



FINAL FANTASY VII

D20 ROLEPLAYING GAME

COMPILATION EDITION

GAMEMASTER'S GUIDE

BY

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*Why do we stay in the womb?
Why do we provide punishment to our weak hearts?
Our star wouldn't allow
Our planet wouldn't allow*

*The pulse of veins in the earth flowing
Faint, faint pulse of the heart leading to death
The weak life returns to the planet
Is it necessary to sacrifice the soul?*

*Why do we stay in the womb?
Why do we beg for forgiveness in the fateful earth?*

- *The Promised Land*

INTRODUCTION



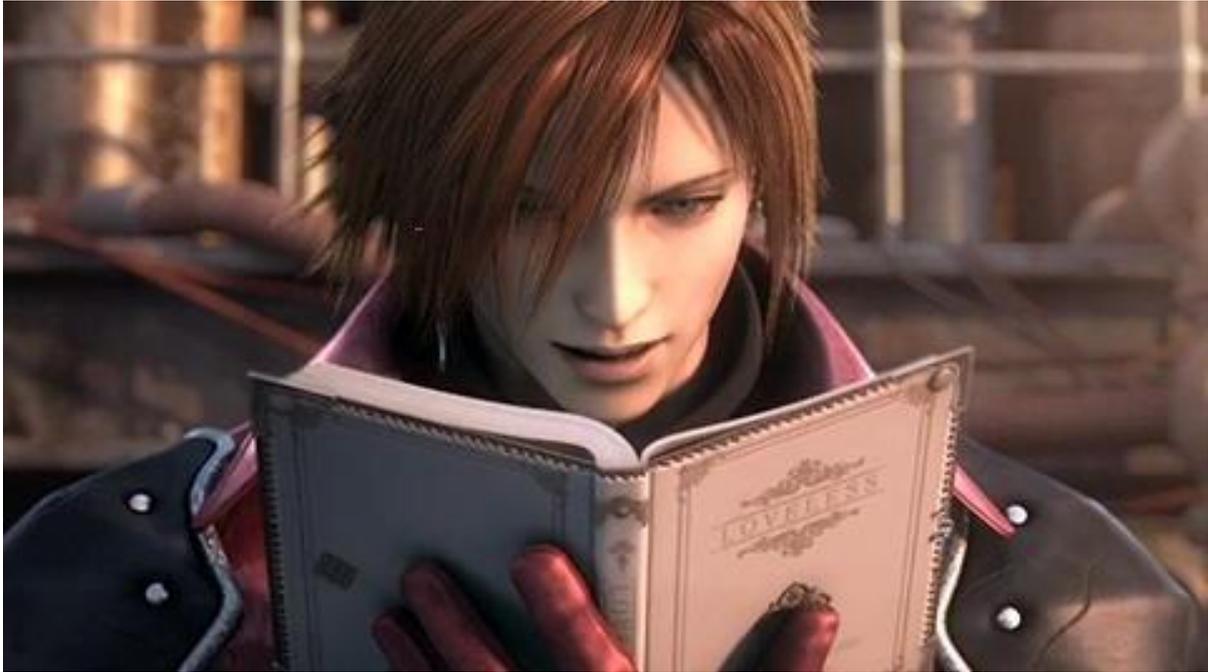
Welcome to the *Final Fantasy VII d20 Roleplaying Game: Gamemaster's Guide*. This book is designed for the Gamemaster; the person that is running the adventure. In this book, Gamemasters will have everything they need to help them build and develop their own adventures within the Final Fantasy VII universe. It also gives advice on how to build their own threats and hazards to challenge the players, as well as helpful tips on how to incorporate skill challenges.

That said, however, this book also includes useful content for players. There is a chapter dedicated to making a mechanical hero, as well as stat blocks for vehicles should players feel the need to get their characters to a particular location in style.

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, and referee. 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 and the Player's Handbook; you don't need to memorise it, but you do need to have an idea of where to find things once play begins.

CHAPTER I – GAMEMASTERING



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.

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.

BUILDING AN ENCOUNTER

For purposes of *The Compilation of 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 LEVELS

Every opponent or hazard the heroes face has a Challenge Level (CL), which tells GMs how tough it is to overcome. For example, every SOLDIER has a CL, 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 Level n is challenging for a single character of similar level. For example, a 1st level hero should find a CL 1 roboguard challenging. By extension, four CL 1 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 CL of every affected obstacle, threat, or situation by 1.

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-CL "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 CLs: When building encounters that involve multiple threats, obstacles, or situations of different Challenge Levels, add together the various CLs and divide this sum by 3 (rounded down). If the result is within one level of the heroes' average level, it's probably a tough but fair challenge for the heroes. If the result is 2 to 3 levels above the heroes' level, expect a difficult encounter that seriously taxes the heroes' abilities and resources. If the result is 4 or more levels above the heroes' level, expect the heroes to have a real fight on their hands, and also brace for one or more hero deaths. Note that these calculations are based on the assumption that there are four heroes in the party. For each additional hero, subtract 1 from the result. For each missing hero, add 1 to the result.

Here are some sample encounters to illustrate the formula:

- An encounter with four CL 2 SOLDIERS and one CL 3 SOLDIER 2nd Class troop has a combined CL of 11. Dividing 11 by 3 and rounding down, you get 3. Based on the result, you can expect this encounter to be a challenge for four 2nd, 3rd, or 4th level heroes and a less challenging encounter for higher level heroes.
- An encounter with two CL 15 AVALANCHE operatives has a combined CL of 30. Dividing 30 by 3, you get 10. Based on this result, you can expect this encounter to be a challenge for four 9th, 10th, or 11th level heroes; or an unfair challenge for six 7th, 8th, or 9th level heroes.
- An encounter with a CL 8 crime lord and five CL 5 assassins have a combined CL of 33. Dividing 33 by 3 gives you 11. This encounter is a challenge for four 10th, 11th, and 12th level heroes and a difficult challenge for four 8th and 9th level heroes. It's an unfair challenge for heroes of 7th level or less.

AWARDING EXPERIENCE POINTS

Heroes receive experience points (XP) for overcoming opponents, hazards, and other obstacles that stand in the way of achieving the goals of an adventure. Every opponent and hazard has a Challenge Level (CL) that determines how much XP the heroes get for overcoming it, as shown in Table 1-1: Experience Point Awards. Note that overcoming an obstacle doesn't always mean defeating it. Heroes who trick or bribe a Shinra executive into giving them information should get full XP for the Shinra executive, just as if they'd bested him in combat.

The GM has the right to adjust XP awards depending on how rapidly he or she wants the heroes to gain levels and how easily the heroes achieve their encounter goals. Wherever possible, the GM should split XP awards equally between the heroes so that they're gaining levels at the same rate. Once the heroes accumulate enough XP to gain a level, it's time to increase the difficulty of the challenges they must overcome.

Beginning at 6th level, heroes receive less XP awards for obstacles with a CL significantly lower than their level. At some point, low-level threats become fodder, and little experience can be gained from overcoming them. Heroes receive one-tenth XP for anything with a Challenge Level equal to or less than the heroes' average level -5. For example, a group of 6th level heroes receive 20 XP for defeating a CL 1 thug (instead of 200 XP).

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.

TABLE 1-1: EXPERIENCE POINT AWARDS

CHALLENGE LEVEL	XP AWARDS ¹
1	200
2	400
3	600
4	800
5	1,000
6	1,200
7	1,400
8	1,600
9	1,800
10	2,000
11	2,200
12	2,400
13	2,600
14	2,800
15	3,000
16	3,200
17	3,400
18	3,600
19	3,800
20	4,000

1 Divide the XP award by the number of heroes in the party to determine how many XP each hero receives. Heroes receive one-tenth XP for anything with a CL equal to less than their level -5.

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.

Gils 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-than-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 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.

BUILDING AN ADVENTURE

An adventure – sometimes called a mission – is a collection of related encounters designed to fit together, creating a cogent storyline for the game. Some adventures are only short episodes in the campaign or interludes between longer adventures. Others represent significant missions, while still others form the backbone of the campaign.

Every encounter should have a specific, attainable goal that heroes can achieve. For example, an encounter might require the heroes to obtain a keystone from the manager of Gold Saucer. The encounter setup could be as simple as asking the manager for the item outright, or chase him through the many attractions that Gold Saucer has. (Gaining information about the keystone could be a secondary or additional goal.) Whether or not the heroes obtain the keystone will determine or affect their goals in subsequent encounters.

Just as each encounter has a clearly defined goal, so too does every adventure. For short adventures, the goal might be very simple. A long adventure might have an ultimate goal that can be accomplished only after the heroes achieve minor encounter goals and overcome various obstacles.

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 game-makers/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.

BUILD ON CAMPAIGN EVENTS

Once you've finished setting up the campaign, don't think your work is done. Without a living, reactive environment, even the most exciting context will become stale. Use what's come before and prepare for what's still coming. That's what makes a campaign different from a series of unrelated adventures. Some strategies for maintaining a campaign by building on the past include using recurring characters, having the heroes form relationships beyond the immediate adventure, changing what the heroes know, hitting them where it hurts, preparing the heroes for the future, and foreshadowing coming events.

TABLE 1-2: DAMAGE FROM FALLING OBJECTS

OBJECT SIZE	EXAMPLE	ATTACK BONUS	DAMAGE	STRENGTH CHECK DC
Tiny	Knife	-5	1d4	-
Small	Nail bat	-2	1d6	-
Medium	Locker, heavy armour	+0	2d6	5
Large	Motorbike	+2	4d6	10
Huge	Helicopter	+5	8d6	15
Gargantuan	Airship	+10	12d6	20
colossal	Collapsing skyscraper	+20	20d6	25

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 an attack roll (using the attack bonus listed in Table 1-2: Damage from Falling Objects) 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 can modify the DCs for either check based on the circumstances.

FALLING DAMAGE

When a creature, machine, object, or vehicle falls, you make an attack roll (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 (see Prone Targets, page 160).

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 Table 1-3: Light Sources 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* status-effect in Chapter 2: Combat).

TABLE 1-3: LIGHT SOURCES

ITEM	LIGHT	DURATION
Candle	1 square	12 hours
Torch	3 squares	2 hours
Lantern	6 squares	24 hours

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.

CHAPTER II - COMBAT



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. The back end of the chapter looks at some of the more unusual strategies that heroes can employ, including using vehicles in combat. Many special abilities and form of damage that affect combat are covered in Chapter 1: Gamemastering.

COMBAT SEQUENCE

Combat takes place in a series of rounds, with each character taking one turn each round. Generally, combat runs in the following way:

Step 1: The GM determines which characters are aware of their opponents at the start of the battle. If at least some combatants are unaware of their opponents, a surprise round happens before regular rounds begin. If there is a surprise round, each combatant starts the battle flat-footed. A flat-footed character doesn't add a Dexterity bonus to his Reflex Defence. Once combatants act, they are no longer flat-footed.

Step 2: The combatants who are aware of the opponents can act in the surprise round, so they make an Initiative check. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a single action (a standard action, move action, or a swift action; no full-round actions allowed) during the surprise round. Combatants who were unaware do not get to act in the surprise round.

Step 3: Combatants who have not yet made an Initiative check do so. All combatants are now ready to begin their first regular round. If all combatants were aware of their opponents when the battle began, there is no surprise round and this is the first step in the combat sequence. If there is no surprise round, no one starts flat-footed (everyone was alert enough to be ready for a fight).

Step 4: Combatants act in initiative order.

Step 5: When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

THE COMBAT ROUND

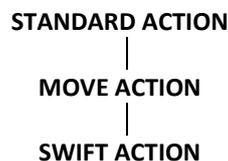
Each round represents 6 seconds in the game world. In the real world, a round is an opportunity for each character involved in a combat to take one or more actions. Anything a person could reasonably do in 6 seconds, your character can do in 1 round.

Each round begins with the character with the highest Initiative check result and then proceeds, in descending order, from there. Each round uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions.

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. The term "round" works like the word "month". A month can mean either a calendar month, or a span of time from a day in one month to the same day the next month. In the same way, a round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative number in the next round. Effects that last a certain number of rounds end just before the same initiative number that they began on.

ACTIONS IN COMBAT

Every round, on your character's turn, you may take a standard action, a move action, and a swift action (in any order). You may take a move action or a swift action in place of a standard action, but not the other way around. You may also take a swift action in place of a move action, but not the other way around. Finally, you may sacrifice all three of these actions to perform a single full-round action on your turn.



Standard Action: A standard action is usually the most important action you'll take in a round, and it often consists of some sort of attack – swinging a sword, firing a gun, throwing a punch, casting a spell, and so on. You can perform one standard action on your turn.

Move Action: A move action represents physical movement. The most common move action is moving your speed. Standing up from a prone position, opening a door, and drawing a weapon are also move actions. You can perform one move action on your turn or two if you give up your standard action.

Swift Action: Most swift actions enable you to perform your standard action. Examples include switching a weapon's mode and dropping a held item. You can perform one swift action on your turn or two if you give up either your standard action or your move action, or three if you give up both your standard action and your move action.

Full-Round Action: A full-round action consumes all of your effort during a given round, effectively replacing all other actions on your turn. Some uses of skills require a full-round action to complete. Examples include bypassing a lock (using the Mechanics skill), searching an area for clues (using the Perception skill), and casting a summon (using the Spellcasting skill). A full-round action can't span multiple rounds; for example, you cannot perform a full-round action that replaces your move action and swift action in the first round and your standard action in the following round.

FREE ACTIONS AND REACTIONS

Some actions take such a negligible amount of time that they can be performed in addition to other actions or they can happen out of turn:

Free Action: Free actions consume almost no time or effort, and you may take one or more free actions even when it isn't your turn. You can't take free actions when you're flat-footed.

Reaction: A reaction is an instantaneous response to someone else's action, and you can use a reaction even if it is not your turn. Examples of reactions include making a Perception check to notice a Turk sneaking up behind you and instantly activating your Block ability to repel damage from an incoming attack.

COMBAT STATISTICS

Several fundamental statistics determine how well you do in combat. This section summarises these statistics.

ATTACK ROLL

Attacking is a standard action. When you make an attack roll, roll 1d20 and add the appropriate modifiers. If your result is equal to or higher than the target's Reflex Defence, you hit and deal damage.

Your attack roll with a melee weapon or unarmed attack is:

1d20 + base attack bonus + Strength modifier

Your attack roll with a ranged weapon is:

1d20 + base attack bonus + Dexterity modifier + range penalty (if any)

CRITICAL HITS

When you roll a natural 20 on your attack roll (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 attack roll (the d20 comes up "1"), the attack automatically misses, no matter how high the bonus on the attack roll is.

DAMAGE

When you hit with an attack, you deal damage that reduces the enemy's hit points.

Damage with a melee weapon or thrown melee weapon is calculated as follows:

Weapon damage + one-half level (rounded down) + Strength modifier

Damage with a ranged weapon is calculated as follows:

Weapon damage + one-half level (rounded down) + Dexterity modifier

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

Your Reflex Defence (Ref) 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.

Reflex Defence: 10 + your heroic level or armour bonus + Dexterity modifier + class bonus + natural armour bonus + size modifier

FORTITUDE DEFENCE

Your Fortitude Defence (Fort) 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.

Fortitude Defence: 10 + your heroic level + Constitution modifier + class bonus + equipment bonus

WILL DEFENCE

Your Will Defence (Will) represent your willpower and your ability to resist certain effects that attack your mind.

Will Defence: 10 + your heroic level + Wisdom modifier + class bonus

MAGIC DEFENCE

Your Magic Defence (Mag) represents your ability to resist magic attacks and other supernatural abilities.

Magic Defence: 10 + your heroic level + Intelligence modifier + class bonus

TOUCH ATTACKS

Some attacks disregard a character's class bonus to Reflex Defence. For example, a grappling opponent can grab you and inflict damage regardless of what your class bonus to Reflex Defence happens to be. In such cases, the attacker makes a melee touch attack roll.

To lock onto a target, a rocket launcher needs to succeed at a ranged touch attack (the same as a melee touch attack, but with a range increment). The attacker makes her attack roll as normal, but your Reflex Defence does not include your class bonus. Your size modifier and Dexterity modifier apply normally.

SPEED

Your speed tells you how far you can move with a single move action. Your speed depends mostly on size, although certain kinds of armour can reduce your speed. Some monsters, machines, and vehicles have a natural climb, burrow, fly and/or swim speed in addition to their normal land speed. Any effect that reduces speed affects all of a creature's movement modes unless noted otherwise.

Speed is measured in squares. Each square represents 1.5 meters (about 5 feet).

Fly: A monster with a fly speed is capable of flight, but not if it is carrying a heavy load.

HIT POINTS

Hit points represent two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a graze or near miss. As you become more experienced, you become more adept at parrying strikes, dodging attacks, and rolling with blows such that you minimise or avoid significant physical trauma, but all this effort slowly wears you down. Rather than trying to keep track of the difference between attacks and how much physical injury you take, hit points are an abstract measure of your total ability to survive damage.

As long as you have at least 1 hit point, you can act normally on your turn.

0 HIT POINTS

A character reduced to 0 hit points moves -5 steps along the condition track and falls unconscious. However, if the damage that reduced the character to 0 hit points equals or exceeds its damage threshold, the character is killed instead. An unconscious character can only gain conscious if an ally uses a phoenix down with a successful Treat Injury check on him.

An object, machine, or vehicle reduced to 0 hit points is disabled (but repairable). However, if the damage that reduced it to 0 hit points equals or exceeds its damage threshold, the object, machine, or vehicle is destroyed instead. A destroyed object, machine, or vehicle cannot be repaired.

DAMAGE THRESHOLD

Attacks that deal massive amounts of damage can impair or incapacitate you regardless of how many hit points you have remaining. Your damage threshold determines how much damage a single attack must deal to reduce your combat effectiveness or, in some cases, kill you. Your damage threshold is calculated as follows:

Damage threshold = Fortitude Defence + size modifier

Size Modifier: Creatures, machines, and vehicles larger than Medium size gain a size bonus to their damage threshold. This size bonus is +5 for Large, +10 for Huge, +20 for Gargantuan, and +50 for Colossal.

When a single attack made against you deals damage that equals or exceeds your damage threshold, but not enough damage to drop you to 0 hit points, you move -1 step along the condition track. If the damage reduces you to 0 hit points, you are dead.

Machines, Objects, and Vehicles: A machine, object, or vehicle reduced to 0 hit points by an attack that deals damage equal to or greater than its damage threshold is destroyed.

Spending a Mako Point: If you are reduced to 0 hit points by an attack that deals damage equal to, or greater than, your damage threshold, you can avoid death by immediately spending a Mako Point, even if you spent a Mako Point earlier in the round. A character who spends a Mako Point in this fashion remains at 0 hit points, moves -5 steps along the condition track, and falls unconscious. A machine can also spend a Mako Point in this manner to be disabled instead of destroyed.

Improved Damage Threshold: You can increase your damage threshold by taking the Improved Damage Threshold feat.

FALLING UNCONSCIOUS

A creature pushed to the bottom of the condition track (see Conditions, below) or reduced to 0 hit points falls unconscious. When you fall unconscious, you fall prone and are unable to take any actions. After 1 minute (10 rounds), you make a DC 10 Constitution check. On a successful check, you move +1 step on the condition track, regain consciousness, recover hit points equal to your level, and can act normally on your next turn (although you start prone). If the check fails, you remain unconscious for 1 hour, after which you can attempt another Constitution check. You make a new Constitution check every hour until you regain consciousness. If you fail by 5 or more points, or if you roll a natural 1 on your Constitution check, you are dead. You can't take 10 on the Constitution check.

If you fail a Constitution check to regain consciousness, your condition becomes persistent, which means that you can't heal damage naturally and you can't use the recover action until you've had surgery performed on you or until you get eight consecutive, uninterrupted hours of rest.

An unconscious character, monster, or chocobo subjected to an attack that deals damage equal to or greater than its damage threshold dies immediately.

A character, monster, or chocobo that receives a phoenix down while unconscious immediately revives and can get up to fight again (but starts prone); the healed character, monster, or chocobo has a one-tenth of its overall hit points, and it moves +1 step on the condition track.

Machines: When a machine is disabled (the equivalent of being unconscious), it moves -5 steps on the condition track, falls prone, and is unable to take any actions. It remains inert and inoperative until repaired with the Mechanics skill. A machine that is repaired immediately reactivates and can get up to fight again (but starts prone). The repaired machine moves +1 step on the condition track and regains a number of hit points equal to the amount repaired.

Objects, Devices, and Vehicles: When an object, device, or vehicle is disabled, it moves -5 steps on the condition track and no longer functions. It remains inert and inoperative until repaired with the Mechanics skill. A repaired object, device, or vehicle moves +1 step on the condition track and regains a number of hit points equal to the amount repaired.

NATURAL HEALING

A living character that gets eight consecutive, uninterrupted hours, of rest regains hit points equal to its level. A living character can only benefit from natural healing once in a 24-hour period.

In addition to the hit points gained from natural healing, a character can regain additional hit points from first aid or long-term care. Characters with the Fast Healing talent can regain hit points after getting five consecutive, uninterrupted hours of rest.

CONDITIONS

Certain debilitating attacks reduce one's combat effectiveness instead of one's hit points. Examples include a stun weapon, Geostigma, a paralyzing venom, or long-term exposure to extreme temperatures. Multiple conditions have cumulative effects and can quickly drive a creature from its normal state to unconsciousness or disable an otherwise functional machine, device, or vehicle.

Physically debilitating attacks are usually made against the target's Fortitude Defence, while mentally debilitating attacks target one's Will Defence. Either type of attack pushes the target along the same track.

THE CONDITION TRACK

A creature, machine, object, or vehicle not affected by any debilitating conditions is assumed to be in a “normal state”, which represents one end of the condition track. Each debilitating effect to which it succumbs moves it one or more steps along the condition track. A creature pushed to the last step on the condition track falls unconscious. A machine, object, or vehicle pushed to the last step on the condition track is disabled until repaired using the Mechanics skill.

When a device is pushed down the condition track, apply the indicated penalty on skill checks to any skill check made using the device.

When a vehicle is pushed down the condition track, all of the vehicle’s occupants suffer the same penalties as the vehicle itself until the vehicle is disabled. Penalties imposed by multiple condition tracks are cumulative; in other words, a vehicle’s occupants suffer the effects of their own personal condition tracks in addition to the effects of the vehicle’s condition track.

Normal state (no penalties) -1 step ⇅ +1 step
-1 penalty to all defences; -1 penalty on attack rolls, ability checks, and skill checks -1 step ⇅ +1 step
-2 penalty to all defences; -2 penalty on attack rolls, ability checks, and skill checks -1 step ⇅ +1 step
-5 penalty to all defences; -5 penalty on attack rolls, ability checks, and skill checks -1 step ⇅ +1 step
Move at half speed; -10 penalty to all defences; -10 penalty on attack rolls, ability checks, and skill checks -1 step ⇅ +1 step
Helpless (unconscious or disabled)

REMOVING CONDITIONS

You can improve your condition by spending three swift actions to use the recover action, moving +1 step along the condition track. You can spend all three swift actions in a single round or spread them out across consecutive rounds. For example, you could spend a swift action at the end of one turn and two swift actions at the start of your next turn to move +1 step along the condition track. Certain situations may prevent you from spending swift actions to move toward a normal state on the condition track (see Persistent Conditions, below).

Resting for eight consecutive,

uninterrupted hours usually removes all debilitating conditions afflicting a creature and returns it to its normal state. Some causes of debilitation, such as poison and hunger, may prevent a creature from improving its condition or returning to its normal state until the cause of the debilitation is treated (see Persistent Conditions, below).

PERSISTENT CONDITIONS

Some hazards and attacks (such as poison and disease) result in a persistent condition that cannot be removed except in certain circumstances. Any time a condition is persistent, you cannot use the recover action to move steps up the condition track, and you do not regain any hit points from natural healing. However, once a persistent condition is removed by satisfying the requirements stated in its description, you can move up the condition track and heal normally.

Persistent conditions do not prevent you from moving up the condition track by means other than the recover action or resting for 8 hours. For example, an unconscious creature that fails its first Constitution check has a persistent condition from its injuries, but still moves +1 step on the condition track when it makes a successful Constitution check to regain consciousness.

Multiple Persistent Conditions: Sometimes you are affected by more than one persistent condition. For example, you might be poisoned after already suffering the effects of a disease. In this case, you must satisfy the requirements for removing all of these persistent conditions before you can move up the condition track.

INITIATIVE

In every round during combat, each combatant gets to do something. The combatants’ Initiative checks determine the order in which they act, from highest to lowest.

INITIATIVE CHECKS

At the start of a battle, each player makes an Initiative skill check for his character (a character can make an initiative check untrained). The GM rolls Initiative checks for the opponents. All combatants act in order, from

the highest Initiative check result to the lowest. A character's initiative count remains the same for all rounds of combat unless a character takes an action that causes her place in the initiative order to change.

The GM should write the names of the characters on a piece of paper in initiative order. That way, in subsequent rounds the GM can move quickly from one character to the next. If two combatants have the same Initiative check result, the character with the highest Initiative check modifier acts first. If there is still a tie, roll a die.

JOINING A BATTLE

If characters enter a battle after it has begun, they make their Initiative check at that time and act whenever their turn comes up in the existing order.

FLAT-FOOTED

In any battle that begins with a surprise round, you start the battle flat-footed. You remain flat-footed until your first regular turn in the Initiative order. You can't apply your Dexterity bonus (if any) to your Reflex Defence while flat-footed.

AWARENESS AND SURPRISE

Sometimes all the combatants on a side are aware of their opponents; sometimes none are; sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

DETERMINING AWARENESS

The GM determines who is aware of whom at the start of a battle. She may call for Perception checks to see how aware the characters are of their opponents. Some example situations:

- The mission team enters a mako reactor and immediately spots an AVALANCHE group. Alert and watchful, the AVALANCHE members also notice the heroes. Both sides are aware; neither is surprised. The heroes and the AVALANCHE members make Initiative checks, and the battle begins.
- While exploring the ruins of Midgar, the heroes are being watched by a squad of Deepground soldiers. The DG soldiers lurk in hiding places, waiting for the right time to strike and aiming their rifles towards the heroes. Vincent Valentine spots one of the DG soldiers pointing its rifle directly at his head. The DG soldiers and Vincent each get to act during the surprise round. The other heroes, caught unaware, can't act. After the surprise round, the first regular round of combat begins.
- The mission team advances down the Midgar Wastelands in the dead of night, using lanterns to light the way. At the end of the trek, five Shinra MP have set up a Heavy Cannon. They fire the weapon, sending a powerful ball of steel towards the heroes. That's the end of the surprise round. After determining whether any heroes were hit and calculating damage, the GM announces that the first regular round of combat begins. The mission team is in a tough spot, since they are facing a powerful weapon and still can't see who is attacking them.

TYPES OF ACTIONS

The fundamental combat actions of moving and attacking cover most of what you want to do in a battle. They're all described here and summarised in Table 2-1: Actions in Combat.

STANDARD ACTIONS

A standard action is usually the most important action you'll take in a round, and it often consists of some sort of attack. You can perform one standard action in a given round in combat.

A standard action could be any one of the following:

Attack with a Melee Weapon: With a melee weapon, you can strike any enemy in a square you can threaten. Small and Medium characters threaten the squares adjacent to them. Bigger characters may threaten a larger number of squares, as defined by their reach.

Attack with a Ranged Weapon: With a ranged weapon, you can throw or shoot at any target within your line of sight. A target is in line of sight if there are no obstructions (including other characters) between you and the target. The maximum range of a ranged attack depends on the weapon used.

Aid Another: As a standard action, you can aid an ally's next skill check or attack roll, or you can interfere with an enemy's attacks. If you roll a 10 or higher on your check, the character you are helping gains a +2 bonus on her check (you can't take 10 to aid another). If you're aiding a character's attack, you select an opponent and make an attack against a Reflex Defence of 10. If successful, you grant your ally a +2 bonus on their next attack roll against that opponent. Suppressing an enemy works similar in this way as well. If your attack against an enemy target is successful, the opponent takes a -2 penalty on its next attack roll.

Attack an Object: Sometimes you need to attack an object such as a door, a lock, or a held weapon, either to destroy it or bypass it. An unattended, immobile object has a Reflex Defence of 5 + its size modifier; an unattended, moving object has a Reflex Defence of 10 + its size modifier. If you hit it, you deal damage as normal. However, an object usually has damage reduction (DR), which means that any attack that hits it has its damage reduced by the indicated amount. An object reduced to 0 hit points is disabled. If the damage that reduces the object to 0 hit points also equals or exceeds the object's damage threshold, the object is destroyed instead.

Like characters, objects become increasingly debilitated if they take a lot of damage at once. If an object takes damage from a single attack that equals or exceeds its damage threshold, it moves -1 step on the condition track. An object that moves -5 steps on the condition track is disabled.

Charge: As a standard action, you can move twice your speed (minimum of 2 squares) in a straight line through unobstructed terrain, and then make a melee attack at the end of your movement. You gain a +2 bonus on your attack roll and take a -2 penalty to your Reflex Defence until the start of your next turn. You cannot charge through low objects, difficult terrain, or squares occupied by enemies, but allies do not hinder your charge.

Disarm: As a standard action, you may attempt to disarm an opponent, forcing him to drop one weapon that he is holding. You make a normal melee attack roll against your opponent (who gets a +10 bonus to his Reflex Defence). If your opponent is holding the weapon with more than one hand, you take a -5 penalty on your attack roll to disarm him. If the attack succeeds, your opponent is disarmed. If you disarmed your opponent with an unarmed attack, you can take the disarmed weapon, otherwise, it's on the ground at your opponent's feet (if your disarm attack fails, your opponent can make an immediate free attack against you).

Fight Defensively: As a standard action, you can concentrate more on protecting yourself than hurting your enemies. You can take a -5 penalty on your attack rolls and gain a +2 dodge bonus to your Reflex Defence until the start of your next turn. If you choose to make no attacks until your next turn (not even attacks of opportunity), you gain a +5 dodge bonus to your Reflex Defence until the start of your next turn. If you are trained in the Acrobatics skill, you instead get a +5 dodge bonus to your Reflex Defence when you fight defensively or a +10 dodge bonus if you choose to make no attacks.

Grab: As a standard action, you can make a grab attack. A grab attack is treated as an unarmed attack except that it doesn't deal damage and you take a -5 penalty on the attack roll. You can only grab an opponent up to one size category larger than yourself, and only one opponent at a time. Until it breaks the grab, a grabbed creature takes a -2 penalty on attack rolls unless it uses a natural weapon or a light weapon. Additionally, it cannot move until it breaks the grab. Breaking the grab is a standard action and automatically clears one grabber per character level.

Grapple: A grapple attack is an improved version of the grab attack. You can only make a grapple attack (a standard action) if you have the Pin feat, the Trip feat, or both. You can only grapple an opponent up to one size category larger than you, and only one opponent at a time. A grapple check is 1d20 + base attack bonus + Strength or Dexterity modifier (whichever is higher) + size modifier. If your check result equals or exceeds the target's opposed grapple check result, the target is grappled.

The effects of a grapple depend on the specific feat or combination of feats you are using: Pin, Pin and Crush, Trip, or Trip and Throw.

Alternatively, if you are armed with a light weapon, you may deal damage with that weapon if you win the opposed grapple check; no attack roll is necessary.

Size modifiers for the grapple check are as follows: Fine, -20; Diminutive, -15; Tiny, -10; Small, -5; Medium, +0; Large, +5; Huge, +10; Gargantuan, +15; Colossal, +20.

MOVE ACTIONS

A move action represents physical movement. The most common move action is moving your speed. You can perform one move action on your turn or two if you give up your standard action. With the exception of specific movement-related skills, most move actions don't require skill checks. In some cases (such as shouldering open a stuck door), ability checks might be required.

Move actions include the following:

Move: You can move up to your speed as a move action. Even moving 1 square is considered a move action. Nonstandard modes of movement are also covered by this type of action, including climbing and riding a Chocobo.

TABLE 2-1: STATISTICS FOR OBJECTS

OBJECT	DR ¹	HIT POINTS	STRENGTH (BREAK DC ²)	OBJECT	DR ¹	HIT POINTS	STRENGTH (BREAK DC ²)
MANUFACTURED OBJECTS				BINDERS			
Fine	-	10	1 (10)	Chain	10	5	32 (26)
Diminutive	-	10	1 (10)	Gaffer tape	-	1	20 (20)
Tiny	-	20	1 (10)	Handcuffs	10	20	40 (30)
Small	5	30	4 (12)	Rope	-	4	30 (25)
Medium	15	50	10 (15)	LOCKS			
Large	30	100	10 (15)	Cheap	-	1	1 (10)
Huge	30	100	20 (20)	Average	2	5	10 (15)
Gargantuan	40	200	40 (30)	Good	5	10	20 (20)
Colossal	50	300	80 (50)	High security	10	120	50 (35)
TOOLS AND WEAPONS				Ultrahigh security	20	150	60 (40)
Computer console	-	10	10 (15)	BARRIERS			
Weapon, Tiny	5	10	10 (15)	Metal bars (2cm thick)	10	30	40 (30)
Weapon, Small	5	25	15 (17)	Concrete wall (30cm thick)	10	150	50 (35)
Weapon, Medium	5	50	20 (20)	Metal wall or hull (15cm thick)	10	150	60 (40)
Weapon, Large	10	50	25 (25)	Wooden door (5cm thick)	5	25	10 (15)
Weapon, Huge	10	100	30 (30)	Metal door or airlock (50cm thick)	10	50	30 (35)

Draw or Holster a Weapon: drawing or holstering a weapon is a move action. If you have the Quick Draw feat, you can draw or holster a weapon as a swift action instead of a move action.

