or cold can punish those who are unprepared for it.*

**Natural**

- **Trigger:** A creature is exposed to extreme heat or cold

**Attack:** +6 vs. Fort  
**Hit:** 3d6 (Miss: Half damage)

**Recurrence:** Hourly

**Special:** A creature that has taken damage from extreme heat or cold cannot regain hit points until it spends at least 1 hour in a normal environment. Heavy clothing or armour provides a +5 equipment bonus to Fortitude Defence to resist extreme cold but imposes a -5 penalty to Fortitude Defence to resist extreme heat.

---

### ATMOSPHERE, CORROSIVE

*The chemicals of a corrosive atmosphere eat away at clothing, objects, and flesh.*

**Atmospheric, contact, natural**

- **Trigger:** A creature, a mechanoid, or an object begins its turn in a corrosive atmosphere

**Attack:** +4 vs. Fort  
**Hit:** 2d6 poison (Miss: half damage)

**Recurrence:** On trigger

**Skills**

- Knowledge (physical sciences) (DC 16): The character identifies the presence of a corrosive atmosphere.

**Special:** Mechanoids that have special protection against a corrosive atmosphere, such as mythril armour, are not affected by this hazard.

---

### ATMOSPHERE, TOXIC

*A toxic atmosphere is filled with chemicals that harm most creatures.*

**Artificial, disease, poison**

- **Trigger:** A creature begins its turn in a toxic atmosphere

**Attack:** +5 vs. Fort  
**Hit:** 4d8 poison

**Recurrence:** On trigger

**Skills**

---

### MAKOTO POISONING

*This genetically engineered toxin was discovered by accident when Shinra scientists injected too much mako into a single creature.*

**Artificial, disease, poison**

- **Trigger:** A creature is injected with a highly concentrated dose of mako

**Attack:** +10 vs. Fort  
**Hit:** Target is intoxicated for a number of hours equal to 1d6 x their level

**Recurrence:** None
Skills

**Treat Injury (DC 21):** The Character shakes off the disease along with all persistent conditions associated with it (on a failed check, the character remains mako poisoned and has to wait 1 hour before attempting the check again).

**Knowledge (life sciences) (DC 21):** The character identifies the disease.

**Special:** Mechanoids are unable to be mako poisoned

**SMOKE**

*Smoke obscures creatures' vision, causes them to choke, and burns their eyes.*

- **Atmospheric, natural**
  - **Trigger:** A creature begins its turn in smoke
  - **Attack:** +4 vs. Fort
  - **Hit:** Target is *blind* until the end of its next turn
  - **Recurrence:** On trigger
  - **Special:** Smoke grants concealment to creatures and objects within it.

**TURRET, GUN**

*This automated turret shoots enemies that come within its range.*

- **Artificial**
  - **Trigger:** The turret detects a creature or a droid within its line of sight
  - **Attack:** +4 vs. Ref
  - **Hit:** 3d6 piercing
  - **Recurrence:** Each round, on initiative (Initiative +5)

**Skills**

**Stealth:** The character makes a Stealth check, opposed by the turret’s Perception check (+5, with darkvision). If the character’s check is successful, the character is not noticed by the turret.

**TURRET, RIFLE**

*This automated turret shoots enemies who come within its range.*

- **Area, artificial**
  - **Trigger:** The turret detects a creature or a mechanoid within radius 10; targets all creatures in a 2x2-square area
  - **Attack:** +5 vs. Ref
  - **Hit:** 3d8 piercing
  - **Recurrence:** Each round, on initiative (Initiative +5)

**Skills**

**Freelancer**

Freelancers help populate the world you’re trying to bring to life for your players’ characters. They are the NPCs and are everyone from the highest political position of the town to the everyday man trying to make his way through life.

**Game Rule Information**

**Hit Points**

Freelancers gain a number of hit points each level equal to 1d6 + their Constitution modifier.

**Class Skills**

All skills are considered cross-class skills for the freelancer.

- **Skill points at 1st level:** (1 + Int modifier) x 4
- **Skill points at each additional level:** 1 + Int modifier.

**Class Features**

All of the following are features of the freelancer class.

**Bonus Feats**

At 1st level, you gain a bonus feat. The feat can be selected from any of those presented in Chapter 05: Feats, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2nd level, and every four levels thereafter (6th, 10th, 14th, 18th, etc.).

