

## CHAPTER 1 - Let's Roll // D100 Basics

When something isn't certain, roll a d100. If your result is below the Target number, you succeed! Otherwise, you fail.

Whenever you roll a d100, there is a chance to excel, as well as a chance to screw up. Without modifications, the default Critical Range of all characters is 10. When you roll within your Critical Range of your Target on a successful check, you have made a Critical Success. This generally allows you to either do double on at least one numerical effect, gain extra effects, or sometimes just add some extra roleplayed flair to what you were doing. If you failed but were within your Critical Range of your Target, you have Critically Failed. Critical Failures on physical attacks and damaging spells strike a random target (make another attack check on the new target). Critical Failures on beneficial spells and attacks, including both healing and positive statuses, as well as on negative status spells or attacks, generate the opposite effect from their intention. Critical Failures on certain specific skills have effects pertaining to that particular skill and will be discussed within those skills.

Rolling a 1 is considered an Epic Success; it's like a Critical Success, only consider things tripled instead of doubled, where applicable. GMs will determine specific effects, as these shouldn't happen often, and should be rewarded when they do. An Epic Success should always be accompanied by extra fanfare and special effects on the roleplay side. Likewise, a roll of 100 is an Epic Failure. As the negative side of an Epic Success, this should be a spectacular blunder. The GM must come up with a suitable consequence for such a failure, and it should be roleplayed out.

### RPG Math

In any case where you must perform division, round down, with a minimum value of 1.

The minimum damage after ARM/MARM is 0. No accidental healing is possible via over-protection, only through elemental absorption and the like.

If your target is over 100 or under 0, there is still a need to roll the result, as heroes can both surpass the impossible and screw up spectacularly. Use the following tables for these rolls:

### Target Over 100

1-3	= Epic Success
4-10	= Critical Success
11-94	= Success
95-99	= Critical Failure
100	= Epic Failure

### Target Under 0

1	= Epic Success
2	= Critical Success
3	= Success
4-87	= Failure
88-95	= Critical Failure
95-100	= Epic Failure

For a skill check not covered by a specific skill, roll with a Target of (difficulty mod + double related stat).

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

## CHAPTER 2 - Who in the hell do you think I am?! // Character Creation

### Section 0: Concept

Before diving into this arithmetic hell, come up with at least a general idea of the character you are creating beforehand. A personality is a great start. Some people like to begin with a name, and mold the character around how that name speaks to them. Some people like to read the Aspects chapter first and pick a class, which sparks the idea for the rest of the character. Some even have favorite characters lying around from other games, and they can adjust those characters until they fit in this system. However you approach it, have some idea of the direction you are taking the character before you start crunching numbers.

### Section A: Basic Stats

FFRPG has 6 basic stats: STREngth, VITality, AGIlity, WillPower, MAGic, and SPeeD, abbreviated STR/VIT/AGI/WIP/MAG/SPD. When you create a level 1 character, you are given 40 points to distribute between these stats. Your race determines the minimum and maximum amount of points you can assign to these values in this phase.

One of these abbreviations followed immediately by the percent symbol, such as MAG%, denotes the Boost% given by the stat, as detailed in the Boost% Table in Chapter 6.

### Section B: Race & Aspect

Pick a race and an Aspect. These will be listed in detail in Chapters 3 and 4. Your race determines the range of your initial stats, and your Aspect determines what you are able to do. Don't let anyone tell you that you have a 'bad combination'; have fun with it!

### Section C: Advantages & Disadvantages

Pick some Advantages and Disadvantages. These are listed in detail in Chapter 5, but the mechanics are as follows. Advantages cost stat points. Disadvantages earn more stat points. If your advantages' total value exceeds the value of your disadvantages, you lose the difference out of your stat points, wherever you feel you can cut them. You cannot go below a racial maximum by way of these cuts. If it's the other way around (disadvantages outvalue advantages), you add the difference to your stats, but again, you cannot exceed racial maximums with these points.

Some advantages and disadvantages are combat-only; some are only relevant in roleplay; and some can affect both. If you have a Disadvantage, it is the responsibility of both the player and the GM to enforce your adherence to it. If you forgot about an Advantage and you have already taken an action that would take advantage of it, it is the GM's decision whether or not to allow you to retcon (go back and change) that action.

Don't take conflicting Advantages and Disadvantages. If they're interfering with each other, canceling out, or don't make sense together, don't take them together. Advantages or Disadvantages that contradict other rules, such as Aspect's affinities, are fine; the (Dis)Advantage takes priority unless otherwise noted.

When taking Advantages and Disadvantages, it is a good idea to stick to 5 or fewer Advantages and 5 or fewer Disadvantages, adding up to a total of 10 or fewer points on each side. More experienced players may disregard this rule if they can keep a solid character concept, but new players should try to keep it simple.

### Section D: Skills

Each Aspect comes with a set of starting skills, as well as extra skill points to spend any way you want. You may buy skills with these points, or you may spend them on stats, and this is the only way to exceed racial maximums during character creation. Every 10 skill points buys 1 stat point if the new value is less than or equal to your racial maximum. If the new value is above the racial maximum, raising that stat costs 20 skill points instead. Even with Skill Points, you cannot exceed double your racial maximum in any stat during character creation. Progressing past each multiple of a racial maximum in stat points increases the cost of raising that stat by 10 skill points (i.e. above 1x max is 20, above 2x max is 30, etc).

All characters start with some Skill Rating in certain basic skills, regardless of race, Aspect, or background. These are:  
Area Knowledge (character's homeland): 30%  
Brawling: 30%

Each Skill is placed in a particular Family of skills, and each Aspect has Affinities and Deficiencies for specific Skill Families. If an Aspect has an Affinity for a Skill Family, raising each skill in that family gains you 2% Skill Rating for each skill point spent instead of the normal 1:1 ratio. Skills for which you have a Deficiency cost 2 skill points for each 1% skill rating.

You cannot raise any Skill Rating past 100% during character creation.

Once you have your skills' Ratings made, make a separate column for their Boost%. Each skill is associated with a stat, and that skill's Boost% is derived from the associated stat, as per the table in Chapter 1. If you wish, you may preemptively add the skill's Rating and its Boost% in another column, as the Total Skill Rating; otherwise, just add the two whenever you need to make a check, as the result is your Target before any difficulty modifiers.

## Section E: Derived Stats

*Hit Points:* HP are what keep you alive and ticking. If your HP drop to 0, you are Dead; if you are inflicted with the Dead status, your HP immediately drop to 0. Your starting maximum HP is equal to the maximum value of your Aspect's HP Die + your VIT + 10.

*Magic Points:* MP is a measure of your magical energy. Not all Aspects have an MP pool. If your Aspect has an MP die, your starting maximum MP is equal to the maximum value of your class's MP Die + your WIP + 10. If your Aspect does not have an MP die, you do not have MP.

*Magic%:* This is a measure of your accuracy with spells. It is calculated as  $100 + \text{your Level} + \text{your MAG}$ . When you cast a non-beneficial spell, your Target is  $(\text{Magic}\% - \text{enemy MDEF} - \text{spell's accuracy penalty if any})$ .

*Defense:* DEF for short, this is a measure of your ability to evade incoming physical attacks. It is calculated as  $\text{AGI} + \text{SPD}$ , then modified by any bonuses to it your Equipment grants. DEF reduces the opponent's Target for physical attack rolls.

*Magic Defense:* MDEF for short, this is a measure of your ability to resist incoming magical attacks. It is calculated as  $\text{WIP} + \text{MAG}$ , then modified by any bonuses to it your Equipment grants. MDEF reduces the opponent's Target for magical attack rolls.

*Armor:* ARM is calculated as  $\text{Level} + (\text{VIT}/2)$ , plus the ARM value of your Equipment. This number is subtracted from incoming physical damage.

*Magical Armor:* MARM is calculated as  $\text{Level} + (\text{WIP}/2)$ , plus the MARM value of your Equipment. This number is subtracted from incoming magical damage.

*Damage Capacity:* DC is a multiplier on physical damage. At level 1, it is always 1. As you progress in levels, you gain DC as defined by your Aspect. The most physical-oriented characters gain a point of DC every 7 levels, while the least get one every 10.

*Magical Damage Capacity:* MDC is a multiplier on magical damage. At level 1, it is always 1. As you progress in levels, you gain MDC as defined by your Aspect. The most magical-oriented characters gain a point of MDC every 7 levels, while the least get one every 10.

## Section F: Leveling Up

At each levelup, you gain the following:

-Max HP:  $(\text{VIT}/2) + \text{roll your Aspect's Hit Die}$ .

-Max MP (if any):  $(\text{WIP}/2) + \text{roll your Aspect's Magic Die}$ .

-New Aspect powers or spells, if any.