Manipulate an Item: Manipulating an item includes drawing or holstering a weapon, picking up an item, loading a weapon, opening a door, or moving a heavy object.

Stand Up: Standing up from a prone position requires a move action. If you are trained in the Acrobatics skill, you can stand up from a prone position as a swift action with a successful DC 15 Acrobatics check.

Withdraw: You can withdraw from combat as a move action. To withdraw, the first 1 square of your movement must take you out of your opponent's threatened area by the shortest possible route. If you must move more than 1 square to escape the threatened area, you can't withdraw. You can move normally in order to escape an opponent, but you provoke an attack of opportunity when doing so.

Once you clear the threatened area, you may continue to move up to a total of half your speed. You can disengage from more than one opponent in the same action, but only if you can clear all threatened areas in your first 1 square of movement.

Disengaging protects you from attacks of opportunity during your first square of movement, but you may provoke attacks of opportunity later in your turn (for example, you may move through another character's threatened area).

SWIFT ACTIONS

Most swift actions enable you to perform your standard action. Examples include switching a weapon's mode and dropping a held item. You can perform one swift action on your turn or two if you give up either your standard action or your move action, or three if you give up both your standard action and your move action.

Swift actions include the following:

Activate an Item: A swift action allows you to activate an item. Starting a vehicle, turning on a computer, and lighting a lantern are all examples of activating an item.

Aim: You can take two consecutive swift actions in the same round to more carefully line up a ranged attack. When you do so, you ignore all cover bonuses to your target’s Reflex Defence on your next attack. You still must have line of sight to the target, however.

You lose the benefits of aiming if you lose line of sight to your target or if you take any other action before making your attack.

If you have the Careful Shot feat, you gain a +1 bonus on your ranged attack roll when you take the time to aim first.

If you have the Deadeye feat, you deal extra damage when you take the time to aim first.

If you have the sniper scope accessory attached to your ranged weapon, the target doesn’t have to be in line of sight of you for you to aim and attack. The target is considered half its distance from you when you aim with a sniper scope.

Drop an Item: Dropping an item is a swift action (but picking one up is a move action). You can drop an item so that it falls on the ground in your fighting space or lands in an adjacent square.

Fall Prone: Falling into a prone position requires a swift action. If you’re trained in the Acrobatics skill, you can fall prone as a free action with a successful DC 15 Acrobatics check.

Recover: You can spend three swift actions in the same round or across consecutive rounds to move +1 step on the condition track. You cannot use the recover action while affected by a persistent condition.

Switch Weapon Mode: Some weapons have multiple weapon modes. Examples include the twin-viper, which has a sword blade on one end and a gun on the other end. Switching to another weapon mode takes a swift action.

FULL-ROUND ACTIONS

A full-round action consumes all of your effort during a given round, effectively replacing all other actions on your turn. Some uses of skills require a full-round action to complete. Examples include bypassing a lock (using the Mechanics skill), searching an area for clues (using the Perception skill), and casting a summon (using the Spellcasting skill). A full-round action can’t span multiple rounds; for example, you cannot perform a full-round action that replaces your move action and swift action in the first round and your standard action in the following round.

Full-round actions include the following:

Full Attack: If you get more than one attack per round because your base attack bonus is high enough, or you fight with two weapons or you’re using a double weapon, you must take a full attack action to use your additional attacks.

TABLE 2-2: STATISTICS FOR SUBSTANCES

SUBSTANCE	DR	HIT POINTS
Paper	-	1
Rope	-	1 per cm of thickness
Soft plastic	-	1 per cm of thickness
Glass	-	1 per cm of thickness
Ice or delicate crystal	-	1 per cm of thickness
Ceramic	-	1 per cm of thickness
Hard plastic	2	2 per cm of thickness
Wood	5	5 per cm of thickness
Light metal	5	5 per cm of thickness
Stone	10	5 per cm of thickness
Metal	10	10 per cm of thickness
Heavy metal	10	15 per cm of thickness
Exotic metal	20	20 per cm of thickness

A full attack action can only allow you to move two squares as it is a full-round action. You may take the movement before, between, or after your attacks.

If you get multiple attacks because of your base attack bonus, you must make your attacks in order from the one with the highest bonus to the one with the lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

After your first attack, if you have not yet taken a 2 square step, you can decide to move instead of making your remaining attacks. Essentially, you can decide whether to make one attack (with a move action) or take the full attack (forfeiting your move

action) depending on how the first attack turns out.

If you are using two weapons or a double weapon, you take a -10 penalty on all subsequent attacks after the first. A character with the Dual Weapon Mastery feat lowers the -10 penalty to -5. A character with all three Dual Weapon Mastery feats negate the -10 penalty altogether.

Run: You can run as a full-round action, moving up to four times your speed in a straight line (or three times your speed in a straight line if wearing heavy armour or carrying a heavy load). See the Endurance skill for running rules.

“You fight like the SOLDIER you once claim to be...”

- Rufus Shinra

SPECIAL COMBAT RULES

This section describes various special rules that arise during combat. The rules are presented alphabetically by topic.

AREA ATTACKS

Certain weapons and effects, such as grenades, autofire weapons, or the *Ultima* spell, target all characters and monsters in a given area instead of a single target.

When you make an area attack, you make a single attack roll and compare the result to the Reflex Defence of every target in the area. Targets you hit take full damage, and targets you miss take half damage.

Autofire Weapon: A weapon set on autofire targets a 2-square-by-2-square area.

Burst Radius: Grenades and dynamite (and some spells) usually have a burst radius. When you make an area attack with such a weapon, you must decide where to centre the burst before you make the attack roll. The centre of a burst is always on the corner of a square.

Magic Evasion: A character with the Magic Evasion talent takes half damage from a successful area attack spell and no damage from an area attack spell that misses his Magic Defence.

Splash weapon: Some weapons have a splash radius. When you make an attack against a target, that target takes full damage if your attack roll equals or exceeds its Reflex Defence, and half damage if the attack misses. Also compare your attack roll against the Reflex Defence of every target adjacent to the primary target; these adjacent targets take half damage if the attack hits or no damage if the attack misses.

Evasion: A character with the Evasion talent takes half damage from a successful area attack and no damage from an area attack that misses his Reflex Defence.

ATTACKS OF OPPORTUNITY

If an enemy moves out of a square adjacent to you or performs an action that forces him to let down his guard, you can make a single, immediate attack against that enemy (even if you've already acted during the round). This is called an attack of opportunity.

You can only make attacks of opportunity with melee weapons, natural weapons, pistols, and any weapon with a folded stock. You may also make attacks of opportunity while unarmed if you have the Martial Arts I feat.

PROVOKING AN ATTACK OF OPPORTUNITY

Two actions can provoke attacks of opportunity:

- Moving out of a threatened square.
- Performing an action that distracts you from defending yourself and lets your guard down while within a threatened square.

Most characters threaten the squares adjacent to them; larger characters threaten all squares within their reach. A character only threatens an area if it is armed with a natural weapon, a melee weapon, a pistol, or any weapon with a folded stock.

Moving Out of a Threatened Area: When you move out of a threatened square; you generally provoke an attack of opportunity. You do not provoke an attack of opportunity if you use the withdraw action or if you successfully tumble.

Performing an Action that Distracts You: Some actions, when performed in a threatened area, provoke attacks of opportunity because they make you divert your attention from the fight at hand. The following actions provoke attacks of opportunity:

- Making an unarmed attack without the Martial Arts I feat
- Aiming
- Loading a weapon
- Casting a spell/summon
- Picking up an item
- Retrieving a stored item
- Moving into an enemy's square
- Using any skill that distracts you or forces you to drop your guard (GM's determination)

MAKING AN ATTACK OF OPPORTUNITY

An attack of opportunity is a single free attack, and you can only make one attack of opportunity per round. You don't have to make an attack of opportunity if you don't want to. An attack of opportunity is always made at your highest attack bonus, minus any situational penalties you suffer.

You can't make an attack of opportunity if you're flat-footed.

Combat Reflexes: If you have the Combat Reflexes feat, you can make more than one attack of opportunity during a round, and you may make an attack of opportunity while flat-footed. However, you may only make one attack of opportunity per provoking action. (Moving any number of squares is treated as a single provoking action.)

AUTOFIRE

Any ranged weapon that has an autofire setting can be set on autofire as a swift action. Table 10-4: Ranged Weapons, in Chapter 10 of the Player's Handbook, indicates whether or not a specific weapon has an autofire setting. Some weapons operate only in autofire mode.

Autofire is treated as an area attack. You target a 2-square-by-2-square area, make a single attack roll at a -5 penalty, and compare the result to the Reflex Defence of every creature in the area. Creatures you hit take full damage, and creatures you miss take half damage. Autofire consumes ten shots, and it can only be used if the weapon has ten shots in it.

Autofire-Only Weapons: If you are using an autofire-only weapon, you may brace your weapon by taking two swift actions in the same round immediately before making an attack. When you brace an autofire-only weapon, you take a -2 penalty on your attack roll when making an autofire attack or using the Burst Fire feat (see below).

Burst Fire: The Burst Fire feat allows you to use a weapon set on autofire against a specific creature instead of an area. You take a -5 penalty on your attack roll but deal +2 dice of damage. Using burst fire expends half as many shots. This is not considered an area attack, so the damage cannot be reduced using the Evasion class feature (see below).

Evasion: A character with the evasion talent takes half damage from a successful autofire attack and no damage from an autofire attack that misses his Reflex Defence.

CONCEALMENT

Concealment encompasses all circumstances where nothing physically blocks a blow or shot but where something interferes with an attacker's accuracy, an attack that would normally hit might actually miss because the target has concealment. A target might gain concealment from fog, smoke, poor lighting, tall grass, foliage, or other effects that make it difficult to pinpoint the target's location.

To determine whether your target has concealment from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment. When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment (such as a cloud of smoke).

If you attack a target with concealment, you take a -2 penalty on your attack roll. Multiple sources of concealment do not apply additional penalties.

If you attempt to notice a target with concealment, you take a -5 penalty on your perception check.

TOTAL CONCEALMENT

If you have line of effect to a target but not line of sight (for instance, if he is in total darkness or if you're blinded), he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. If you attack a target with total concealment, you take a -5 penalty on your attack roll. You can't make an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies.

If you attempt to notice a target with total concealment, you take a -10 penalty on your Perception check.

COVER

Creatures and terrain features can provide cover against attacks. A creature with cover gains a +5 cover bonus to Reflex Defence. No matter how many creatures and terrain features are between it and the attack.

An adjacent enemy never has cover.

Big Creatures and Cover: Any creature with a fighting space larger than 1 square determines cover against melee attacks slightly differently than smaller creatures. Such a creature can choose any square that it occupies to determine whether an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine whether it has cover against you.

Cover and Attacks of Opportunity: You can't make an attack of opportunity against an opponent with cover relative to you.

Cover and Stealth Checks: You can use cover to make a Stealth check. Without cover, you usually need concealment (see above) to make a Stealth check.

Low Objects and Cover: Low objects provide cover to creatures in those squares. However, the attacker ignores low objects in its' own fighting space and adjacent squares. Low objects in the attacker's space and in adjacent squares don't provide cover to enemies; essentially, the attack shoots over them.

TOTAL COVER

If you don't have line of effect to your target, he is considered to have total cover from you. You can't make an attack against a target that has total cover.

DAMAGE REDUCTION (DR)

A creature or object with damage reduction (DR) ignores a certain amount of damage from every attack. The amount of damage it ignores is always indicated; for example, an object with DR 10 ignores the first 10 points of damage from each attack.

Damage reduction is sometimes bypassed by one or more specific damage types (noted after the DR value). For example, a creature with DR 5/piercing ignores 5 points of damage from any source except one that deals piercing damage.

DIAGONAL MOVEMENT

Moving diagonally costs double. When moving or counting along a diagonal path, each diagonal counts as 2 squares. If a character moves diagonally through low objects or difficult terrain, the cost of movement doubles twice (that is, each square counts as 4 squares).

A character can't move diagonally past the corner or end of a wall that extends to a grid corner.

DIFFICULT TERRAIN

Broken ground, buckled deck plating, and similar obstacles are collectively referred to as difficult terrain. It costs twice as much to move into a square containing difficult terrain. Characters or monsters of Large size and bigger must pay the extra cost for moving across difficult terrain if any part of their fighting space moves into such a square.

Difficult terrain does not block line of sight or provide cover.

ENCUMBRANCE AND SPEED

Wearing medium or heavy armour or carrying a heavy load reduces your character's speed to three-quarters normal (4 squares if your base speed is 6 squares, or 3 squares if your base speed is 4 squares). While wearing heavy armour or carrying a heavy load, you can run at triple your speed.

A character with a fly speed cannot fly while carrying a heavy load.

FIGHTING SPACE

The squares that a character occupies on the battle map are collectively referred to as its fighting space. Small and Medium characters/monsters have a fighting space of 1 square. Large characters/monsters have a fighting space of 4 squares (2x2 squares). Huge monsters have a fighting space of 9 squares (3x3 squares). Gargantuan and Colossal monsters have much larger fighting spaces.

FLANKING

If you are making a melee attack against an opponent and you have an ally on the other side of the opponent so that the opponent is directly between the two of you, you are flanking that opponent. You gain a +2 flanking bonus on your melee attack roll.

You don't gain a flanking bonus when making a ranged attack.

HELPLESS OPPONENTS

A helpless opponent – one who is bound, sleeping, unconscious, or otherwise at your mercy – is an easy target. You can sometimes approach a target that is unaware of your presence, get adjacent to it, and treat it as helpless. If the target is in combat or some other tense situation, and therefore in a state of acute awareness and readiness then that target can't be considered unaware. Furthermore, any reasonable precautions taken by a target – including stationing bodyguards, placing its back to a wall, or being able to make Perception checks – also precludes catching that target unaware and helpless.

Attacking a Helpless Opponent: A melee attack against a helpless opponent; gains a +5 bonus on their attack roll (equivalent to attacking a prone target). A ranged attack gets no special bonus. In addition, a helpless opponent can't add its Dexterity bonus (if any) to its Reflex Defence. In fact, its Dexterity score is treated as if it were 0, so its Dexterity modifier to Reflex Defence is -5.

LINE OF SIGHT

A character can target an enemy that he can see, which is to say, any enemy within his line of sight. Draw an imaginary line from any point in the attacker's fighting space to any point in the target's fighting space. If the player who controls the attacking character can draw that line without touching a square that provides total cover or total concealment, that character has line of sight to the target.

A line that nicks a corner or runs along a wall does not provide line of sight. Other characters, creatures, low objects, difficult terrain, and pits do not block line of sight.

Line of Effect: Line of effect works just like line of sight, but it ignores squares that provide total concealment. For example, a character that is blind or in total darkness doesn't have line of sight to any target, but that character has line of effect to any target that doesn't have total cover.

MOVING THROUGH OCCUPIED SQUARES

Sometimes you can pass through an occupied square.

Ally: You can move through a square occupied by any character or monster that doesn't consider you an enemy.

Dead or Unconscious Enemy: You can move through a square occupied by an enemy that doesn't present an obstacle, such as one who is dead, unconscious, or disabled.

Much Larger or Smaller Enemy: Any character can move through a space occupied by an enemy three or more size category larger or smaller than the moving character.

Tumbling: A character trained in Acrobatics can attempt to tumble through an enemy's fighting space.

PRONE TARGETS

Various attacks, materia, and feats can knock a character prone. A prone character takes a -5 penalty on melee attack rolls. Melee attacks made against a prone character gain a +5 bonus, while ranged attacks made against a prone character take a -5 penalty. Being prone may also give a character total cover instead of normal cover, subject to the GM's discretion.

SHIELD RATING (SR)

Some devices, machines, and vehicles have a shield rating (SR). Whenever a target with SR takes damage from an attack reduced the damage by the shield rating. The remaining damage (if any) is dealt to the target's hit points, subtracting damage reduction normally.

Shield Damage: If the damage dealt by an attack exceeds the target's SR, reduce the shield rating by 5. This reduction is cumulative, so a target's shield rating can eventually be reduced to zero. A character may recharge the shields of a device or vehicle by spending three swift actions on the same or consecutive rounds to make a DC 20 Mechanics check; if the check succeeds, the target's SR improves by 5 points (up to its normal maximum).

REACH

A creature's reach determines the distance it can reach when making a melee attack. A creature threatens all squares within its reach. Small and Medium characters have a reach of 1 square, which means they can make melee attacks only against targets in adjacent squares. Larger creatures tend to have a greater reach and, consequently, a bigger threatened area.

SHOOTING OR THROWING INTO A MELEE

If you shoot a ranged weapon or throw a weapon at an opponent that is adjacent to one or more of your allies, you take a -5 penalty on your attack roll. This penalty accounts for the fact that you're trying not to hit your allies.

Precise Shot: If you have the Precise Shot feat, you don't take this penalty.

SPECIAL INITIATIVE ACTIONS

Usually you act as soon as you can in combat, but sometimes you want to act later, at a better time, or in response to the actions of someone else.

DELAY

By choosing to delay, you take no action when your turn in the initiative order arrives; instead, you act normally at whatever later initiative point you decide to act. When you delay, you voluntarily reduce your own initiative count for the rest of the encounter. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act at that time, thus fixing your new initiative result at that point.

Delaying is useful if you need to see what your friends or enemies are going to do before deciding what to do yourself. The price you pay is lost initiative. You never get back the time you spend waiting to see what's going to happen.

Multiple Characters Delaying: If multiple characters delay their actions, the one with the highest initiative check modifier has the advantage. If two or more delaying characters both want to act on the same initiative count, the one with the highest Initiative check modifier gets to go first.

READY

Readying lets you prepare to take an action later, after your turn is over but before your next turn has begun. You can ready a single standard action or move action. To do so, specify the standard action or move you will take and the circumstances under which you will take it. Then, any time before your next turn, you may take the readied action in response to those circumstances (assuming they occur).

Initiative Consequences of Readying: The count on which you took your readied action becomes your new initiative result. If you come to your next action and have not yet performed your readied action, you don't get to take your readied action (though you can ready the same action again). If you take your readied

action in the next round, before your regular action, your initiative rises to that new point in the order of battle, and you do not get your regular action in that round.

SQUEEZING

Characters and monsters of Large size and bigger can squeeze through small openings and down narrow hallways that are at least half as wide as their fighting space, providing they end their movement in an area that they can normally occupy. Big vehicles can't squeeze at all, unless they can compress their frames to accommodate the tighter space.

Characters and monsters of Large size or bigger cannot squeeze past enemies.

STUNNING

Sometimes you'd rather knock an enemy unconscious than kill him. That's why some weapons have stun settings and why the electro-magnetic rod and stun grenades are popular with law enforcement agencies throughout the planet.

Switching a weapon to its stun setting (or resetting it to normal damage) is a swift action. Some stun weapons, such as stun grenades, only have a stun setting.

Only characters and monsters can be stunned. Machines, vehicles, and objects are immune to stunning effects.

When you make a successful attack with a weapon that deals stun damage, subtract half of the stun damage from the target's hit points. Additional effects may occur as well, depending on the amount of damage dealt:

- If the stun damage reduces the target's current hit points to 0, the target moves -5 steps on the condition track and is knocked unconscious.
- If the stun damage (before being halved) equals or exceeds the target's damage threshold, the target moves -2 steps on the condition track.

A character/monster knocked unconscious by a stunning effect does not die if it rolls a natural 1 on its Constitution check to regain consciousness or if it fails the check by 5 or more points. It simply remains unconscious.

UNARMED ATTACKS

Striking for damage with punches, kicks, and head butts is essentially like attacking with a melee weapon. Unarmed attacks deal non-lethal bludgeoning damage.

A medium character normally deals 1d6 points of bludgeoning damage (plus Strength modifier) with a successful unarmed attack; a Small character deals 1d4 points of bludgeoning damage (plus Strength modifier) and a Large character deals 1d8 points of bludgeoning damage (plus Strength modifier). Certain materia, feats, or special abilities may increase the damage a character deals with his unarmed attacks.

STATUS-EFFECTS

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 status-effects that characters can be effected by.

Barrier: Weapon damage received by opponents is halved for 1d6 rounds.

Berserk: The target is infected with the Rage ability (see *Wolfion Race Traits* in Chapter 2 of the *Player's Handbook*).

Blind: Character/monster can't see and takes a -2 penalty to Reflex Defence, loses any Dexterity bonus to Reflex Defence, moves at half speed, and takes a -5 penalty on Perception checks (while the target is blind, all other characters/monsters are considered to have total concealment). All checks and actions that rely on vision fail automatically.

Confu: A confused character can only attack the nearest target to its position, be it ally or enemy. The effects last for 1d4 rounds.

Haste: A character infected with *haste* decreases all actions by one (full-round becomes an attack and an attack becomes a move). No action can be dropped below a move action (that is, an action that already requires a move action cannot drop to a swift action).

Instant Death: A character inflicted with *instant death* automatically drops to the bottom of the condition track and becomes unconscious (the character doesn't actually die). The character can only be healed with a Phoenix Down.

MBarrier: Magic/summon magical damage received by opponents is halved for 1d6 rounds.

Paralysis: Characters or monsters who are paralysed fall to the ground (they have an affective, but not actual, Dexterity and Strength score of 0). They are considered helpless (see below).

Petrify: A petrified character is literally frozen in time and is unable to do anything unless healed with either an elixir or the Full Cure spell.

Poison: A character infected with poison loses 1d8 points of HP each round until healed.

Regen: A character regenerates 1d10 points to HP for 1d8 rounds.

Shield: Weapon and magic/summon damage received by opponents is reduced to 0 for 1d6 rounds.

Silence: A character infected with *silence* is unable to cast magic (including Enemy Skill magic) or use summons until cured.

Sleep: The target is infected with the Sleepel ability (see *Goblin Race Traits* in Chapter 2 of the *Player's Handbook*).

Slow: A character infected with *slow* increases all actions by one (a swift action becomes a move action; a move action becomes an attack action; an attack action becomes a full-round action).

Small: A character infected with *small* only deals 1 point of damage with their weapons but receive a +4 temporary bonus to Reflex Defence.

Stop: A character infected with *stop* is unable to do anything for 1d6 rounds. A character infected with *stop* can be healed using a remedy or with the esuna spell.

Zombie: a character infected with *zombie* can be hurt by the effects of healing items and spells, and any fire damage received is doubled (if the infected target absorbs fire damage, the damage becomes 0 instead).

CHAPTER III – SKILL CHALLENGES



The Compilation of Final Fantasy VII is full of examples of heroes doing amazing things. But not every exciting segment in the compilation is about combat; many of them focus more on talents and skills that do not relate directly to fighting prowess. Chase sequences, stealthy investigations, tense negotiations, and other such scenes reflect the heroes' abilities to use their cunning, their creativity, and their well-honed skills to achieve their goals.

This chapter introduces the concept of skill challenges to the *Final Fantasy VII Roleplaying Game*. A skill challenge is a mechanical framework that Gamemasters can use to create exciting and interesting scenes in which the heroes use their skills, not their combat abilities, to accomplish a particular goal. In a skill challenge, the heroes make a series of related skill checks that combine to determine whether they face victory or defeat. A skill challenge can take the place of a combat encounter in an adventure or can augment a combat encounter by adding a skill-based element.

This chapter teaches Gamemasters how to create their own skill challenges and run them in adventures. Players might want to familiarise themselves with the Playing Skill Challenges section on the next page, which provides tips on interacting with skill challenges and using them to create exciting, cinematic scenarios.

RUNNING SKILL CHALLENGES

In many ways, a skill challenge is like any other encounter. It has opportunities for success and penalties for failure. It requires multiple heroes to participate and often has both obstacles and antagonists.

A NOTE TO PLAYERS: PLAYING SKILL CHALLENGES

For players, skill challenges represent a chance not only to use your skills in a meaningful way but also to have your heroes contribute to an exciting scene. Skill challenges are great for fleshing out your characters, letting their personalities come to life in the actions they take outside of combat encounters. A skill challenge offers an opportunity to role-play your characters' strengths, and perhaps even weaknesses, in a dynamic way.

As a player, your responsibility in the skill challenge is to come up with creative actions that can help your allies achieve the goal of the challenge. When it is your turn, think of an action that is appropriate for your hero in that situation. If possible, the action should play to your hero's strengths and give you a chance to show off your character's areas of expertise. Describe the action to your Gamemaster, and, if the GM approves of the idea, make a skill check (or another check that the GM calls for) to determine the result. Once each of your allies has had a chance to act, it will be your turn again, provided that the skill challenge has not ended.

Over the course of the skill challenge, the situation might evolve. You might receive new information, the backdrop could change, or the goals could shift as the challenge progresses. Be sure to think about how your hero would react to the changing circumstances of the skill challenge, and come up with new and interesting things to do. Below are some tips to help you choose actions that will contribute to an exciting, dynamic scene.

THINK CINEMATICALY

Skill challenges represent interesting and thrilling scenarios in the *Compilation of Final Fantasy VII*, and you should take actions that fit that aspect of the story. Heroes in *Final Fantasy VII* take risks and engage in reckless stunts, yet they often succeed despite overwhelming odds. So too should your hero take risks. Think about the valiant actions depicted in the games – the heroes' jump of trains and initiate combat with Shinra MPs in Midgar. When trying to decide what to do during a skill challenge, think not only about what your character would do based on his or her personality, but also about what your character could do that would be cinematically daring.

USE YOUR STRENGTHS

During a skill challenge, you should use your strengths to achieve the most success. Think beyond your skill modifiers; consider what your character is good at, and use that knowledge to inform the types of actions you take. For example, if you are an AVALANCHE saboteur, you are much more than a collection of Mechanics and Use Computer checks. You probably have talents, feats, equipment, and perhaps prestige class features that contribute to your overall capability as a saboteur. Try using abilities that add to the cinematic drama of the scene, even if they do not necessarily grant bonuses to your skill checks. For instance, your hero could simply make a Mechanics check in an attempt to cause a bridge collapse, or your character could set up a turret to fire missiles at the support struts for the bridge. Although the former solution is serviceable, the latter option makes use not only of your skill but also, potentially, of your talents and equipment, and it results in a more vivid scene.

EMBRACE VERSATILITY

Sometimes it might seem as if the best option in a skill challenge is to do the same thing over and over again. However, this repetition will grow boring quickly, and it could end up making the skill challenge harder for you and your allies. If the Gamemaster restricts the number of times a skill can be used in the challenge, taking the same action multiple times will run up the count, closing the door on that option for your fellow heroes. For this reason, during a skill challenge you should embrace versatility, use different skills, and take advantage of your character's talents, feats, and other assets. In this way, you will create a more exciting and interesting scene, and you will not deny your allies a chance to use the same skills.

However, whereas combat encounters require the heroes to use weapons or special attacks to achieve victory, a skill challenge requires them to use their skills and creativity to succeed.

One of the most important points to remember is that a skill challenge, like a combat encounter, is meant to create an exciting scene or sequence of scenes in the tradition of *Final Fantasy VII*. A skill challenge should have the same tension and uncertainty as a combat encounter, with real consequences for success and failure. When running a skill challenge for players, you must keep the game moving, ensuring that the pace does not slow too much, encourage players to be creative and act cinematically, and adjudicate the rules of the challenge.

The basic skill challenge mechanics are relatively simple. Over the course of the challenge, the heroes take actions that either succeed or fail. If the heroes accrue a set number of successes before a set number of failures, they succeed the challenge. If they accrue too many failures, they fail the challenge.

Of course, that description is a very simplified version of the mechanics; the rest of this section provides a step-by-step breakdown of the process used when a Gamemaster runs a skill challenge.

DETERMINING PARTICIPANTS

The first step when running a skill challenge is to determine who the participants are – typically, all heroes who are present when the challenge begins participate in a skill challenge. If the heroes have been separated somehow, only a few might participate initially, but you can add more participants later if the scene evolves to allow for a logical place to include them. Likewise, depending on how the skill challenge progresses, you might rule that some heroes can no longer participate because they have moved too far away from the action, been knocked unconscious, or otherwise been prevented from interacting with the challenge.

When determining who the participants in a particular skill challenge are, keep in mind that a participant in a skill challenge must take actions that contribute to the challenge. A hero who is present but who does not contribute to the challenge is not really a participant. As a general rule, once a participant in a skill challenge takes an action, he or she cannot take another action until all other participants have taken actions. The participants do not necessarily need to keep acting in the same order, but one or two heroes should not contribute to the success of the challenge while three others stand idly by.

Participation is as important in a skill challenge as it is in a combat encounter. In combat, enemies present a challenge to the entire party. If several heroes take no actions, they and their allies will be wiped out; the balance of combat depends on all heroes making progress toward defeating their enemies. Similarly, a skill challenge requires all heroes to contribute toward reaching their goal.

NO SUBSTITUTE FOR ROLEPLAYING

Skill challenges are not intended to be a substitute for the standard roleplaying and noncombat scenes that probably already exist in your campaign. Rather, skill challenges are frameworks that let you track successes, failures, and consequences over a series of multiple skill checks. Skill challenges give you an idea of how many experience points to award for a particular scene, and they help you create encounters that involve more than simply making a few skill checks, but they should not replace the dialogue and interactions that you already have. While participating in a skill challenge, players should describe their actions and get into their roles just as they would at any other time.

SETTING THE SCENE

Once the participants in the challenge have been determined, you must set the scene for the heroes. This important step gives the players an idea of what actions they can take to contribute to the skill challenge. In a combat encounter, you provide basic descriptions of the terrain, the enemies, and other bystanders and objects so that your players are informed about the situation. In a skill challenge, you set the scene in such a way as to help the players recognise options for various actions. They need to have a clear picture of what is going on so they can take actions that are appropriate to the scene.

STARTING THE CHALLENGE

After determining the participants and setting the scene, it is time to start the challenge. The players take turns describing their actions, making skill checks or using other abilities, and the Gamemaster adjudicates the results. You can choose the order in which the players will act, or you can let them decide if the order does not matter to the mechanics of the challenge. The players can act in the same order each time or in a different order. The main rule is that each participant must take an action before any given participant can take his or

her next action. Thus, after hero 1 takes an action, all other heroes must take actions before hero 1 can act again. As the participants take actions, be sure to track how many successes and failures they accrue.

USING SKILLS

During a skill challenge, most of the heroes' actions involve using skills. When a hero takes an action, the player describes what action is being taken and how that action is intended to help the party achieve success in the challenge. If the Gamemaster determines that the action would indeed contribute to the challenge, the hero makes the relevant skill check. The Gamemaster compares the skill check result to predetermined skill DCs, which are set during the creation of the skill challenge. This comparison determines whether the action succeeds or fails, contributing to the total number of successes or failures for the overall challenge. Finally, the Gamemaster describes the results of the action and how the scene has changed, if at all.

Most skill challenges have varying difficulties for different actions. Actions that are more likely to be successful or that make more sense in the current situation have lower DCs than do actions that seem to be more of a stretch. When a player describes the action that his or her hero takes, you must determine whether it seems like a plausible way to contribute to the challenge's progress. If the action seems unlikely to work, you should give it a harder DC than you would give to an action that is a better match for the challenge. Of course, allowing the players to be creative with their actions is more likely to result in an exciting and cinematic scene, but in some cases, even creative actions have little chance of succeeding.

Typically, a player should describe a specific action, and then associate the action with a particular skill. For example, a player might say, "I try to convince the bounty hunter that we're not his quarry, and that the bounty is actually for another group of heroes who look like us. To do that, I make a Deception check." On the other hand, a player who simply says, "I make a Deception check" is not choosing an action—merely picking a skill. Having the players describe their actions not only lets them contribute to the skill challenge narrative but also encourages them to think creatively about how their heroes behave.

AID ANOTHER

The aid another action is typically used to grant bonuses to allies who make skill checks or attack rolls. In a skill challenge, the aid another action can be a powerful tool, especially when combined with talents such as Coordinate or Skilled Advisor, which can drastically increase the bonuses provided. Since a skill challenge puts a large emphasis on making skill checks, it might seem that an easy way to earn successes would be to let the hero with the highest skill modifier make the check while the other heroes use aid another. However, the aid another action works differently during skill challenges.

Only characters trained in a skill can aid another with that skill. Unlike normal skill checks, a hero must be trained in a skill to use the aid another action with that skill. This rule helps to encourage skilled characters to make their own checks, while preventing everyone from taking the aid another action on every skill check.

For a given skill, the maximum bonus a character can receive from aid another is +10. A hero can gain only so much benefit from his or her allies during a skill challenge. In addition, if the heroes use talents to increase the bonuses, the group will reach the cap of +10 more quickly, which means other heroes will be free to take their own actions.