**Weapon Proficiency**

Freelancers can select one weapon group to be proficient in.

**Armour Proficiency**

Freelancers are proficient in *light* armour only.
ABILITY SCORE INCREASE

Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8th level, then at every four levels thereafter (12th, 16th, 20th, etc.).

STARTING GIL

Freelancers begin play with 1d4 x 75 gil.

CHAPTER XII — PLANET GAZETTEER

The Planet is populated with a wide variety of races hailing from various lands. Each of these lands has its own unique qualities and cultures. Since fantastic locales are a big part of what makes The Compilation of Final Fantasy VII exciting and fun, it is important to know a little bit about the established towns and cities in order to base adventures there.
LIFE ON THE PLANET

Because the planet has had a de-facto world government for more than 30 years (be it the Shinra Electric Power Company or the World Regenesis Organisation), most everyone is used to a mix of races and cultures. There are some beings that are prejudiced against one or another race, but most others appreciate the diversity the world society has to offer.

Also, a society requires a free flow of information and open communication. The Shinra Electric Power Company developed the Worldwide Network, which at first was only accessible to Shinra employees but was later made public use after the WRO took over as world government.

COMMUNITIES ON THE PLANET

This section provides a brief gazetteer detailing information on a variety of towns and cities throughout the planet. Each entry lists not only a variety of information for the Gamemaster but also Knowledge check DCs for players. This sort of information allows the GM to determine how much a character (and not necessarily the player) knows about a given location.

BANORA

Continent: Eastern.
Area: Mideel.
Major Exports: Foodstuff.
Major Imports: Mako, technology.

<table>
<thead>
<tr>
<th>KNOWLEDGE (WORLD LORE)</th>
<th>DC</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>The village was owned by a wealthy landowner and his wife, but ownership was transferred to the Shinra Electric Power Company after their deaths.</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>SOLDIER 1st Class members Angeal Hewley and Genesis Rhapsodos both grew up in Banora.</td>
<td></td>
</tr>
<tr>
<td>25</td>
<td>The manor that once belonged to the landowner holds a secret tunnel that leads to the Banora Underground.</td>
<td></td>
</tr>
</tbody>
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</tr>
</tbody>
</table>

COREL

Continent: Western.
Area: Corel.
Major Exports: Coal, weapons.
Major Imports: Foodstuff, technology.

<table>
<thead>
<tr>
<th>KNOWLEDGE (WORLD LORE)</th>
<th>DC</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>The Coal mining town of Corel is situated at the foot of Mt. Corel, which has the largest peak in the whole of the western continent.</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>Corel stores an abundance of coal; the second largest form of natural energy source after Mako.</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>Corel mainly acts as a gateway to the Gold Saucer.</td>
<td></td>
</tr>
<tr>
<td>25</td>
<td>The mako reactor within Mt. Corel is no longer in use, and acts as a reminder to what had happened to Old Corel.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
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<tr>
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<td>The manor that once belonged to the landowner holds a secret tunnel that leads to the Banora Underground.</td>
<td></td>
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</tbody>
</table>

COSMO CANYON

Continent: Western.
Area: Cosmo.
Major Exports: Information.
Major Imports: Foodstuff, tourism.

<table>
<thead>
<tr>
<th>KNOWLEDGE (WORLD LORE)</th>
<th>DC</th>
<th>RESULT</th>
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</thead>
<tbody>
<tr>
<td>10</td>
<td>Cosmo Canyon is the site for those who wish to pursue the Study of Planetary Life.</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>The town is made up of survivors of the old Corel’s destruction.</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>The survivors made their shelters out of debris from the old Corel’s ruins.</td>
<td></td>
</tr>
</tbody>
</table>
The village has an ever-burning fire in the middle, called the Cosmo Candle. It is said that if the eternal flame burns out, then all life would come to an end.

Bugenhagen, the grand elder of the village, built the observatory as so people could study the planet and the Lifestream.

KNOWLEDGE (SOCIAL SCIENCES)

DC RESULT
15 The Wolfions of Cosmo Canyon have their first tattoo applied to their body at the mere age of 4.
20 It is known that once every 50 years, a male and female Wolfion must perform a rite to appease the planet.
25 There is a hidden cave beneath Cosmo Canyon that was sealed away by Bugenhagen. The entrance is said to be located below the observatory.