-If you gain a new spell from a magic list, you may make a corresponding Magic Lore skill check at a 10% Target penalty per tier of the spell you learned automatically. If you succeed, gain another spell from the list of the same spell tier. Can only be done successfully once per spell tier.

-20 skill points. You cannot spend more than 10 skill points on a single skill per level, regardless of how much Skill Rating that buys you. Advancing a skill past 100% requires double the normal points (include modifiers such as Affinities). Skills your character does not already have must be learned with the aid of someone who has them, be it another player or a trainer NPC.

If your new level is cleanly divisible by 5, add a free stat point. You can exceed racial maximums with this point.

CHAPTER 3: Lions and Tigers and.. Viera? Oh my! // Races

Racial stat minimums and maximums are as follows:

Race	STR	AGI	VIT	MAG	WIP	SPD
Bangaa	4-13	2-8	4-12	1-8	3-10	2-7
Demon	4-11	3-9	4-11	4-11	2-8	3-10
Dwarf	2-12	1-8	3-12	2-10	2-10	1-8
Erdegeist	1-8	2-10	1-8	3-10	4-14	3-10
Gremlin	1-8	2-12	1-8	2-10	2-10	3-12
Gria	2-11	4-10	2-8	4-10	3-9	3-12
Human	2-10	2-10	2-10	2-10	2-10	2-10
Hypello	2-10	2-9	3-12	3-11	3-11	2-9
Matango	1-10	2-10	3-12	2-10	2-10	2-8
Moogle	1-6	3-12	1-8	2-10	3-12	3-12
Neko	2-9	3-12	2-9	2-10	1-8	3-12
Nu'Mou	2-8	2-8	3-10	4-12	4-12	3-10
Orphanim	2-10	2-10	3-10	2-8	4-12	2-10
Seeq	4-12	4-12	2-9	2-8	2-9	4-10
Sprite	1-6	3-12	1-8	3-12	2-10	3-12
Werewolf	3-11	2-10	3-11	1-9	1-9	2-10
Viera	3-9	4-12	2-8	4-12	3-9	3-10
Yeti	5-15	1-6	5-15	1-8	1-10	1-6

Each race has specific perks (and sometimes penalties).

**BANGAA:** Strong, rigid, lizardlike humanoids. Bangaa have a single weapon skill called Weapon, which works with any weapon their Aspect can equip. Bangaa can use any learned Weapon Mastery with any weapon. Bangaa cannot apply Affinities to their global Weapon or Weapon Mastery skills, but can have Deficiencies in them.

**DEMON:** Choose an aspect:

*-Incubus/Succubus:* -50% to all chances to be afflicted with Sleep and Charm. Learn Sleep spell at Level 15. Learn Charm spell at level 35.

Sex demons. Insatiable.

*-Pestilence:* 50% Poison resist. Physical attacks, both incoming and outgoing, have Level / 5% chance to inflict the Poison status on the enemy.

Demons of disease. Very contagious.

*-Diablos:* Pick an element. 20% Resist that element. Lv10 gain an elemental Breath attack (4d6 damage). Lv35 breath attack becomes 6d6. Lv55 breath attack becomes 8d6.

Elemental demons. Associated with a single element, their affinity grows stronger as they do.

*-Darkling:* Do not cast shadows. Can see in complete darkness. Darklings get two unique powers:

Shadow Shift: Can “jump” from any shadow to any other shadow within eyesight, or to any shadow they know for certain exists; in complete darkness, they can jump anywhere in the area.

Abyssal Wink: Once per hour, they can extinguish all light within (VIT / 3) yards; magical light sources return after 2 rounds (30 seconds).

Demons with strong ties to shadow.

**DWARF:** Small, stocky, gruff humanoids, skilled at the forge. Can see in the dark. Monsters larger than Medium (Human-ish) size have -20% to hit Dwarves with physical attacks.

**ERDEGEIST:** Spirits inhabiting makeshift construct bodies. Auto-Float (can levitate, immune to ground-based attacks such as the Quake spell). When improving the Willpower stat through skill points, your Willpower stat is considered to be half of its actual value when determining the skill point cost. Erdegeists can never raise Strength or Vitality above 8, be it through permanent boosting items, skill points, or stat points, though equipment bonuses and positive statuses can push their final total above that.

**GREMLIN:** Small, prolific, green creatures. Monsters larger than Medium (Human-ish) size have -20% to hit Gremlins with physical attacks.

**GRIA:** Winged humanoids with some draconic features. Can fly. Gria get Skill Aptitude (Flying). Flying will be covered in more detail in its Skill entry.

**HUMAN:** Adaptable, quick learners, capable of excelling at anything. 20 bonus Skill Points during character creation. 5 extra Skill Points on leveling up.

**HYPELLO:** Lanky, froglike humanoids. Can breathe underwater. Enemies attempting to put a negative status on a Hypello character have a 33% Target penalty. Hypello are permanently Slowed outside of water. Underwater, Hypello are permanently Hasted. Hypello also have strange accents when speaking Common.

**MATANGO:** Small, animated, mushroom-like humanoids. Matango absorb 50% of water-element attacks. Monsters larger than Medium (Human-ish) size have -20% to hit Matango with physical attacks.

**MOOGLE:** Small, cute, winged fuzzy creatures. Auto-Float (can levitate, immune to ground-based attacks such as the

Quake spell). Can see in the dark.

**NEKO:** Humanoids with catlike features. After character creation, Neko get an extra 1% Skill Rating for every two skill points spent in any skills associated with AGI.

**NU'MOU:** Intelligent, philosophical, doglike humanoids. Nu'Mou get an additional bonus to their Magic% equal to their Level divided by 4, rounded down. All Nu'Mou gain an extra 1% Skill Rating for every 2 points spent on any Magic Lore skill.

**ORPHANIM:** A former angelic or celestial being. Orphanim have been cut off or exiled from their former realm, grace, or deity. Choose a type:

-*Cherubim:* May naturally emit a soft glow (free action to toggle it on or off) which provides (low) visibility in even total darkness.

Celestial Wink: Once per every 12 hours they can instantly blind all evil, unholy, underground-dwelling or otherwise light-sensitive creatures within (VIT / 3) yards.

Gentle, radiant Orphanim.

-*Virtue:* Auto-regen. Receive an extra 10% HP from any source of healing.

Caring Orphanim that feel the lifeforce in other creatures.

-*Principality:* Can use the "Cover" ability described in the Knight aspect. Can use Shields.

Guardian Orphanim, often with an assigned territory or charge.

-*Seraphim:* Can fly. 50% light resistance (at level 50, goes up to 100%).

White-winged authoritative Orphanim.

**SEQ:** Rotund humanoids with piglike features. +10 DEF. Seeq get an extra 1% Skill Rating for every 2 points spent on Intimidation or Negotiation; however, initial NPC reactions to Seeq are penalized because even the most handsome Seeq are ugly to other races (and each other!).

**SPRITE:** Tiny, magically-inclined humanoids. Can fly. Monsters larger than Medium (Human-ish) size have -20% to hit Sprites with physical attacks. Sprites gain an extra 25% MP whenever an effect restores their MP.

**WEREWOLF:** Humans with the ability to become beastlike under the moon. At night, a Werewolf can transform into a beastly humanoid form, gaining 20% extra STR. This effect automatically ends at dawn, or toggled at will during nighttime.

**VIERA:** Tall, beautiful female humanoids with rabbitlike features. Viera characters must be female. Viera get +20% to all skills in wooded areas. All Viera get an extra 1% for every 2 points spent on skills in the Wilderness Family.

**YETI:** Large, strong humanoids covered in thick fur. Yeti deal 1d10 damage with their fists instead of the usual 1d6. Yeti take 50% less damage from ice- and cold-based damage. At level 50, this 50% resistance instead becomes complete immunity. Yeti have difficulty speaking the common tongue, often sounding uneducated or barbaric.

## CHAPTER 4 - Do What You Do // Aspects

Character roles are divided into Aspects. These Aspects share a set of available equipment types, affinities, and deficiencies. Some Aspects will modify these properties for that Aspect only; in these cases, aside from what is marked, they still keep the rest of the previously mentioned characteristics of the group. The first Aspect in each group is the group's namesake, and is generally the most commonly encountered class in that group.

Note that because Bangaa get a single Weapon skill, they receive half the starting Weapon Skill outlined in each class.

### Section A: Fighter Aspects

Affinity: Weapons & Combat

Deficiency: Scholastic

Weapons: All except Books, Musical Instruments, Pistols, and Rifles

Armor: Armwear, Gauntlets, Hats, Helmets, Mail, Robes, Shields, and Suits.