Choosing to aid another rather than take an action has consequences. When one hero aids another in combat, the first hero gives up the chance to take down an enemy in exchange for helping an ally succeed.

NON-CONTRIBUTING SKILL CHECKS

Sometimes a player wants to make a skill check that does not necessarily contribute to the success or failure of a skill challenge, such as a Knowledge check to see what his or her hero knows. Gamemasters can allow such checks without worrying about accruing successes or failures.

A good rule of thumb is that if a skill check would not directly cause positive or negative results in the challenge, it should not accrue successes or failures.

Similarly, in a skill challenge, choosing to aid another should be a choice, not the default. If a hero decides to aid another rather than take his or her own action to contribute to the challenge, the situation might grow direr. Perhaps it will become slightly tougher or change in some way that further hinders the heroes. Do not punish a hero for choosing to aid another, but do make the consequences clear.

USING ABILITY CHECKS

Sometimes an action is not covered by a specific skill, and you need to find another way to adjudicate that action. Ability checks are one way of resolving this kind of action; simply choose the ability (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) that most closely relates to the action in question. The player rolls a d20 and adds his or her relevant ability score modifier to determine the result. Keep in mind that, in many cases, an ability check will be far lower than a skill check, whether trained or untrained, because the heroes do not gain the half-level bonus that applies to skill checks. Try to call for ability checks sparingly, and cast actions as untrained skill checks whenever possible.

USING TALENTS, FEATS, OR EQUIPMENT

For players, skill challenges present exciting opportunities to show off what they can do. Sometimes the most appropriate or most cinematic action that a hero can take involves not just a skill but a talent, feat, piece of equipment, or class feature. When a player wants to use one of these different options, it is almost certainly in your best interest to allow it, provided that the action is plausible and makes sense for the character. This alternative allows the player to make use of the character resources in which he or she invested, and it opens up options that a raw skill check does not.

When a hero uses a talent, a feat, a piece of equipment, or another special ability, you can still call for a skill check as part of that action, although you do not have to—sometimes, you can simply grant an automatic success for a clever application of a non-skill resource. Typically, when a player makes creative use of such resources, you should set the skill DC one step easier than normal. Consider it a reward for the player's good selection of handy talents, feats, or equipment. However, if the use of that particular non-skill resource becomes habitual, feel free to treat it like any other skill check.

USING COMBAT ACTIONS

Combat actions can sometimes be used to accrue successes in a skill challenge, although they should occur infrequently. Typically, combat actions have the same DCs as skill checks, based on whether the action is likely to contribute positively to the challenge. Sometimes, taking a combat action (such as shooting a pistol, setting off an explosive, or making a Chocobo Rush against an enemy) can contribute just as well as any skill. For example, a sniper might shoot out a lamp near the entrance to an abandoned warehouse, making it easier for the rogue to sneak inside. However, Gamemasters should be aware that, if too many combat actions are allowed, the skill challenge might turn into a combat encounter. That's okay—in fact, combat encounters and skill challenges might flow seamlessly together—but if too many combat actions are taken, you should be ready to create a combat encounter on the fly.

USING EXTRAORDINARY POWERS

As with combat actions, sometimes extraordinary powers (or other magical abilities) can contribute to a skill challenge. When a hero uses their extraordinary abilities as his or her action during a challenge, you can adjudicate the action in several ways. First, keep in mind that no matter what form the action takes, you can use the same DCs that are used in other parts of the challenge as the minimum for success. When the hero describes the action, determine whether it is similar enough to an existing power, talent, or application of the Spellcasting skill to adjudicate the action with those rules.

For other magic-related exploits that do not fall clearly under the domain of a particular extraordinary power, materia, or talent, you can simply have the hero make a Spellcasting check, just as he or she would make any other skill check in the challenge. As with any other action, failing to meet the DC accrues a failure and has its own consequences.

CONCLUDING THE CHALLENGE

The skill challenge ends when one of three events takes place. First, the challenge ends if the heroes achieve the required number of successes before accruing a set number of failures, earning success in the challenge overall. Second, the challenge ends if the heroes accrue a certain number of failures (usually three) before gaining the required successes, meaning they fail the challenge overall. Third, the challenge can end prematurely as a result of the heroes' actions; for example, they might decide to break off the challenge and begin a combat encounter instead. When the challenge ends, the heroes still must deal with the consequences of their actions.

DESIGNING SKILL CHALLENGES

Designing a skill challenge is much like designing a combat encounter. As the Gamemaster, you determine the location of the skill challenge, the obstacles and antagonists that might play into the scene, several options for providing the heroes with variety, and the consequences of success or failure. Conceptually, skill challenges and combat encounters are similar, although they differ in execution.

This section walks you through the creation of a skill challenge, from the initial concept to challenge effects that can be added to spice things up. By following these steps, you can create skill challenges that contribute to exciting scenes in the *Final Fantasy VII* tradition.

CHOOSE THE CONCEPT

The first step in creating a skill challenge is coming up with a compelling idea. Typically, when forming the basic concept, you want to focus on three primary areas: creating a cinematic scene, involving all the heroes and giving them meaningful ways to contribute, and producing a satisfactory resolution to their actions and to the skill challenge as a whole.

First, create a cinematic scene. Think of the many scenarios within *The Compilation of Final Fantasy VII*. The ones that best translate into skill challenges are those in which skills are more useful than combat prowess in resolving the situation, characters take risks to achieve rewards, and the heroes' actions have a sense of tension that encourages them to take risks. When coming up with a basic concept for a skill challenge, consider these questions:

- How does the scene encourage or require skill use?
- What kinds of risks can the heroes take to achieve success?
- What provides the sense of tension for the scene?

With these questions answered, you can start building more specific concepts for the challenge.

Second, involve all the heroes and give them meaningful ways to contribute. You do not have to tailor every element of the skill challenge to specific characters, but do find ways to include elements and actions that interact well with the party's talents. For example, if the heroes have plenty of technical skills and enjoy using gadgets and computers, you might want to design skill challenges that let them call on those resources. Of

NOT A SKILL CHALLENGE

This chapter explains what a skill challenge is, but you should also understand what is not—or should not be—a skill challenge. Just because the heroes make skill checks to solve a problem, does not necessarily mean they are participating in a skill challenge. Examples of when you should not use the skill challenge system include:

- Any time a situation can be resolved with a single skill check
- Any situation that does not give multiple heroes something to do during the challenge
- Any situation that has no risk of failure
- Any series of events that lacks tension or cinematic flair
- Any situation that does not evolve as the heroes take actions

course, not all heroes in a group have the same skills, so a challenge such as this one should also provide opportunities for the nontechnical characters. Your concept of the skill challenge should be broad enough to suit multiple heroes.

Lastly, think about the different directions in which the skill challenge can evolve. Although you can never fully predict the actions the heroes might attempt, you can probably foresee some of the skills they might employ and sketch out a few ways in which the skill challenge can develop. Consider how the basic situation might change—both for the better and for the worse—as the heroes take actions, and how the challenge might reach a satisfactory resolution. Remember that the heroes' actions should have repercussions.

CONSIDER THE DURATION

After coming up with a good concept for your skill challenge, decide how long it should take, in terms of real time and game time experienced by the heroes. Since a skill challenge is somewhat more abstract than a combat encounter, it can unfold over the course of a gaming session or even an entire adventure. Similarly, a

skill challenge might represent an individual scene in the lives of the heroes, or it might span multiple scenes and be broken up by other events and encounters. When designing a skill challenge, you do not necessarily need to set strict guidelines for its duration, but do consider how it should unfold and at what pace. Some skill challenges are meant to be resolved in a relatively short amount of game time. In such cases, present situations that lend themselves to being finished without interruption. These types of skill challenges take less time at the gaming table and often reach resolution in one scene (or in very few scenes) as the story unfolds.

Other skill challenges that play out over a long sequence of game time might have interruptions. For example, consider a skill challenge that revolves around hunting down a crime lord that has gone into hiding. You can design a series of consecutive scenes that relate directly to the skill challenge, but you can also break up the action with combat encounters or interesting roleplaying scenes. The skill challenge might even be interrupted by another, shorter skill challenge.

DETERMINE CL AND COMPLEXITY

Now that you have a basic concept for the skill challenge and a general idea of how long it should take, you can determine the two most important factors: the challenge level (CL) and the complexity. Setting the CL of a skill challenge is just like setting the CL of a combat encounter. To produce a balanced challenge and a tense scene, set the CL at or near the average level of the heroes. Setting the CL higher or lower makes the challenge more or less difficult, respectively. The complexity of a skill challenge determines how many separate skill checks must be made to succeed in the challenge overall (see Table 3-1). A complexity 1 challenge requires the heroes to earn five successes to succeed in the challenge; a complexity 2 challenge requires eight successes; and a complexity 3 challenge requires 11 successes. Regardless of complexity, if the heroes fail three separate skill checks, they fail the challenge overall.

The combination of CL and complexity also determines the experience value of the skill challenge. A complexity 1 skill challenge awards experience points equal to that of one opponent of a CL equal to the skill challenge's CL; likewise, a complexity 2 challenge awards experience points equal to that of two such opponents, and a complexity 3 challenge awards points equal to that of three such opponents. Thus, a complexity 2 skill challenge at CL 7 is worth the same amount of experience points as defeating two CL 7 opponents.

When designing a combat encounter that includes a skill challenge, take the challenge into account when calculating the difficulty of the encounter – just count the challenge as a number of opponents. For example, when determining the difficulty of a combat encounter that includes a complexity 2 skill challenge at CL 5, simply count the challenge as two CL 5 opponents.

Many times, you can include a low-complexity skill challenge of a lower CL in a combat encounter to give the heroes opportunities to take actions other than fighting. Much in the same way that you might include Shinra MP that are well below the heroes' level to soak up their attacks, a low-complexity, low-CL skill challenge can take up the heroes' actions during combat without making the encounter much more difficult.

TABLE 3-1: SKILL CHALLENGE DCs BY CHARACTER LEVEL

CHALLENGE CL	EASY DC	MEDIUM DC	MODERATE DC	HARD DC	HEROIC DC
1	13	18	23	26	31
2-3	14	19	24	27	32
4-5	16	21	26	29	34
6-7	17	22	27	30	35
8-9	18	23	28	32	37
10-11	19	24	29	33	38
12-13	21	26	31	35	40
14	22	27	32	36	41
15	22	27	32	37	42
16-17	23	28	33	38	43
18-19	24	29	34	39	44
20	26	31	36	41	46

SET SKILL DCs

The CL of the challenge determines the target DCs of skills used in the challenge. Table 3-1 lists the skill DCs for challenge CLs under five general categories: easy, medium, moderate, hard, and heroic. When you create a skill challenge, these DCs determine success or failure for various skill uses. As the Gamemaster, you must determine whether each hero's action has a higher or lower likelihood of success, then assign a general difficulty (and thus a specific DC) to that skill check. The more plausible the hero's action in the situation, the lower the general difficulty category (and thus the DC) should be.

Easy skill checks should be used for actions that have an extremely high likelihood of success, even if the heroes don't end up with a very high check result. Examples include using Persuasion to convince a friendly shopkeeper to help or using Mechanics to perform enough repairs to get a lightly damaged motorcycle up and running. You should assign an easy DC whenever you think that the hero's action is easy to achieve and represents a good solution to that part of the challenge.

Medium skill checks should be used for actions that have a good chance of success but might become failures if the heroes bungle the check. Examples include slicing into a relatively light security system or climbing over a security wall in a lightly defended compound. You should assign a medium DC when you think the hero's action should succeed, but there is still some risk of failure due to a rare mistake.

Moderate skill checks should be used for actions that have some chance of success but also a strong chance of failure. Examples include bribing an Imperial official to look the other way or flying an airship between buildings in a metropolis. You should assign a moderate DC when the hero's action is risky but still a plausible solution to that part of the challenge. You can also assign a moderate DC when the hero's action uses a skill that is not optimal for the situation but that could produce results.

HARDER CHECKS AT HIGHER LEVELS

The method described for assigning skill check DCs might give the impression that performing the same task is more difficult for heroes of higher levels, since the DCs are based on character level. However, the expected DCs are really just abstractions that represent many factors, with the assumption that challenges grow more difficult as heroes gain levels. Thus, a 10th-level hero making a Stealth check might need to beat a higher DC than he or she did when at 4th level because the circumstances surrounding the Stealth check are more difficult. At 10th level, the skill challenge faced by the hero might have more vigilant guards, better security protocols, more precise sensors, or any number of other factors that make it harder to succeed on a Stealth check.

This system allows you to design level-appropriate challenges without having to figure out the statistics for every guard, officer, and computer system the heroes might encounter. That said, you are free to assign skill check DCs based on other factors. For example, you can assign DCs based on the defence scores or skill modifiers of opponents, or on the statistics for hazards, vehicles, or objects. Similarly, you can mix and match within a skill challenge, assigning some DCs based on abstractions and others on an enemy's Will Defence or Perception bonus. Just remember that the result of a skill check against a defence score or a skill modifier should still count as a success or a failure.

Hard skill checks should be used for actions where the odds are stacked against the hero and the chance of failure is high. Examples include hiding from security guards in an open hangar or making an Acrobatics check to drop through a laser security grid. You should assign a hard DC when the hero's action probably should fail, but when luck or exceptional skill could pull off a miracle. You can also assign a hard DC when the skill the hero wants to use is unlikely to produce results during that particular skill challenge.

Heroic skill checks should be used for actions where success seems almost impossible. An example includes convincing a Shinra MP to betray the company. You should assign a heroic DC when the hero's action has almost no chance of success or when it is implausible to expect any results from the chosen skill.

CHOOSE PRIMARY SKILLS

Although this step is not strictly necessary, it is a good idea to assign DCs to a small number of skills that the heroes are likely to use in the challenge. You will almost certainly need to improvise some DCs during the challenge, but you can probably predict some of the more obvious skill uses in advance and assign those DCs ahead of time. You

should also note a few plausible uses of those skills in case you need to provide suggested actions to heroes who are stumped or need pointers.

Of course, a set of primary skills is merely a handy starting point and does not limit the skill challenge in any way – the heroes still can attempt any actions they want. In fact, you should encourage your players to think creatively and reward them for doing so by allowing them a chance at success, no matter how small. Even if a skill is not considered a primary skill for the challenge, if a player suggests something that seems at least remotely plausible, give him, or her, the chance to try.

CREATE OPTIONS

When designing and running skill challenges, one of your biggest goals is to provide interesting options for the players. You should create opportunities for using a variety of skills, effectively setting up various "targets" for the heroes. The characters should be aware of the different elements placed before them and realise the potential for interactions. They don't negotiate only with a crime lord – his thugs are also present. They don't simply evade a squad of SOLDIERS – they can choose to hide in the slums or sneak through the elite section of town. They don't merely navigate the open seas – they can plunge underwater. Such opportunities will present themselves in the way you describe the scene, so keep in mind that presenting multiple characters, locations, or objects makes it easier for the players to come up with interesting actions.

ADD CHALLENGE EFFECTS

The final step in designing a skill challenge is to add one or more challenge effects (described in the next section) that modify the basic rules of the challenge. These extra effects are not required, but they can help give each skill challenge its own feel, just as adding special terrain features to a combat encounter can make it seem unique. If you want to use such effects, choose them in advance (not on the fly), based on the nature of the skill challenge in question. You also might want to make your players aware of the effects in case their presence alters the way the heroes would behave in that situation.

CHALLENGE EFFECTS

The effects described below provide small alterations to the game mechanics of a skill challenge, changing the way it plays out. Each effect has a unique rule associated with it, and some of the effects might be incompatible with one another-or at least require some adjudication from the Gamemaster. The description of each effect includes suggestions for when it might be included in a skill challenge.

ANTAGONIST

The antagonist effect represents an opponent that actively works against the heroes as they perform the skill challenge. Rather than failing due to their own mistakes, the heroes face the threat of failure because of the efforts of the antagonist. In a skill challenge with the antagonist effect, the heroes do not accrue failures when they fail a skill check. Instead, the antagonist takes its own actions and makes its own skill checks (against the same DCs faced by the heroes)' and each success the antagonist accrues counts as one failure for the heroes. The antagonist takes an action each time all the heroes have taken actions, ensuring that failures are accrued only after the heroes have had a chance to earn successes.

Use the antagonist effect when:

- An opponent or entity is actively working against the heroes.
- You want to encourage the heroes to act without fear of making the situation worse.
- The actions of the heroes would not directly contribute to failure.

CATASTROPHIC FAILURE

The catastrophic failure effect represents the fact that the heroes' plight is so delicate that a significant failure causes the situation to worsen rapidly. When a hero attempts an action and fails by a large margin, that failure moves the characters much closer to ultimate defeat. In a skill challenge with the catastrophic failure effect, if a participant fails a skill check by 10 or more, the heroes accrue two failures instead of one.

Use the catastrophic failure effect when:

- Dire failure has a chance of producing dire consequences.
- You want to increase tension in challenges with lower CLs.
- You want to encourage heroes to aid the skill checks of their allies instead of making their own checks.

CHANGING OBJECTIVES

The changing objectives effect represents a more significant shift in the heroes' situation than usual. As the heroes accrue successes and failures, the objectives of the skill challenge change, and the relevant skills and actions available to the heroes change as well.

Use the changing objectives effect when:

- You want to combine two scenes into a single skill challenge.
- You have heroes with wildly different skill sets.
- The pace of the skill challenge slows and needs to be invigorated.

CLOSE CALL

The close call effect represents situations in which the heroes can fail to make progress toward their goal without making overall conditions worse. With this effect, the heroes accrue a failure only if they fail a skill check by 5 or more.

Use the close call effect when:

- The actions of the heroes must fail dramatically to make their situation worse.
- You want to make success in the skill challenge easier without lowering skill DCs.
- You want to allow heroes to fail without obligating them to spend Mako Points to earn a success.

CONTAINMENT

The containment effect represents situations in which the actions of the heroes can bring only success, not failure. Conditions grow worse only when no one contributes to the completion of the challenge. With this effect, the heroes do not accrue failures for failed skill checks. Instead, they accrue a failure only if no hero earns a success during an increment of time predetermined by the Gamemaster. This increment can be as short as a single combat round, or could encompass a longer period of time such as a minute, hour, or day. Each hero need not contribute to this skill challenge.

Use the containment effect when:

- The actions of the heroes cannot make things worse.
- You want to allow one hero to manage the skill challenge while the other heroes take other actions.
- Failure in the skill challenge depends on outside or natural forces.

DEGENERATING

The degenerating effect represents situations in which failures can make the situation worse without ending the skill challenge. In a degenerating skill challenge, the heroes' actions have repercussions, and failures cause conditions to grow direr, but the challenge does not end when the heroes accrue three failures. Instead, the general difficulty category for skill checks increases by one step for each failure accrued. For example, on the first failure, easy checks become medium checks; medium checks become moderate checks, and so on. Similarly, each success decreases the difficulty category by one step. The skill challenge ends when there is no possible skill DCs below a certain general category (as determined by the GM). For instance, the GM could determine that the skill challenge will be over when all of the skill checks have become hard.

Use the degenerating effect when:

- You want to reinforce the cost of failure in the situation.
- You want the challenge to grow more difficult as it progresses.
- You want to allow the heroes a chance to recover from their mistakes in a noticeable way.

DEGREES OF FAILURE

Similar to a degenerating skill challenge, a skill challenge with the degrees of failure effect grows more dangerous as the heroes accrue more failures. The challenge itself does not become more difficult, but the heroes face other consequences, which might not become evident until after the challenge is over. The skill challenge ends when three failures are accrued, as normal, but even if the heroes succeed, they must deal with consequences based on the number of failures accrued during the challenge.

Use the degrees of failure effect when:

- You want distinct consequences for failure that last beyond the scope of the skill challenge.
- You want to reinforce the need for perfect success in a challenge.
- You want to reward heroes for completing a skill challenge without accruing failures.

DEGREES OF SUCCESS

Similar to a “degrees of failure” skill challenge, a skill challenge with the degrees of success effect rewards the heroes for accruing successes, even in the face of ultimate failure. Each time the heroes earn a certain number of successes; they gain some type of benefit, regardless of the number of failures they have accrued. The number of successes needed to gain a benefit can vary depending on the skill challenge. In a complexity 1 skill challenge, each success could grant a benefit, whereas in a complexity 3 skill challenge, the heroes might need three successes to earn a benefit.

Use the degrees of success effect when:

- You want distinct benefits for success that last beyond the scope of the skill challenge.
- You want to reward the heroes for successes in a difficult skill challenge that they are likely to fail.
- You want each success to contribute to the collective knowledge possessed by the heroes.

EXTREME SUCCESS

The extreme success effect allows heroes to bring a skill challenge to its conclusion more quickly by pulling off exceptional actions. With this effect, if a hero earns a success with a check result that is 10 or more points higher than the target DC, the hero earns two successes for the party instead of one.

Use the extreme success effect when:

- The heroes are well suited to the skill challenge's demands.
- You want to allow the heroes to end the skill challenge more quickly than normal.
- You want to reward high skill rolls in a challenge with a low CL relative to the party.

INDIVIDUAL EFFORT

A skill challenge with the individual effort effect focuses not only on the heroes' ability to work together but also on their separate contributions to the challenge. When a skill challenge has this effect, each hero must earn a number of individual successes equal to the challenge's complexity before the party accrues enough failures as a whole to fail the challenge.

Use the individual effort effect when:

- You want to require each hero to attempt actions during the skill challenge.
- You want to increase the overall difficulty of the challenge without increasing skill check DCs.
- Each hero's contributions must be relatively equal to ensure success.

INITIATIVE

A skill challenge with the initiative effect has a predetermined order in which the heroes can act. Each hero makes an Initiative check and acts in that order, just as in a normal combat encounter. You can use this effect for skill challenges that take place during a combat encounter, or for those that occur in a very short amount of time (a matter of seconds or minutes).

Use the initiative effect when:

- Running a skill challenge in combat.
- The heroes' ability to act in the challenge is based on their reaction times.
- You want to have a fixed order in which the heroes act.

OPPOSED DC

A skill challenge with the opposed DC effect represents a situation in which someone or something is actively working to deter the heroes' efforts. Like the antagonist effect, this pits the heroes directly against an opposing force that determines the difficulty of success. A skill challenge with the opposed DC effect does not use the skill check DCs from Table 3-1, above. Instead, the DC is set by the skill check or defence score of an opponent. The Gamemaster must know the skill checks and defence scores of the relevant opponents to determine successes and failures.

Use the opposed DC effect when:

- The skill challenge has a specific opponent or set of opponents.
- The heroes are taking actions directly against an individual.
- You don't want to base the skill check DCs on the situation.

RECOVERY

A skill challenge with the recovery effect represents a situation in which the heroes can make amends for mistakes they made earlier in the challenge. When a hero succeeds on a check by 5 or more, that hero can choose to remove one failure instead of earning a success. You might use this effect when your heroes are negotiating with a noble who is as easily flattered as offended, or during a skill challenge in which the heroes are working to evade a pursuing Turk.

Use the recovery effect when:

- The situation allows the heroes to make up for their mistakes.
- You want to encourage skilled heroes to compensate for the lower skills of other heroes.
- You want to reward heroes for significant successes without bringing the challenge to a premature end.

RESTRICTED SKILLS

A skill challenge with the restricted skills effect represents a situation in which the same trick will not work more than a few times, if at all. This should be true in most skill challenges – you should not allow a hero to complete a challenge by using the same skill over and over again – but this effect imposes more strict limitations. You can implement this effect in three ways. First, you can forbid certain skills from being used in the challenge. Second, you can limit the number of times that certain skills can be used, either by an individual hero or by the party overall. Third, you can rule that when a hero accrues a failure with a certain skill, that skill can no longer be used to earn successes in the challenge.

Use the restricted skills effect when:

- You want to encourage heroes to vary the skills they use.
- The situation warrants that you bar a particular skill from being used.
- You want to encourage less obvious solutions to the problems of the skill challenge.

SECOND EFFORT

A skill challenge with the second effort effect represents a situation in which, despite a lack of skill or composure, the heroes manage to succeed through pure grit and determination. With this effect, any hero who accrues a failure can make a sacrifice to turn that failure into a success. The exact nature of the sacrifice is up to the GM, but examples include moving down the condition track, taking damage, or losing a Mako Point.

Use the second effort effect when:

- You want to give the heroes the chance to sacrifice resources for success.

- The skill challenge has a higher CL and you want to reduce the odds of outright failure.
- The heroes' determination can overcome their lack of ideas or competence with skills.

TIMED CHALLENGE

The timed challenge effect represents a situation in which the heroes must worry more about the passage of time than about their individual failures. This effect creates tension and keeps the heroes' eyes on their chronometers as the skill challenge progresses. With this effect, the heroes do not accrue failures for failing skill checks, but instead must earn the required number of successes before a certain amount of time passes (either in rounds or in a more general sense).

Use the timed challenge effect when:

- You want to introduce a sense of apprehension.
- You want to encourage all the heroes to participate without worrying about accruing failures.
- You want to give the heroes more flexibility in choosing who acts and in what order.

SUCCESS AND FAILURE

With the skill challenge designed, the last step is to determine the consequences of success and failure. Typically, success is self-evident – the heroes achieve the goal that they set out to achieve, such as finding the information they need or escaping from Shinra.

However, determining the results of failure can be a bit trickier. As in a combat encounter, failure should have some kind of effect on the heroes' resources. It should not prevent the story from advancing or bring the adventure to a halt, but failure should lead to negative consequences for the heroes. For example, if they are engaged in a skill challenge that requires them to chase a quarry with a bounty on his or her head, failing the skill challenge does not necessarily mean that the target gets away. Instead, it could mean that the quarry makes it to a safe house, and the heroes must fight their way in. Alternatively, the target could escape but leave behind a trail that the heroes have to follow into a more dangerous environment. The failure of a skill challenge should still lead the story forward, but it can create new complications and twists for the characters. In most cases, even if the heroes fail the skill challenge, they still earn experience points for it, just as they would for a combat encounter.

You should know ahead of time what the consequences of failing a skill challenge will be for the heroes. Below are several suggestions for failure conditions that you can use when designing skill challenges.

FAILURE CONDITION: COMBAT ENCOUNTER

If the heroes fail the skill challenge, they are led to a combat encounter, usually one with the same CL as the challenge. Thus, if the heroes fail a CL 8 skill challenge, they should have a combat encounter appropriate for 8th-level heroes. In this case, the heroes earn no experience from the skill challenge; instead, their XP reward is based on the combat encounter.

FAILURE CONDITION: LOSS OF ALLIES

For a more story-related failure condition, failing a skill challenge could result in the death, capture, or forced abandonment of allies or other relevant characters. For example, in a skill challenge in which the heroes fly an airship through a dangerous area of space, failure could mean that none of the heroes' fellow crew survives the trip. Alternatively, failure could mean that certain allies – whether present or distant – are captured by the enemy, opening new avenues for adventure.

FAILURE CONDITION: LOSS OF EQUIPMENT

Similar to the previous failure condition, failing a skill challenge could cause the heroes' equipment (including machines and vehicles) to become lost or damaged. For example, in a skill challenge in which the heroes infiltrate a Shinra warehouse to destroy a prototype weapon, failure could mean that the explosives they brought are damaged, forcing them to find another way to blow up the building.

FAILURE CONDITION: LOSS OF MAKO POINT

Failing a skill challenge could result in the loss of a Mako Point for each hero who participated in the challenge. This type of failure condition could be used when the heroes have failed in a matter of importance to the adventure, representing that the Lifestream has lost faith in the heroes temporarily.

SKILL CHALLENGE TIPS

Now that you know how a skill challenge works, this section offers tips on creating more exciting challenges. Although each challenge is different, certain aspects of their creation and execution can make them more memorable. As the Gamemaster, it is your job to use the rules (and these suggestions) to create scenes that excite your players, tell an interesting story, and fit into the *Compilation of Final Fantasy VII*.

ENCOURAGE CINEMATIC PLAY

Part of your responsibility as a Gamemaster is to promote cinematic play. In *Final Fantasy VII*, taking risks is part of the fun and can lead to great thrills, and in a skill challenge, goals that otherwise would be incredibly difficult might be within the heroes' grasp. To encourage the players to take cinematic actions, present situations in which there are many opportunities to do so. Part of this is simply a function of choosing interesting terrain and locales for the skill challenge, but as the challenge evolves, you might need to present new situations in which the heroes can take audacious chances and still flourish. You can be a bit more lenient when the players want to take risks, especially if it will produce a more exciting scene. If a hero wants to attempt a daring action that has potential to make the scene more stirring, feel free to assign a skill check DC that is lower than might normally be expected.

OFFER SUGGESTIONS

As with combat encounters, sometimes a skill challenge can bog down. The players might have a hard time deciding on their next actions, or they might be paralysed by the fear of doing something wrong. Sometimes, the players' interest might wane, or a failure can make the situation seem hopeless. In these cases, it is up to you as the Gamemaster to offer gentle nudges to keep the challenge moving. When the action slows down too much, feel free to suggest good skill uses that the heroes can try, especially if you know that the tasks would be relatively easy for them to perform. Some players might feel lost because they did not follow your description of the situation, and giving them suggestions of what to try can help clarify the needs of the challenge and fire their imaginations.

CREATE EVOLVING SITUATIONS

A skill challenge is supposed to be a dynamic, evolving scene. As the heroes gain successes and failures, the situation should change accordingly. The heroes' actions should have an impact on the scenario, and the characters should feel that they are making progress, not just taking futile actions. Even better, altering the situation as a result of the heroes' actions opens up fresh creative opportunities, especially if the new circumstances lend themselves to other skills. For example, during a negotiation, the heroes should see some indication that their arguments are having an effect on the Wutai noble whom they are entreating for aid. After accruing a few successes, perhaps they convince the noble to help them, only to discover that they must also convince the other members of her house to assist, meaning that the heroes now must deal with a whole council. On the other hand, accruing a failure might cause the noble to become offended and summon her guards to take the heroes away; the characters then must convince the guards to wait long enough for them to make a second plea.

Evolving situations create more interesting opportunities and more engaging scenes. If a scenario develops beyond the place where it started, it is more likely to be seen as progress in the plot of the campaign. When a situation evolves, something about it should change—the locale, the person with whom the heroes must interact, the tone or sense of urgency, and so on. The new conditions should open up more possibilities for heroic actions and give players something new to do rather than repeat the same actions from their previous turns.

IMPOSE CONSEQUENCES

As you create evolving situations, remember that the choices the players make should have consequences. They likely will use the skills and abilities that grant them the best chances of success. However, keep in mind that using the same resources over and over again might have negative consequences, and encourage the heroes to choose from a variety of actions that are appropriate for each situation.

Additionally, each time a hero earns a success or a failure in a skill challenge, allow a larger consequence to alter the situation or come back into play down the line. Keep the challenge dynamic by having it reflect the heroes' actions.

ADD SKILL CHALLENGES TO COMBAT

Sometimes, a skill challenge can be used during combat to represent complex tasks. When you run a skill challenge as a part of a combat encounter, your players will almost certainly act on initiative order, and you should not require all heroes to contribute to the success of the challenge. The challenge should have enough transparency for the players to make informed decisions about what their heroes do.

Skill challenges that occur during a combat encounter usually require the heroes to work together on a complex task while engaging in combat with enemies.

As discussed at Determine CL and Complexity on page 34, when you use a skill challenge in combat, consider it part of the encounter's design when determining encounter difficulty. Typically, given the peril of combat, you should include only complexity 1 skill challenges in combat encounters. Additionally, when designing encounters, you can include a complexity 1 skill challenge without adding the skill challenge's CL to the encounter's total CL. In essence, complexity 1 skill challenges are "free" when included in a combat encounter and do not affect the calculations you make to determine the difficulty of the skill challenge.

BREAK UP THE CHALLENGE

You need not run all parts of a skill challenge consecutively. After a round of skill checks, you can put the challenge on hold and engage the players in another scene before returning to the next round of checks. This is a great way to play out skill challenges that take place over a longer period of time. After the heroes accrue a few successes and failures, the Gamemaster can put the skill challenge on hold so the characters can deal with other events (such as a riot) that require their attention. Breaking up a skill challenge is also a good way to reinforce the dynamic nature of the scene. After the first failure in a skill challenge, you might put it aside to run a short combat encounter, and then return to the challenge after the encounter is resolved. When you pick the challenge back up again, the scene has changed, and the parameters of the challenge might have changed as well.

IMPROVISE

Any Gamemaster running a skill challenge must be prepared to improvise. Thinking on your feet is the key to creating an interesting challenge, and you should be ready to engage in both active improvisation and reactive improvisation.

Active improvisation comes into play when you need to spice up the skill challenge for one reason or another. Perhaps your players have hit a dead end, run out of ideas, or simply lost interest in the challenge. Alternatively, you might run out of sensible responses to the heroes' actions before the skill challenge has been resolved. If this happens, you should improvise new situations, new locales, or new parameters for the challenge.