COSTA DEL SOL

Continent: Western.
Area: Corel.
Major Exports: Medicine, vehicles.
Major Imports: Information, tourism.

KNOWLEDGE (WORLD LORE)

DC RESULT
10 The town has a factory that makes medicine and various healing items.
15 Costa del Sol is the only port town on the western continent.
20 The town is the number one choice for holidays and short breaks.

EDGE

Continent: Eastern.
Area: Midgar.
Major Exports: Information, technology.

KNOWLEDGE (WORLD LORE)

DC RESULT
10 The village is surrounded by cliffs that allowed the locals to keep a close eye on the surrounding areas.
15 The mako reactor was destroyed by the original AVALANCHE group as a demonstration of resistance towards the Shinra Electric Power Company.

GONGAGA

Continent: Western.
Area: Gongaga.
Major Exports: Foodstuff.
Major Imports: Mako, technology.

KNOWLEDGE (WORLD LORE)

DC RESULT
15 Most of the townsfolk had died due to the local mako reactor’s explosion.
20 Gongaga use to bear crops that produced a portion of the planet’s supply of food; however, pollution from the mako reactor made the fields infertile.
ICICLE LODGE
Continent: Northern.
Area: Icicle.
Major Exports: Information.
Major Imports: Foodstuff, tourism.

KNOWLEDGE (WORLD LORE)
DC RESULT
10 Icicle Lodge is a skiing resort and the only known one on the planet.
15 The area around Icicle Lodge snows all-year round, but this is due to the town’s close proximity to the Northern Cave, which the planet is using a large portion of its spirit energy to heal.

KNOWLEDGE (SOCIAL SCIENCES)
DC RESULT
15 The local pub hosts several events each year as a way of attracting more business and gaining tourism.
20 Professor Gast Faramis is said to have had a home in Icicle Lodge. Rumour has it that he was in a relationship with a Cetra.

JUNON
Continent: Eastern.
Area: Junon.
Major Exports: Technology, vehicles, weapons.
Major Imports: Foodstuff, mako, tourism.

KNOWLEDGE (WORLD LORE)
DC RESULT
10 The city houses the largest cannon in all of existence: the Sister Ray.
15 Junon mimics that of Midgar. It has a slum-like village below and a prestigious coastal city above.
20 The Shinra naval and air forces are based in Junon. It is also where the military vehicles are constructed.

KNOWLEDGE (SOCIAL SCIENCES)
DC RESULT
15 Most people living in the village below are either anti-Shinra or pretend to like them as to make life easier.
20 Due to the electrical current that surrounds one of the towers suspending Upper Junon in the water, most sea creatures have become angry with the locals; even attacking them off-guard.

KNOWLEDGE (BUREAUCRACY)
DC RESULT
10 The Shinra Electric Power Company took the fishing village of Junon by extreme force.
20 In the highest room in the government suite there is a gas chamber that the board of directors use to punish their political enemies.

KALM
Continent: Eastern.
Area: Midgar.
Major Exports: Foodstuff, mythril.
Major Imports: Technology.

KNOWLEDGE (WORLD LORE)
DC RESULT
15 Kalm’s main source of income is through the mining of mythril; however the appearance of the Midgar Zolom has halted this.
20 The village was the target of an accidental air strike by Shinra during their conflict with the original AVALANCHE.
25 Kalm was rebuilt and any survivors became subjects of Hojo’s materia-human fusion experiment.

KNOWLEDGE (SOCIAL SCIENCES)
DC RESULT
10 Once per year, Kalm puts on a festival as a way to give thanks to the lifestream and the Cetra. The festival lasts for two weeks.
15 A man, known as the Kalm Traveller, requests legendary artefacts in exchange for rare items.

MIDEEL
Continent: Eastern.
Area: Mideel.
Major Exports: Foodstuff, information.
Major Imports: Medicine.

KNOWLEDGE (WORLD LORE)
DC RESULT
10 Mideel is a hot springs town famous for its beauty and health spas.
15 The town is also well-known for having lifestream close to the surface.
20 Mideel is a tropical paradise, ideal for holiday-makers and day-trippers.
**KNOWLEDGE (LIFE SCIENCES)**

<table>
<thead>
<tr>
<th>DC</th>
<th>RESULT</th>
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<tbody>
<tr>
<td>10</td>
<td>The surrounding trees are the only known trees on the planet to bear fruit. All of the world’s fruit supply comes from Mideel, as well as its neighbouring village Banora.</td>
</tr>
<tr>
<td>15</td>
<td>They say that those who have fallen within the lifestream will eventually find their way to Mideel.</td>
</tr>
</tbody>
</table>

**MIDGAR**

- **Continent**: Eastern.
- **Area**: Midgar.
- **Major Exports**: Mako, materia, technology, vehicles, weapons.
- **Major Imports**: foodstuff.