#### Section A1: Fighter

Starting HP: 10

HP Die: 1d12

DC: every 7 levels

MDC: every 10 levels

Skills:

Strategy 50%

Running 30%

Survival 40%

One weapon skill 30%

150 extra points

When your party defeats an opponent and you participated in combat, its level in AP is given toward an ability from the class corresponding to your equipped weapon (see Class Weapon AP Table). In order to gain AP in an ability, you must be at or above the level at which its originating class learns it. You gain no AP if you are unconscious, Petrified, or otherwise incapacitated when the opponent is defeated.

When you meet or exceed the required AP to learn an ability, you immediately and permanently learn it. You begin with any one applicable ability whose original Aspect learns it at Level 1, and one open ability 'slot'. You gain another new ability 'slot' every 5 levels. You cannot learn the three highest-level abilities in a given class. The AP required for an ability is twelve times the level it is learned at by its original Aspect.

A Fighter cannot learn both Paladin and Dark Knight abilities; once they learn any skill from one, they must forsake the other.

Once you have learned a skill, you can use it through any weapon, but you must make a roll of the original

corresponding weapon's skill before you can make the attack. (Roll the equipped weapon's weapon skill afterward to make the attack, as normal.)

Class Weapon AP Table:

Weapon	Aspect
Gloves	Black Belt
Katana	Parivir
Sword	Sword Master
Spear	Dragoon
Hammer	Knight
Axe	General
2H Sword	Paladin OR Dark Knight

#### Section A2: Black Belt

Starting HP: 10

HP Die: 1d12

DC: every 8 levels

MDC: every 9 levels

Skills:

Acrobatics 50%

Climbing 40%

Jumping 30%

One weapon skill 50%

120 extra points

Black Belts can fight unarmed as effectively as other classes use weapons. When fighting with bare hands, Black Belts do 1d6 damage at level 1, and go up a damage rank every 5 levels. For example, at 6<sup>th</sup> level, they punch for 1d6+1, while at 21<sup>st</sup> level, they punch for 2d6. This maxes out at 4d6 at level 61. Black Belts get points in the Martial Arts skill instead of Brawling on creation.

#### Martial Arts Techniques

All Martial Arts Techniques use the Martial Arts skill to determine success. These Techniques are physical attacks unless otherwise noted.

Pummel (Level 1) - Init-2

Punch with an extra 1d6 damage.

Turn Punch (Level 8) - Init-4

Attack each enemy once.

Suplex (Level 15) - Init-6

(2d8 + STR) damage. (100 - enemy's MDEF)% chance to inflict Confuse.

Counter (Level 22)

You have a passive ( $[\text{Level} / 2] + \text{AGI}\%$ )% chance to make a normal attack against any enemy that strikes you with a

melee attack. This chance overrides any equipment that gives you a similar counterattack chance if the equipment's chance is lower.

Aura Bolt (Level 29) - Init-10

6d6 + WIP damage. This attack is calculated using your MDC against the victim's MARM. This attack is considered a magical attack.

Fire Dance (Level 36) - Init-12

7d6 + WIP fire damage to all enemies. This attack is calculated using your MDC against the victims' ARM. This attack generates a fire Elemental Field. This attack is considered a magical attack.

Chakra (Level 43) - Init-14

5d6 + WIP HP healing to all allies. This attack is calculated using your MDC.

Air Slash (Level 50) - Init-16

8d6 + WIP wind damage to all enemies. This attack is calculated using your MDC against the victims' MARM. This attack generates a wind Elemental Field. This attack is considered a magical attack.

Spiraler (Level 57) - Init-18

Spend your own HP to heal all other party members. The amount of HP gained per HP spent begins at 1:2 and goes up a point for every 5 points of WIP above 5 (to 2:2, 3:2, etc.).

Bum Rush (Level 64) - Init-20

Weapon damage + 5d6 + (STR \* 2). This final (STR \* 2) bonus is in addition to the STR bonus normally inside your weapon's damage.

*Section A3: Parivir*

Starting HP: 10

HP Die: 1d10

DC: every 7 levels

MDC: every 10 levels

Weapons: Parivirs can only wield Katanas.

Skills:

Katanas 50%

Strategy 30%

Acrobatics 30%

150 extra points

**Soul Strike**

At level 1 and every 5 levels thereafter, a Parivir chooses and learns a new Soul Strike. Each Soul Strike has a minimum level, but they do not necessarily need to be learned in any specific order.

Elemental "Blade" attacks act as normal physical attacks; they deal only specific elemental damage regardless of your equipped weapon.

Elemental "Rush" attacks work as follows: Roll once, as normal, for a physical attack to hit. On a success, the actual attack makes 2 hits, one physical and one elemental. The physical hit is calculated against the target's ARM value as normal, while the elemental hit's damage is calculated against the target's MARM value. Both hits are calculated using your DC. The entire attack is considered a physical attack.

Blade Swipe (Level 1) - Init-3

80% weapon damage, +30 hit chance.

Hilt Bash (Level 1) - Init-2

30% weapon damage. If you are acting before the target in the turn order, the target has a 25% chance to lose their turn, stunned.

Wild Slash (Level 5) - Init-5

150% weapon damage. This attack carries a -50 penalty to hit the victim.

Galestorm Blade (Level 10) - Init-6

100% weapon damage as wind damage, 20% chance to inflict Blind on the target for 1d6 turns.

Hoarfrost Blade (Level 10) - Init-6

120% weapon damage as ice damage, 20% chance to inflict Slow on the target for 1d6 turns.

Lifethread Blade (Level 10) - Init-6

100% weapon damage as dark damage. 20% chance to inflict Doom on the target.

Skyfury Blade (Level 10) - Init-6

140% weapon damage as lightning damage. 20% chance to inflict Berserk on the target for 1d4 turns.

Shimmerflame Blade (Level 10) - Init-6

130% weapon damage as fire damage. 20% chance to inflict Confuse on the target for 1d6 turns.

Moonmirror Blade (Level 10) - Init-6

100% weapon damage as water damage. 20% chance to inflict Stop on the target for 1d4 turns.

Landshiver Blade (Level 10) - Init-6

120% weapon damage as earth damage. 20% chance to inflict Poison on the target for 1d6 turns.

Goldflash Blade (Level 10) - Init-6

110% weapon damage as light damage. 20% chance to inflict Charm on the target for 1d4 turns.

Souldrink Blade (Level 15) - Init-9

60% weapon damage as HP Drain.

Iai Strike (Level 15) - Init-9

50% weapon damage. On a Critical or Epic Success, this attack causes the Death status.

Death Strike (Level 20) - Init-9  
120% weapon damage. Your Critical Range is doubled for this attack.

Whirling Rush (Level 25) - Init-12  
70% weapon damage then 70% weapon damage as wind damage.

Glistening Rush (Level 25) - Init-12  
70% weapon damage then 70% weapon damage as ice damage.

Enveloping Rush (Level 25) - Init-12  
70% weapon damage then 70% weapon damage as dark damage.

Thundering Rush (Level 25) - Init-12  
70% weapon damage then 70% weapon damage as lightning damage.

Erupting Rush (Level 25) - Init-12  
70% weapon damage then 70% weapon damage as fire damage.

Flowing Rush (Level 25) - Init-12  
70% weapon damage then 70% weapon damage as water damage.

Stomping Rush (Level 25) - Init-12  
70% weapon damage then 70% weapon damage as earth damage.

Flickering Rush (Level 25) - Init-12  
70% weapon damage then 70% weapon damage as light damage.

Consuming Rush (Level 30) - Init-12  
75% weapon damage then 30% weapon damage as HP Drain.

Unburden Soul (Level 30) - Init-15  
Kills user. All allies' HP and MP are restored. Immunity to instant death does not protect the user from dying when this ability.

Tsubame-Gaeshi (Level 55) - Init-25  
Make three attacks at 30% weapon damage each. Your Critical Range is tripled for these attacks.

#### Section A4: Samurai

Starting HP: 10  
HP Die: 1d10  
DC: every 9 levels  
MDC: every 8 levels

Skills:  
Animal Riding 30%  
Etiquette 50%  
One weapon skill 50%

Strategy 40%  
150 extra points

Weapons: While Samurai are not *limited* to Katanas, it is worthy of note that their special ability, Draw Out, only functions through a Katana.

Disadvantages: Samurai are required to take at least 1 point of Code of Honor.

#### Draw Out

A Samurai can call upon the spirit of any Katana in his inventory to generate special effects. When doing so, there is a (25% - [current level - required level]) chance to shatter the Katana. Any Katana has a minimum 10% chance to break when used this way, with the exception of Artifact-rank Katanas, which cannot break via Draw Out.

Draw Out effects that cause status conditions last for 1d6 rounds. All Draw Out effects have a (50 + [Level / 2] + WIP% - MDEF)% chance to take effect, even when used on friendly targets. Damaging Draw Out effects use the Samurai's WIP as bonus damage, and are calculated using the Samurai's MDC against the victim's MARM. Draw Out is considered a magical attack.