Reactive improvisation comes into play as a result of the heroes' actions. Sometimes, the players will take actions that you did not anticipate, or they will find loopholes in the scene that cause them to do something unexpected. That's okay – in fact, it can be a lot of fun for both you and the players if you let them be clever and creative. Rather than reject the actions because you did not prepare for them, improvise ways that the actions can succeed, and in turn transform the skill challenge. For example, the heroes are participating in an investigative skill challenge to find a fugitive. One of the characters, in a surprising turn, puts up a large sum of gil as a bounty on the target rather than continuing the investigation. Improvising, you allow the action, and some days later, a bounty hunter shows up with the quarry in tow. However, the skill challenge continues; the heroes must negotiate with the bounty hunter, and then escape the bodyguards that the quarry summoned when taken into custody.

CHAPTER IV –

VEHICLES



Vehicles on the planet run the gamut from trucks and airships to submarines and helicopters. Despite this variety, the basic purpose of all vehicles remains similar: moving passengers from one place to another. Of course, the places involved in this journey can greatly affect the form and function of the vehicle.

These rules come into play whenever vehicles figure prominently on the battlefield – whether that battlefield happens to be on the planet’s surface, underwater, or in the sky. The movement and combat rules presented here cover all types of vehicles, ground vehicles to airships.

In most respects, vehicles follow the same rules as characters, insofar as they have movement, actions, and the capacity to take damage.

SCALE

These rules use two scales: character scale and airship scale. If the encounter involves both vehicles and characters on foot, use character scale. If the scene involves vehicles only, use airship scale.

CHARACTER SCALE

Character scale is identical to the standard movement scale. Combat is carried out on a grid in which each square equals 1.5 meters (about 5 feet).

In character scale, most vehicles are large enough to occupy multiple squares on the battle grid. How many squares a vehicle occupies is determined by the vehicle's size (and the same holds true for characters and monsters). Vehicles of Colossal-size are not placed on the battle map; they are either off the map (perhaps providing fire support), or the battle takes place inside them.

In character scale, more than one surface vehicle cannot occupy the same space on the battle grid, and a collision occurs whenever a vehicle enters a square occupied by a monster, obstacle, or other vehicle.

AIRSHIP SCALE

In airship scale, each square of the grid is abstract, representing a variable amount of sky or water depending on the vehicles involved. In most cases, one square is hundreds of meters wide. In airship scale, the grid itself represents relative movement, not abstract movement, so several airships in flight or several submarines underwater might be drifting together at many kilometres per second even as they move around one another.

At airship scale, a vehicle can pass through squares occupied by allies, but not squares occupied by enemies.

VEHICLE TYPES

The term "vehicle" encompasses aerial vehicles (such as aeroplanes, airships, and helicopters), ground vehicles (such as cars, motorbikes, trains, and trucks) and nautical vehicles (such as boats, ships, and submarines).

AERIAL VEHICLES

Aerial vehicles are vehicles that can travel in the sky and are the fastest vehicles within the *Compilation of Final Fantasy VII*. Vehicles in this category are aeroplanes, airships, and helicopters.

GROUND VEHICLES

Ground vehicles are further subdivided into road vehicles and track vehicles.

Road Vehicle: The most basic vehicles in *The Compilation of Final Fantasy VII* world, road vehicles only operate on (or very near) roads or dirt tracks.

Car: Cars are common sights in populated parts of the world. Equipped with engines and can run on either petroleum or mako, they generally have four wheels that allows them to move along the surface. Most cars running on mako can travel at top speed of 80-100 mph (miles per hour).

Motorbike: Motorbikes are similar to cars and trucks, with the only real difference being that they have two wheels instead of four. They run faster on petroleum than on mako, however Shinra's motor division of the Urban Development department were still trying to solve this problem right up until the fall of Meteor.

TABLE 4-1: VEHICLE SIZES

VEHICLE SIZE	SIZE MODIFIER ¹	EXAMPLES
Colossal	-10	Dragonfly, Highwind, Shera
Gargantuan	-5	Gelnika, uV-type submarine
Huge	-2	B1-Alpha, B1-Beta, S-MTH, Tiny Bronco
Large	-1	Fenrir, Hardy Daytona, S-MTT

¹ Apply this size modifier to the vehicle's Reflex Defence, as well as to Initiative and Pilot checks made by the vehicle's occupants.

Truck: Trucks are generally used for carrying cargo or have extra seating for additional passengers. They tend to be slower than cars and motorbikes, however, but are more common than cars.

Track Vehicle: Track vehicles run on track lines, and are the fastest ground vehicles out of the two sub-categories. The only vehicles in this group are trains, which

are capable of carrying considerable amount of passengers and cargo than a single truck could ever manage.

NAUTICAL VEHICLES

Nautical vehicles are vehicles that either travel on the ocean or are capable of submerging under the water's surface. Vehicles in this category are boats, ships, and submarines.

VEHICLE COMBAT STATISTICS

All vehicle statistics that are relevant to combat are described below.

VEHICLE SIZE

Vehicles use similar size categories as monsters, as shown on Table 4-1: Vehicle Sizes. A vehicle's size modifier applies to the vehicle's Reflex Defence, as well as to Initiative and Pilot checks made by the vehicle's occupants.

ATTACKS

Any vehicle equipped with weapons can make attacks against enemies within range. An attack roll with a vehicle weapon is calculated as follows:

1d20 + base attack bonus + vehicle's Intelligence modifier + range modifier

Base Attack Bonus: Use the base attack bonus of the gunner (which, in some cases, may be the pilot).

Intelligence Modifier: A vehicle's computer improves the accuracy of the vehicle's weapon systems, and the vehicle's Intelligence score measures the quality of the computer.

Range Modifier: A vehicle weapon can attack a target at point blank, short, medium, or long range. If you make a ranged attack against a target within the weapon's point blank range, you take no penalty on the attack roll. Your penalty on attack rolls increases to -2 at short range, -5 at medium range, and -10 at long range (see Table 4-2: Vehicle Weapon Ranges).

CRITICAL HITS

As in character combat, when you roll a natural 20 on your attack, you automatically hit and deal double damage.

AUTOMATIC MISSES

If you roll a natural 1 on your attack, you automatically miss.

DAMAGE

When you hit with a vehicle weapon, you deal damage according to the type of weapon (listed in each vehicle's statistics). Damage dealt by a vehicle weapon is calculated as follows:

Weapon damage x damage multiplier

Damage Multiplier: After rolling the weapon damage dice, multiply the result by the listed damage multiplier. For example, when you fire a vehicle weapon that deals 6d10x2 damage, roll 6d10 and multiply the result by 2.

DEFENCES

A vehicle's defences represent how difficult it is to hit or overload its systems. Unlike characters, vehicles do not have a Will Defence or a Magic Defence. However, vehicles have a Reflex Defence and a Fortitude Defence which are calculated as follows:

Reflex Defence = 10 + vehicle's Dexterity modifier + size modifier + armour bonus or pilot's heroic level

Fortitude Defence = 10 + vehicle's Strength modifier

REFLEX DEFENCE (REF)

Whenever you make an attack against a vehicle, compare your attack roll to the target's Reflex Defence. If you equal or exceed the vehicle's Reflex Defence, you hit it and deal damage.

Size Modifier: Use the vehicle's size modifier instead of your own when calculating the vehicle's Reflex Defence (see Table 4-1: Vehicle Sizes).

Armour Bonus: Use the vehicle's armour bonus instead of your own when calculating the vehicle's Reflex Defence, you may add your heroic level instead of this armour bonus (whichever is higher).

Dexterity Modifier: A vehicle's Dexterity modifier represents how well it can move out of harm's way. If the pilot is flat-footed, or if the vehicle is out of control or attacked by an undetected opponent, the vehicle loses its Dexterity bonus to its Reflex Defence. If the vehicle is at a full stop, powered down, or disabled, it is treated as if it has a Dexterity score of 0 (-5 penalty to Reflex Defence).

FORTITUDE DEFENCE (FORT)

Vehicles use their Fortitude Defence to determine their damage threshold (see below).

Strength Bonus: A vehicle's Strength bonus represents its overall toughness and durability.

TABLE 4-2: VEHICLE WEAPON RANGES

WEAPON TYPE	--CHARACTER SCALE (IN SQUARES)--				--AIRSHIP SCALE (IN SQUARES)--			
	PT. BLANK	SHORT	MEDIUM	LONG	PT. BLANK	SHORT	MEDIUM	LONG
Beam cannon ¹	0-80	81-140	141-200	201-250	0-3	4	5-7	8-10
Machine gun turret	0-120	121-240	241-600	601-1,200	0-1	2	3-4	5-8
Mako cannon ²	0-300	301-600	601-1,500	1,501-3,000	0-2	3-4	5-10	11-20
Missile or torpedo	0-450	451-900	901-2,250	2,251-4,500	0-3	4-6	7-15	16-30
Point-defence ¹	0-150	151-300	301-750	751-1,500	0-1	2	3-5	6-10

¹ This weapon can only be mounted on a vehicle of Large- or Huge-size.

¹ This weapon can only be mounted on a vehicle of Gargantuan-size or larger.

HIT POINTS

Vehicles have hit points, just like characters. Hit points are abstract, meant to represent not only the vehicle's physical mass but also the robustness or fragility of its systems.

DAMAGE THRESHOLD

Like creatures, vehicles have a damage threshold, calculated as follows:

$$\text{Damage threshold} = \text{Fortitude Defence} + \text{size modifier}$$

Size Modifier: Apply the following size modifiers to a vehicle's damage threshold: Large, +5; Huge, +10; Gargantuan, +20; Colossal, +50.

If a vehicle takes damage from a single attack that equals or exceeds its damage threshold, the vehicle moves -1 step on the condition track (see Conditions, Chapter 2: Combat). A vehicle pushed to the bottom of the condition track is disabled and comes to a complete stop immediately. If the vehicle was flying, it immediately falls 50 meters (34 squares) plus another 75 meters (50 squares) every round until it either hits the surface or is reactivated. You then resolve falling damage normally.

If a vehicle is reduced to 0 hit points by an attack that deals damage equal to or greater than its damage threshold, it is destroyed. In addition, all of the vehicle's occupants take half damage from the attack.

CREW COVER

Most vehicles provide at least some cover to their passengers. Passengers gain a cover bonus to their Reflex Defence against any attacks that target them instead of the vehicle. A vehicle can provide no cover, normal cover (+5 cover bonus), improved cover (+10 cover bonus), or full cover. You cannot attack a target that has full cover.

The cover a vehicle provides to its passengers is included in its statistics.

SPEED

Every vehicle has a speed, given in squares. The pilot may move a vehicle up to its listed speed as a move action, and up to four times its speed with the all-out movement action.

Aerial vehicles and nautical vehicles have a separate listing for their speed in airship scale.

Maximum Speed: This is the maximum speed a vehicle may move in character scale. It is seldom relevant in combat because such speeds quickly move the vehicle off the battle map and out of range.

CHARACTERS IN VEHICLES

A character in a vehicle fills one of several possible roles, which determines what the character can do. A character can fill several roles at once, but most roles may only be filled by one character at a time. You can change roles from round to round, but you can only start filling a particular role if no other crewmember has filled that role since your last turn.

Pilot: The pilot of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be piloted. Piloting a vehicle is, at a minimum, a move action, which means that the pilot can do something else with his standard action and swift action. A vehicle can have only one pilot at a time. The pilot adds the vehicle's size modifier and Dexterity modifier on all Initiative and pilot checks.

Co-Pilot: A co-pilot can help the pilot by using the aid another action. The co-pilot must be seated in a location where he can see in front of the vehicle and advise the pilot (in most cases, this location is the cockpit). Aiding the pilot is a standard action, leaving the co-pilot with a move action and swift action each round to do something else. A vehicle can only have one co-pilot at a time.

Gunner: Most military vehicles and some civilian vehicles have built-in weapons. Any weapon not controlled by the pilot or co-pilot requires a gunner to operate. A vehicle can have as many gunners as it has gunner positions.

Commander: The commander coordinates the various crewmembers and stations aboard the vehicle, analyses the battle as it unfolds, and looks for weaknesses in the enemy's vehicle and tactics. A vehicle can only have one commander at a time.

System Operator: The system operator manages the vehicle's shields, sensors, and communications. A vehicle can only have one system operator at a time.

Engineer: The chief engineer keeps the ship running even as it takes debilitating damage to its systems, diverting power from overloaded circuits to keep the vehicle functional. The engineer also leads efforts to repair damage to the hull between battles. A vehicle can only have one chief engineer at a time.

Other Crew: Other crewmembers can fill many supporting roles, coordinating troops, administering medical care, guarding sensitive areas, and providing general maintenance. These crewmembers can assist others on some skill checks: for example, the members of a repair team may assist the chief engineer in his duties on airships.

Passenger: All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation but may take actions aboard the vehicle or replace crewmembers as needed.

STARTING THE BATTLE

Unless noted otherwise, climbing aboard a vehicle is a move action, and powering up a vehicle requires a second move action.

INITIATIVE

There are two options for determining initiative in vehicle combat. First, each character can make a separate Initiative check. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for pilots to perform manoeuvres. An alternative is to make an Initiative check for each vehicle, using the pilot's Initiative check modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

Special: If you are trained in the Pilot skill, you can choose to make a Pilot check instead of an Initiative check to determine your place in the initiative order. In any event, you must apply the vehicle's size modifier to your check.

VEHICLE COMBAT ACTIONS

The types of actions you can take during a single turn don't change when you're aboard a vehicle.

Some of the actions described below can only be performed by particular crewmembers. In this case, the eligible crewmembers are listed in parentheses following the action's name.

STANDARD ACTIONS

A standard action could be any one of the following:

AID ANOTHER

As a standard action, you can aid an ally's next skill check, ability check, or attack roll.

Aiding a Skill Check or Ability Check: You can help another character achieve success on her check or ability check by making the same kind of skill check or ability check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gains a +2 bonus on her check. You can't take 10 on a skill check or ability check to aid another. Only the co-pilot can assist on Pilot checks, and only the commander can assist on Use Computer checks. Any crewmember can aid any other skill check.

Aiding an Attack Roll: In combat, you can aid another character's attack by providing improved targeting data or by coordinating that attack with other vehicle actions. A gunner can grant a +2 bonus on another character's attack roll by making an attack against a Reflex Defence of 10.

A sensor operator can grant a +2 bonus on another character's attack roll by making a DC 10 Use Computer check.

A vehicle's commander can grant a +2 bonus on another character's attack roll by making a DC 10 Knowledge (tactics) check.

ATTACK WITH MELEE WEAPON

With a melee weapon, you can strike any enemy in a square you can threaten. You can only threaten squares within your reach from the vehicle's space, and you don't threaten spaces around the vehicle at all if it grants total cover.

You can't make a melee attack in airship scale, except within the confines of the vehicle you occupy.

ATTACK WITH RANGED WEAPON

With a ranged weapon, you can throw or shoot at any target within your line of sight, as long as your vehicle does not grant you total cover. Range modifiers apply normally for your weapon.

You cannot make a personal ranged attack in airship scale, except within the confines of the vehicle you occupy.

ATTACK WITH VEHICLE WEAPON

Gunner Only

Any gunners (including the pilot, if there are pilot-operated weapons on the vehicle) can make an attack with their vehicle weapon as a standard action. The maximum range and the range modifiers of a vehicle weapon attack depend on the weapon used (see Table 6-2: Vehicle Weapon Ranges).

Trained Pilot: If you are trained in the Pilot skill, you gain a +2 bonus on all attack rolls made with any vehicle weapon identified as being crewed by the pilot.

ATTACK RUN

Pilot Only

As a standard action, you can move up to your vehicle's speed (minimum 2 squares) in a straight line through unobstructed terrain directly towards your target, and then make an attack with a vehicle weapon at that target at the end of your movement. You gain a +2 bonus on your attack roll and take a -2 penalty to your vehicle's Reflex Defence until the start of your next turn. In airship scale, you cannot make an attack run through squares occupied by enemies, but allies do not hinder your attack run.

DOGFIGHT

Pilot Only

As a standard action, the pilot of an airship or helicopter can initiate a dogfight against an enemy airship or helicopter in an adjacent square (airship scale). Make a Pilot check at a -5 penalty, opposed by the enemy's Pilot check. If you succeed, you and the target vehicle are engaged in a dogfight.

Consequences of Dogfighting: A vehicle engaged in a dogfight must select the dogfight action on every turn, and it cannot move out of its current square until it disengages (see below). While engaged in a dogfight, you cannot attack any target outside the dogfight.

Firing into a Dogfight: If another vehicle fires into a dogfight, it takes a -5 penalty on its attack roll unless the gunner has the Precise Shot feat.

Attacking in a Dogfight: Make an opposed Pilot check as a standard action. If you win the opposed check, you may make a single attack with a vehicle weapon as a swift action. If you fail, you cannot attack the target, and any gunners on your vehicle take a -5 penalty on any attack rolls they make until your next turn.

Disengaging from a Dogfight: Make an opposed Pilot check as a move action. If you win the opposed check, you successfully disengage from the dogfight and may move a number of squares equal to your speed. If you fail, you remain in the dogfight, and any gunners on your vehicle take a -5 penalty on any attack rolls they make until your next turn.

Attack of Opportunity: If an enemy helicopter or airship tries to move through your square or an adjacent square, you may attempt to initiate a dogfight as an attack of opportunity. If successful, the enemy helicopter or airship must stop moving.

FIGHT DEFENSIVELY

Pilot Only

As a standard action, you can concentrate more on protecting your vehicle than hurting your enemies. You and all gunners on your vehicle take a -5 penalty on your attack rolls and your vehicle gains a +2 dodge bonus to its Reflex Defence until the start of your next turn. If you choose to make no attacks, your vehicle gains a +5 dodge bonus to its Reflex Defence and all gunners on your vehicle take a -10 penalty on their attack rolls until the start of your next turn.

Trained Pilot: If you are trained in the Pilot skill, your vehicle instead gains a +5 dodge bonus to its Reflex Defence when you and your gunners take a -5 penalty on attack rolls, or a +10 dodge bonus if you choose to make no attacks on your turn.

MOVE ACTIONS

Move actions include the following:

MOVE

Pilot Only

You can move up to your vehicle's speed. The only restriction for vehicle movement is that you cannot re-enter a square you just left.

SWIFT ACTIONS

Swift actions include the following:

AIM

Gunner Only

Just as in character combat, you can aim before making a ranged attack (see "Aim" in Chapter 2).

FULL STOP

Pilot Only

If you haven't already used a move action or full-round action to move your vehicle this turn, you can spend a swift action to bring your vehicle to full stop. After that, the vehicle is considered stationary.

You cannot bring a vehicle to a full stop if you used all-out movement (see below) on your last turn.

INCREASE VEHICLE SPEED

Pilot Only

If you are trained in the Pilot skill, you make a DC 20 Pilot check as a swift action to push your vehicle beyond its normal limits (you can't take 10 on this check.) If the check fails, your vehicle's speed does not increase, and your vehicle moves -1 step on the condition track. 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.

RAISE OR LOWER SHIELDS

System Operator Only

By spending a swift action, you can activate or deactivate the shields on your vehicle. Shields are generally kept inactive in noncombat situations to reduce strain on the vehicle's systems, and raising shields is often perceived as evidence of hostile intent, so many commanders prefer to keep their shields down unless they are expecting trouble.

RECHARGE SHIELDS

System Operator Only; 3 swift actions

By spending three swift actions during the same turn or on consecutive turns, you can make a DC 20 Mechanics check to increase your current shield rating by 5, up to the vehicle's normal maximum.

REROUTE POWER

Engineer Only; 3 swift actions

By spending three swift actions during the same turn or on consecutive turns, you can make a DC 20 Mechanics check to move your vehicle +1 step on the condition track (see Conditions in Chapter 2: Combat).

FULL-ROUND ACTIONS

Full-round actions include the following:

ALL-OUT MOVEMENT

Pilot Only

As a full-round action, you can move up to four times your vehicle's speed. All of this movement must be in a straight line, and you can't avoid collisions while doing so (see Avoid Collisions, below). Your vehicle loses its Dexterity bonus to Reflex Defence until the start of your next turn.

You can't use all-out movement unless you moved on your last turn.

Because most power is diverted to the engines when using all-out movement, gunners on board your vehicle cannot attack until the start of your next turn.

Maximum Speed (character scale only): If you use all-out movement on your turn, you may move up to your vehicle's maximum speed with all-out movement on your next turn. If you move your vehicle's maximum speed, you must either continue moving at the vehicle's maximum speed or use all-out movement as your action on the following turn.

FULL ATTACK

Gunner Only

If you are capable of making more than one attack (because you have the Double Attack feat or similar), you must make a full attack to get those extra attacks. A pilot who spends at least a move action every round moving his vehicle cannot make a full attack action unless the vehicle has already been brought to a full stop.

RAM

Pilot Only

As a full-round action, you can attempt to ram a target by moving your vehicle into the target's fighting space. You must have sufficient movement to reach the target's fighting space, and the ram is treated as an area effect. You can use your vehicle to ram just about anything, including another vehicle, a creature, or a structure.

Make a Pilot check at a -10 penalty against the target's Reflex Defence. If the check succeeds, your vehicle, the target, and all passengers aboard vehicles involved in the collision (including you) take the amount

of damage listed in Table 4-3: Collision Damage. Assuming you're alive and conscious, you can continue moving through the target's fighting space if your vehicle has any movement left. Otherwise, your vehicle is pushed out of the target's fighting space and into the nearest available squares, and your turn ends.

If your Pilot check fails, your vehicle, the target, and all passengers aboard vehicles involved in the collision (including you) take half damage. In addition, your vehicle is pushed out of the target's fighting space and into the nearest available squares, at which point your turn ends.

All-Out Movement: If the colliding vehicle is moving all-out or moving at maximum speed (see All-Out Movement, above), double the damage caused by the collision.

Vehicular Evasion: If you have the Vehicular Evasion talent (see the Ace Pilot prestige class), you can reduce or negate the damage your vehicle and its passengers take when rammed by another vehicle.

REACTIONS

As always, a character may make any number of reactions during a round. Reactions include the following:

AVOID COLLISION

Pilot Only

Any time your vehicle is subject to a collision, you can make a DC 15 Pilot check as a reaction. If you succeed on the check, all targets involved in the collision take half damage.

You can't attempt to avoid a collision when you intentionally ram a target.

Airship Scale: Collisions are easier to avoid at airship scale. If you succeed on the Pilot check to avoid the collision in airship scale, no collision occurs.

SPECIAL VEHICLE COMBAT RULES

Vehicles have a few additional rules during combat that are different from those used with characters.

AREA ATTACKS

Except as noted here, area attacks work the same for vehicles as they do for characters.

Airship Scale: Because of the size of each square compared to the size of aerial or nautical vehicles, area attacks (including autofire, burst radius weapons, and splash weapons) are resolved as attacks on a single target in airship scale unless the weapon is specifically listed as having an airship scale area attack.

AUTOFIRE

If your vehicle weapon is capable of autofire, you can use it to make an area attack in character scale, just as in character combat.

Strafe Attacks: Instead of attacking a 2-square-by-2-square area, helicopters may attack a number of squares in a straight line as they fly over them. Doing this requires the attack run action, and the area attack applies to a straight line 1 square wide and 5 to 10 squares long. You take a penalty to your attack roll equal to the number of squares included in the area attack.

You cannot make a strafe attack in airship scale.

TABLE 4-3: COLLISION DAMAGE

SIZE OF COLLIDING VEHICLE OR HAZARD	DAMAGE ¹
Colossal (structure)	10d6 + Str modifier
Colossal	8d6 + Str modifier
Gargantuan	6d6 + Str modifier
Huge	4d6 + Str modifier
Large	2d6 + Str modifier
<i>1 Double the damage if the colliding vehicle is using all-out movement.</i>	

COLLISIONS

A collision occurs whenever your vehicle moves into a space occupied by a creature, structure, another vehicle, or hazard (such as boulders), or whenever such things move into your vehicle's fighting space. A collision is treated as an area attack. You can reduce or negate the damage from a collision as a reaction by succeeding at a DC 15 Pilot check (see Avoid Collision, above).

Ramming Vehicles: When the source of the collision is a ramming vehicle, the pilot of the ramming vehicle makes a Pilot check (instead of an attack roll) and compares the result to the Reflex Defence of the target. If the check succeeds, the ramming vehicle, the target, and all passengers

aboard vehicles involved in the collision take the amount of damage listed on Table 4-3: Collision Damage. If the check fails, reduce the damage by half.

Mobile Hazards: When the source of the collision is a mobile hazard of Large size or greater (such as a boulder or unguided vehicle), the colliding hazard makes an attack roll against the target's Reflex Defence. The hazard's attack roll is resolved by rolling 1d20 and adding a flat modifier based on its size: Large, +1; Huge, +2; Gargantuan, +5; Colossal, +10. If the attack hits, the colliding hazard, the target, and all passengers aboard vehicles involved in the collision take the amount of damage listed in Table 4-3: Collision Damage. If the attack fails, reduce the damage by half.

MISSILES AND TORPEDOES

Some vehicles carry guided projectile weapons. Attacks with these weapons are resolved just as with any other weapon.

If you aim before making an attack with a missile or torpedo, it locks on to the target and can track its target independently. Make your attack roll normally, but if you miss, the missile or torpedo can attempt to attack again on your next turn. This next attack is made using the same attack bonus, but with a -5 penalty (you do not need to spend an action to make this attack). If the missile or torpedo misses its target a second time, it self-destructs harmlessly.

Attacking a Missile or Torpedo: If a missile or torpedo misses its target initially, it is possible to shoot it down before it attacks again. A missile or torpedo has a Reflex Defence of 30 and 10 hit points, and it is considered to occupy the same square as its target for purposes of determining range penalties.

It is also possible to attack a missile or torpedo prior to its first attack, but you must have readied an action specifically for this purpose.

VEHICLE DESCRIPTIONS

This section presents several common vehicles that you can include in your *Final Fantasy VII* campaign. Every vehicle description comes with a set of combat statistics. Some statistics are exclusive to vehicles or require more elaboration:

Challenge Level (CL): Heroes gain experience points (XP) for destroying, disabling, or otherwise overcoming the vehicle based on the vehicle's CL. However, they don't gain additional XP for incidental crew or passengers killed as a result of the vehicle's destruction. For example, heroes who blow up a Shinra helicopter don't also receive XP for its crew; however, if the helicopter was transporting a Shinra executive that the heroes were hired to eliminate, they should receive XP for the Shinra executive as well.

Maximum Speed: The maximum speed the vehicle can achieve after using all-out movement for at least one full round. Maximum speed is never used in airship scale.

Fighting Space: The fighting space that the vehicle occupies at character scale, airship scale, or both.

Cover: The amount of cover the vehicle grants to its crew and passengers, listed as none, +5 (normal cover), +10 (improved cover), or total.

Crew: The number and quality of the crew. The crew modifiers are already included in all other statistics in the vehicle description.

Passengers: The number of passengers (including troops) that the vehicle can carry, in addition to its crew.

Cargo Capacity: The amount of cargo the vehicle can carry.

Payload: The vehicle's complement of grenades, rockets, missiles, and torpedoes. If the vehicle has no payload, this line is absent.

Availability: See Restricted Items in Chapter 9 of the *Player's Handbook*.

AIRSHIPS

Airships are the largest vehicles on the planet. Only two models are ever seen in the Compilation of Final Fantasy VII; both of which are described below.

“The Shera, latest model. I’LL GIVE YOU THE GRAND TOUR AFTERWARDS!!!”

- Cid Highwind

HIGHWIND

The *Highwind* is an airship owned by Cid Highwind before he built the Shera. It was “borrowed” by the Shinra Electric Power Company upon recruiting Cid as their pilot for the Shinra No.26 rocket. When the space exploration mission failed, and the program withdrew completely, Cid was made redundant; however, he was never given his airship back until Cloud and his friends (led by Tifa at the time) departed with it after escaping execution in Junon.

HIGHWIND

CL 8

Colossal aerial vehicle (airship)

Init +0; **Senses** Perception +8

Defence Ref 15 (flat-footed 13), Fort 26; +13 armour

HP 160; **DR** 15; **SR** 15; **Threshold** 76

Speed fly 12 squares (max. speed 386 knots), fly 4 squares (airship scale)

Fighting Space 4x20 or 3 squares (in airship scale);
Cover total

Base Atk +5; **Grp** +38

Abilities Str 42, Dex 14, Con –, Int 14

Skills Initiative +0, Mechanics +8, Perception +8,
Pilot +0

Crew 4 (expert); **Passengers** 34

Cargo 380 kg; **Consumables** 3 days

Availability Restricted; **Cost** not available for sale



DEEPGROUND TRANSPORTATION UNITS

DEEPGROUND’s arsenal of vehicles depicts an organisation dedicated to war. All of the vehicles described below are use in DEEPGROUNDS world assault, in some way or form.

DRAGONFLY

The Dragonfly is a colossal airship that forebodes terror into those who see it. DEEPGROUND has a long line of these at their disposal, and makes up the bulk of their air force.

DRAGONFLY

CL 10

Colossal aerial vehicle (airship)

Init +0; **Senses** Perception +8

Defence Ref 16 (flat-footed 13), Fort 29; +13 armour

HP 260; **DR** 15; **SR** 15; **Threshold** 79

Speed fly 12 squares (max. speed 324 knots), fly 4 squares (airship scale)

Ranged machine guns +8 (see below) and
torpedoes +8 (see below)

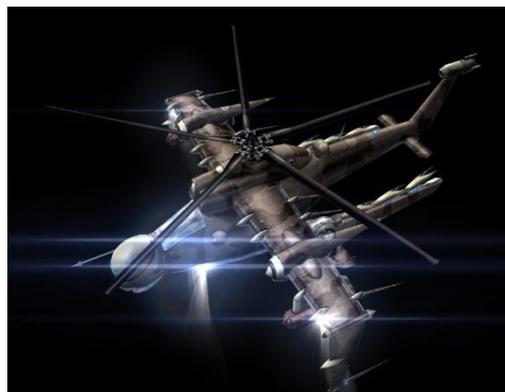
Fighting Space 4x20 or 3 squares (in airship scale);
Cover total

Base Atk +5; **Grp** +40

Abilities Str 48, Dex 16, Con –, Int 17

Skills Initiative +0, Mechanics +8, Perception +8,
Pilot +0

Crew 4 (expert); **Passengers** 50



Cargo 520 kg; **Consumables** 4 days
Availability Restricted; **Cost** not available for sale

Machine guns (pilot)

Atk +8 (-1 autofire), **Dmg** 4d10x2

Torpedoes (gunner)

Atk +8, **Dmg** 9d10x2, 4-square splash

PEGASUS HOVERBIKE

The Pegasus Hoverbike is a unique transportation vehicle used by the Pegasus Riders of DEEPGROUND. It allows a single Pegasus Rider to travel over any form of terrain without problems and also has a built-in beam cannon as a method of offensive strike. There is also a forward-positioned spotlight, useful for scouting tasks at night.

PEGASUS HOVERBIKE

CL 4

Large ground vehicle (bike)

Init +8; **Senses** Perception +6

Defence Ref 15 (flat-footed 11), Fort 22; +3 armour

HP 45; **DR** 10; **Threshold** 32

Speed fly 8 squares (max. speed 100 knots), fly

4 squares (airship scale)

Ranged beam cannon +4 (see below)

Fighting Space 3x3 or 1 square (in airship scale); **Cover** total

Base Atk +2; **Grp** +24

Atk Options autofire (machine gun)

Abilities Str 27, Dex 16, Con –, Int 17

Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8

Crew 1 (skilled); **Passengers** none

Cargo 12 kg; **Consumables** 1 day

Payload 6 energy capsules

Availability Military; **Cost** 80,000 (35,000 used)



Beam cannon (pilot)

Atk +4 (-1 autofire), **Dmg** 3d8x2

SHINRA TRANSPORTATION UNITS

Shinra Transportations Units cover a wide number of vehicles used solely for the purpose of transporting troops, equipment, or important Shinra personnel from one place to another.

B1-ALPHA

The B1-Alpha series helicopter is a military helicopter used by the Shinra Electric Power Company in the *Compilation of Final Fantasy VII*. Primarily used for scouting missions or for the transportation of small groups or VIP personnel, the B1-Alpha series possesses missile weaponry and a forward mounted gun located under the cockpit, just below the forward spotlight.

SHINRA AERIAL TRANSPORTATION UNIT "B1-ALPHA" CL 7

Huge aerial vehicle (helicopter)

Init +8; **Senses** Perception +6

Defence Ref 15 (flat-footed 11), Fort 22; +3 armour

HP 80; **DR** 10; **Threshold** 32

Speed fly 16 squares (max. speed 150 knots), fly

5 squares (airship scale)

Ranged machine guns +4 (see below) and

missiles +5 (see below)



Fighting Space 3x3 or 1 square (in airship scale); **Cover** total
Base Atk +2; **Grp** +24
Atk Options autofire (machine gun)
Abilities Str 34, Dex 18, Con –, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8
Crew 2 (skilled); **Passengers** 4
Cargo 30 kg; **Consumables** 1 day
Payload 6 missiles
Availability Military; **Cost** 60,000 (25,000 used)

Machine guns (pilot)

Atk +4 (-1 autofire), **Dmg** 4d10x2

Torpedoes (gunner)

Atk +5, **Dmg** 9d10x2, 4-square splash

B1-BETA

The B1-Beta series helicopter is a small military helicopter series used by the Shinra Electric Power Company in *Final Fantasy VII*. A variant of the B1-Alpha Helicopter series, the B1-Beta series features an exposed side-carriage platform.