**KNOWLEDGE (WORLD LORE)**

<table>
<thead>
<tr>
<th>DC</th>
<th>RESULT</th>
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</thead>
<tbody>
<tr>
<td>10</td>
<td>Midgar is the largest metropolitan city on the planet.</td>
</tr>
<tr>
<td>15</td>
<td>It has 8 mako reactors around the outer perimeter, which constantly provides the city with electricity.</td>
</tr>
<tr>
<td>20</td>
<td>The centre skyscraper houses mako reactor 0, as well as the government offices of the Shinra Electric Power Company.</td>
</tr>
</tbody>
</table>

**KNOWLEDGE (SOCIAL SCIENCES)**

<table>
<thead>
<tr>
<th>DC</th>
<th>RESULT</th>
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</thead>
<tbody>
<tr>
<td>10</td>
<td>The slums below the plate consist of nameless villages that were bought out by the Shinra Electric Power Company.</td>
</tr>
<tr>
<td>15</td>
<td>Since Shinra built the city above, the oppressed people living in the slums have never seen the light of day.</td>
</tr>
</tbody>
</table>

**KNOWLEDGE (LIFE SCIENCES)**

<table>
<thead>
<tr>
<th>DC</th>
<th>RESULT</th>
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</thead>
<tbody>
<tr>
<td>10</td>
<td>The land around Midgar has become a desolate wasteland due to severe mako pollution.</td>
</tr>
<tr>
<td>15</td>
<td>Flowers do not grow in the slums, except in the Sector 5 slums church.</td>
</tr>
</tbody>
</table>

**KNOWLEDGE (BUREAUCRACY)**

<table>
<thead>
<tr>
<th>DC</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>The Shinra Electric Power Company is the de-facto world authority over most of the planet.</td>
</tr>
</tbody>
</table>

**20** The Shinra company pretends to be doing things in the public’s best interest; however all they want to do is line their pockets with as much gil as possible.

**30** Beneath the central skyscraper houses the DEEPGROUND facilities.

**NIBELHEIM**

- **Continent**: Western.
- **Area**: Nibel.
- **Major Exports**: Information, materia.
- **Major Imports**: Tourism.

**KNOWLEDGE (WORLD LORE)**

<table>
<thead>
<tr>
<th>DC</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>Villagers mine the mako springs in Mt. Nibel, and make materia from it.</td>
</tr>
<tr>
<td>20</td>
<td>The well in the centre of Nibelheim is well-known for making wishes come true.</td>
</tr>
<tr>
<td>25</td>
<td>The village no longer has real citizens. Instead, there are actors living there who are employed by Shinra to cover up the incident.</td>
</tr>
</tbody>
</table>

**KNOWLEDGE (SOCIAL SCIENCES)**

<table>
<thead>
<tr>
<th>DC</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>Sangan, the martial arts master, has his own private dojo in the village.</td>
</tr>
<tr>
<td>15</td>
<td>The Nibelheim sewer is where a colony of Sahagin lives.</td>
</tr>
<tr>
<td>20</td>
<td>The largest house in the village belongs to the Shinra Electric Power Company, and is so-rightfully named the Shinra Mansion.</td>
</tr>
<tr>
<td>25</td>
<td>Nibelheim is home to the JENOVA project. At one point, it was said that the villagers could hear screams coming from within the Shinra Mansion.</td>
</tr>
</tbody>
</table>

**ROCKET TOWN**

- **Continent**: Western.
- **Area**: Rocket Launch Pad.
- **Major Exports**: Tourism.
- **Major Imports**: Technology.