Draw Out Effects Table

Rank	Effect	Level / Init
1d10	Slow (single)	Lv. 1/ -2
1d10+1	2d6 damage	Lv. 1/ -2
1d10+2	3d6 damage	Lv. 4/ -4
1d10+3	Regen (single)	Lv. 4/ -4
2d10	Haste (single)	Lv. 8/ -6
2d10+1	4d6 holy	Lv. 8/ -6
2d10+2	2d6 MP damage	Lv. 12/ -8
2d10+3	2d6 healed	Lv. 16/ -10
3d10	5d6 damage	Lv. 20/ -10
3d10+1	6d6 poison	Lv. 28/ -12
3d10+2	7d6 darkness	Lv. 32/ -12
3d10+3	Protect/Shell	Lv. 38/ -14
4d10	8d6 damage	Lv. 44/ -16
4d10+1	9d6 damage	Lv. 50/ -16
4d10+2	Regen/Haste	Lv. 56/ -18
4d10+3	10d6 damage	Lv. 63/ -20

#### Section A5: Swashbuckler

Starting HP: 10  
HP Die: 1d10  
DC: every 7 levels  
MDC: every 10 levels

## Skills:

One weapon skill 50%

Shield Block 30%

Parry 30%

Flair 30%

120 extra points

Weapons: Swashbuckler is restricted to using only Claws, Knives, Swords, and Whips.

## Combo Points

Using a move marked with a + grants you combat points; using a move marked - expends them. Maximum CP is 10 at a time. Failing or missing any combo attack, plus or minus, also penalizes you 2 CP. Critically failing any combo move sets your CP to 0. CP cannot be negative.

## Opportunities

A successful Parry allows you to instantly use any Weapon-based combo move you can afford.

A successful Shield Block allows you to instantly use any Shield-based combo move you can afford.

An enemy missing you by failing to beat your Defense on a Hit roll allows you to instantly use any Capote-based combo move you can afford.

An attack marked with an O before the CP cost signifies that the attack is only usable as an Opportunity attack.

You must still make a skill roll to use a combo skill, even on an Opportunity.

You cannot take Opportunity attacks if you are in any way prevented from making normal attacks.

You can only take a maximum of 4 Opportunity actions per round.

## Accuracy

All techs made using a Shield or Capote must use Shield Block or Flair rolls, respectively. These rolls, if targeting an enemy or used on an opportunity, must factor the target's DEF as a penalty to the roll.

+2 attacks are rolled at .9x of their final skill.

+3 attacks are rolled at .75x their final skill.

## W+1 Lunge (Lv1)

70% weapon damage, +10 accuracy. Failing this attack does not penalize CP.

## OW-1 Flick Of The Wrist (Lv1)

130% weapon damage. Target cannot make offensive actions next turn with the weapon used to attack you.

## S+1 Defensive Stance (Lv4)

Until the end of the turn, all physical attacks against you (not counting the triggering attack, if any) deal half damage.

## OS-1 Deflect (Lv4)

25% of the original damage of the incoming attack is dealt to the triggering enemy.

## C+1 Come At Me! (Lv8)

Any enemies making offensive actions until end of turn must target you. You gain +10 to DEF until end of turn.

## C-1 Capote Tangle (Lv8)

The next melee attack against the target cannot Fail or Critically Fail (but can still Epically Fail).

## W+1 Riposte (Lv12)

Until the end of the next turn, any attack that hits you triggers a counterattack (make a normal physical attack at 50% weapon damage).

## S+1 Dazing Blow (Lv16)

Target takes your STR in damage, and attacks against the target gain +20 to hit until the end of this turn.

## C+1 Capote Twirl (Lv20)

You get +30 to DEF until end of turn.

## W+2 Maneuvering Strike (Lv24)

Act one slot earlier in the initiative order for this attack. 90% weapon damage.

## W-2 Deep Slice (Lv24)

150% weapon damage. The target takes an additional 30% of your weapon damage at the start of each of the next 3 turns as nonelemental bleeding damage.

## S+2 Phalanx Stance (Lv28)

All physical attacks against you are automatic Successes.

Double your Parry and Shield Block skills. Lasts until end of turn.

## S-2 Shield Bash (Lv28)

Target takes damage equal to your DEF, and has a 25% chance to lose their next action.

## C+2 Taunt (Lv32)

Target must attack you in each of its next 1d4 actions.

## C-2 Bullseye! (Lv32)

The target must attack you on their next action, at a -25 to hit. If the target misses, they strike themselves with the attack.

## W+3 Crushing Blow (Lv36)

70% weapon damage. This attack ignores enemy ARM.

## W-3 My Name Is (Lv36)

70% weapon damage, then 70% weapon damage, then 70% weapon damage. Each is a full separate hit, including rolling and ARM subtraction. 25% chance to reduce the victim's ARM by 2d8 if the initial attack hits; you've just carved your initials in them. This ARM penalty does not apply to the second and third hits of this attack. Only penalize CP once if any of these attacks miss, but do not roll the subsequent attacks.

S+3 True Knight's Shield (Lv40)

All enemy physical attacks this turn must target you. You may not Parry or Shield Block any of these attacks. If they miss you, reroll the attack against a random party member.

S-3 Shield Slam (Lv40)

Target takes (STR + DEF) damage and is knocked prone. They lose their next action, and until that action would have occurred, all attacks against them are automatic Successes.

OC+3 Demoralizing Laughter (Lv44)

Deals no damage. Failing this attack does not penalize CP.

OC-3 Behind Capote #1 (Lv44)

The triggering attack instead strikes a random enemy (of yours).

OW-5 Dis-Armed! (Lv48)

Attempt to remove the enemy's parried weapon from their grip - and their arm from its socket. 50% chance to unequip the enemy's weapon and deal 50% weapon damage plus an extra bonus of STR. 20% chance to instead remove the offending limb, dealing 250% weapon damage and disabling the arm.

S-5 Force Shield (Lv52)

You can Shield Block against magical attacks for the next 3 turns.

C-5 Illusion Dance (Lv56)

Create 3 Images of yourself. These have half your DEF, and 0 MDEF. If an enemy attacks you, they must roll 1d(number of Images remaining plus 1). If they roll a 1, they hit you; otherwise, if they beat the Image's DEF with a physical attack, destroy an Image. Images are automatically destroyed if hit by magic. Magical attacks that target the entire party hit all Images. An enemy striking an Image with a physical attack, whether they hit or miss, triggers a Capote-based Opportunity.

W-10 Sword Rain (Lv60)

Make 5 attacks at 55% weapon damage, at -10 to hit each.

S-10 Impregnable Fortress (Lv64)

All allies take no physical damage until end of turn.

C-10 Mayfly's Reflection Shimmering Upon The Clear Water (Lv68)

All allies gain +50 DEF and MDEF until end of turn.

*Section A6: Sword Master*

Starting HP: 10

HP Die: 1d10

DC: every 7 levels

MDC: every 10 levels

Skills:

Etiquette 40%

One weapon skill 50%

Strategy 50%

150 extra points

Dispatch (Level 1) - Init-2

100% weapon damage. This attack is an automatic success. This attack automatically deals the maximum damage possible for its damage roll.

Cyclone (Level 8) - Init-4

Make a normal physical attack against each enemy.

Blade Beam (Level 15) - Init-6

4d6+WIP damage. This attack is calculated using your MDC.

Retort (Level 22)

Declare this attack at the beginning of the round. Skip your action this turn. For the entire turn, whenever an enemy attacks you, make an attack against it for 150% weapon damage.

Slash (Level 29) - Init-10

Make a weapon attack. If you have 50% or less HP, the attack deals 150% damage. At 25% or less HP, the attack instead deals 200% damage. You regain HP equal to 20% of the damage dealt by this attack.

Quadra Slam (Level 36) - Init-12

Make 4 physical attacks, each targeting a randomly-selected enemy. These attacks deal 50% weapon damage.

Empower (Level 43) - Init-14

As Dispatch, but gain 50% of the inflicted damage as HP.

Stunner (Level 50) - Init-16

As Quadra Slam, but each attack has a (50 + Level + WIP%)% chance to Paralyze the target for 1d10 rounds.

Quadra Slice (Level 57) - Init-18

As Quadra Slam, but each attack does 100% weapon damage.

Cleave (Level 64) - Init-20

You have a (20 + [Level / 2] + WIP%)% chance to inflict Death to each enemy, rolled separately.

**Section B: Knight Aspects**

Affinity: Weapons & Combat

Deficiency: Artistic

Weapons: Axes, Cudgels, Hammers, Katanas, Polearms, Scythes, Swords, and 2H Swords.

Armor: Gauntlets, Helmets, Mail, and Shields.