SHINRA AERIAL TRANSPORTATION UNIT “B1-BETA” **CL 7**

Huge aerial vehicle (helicopter)

Init +8; **Senses** Perception +6

Defence Ref 15 (flat-footed 11), Fort 22; +3 armour

HP 100; **DR** 10; **Threshold** 32

Speed fly 16 squares (max. speed 150 knots), fly
5 squares (airship scale)

Ranged machine guns +4 (see below) and
missiles +5 (see below)

Fighting Space 3x3 or 1 square (in airship scale); **Cover** total
Base Atk +2; **Grp** +24

Atk Options autofire (machine gun)

Abilities Str 34, Dex 18, Con –, Int 14

Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8

Crew 2 (skilled); **Passengers** 6

Cargo 45 kg; **Consumables** 2 days

Payload 8 missiles

Availability Military; **Cost** 80,000 (30,000 used)



Machine guns (pilot)

Atk +4 (-1 autofire), **Dmg** 4d10x2

Torpedoes (gunner)

Atk +5, **Dmg** 9d10x2, 4-square splash

GELNIKA

The Gelnika is the main transportation unit for Shinra. It is depicted as bombing the town of Modeoheim in *Crisis Core -Final Fantasy VII-*, and transferring the Huge Materia from Junon to Rocket Town for the attempt to destroy the Meteor with Shinra No. 26. Another craft of this type is shown crashed on the ocean floor near Costa del Sol, having crashed while transferring weapons to be used against Sephiroth.

SHINRA AERIAL TRANSPORTATION UNIT “GELNIKA” **CL 10**

Gargantuan aerial vehicle (aeroplane)

Init +5; **Senses** Perception +6

Defence Ref 16 (flat-footed 12), Fort 26; +7 armour

HP 120; **DR** 10; **SR** 25; **Threshold** 46

Speed fly 16 squares (max. speed 432 knots), fly 4 squares (airship scale)
Ranged machine guns +5 (see below) and torpedoes +5 (see below)
Fighting Space 4x4 or 2 squares (in airship scale); **Cover** total
Base Atk +2; **Grp** +33
Atk Options autofire (machine gun)
Abilities Str 42, Dex 18, Con –, Int 18
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5
Crew 2 (skilled); **Passengers** 40
Cargo 300 kg; **Consumables** 5 days
Payload 10 torpedoes
Availability Military; **Cost** 100,000 (35,000 used)



Machine guns (pilot)

Atk +5 (+0 autofire), **Dmg** 4d10x2

Torpedoes (gunner)

Atk +5, **Dmg** 9d10x2, 4-square splash

S-MTH

The S-MTH (Shinra Military Transport Helicopter) series of helicopters is a huge-sized helicopter used by Shinra Electric Power Company to transport personnel and various materials across distances in the *Compilation of Final Fantasy VII*.

Much like the B1-Alpha Helicopter, this helicopter possesses a forward gun under the nose while retractable side doors on either side of the vehicle allow for easy mass entry and exit.

SHINRA AERIAL TRANSPORTATION UNIT “S-MTH” CL 7

Huge aerial vehicle (helicopter)

Init +8; **Senses** Perception +6

Defence Ref 15 (flat-footed 11), Fort 22; +3 armour

HP 80; **DR** 10; **Threshold** 32

Speed fly 16 squares (max. speed 150 knots), fly 5 squares (airship scale)

Ranged machine guns +4 (see below)

Fighting Space 3x3 or 1 square (in airship scale);

Cover total (or none if both retractable doors are open)

Base Atk +2; **Grp** +24

Atk Options autofire (machine gun)

Abilities Str 34, Dex 18, Con –, Int 14

Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8

Crew 2 (skilled); **Passengers** 8-15

Cargo 85 kg; **Consumables** 3 days

Availability Military; **Cost** 110,000 (50,000 used)



Machine guns (pilot)

Atk +4 (-1 autofire), **Dmg** 4d10x2

S-MTT

The Shinra Military Troop Transport (S-MTT) is a vehicle used by the Shinra Electric Power Company military to transport troops and various materials across moderate distances in the *Compilation of Final Fantasy VII*.

Relatively low in defensive armament, the vehicle is used primarily to transport units to and from low conflict areas or areas away from heavy fighting.

SHINRA GROUND TRANSPORTATION UNIT “S-MTT” CL 1

Large ground vehicle (truck)

Init +8; **Senses** Perception +5

Defence Ref 15 (flat-footed 11), Fort 14; +1 armour

HP 60; **DR** 5; **Threshold** 19

Speed 4 squares (max. speed 70 mph)

Fighting Space 2x2; **Cover** +10

Base Atk +0; **Grp** +15

Abilities Str 18, Dex 18, Con –, Int 12

Skills Initiative +8, Perception +6, Pilot +8

Crew 1 (normal); **Passengers** 2-12

Cargo 40 kg; **Consumables** 1 day

Availability Military; **Cost** 20,000 (7,500 used)



UV-TYPE SUBMARINE

The uV-type Submarines are the only vehicles in the *Compilation of Final Fantasy VII* that can submerge below the ocean floor and explore the underwater locations. They are primarily used around Junon and to explore the area around the Junon Underwater Reactor.

SHINRA NAUTICAL TRANSPORTATION UNIT “uV-TYPE SUBMARINE” CL 10

Gargantuan nautical vehicle (submarine)

Init +5; **Senses** Perception +6

Defence Ref 16 (flat-footed 12), Fort 26; +7 armour

HP 130; **DR** 10; **SR** 25; **Threshold** 46

Speed swim 8 squares (max. speed 27.3 knots), swim
6 squares (airship scale)

Ranged torpedoes +5 (see below)

Fighting Space 2x12 or 2 squares (in airship scale); **Cover** total

Base Atk +2; **Grp** +33

Abilities Str 42, Dex 18, Con –, Int 18

Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5

Crew 28 (skilled); **Passengers** 10

Cargo 150 kg; **Consumables** 4 days

Payload 10 torpedoes

Availability Military; **Cost** 125,000 (70,000 used)

Torpedoes (gunner)

Atk +5, **Dmg** 9d10x2, 4-square splash



WRO TRANSPORTATION UNITS

The WRO Transportation Units cover both ground and aerial vehicles, and they are primarily used for transporting the voluntary army to and from a battlefield, as well as transporting medical aid, food supply and equipment resources to and from a given location.

SHADOWFOX

The Shadowfox is the main vehicle used to transporting troops and supplies to and from a given location. It has no real built-in weapons, apart from the machine gun turret situated inside the rear compartment that can be used to attack pursuing vehicles.

SHADOWFOX

CL 4

Large ground vehicle (truck)

Init +8; **Senses** Perception +5

Defence Ref 15 (flat-footed 11), Fort 14; +1 armour

HP 60; **DR** 5; **Threshold** 19

Speed 4 squares (max. speed 70 mph)

Ranged heavy cannon +1 (see below)

Fighting Space 2x2; **Cover** +10

Base Atk +0; **Grp** +15

Abilities Str 18, Dex 18, Con –, Int 12

Skills Initiative +8, Perception +6, Pilot +8

Crew 1 (normal); **Passengers** 2-26

Cargo 75 kg; **Consumables** 3 day

Availability Military; **Cost** 20,000 (7,500 used)



Machine Gun Turret (gunner)

Atk +1 (+0 autofire), **Dmg** 2d8x2

SHERA

The *Shera* is the second major airship, appearing in later Compilation titles that chronologically follow *Final Fantasy VII*. *Shera* is the WRO airship fleet's command ship and is helmed by none other than Cid Highwind.

SHERA

CL 10

Colossal aerial vehicle (airship)

Init +0; **Senses** Perception +8

Defence Ref 16 (flat-footed 13), Fort 29; +13 armour

HP 240; **DR** 15; **SR** 15; **Threshold** 79

Speed fly 12 squares (max. speed 357 knots), fly 4 squares (airship scale)

Fighting Space 4x20 or 3 squares (in airship scale); **Cover** total

Base Atk +5; **Grp** +40

Abilities Str 48, Dex 16, Con –, Int 17

Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0

Crew 6 (expert); **Passengers** 30

Cargo 420 kg; **Consumables** 2 days

Availability Restricted; **Cost** not available for sale



CHAPTER V –

MACHINES



Thanks to the Shinra's Weapons Development department, machines are common sight in warfare. They come in all shapes and sizes, and are programmed to fill various roles both on and outside the battlefield.

CREATING A MECHANICAL HERO

If you want to play a machine as a hero, you will need to create your own unique mechanical hero. Mechanical heroes are assumed to be “self-owned” or to be owned by another player character (with the approval of both the Gamemaster and the player in question). Even if owned by another member of the party, the Gamemaster should ensure that the owner does not abuse his authority by giving unreasonable or unwanted orders to the other player's machine character. A machine player character should be treated the same as any other player character, and in most cases it is best to give suggestions or advice instead of actual orders. Some machines have a heuristic processor so that they can creatively interpret orders and thus justify acting as they wish.

When you decide to play a machine hero, you'll have to pick out a few details about what type of machine your character will be. This is the equivalent of picking a race for a non-mechanical character.

CREATING A MECHANICAL HERO

You can play a machine of your own design. The only choices you have to make are choosing your construct, size, and accessories, and assigning your ability scores. Once you have taken note of these details on your character sheet, continue with character generation normally.

DETERMINING ABILITY SCORES

Machine characters determine their ability scores the same way non-mechanical characters do (see Chapter 1 in the *Final Fantasy VII Roleplaying Game: Player's Handbook*). However, machines do not have Constitution scores because they are not actually living beings; they only need scores for their five remaining abilities. You can determine your ability scores in one of three ways:

Rolling: Roll 4d6 five times, discarding the lowest die each time. Add up the remaining three dice and assign the result to any of your five abilities.

Planned Generation: All of your ability scores start at 8 and you have 30 points to spend to increase them (instead of the normal 36 points granted for playing as a sentient being; see Planned Generation, page 7).

Standard Score Package: The standard score package for mechanical heroes is 18, 16, 14, 12, and 10. Assign these five scores to your five abilities as you see fit.

CONSTRUCT

Machines are classified by construct, reflecting the types of tasks they typically perform. Generally, construct-I machines are detective and observation machines, construct-II machines are security and war machines, and construct-III machines are labour and utility machines. A machine's function does not have to match its construct, but this is uncommon.

Pick a construct (I, II, or III) for your machine. This determines your ability score modifiers, as shown in Table 5-1: Machine Constructs. For example, a construct-I detective machine increases its Wisdom and Charisma scores by 2 and reduces its Strength score by 2.

TABLE 5-1: MACHINE CONSTRUCTS

CONSTRUCT	ABILITY MODIFIERS	TYPICAL ROLES
-I	+2 Wis, +2 Cha, -2 Str	Detective, observation
-II	+2 Str, +2 Dex, -2 Int	Combat, security
-III	+2 Int, -2 Dex, -2 Cha	Labour, utility

SIZE

You can choose to play a Medium or Small machine. Machines of other sizes exist, but they are controlled by the GM.

A machine's size determines its ability modifiers, its size bonus to Reflex Defence, its size bonus to Stealth checks, adjustments to hit points, its carrying capacity, and its cost factor (see below), as shown in Table 5-2: Machine Sizes.

Medium: Player character machines of Medium size have no special modifiers because of their size. They have a walking locomotion system and a speed of 6 squares.

Small: Player character machines of Small size apply the following ability score modifiers: +2 Dexterity, -2 Strength. They either have a walking or tracked locomotion system and a speed of 4 squares. Small machines gain a +1 size bonus to their Reflex Defence and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Cost Factor: A machine's cost factor is used to calculate the cost of the machine and some machine systems. Particularly large machines can be very expensive but particularly small machines are not any cheaper due to their expenses associated with miniaturisation.

TABLE 5-2: MACHINE SIZES

MACHINE SIZE	ABILITY MODIFIERS	SIZE MODIFIER TO REF DEFENCE	SIZE MODIFIER TO STEALTH	EXTRA HIT POINTS	BONUS TO DAMAGE THRESHOLD	CARRYING CAPACITY	COST FACTOR
Colossal	+32 Str, -4 Dex	-10	-20	+120	+20	x20	x20
Gargantuan	+24 Str, -4 Dex	-5	-15	+100	+15	x10	x10
Huge	+16 Str, -4 Dex	-2	-10	+80	+10	x5	x5
Large	+8 Str, -2 Dex	-1	-5	+60	+5	x2	x2
Medium	None	+0	+0	+40	-	x1	x1
Small	-2 Str, +2 Dex	+1	+5	+20	-	x0.75	x2
Tiny	-4 Str, +4 Dex	+2	+10	+10	-	x0.5	x5

HIT POINTS

Because machines have no Constitution score, their hit points at 1st level are determined by their Strength score instead.

SYSTEMS AND ACCESSORIES

You have a heuristic processor and two arm appendages.

You may spend up to 1,000 gil on additional locomotion systems, appendages, and accessories as you see fit. You do not get to keep any left-over gil, but you still gain the starting gil according to the heroic class.

MACHINE TRAITS

All mechanical characters have certain traits in common as discussed in Machine Traits below.

MACHINE TRAITS

Machines share the following basic traits:

Abilities: Machines are non-living entities, so they do not have Constitution scores. Machines can increase any two of their five remaining ability scores by +1 each at 4th level and every four levels thereafter, just like any other character. These increases represent improved heuristics and algorithms that the machine has developed from experience as well as upgrades to its components undertaken as a part of routine maintenance. Machine ability modifiers are determined by their construct and size (see Construct and Size, above). A machine can never have an ability score less than 1, regardless of modifications.

Behavioural Inhibitors: Machines (except construct-II machines) cannot intentionally harm a sentient living being or knowingly allow a sentient living being to be harmed. Furthermore, all machines must follow orders given to them by their rightful owners, as long as those orders don't require the machine to harm a sentient living being. Machines with heuristic processors can sometimes violate these restrictions by creatively interpreting their behavioural inhibitions.

Thunder Vulnerability: As electronic beings, machines are vulnerable to thunder-based attacks (such as the Thunder or Thunder Blade materias). As such, any attack the machine receives that is thunder-based is dealt double damage.

Maintenance: Machines do not sleep, eat, or breathe. However, they do need to enter shutdown mode and recharge for 1 hour after 100 hours of operation. If a machine fails to do so, it must make an Endurance check each hour (DC 10, +1 per additional hour after the first) or suffer a -5 penalty to all attack rolls, ability checks, and skill checks. This persistent condition can only be removed by the machine recharging for 1 hour.

Materia Phobic: Machines of Large-size or bigger are unable to equip and use materia. All machines of Large-size or bigger can never multiclass into any heroic class.

Memory: A machine's trained skills, feats, and talents can be reassigned with the Use Computer skill. A mechanical hero can use its own Use Computer skill to perform this reprogramming, but it takes a -5 penalty on its skill check. If a machine is ever subjected to a complete memory wipe, it becomes a basic model of its type, losing any levels and abilities gained.

Non-living: A machine is immune to poison, disease, mako addiction, mind-affecting effects, and stunning effects. Mechanical heroes cannot join SOLDIER, and therefore unable to gain the Mark of a SOLDIER feat or any abilities associated with being a member of SOLDIER. Machines do not have a Constitution score, so they don't get bonus hit points for having a high Constitution, and they apply their Strength modifier to their Fortitude Defence.

Unlike living beings, machines don't "die", but they can be disabled or destroyed. If a machine is reduced to 0 hit points, it is disabled and cannot be reactivated until it is repaired so that it has at least 1 hit point. If the attack that reduced the machine to 0 hit points also equals or exceeds the machine's damage threshold, the machine is destroyed instead. A destroyed machine cannot be repaired or salvaged.

Repair: Machines can regain lost hit points only through the use of the Mechanics skill. A machine can use this skill to repair itself, but it takes a -5 penalty on its skill check.

Shut Down: A machine that is shut down can take no actions and is effectively unconscious. Shutting down a willing machine is a standard action. Shutting down an unwilling machine is more difficult, requiring that you grab the machine (see Grab, page 1) and then make a Mechanics check (DC = machine's Will Defence) as a standard action while it's grabbed. You cannot shut down an unwilling machine with locked access unless it is disabled or otherwise helpless.

Skills: Machines normally cannot use any skill untrained except for Acrobatics, Climb, Jump, Perception, and Swim. A machine with a heuristic processor ignores this limitation.

Systems: Machines can have many of their characteristics changed by installing or replacing existing systems (see Modifying Machines, below).

Automatic Languages: Basic (understand only; except for construct-I machines which are capable to speak as well) and Binary.

MACHINE SYSTEMS

Unlike characters and monsters, machines are essentially collections of different equipment called systems. A machine's systems can be upgraded, replaced, and modified many times throughout a machine's operational lifetime. A machine system falls into one of four categories: locomotion, processor, appendage, or accessory.

LOCOMOTION

All machines begin with a base movement speed determined by locomotion system (see Table 5-3: Machine Locomotion). Machines can have more than one locomotion system. Add 500 x the machine's cost factor for the second locomotion system, 1,000 x the machine's cost factor for the third, and 2,000 x the machine's cost factor for the fourth.

Walking Machines: Walking machines are the most versatile machines, having legs and feet that let them travel like bipeds, quadrupeds, and other similar creatures. The most common chassis for walking machines is the "humanoid" form (two arms, two legs, and a head). They suffer the usual penalties when moving through difficult terrain.

Wheeled Machines: Wheeled machines use one or powered wheels to move and are generally designed to traverse smooth surfaces. Wheeled machines can't use Strength-based skills (Climb, Jump, and Swim), and the penalties of moving through difficult terrain are doubled.

Tracked Machines: Tracked machines are an improvement on the wheeled machine, having ridged treads that give them more traction. Tracked machines ignore the penalties of difficult terrain, but they take a -5 penalty on all Climb checks.

Flying Machines: Flying machines use engines to travel more or less wherever they please. They are not hampered by any type of terrain, but tend to be the most expensive.

TABLE 5-3: MACHINE LOCOMOTION

-----SPEED (BY MACHINE SIZE)-----				
LOCOMOTION	UP TO SMALL	MEDIUM	LARGE OR BIGGER	COST
Walking	4 squares	6 squares	8 squares	10 x cost factor x (speed) squared
Wheeled	6 squares	8 squares	10 squares	5 x cost factor x (speed) squared
Tracked	4 squares	6 squares	8 squares	20 x cost factor x (speed) squared
Flying	9 squares	12 squares	12 squares	100 x cost factor x (speed) squared

TABLE 5-4: MACHINE APPENDAGES AND DAMAGE

MACHINE SIZE	PROBE	INSTRUMENT	TOOL	CLAW	HAND	TAIL LASER	SLAM
Tiny	-	-	1d4	1d6	1d4	-	-
Small	-	1d4	1d6	1d8	1d6	-	-
Medium	1d4	1d6	1d8	2d6	1d8	-	2d6
Large	1d6	1d8	2d6	2d8	2d6	1d8	2d8
Huge	1d8	2d6	2d8	3d6	2d8	2d8	3d6
Gargantuan	2d6	2d8	3d6	3d8	3d6	3d8	3d8
Colossal	2d8	3d6	3d8	4d6	3d8	4d8	4d6

EXTRA LEGS

Walking machines are usually bipedal, but a walking machine can be built with three or more legs (usually four) to grant the machine extra stability and carrying capacity. This doubles the cost of the walking locomotion system, but

the machine's carrying capacity is 50% higher than that of a bipedal machine of the same Strength. In addition, the machine gains a +5 stability bonus on checks to resist attempts to knock it prone.

MAGNETIC FEET

Electromagnetic grippers enable a machine to cling to a vehicle's hull, even when the vehicle is moving at top speed. Only machines with walking, wheeled, or tracked locomotion can have magnetic feet.

APPENDAGES

The types of appendages a machine has determines how well it is able to touch, hold, lift, carry, push, pull, or place objects. A limb that isn't used for locomotion or balance has one of the following types of appendages: probe, instrument, tool, claw, hand, or tail laser.

Machines can use their appendages to make unarmed attacks. The damage dealt by an unarmed attack depends on the machine's size and the type of appendage. Table 5-4: Machine Appendages and Damage lists the base unarmed damage; remember to apply the machine's Strength modifier to his base damage. A machine can have any number of appendages, but this does not increase the number of actions or attacks the machine can make in a round.

Probe: Few machines have no actual manipulators. The bare minimum is a probe that can push or pull objects.

Instrument: Instruments are a step up from simple probes. They might be designed to accomplish specific tasks. For example, a machine with a blade as its sole appendage can use the blade for its intended purpose, but otherwise can only push objects with it. A few instruments are actually designed to clamp, and can thus hold objects with it, but they are generally delicate. A machine using an instrument of this nature has a carrying capacity as if its Strength score were one-quarter of its actual value.

Tool: Tool appendages are somewhat sturdier than instruments. A machine must make a DC 15 Dexterity check to lift, carry, or drag objects for which its tools were not designed. The GM might rule that particularly delicate objects have a higher DC. If the check fails, the machine drops the object.

Weapons mounted on a machine are considered tool appendages unless otherwise noted. A tool mount does not include the cost of the tool or weapon mounted on it.

Claw: Claws are an intermediate step between tools and hands. They are useful for grabbing onto objects to be moved, but aren't very good for tasks that require fine manipulation. A machine using a claw to perform a task that normally requires a mechanical hand must make a DC 15 Dexterity check to succeed at the task. If the check fails, the machine drops the object it is attempting to manipulate.

Hand: A machine is considered to have a true hand if its gripping appendage includes at least three digits, one of which is opposable. Shinra-made Spybots come equipped with hands.

Tail Laser: A machine with a tail-like structure (such as the Guard Scorpion) can shoot a laser beam at all enemy targets within an 8-square radius, dealing energy damage. The machine with this type of attack must recharge (one full-round) before they can use it again.

Slam: A machine with the slam attack can attack an enemy target by literally throwing themselves at the target. Machines without a hardened system receive recoil damage equal to one-half the damage inflicted on the target. Recoil damage ignores any damage reduction the machine may have.

TELESCOPIC APPENDAGE

The machine has an appendage that reaches farther from its body than normal. A telescopic appendage has twice the normal reach for the machine's size. For example, a Medium machine with a telescopic appendage has a reach of 2 squares.

PROCESSORS

A machine can't perform any functions without its processor (also known as a digital mind), which contains all the basic information the machine needs to move its appendages, travel from place to place, behave in a certain way, and so on. A machine's Intelligence score reflects the quality of its processor.

Basic Processor: Basic Processors are not designed for creative thought and problem solving, making machines to be limited in that they cannot perform tasks they are not programmed for. Because of this, machines with a basic processor cannot perform skills untrained except for Perception. These machines are also unable to use limit breaks or talents with mind-affecting abilities. They are also unable to use weapons with which they are not proficient with.

Heuristic Processor: This type of processor allows a machine to learn by doing, think for themselves, and to interpret instructions how they see it. Machines with a heuristic processor is able to use skills untrained, just like any other character, and can wield weapons even if it is not proficient in its use (but still takes the normal -5 penalty on attack rolls). Machines with this type of processor can use limit breaks and talents with mind-affecting abilities.

Remote Processor: The machine's processor isn't located in the machine; instead, the machine is actually a drone for a remote processor. The processor is equipped with a transmitter that allows a machine

equipped with the appropriate telepathic receiver to operate as far away as 5km (for the least expensive model) to as much as 5,000 km (for the most expensive model).

Telepathic Processor: A telepathic processor is an earpiece placed into the owner of the machine’s ear and allows him to send orders via a telepathic link. Reeve Tuesti had his Cait Sith Spybot have a telepathic receiver installed so that he could send it instructions without others being aware of him doing so. The cheapest model allows the machine to receive instructions from up to 50km a way, and the more expensive models tend to be anywhere up to 50,000 km. It is possible for machines to have both a telepathic processor and a heuristic processor, however this is rare.

Telepathic Receiver: This unit allows a machine to receive instructions telepathically from either a remote processor or a telepathic earpiece. A machine can only be connected to one of these devices at a time. Changing from a telepathic earpiece to a remote processor (or vice-versa) requires a DC 20 Mechanics check and a tool kit.

TABLE 5-5: MACHINE ACCESSORIES

EQUIPMENT	COST	WEIGHT	AVAILABILITY
Appendage			
Claw	20 x cost factor	(5 x cost factor) kg	-
Hand	50 x cost factor	(5 x cost factor) kg	-
Instrument	5 x cost factor	(1 x cost factor) kg	-
Probe	2 x cost factor	(0.5 x cost factor) kg	-
Tool	10 x cost factor	(2 x cost factor) kg	-
Magnetic feet	appendage cost x 2	-	-
Telescopic appendage	appendage cost x 2	(normal weight x 2) kg	-
Armour	See Table 5-6	See Table 5-6	See Table 5-6
Hardened Systems			
Hardened system x2	500 x cost factor	(100 x cost factor) kg	Military
Hardened system x3	1,250 x cost factor	(250 x cost factor) kg	Military
Hardened system x4	2,000 x cost factor	(400 x cost factor) kg	Military
Hardened system x5	3,125 x cost factor	(650 x cost factor) kg	Military
Processors			
Heuristic processor	1,000	5 kg	-
Remote processor			
5-km range processor	500	10 kg	-
50-km range processor	5,000	100 kg	-
500-km range processor	50,000	1,000 kg	Military
5,000-km range processor	500,000	10,000 kg	Military
Telepathic processor			
50-km range processor	1,000	50 kg	Licensed
500-km range processor	10,000	500 kg	Licensed
5,000-km range processor	100,000	5,000 kg	Military
50,000-km range processor	1,000,000	50,000 kg	Military
Telepathic receiver	-1,000	3 kg	-
Sensors			
Improved sensor pack	200	2.5 kg	-
Darkvision	150	1.5 kg	-
Speech Emitter	200	0.5 kg	-

ACCESSORIES

Accessories add functions or improve existing systems in a mechanical being, making them more capable and efficient. Table 5-5: Machine Accessories summarises the various accessories described in this chapter.

Cost and Weight: Sometimes a machine accessory has a flat cost or weight. Often the cost and/or weight are determined by multiplying a base number by the machine’s cost factor, which is determined by the machine’s size.

Availability: Some machine accessories have limited availability or are strictly regulated.

ARMOUR

Machines can be equipped with built-in armour that provides an armour bonus to Reflex Defence. Bipedal machines with two hand appendages can also wear armour designed for humanoid creatures; however, the armour bonus granted by built-in machine armour does not stack with the armour bonus provided by worn armour. Table 5-6: Machine Armour summarises the different types of built-in machine armour available.

Speed: A machine with built-in light, medium, or heavy armour takes no penalty to its speed.

Armour Check Penalty: A machine with built-in armour takes an armour check penalty on attack rolls as well as skill checks made using the following skills: Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim. The type of armour worn determines the size of the penalty: light, -2; medium, -5; heavy, -10. A machine with the appropriate Armour Proficiency feat negates these penalties.

Maximum Dexterity Bonus: Built-in machine armour has a maximum Dexterity bonus, just like normal armour.

Availability: Some armour has limited availability.

Rare: This armour is rarely for sale on the open market. The price of the armour on the black market is usually double the listed cost.

Licensed, Restricted, Military, or Illegal: Ownership of the armour is limited or strictly regulated, as described in Restricted Items (see Chapter 10: Equipment).

Running in Heavy Armour: When running in heavy armour, a machine can only move up to three times its speed (instead of four times).

SPEECH EMITTER

Construct-I machines are capable of emitting the sounds necessary to speak basic. When equipped with a speech emitter, the machine is capable of emulating speech.

HARDENED SYSTEMS

Machines of Large or greater size can be designed to have internal armour and redundant systems that enable it to continue functioning despite heavy damage. This is represented by a multiplier that increases the bonus hit points and damage threshold based on the machine's size. For example, a Large-size machine with hardened systems x2 would have +120 hit points and a +10 bonus to damage threshold instead of the usual +60 hit points and a +5 bonus to its damage threshold.

TABLE 5-6: MACHINE ARMOUR

ARMOUR (CHECK PENALTY)	COST	ARMOUR BONUS TO REF DEFENCE	MAX DEX BONUS	WEIGHT	AVAILABILITY
Light Armour (-2)					
Mythril shell	650 x cost factor	+3	+5	(3 x cost factor) kg	-
Steel coating	850 x cost factor	+4	+4	(8 x cost factor) kg	Military
Medium Armour (-5)					
Crystal coating	1,500 x cost factor	+6	+3	(12 x cost factor) kg	License
Mythril plating	2,000 x cost factor	+7	+3	(7 x cost factor) kg	-
Heavy Armour (-10)					
Mythril armour	4,000 x cost factor	+9	+2	(9 x cost factor) kg	-
Crystal armour	5,250 x cost factor	+9	+1	(18 x cost factor) kg	License
Steel plating	8,500 x cost factor	+10	+1	(20 x cost factor) kg	Military

SENSORS

Sensors allow the machine to perceive its surroundings. All machines are equipped with a standard sensor array that gives them a visual and auditory acuity of an average Human. For an additional cost, a machine can be outfitted with an improved sensor package or with darkvision.

Improved Sensor Package: A machine with an improved sensor package gains a +2 equipment bonus on Perception checks. In addition, the machine gains low-light vision, ignoring concealment (but not total concealment) from darkness.

Darkvision: The machine with darkvision ignores concealment (including total concealment) from darkness.

MODIFYING MACHINES

Adding, removing, or replacing the systems on a machine requires a Mechanics check, the DC set by the type of system.

Locomotion: DC 25 Mechanics check, representing 1 day of work.

Processor: DC 20 Use Computer check and DC 20 Mechanics check, representing 1 day of work.

Appendage: DC 20 Mechanics check, representing 1 hour of work.

Accessory: DC 15 Mechanics check, representing 1 hour of work.

Tool, Weapon, or Instrument Mounted on an Appendage: DC 15 Mechanics check, representing 10 minutes of work. You take a -5 penalty on your Mechanics check when installing a weapon on Construct-III machine.

SAMPLE MACHINES

The following sample machines are presented as you see them within the *Compilation of Final Fantasy VII*.

CONSTRUCT-I MACHINES

Construct-I machines are generally spy or detective machines.

SHINRA SPYBOT

The Shinra Spybot comes in two models. They both have a walking locomotive; however their appearances differ from one another. Model One are tiny interception Spybots with a remote processor and highly perceptive senses, while Model Two are small Spybots with a telepathic processor and capable at walking on two legs convincingly like a Human (except for that fact it has a feline design).

Model Ones, also known as spiders, come equipped with an electromagnetic shock probe that's erected from the top of its main body. Its four legs allow them to scuttle along the floor and tend to be more deadly when faced against a group of them.

The only known example, and indeed the best example, of a Model Two Spybot belong to Reeves Tuesti. To call it a detective is the best description for Model Twos as they have built in voice recorders and, in the case of the previous example, allows Reeves to listen in to enemy conversations while remaining safely in his office at Shinra headquarters. It can also reverse the connection to allow others to listen in on important conversations being held amongst the Shinra board of directors (if Reeves is present in the meeting).

SHINRA SPYBOT "SAUCER" --MODEL ONE-- CL 1

Tiny machine (construct-I) nonheroic 4

Init +12; **Senses** darkvision; Perception +13

Languages none

Defences Ref 16 (flat-footed 12), Fort 11, Will 14, Mag 14

HP 28; **Mako** 0; **Magic** 0; **Threshold** 11

Immune machine traits

Speed 4 squares (walking)

Melee electromagnetic shock probe +3 (2d8 *thunder*)

Fighting Space 1 square; **Reach** 1 square

Base Attack +3; **Grp** +3

Abilities Str 6, Dex 18, Con –, Int 15, Wis 16, Cha 12

Feats Armour Proficiency (light), Skill Focus (Jump, Perception), Skill Training (Jump)

Skills Initiative +14, Jump +13, Perception +16, Stealth +24

Systems walking locomotion, magnetic feet, remote processor, improved sensor package, darkvision



SHINRA SPYBOT "CAIT SITH" --MODEL TWO-- CL 9

Small machine (construct-I) mage 9

Init +5; **Senses** Perception +11

Languages basic, binary

Defences Ref 21 (flat-footed 20), Fort 21, Will 22, Mag 23

HP 76; **Mako** 14; **Magic** 49; **Threshold** 21

Immune machine traits

Speed 4 squares (walking), 6 squares (Mog)

Melee hand +8 (1d6+4 *unarmed*) or

Melee hand +3/+3 (1d6+4 *unarmed*) with Double Attack

Fighting Space 1 square; **Reach** 1 square

Base Attack +6; **Grp** +7

Materia Cure (weapon), Thunder (weapon)

Limit Breaks Dice (2), Slots

Abilities Str 12, Dex 12, Con –, Int 16, Wis 15, Cha 14

Talents Manipulate, Ride Efficiency, Toysaurus I, Toysaurus II, Toysaurus III

Feats Double Attack, Materia Training (ability-booster, enemy skill, magic, summons), Skill Focus (Persuasion, Stealth), Skill Training (Jump), Toughness, Weapon Proficiency (simple weapons)

Skills Jump +10, Persuasion +14, Perception +11, Ride +10, Spellcasting +11, Stealth +10

Systems walking locomotion, telepathic processor, improved sensor package, speech emitter

Possessions animatronic Mog (+1 melee attack rolls)



CONSTRUCT-II MACHINES

Construct-II machines are generally security or war machines.