**KNOWLEDGE (WORLD LORE)**

<table>
<thead>
<tr>
<th>DC</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>The name of the town was given after the rocket launch pad just north of the main civilisation.</td>
</tr>
<tr>
<td>15</td>
<td>Cid Highwind, world famous pilot and the first man to go (or attempted to go) to the moon, lives in Rocket Town.</td>
</tr>
</tbody>
</table>
**KNOWLEDGE (SOCIAL SCIENCES)**

<table>
<thead>
<tr>
<th>DC</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>The town became a tourist site after the initial failed rocket launch.</td>
</tr>
<tr>
<td>15</td>
<td>Shinra stopped funding the Space Exploration program after the initial launch failed.</td>
</tr>
</tbody>
</table>

**WUTAI**

- **Continent:** Western.
- **Area:** Wutai.
- **Major Exports:** Foodstuff, technology, weapons.
- **Major Imports:** None.

**KNOWLEDGE (WORLD LORE)**

<table>
<thead>
<tr>
<th>DC</th>
<th>RESULT</th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>The Wutaians are ruled by a monarchy, with Godo Kisaragi the current head of state. His daughter, Yuffie, is the next in line for the throne.</td>
</tr>
<tr>
<td>20</td>
<td>The Da Chao Mountain is a place of worship for the Leviathan; the nations chosen deity.</td>
</tr>
<tr>
<td>25</td>
<td>Mt. Tamblin has the highest peak than any other mountain in the country. There are several natural mako springs within its caves.</td>
</tr>
</tbody>
</table>

**KNOWLEDGE (BUREAUCRACY)**

<table>
<thead>
<tr>
<th>DC</th>
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</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>The walls of Fort Tamblin run all along the perimeters of Wutai, protecting it from invaders and intruders.</td>
</tr>
<tr>
<td>20</td>
<td>After the Wutai War ended, Godo had to sign an edict, which banned its army and civilians from using and owning materia.</td>
</tr>
</tbody>
</table>

**TRAVEL IN THE PLANET**

All the landmasses on the planet mean nothing to a character if they are unreachable. Fortunately, travel via air or sea has become common and affordable.

**NAVIGATION**

Most vehicles have built-in satellite navigation systems, which provide a way of plotting a safe route to and from any given location. Travelling from one location to another requires a successful Use Computer check. Satellite navigation systems link up to the Worldwide Network (WWN) to receive map routes, and information needed for pilots to plot a safe course through dangerous locations. Sat-Nav data need to be updated on a regular basis via the WWN (usually every 2 to 3 weeks); otherwise it can result in a penalty to the Use Computer check. A navigator using an up-to-date Sat-Nav system can plot a safe course to and from a location. Doing so takes 1 minute and a successful DC 10 Use Computer check.

Certain situations or circumstances can also modify the check, as shown in the table below. The DC of the Use Computer check increases to 30 if the vehicle has no built-in Sat-Nav system, and requires 1 hour of preparation time for plotting a safe course. If the Use Computer check is successful, there are no further problems and the vehicle arrives at the destination in a number of hours shown in the table below.

A failed Use Computer check indicates that the navigator has made an error in his calculations. Make another Use Computer check using the same modifiers and against the same DC. If this second Use Computer check is successful, the error is corrected and the process of plotting a course must begin anew. If this second Use Computer check fails, the vehicle must undergo maintenance. If the vehicle is not disabled or destroyed, it arrives at the intended destination in double the expected travel time. If the vehicle is disabled, it stops in a random location somewhere between the point of origin and the destination (the exact location is determined by the GM). Aerial vehicles in this situation begin to fall out of the sky and the vehicle’s occupants must make an immediate evacuation. Rules on falling objects and falling damage applies here.

**NAVIGATION DC MODIFIERS**

<table>
<thead>
<tr>
<th>SITUATION</th>
<th>CHECK MODIFIER</th>
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</thead>
<tbody>
<tr>
<td>Using a Sat-Nav system</td>
<td>+5</td>
</tr>
<tr>
<td>No Sat-Nav system used</td>
<td>-10</td>
</tr>
<tr>
<td>No Worldwide Network access</td>
<td>-5</td>
</tr>
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</table>

**TRAVEL TIME**

<table>
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<tr>
<th>VEHICLE TYPE</th>
<th>TRAVEL TIME*</th>
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</thead>
<tbody>
<tr>
<td>Aerial</td>
<td>0.5 x vehicle’s Dex mod</td>
</tr>
<tr>
<td>Ground</td>
<td>1d3 x vehicle’s Dex mod</td>
</tr>
<tr>
<td>Nautical</td>
<td>1 x vehicle’s Dex mod</td>
</tr>
</tbody>
</table>

*double this figure if the vehicle has a persistent condition caused by navigation.*
APPENDIX A: NONPLAYER CHARACTERS

This appendix contains statistics for various nonplayer characters (NPCs) that the party might encounter during their adventures. These stat blocks can be used to represent both human and nonhuman NPCs.