*Section B1: Knight*

Starting HP: 10

HP Die: 1d10

DC: every 7 levels  
MDC: every 10 levels

Skills:

One weapon skill 50%  
Parry 40%  
Strategy 30%  
Etiquette 30%  
150 extra points

Cover - Choose to begin or cease Covering at the beginning of each round OR at any time during your turn. You must be within a distance of SPD feet or less from your coveree. All attacks and damage (except periodic [Poison/Venom] or recoil damage) that your coveree would take are instead dealt to you. You cannot Cover someone who is Covering someone else.

#### **“Break” Penalties**

Each use of a Break skill generates a 15% penalty to the enemy's stat, up to a max of 60%. Damaged equipment grants 50% less in every stat it modifies. Broken equipment is immediately unequipped and cannot be reequipped until fixed. Damaged and Broken equipment must be repaired, either through the Repair skill or at an NPC capable of fixing it. If a Damaged item is Damaged again, it becomes Broken. Later skills skip the Damaged phase entirely and go straight to Broken.

Power Break (Level 1) - Init-4  
100% weapon damage.  $(60 + [\text{Level} / 2] + \text{STR}\%)$ % chance of STR penalty.

Mental Break (Level 6) - Init-4  
100% weapon damage.  $(60 + [\text{Level} / 2] + \text{STR}\%)$ % chance of MAG penalty.

Speed Break (Level 12) - Init-6  
100% weapon damage.  $(60 + [\text{Level} / 2] + \text{STR}\%)$ % chance of AGI penalty.

Mental Break (Level 16) - Init-6  
100% weapon damage, plus an additional 50% weapon damage to MP.

Helmet Smash (Level 22) - Init-6  
80% weapon damage and  $(40 + [\text{Level} / 2] + \text{STR}\%)$ % chance to Damage helmet, or -33% MARM if not equipped with a helmet.

Shield Smash (Level 26) - Init-8  
80% weapon damage and  $(40 + [\text{Level} / 2] + \text{STR}\%)$ % chance to Damage shield, or -50% DEF and MDEF if not equipped with a shield.

Armor Smash (Level 32) - Init-8  
80% weapon damage and  $(40 + [\text{Level} / 2] + \text{STR}\%)$ % chance to Damage armor, or -50% ARM if not wearing

armor.

Weapon Smash (Level 36) - Init-12  
80% weapon damage and  $(40 + [\text{Level} / 2] + \text{STR}\%)$ % chance to Damage weapon, or -33% unarmed damage if not wielding a weapon.

Accessory Smash (Level 42) - Init-14  
80% weapon damage and  $(40 + [\text{Level} / 2] + \text{STR}\%)$ % chance to Damage accessory, or lose 1 active ability chosen by GM if not wearing an accessory.

Blaster Punch (Level 46) - Init-14  
140% weapon damage and  $(100 - \text{MDEF})$ % chance to Break enemy's helmet.

Wallcrack Fang (Level 52) - Init-16  
150% weapon damage and  $(100 - \text{MDEF})$ % chance to Break enemy's shield.

Shellburst Stab (Level 56) - Init-18  
160% weapon damage and  $(100 - \text{MDEF})$ % chance to Break enemy's armor.

Hellcry Fist (Level 62) - Init-20  
170% weapon damage and  $(100 - \text{MDEF})$ % chance to Break enemy's weapon.

Icewolf Bite (Level 66) - Init-25  
200% weapon damage as ice damage and  $(100 - \text{MDEF})$ % chance to Break enemy's accessory.

#### *Section B2: Dark Knight*

Starting HP: 10  
Starting MP: 5  
HP Die: 1d10  
MP Die: 1d6  
DC: every 8 levels  
MDC: every 9 levels

Skills:  
Etiquette 50%  
One weapon skill 50%  
Strategy 40%  
Intimidation 30%  
150 extra points

Dark Knights take 25% less damage from darkness elemental attacks (not including recoil damage from their own attacks).

Black Wave (Level 5) - Init-2  
150% weapon damage as darkness damage. 33% chance to inflict Blind.

Magebane Sword (Level 15) - Init-6  
125% weapon damage to enemy MP. 33% chance to inflict Silence.

Night Sword (Level 25) - Init-10

125% weapon damage as darkness damage. Absorb half of the final damage as MP.

Dark Sword (Level 35) - Init-15

150% weapon damage as darkness damage. Absorb half of the final damage, split as you wish between HP and MP.

Drowning Wave (Level 45) - Init-20

175% weapon damage as water damage to all enemies. 33% chance to inflict Poison on each enemy. This attack generates a water Elemental Field.

Darkside (Level 55) - Init-22

200% weapon damage as darkness damage to all enemies. 33% chance to inflict Death to non-undead. Take 1/10<sup>th</sup> of the final total damage as recoil damage (your Armor does not apply). This attack generates a darkness Elemental Field.

Black Magic Progression

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

*Section B3: Dragoon*

Starting HP: 10

HP Die: 1d10

DC: every 7 levels

MDC: every 10 levels

Skills:

One weapon skill 50%

Jumping 50%

Tactics 40%

Animal Riding: Land or Air 40%

150 extra points

Dragoons automatically receive an Animal Companion (a Mount), as per the Animal Companion Advantage. While mounted, check Riding at the beginning of each turn to stay mounted during combat. While mounted, weapon attacks deal an extra die of damage. If you fail your Riding check, you are thrown off your mount, for whatever reason, and you lose your action this turn. Being mounted also affects many Dragon Arts.

**Dragon Arts**

Jump (Level 1)

Check your Jumping skill. On a success, you leap into the air. While airborne, you can only be hit (at a 30% penalty to hit, or 10% if mounted) by Bows, Guns, thrown weapons, or wind-based spells, and being hit will knock you out of the air (but not off your mount). If you are still airborne when your action begins in the next turn, make a weapon attack and

double the final damage (this uses your turn).

Lancer (Level 10) - Init-4

140% weapon damage, and regain that much HP. 50% weapon damage to enemy MP. If you are mounted on a non-flying mount, the mount gains the same amount of HP as you.

Lunar Dive (Level 20) - Init-8

Usable only when mounted. Deal damage as your weapon's maximum die roll, then make a Riding check. On success, deal 100% weapon damage as you leap out of the saddle, dismounting you (but not losing you any turns).

Cherry Blossom (Level 25) - Init-10

160% weapon damage to all enemies.

Reis' Wind (Level 30) - Init-12

All allies gain the Regen status for  $([Level / 5] + [WIP / 3])$  rounds.

White Draw (Level 35) - Init-14

Deal damage as your weapon's maximum die roll to enemy MP. Split the total damage as MP among party members that have MP.

Volcano Ride (Level 40) - Init-16

150% weapon damage to all; this damage has an elemental property based on your mount; if the creature you are riding has a strong elemental affiliation (such as Griffins to Wind), use that element. If unmounted, or if your mount lacks a particular elemental affinity, this attack deals fire damage.

Six Dragons (Level 45)

Roll 1d4 for each ally. 1 marks that party member as an HP Giver, 2 as an MP Giver, 3 as HP/MP Giver, and 4 as Recipient. All Givers drop the corresponding value to 1. Divide the lost HP/MP among the entire party (only give MP to those who can use it). If all party members are Recipients, nothing happens.

Dragon Spirit (Level 50)

$(30 + [Level / 3] + [WIP\% / 3])\%$  chance to inflict Reraise on yourself when wounded during combat. This effect can only succeed once per combat.

Power Jump (Level 55) - Init-18

Make a Jumping check. On a success, you leap into the air. While airborne, you can only be hit (at a 30% penalty to hit, or 10% if mounted) by Bows, Guns, thrown weapons, or wind-based spells, and being hit will knock you out of the air (but not off your mount). If you are still airborne when your action begins in the next turn, check your weapon skill. On a failure, immediately deal damage as the Jump Dragon Art and land. On a success, deal 200% weapon damage to all enemies, using your MDC. After that, you have a  $(20 + [Level / 5] + [WIP\% / 3] + [1/4 Riding Total Skill Rating if mounted])\%$  chance to stay airborne another turn. On the next turn, if you are still airborne, deal 200% weapon damage,

using your MDC, to all enemies again. Then deal 200% weapon damage to one enemy as the Jump Dragon Art, and land.

Dragon Crest (Level 65) - Init-20  
10d6 + WIP damage. This attack deals double damage to dragons. This attack is calculated using your MDC.

#### *Section B4: General*

Starting HP: 10  
HP Die: 1d10  
DC: every 9 levels  
MDC: every 8 levels

#### Skills:

Leadership 50%  
One weapon skill 50%  
Strategy 40%  
180 extra points

Cover - Choose to begin or cease Covering at the beginning of each round OR at any time during your turn. You must be within a distance of SPD feet or less from your coveree. All attacks and damage (except periodic [Poison/Venom] or recoil damage) that your coveree would take are instead dealt to you. You cannot Cover someone who is Covering someone else.