WD-1 “GUARD” SERIES

The guard-series within Shinra’s mighty arsenal consists of huge mechanical beasts that resemble arachnids, and are named as such. The two models more recognisable, Guard Scorpion and Guard Spider, are described below.

GUARD SCORPION

CL 1

Huge machine (construct-II) nonheroic 7

Init +6; **Senses** darkvision; Perception +14

Languages none

Defences Ref 17* (flat-footed 16), Fort 20, Will 13, Mag 13

HP 272; **Mako** 0; **Magic** 0; **Threshold** 50

Immune machine traits

Speed 8 squares (walking)

Melee probe +13 (1d8+8)

Ranged machine gun +6 (1d12+1)

Ranged Tail Laser +6 (2d8+1)

Fighting Space 2x2 squares; **Reach** 1 square

Base Attack +5; **Grp** +11

Abilities Str 26, Dex 12, Con –, Int 14, Wis 12, Cha 14

Feats Armour Proficiency (light, medium), Skill Focus (Perception, Persuasion), Weapon Proficiency (rifles)

Skills Perception +14, Persuasion +15

Systems walking locomotion, magnetic feet, remote processor, improved sensor package, darkvision, hardened systems (x3)

*+7 bonus provided by the Mythrill Plating armour.



GUARD SPIDER

CL 0

Huge machine (construct-II) nonheroic 2

Init +6; **Senses** darkvision; Perception +14

Languages none

Defences Ref 17* (flat-footed 16), Fort 20, Will 13, Mag 12

HP 277; **Mako** 0; **Magic** 0; **Threshold** 60

Immune machine traits

Speed 8 squares (walking)

Melee probe +9 (1d8+8)

Ranged machine gun +1 (1d12+1)

Fighting Space 2x2 squares; **Reach** 1 square

Base Attack +1; **Grp** +9

Abilities Str 26, Dex 12, Con –, Int 13, Wis 12, Cha 14

Feats Armour Proficiency (light), Skill Focus (Perception, Persuasion), Weapon Proficiency (rifles)

Skills Perception +14, Persuasion +15

Systems walking locomotion, magnetic feet, remote processor, improved sensor package, darkvision, hardened systems (x4)

*+7 bonus provided by the Mythrill Plating armour.



WD-2 “PROPELLER” SERIES

The Propeller-series are mobile mechanical weapons of war designed by the Weapons Development department to pass over any type of terrain without any problems. The stats below are for the two main models with which all others are modified versions off of.

HELI GUNNER

CL 0

Large machine (construct-II) nonheroic 2

Init +15; **Senses** Perception +12

Languages none

Defences Ref 14 (flat-footed 11), Fort 15, Will 13, Mag 13

HP 148; **Mako** 0; **Magic** 0; **Threshold** 25

Immune machine traits

Speed 12 squares (flying)

Melee slam +5 (2d8+4)

Ranged machine gun +3 (1d12+2) or

Fighting Space 1 square; **Reach** 1 square

Base Attack +1; **Grp** +10

Abilities Str 18, Dex 14, Con –, Int 14, Wis 14, Cha 12

Feats Armour Proficiency (light), Skill Focus (Initiative), Weapon Proficiency (rifles)

Skills Initiative +15, Perception +12

Systems flying locomotion, remote processor, improved sensor package, hardened systems (x2)



MOTH SLASHER

CL 1

Large machine (construct-II) nonheroic 4

Init +7; **Senses** Perception +11

Languages none

Defences Ref 13 (flat-footed 11), Fort 18, Will 14, Mag 12

HP 179; **Mako** 0; **Magic** 0; **Threshold** 28

Immune machine traits

Speed 12 squares (flying)

Melee slam +9 (2d8+6)

Ranged machine gun +5 (1d12+2) or

Ranged machine gun +5 (2d12+2) with Rapid Shot or

Fighting Space 1 square; **Reach** 1 square

Base Attack +3; **Grp** +9

Abilities Str 23, Dex 14, Con –, Int 10, Wis 12, Cha 13



Feats Armour Proficiency (light), Improved Defences, Rapid Shot, Weapon Proficiency (rifles)
Skills Perception +11
Systems flying locomotion, remote processor, improved sensor package, hardened systems (x2)

WD-3 “BARRIER” SERIES

The Barrier-series are machines designed to carry and use large weapons; either melee or ranged, which gives them advantage at both close range combat and long range combat.

CUTTER MACHINE

CL 0

Medium-size machine (construct-II) nonheroic 3

Init +14; **Senses** Perception +15

Languages none

Defences Ref 14 (flat-footed 13), Fort 15, Will 14, Mag 14

HP 75; **Mako** 0; **Magic** 0; **Threshold** 15

Immune machine traits

Speed 6 squares (walking)

Melee tool (razor blade) +5 (1d8+3) or

Melee tool (razor blade) +5 (2d8+3) with Rapid Strike

Fighting Space 1 square; **Reach** 2 squares

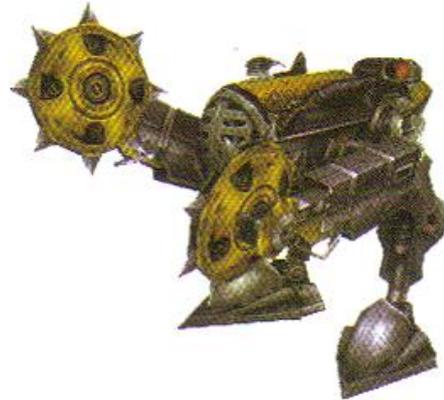
Base Attack +2; **Grp** +5

Abilities Str 17, Dex 12, Con –, Int 13, Wis 14, Cha 12

Feats Improved Defences, Rapid Strike, Skill Focus (Initiative, Perception)

Skills Initiative +14, Perception +15

Systems walking locomotion, remote processor, improved sensor package



LAUNCHER MACHINE

CL 2

Medium-size machine (construct-II) nonheroic 8

Init +14; **Senses** darkvision; Perception +15

Languages none

Defences Ref 21* (flat-footed 17), Fort 13, Will 15, Mag 14

HP 111; **Mako** 0; **Magic** 0; **Threshold** 18

Immune machine traits

Speed 6 squares (walking)

Melee none

Ranged missile launcher +10 (6d6+4)

Ranged machine gun +10 (1d12+4) x2

Fighting Space 1 square; **Reach** 2 squares

Base Attack +6; **Grp** +7

Abilities Str 12, Dex 18, Con –, Int 12, Wis 15, Cha 12

Feats Armour Proficiency (light), Improved Damage Threshold, Improved Defences, Skill Focus (Perception), Weapon Proficiency (rifles)

Skills Initiative +14, Perception +15

Systems walking locomotion, remote processor, improved sensor package, darkvision

*+4 bonus provided by the Steel Coating armour.



SWEEPER

CL 0

Medium-size machine (construct-II) nonheroic 3

Init +13; **Senses** darkvision; Perception +11

Languages none

Defences Ref 20* (flat-footed 17), Fort 13, Will 14, Mag 14

HP 62; **Mako** 0; **Magic** 0; **Threshold** 18

Immune machine traits

Speed 6 squares (walking)

Melee none

Ranged machine gun +5 (1d12+3)

Ranged poison gas +5 (2d6+3 *poison*)

Fighting Space 1 square; **Reach** 2 squares

Base Attack +2; **Grp** +2

Abilities Str 10, Dex 17, Con –, Int 12, Wis 13, Cha 12

Feats Armour Proficiency (light), Improved Damage

Threshold, Improved Defences, Weapon Proficiency (rifles)

Skills Initiative +13, Perception +11

Systems walking locomotion, remote processor, improved sensor package, darkvision

*+4 bonus provided by the Steel Coating armour.



WD-4 “HEAD” SERIES

The Head-series were designed for close-combat warfare and are built for frontline purposes. The models described below are the prototypes of the series of which all other models within the series are modified versions of.

CANNON HEAD

CL 3

Medium-size machine (construct-II) nonheroic 15

Init +15; **Senses** darkvision; Perception +12

Languages none

Defences Ref 25* (flat-footed 20), Fort 14, Will 14, Mag 14

HP 166; **Mako** 0; **Magic** 0; **Threshold** 19

Immune machine traits

Speed 6 squares (tracked)

Melee slam +13 (1d8+2; *recoil*)

Ranged machine gun +16 (1d12+3) or

Ranged machine gun +11/+11 (1d12+3) with Double Attack or

Ranged machine gun +6/+6/+6 (1d12+3) with Triple Attack

Fighting Space 1 square; **Reach** 1 square

Base Attack +11; **Grp** +13

Abilities Str 14, Dex 20, Con –, Int 13, Wis 14, Cha 10

Feats Armour Proficiency (light, medium), Double Attack, Improved Damage Threshold, Improved Defences, Skill Training (Initiative), Triple Attack, Weapon Proficiency (rifles)

Skills Initiative +15, Perception +12, Stealth +15

Systems tracked locomotion, remote processor, improved sensor package, darkvision

*+7 bonus provided by the Mythrill Plating armour.



ESCORT HEAD

CL 1

Medium-size machine (construct-II) nonheroic 7

Init +; **Senses** darkvision; Perception +

Languages none

Defences Ref 21* (flat-footed 17), Fort 13, Will 13, Mag 15

HP 94; **Mako** 0; **Magic** 0; **Threshold** 18

Immune machine traits

Speed 6 squares (tracked)

Melee slam +6 (1d8+1; *recoil***)

Ranged machine gun +9 (1d12+4) or

Ranged machine gun +9 (2d12+4) with Rapid Shot

Fighting Space 1 square; **Reach** 1 square

Base Attack +5; **Grp** +6



Abilities Str 12, Dex 18, Con –, Int 14, Wis 12, Cha 10

Feats Armour Proficiency (light), Improved Damage Threshold,
Improved Defences, Rapid Shot, Weapon Proficiency (rifles)

Skills Initiative +14, Perception +14, Stealth +14

Systems tracked locomotion, remote processor, improved
sensor package, darkvision

*+4 bonus provided by the Steel Coating armour.

**The machine receives damage equal to one-half the damage dealt to the target (rounded-down, minimum of 1).

CHAPTER VI - HAZARDS



The planet is full of obstacles waiting to trip up heroes as they strive to fulfil their destinies. Every location has its own perils – whether menacing monsters, an unsafe testing site, or something worse – and any explorer can confirm that the greatest danger when traveling to a new town or city is encountering some new hazard not yet known to the planet at large. Shinra MP and Tsviets are obvious threats to the safety of just about everyone, but it is often the unseen and unexpected hazards that bring heroes down.

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.

HAZARD BASICS

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 LEVELS

Each hazard has a basic Challenge Level (CL), which works like other CLs in the game. You choose the CL of the hazard, and it affects everything the hazard does. Typically, you should create a hazard with a CL that is less than or equal to the average level of the heroes, although from time to time you can use a hazard with a higher CL to increase the tension and danger of an encounter.

As a general rule, you can include one hazard of the appropriate CL in an encounter without having to take its CL 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 CL 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 CL 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.

Acid: Hazards with the acid keyword deal acid damage. All acid hazards should have the contact keyword as well.

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.

TABLE 6-1: AVERAGE DAMAGE PER DIE

DIE	AVERAGE DAMAGE
d3	1.5
d4	2.5
d6	3.5
d8	4.5
d10	5.5
d12	6.5

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 its CL + 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 its CL. Choose a dice expression (such as 3d8 or 2d4+2) that is likely to produce this average damage result. Table 6-1 shows the average damage result per die type. 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.

THE CONDITION TRACK

You can create a hazard that has attacks that move the target down the condition track instead of dealing damage (or in addition to dealing damage). That movement should be taken into account as a part of the hazard's average damage. Moving -1 step on the condition track is worth about the same as 5 points of damage, and moving -2 steps is worth about the same as 10 points of damage. No hazard should move a target more than -2 steps on the condition track at a time. For example, if a hazard normally deals an average of 15 points of damage, you could reduce its damage to 10 points and also have the hazard move the target -1 step on the condition track.

Many hazards that move a target down the condition track also impose persistent conditions. When this occurs, the condition is assumed to have a lasting effect on the target's health and well-being. Although you do not need to reduce the damage output of a hazard that imposes a persistent condition, you should consider reducing the attack's frequency or accuracy so that an entire group of heroes are not affected by persistent conditions as the result of a single hazard.

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.

TABLE 6-2: DIFFICULTY CLASSES FOR HAZARDS BY CL

ADVENTURE CL	EASY DC	MEDIUM DC	MODERATE DC	HARD DC	HEROIC DC
1	13	18	23	26	31
2-3	14	19	24	27	32
4-5	16	21	26	29	34
6-7	17	22	27	30	35
8-9	18	23	28	32	37
10-11	19	24	29	33	38
12-13	21	26	31	35	40
14	22	27	32	36	41
15	22	27	32	37	42
16-17	23	28	33	38	43
18-19	24	29	34	39	44
20	26	31	36	41	46

SKILL DIFFICULTY CLASS

Heroes can use their skills to interact with many hazards. For example, a scout 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 CL; Table 6-2 contains sample skill DCs based on the CL of the hazard. For each CL, 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 talents, 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 neither 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.

“You have Geostigma....don’t you?”

- Tifa Lockhart

GEOSTIGMA

CL 10

Geostigma slowly erodes cells and body tissue from within.

Artificial, contact, disease

Trigger Targets all sentient beings that come in contact with the tainted lifestream that burst from the ground

to help push back the meteor.

Attack +5 vs. Fortitude Defence

Damage 2d12; -2 steps along the condition track.

Recurrence Each day; infected target does not suffer condition track movement any more after the initial infection; lose 1 point of Constitution per month.

Special

Machines are not affected by Geostigma. Geostigma can only be healed by the effects of the *Great Gospel* limit break.

Each hazard statistics block begins with the hazard's name and CL, 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

CL 2

Acid burns through metal and skin alike, corroding them.

Acid, contact, natural

Trigger A creature, a machine, or an object comes into contact with the acid

Attack +4 vs. Fortitude Defence

Damage 2d10 acid (*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.

AIR/SEA SICKNESS

CL 1

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. Fortitude Defence

Damage The target moves -1 persistent step on the condition track

Recurrence Once, after 8 hours

Skills

Treat Injury (DC 20): The character removes the persistent condition.

Special

The persistent condition from air/sea sickness is removed from a creature after 8 hours of rest.

ATMOSPHERE, CORROSIVE

CL 4

The chemicals of a corrosive atmosphere eat away at clothing, objects, and flesh.

Acid, atmospheric, contact, natural

Trigger A creature, a droid, or an object begins its turn in a corrosive atmosphere

Attack +4 vs. Fortitude Defence

Damage 2d6 acid (*Miss*: Half damage)

Recurrence On trigger

Skills

Knowledge (physical sciences) (DC 16): The character identifies the presence of a corrosive atmosphere.

Special

Machines that have special protection against a corrosive atmosphere, such as mythrill armour, are not affected by this hazard.

ATMOSPHERE, TOXIC

CL 6

A toxic atmosphere is filled with chemicals that harm most creatures.

Atmospheric, contact, natural

Trigger A creature begins its turn in a toxic atmosphere

Attack +5 vs. Fortitude Defence

Damage 1d6, and the target moves -1 persistent step on the condition track (*Miss*: Half damage, and no condition track movement)

Recurrence On trigger

Skills

Knowledge (physical sciences) (DC 17): The character identifies the presence of a toxic atmosphere.

Special

Creatures, machines, or objects that have special protection against a toxic atmosphere, such as having both the poison and elemental ward materias equipped, are not affected by this hazard.

EXPLOSIVE CHARGE

CL 5

An explosive detonates when triggered by a timer.

Area, artificial, energy

Trigger The explosive's timer expires; targets all creatures, machines, and objects in a 1-square burst radius

Attack +10 vs. Reflex Defence

Damage 10d6 (*Miss*: Half damage)

Recurrence None

Skills

Mechanics (DC 16): The character disarms the explosive charge.

EXTREME HEAT OR COLD

CL 4

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. Fortitude Defence

Damage 2d6, and then the target moves -1 persistent step on the condition track (*Miss*: Half damage, and no condition track movement)

Recurrence Hourly

Special

A creature that has taken damage from extreme heat or cold cannot regain hit points or move up the condition track 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.

FIRE

CL 3

When clothing or objects catch fire, they continue to burn and take fire damage.

Artificial or natural, fire

Trigger A creature, a machine, or an object takes fire damage

Attack +5 vs. Fortitude Defence

Damage 1d6 fire (*Miss*: Half damage)

Recurrence Each round at the start of the target's turn, until the flames are extinguished (a full-round action)

Special

Creatures and machines with special protection against fire, such as having both the fire and elemental ward materias equipped, are not affected by this hazard.

MAKO POISONING

CL 5

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 (see page 138 of the *Player's Handbook*)

Attack *Special* (see page 138 of the *Player's Handbook*)

Damage The target moves -4 persistent step on the condition track and is intoxicated for a number of hours equal to 1d6 x their heroic level x 2.

Skills

Endurance (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

Machines are unable to be mako poisoned.

SMOKE

CL 2

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. Fortitude Defence

Damage 1d6, and the target moves - 1 step on the condition track (*Miss*: Half damage and no condition track movement)

Recurrence On trigger

Special

Smoke grants concealment to creatures and objects within it.

TURRET, GUN

CL 2

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. Reflex Defence

Damage 3d6 piercing

Recurrence Each round, on initiative (Initiative +5)

Skills

Stealth: The character makes a Perception 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

CL 3

This automated turret shoots enemies who come within its range.

Area, artificial

Trigger The turret detects a creature or droid within its line of sight; targets all creatures in a 2x2-square area

Attack +5 vs. Reflex Defence

Damage 3d8 piercing (*Miss*: Half damage)

Recurrence Each round, on initiative (initiative +5)

Skills

Stealth: The character makes a Perception 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.

CHAPTER VII –

ALLIES and OPPONENTS



Nonheroic characters include everything from professional workers to petty criminals, police officers to common thugs. They lack the inclination or training to be heroes, but they are capable in their own fields. Skilled engineers, educated professors, and master architects are all nonheroic characters, as is the local mayor, the self-serving trade-goods merchant, and the baseline Wutai soldier.

Nonheroic characters do not gain talents or limit breaks, do not add their nonheroic class level to their defence scores, and do not gain Mako Points. In addition, they only get to increase one ability score by one point every fourth level (instead of increasing two scores by one point each). However, they gain feats normally as they advance in level, as shown in Table 3-1: Experience and Level-Dependent Benefits in the *Player's Handbook*.

EXAMPLES OF NONHEROIC CHARACTERS IN THE COMPILATION OF FINAL FANTASY VII

Miners, ordinary civilians, Shinra MP, thugs, tourists

GAME RULE INFORMATION

Nonheroic characters have the following game statistics.

HIT POINTS

At each level, nonheroic characters gain 1d4 hit points + their Constitution modifier.

MAGIC POINTS

At each level, nonheroic characters gain 1d3 magic points + their Intelligence modifier.

CLASS FEATURES

Nonheroic characters receive no special class features other than some starting feats at 1st level.

CLASS SKILLS

Nonheroic characters gain a number of trained skills equal to 2 + their Intelligence modifier (minimum of 1). To gain skills after 1st level, the nonheroic character must acquire the Skill Training feat.

TABLE 7-1: THE NONHEROIC CLASS

LEVEL	BASE ATTACK BONUS	LEVEL	BASE ATTACK BONUS
1 st	+0	11 th	+8
2 nd	+1	12 th	+9
3 rd	+2	13 th	+9
4 th	+3	14 th	+10
5 th	+3	15 th	+11
6 th	+4	16 th	+12
7 th	+5	17 th	+12
8 th	+6	18 th	+13
9 th	+6	19 th	+14
10 th	+7	20 th	+15

STARTING FEATS

A nonheroic character gains three starting feats at 1st level, chosen from the following list:

Armour proficiency (light), Armour Proficiency (medium), Skill Focus*, Skill Training, Weapon Proficiency (advanced weapons), Weapon Proficiency (heavy weapons), Weapon Proficiency (pistols), Weapon Proficiency (rifles), Weapon Proficiency (simple weapons).

* This feat may be selected more than once. Each time the feat is selected, it applies to a different skill.

MULTICLASSING

Nonheroic characters can multiclass into a heroic class. The normal multiclassing rules apply (see Multiclass Characters in Chapter 3 of the *Final Fantasy VII Roleplaying Game: Player's Handbook*) with the following addition: Characters who start out in the nonheroic class do not receive limit breaks, even if multiclassing into one of the heroic classes.

CHARACTER ARCHETYPES

The following pre-generated characters are examples of typical allies and opponents that you can throw into an adventure or campaign. They represent some of the more common characters seen across the various eras. Add personalities and histories to these archetypal characters as you see fit.

CREATING NON-HUMAN CHARACTERS

The statistics provided here use the Human race as the baseline (see Humans, Chapter 2 of the *Final Fantasy VII d20 Roleplaying Game: Player's Handbook*). If you wish to change the character's race, follow these simple rules:

- Remove two of the character's feats (human characters gain a bonus feat and gain a bonus feat instead of a bonus limit break [optional]).
- Remove one of the trained skills (human characters gain a bonus trained skill).
- Add the relevant race traits for the selected race from those described in Chapter 2 of the *Player's Handbook*.

DEEPGROUND

DEEPGROUND is Shinra's last dark secret. Created in response to the success of Project G, DEEPGROUND's purpose is to create a larger military division in which all members of the hierarchy will be injected with Genesis Rhapsodos' DNA laced with Mako. After the collapse of The Shinra Electric Power Company, DEEPGROUND became a stand-alone military organisation under the control of the Tsviets, the most powerful unit within DEEPGROUND.

DG SNIPER

The average snipers of DEEPGROUND seem to be slightly more powerful versions of normal Shinra MP. They are both male and female, generally use rifles as weapons, and wear helmeted uniforms reminiscent of those worn by the Genesis clones. They are cleared for use of heavier weaponry should the need arise.

DG SNIPER CL 4

Medium Human (copy) scout 4

Init +11; **Senses** Perception +9

Mako 7

Languages Basic

Defences Ref 23 (flat-footed 19), Fort 17, Will 17, Mag 15;
Mako-Infused

HP 56; **MP** 24; **Threshold** 22

Speed 6 squares

Melee by weapon +4

Ranged assault rifle +8 (2d8+8)

Base Atk +4; **Grp** +4

Atk Options Careful Shot, Sniper

Special Actions Point Blank Shot

Abilities Str 11, Dex 18, Con 11, Int 10, Wis 14, Cha 10

Talents Acute Senses, Keen Shot

Feats Armour Proficiency (light), Careful Shot, Improved Damage Threshold, Point Blank Shot, Precise Shot, Sniper, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons), You Can Hear the Cry from the Planet

Skills Climb +7, Endurance +7, Initiative +11, Jump +7, Perception +9, Stealth +11

Possessions assault rifle with enhanced sniper scope, Deepground armour (armour +4)

DG SOLDIER

The average soldiers of DEEPGROUND seem to be slightly more powerful versions of normal Shinra MP. They are both male and female, generally use broadswords as weapons, and wear helmeted uniforms reminiscent of those worn by the Genesis clones. They are cleared for use of heavier weaponry should the need arise.

DG SOLDIER CL 4

Medium Human (copy) fighter 4

Init +8; **Senses** Perception +9

Mako 7

Languages Basic

Defences Ref 20 (flat-footed 19), Fort 19, Will 18, Mag 17;
Mako-Infused

HP 64; **MP** 19; **Threshold** 24

Speed 6 squares

Melee broadsword +9 (1d10+10) or

Melee broadsword +7 (2d10+10) with Rapid Strike

Ranged by weapon +5

Base Atk +4; **Grp** +8

Atk Options Rapid Strike

Special Actions Devastating Attack

Abilities Str 18, Dex 12, Con 10, Int 10, Wis 14, Cha 10

Talents Devastating Attack, Weapon Specialisation (swords)

Feats Armour Proficiency (light, medium), Improved Defences, Improved Damage Threshold, Rapid Strike, Weapon Focus (swords), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons, swords), You Can Hear the Cry from

the Planet

Skills Acrobatics +8, Initiative +8, Jump +11, Perception +9

Possessions broadsword, Deepground armour (armour +4)

DG SOLDIER TROOPER

Following the SOLDIER traditions, DEEPGROUND has not forgotten the importance of a blade on the battlefield. These soldiers are trained for close range combat, but are skilled to the approximation of a SOLDIER 2nd Class.

DG SOLDIER TROOPER

CL 9

Medium Human (copy) fighter 7/DG SOLDIER trooper 2

Init +10; **Senses** Perception +11

Mako 11

Languages Basic

Defences Ref 27 (flat-footed 26), Fort 25, Will 26, Mag 23;

Mako-Infused

HP 92; **MP** 29; **Threshold** 25

Speed 6 squares

Melee broadsword +14 (1d10+15) or

Melee broadsword +9/+9 (1d10+15) with Double Attack or

Melee broadsword +12 (2d10+15) with Rapid Strike

Ranged by weapon +10

Base Atk +9; **Grp** +12

Atk Options Double Attack, Rapid Strike

Special Actions Devastating Attack

Extraordinary Powers Known (Spellcasting +9): *draw slash* (5),
lightning speed (4)

SOLDIER Techniques *mako point recovery*

Abilities Str 18, Dex 12, Con 10, Int 11, Wis 14, Cha 11

Talents Armoured Defence, Cruel Intentions, Devastating Attack,
Hail Weiss I, Weapon Specialisation (swords)

Feats Armour Proficiency (light, medium), Improved Defences,
Mark of a SOLDIER, Rapid Strike, SOLDIER Training (3), Triple
Attack, Weapon Focus (swords), Weapon Proficiency (heavy
weapons, pistols, rifles, simple weapons, swords), You Can
Hear the Cry from the Planet

Skills Acrobatics +10, Initiative +10, Jump +13, Perception +11,
Spellcasting +9

Possessions broadsword, Deepground armour (armour +4)

PEGASUS RIDER

The Pegasus Riders are DEEPGROUND's aerial combatant specialists, and are specifically trained to attack targets from a great distance. They are also used for scouting missions as well; using the forward spotlight on their pegasus hoverbike to search their quarry in the darkest of locations.

PEGASUS RIDER

CL 9

Medium Human (copy) scout 7/ace pilot 2

Init +13; **Senses** Perception +11

Mako 10

Languages Basic

Defences Ref 31 (flat-footed 27), Fort 22, Will 22, Mag 22;

Mako-Infused

HP 88; **MP** 44; **Threshold** 27

Speed 6 squares

Melee by weapon +9

Ranged assault rifle +13 (2d8+10)

Base Atk +9; Grp +9

Atk Options Careful Shot, Great Shot

Special Actions Point Blank Shot, Vehicle Dodge +1

Abilities Str 10, Dex 18, Con 12, Int 12, Wis 14, Cha 10

Talents Acute Senses, Great shot, Hunt the Hunter, Keen Shot, Spotter

Feats Armour Proficiency (light), Assured Attack, Careful Shot, DEEPGROUND Military Training, Dodge, Improved Damage Threshold, Mobility, Point Blank Shot, Precise Shot, Skill Focus (Mechanics, Pilot), Vehicular Combat, Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons), You Can Hear the Cry from the Planet

Skills Endurance +10, Initiative +13, Mechanics +12, Perception +11, Pilot +16, Stealth +13

Possessions assault rifle with enhanced sniper scope, Deepground armour (armour +4), pegasus hoverbike

RESTRICTOR

Restrictors are members of the 14th SOLDIER force, also known as “Lost Force”. They are specifically trained to lead DEEPGROUND and other assignments that require their level of expertise. Restrictor is considered the highest position within the ranks of SOLDIER and DEEPGROUND, even far superior as an average SOLDIER 1st Class or Tsviet member.

RESTRICTOR

CL 19

Medium Human (clone) fighter 7/SOLDIER 2nd class 6/
SOLDIER 1st class 5/Restrictor 1

Init +12; Senses Perception +13; *fearless*

Mako 19

Languages Basic

Defences Ref 34 (flat-footed 33), Fort 35, Will 37, Mag 37;
Mako-Infused

HP 141; MP 86; Threshold 45

Speed 6 squares

Melee broadsword +23 (1d10+21) or

Melee broadsword +20/+20 (1d10+21) with Double Attack or

Melee broadsword +15/+15/+13 (1d10+21) with Triple Attack or

Melee broadsword +10/+10/+10/+10 (1d10+21) with Quadruple Attack

Ranged by weapon +20

Base Atk +19; Grp +21

Atk Options Double Attack, Quadruple Attack, Triple Attack

Special Actions Block, Cover, Deflect, Magic Sword

Extraordinary Powers Known (Spellcasting +13): *bizzaro energy* (3),
end of gluttony (4), *flight* (2), *lightning speed* (3)

SOLDIER Techniques *mako point recovery* (3)

SOLDIER Secrets *Devastating Power, Enlarged power, Mentor, Quicken Power*

Abilities Str 15, Dex 12, Con 13, Int 12, Wis 14, Cha 14

Talents Block, Cover, Cruel Intentions, Deflect, Expose, Greater Weapon Focus (swords), Greater Weapon Specialisation (swords), Improved Spellcasting, Magic Sword, Multiattack Proficiency (swords), Weapon Specialisation (swords)

Feats Armour Proficiency (light, medium), Brink of Death, DEEPGROUND Military Training, Double Attack, Improved Damage Threshold (2), Improved Defences, Mark of a SOLDIER, Materia Fusion, Materia Training (ability-booster, magic), Quadruple Attack, Rapid Strike, Shinra Electric Power Company Military Training, SOLDIER Training (4),

Triple Attack, Weapon Focus (swords), Weapon Proficiency (swords)
Skills Acrobatics +15, Initiative +15, Jump +16, Knowledge (tactics) +15,
Perception +18, Spellcasting +16
Possessions broadsword, shadow crest (armour +9, equipment +2)

TSVIET

The Tsviets are DEEPGROUND's answer to the SOLDIER 1st Class. They possess extraordinary abilities through the injection of Genesis Rhapsodos' DNA, and trained to physical and mental peak. Their fighting style is generally brutal and they kill mercilessly.

TSVIET

CL 14

Medium Human (copy) fighter 7/DG SOLDIER trooper 5/tsviet 2

Init +13; **Senses** Perception +14; *fearless*

Mako 17

Languages Basic

Defences Ref 33 (flat-footed 32), Fort 31, Will 31, Mag 29;
Mako-Infused

HP 123; **MP** 54; **Threshold** 31

Speed 6 squares

Melee broadsword +19 (1d10+20) or

Melee broadsword +14/+14 (1d10+20) with Double Attack or

Melee broadsword +9/+9/+9 (1d10+20) with Triple Attack or

Melee broadsword +17 (2d10+20) with Rapid Strike

Ranged by weapon +15

Base Atk +14; **Grp** +18

Atk Options Double Attack, Rapid Strike, Triple Attack

Special Actions Devastating Attack

Extraordinary Powers Known (Spellcasting +9): *dissipate magic* (4),
draw slash (7), *lightning speed* (4)

SOLDIER Secrets *devastating power*

SOLDIER Techniques *mako point recovery* (2)

Abilities Str 18, Dex 12, Con 10, Int 12, Wis 14, Cha 12

Talents Armoured Defence, Cruel Intentions, Devastating Attack,
Hail Weiss I, Hail Weiss II, Improved Armour Defence, Keep
Together, Weapon Specialisation (swords)

Feats Armour Proficiency (light, medium), Improved Defences,
Double Attack, Mark of a SOLDIER, Rapid Strike, SOLDIER
Training(5), Triple Attack, Weapon Focus (swords), Weapon
Proficiency (heavy weapons, pistols, rifles, simple weapons,
swords), You Can Hear the Cry from the Planet

Skills Acrobatics +13, Initiative +13, Jump +16, Perception +14,
Spellcasting +13

Possessions broadsword, Deepground armour (armour +4)

THE FRINGE

Fringers live at the edge of society. Criminals, independents, traders, and mercenaries of all kinds consider themselves fringers. While not all members of the fringe are criminals (certainly, many are hard-working and honest folk), anyone who operates far from the seat of world power or outside the bounds of the law can be considered part of the fringe.

ASSASSIN

An assassin usually maintains 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.