CUSTOMISING NPCs

The following statistics do not include any racial traits. Once you have an idea of what kind of character you wish to incorporate into your campaign, simply apply the relevant racial traits to the stat block you are using.

ASSASSIN

ROGUE 8

DEFENCES Ref 19; Fort 17; Will 15; Mag 17
HIT POINTS 37 (7d6 + 16)
MAGIC POINTS 23 (7d8 + 15)

BLOODED 18
INITIATIVE +4

STR DEX CON INT WIS CHA
12 (+1) 18 (+4) 10 (+0) 15 (+2) 10 (+0) 14 (+2)

SKILLS Acrobatics +7, Deception +8, Knowledge (social sciences) +8, Knowledge (world lore) +8, Melee Strike +7, Perception +6, Ranged Strike +10, Stealth +10, Streetwise +8, Survival +6, Thievery +10

MELEE DIE 1d6
RANGED DIE 1d6
MAGIC DIE 1d6

CLASS FEATURES
Ninja Specialist (reroll Stealth checks, keep better result)
Uncanny Dodge (2/encounter)

FEATS Backstabber, Melee Training (Dex), Projectile Mastery

TECHNIQUES
Bloodfest (2d8 + 5; 1/encounter)
Greased Lightning (2d6; 1/encounter)

WEAPON
Spiral Shuriken: Ranged Weapon Attack: +12 to hit; range 10/20; Hit Rate 6; one target; Hit: 26 (6d6 + 5); slashing damage; Materia Slots: 1 x linked, 4 x single

ARMOUR
Warrior Bangle: +3 to Reflex and Fortitude Defence; 1 kg; Materia Slots: 2 x linked

Challenge Code B (500 XP)

Assassins usually maintain a cover that enables him to travel freely, yet also explains why he’s in a given location at a given time. Many assassins hold jobs as merchants, sales representatives for corporations, or diplomats. A truly villainous assassin has a “signature” consisting of a unique weapon, a particular approach, or some memento left with his victims.

BANDIT

FREELEANCER 12

DEFENCES Ref 13; Fort 17; Will 16; Mag 17
HIT POINTS 36 (12d6)
MAGIC POINTS 0
BLOODED 18
INITIATIVE +2

STR DEX CON INT WIS CHA
18 (+4) 15 (+2) 11 (+0) 12 (+1) 11 (+0) 14 (+2)

SKILLS Deception +6, Melee Strike +8, Ranged Strike +8, Stealth +6, Streetwise +7; Thievery +9

MELEE DIE 1d6
RANGED DIE 1d6
MAGIC DIE 1d6

FEATS Polearm Mastery, Quick Draw, Range Training (Str); Skill Focus (Thievery)

WEAPON
Spear: Melee or Ranged Weapon Attack: +9 (M)/+9 (R) to hit; range 5/10; Hit Rate 1; one target; Hit: 8 (1d6 + 5); piercing damage; Materia Slots: 2 x linked

ARMOUR
Leather: +1 to Reflex and Fortitude Defence; 3 kg; Materia Slots: 1 x linked, 1 x single

Challenge Code C (1,000 XP)

Bandits come from various backgrounds, ranging from the needy, the desperate, and the easily blackmailed. They find crime as a necessity rather than a way of life; trying to get through harsh times and keeping their head above water.

BOUNTY HUNTER

RANGER 26

DEFENCES Ref 35; Fort 28; Will 23; Mag 27
HIT POINTS 137 (25d6 + 22); +10 Toughness
MAGIC POINTS 38 (25d6 + 12)
BLOODED 68
INITIATIVE +6

STR DEX CON INT WIS CHA
19 (+4) 22 (+6) 14 (+2) 12 (+1) 10 (+0) 11 (+0)

SKILLS Acrobatics +21, Athletics +11, Knowledge (social sciences) +16, Knowledge (tactics) +16, Knowledge (world lore) +16, Perception +15, Persuasion +10, Ranged Strike +21, Stealth +21, Streetwise +15, Treat Injury +7, Survival +15, Use Computer +11