Generals choose an element upon creation (except light or dark). All of their special attacks will be renamed depending on the element and their chosen weapon; the default names here, for example purposes, are for lightning and an Axe. These techniques are calculated using your MDC unless otherwise noted. Use your Weapon skill for these techniques to determine hits.

Lightning Arc (Level 5) - Init-2  
3d6 + WIP elemental damage. This attack is calculated against the victim's MARM. This is considered a magical attack.

Thunder Field (Level 10) - Init-6  
2d6 + WIP elemental damage to all enemies. 30% chance for each enemy to be Stunned, missing their next action; do not apply if enemy resists or is immune to the chosen element). This attack is calculated against the victims' MARM. This is considered a magical attack.

Hurl (Level 15) - Init-8  
Pick up a party member and toss them at the enemy. 3d6+STR (using DC) non-elemental damage, plus the party member's weapon damage. The thrown party member takes 1/10<sup>th</sup> of the total damage as recoil damage (their Armor does not apply).

Shocking Axe (Level 20) - Init-6  
Make a normal weapon attack, at an extra die of base damage, using your DC. Add 1d6 + WIP elemental damage;

this elemental damage does not benefit from DC or MDC.

Shockwave (Level 25) - Init-8  
5d6 + WIP elemental damage to all enemies. This attack is calculated against the victims' MARM. This is considered a magical attack.

Rasp Strike (Level 30) - Init-10  
Deal your weapon damage as the chosen elemental damage, using your MDC; split this damage evenly between the enemy's HP and MP.

Thunder Burst (Level 35) - Init-12  
As Shocking Axe, but instead of 1d6, deal 5d6 + WIP elemental damage, using your MDC.

Thunderbird (Level 45) - Init-14  
6d6 + WIP elemental damage to all enemies. This attack is calculated against the victims' MARM. Gain 1/10<sup>th</sup> of the total damage as HP healing. This attack generates an Elemental Field. This is considered a magical attack.

Dragon Storm (Level 50) - Init-16  
8d6 + WIP elemental damage to all enemies. This attack generates an Elemental Field. This attack is calculated against the victims' MARM. This is considered a magical attack.

Shock Barrier (Level 55) - Init-18  
Gain the Barrier status. Reflect 50% of all damage you take to the attacker as the chosen element damage.

Holocaust (Level 60) - Init-20  
10d6 + WIP elemental damage to all enemies. This attack generates an Elemental Field. This attack is calculated against the victims' MARM. This is considered a magical attack.

#### **Shouts**

Shouts affect all party members that can hear you and do not stack. To put a Shout into effect, make a Strategy check. Rename these as desired as well; most Generals have unique battle cries.

Look Out! (Level 1) - Init-4  
+20% to Dodge and Awareness Skill Ratings for (1d4 + [WIP / 4]) rounds.

Incoming! (Level 25) - Init-8  
+10 DEF and MDEF for (1d4 + [WIP / 4]) rounds.

By Thor's Hammer! (Level 35) - Init-12  
Ally weapon attacks deal the chosen element damage for (1d4 + [WIP / 4]) rounds.

Go For It! (Level 45) - Init-16  
+1 DC and MDC for next action.

Charge! (Level 55) - Init-20

All allies affected make an immediate physical attack against target enemy. This does not use their turns.

### *Section B5: Inquisitor*

Starting HP: 10

Starting MP: 8

HP Die: 1d10

MP Die: 1d8

DC: every 8 levels

MDC: every 9 levels

Weapons: In addition to the standard Knight weapon selection, Inquisitors can wield Books.

Skills:

Law Magic Lore 50%

Strategy 40%

Weapon 40%

Negotiation 30%

160 extra points

Inquisitors choose either light or dark elemental alignment on creation. This affects several spells within Law Magic (but not resistances, etc.). Many Law Magic spells apply a Yellow Card status to a combatant.

Inquisitors have a roleplay-usable ability to magically force someone who has signed a contract or sworn an oath to abide by the details of their promise.

Enact (Level 1)

Casts a new Law.

Repeal (Level 1)

Lift an existing Law.

Pardon (Level 1) - Init-4

Removes the Yellow Card status from the target.

Black Wave / White Wave (Level 5) - Init-2

125% weapon damage as chosen element damage to all enemies.

Dark Voice / Holy Voice (Level 10) - 4 MP

3d6 + WIP chosen element damage. This attack is calculated using your MDC. This attack is calculated against the victim's MARM. This is considered a magical attack.

Probation (Level 10) - 20 MP

At the start of each turn, for each combatant (ally or enemy) with a Yellow Card, check Law Magic Lore against their MDEF. On success, deal (Level / 5)d6 chosen element damage. This effect is calculated using your MDC. This effect lasts for (1d6 + [WIP / 5]) rounds.

Objection! (Level 15) - 6 MP

Name a target with a Yellow Card. Roll an unmodified d100,

with a Target of ([Level / 3] + AGI + WIP). On a success, act immediately before the target during the next turn.

Black Shockwave / White Shockwave (Level 20) - Init-8  
(Magic% - DEF)% chance to knock down an enemy, forcing them to skip their next action.

Overruled! / Sustained! (Level 25) - 15 MP

This technique can be used on an opponent's turn. Interrupt the action that the enemy is attempting to take. Perform a Skill Contest between your Law Magic Lore and the skill the enemy is attempting to use. If you win, the enemy's action and turn is canceled, and you skip your next two actions (continue applying Consequences from Laws). If the enemy wins, their action proceeds as normal and you skip your next action (continue applying Consequences from Laws).

Dark Shout / Holy Shout (Level 30) - 22 MP

5d6 + WIP chosen element damage. 33% chance to inflict Silence. This attack is calculated using your MDC. This attack is calculated against the victim's MARM. This is considered a magical attack.

Contempt of Court! (Level 40) - Init-12

Target loses all current MP. After (1d4 + [MAG / 6]) rounds, the target regains this MP. This MP restoration can put the target's current MP above their maximum MP.

Black Draw / White Draw (Level 50) - Init-14

Deal damage as your weapon's maximum die roll to enemy MP. Split the total damage as MP among party members that have MP. This attack carries your chosen element, so apply any appropriate weaknesses and resistances.

Law Magic Progression:

<b>Magic Level</b>	<b>XP Level</b>
Level 1	1, 1, 4, 7
Level 2	9, 12, 15
Level 3	17, 20, 23
Level 4	25, 28, 31
Level 5	33, 36, 39
Level 6	41, 44, 47
Level 7	49, 52, 55
Level 8	57, 60, 63
Level 9	65, 68, 71
Any Level	73, 76, 79, 83, 87

### *Section B6: Paladin*

Starting HP: 10

Starting MP: 5

HP Die: 1d10

MP Die: 1d6

DC: every 8 levels

MDC: every 9 levels

Skills:

Etiquette 50%

One weapon skill 50%

Leadership 40%  
Strategy 30%  
150 extra points

Paladins take 25% less damage from light elemental attacks.

Cover - Choose to begin or cease Covering at the beginning of each round OR at any time during your turn. You must be within a distance of SPD feet or less from your coveree. All attacks and damage (except periodic [Poison/Venom] or recoil damage) that your coveree would take are instead dealt to you. You cannot Cover someone who is Covering someone else.

Split Punch (Level 10) - Init-3  
150% weapon damage as light damage. 33% chance to inflict Silence.

Stasis Sword (Level 20) - Init-6  
160% weapon damage as light damage. 33% chance to inflict Slow.

Crush Punch (Level 30) - Init-10  
170% weapon damage as light damage. 33% chance to inflict Confusion.

Lightning Stab (Level 40) - Init-15  
180% weapon damage as lightning damage. 33% chance to inflict Death.

Castigation (Level 50) - Init-20  
125% weapon damage as light damage to all enemies. 33% chance to inflict Slow on each enemy.

Holy Explosion (Level 60) - Init-22  
200% weapon damage as light damage to all enemies. 33% chance to inflict Stop on each enemy. This attack generates a light Elemental Field.

Blazing Shield (Level 70) - Init-26  
150% weapon damage as light damage to all enemies. For (1d4 + [MAG / 4]) rounds, take ½ damage from darkness. This attack generates a light Elemental Field.

White Magic Progression

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

*Section B7: Spellblade*

Starting HP: 10  
Starting MP: 8  
HP Die: 1d10  
MP Die: 1d6  
DC: every 9 levels

MDC: every 8 levels

Spellblades use magic differently than most other casters. Where another magician casts a spell directly at an enemy, the Spellblade lets the sword do the talking. A Spellblade's Sword Magic is cast directly onto the equipped weapon, and as long as it lasts, any strike with that weapon will automatically cast the spell onto the victim. The result of the roll for hitting with the weapon is also used as the result for the spell (i.e., if the weapon roll is a Critical Success, so is the spell). The physical strike uses DC as normal, but this magical damage is calculated using your MDC.