ASSASSIN**CL 5**

Medium Human rogue 5

Init +10; **Senses** Perception +8**Mako** 7**Languages** Basic**Defences** Ref 20 (flat-footed 17), Fort 15, Will 17, Mag 18**HP** 50; **MP** 35; **Threshold** 15**Speed** 6 squares**Melee** knife +3 (1d6+5)**Ranged** assault rifle +8 (2d8+8)**Base Atk** +3; **Grp** +30**Atk Options** Dastardly Strike, Rapid Shot**Special Actions** Point Blank Shot, Precise Shot**Abilities** Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 13**Talents** Dastardly Strike, Knack, Lucky Shot**Feats** Point Blank Shot, Precise Shot, Rapid Shot, Skill Training (Acrobatics, Persuasion), Weapon Proficiency (pistols, rifles, simple weapons)**Skills** Acrobatics +10, Gather Information +8, Initiative +10, Perception +8, Persuasion +8, Stealth +10**Possessions** assault rifle with enhanced sniper scope, knife, potion (8)**BOUNTY HUNTER**

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.

BOUNTY HUNTER**CL 7**

Medium Human nonheroic 4/scout 3/bounty hunter 3

Init +11; **Senses** low-light vision; Perception +12**Mako** 9**Languages** Basic**Defences** Ref 31 (flat-footed 28), Fort 19, Will 20, Mag 17**HP** 89; **MP** 37; **Threshold** 19**Speed** 6 squares**Melee** knife +10 (1d6+5)**Ranged** bayonet rifle +11 (2d8+6/1d6+5) or**Ranged** bayonet rifle +9 (3d8+6/2d6+5) with Rapid Shot or**Ranged** grenade +11 (3d8+6)**Base Atk** +8; **Grp** +10**Atk Options** Hunter’s Mark, Rapid Shot**Special Actions** familiar foe +1, Hunter’s Target, Point Blank Shot, Precise Shot**Abilities** Str 15, Dex 16, Con 14, Int 10, Wis 14, Cha 10**Talents** Acute Senses, Expert Tracker, Hunter’s Mark, Hunter’s Target**Feats** Armour Proficiency (light, medium), Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Endurance, Survival), Weapon Proficiency (pistols, rifles, simple weapons)**Skills** Endurance +13, Initiative +11, Perception +12, Survival +13**Possessions** battle armour (+8 armour) with helmet package (+2 Perception; low-light vision), bayonet rifle, bandolier (containing a knife, 4 grenades, and 3 spare bayonets), potion (12), bounty hunter’s license

CRIME LORD

Crime lords come from all strata of society. Some began their careers as streetwise thugs, crawling up from the darkest, filthiest pits of the world to positions of power within the criminal underworld. Others are noble-born, using their money and influence to support their fiendish syndicates.

CRIME LORD

CL 8

Medium Human rogue 4/noble 3/crime lord 1

Init +6; **Senses** Perception +10

Mako 10

Languages Basic

Defences Ref 22 (flat-footed 20), Fort 18, Will 21, Mag 25;
Dodge

HP 68; **MP** 41; **Threshold** 18

Speed 6 squares

Melee unarmed +4 (1d6+3)

Ranged handgun +7 (1d6+6) or

Ranged handgun +5 (1d6+6) and

Handgun +5 (1d6+6)

Base Atk +5; **Grp** +7

Atk Options Acrobatic Strike, Dastardly Strike, Dual Weapon
Mastery II

Special Actions Point Blank Shot, Presence

Abilities Str 8, Dex 14, Con 10, Int 17, Wis 12, Cha 15

Talents Attract Minion, Connections, Dastardly Strike, Knack,
Presence

Feats Acrobatic Strike, Dodge, Dual Weapon Mastery I, Dual
Weapon Mastery II, Improved Defences, Mobility, Point
Blank Shot, Running Attack, Skill Focus (Deception),
Toughness (3), Weapon Proficiency (pistols, simple weapons)

Skills Acrobatics +11, Deception +16, Gather Information +11,
Knowledge (bureaucracy) +12, Knowledge (world lore) +12,
Perception +10, Persuasion +11, Stealth +11

Possessions 2 handguns, cellphone, enforcers (including several
thugs and a 6th level minion), 10,000 gil on gil card

PRIEST

The priest is a holy person 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.

PRIEST

CL 8

Medium Human mage 7/priest 1

Init +9; **Senses** Perception +11

Mako 11

Languages Basic

Defences Ref 22 (flat-footed 20), Fort 21, Will 22, Mag 22

HP 72; **MP** 63; **Threshold** 26

Speed 6 squares

Melee unarmed +5 (1d6+6)

Ranged by weapon +5

Base Atk +5; **Grp** +3

Limit Breaks none

Materia Blizzard, Cure, Fire, Thunder

Abilities Str 10, Dex 10, Con 13, Int 15, Wis 14, Cha 14

Talents Equilibrium, Foresight, Improved Spellcasting, Inspire

Faith, Lifestream Focus

Feats Diamond Dust, Hellfire, Improved Damage Threshold, Improved Defences, Judgement Bolt, Martial Arts I, Martial Arts II, Materia Training (ability-booster, enemy skill, magic), Weapon Proficiency (simple weapons), You Can Hear the Cry from the Planet

Skills Initiative +9, Knowledge (world lore) +11, Perception +11, Persuasion +10, Spellcasting +11

Possessions none

THUG

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.

THUG

CL 1

Medium Human nonheroic 2

Init +6; **Senses** Perception +8

Languages Basic

Defences Ref 11 (flat-footed 10), Fort 10, Will 9, Mag 9

HP 12; Threshold 10

Speed 6 squares

Melee kunai +2 (1d8+2)

Melee knife +2 (1d6+2)

Ranged by weapon +2

Base Atk +1; **Grp** +2

Abilities Str 13, Dex 12, Con 11, Int 8, Wis 9, Cha 10

Feats Skill Focus (Perception), Toughness (2), Weapon Proficiency (pistols, simple weapons)

Skills Initiative +6, Perception +8

Possessions knife, kunai, secret savings of 700 gil.

THE SHINRA ELECTRIC POWER COMPANY

The Shinra Electric Power Company held much control over most of world for many years. Their armies were second-to-none and many feared when Shinra's elite military unit, SOLDIER, were deployed for combat in nearby surroundings.

SHINRA MP

Although hardly having as much of a reputation as SOLDIER, the Shinra security department's Military Police (MP) still makes up the majority of Shinra's force, and is deployed far more often than SOLDIER. The department seems to have somewhat of a rivalry with SOLDIER and has been known to extend challenges in the form of training sessions. The Security Department also serves as a fall-back for SOLDIER hopefuls who are deemed unfit to go through the Mako infusion procedure that all SOLDIER members must go through.

SHINRA MP

CL 1

Medium Human nonheroic 4

Init +8; **Senses** Perception +6

Languages Basic

Defences Ref 14 (flat-footed 13), Fort 12, Will 9, Mag 10

HP 18; Threshold 12

Speed 6 squares

Melee by weapon +4

Ranged assault rifle +4 (2d8+1)

Ranged grenade +4 (3d8+1)

Base Atk +3; **Grp** +4

Atk Options Careful Shot, Point Blank Shot, Rapid Shot

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8

Feats Armour Proficiency (light), Careful Shot, Point Blank Shot, Rapid Shot, Weapon Proficiency (rifles, simple weapons)

Skills Initiative +8, Perception +6, Stealth +8

Possessions Shinra Infantry Suit (+3 armour, +1 equipment), assault rifle, grenade (6)

SOLDIER

Members of SOLDIER are the ultimate fighting force on the planet. They are deployed in combat as a means of ending the conflict quickly and as a fear factor against enemy forces. They are well trained in the art of sword fighting as well as in the use of materia.

SOLDIER 3rd CLASS

CL 3

Medium Human (clone) fighter 3

Init +6; **Senses** Perception +7

Mako 6

Languages Basic

Defences Ref 20, Fort 16, Will 15, Mag 18; Mako-Infused

HP 62; **MP** 22; **Threshold** 16

Speed 6 squares

Melee broadsword +5 (1d10+4) or

Melee broadsword +3 (2d10+4) with Rapid Strike

Ranged by weapon +3

Base Atk +3; **Grp** +4

Atk Options Rapid Strike

Special Actions Block, Magic Sword

Extraordinary Powers Known (Spellcasting +7): *end of gluttony (1), flight (2), lightning speed (1)*

Abilities Str 12, Dex 10, Con 12, Int 12, Wis 13, Cha 13

Talents Block, Magic Sword

Feats Armour Proficiency (light), Mark of a SOLDIER, Rapid Strike, SOLDIER Training (2), Weapon Focus (swords), Weapon Proficiency (pistols, rifles, swords, simple weapons)

Skills Acrobatics +6, Climb +7, Initiative +6, Jump +7, Perception +7, Spellcasting +7

Possessions broadsword, SOLDIER uniform (armour +6, equipment +3)

SOLDIER 2nd CLASS

CL 8

Medium Human (clone) fighter 7/SOLDIER 2nd class 1

Init +10; **Senses** Perception +10

Mako 12

Languages Basic

Defences Ref 23 (flat-footed 22), Fort 18, Will 23, Mag 24; Mako-Infused

HP 97; **MP** 35; **Threshold** 23

Speed 6 squares

Melee broadsword +12 (1d10+10) or

Melee broadsword +7/+7 (1d10+10) with Double Attack or

Melee broadsword +10 (2d10+10) with Rapid Strike

Ranged by weapon +9

Base Atk +8; **Grp** +10

Atk Options Double Attack, Rapid Strike

Special Actions Block, Cover, Deflect, Magic Sword

Extraordinary Powers Known (Spellcasting +10): *end of gluttony (3), flight (2), lightning speed (1)*

Abilities Str 14, Dex 12, Con 12, Int 12, Wis 13, Cha 13
Talents Block, Cover, Deflect, Greater Weapon Focus (swords),
Magic Sword
Feats Armour Proficiency (light), Double Attack, Improved
Damage Threshold, Improved Defences, Mark of a SOLDIER,
Materia Training (magic), Rapid Strike, SOLDIER Training (3),
Weapon Focus (swords), Weapon Proficiency (pistols, rifles,
swords, simple weapons)
Skills Acrobatics +10, Climb +11, Initiative +10, Jump +11,
Perception +10, Spellcasting +10
Possessions broadsword, SOLDIER uniform (armour +6,
equipment +3)

SOLDIER 1st CLASS

CL 13

Medium Human (clone) fighter 7/SOLDIER 2nd class 5/
SOLDIER 1st class 1

Init +12; **Senses** Perception +13; *fearless*

Mako 16

Languages Basic

Defences Ref 24 (flat-footed 23), Fort 19, Will 30, Mag 30;
Mako-Infused

HP 139; **MP** 49; **Threshold** 29

Speed 6 squares

Melee broadsword +17 (1d10+15) or

Melee broadsword +12/+12 (1d10+15) with Double Attack or

Melee broadsword +7/+7/+7 (1d10+15) with Triple Attack or

Melee broadsword +15 (2d10+15) with Rapid Strike

Ranged by weapon +14

Base Atk +13; **Grp** +15

Atk Options Double Attack, Rapid Strike, Triple Attack

Special Actions Block, Cover, Deflect, Magic Sword

Extraordinary Powers Known (Spellcasting +13): *bizzaro energy*
(3), *end of gluttony* (4), *flight* (2), *lightning speed* (3)

SOLDIER Techniques *mako point recovery* (2)

Abilities Str 14, Dex 12, Con 13, Int 12, Wis 14, Cha 13

Talents Block, Cover, Deflect, Expose, Greater Weapon Focus
(swords), Improved Spellcasting, Magic Sword, Weapon
Specialisation (swords)

Feats Armour Proficiency (light), Double Attack, Improved
Damage Threshold (2), Improved Defences, Mark of a
SOLDIER, Materia Fusion, Materia Training (magic), Rapid
Strike, SOLDIER Training (4), Triple Attack, Weapon Focus
(swords), Weapon Proficiency (pistols, rifles, swords, simple
weapons), You Can Hear the Cry from the Planet

Skills Acrobatics +12, Climb +13, Initiative +12, Jump +13,
Perception +13, Spellcasting +13

Possessions broadsword, SOLDIER uniform (armour +6,
equipment +3)

TURKS

The Investigative Division of General Affairs, also known as the Turks, are Shinra's secret police and deal in the more highly dangerous tasks, such as murder, kidnap, sabotage and the like. They are recognised by their black suits and matching black attitude, which make many within Shinra see them as cold-hearted and deadly.

TURK

CL 12

Medium Human scout 5/detective 4/bounty hunter 3

Init +13; **Senses** Perception +12; *Acute Senses*

Mako 12

Languages Basic

Defences Ref 28 (flat-footed 26), Fort 26, Will 25, Mag 26

HP 89; **MP** 36; **Threshold** 31

Speed 6 squares

Melee combat gloves +11 (1d6+9)

Ranged handgun +12 (1d6+8) or

Ranged handgun +10 (2d6+8) with Rapid Shot or

Ranged handgun +10 (1d6+8) and
handgun +10 (1d6+8) or

Ranged handgun +8 (2d6+8) and
handgun +8 (2d6+8) with Rapid Shot

Base Atk +10; **Grp** +11

Atk Options Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Familiar Foe +1, Quick Draw, Trail Link +2

Abilities Str 12, Dex 14, Con 10, Int 15, Wis 13, Cha 14

Talents Acute Senses, Hidden Eyes, Hot Lead, Hunter's
Mark, Hunt the Hunter, Nowhere to Hide, Quick on
your Feet

Feats Careful Shot, Dual Weapon Mastery I, Dual Weapon
Mastery II, Far Shot, Improved Damage Threshold,
Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot,
Running Attack, Skill Training (Survival), Toughness,
Vehicle Combat, Weapon Proficiency (pistol, rifles,
simple weapons)

Skills Climb +12, Gather Information +13, Initiative +13,
Jump +12, Perception +12, Pilot +13, Stealth +13,
Survival +11, Use Computer +13

Possessions 2 handguns, combat gloves

THE WORLD REGENESIS ORGANISATION

The WRO acted as a world-government during the years after Meteorfall. When DEEPGROUND revealed themselves, the WRO used its voluntary army to combat the threat immediately for the sake of the planet.

WRO COMMANDER

The WRO commander is slightly better trained in combat than the normal foot soldiers and has more experience on their side. They lead their men into battle with only their skills to get them through. They generally are not satisfied until they get positive results.

WRO COMMANDER

CL 8

Medium Human fighter 7/officer 1

Init +12; **Senses** Perception +13

Mako 10

Languages basic

Defences Ref 25 (flat-footed 22), Fort 22, Will 23, Mag 22

HP 89; **MP** 29; **Threshold** 22

Speed 6 squares

Melee by weapon +8

Ranged assault rifle +12 (2d8+13) or

Ranged assault rifle +10 (3d8+13) with Rapid Shot

Base Atk +8; **Grp** +8

Atk Options Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Charging Fire, Quick Draw, Running
Attack

Abilities Str 11, Dex 16, Con 14, Int 14, Wis 12, Cha 9

Talents Armoured Defence, Devastating Attack (rifles), Field Tactics, Improved Armoured Defence, Weapon Specialisation (rifles)
Feats Armour Proficiency (light, medium), Charging Fire, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Running Attack, Skill Focus (Knowledge (tactics), Perception, Use Computer), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +12, Knowledge (tactics) +14, Perception +13, Treat Injury +10, Use Computer +14
Possessions assault rifle, headquarters pass codes, WRO combat suit (+5 armour)

WRO SOLDIER

The basic foot soldiers of the voluntary army, the WRO soldier is well-rounded and diverse; ready for any situation that may arise. They prefer to be on the front lines, defending their homes and families from the DEEPGROUND threat.

WRO SOLDIER

CL 5

Medium Human fighter 5

Init +9; **Senses** Perception +8

Mako 7

Languages basic

Defences Ref 20 (flat-footed 18), Fort 19, Will 16, Mag 18

HP 88; **MP** 24; **Threshold** 19

Speed 6 squares

Melee unarmed +5 (1d6+5)

Ranged assault rifle +8 (2d8+9) or

Ranged assault rifle +6 (3d8+9) with Rapid Shot

Base Atk +5; **Grp** +5

Atk Options Point Blank Shot, Precise Shot, Rapid Shot

Special Actions Charging Fire, Quick Draw, Running Attack

Abilities Str 11, Dex 15, Con 14, Int 13, Wis 12, Cha 9

Talents Armoured Defence, Improved Armoured Defence, Weapon Specialisation (rifles)

Feats Armour Proficiency (light, medium), Charging Fire, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Running Attack, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +9, Knowledge (tactics) +8, Perception +8, Treat Injury +8, Use Computer +8

Possessions assault rifle, WRO combat suit (+5 armour)

THE WUTAI EMPIRE

The island of Wutai was the last free nation on the planet before the war against the Shinra Electric Power Company began due to the refusal of mako excavation on Wutai territory. During the war, the Wutai government sent its armed forces to defend their nation with honour and dignity.

CRESCENT UNIT

The Crescent Unit are an elite squadron within the Wutai arsenal. They are trained in hand-to-hand combat as well as weapon combat. No matter how difficult a situation can be; the crescent unit always find ways to deal with their foes with honour and dignity.

CRESCENT UNIT

CL 10

Medium Human fighter 7/elite trooper 3

Init +12; **Senses** Perception +11

Mako 11

Languages Basic

Defences Ref 31 (flat-footed 26), Fort 25, Will 20, Mag 23

HP 107; **MP** 34; **Threshold** 30

Speed 4 squares

Melee unarmed +12 (2d10+12)

Melee halberd (axe) +14 (1d10+16)

Ranged halberd (gun) +14 (1d8+16)

Base Atk +10; **Grp** +12

Atk Options Point Blank Shot, Rapid Shot, Rapid Strike

Special Actions Damage Reduction (DR 1), Delay Damage

Abilities Str 14, Dex 15, Con 13, Int 12, Wis 12, Cha 10

Talents Armoured Defence, Battle Analysis, Greater Weapon Focus (advanced weapons), Greater Weapon Specialisation (advanced weapons), Improved Armoured Defence, Weapon Specialisation (advanced weapons)

Feats Armour Proficiency (light, medium, heavy), Dual Weapon Mastery I, Dual Weapon Mastery II, Improved Damage Threshold, Martial Arts I, Martial Arts II, Martial Arts III, Point Blank Shot, Rapid Shot, Rapid Strike, Weapon Focus (advanced weapons), Weapon Proficiency (advanced weapons, pistols, rifles, simple weapons)

Skills Acrobatics +12, Initiative +12, Knowledge (tactics) +11, Perception +11, Stealth +12

Possessions Crescent armour (+9 armour); halberd

WUTAI GENERAL

These generals command the Wutai military forces. They are few and far between, however each general can command up to 100 units in a single battle.

WUTAI GENERAL

CL 9

Medium Human fighter 4/scout 3/officer 2

Init +14; **Senses** Perception +12; *acute senses*

Mako 10

Languages Basic

Defences Ref 24 (flat-footed 22), Fort 23, Will 24, Mag 22

HP 93; **MP** 31; **Threshold** 28

Speed 4 squares

Melee halberd (axe) +10 (1d10+10)

Ranged halberd (gun) +11 (1d8+11)

Base Atk +9; **Grp** +10

Atk Options Rapid Shot, Rapid Strike

Special Actions Command Cover, Share Talent (battle analysis)

Abilities Str 12, Dex 15, Con 12, Int 10, Wis 10, Cha 8

Talents Acute Senses, Armoured Defence, Battle Analysis, Deployment Tactics, Improved Initiative

Feats Armour Proficiency (light, medium, heavy), Dual Weapon Mastery I, Dual Weapon Mastery II, Improved Damage Threshold, Improved Defences, Rapid Shot, Rapid Strike, Skill Focus (Initiative, Knowledge (tactics), Perception, Stealth), Weapon Proficiency (advanced weapons, pistols, rifles, simple weapons)

Skills Initiative +14, Knowledge (tactics) +12, Perception +12, Stealth +14

Possessions Crescent armour (+9 armour); halberd

WUTAI SOLDIER

The baseline Wutai soldier makes up the bulk of Godo's forces. They fight for honour and for the protection of their homeland; all in the name of Wutai and their god Leviathan.

WUTAI SOLDIER

CL 2

Medium Human nonheroic 6

Init +12; **Senses** Perception +10

Languages Basic

Defences Ref 21 (flat-footed 20), Fort 12, Will 10, Mag 11

HP 31; **Threshold** 12

Speed 4 squares

Melee halberd (axe) +5 (1d10+4) or

Melee halberd (pole) +5 (1d8+4)

Ranged by weapon +5

Base Atk +4; **Grp** +5

Abilities Str 12, Dex 13, Con 12, Int 10, Wis 9, Cha 8

Feats Armour Proficiency (light), Dual Weapon Mastery I, Improved Defences, Skill Focus (Initiative, Jump, Perception), Weapon Proficiency (advanced weapons)

Skills Initiative +12, Jump +2, Perception +10

Possessions Crescent armour (-10 armour check penalty, +9 armour); halberd

CHAPTER VIII – 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.

KNOWLEDGE (WORLD LORE)

DC RESULT

- 15 The village of Banora is home to the famous Banora White Apples, which are nicknamed the 'dumbapple' by the locals as they can grow all year round.
- 20 The Shinra Electric Power Company transformed the apple juice factory into a weapons warehouse once they took ownership of the village.
- 25 Although the Shinra Electric Power Company took control over the village after the deaths of the landowners, a mako reactor was never built in the region.

KNOWLEDGE (SOCIAL SCIENCES)

DC RESULT

- 15 The village was owned by a wealthy landowner and his wife, but ownership was transferred to the Shinra Electric Power Company after their deaths.
- 20 SOLDIER 1st Class members Angeal Hewley and Genesis Rhapsodos both grew up in Banora.
- 25 The manor that once belonged to the landowner holds a secret tunnel that leads to the Banora Underground.

COREL

Continent: Western.

Area: Corel.

Major Exports: Coal, weapons.

Major Imports: Foodstuff, technology.

KNOWLEDGE (WORLD LORE)

DC RESULT

- 10 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.
- 15 Corel stores an abundance of coal; the second largest form of natural energy source after Mako.
- 20 Corel mainly acts as a gateway to the Gold Saucer.
- 25 The mako reactor within Mt. Corel is no longer in use, and acts as a reminder to what had happened to Old Corel.

KNOWLEDGE (SOCIAL SCIENCES)

DC RESULT

- 15 The town is made up of survivors of the old Corel's destruction.

- 20 The survivors made their shelters out of debris from the old Corel's ruins.

COSMO CANYON

Continent: Western.

Area: Cosmo.

Major Exports: Information.

Major Imports: Foodstuff, tourism.

KNOWLEDGE (WORLD LORE)

DC RESULT

- 10 Cosmo Canyon is the site for those who wish to pursue the Study of Planetary Life.
- 15 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.
- 20 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.

KNOWLEDGE (SOCIAL SCIENCES)

DC RESULT

- 15 The most expensive villa in town is owned by the president of the Shinra Electric Power Company.
- 20 Although quite expensive, Costa del Sol has a wide selection of holiday homes and luxury villas on the

market.

- 25 The docks house a selection of boats and airplanes for hire. They also manufacture new aerial and nautical vehicles for private clients.

EDGE

Continent: Eastern.

Area: Midgar.

Major Exports: Information, technology.

Major Imports: Foodstuff, tourism.

KNOWLEDGE (WORLD LORE)

DC RESULT

- 15 The city is built just south-east of the ruins of Midgar; roughly between sector 3 and 4.
- 20 The construction material used to build the city came from the ruins of Midgar
- 25 Edge uses the remaining Mako energy from Midgar's eight reactors as a temporary measure until a new energy source is discovered.

KNOWLEDGE (SOCIAL SCIENCES)

DC RESULT

- 10 The monument in central Edge was constructed by Shinra Inc. to commemorate the destruction of Midgar and pay homage to the victims.
- 15 The orphaned children help transport important artefacts, as well as debris, from the ruins in exchange for food and money.
- 20 The highway is off limits to all non-WRO members.

GONGAGA

Continent: Western.

Area: Gongaga.

Major Exports: Foodstuff.

Major Imports: Mako, 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.

KNOWLEDGE (SOCIAL SCIENCES)

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)

DC RESULT

- 10 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.

- 15 They say that those who have fallen within the lifestream will eventually find their way to Mideel.

MIDGAR

Continent: Eastern.

Area: Midgar.

Major Exports: Mako, materia, technology, vehicles, weapons.

Major Imports: foodstuff.

KNOWLEDGE (WORLD LORE)

DC RESULT

- 10 Midgar is the largest metropolitan city on the planet.
- 15 It has 8 mako reactors around the outer perimeter, which constantly provides the city with electricity.
- 20 The centre skyscraper houses mako reactor 0, as well as the government offices of the Shinra Electric Power Company.

KNOWLEDGE (SOCIAL SCIENCES)

DC RESULT

- 10 The slums below the plate consist of nameless villages that were bought out by the Shinra Electric Power Company.
- 15 Since Shinra built the city above, the oppressed people living in the slums have never seen the light of day.

KNOWLEDGE (LIFE SCIENCES)

DC RESULT

- 10 The land around Midgar has become a desolate wasteland due to severe mako pollution.
- 15 Flowers do not grow in the slums, except in the Sector 5 slums church.

KNOWLEDGE (BUREAUCRACY)

DC RESULT

- 10 The Shinra Electric Power Company is the de-facto world authority over most of the planet.
- 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)

DC RESULT

- 15 Villagers mine the mako springs in Mt. Nibel, and make materia from it.
- 20 The well in the centre of Nibelheim is well-known for making wishes come true.
- 25 The village no longer has real citizens. Instead, there are actors living there who are employed by Shinra to cover up the incident.

KNOWLEDGE (SOCIAL SCIENCES)

DC RESULT

- 10 Sangan, the martial arts master, has his own private dojo in the village.
- 15 The Nibelheim sewer is where a colony of Sahagin lives.
- 20 The largest house in the village belongs to the Shinra Electric Power Company, and is so-rightfully named the Shinra Mansion.
- 25 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.

ROCKET TOWN

Continent: Western.

Area: Rocket Launch Pad.

Major Exports: Tourism.

Major Imports: Technology.

KNOWLEDGE (WORLD LORE)

DC RESULT

- 10 The name of the town was given after the rocket launch pad just north of the main civilisation.
- 15 Cid Highwind, world famous pilot and the first man to go (or attempted to go) to the moon, lives in Rocket Town.

KNOWLEDGE (SOCIAL SCIENCES)

DC RESULT

- 10 The town became a tourist site after the initial failed rocket launch.
- 15 Shinra stopped funding the Space Exploration program after the initial launch failed.

WUTAI

Continent: Western.

Area: Wutai.

Major Exports: Foodstuff, technology, weapons.

Major Imports: None.

KNOWLEDGE (WORLD LORE)

DC RESULT

- 15 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.
- 20 The Da Chao Mountain is a place of worship for the Leviathan; the nations chosen deity.
- 25 Mt. Tamblin has the highest peak than any other mountain in the country. There are several natural mako springs within its caves.

KNOWLEDGE (BUREAUCRACY)

DC RESULT

- 10 The walls of Fort Tamblin run all along the perimeters of Wutai, protecting it from invaders and intruders.
- 20 After the Wutai War ended, Godo had to sign an edict, which banned its army and civilians from using and owning materia.



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

TABLE 8-1: NAVIGATION DC MODIFIERS

SITUATION	CHECK MODIFIER
Using a Sat-Nav system	+5
No Sat-Nav system used	-10
No Worldwide Network access	-5

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.

TABLE 8-2: TRAVEL TIME

VEHICLE TYPE	TRAVEL TIME*
Aerial	0.5 x vehicle's Dex modifier
Ground	1d3 x vehicle's Dex modifier
Nautical	1 x vehicle's Dex modifier

**double this figure if the vehicle has a persistent condition caused by navigation.*

Certain situations or circumstances can also modify the check, as shown in Table 8-1: Navigation DC Modifiers. 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 Table 8-2: Travel Time.

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 moves -1 persistent step on the condition track. The persistent condition remains until the vehicle is undergoes 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.

CHAPTER IX-

ERAS OF PLAY



As the gamemaster, you are free to set your *Final Fantasy VII* campaign in any time period. The information presented in this chapter is intended to give you enough of a backdrop to comfortably set adventures in any era.

The Sons of JENOVA era represents a time of warfare: the conflict with Wutai and the anti-Shinra faction AVALANCHE, the defected SOLDIER Genesis and his obsession with finding a cure for his degradation, and Sephiroth's fall to madness. Specifically, it's the years around *Before Crisis -Final Fantasy VII-* and *Crisis Core -Final Fantasy VII-*.

The Meteorfall era covers the time of Sephiroth's rebirth and his quest with continuing JENOVA's legacy, as depicted in *Final Fantasy VII*, the *On a Way to a Smile* novella series, and *Final Fantasy VII -Advent Children-*.

Finally, The Awakening era is set three years after *Final Fantasy VII*. The world is still recovering from meteor's devastation; however, Deepground surfaces and plans to awaken the ultimate beast – Omega – to decimate all of life. This is the time period detailed in *Dirge of Cerberus -Final Fantasy VII-*.

SONS OF JENOVA 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 fomented 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.

MAIN CHARACTERS

The following section describes the main characters from *The Compilation of Final Fantasy VII*.

AERITH GAINSBOROUGH

Aerith is the happy-go-lucky flower girl from the Sector 5 slums in Midgar; however, she didn't always live there. Aerith was born from Gast and Ifalna Faremis in Icicle Inn, and now living with her adopted mother, Elmyra, in the slums. Due to her being raised in a desolate area, Aerith has had to learn the hard way how to evade difficult situations and protect herself.

Flowers never grow in Midgar due to Mako pollution; however, ever since Aerith lived there, flowers grew around her home and the church in the Sector 5 slums.

Aerith met her end in the Forgotten City at the hands of JENOVA; with her friends watching on in shock disbelief. Cloud laid Aerith to rest in the forgotten lake, but her soul remained intact within the lifestream; allowing her to watch over the planet as a goddess.

AERITH GAINSBOROUGH (*FINAL FANTASY VII*) CL 10

Female Cetra mage 6/rogue 4

Init +7; **Senses** *planetary whisper*; Perception +12

Languages ancient, basic

Defences Ref 22, Fort 22, Will 25, Mag 23

HP 92; **MP** 25; **Threshold** 27; **Mako** 10

Speed 6 squares

Melee full-metal staff +4 (1d4+4)

Ranged by weapon +7

Base Atk +7; **Grp** +7

Special Actions Quick Draw

Materia Cure (weapon), Esuna (weapon)

Limit Breaks Breath of the Earth, Fury Brand, Healing Wind, Seal Evil

Abilities Str 8, Dex 10, Con 12, Int 14, Wis 19, Cha 17

Talents Equilibrium, Focus, Fool's Luck, Fortune's Favour, Improved Spellcasting

Feats Improved Damage Threshold, Materia Training (ability-booster, magic, summons), Melee Defence, Quick Draw, Skill Focus (Spellcasting), Toughness (3), Weapon Proficiency (simple weapons), You Can Hear the Cry from the Planet

Skills Knowledge (world lore) +12, Perception +14, Persuasion +13, Spellcasting +16

Possessions full-metal staff, ribbon, white materia



CLOUD STRIFE

Cloud was born in the small village of Nibelheim, and the childhood friend of Tifa Lockheart. He dreamed of one day becoming a hero like the famous SOLDIER 1st Class Sephiroth; however, he failed to make SOLDIER due to the fact that he was considered too weak for JENOVA's cells to enter his body.

Cloud witnessed first-hand Sephiroth becoming mad after the war hero set Cloud's hometown on fire and showed no remorse for it. Even though Sephiroth was far superior in strength to him, Cloud was somehow able to kill him by throwing him into a pool of Mako that lay at the bottom of the Nibelheim reactor.

After the incident, Cloud became a test subject for Hojo's JENOVA Reunion Theory; and because of the newly injected JENOVA cells, incorporated a new persona using a mix of his memories and the memories of his friend Zack, another SOLDIER 1st Class.

Cloud was able to find forgiveness in allowing Aerith to die by forgiving others of their sins and letting the past rest. He came for her and, to Aerith, that's all that mattered.