MELEE DIE 1d8
RANGED DIE 2d10
MAGIC DIE 1d8

CLASS FEATURES
Greater Weapon Specialist (no penalty when wielding large-size weapons or bigger; +9 class bonus to ranged damage rolls)
Barrage (4/encounter)
Aim (+13; 1/encounter)

FEATS Firearm Mastery, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Focus (Persuasion, Use Computer), Toughness

TECHNIQUES
Big Shot (27 energy; 3/encounter)
Devastating Shot (2d12 + 26; 3/encounter)

WEAPON
Sniper CR: Ranged Weapon Attack: +21 to hit; range 15/30; Hit Rate 7; one target; Hit: 87 (14d10 + 10); piercing damage; Materia Slots: 2 x linked

Challenge Code F (8,000 XP)
**Bounty hunters** track and recover their targets to bring them to “justice” — even if that’s little more than a crime boss’ personal vendetta. Though they occasionally band together to tackle particularly difficult targets, most of the time they work alone, vying against each other to collect the largest rewards. Bounty hunters differ from assassins in that they usually seek to capture their targets, not kill them.

**Commoners** are the ordinary people that walk the Planet. They go about their daily lives, working to make a living. Commoners can be seen in various professions such as the building trade, shop keepers, doctors, nurses, bar staff, and the like.

**Politicians** want to change the Planet; be it for the better, the worse, or for their own personal desires. They can be the most sympathetic or the most tyrannical, while some politicians seek to line their own pockets with gil.

### PRIEST

**WHITE MAGE 41**

<table>
<thead>
<tr>
<th>DEFENCES Ref</th>
<th>Fort 36; Will 40; Mag 45</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIT POINTS</td>
<td>136 (40d4 + 56)</td>
</tr>
<tr>
<td>MAGIC POINTS</td>
<td>214 (40d12 + 94)</td>
</tr>
<tr>
<td>BLOODED</td>
<td>68</td>
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</tbody>
</table>

**MAGIC POINTS**

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>14 (+2)</td>
<td>14 (+2)</td>
<td>12 (+1)</td>
<td>14 (+2)</td>
<td>20 (+5)</td>
<td>21 (+5)</td>
</tr>
</tbody>
</table>

**SKILLS**

- Knowledge (magic lore) +25, Knowledge (world lore) +25
- Melee Strike +25, Perception +31, Persuasion +31, Spellcasting +31, Streetwise +16, Treat Injury +28

**FEATS**

- Call of the Planet, Enemy Skill Proficiency, Multi-Weapon Proficiency (rods), Skill Focus (Angel Whisper, Big Guard, Dragon Force, Perception, Persuasion, Spellcasting, White Wind), Staff Mastery

**TECHNIQUES**

- Healing Wind (9d12 + target’s Con modifier; 5/encounter)
- Seal Evil (2/encounter)
- Breath of the Earth (3/encounter)

**MATERIAL**

- **Weapon:** Enemy Skill, Restore (MASTER), Revive (level 2)
- **Armour:** Barrier (MASTER), Heal (level 2), Mystify (level 3)

**WEAPON**

- **Wizer Staff:** Melee Weapon Attack: +25 to hit; Hit Rate: 5; one target; Hit: 43 (5d12 + 10); bludgeoning damage; **Materia Slots:** 4 x single

**ARMOURED**

- Behemoth Horn: +3 to Magic Defence; +12 to Melee Strike checks; 1 kg; **Materia Slots:** 6 x singles

**Challenge Code I (64,000 XP)**

**Priests** are holy people preaching to the world of the planet’s dire situation. They spread the meaning of the lifestream and of the possible future the world will have if the use of mako reactors continues. They do not fight their cause with weapons; however they will use the knowledge of the lifestream if the situation calls for it.
SOLDIER

DEFENCES Ref 24; Fort 39; Will 27; Mag 36
HIT POINTS 345 (32d10 + 185)
MAGIC POINTS 110 (32d4 + 78)
BLOODYED 172
INITIATIVE +0

STR DEX CON INT WIS CHA
24 (+7) 10 (+0) 21 (+5) 14 (+2) 12 (+1) 10 (+0)

SKILLS Athletics +26, Knowledge (tactics) +21, Melee Strike +26,
Spellcasting +12, Stealth +19, Treat Injury +20