A Spellblade may only enchant one weapon at a time and can only enchant a weapon he or she is holding. A weapon may only carry one such enchantment at a time - any further spells dispel the old effect before the new one takes over. Any weapon like a Flame Sabre that carries a permanent enchantment may not take on a Sword Magic spell, because the temporary Sword Magic spell isn't strong enough to dispel the permanent enchantment. Only the 'business end' of a weapon actually activates the effects of a Sword Magic spell.

Expel Enchantment (Level 25)

Check your Sword Magic Lore skill. On success, instantly end the Sword Magic effect currently enchanting your weapon. If that spell is an elemental or MP-damaging spell, you may immediately deal its triggered damage, multiplied by the number of rounds of enchantment left as well as the usual MDC. You may choose to have this deal damage to all enemies; if you do, the spell does 2 dice less of damage (before multiplication). If the spell is instead a status-inflicting enchantment, immediately attempt to inflict that status on the enemy with a +30% bonus to the success chance. No other types of spells may be Expelled.

Sword Magic Progression

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

**Section C: Ranger Aspects**

Affinity: Combat & Wildrness

Deficiency: Social

Weapons: Axes, Boomerangs, Bows, Crossbows, Gloves, Hammers, Knives, Polearms, Staffs, Swords, and Whips.

Armor: Armwear, Gauntlets, Hats, Helmets, Robes, Shields, and Suits.

## Section C1: Ranger

Starting HP: 10

HP Die: 1d10

DC: every 8 levels

MDC: every 9 levels

Skills:

Tracking 50%

Survival 40%

One weapon skill 40%

Animal Handling 30%

Plant Lore 20%

90 extra points

Rangers receive the Animal Companion advantage at no cost.

### Call Animals (Level 1)

Roll randomly on the following chart, with a maximum result determined by your level; all damage by Call Animals is calculated using MDC.

Squirrel (1) - 3d6 + WIP damage to 1 random enemy.

Mysidian Rabbit (1) - 2d10 + WIP hit points healed, split up among entire party.

Bee Swarm (8) - 2d6 + WIP to all enemies. Each enemy affected has a Level+[2 \* WIP%]% chance to be Poisoned.

Nightingale (14) - 2d6 + WIP hit points healed to entire party, not split.

Owl (18) - (Level + [3 \* WIP%])% to inflict Sleep on a random enemy.

Falcon (24) - Reduce target's current HP by 1/4.

Skunk (32) - 3d8 + WIP poison damage to all enemies. All enemies not immune to Poison are Poisoned.

Gopher (36) - 3d10 + WIP earth damage and (Level + [2 \* WIP%])% chance to inflict Stop on a random non-flying target.

Cobra (40) - 5d6 + WIP poison damage to target. (Level + WIP%)% chance of both Berserk and Confuse (roll once).

Butterfly (42) - Apply both Remedy and Regen to all allies.

Wild Boar (50) - 10d8 + WIP damage to a random non-flying target.

Moth Swarm (55) - (Level + WIP%)% chance of Slow, Silence, and Blind to each enemy (roll once per enemy to inflict all 3 statuses together).

Unicorn (60) - Restore (6d8 + WIP) HP and 2d8 MP to all allies.

### Charge (Level 4)

This attack is done as a normal physical attack, with an init penalty of 2 for every 3 extra damage you wish to add. Maximum penalty is (Level / 2).

### Beast Word (Level 12)

Make an Animal Handling check with a 20% penalty to the Target. On success, you may speak with and understand animals.

### Friend of Nature (Level 24)

Choose a Call Animals result. The init penalty for this technique is (minimum Level of called animal / 3).

### Green Lore (Level 30)

Make a Plant Lore check with a 40% penalty to the Target. On success, you can speak with and understand plants.

### Rampage (Level 45)

Make a normal physical attack at 50% damage to a random target. Repeat this process three more times.

## Section C2: Geomancer

Starting HP: 10

HP Die: 1d10

DC: every 9 levels

MDC: every 8 levels

Skills:

Survival 20%

Animal Lore 40%

Geomancy Magic Lore 40%

Plant Lore 30%

One weapon skill 40%

100 extra points

Geomancers do not suffer any ill effects from naturally occurring weather or terrain conditions.

All Geomancy attacks use MDC.

### Counter Flood

Starting at level 15, whenever a Geomancer is attacked, they have a passive ( $[\text{Level} / 5] + [\text{WIP}\% / 3]$ )% chance to react to the attack with a Geomancy ability. The same checks apply as per normal use of Geomancy, but the Geomancer always rolls on the table as though they were level 15, and must instead choose a terrain type with which the triggering attacker is in contact.

### Geomancy

Geomancers can summon weather and terrain effects onto the battlefield by making a Magic Lore (Geomancy) check (subtracting the enemy's MDEF) and a Geomancy Level roll. When using a Geomancy attack, the Geomancer must be in contact with an appropriate object, terrain, or area to summon a corresponding Geomancy family. Once the family has been determined, roll 1d8 on the following chart to determine the

level of Geomancy used:

Character Level	Level 1	Level 2	Level 3	Level 4
1-15	1-5	6-8	-	-
16-30	1-3	4-7	8	-
31-45	1-2	3-4	5-7	8
46-60	1	2-3	4-6	7-8
60+	-	1-2	3-4	5-8

#### Beach/Water Effects

Level 1 - Water Ball

2d6 + MAG water damage. 20% chance to cause Toad.

Level 2 - Geyser

4d6 + MAG water damage.

Level 3 - Tsunami

6d6 + MAG water damage to all enemies.

Level 4 - Maelstrom

8d6 + MAG water damage to all enemies.

#### Desert Effects

Level 1 - Sand Punch

2d6 + MAG earth damage.

Level 2 - Sandstorm

4d6 + MAG earth damage to all enemies. 30% chance to Blind each enemy.

Level 3 - Quicksand

Inflict Doom on all enemies. Ineffective against flying foes.

Level 4 - Coriolis Storm

8d6 + MAG wind damage to all enemies. 30% chance to Blind each enemy.

#### Man-made Terrain / Indoor Effects

Level 1 - Demon Fire

2d6 + MAG fire damage. 20% chance to inflict Sleep.

Level 2 - Carve Model

This attack applies a 30% penalty to the result of your Geomancy roll. If the result is still a Success, inflict Petrify on target enemy.

Level 3 - Titan Punch

6d6 + MAG earth damage.

Level 4 - Rock Wave

8d6 + MAG earth damage to all enemies.

#### Forest Effects

Level 1 - Branch Arrow

2d6 + MAG damage.

Level 2 - Leaf Dance

4d6 + MAG damage to all enemies.

Level 3 - Treant Dance

6d6 + MAG healing for each party member.

Level 4 - Branch Barrage

8d6 + MAG damage to all enemies.

#### Grassland/Plains Effects

Level 1 - Hell Ivy

2d6 + MAG damage, 20% chance to Slow.

Level 2 - Wind Gust

4d6 + MAG wind damage.

Level 3 - Local Quake

6d6 + MAG earth damage to all enemies, 30% chance to inflict Confuse on each enemy.

Level 4 - Vine Storm

8d6 + MAG damage to all enemies.

#### High Places Effects

Level 1 - Gale Force

2d6 + MAG wind damage.

Level 2 - Kamaitachi

4d6 + MAG wind damage.

Level 3 - Reverse Gravity

Roll 2 separate 1d10s. Multiply them together. Deal ([Level / 2] \* result) damage. This attack does not benefit from your MDC.

Level 4 - Twister

8d6 + MAG wind damage to all enemies. 50% chance to inflict Confuse on each enemy.

#### Ice/Snow Effects

Level 1 - Ice Cube

2d6 + MAG ice damage. 20% chance to inflict Slow.

Level 2 - Blizzard

4d6 + MAG ice damage. 30% chance to inflict Silence.

Level 3 - Avalanche

6d6 + MAG ice damage to all enemies. 30% chance to inflict Stop on each enemy.

Level 4 - Winter's Wrath

8d6 + MAG ice damage to all enemies. 40% chance to inflict Stop on each enemy.

#### Lava/Machines Effects

Level 1 - Lava Ball

2d6 + MAG fire damage.

Level 2 - Fire Bomb

4d6 + MAG fire damage to all enemies.

Level 3 - Eruption

6d6 + MAG fire damage to all enemies.

Level 4 - Salamander

8d6 + MAG fire damage to all enemies. Any enemy with an elemental weakness to fire is instantly reduced to 0 HP. 10% chance to reduce HP to 0 on any enemy not immune to fire.

#### Swamp Effects

Level 1 - Muddy Wave

2d6 + MAG earth damage. 20% chance to inflict Slow.

Level 2 - Poison Gas

4d6 + MAG poison damage to all enemies. 30% chance to inflict Poison on each enemy.