CLOUD STRIFE (*ADVENT CHILDREN*)

CL 17

Male Human (clone) fighter 4/mage 3/melee duellist 10

Init +10; **Senses** Perception +11; *Attuned Senses*

Languages basic

Defences Ref 26 (flat-footed 25), Fort 20, Will 31, Mag 30

HP 149; **MP** 29; **Threshold** 20; **Mako** 14

Speed 6 squares (ground), 6 squares (flight; *perfect*)

Melee fusion swords (main blade) +19 (2d12+12) and
fusion swords (second blade) or

Melee fusion swords +14/+14 (2d12+12) with Double Attack or

Melee fusion swords +9/+9/+9 (2d12+12) with Triple Attack or

Ranged by weapon +17

Base Atk +16; **Grp** +18

Atk Options Double Attack, Triple Attack

Special Actions Master of Movement (5/enc)

Limit Breaks Blade Beam, Braver, Climhazzard, Cross-Slash, Finishing
Touch, Meteorain, Omnislash

Abilities Str 15, Dex 12, Con 13, Int 13, Wis 14, Cha 14

Talents Dual Weapon Flourish I, Dual Weapon Flourish II, Flight,

Improved Spellcasting, Out of Nowhere, Single Weapon Flourish I,

Single Weapon Flourish II, Weapon Specialisation (buster sword, fusion swords)

Feats Armour Proficiency (light), Double Attack, Dual Weapon Mastery I, Dual Weapon Mastery II, Dual Weapon Mastery III, Mark of a SOLDIER, Materia Training (ability-booster, enemy skill, magic, summons), Triple Attack, Weapon Focus (buster sword, fusion swords), Weapon Proficiency (pistols, rifles, simple weapons, swords), You Can Hear the Cry from the Planet

Skills Acrobatics +14, Climb +15, Jump +15, Pilot +14, Spellcasting +15

Possessions fusion swords, cellphone, SOLDIER uniform (armour +6, equipment +3)



RUFUS SHINRA

Rufus Shinra is a highly skilled deceiver; never knowing what he says is true or not. He was first the vice-president of the Shinra Electric Power Company, and later president after his father was killed by JENOVA.

He was considered dead when the top of Shinra HQ was destroyed by Diamond WEAPON. However, he survived after a successful rescue mission by the Turks, and has been trying to repay the planet for everything he and his company had done ever since.

Rufus is currently financially supporting the World Regensis Organisation while trying to rebuild his own company into a non-profitable, reliable (and, more importantly, non-mako) business, by funding several alternative energy supply excavations and sending the Turks on search and rescue missions on behalf of the WRO.

RUFUS SHINRA (*BEFORE CRISIS*)

CL 8

Male Human noble 8

Init +10; **Senses** Perception +11

Languages basic

Defences Ref 21 (flat-footed 20), Fort 21, Will 23, Mag 23

HP 93; **MP** 41; **Threshold** 21; **Mako** 9

Speed 6 squares

Melee by weapon +5

Ranged handgun +7 (1d6+5) or

Ranged handgun +2/+2 (1d6+5) with Double Attack or

Ranged handgun +5 (2d6+5) with Rapid Shot

Base Atk +6; **Grp** +7

Atk Options Double Attack, Point Blank Shot, Rapid Shot

Special Actions Born Leader

Abilities Str 8, Dex 13, Con 14, Int 14, Wis 14, Cha 15

Talents Born Leader, Distant Command, Presence, Wealth

Feats Double Attack, Improved Defences, Point Blank Shot, Rapid Shot, Skill Focus (Deception, Knowledge (bureaucracy), Persuasion), Toughness (1), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

Skills Deception +14, Gather Information +11, Initiative +10, Knowledge (bureaucracy) +14, Knowledge (world lore) +11, Perception +11, Persuasion +14, Pilot +10, Use Computer +11
Possessions handgun, gil card with 8,000,000 gil on it.



SEPHIROTH

The greatest warrior that had ever lived, Sephiroth was the by-product of Project S and the son of Dr. Lucrecia Crescent and Professor Hojo. All his life he was trained as a fighting machine; a perfect warrior, but went mad when he discovered the “truth” behind his birth.

Sephiroth was killed by Cloud Strife in the Nibelheim reactor, but his soul didn’t dissolve within the lifestream. Instead, he became a plague and slowly began to corrupt the very essence of life.

Sephiroth used a remnant he created within the lifestream as a host for his rebirth. He fought Cloud once more above the ruins of Midgar, but after his third defeat at his hand, Sephiroth swore to his nemesis that he would “never be a memory”.

SEPHIROTH (ADVENT CHILDREN)

CL 20

Male Half-Alien* fighter 7/SOLDIER 2nd Class 8/SOLDIER 1st Class 5

Init +21; **Senses** Perception +23; *fearless*

Languages basic

Defences Ref 30 (flat-footed 24), Fort 39, Will 41, Mag 39; *Immunity; mako-infusion*

HP 320; **MP** 99; **Threshold** 39; **Mako** 18

Speed 6 squares (ground), 6 squares (flight; *perfect*)

Melee masamune +28 (2d10+20) or

Melee masamune +23/+23 (2d10+20) with Double Attack or

Melee masamune +18/+18/+18 (2d10+20) with Triple Attack

Ranged by weapon +26

Base Atk +20; **Grp** +28

Atk Options Double Attack, Souleater, Triple Attack

Special Actions Expose, Mimic

Extraordinary Powers Known (Spellcasting +24): *bizzaro energy* (5), *dissipate magic* (5), *heartless angel* (5), *lightning speed* (5), *supernova* (5)

Limit Breaks Braver, Octaslash, Transform (*bizzaro, safer*)**

SOLDIER Secrets *devastating power, enlarged power, multi-target power, quicken power*

SOLDIER Techniques *improved cast magic, mako point recovery* (3)

Abilities Str 27, Dex 22, Con 22, Int 22, Wis 27, Cha 22

Talents Block, Cover, Deflect, Expose, Magic Sword, Mako Break, Mimic I, Mimic II, Souleater (2), Weapon Specialisation (masamune)

Feats Acrobatic Strike, Armour Proficiency (light), Combat Reflexes, Double Attack, Exotic Weapon Proficiency (masamune), Limit Block, Limit Deflect, Mark of a SOLDIER, Materia Fusion, Skill Focus (Spellcasting), SOLDIER Training (3), Triple Attack, Weapon Proficiency (pistols, rifles, swords, simple weapons)

Skills Acrobatics +21, Endurance +21, Initiative +21, Jump +23, Knowledge (Tactics) +21, Perception +23, Spellcasting +24, Stealth +21

Possessions masamune, SOLDIER uniform (armour +6, equipment +3)

*Half-Alien is a special race available to characters born from the JENOVA project.

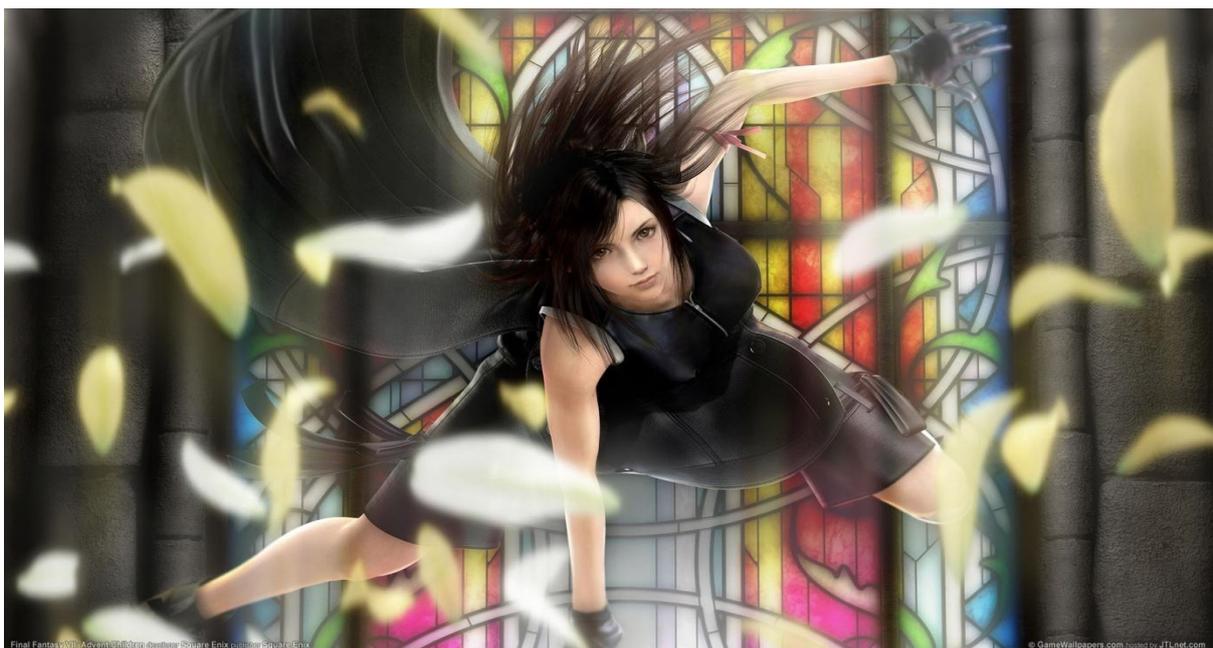
**Sephiroth can only transform into these beings once he has successfully absorbed enough litres of Lifestream equal to his character level x one-half his wisdom score (rounded down; *bizzaro*) and his character level x his wisdom score (*safer*).

TIFA LOCKHEART

Tifa is the childhood friend of Cloud Strife. At a young age, her mother died, and Tifa became inconsolable. Other kids in Nibelheim also convinced her to climb Mt. Nibel as they said her mum was waiting for her on the other side. Tifa badly hurt herself that day, however it was Cloud that got the blame for her being there; despite the fact it was him who tried to convince her NOT to go up the mountain.

Since then, Tifa wanted to toughen herself up, and went under the tutorage of local martial arts expert Zangan. Zangan rescued Tifa from the Nibelheim reactor shortly after Sephiroth's death at Cloud's hands.

Tifa now owns a bar called 7th Heaven in Edge, where she and Cloud live with Barret's daughter Marlene, and orphan Denzel. She participated in the ground assault against Deepground, along with Cloud and Barret, while Cid was commander of the airship fleet.



TIFA LOCKHEART (*DIRGE OF CERBERUS*)

CL 16

Female Human fighter 9/rogue 7

Init +15; **Senses** Perception +14

Languages Basic

Defences Ref 31 (flat-footed 29), Fort 31, Will 29, Mag 30

HP 137; **MP** 64; **Threshold** 36; **Mako** 13

Speed 6 squares

Melee combat gloves +18 (2d10+20) or

Melee combat gloves +13/+13 (2d10+20) with Double Attack or

Melee combat gloves +8/+8/+8 (2d10+20) with Triple Attack or

Melee combat gloves +16 (3d10+20) with Rapid Strike

Ranged by weapon +16

Base Atk +14; **Grp** +18

Atk Options Double Attack, Rapid Strike, Triple Attack

Special Actions Evasion, Knack, Make an Example, Sprint

Limit Breaks Beat Rush, Dolphin Blow, Meteodrive, Meteor Strike, Somersault, Waterkick

Abilities Str 18, Dex 14, Con 14, Int 12, Wis 12, Cha 10

Talents Evasion, Fast Shooter I, Fast Shooter II, Fast Shooter III, For the Cause, Knack (2), Make an Example, Sprint

Feats Acrobatic Strike, Armour Proficiency (light), Attack Combo (melee), Crush, Double Attack, Improved Damage Threshold, Improved Defences, Martial Arts I, Martial Arts II, Martial Arts III, Pin, Rapid Strike, Skill Focus (Acrobatics), Skill Training (Acrobatics, Use Computer), Triple Attack, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Acrobatics +18, Climb +17, Initiative +15, Jump +17, Perception +14, Swim +17

Possessions black leather combat gloves



VINCENT VALENTINE

Once a man shrouded in mystery, and also slept in a coffin, Vincent was an ex-TURK who woke up, and joined Cloud and his friends in the hope of getting revenge on Professor Hojo; the man responsible for Vincent's mutation.

Vincent and Yuffie were responsible for the evacuation of Midgar when Meteor nearly came into contact with the planet. While evacuating civilians, Vincent sensed life atop of the Sister Ray cannon, but when he reached the control panel all he found was Hojo's lifeless body.

Now, three years later, Vincent is being hunted by Deepground for the Protomateria that he holds within him. It is with this rare materia that the beast Chaos was able to be tamed with (who also resides within Vincent). Now he must decide to help the planet one more time, or remain the cold, resilient monster he believes himself to be.

VINCENT VALENTINE (*DIRGE OF CERBERUS*)

CL 18

Male Human (mutant) scout 7/bounty hunter 3/detective 4/
gunslinger 4

Init +20; **Senses** *darkvision*; Perception +17

Languages Basic

Defences Ref 36 (flat-footed 32), Fort 33, Will 31, Mag 32

HP 156; **MP** 61; **Threshold** 38; **Mako** 15

Speed 6 squares

Melee unarmed +17 (1d10+20)

Ranged cerberus +19 (3d8+25) or

Ranged cerberus +14/+14 (3d8+25) with Double Attack or

Ranged cerberus +9/+9/+9 (3d8+25) with Triple Attack or

Ranged cerberus +19 (4d8+25) with Rapid Shot

Base Atk +17; **Grp** +20

Atk Options Double Attack, Point Blank Shot, Rapid Shot, Triple Attack

Special Actions Advanced Intel, Expert Tracker, Familiar Foe +1, Quick

Draw, Running Attack, Trail Attack +2, Trusty sidearm +2

Limit Breaks Transform (chaos, death gigas, galian beast, hellmasker)

Abilities Str 13, Dex 18, Con 12, Int 14, Wis 13, Cha 10

Talents Acute Senses, Advanced Intel, Debilitating Shot, Expert Tracker, Hot Lead, Hunter's Mark, Hunter's Target, Revealing Secrets, Spotter, Trigger Situation

Feats Careful Shot, Double Attack, Exotic Weapon Proficiency (cerberus, griffon, hydra), Improved Damage Threshold, Martial Arts I, Martial Arts II, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Running Attack, Skill Training (Gather Information, Use Computer), Sniper, Triple Attack, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +16, Endurance +14, Gather Information +14, Initiative +19, Jump +16, Knowledge (world lore) +15, Perception +16, Stealth +19, Survival +14, Use Computer +15

Possessions Cerberus, Griffon, Hydra

ZACK FAIR

A young man from the village of Gongaga, Zack left home with the dream of joining SOLDIER. Under the tutorage of Angeal Hewley, Zack proceeded up the ranks of SOLDIER within a few years after joining, and was recommended for 1st Class by Angeal before Genesis turned on the Shinra Electric Power Company.

At Nibelheim, Zack faced Sephiroth within JENOVA's containment but Sephiroth was far too strong for him. Later he and Cloud became the first test subjects for Hojo's JENOVA Reunion Theory; however, due to the existence of mako and JENOVA cells within his body already, Zack was labelled a failure as no reaction was shown.

Zack died by gunfire atop a cliff overlooking Midgar. He passed his buster sword on to Cloud, who was with him at the time of his death, and told him to be his living legacy.



ZACK FAIR (*CRISIS CORE*)

CL 14

Male Human (clone) fighter 7/SOLDIER 2nd class 6/
SOLDIER 1st class 1

Init +9; Senses Perception +8; *fearless*

Languages Basic

Defences Ref 24 (flat-footed 22), Fort 17, Will 29, Mag 30;
mako infused

HP 132; **MP** 47; **Threshold** 22; **Mako** 15

Speed 6 squares (ground), 6 squares (flight; *perfect*)

Melee buster sword +17 (1d12+18) or

Melee buster sword +12/+12 (1d12+18) with Double Attack or

Melee buster sword +7/+7/+7 (1d12+18) with Triple Attack

Ranged by weapon +16

Base Atk +14; **Grp** +16

Atk Options Double Attack, Triple Attack

Extraordinary Powers Known (Spellcasting +13): *draw slash* (2),
lightning speed (3)

Limit Breaks Blade Beam, Braver, Cross-Slash, Meteorain

SOLDIER Techniques *mako point recovery* (3)

Abilities Str 15, Dex 15, Con 10, Int 13, Wis 13, Cha 10

Talents Addle, Block, Cover, Deflect, Improved Spellcasting,

Magic Sword, Mako Break, Weapon Specialisation (buster sword)

Feats Armour Proficiency (light), DMW, Exotic Weapon Proficiency

(buster sword), Double Attack, Improved Damage Threshold,

Mark of a SOLDIER, Materia Fusion, Materia Training

(ability-booster), SOLDIER Training (2), Triple Attack, Weapon

Focus (buster sword), Weapon Proficiency (pistols, rifles, swords,

simple weapons)

Skills Acrobatics +14, Jump +14, Spellcasting +12

Possessions buster sword, SOLDIER uniform (armour +6,
equipment +3), cellphone

SUPPORTING CHARACTERS

The following section presents sample supporting characters from *The Compilation of Final Fantasy VII*.



BARRET WALLACE

Barret lived in the coal mining town of Corel, where he volunteered to help in the construction of a mako reactor nearby. When AVALANCHE attacked the construction site, Shinra covered up the machinations of a terrorist attack and blamed the townspeople of Corel for the incident; burning the village down as a result. Barret left the village; ashamed and guilt-ridden, deciding to immigrate to Cosmo Canyon, where he overheard the name AVALANCHE in a conversation and decided to use that name for his own anti-Shinra group; unaware that it was the actions of the original AVALANCHE that caused the destruction of his hometown.

After the Meteorfall incident, Barret worked with a small group to help find an alternative energy source to mako. He participated in the ground assault against DEEPGROUND, alongside his friends Tifa and Cloud.

BARRET WALLACE (*FINAL FANTASY VII*) CL 16

Male Human rogue 5/fighter 4/gunslinger 7

Init +16; **Senses** Perception +15

Languages Basic

Defences Ref 33 (flat-footed 30), Fort 27, Will 30, Mag 28

HP 141; **MP** 43; **Threshold** 27; **Mako** 14

Speed 6 squares

Melee unarmed +16 (1d10+20)

Ranged grenade +15 (3d8+19)

Ranged gun-arm +15 (3d6+22) or

Ranged gun-arm +10/+10 (3d6+22) with Double Attack or

Ranged gun-arm +5/+5/+5 (3d6+22) with Triple Attack or

Ranged gun-arm +13 (4d6+22) with Rapid Shot

Base Atk +12; **Grp** +16

Atk Options Double Attack, Rapid Shot, Triple Attack

Special Actions Trusty Sidearm +3

Limit Breaks Big Shot, Grenade Bomb, Hammerblow, Mindblow, Satellite Beam, Ungarmax

Abilities Str 18, Dex 17, Con 11, Int 12, Wis 14, Cha 8

Talents Debilitating Shot, Deceptive Shot, Keep Together, Knockout Shot, Lucky Shot (3), Make an Example, Reactive Stealth

Feats Double Attack, Exotic Weapon Proficiency (gun-arm), Martial Arts I, Martial Arts II, Point Blank Shot, Precise Shot, Rapid Shot, Toughness (3), Triple Attack, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Acrobatics +16, Initiative +16, Knowledge (world lore) +14, Perception +15, Pilot +16, Stealth +16

Possessions Secret savings (890 gil), grenade (7), potion (5)



CID HIGHWIND

Cid was an aspiring astronaut whose dream was to be the first man in space. When the rocket he was set to pilot crashed back to earth, he thought his dreams had died, and blamed his assistant Shera for everything.

Years later, Cid received a call that President Rufus was coming to town, and believed it to be the reopening of the Space Exploration program, however the president only wanted to borrow his Tiny Bronco airplane to reach the northern hemisphere. After realising that Shinra was only using him to further their own plans, Cid decided to join Cloud and his friends in their fight against Sephiroth and the Shinra Company.

Cid became the airship commander for the WRO after the events of Meteorfall and led his fleet into battle against DEEPGROUND.

CID HIGHWIND (*DIRGE OF CERBERUS*) CL 19

Male Human scout 6/fighter 5/ace pilot 8

Init +18; **Senses** Perception +16; *Acute Senses*

Languages Basic

Defences Ref 33 (flat-footed 29), Fort 31, Will 29, Mag 31

HP 169; **MP** 61; **Threshold** 36; **Mako** 15

Speed 6 squares

Melee unarmed (1d6+22)

Melee spear +20 (1d8+22) or

Melee spear +15/+15 (1d8+22) with Double Attack or

Melee spear +10/+10/+10 (1d8+22) with Triple Attack

Ranged dynamite +21 (2d8+23)

Base Atk +17; **Grp** +21

Atk Options Double Attack, Triple Attack

Special Actions Melee Defence, Power Attack, Running Attack,
Vehicle Dodge +4

Limit Breaks Big Brawl, Boost Jump, Dragon, Dragon Dive,
Dynamite, Hyper Jump, Vehicle Assault (*Shera*)

Abilities Str 16, Dex 18, Con 10, Int 13, Wis 14, Cha 9

Talents Acute Senses, Devastating Attack, Evasion, Fast Repairs,
Full Throttle, Juke, Jury-Rigger, Keep it Together, Sprint,
Vehicular Evasion

Feats Armour Proficiency (light), Attack Combo (Melee), Dodge,
Double Attack, Improved Damage Threshold, Melee Defence,
Mobility, Power Attack, Running Attack, Tech Specialist,
Toughness, Triple Attack, Triple Crit, Vehicular Combat,
Weapon Proficiency (pistols, rifles, simple weapons),
Whirlwind Attack

Skills Climb +17, Initiative +18, Jump +17, Mechanics +15,
Perception +16, Pilot +18, Stealth +18

Possessions dynamite (5), spear

KADAJ

Kadaj is a mysterious man whose existence came into being through Sephiroth's will within the lifestream. He is obsessed with finding JENOVA so that he could be whole again and to become her new "favourite" son. With the help of his two subordinates, Loz and Yazoo, and with the help of Geostigma-infected children, Kadaj located JENOVA's remaining cells in the city of Edge; only to find out that President Rufus had the cells in a hidden container all along.

After shape-shifting into Sephiroth, and through his defeat at the hands of his "brother" Cloud, Kadaj faded back into the lifestream, never to be heard from again.



KADAJ (TURKS: THE KIDS ARE ALRIGHT)

CL 13

Male Remnant mage 7/scout 6

Init +10; Senses Perception +13

Languages Basic

Defences Ref 32 (flat-footed 28), Fort 27, Will 27, Mag 28

HP 89; MP 49; Threshold 32; Mako 11

Speed 6 squares (ground), 6 squares (flight; *perfect*)

Melee souba +15 (1d12+16) or

Melee souba +10/+10 (1d12+16) with Double Attack or

Melee souba +5/+5/+5 (1d12+16) with Triple Attack or

Melee souba +13 (2d12+16) with Rapid Strike

Ranged by weapon +15

Base Atk +11; Grp +15

Atk Options Double Attack, Rapid Strike, Triple Attack

Special Actions Spawn, Spellbreaker, Spotter

Extraordinary Powers (Spellcasting +13): *lightning speed (4)*

Abilities Str 18, Dex 18, Con 11, Int 12, Wis 10, Cha 10

Talents Acute Senses, Improved Spellcasting, Mako Break, Manipulate (2), Spawn, Spellbreaker, Spotter

Feats Double Attack, Exotic Weapon Proficiency (souba), Improved Damage Threshold, Improved Defences, Mark of a SOLDIER, Materia Training (ability-booster, enemy skill, magic, summons), Rapid Strike, Skill Focus (Spellcasting), Skill Training (Acrobatics, Persuasion), SOLDIER Training (4), Triple Attack, Weapon Proficiency (simple weapons)

Skills Acrobatics +15, Perception +13, Persuasion +11, Spellcasting +14

Possessions souba



PROFESSOR HOJO

Professor Hojo is the head of Shinra's Science Department after Professor Gast abandoned the company. He led the SOLDIER and DEEPGROUND experiments and was put in charge of Project S; where he offered Lucrecia Crescent, another scientist, and who was carrying his son, as the test subject for the project. The outcome was that their child would grow up to be the most powerful SOLDIER ever to be.

Hojo was killed atop of the Sister Ray cannon in Midgar after trying to assist Sephiroth with his plans. With everyone thinking he was dead, in fact Hojo had uploaded his mind onto the Worldwide Network and persuaded Weiss of DEEPGROUND to download himself into his brain. Hojo then had complete control over DEEPGROUND and ordered for the capture of Vincent Valentine for the Protomateria he held inside him.

Hojo was finally defeated at Weiss' hand when Weiss removed Hojo from his mind via the awakening of Omega WEAPON.

PROFESSOR HOJO (*FINAL FANTASY VII*) **CL 14**

Male Human (clone) noble 14

Init +8; **Senses** Perception +9

Languages Basic

Defences Ref 26 (flat-footed 25), Fort 25, Will 29, Mag 31

HP 125; **MP** 89; **Threshold** 30; **Mako** 12

Speed 6 squares

Melee by weapon +13

Ranged handgun +15 (1d6+15) or

Ranged handgun +10/+10 (1d6+15) with Double Attack or

Ranged handgun +5/+5/+5 (1d6+15) with Triple Attack or

Ranged handgun +13 (2d6+15) with Rapid Shot

Base Atk +14; **Grp** +15

Atk Options Double Attack, Point Blank Shot, Rapid Shot, Triple Attack

Special Actions Demand Surrender, Weaken Resolve

Limit Breaks Transform (*Hellelic, Lifeform*)

Abilities Str 8, Dex 12, Con 10, Int 18, Wis 15, Cha 13

Talents Bolster Ally, Connections, Demand Surrender, Ignite Fervour, Improved Weaken Resolve, Presence, Weaken Resolve

Feats Double Attack, Genetic Surgery, Improved Damage Threshold, Improved Defences, Point Blank Shot, Rapid Shot, Skill Focus (Gather Information, Knowledge (life sciences), Knowledge (world lore), Treat Injury, Use Computer), Surgical Expertise, Triple Attack, Toughness (4), Weapon Proficiency (pistols, simple weapons)

Skills Deception +13, Gather Information +16, Knowledge (life sciences) +19, Knowledge (physical sciences) +16, Knowledge (world lore) +19, Persuasion +13, Treat Injury +17, Use Computer +19

Possessions handgun, Level 69 card key

RED XIII

Red XIII, whose real name is Nanaki, is a Wolfion who belongs to the Buga tribe. When his mate, Deneh, was the target for Professor Hojo's experiment, Nanaki handed himself in to protect her whereabouts.

A few years later, Nanaki was rescued by Cloud and his friends, and decided to join their cause to protect the future of the Wolfion race. During his journey with them, he learnt much about the Study of Planetary Life, and the workings of the Lifestream.

After the Meteorfall incident, Nanaki returned to Cosmo Canyon to start a family with Deneh. He came to the aid of his friend Cloud against the mysterious Remnants of Sephiroth.

RED XIII (*ADVENT CHILDREN*) **CL 17**

Male Wolfion mage 8/fighter 9

Init +11; **Senses** Perception +10

Languages Basic, Cosmoyian

Defences Ref 33 (flat-footed 30), Fort 29, Will 31, Mag 30

HP 116; **MP** 70; **Threshold** 34; **Mako** 13

Speed 10 squares

Melee Bite +19 (1d8 +22) and

Claw +19 (1d6+22)

Base Atk +15; **Grp** +21; *Improved Grappler*

Atk Options *none*

Special Actions Lifestream Focus, Rage, Spellbreaker, Warmage

Materia Bio (weapon), Fire (weapon)

Limit Breaks Blood Fang, Earth Rave, Howling Moon, Lunatic

High, Sled Fang, Stardust Ray

Abilities Str 18, Dex 17, Con 10, Int 12, Wis 15, Cha 12

Talents Evasion, Expert Grappler, Improved Spellcasting, Lifestream Focus, Melee Smash, Spellbreaker, Sprint, Warmage

Feats Crush, Dodge, Dreadful Rage, Extra Rage, Hellfire, Improved Charge, Improved Damage Threshold, Improved Defences, Materia Training (ability-booster, enemy skill, magic, summons), Mobility, Pin, Rage Awakened, Weapon Proficiency (simple weapons)

Skills Acrobatics +16, Jump +17, Survival +15, Spellcasting +14

Possessions father's momentum



REEVE TUESTI

Reeve was once the director of Shinra's Urban Development Department, whose loneliness was quelled when he received a small mechanical Spybot for his birthday. After naming his new friend Cait Sith, Reeve sent him on secret missions to find things out on behalf of the Shinra Company.

After waking up to the fact that that the Shinra Company were plaguing the planet instead of serving them, Reeve decided to help Cloud and his friends via the Cait Sith machine.

Reeve is now the CEO of the World Regeneration Organisation, which acts as a transitional world government after the collapse of the Shinra Electric Power Company. He sends the voluntary army to tackle the DEEPGROUND threat after their attack on Kalm.



REEVE TUESTI (*DIRGE OF CERBERUS*) **CL 12**

Male Human noble 9/officer 3

Init +13; **Senses** Perception +13

Languages Basic

Defences Ref 27 (flat-footed 25), Fort 23, Will 29, Mag 27

HP 99; **MP** 52; **Threshold** 28; **Mako** 12

Speed 6 squares

Melee by weapon +9

Ranged handgun +11 (1d6 +14) or

Ranged handgun +6/+6 (1d6+14) with Double Attack or

Ranged handgun +9 (2d6+14) with Rapid Shot

Base Atk +9; **Grp** +11

Atk Options Double Attack, Rapid Shot

Special Actions Bolster Ally, Coordinate (+2)

Abilities Str 10, Dex 14, Con 11, Int 14, Wis 14, Cha 15

Talents Bolster Ally, Born Leader, Connections, Coordinate (2),
Deployment Tactics, Distant Command

Feats Double Attack, Improved Damage Threshold, Improved
Defences, Point Blank Shot, Rapid Shot, Skill Focus (Gather
Information, Knowledge (bureaucracy), Persuasion, Use
Computer), Toughness (5), Weapon Proficiency (pistols,
simple weapons)

Skills Gather Information +16, Initiative +13, Knowledge
(bureaucracy) +16, Knowledge (life sciences) +13, Knowledge
(tactics) +13, Knowledge (world lore) +13, Perception +13,
Persuasion +16, Use Computer +16

Possessions handgun, headquarters' pass codes, telepathic
earpiece

TSENG

Tseng was once the second-in-command of the TURKS, but was promoted as the group's director after Veld betrayed the company. He became friends with Zack Fair during his time with him on several missions, and even tried to help Zack when he found out the company had ordered his execution after the Nibelheim incident.

Tseng still commands the TURKS even after the Meteorfall incident. Rufus Shinra would often send the TURKS on missions on behalf of the WRO.



TSENG (*CRISIS CORE*)

CL 9

Male Human scout 7/bounty hunter 1/detective 1

Init +10; **Senses** Perception +14

Languages Basic

Defences Ref 25 (flat-footed 24), Fort 24, Will 24, Mag 24

HP 82; **MP** 47; **Threshold** 29; **Mako** 10

Speed 6 squares

Melee unarmed +9 (1d6+10)

Ranged handgun +9 (1d6+10) or

Ranged handgun +4/+4 (1d6+10) with Double Attack or

Ranged handgun +7 (2d6+10) with Rapid Shot

Base Atk +8; **Grp** +9

Atk Options Double Attack, Point Blank Shot, Rapid Shot

Special Actions Running Attack

Abilities Str 12, Dex 13, Con 10, Int 15, Wis 14, Cha 12

Talents Acute Senses, Hidden Eyes, Hot Lead, Keen Shot, Nowhere to Hide, Spotter

Feats Careful Shot, Double Attack, Improved Damage Threshold, Improved Defences, Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Skill Focus (Gather Information, Perception, Stealth, Use Computer), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Gather Information +13, Initiative +10, Knowledge (bureaucracy) +11, Perception +14, Pilot +10, Stealth +13, Survival +11, Use Computer +14

Possessions handgun, cellphone

YUFFIE KISARAGI

Yuffie is a young teenager whose voice and actions could drive people mad. She believes herself to be the single driving force in Wutai's restoration and a hotshot materia hunter; though she gets travel sick on many occasions. She persuaded Cloud and his friends to allow her to join them, though she was only after their materia at the time. Feeling bad about attempting to steal their materia, Yuffie tries her best to become the best ninja Wutai has ever seen and to help Cloud and the others in their fight against Sephiroth.



YUFFIE KISARAGI (FINAL FANTASY VII)**CL 15**

Female Human scout 3/rogue 4/fighter 8

Init +15; **Senses** Perception +12**Languages** Basic

Defences Ref 31 (flat-footed 28), Fort 30, Will 27, Mag 29**HP** 147; **MP** 68; **Threshold** 35; **Mako** 12

Speed 6 squares**Melee** by weapon +14**Ranged** shuriken +17 (1d10+18) or**Ranged** shuriken +12/+12 (1d10+18) with Double Attack or**Ranged** shuriken +7/+7/+7 (1d10+18) with Triple Attack**Base Atk** +14; **Grp** +17**Atk Options** Double Attack, Triple Attack**Special Actions** Evasion, Extreme Jump, Hidden Movement,
Reactive Stealth

Limit Breaks Bloodfest, Clear Tranquil, Doom of the Living,
Gauntlet, Greased Lightning, Landscaper

Abilities Str 11, Dex 16, Con 15, Int 12, Wis 11, Cha 13**Talents** Evasion, Fade Out, Fool's Luck, Hidden Movement,
Improved Stealth, Reactive Stealth, Skirmisher, Sprint**Feats** Armour Proficiency (light), Attack Combo (Ranged),
Double Attack Improved Damage Threshold, Improved
Defences, Materia Training (ability-booster, enemy skill,
magic, summons), Running Attack, Shake It Off, Skill Focus
(Climb, Jump, Stealth), Triple Attack, Triple Crit, Weapon
Proficiency (pistols, rifles, simple weapons)**Skills** Climb +15, Endurance +14, Initiative +15, Jump +15,
Perception +12, Stealth +18, Survival +12**Possessions** knife, kunai, shuriken

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