MELEE DIE
2d10
RANGED DIE
1d10
MAGIC DIE
1d10

CLASS FEATURES
Greater Weapon Specialist (no penalty when wielding large-
size weapons or bigger; +12 class bonus to melee damage rolls)
Fighter’s Mark (5/encounter)
Cleave (4 additional targets)

FEATS Advantageous Attack, Armour Mastery (resist 10), Greater
Cleave, Multiattack Proficiency, Quick Draw, Rapid Strike, Skill
Focus (Spellcasting), Sword Mastery

TECHNIQUES
Blade Beam (7d10 energy; 3/encounter)
Braver (8d6 + 16 force; 4/encounter)
Cross Slash (182 + 5d8; 1/encounter)

WEAPON
Apocalypse: Melee Weapon Attack: +26 to hit; Hit Rate: 8;
one target; Hit: 98 (16d10 + 22); slashing/piercing damage;
Materia Slots: 3 x single

ARMOUR
Plate: +10 to Reflex Defence; +4 to Fortitude Defence;
Speed 4 sq.; 40 kg; Materia Slots: 3 x linked

Challenge Code G (16,000 XP)

Soldiers are among the strongest and toughest
people on the Planet. Trained in the art of sword
fighting, they can wield a blade as surely as a
military policeman can handle a gun.

THUG

DEFENCES Ref 16; Fort 17; Will 15; Mag 17
HIT POINTS 40 (8d6 + 16)
MAGIC POINTS 0
BLOODYED 20
INITIATIVE +1

STR DEX CON INT WIS CHA
18 (+4) 12 (+1) 15 (+2) 14 (+2) 10 (+0) 10 (+0)

SKILLS Acrobatics +4, Athletics +7, Melee Strike +7, Perception
+3, Persuasion +3, Stealth +4, Streetwise +3, Survival +3

MELEE DIE
1d4
RANGED DIE
1d4
MAGIC DIE
1d4

FEATS Advantageous Attack, Combat Glove Mastery, Improved
Defences

WEAPON
Diamond Knuckle: Melee Weapon Attack: +7 to hit; Hit
Rate: 5; one target; Hit: 18 (5d4 + 5); bludgeoning damage;
Materia Slots: 2 x linked, 1 x single

Challenge Code B (500 XP)

Thugs are basic bruisers. They are street toughs
aspiring to become sparring champions, grunts
working for a local crime lord, security guards, or
law enforcers prone to breaking heads and taking
bribes.

WARMAGE

BLACK MAGE 19

DEFENCES Ref 20; Fort 23; Will 21; Mag 24
HIT POINTS 90 (18d4 + 54)
MAGIC POINTS 167 (18d12 + 51)
BLOODYED 45
INITIATIVE +1

STR DEX CON INT WIS CHA
15 (+2) 8 (-1) 14 (+2) 15 (+2) 10 (+0) 20 (+5)

SKILLS Acrobatics +5, Knowledge (magic lore) +14, Melee Strike
+25 (+30 when bloodied), Perception +12, Persuasion +22,
Spellcasting +25, Streetwise +22

MELEE DIE
1d6
RANGED DIE
1d6
MAGIC DIE
2d8

CLASS FEATURES
Elemental Specialist (+7/+12 with fire; -10 with ice, poison,
water, and wind)
Dualcast (4/encounter)
Focus (+9)
Fighter’s Mark (1/encounter)

FEATS Call of the Planet, Defending your Honour (Multiclass
Fighter), Melee Training (Cha), Skill Focus (Melee Strike,
Spellcasting), Rod Mastery

TECHNIQUES
Flare Burst (2d12 + 19 fire/energy; 3/encounter)
Gauntlet (3d8 necrotic; 2/encounter)

MATERIA
Weapon: Fire (level 3)–Added Cut (level 2), HP Plus (level 2)
Armour: Charisma Plus (MASTER), Gravity (level 2)

WEAPONS
Aurora Rod: Melee Weapon Attack: +25 to hit; Hit Rate: 1;
one target; Hit: 8 (1d6+5); bludgeoning damage; Materia Slots: 2
x linked, 1 x single

ARMOUR
Silver Barrette: +1 to Magic Defence; +5 to Melee Strike
checks and Ranged Strike checks; 1 kg; Materia Slots: 2 x linked

Challenge Code D (2,000 XP)

Warmages are powerful magicians that specialise
in casting devastating spells. They tend to practice
their craft in secret and unleash their power on
unsuspecting innocents for, from their point of
view, practice.
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