Level 3 - Mire

Inflicts Doom on all foes. Ineffective against flying foes.

Level 4 - It Came From The Swamp

8d6 + MAG poison damage to all enemies. 50% chance to

inflict Poison on each enemy.

#### Underground Effects

Level 1 - Will O'Wisp

2d6 + MAG fire damage.

Level 2 - Stalactites

4d6 + MAG earth damage to all enemies.

Level 3 - Pitfall

(Level / 2)d10 damage. Ineffective against flying enemies.

Level 4 - Wisp Storm

8d6 + MAG damage to all enemies. 50% chance to inflict Confusion on each enemy.

### *Section C3: Monster Trainer*

Starting HP: 10

HP Die: 1d10

DC: every 8 levels

MDC: every 9 levels

Skills:

Animal Training 50%

Animal Handling 40%

One weapon skill 40%

Tracking 30%

150 extra points

#### STORAGE

A Monster Trainer may keep [Level / 5] different monsters in storage. Taking a monster out of storage takes up your turn, as does returning a monster to storage. Out of combat, summoning and storing can be done at any time. No check is necessary to summon a stored monster or to store a monster that has not been previously stored, but attempting to place a monster back into storage after summoning it requires an Animal Handling check to avoid angering it and being attacked.

#### Hunt (Level 1)

Attempt to find a monster. Roll Tracking, with penalties as described by the Difficulty Penalties chart at the end of this class.

#### Tame (Level 1)

The targeted monster must not be harmed by your party. Make an Animal Handling check with a penalty of [Monster Level - your Level]%. This penalty cannot become a bonus even if your level is higher. On success, take permanent control of the monster. You can only have one monster outside of Storage at a time.

#### Release (Level 1)

Permanently release a Tamed monster. This may also be used on monsters in your Storage.

#### Commune (Level 10) - Init-2

If you currently have a tamed monster outside of storage, both you and it gain 2d6 + WIP hit points. This value is calculated using your MDC.

#### Bestial Fury (Level 15) - Init-4

Requires an Animal Training check. If successful, your monster gets its STR boosted by 20% for 1d3 + (WIP / 4) rounds.

#### Berserk (Level 20) - Init-4

Requires an Animal Training check. If successful, target monster is permanently Berserk. The monster is also no longer Tamed (though still an ally, if it was your tamed monster) and is not tameable.

#### Swift Strike (Level 25) - Init-6

Requires an Animal Training check. If successful, your monster acts first next round.

#### Strike As One (Level 30) - Init-12

Requires an Animal Training check. If successful, and either you or your tamed monster are at or below 25% of your max HP, you both perform a physical attack simultaneously at the same target. Whichever of you was at 25% or less health gains regains the final total damage of the combined attacks as HP. If you were both at or below 25%, split the healing between you.

#### Familiar Wound (Level 35) - Init-12

Requires an Animal Handling check. If successful, make a physical attack against target monster. This attack is an automatic Critical Success.

#### Call of the Wild (Level 40) - Init-14

Requires an Animal Handling check, with a penalty according to the chart at the end of this class. On success, another of the targeted monster appears (as an enemy).

#### Bestial Roar (Level 45) - Init-16

Requires an Animal Handling check with a 40% penalty to the Target. If successful, it roars, removing all positive statuses from all enemies. If unsuccessful, the monster is no longer tamed, and turns on you.

#### Animal Skill Penalty Chart

Situation	Penalty
10+ Levels lower	20%
5+ Levels lower	10%
1-5 Level difference	0%
5+ Levels higher	-20%
10+ Levels higher	-40%
Exotic animal	-10%
Flight-capable animal	-30%
Epic Monster	-80%

## Section D: Thief Aspects

Affinity: Thievery

Deficiency: Wilderness

Weapons: Bows, Boomerangs, Claws, Crossbows, Gloves, Katanas, Knives, Swords, and Whips.

Armor: Armwear, Gauntlets, Hats, Robes, Shields, and Suits.

### Section D1: Thief

Starting HP: 10

HP Die: 1d8

DC: every 8 levels

MDC: every 9 levels

Skills:

Climbing 30%

Trap Mastery 30%

Stealth 30%

Lockpicking 30%

Pickpocket 50%

One weapon skill 40%

100 extra points

#### Steal (Level 1)

Any item, equipment, or other junk the target has can be stolen. The victim need not be unaware of your attempt. This attempt involves a Pickpocket roll, with a penalty to the Target of the victim's DEF.

#### Steal Money (Level 8)

The thief can steal cash from their opponent. The same roll as a normal Steal is made, but on success, the thief gains 1d4 \* 10 \* Level worth of local currency instead of material goods.

#### What's That?! (Level 15) - Init-4

On a successful Stealth check with a penalty of the victim's DEF, this technique distracts an enemy, causing them not to take action on their turn and allowing for escape. Lasts until end of next turn, or until the victim is attacked.

#### Steal Heart (Level 22) - Init-6

This technique has a  $(30 + [\text{Level} / 3] + \text{WIP}\%)$  chance to Charm the enemy. Only works on opposite-gender foes. Cannot be used on genderless beings.

#### Detect (Level 29)

(Stealth Rating/3)% chance to do any of the following: detect up to AGI/5 items carried by a target; detect a trap; detect danger (like ambushes); or detect a secret passage in the area. This ability can be used outside of combat.

#### Catch (Level 36)

When an opponent attacks the Thief with a physical attack, the Thief can sacrifice their entire DEF score against that attack in order to make a Steal attempt on the target. If the target is using a ranged weapon, this skill attempts to catch the projectile (50% penalty to Target; cannot use against Rifles or Pistols). If you successfully Steal the weapon being used to attack you, the attack stops; but if the enemy is at

melee range, you can attempt to Steal something other than their weapon if you don't mind taking the attack.

#### Mug (Level 43) - Init-8

Steal and make a weapon attack at the same time. Wearing a Thief Glove eliminates the Initiative penalty of this skill. If wearing a Thief Glove, Mug can be used in place of the Steal attempt involved in Catch if the opponent is at melee range.

#### Sunken State (Level 50)

When an enemy attacks you, you have a  $(30 + [\text{Level} / 3] + \text{WIP}\%)$  chance to gain the Vanish status for 1d4+WIP rounds. A single attack from an enemy cannot trigger both Sunken State and Catch; you choose which to activate.

#### Thievery (Level 57) - Init-18

100% weapon damage + (Pickpocket Skill Rating / 5) + WIP damage. This attack is calculated using your MDC.

#### Footwork (Level 64)

Skip your action this turn. Take an extra action at the beginning of next turn.

## Section D2: Gambler

Starting HP: 10

HP Die: 1d8

DC: every 9 levels

MDC: every 8 levels

Skills:

Gambling 50%

Acting 40%

Pickpocket 30%

One weapon skill 40%

150 extra points

#### Cards (Level 1) - Roll a d100. Use MDC. Results:

Lagomorph Card (01-40): Heals  $([\text{Level} / 10]d6 + \text{WIP})$  HP to all party members.

Ace - 10 of Hearts (41-50):  $([\text{Level} / 10]d6 + \text{WIP})$  fire damage to one target.

Ace - 10 of Diamonds (51-60): Inflicts  $([\text{Level} / 10]d6 + \text{WIP})$  earth damage to one target.

Ace - 10 of Clubs (61-70): Inflicts  $([\text{Level} / 10]d6 + \text{WIP})$  ice damage to one target.

Ace - 10 of Spades (71-80): Inflicts  $([\text{Level} / 10]d6 + \text{WIP})$  wind damage to one target.

Jack of Hearts (81-82): Cast Esuna on self.

Queen of Hearts (83-84): 70% chance to inflict Charm on one opponent.

King of Hearts (85): 70% chance to inflict Confuse on each opponent.

Jack of Diamonds (86-87): Cast Haste on self.

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

King of Diamonds (90): 70% chance to inflict Slow on each opponent.

Jack of Clubs (91-92): Allows the Gambler's party to escape from combat when drawn (when possible).

Queen of Clubs (93-94): 70% chance to inflict Blind on one opponent.

King of Clubs (95): 70% chance to inflict Stop on each opponent.

Jack of Spades (96-97): Heals ([Level / 10]d6 + Willpower) HP to self.

Queen of Spades (98-99): Cast Drain on one opponent.

King of Hearts (100): Cast Roulette.

**Dice** (Level 20) - Roll a d100. Use MDC. Results:

Boxcars (1-3): Cast Grand Train on all enemies.

Pents (4-10): Heal all negative statuses and cast Life 3 on all allies.

Quarts (11-19): Roll 8d8 + WIP. Instead of your MDC, this attack uses a 1d6 roll for its MDC.

Trays (20-26): Has a 30 + Level + (WIP x 2)% chance of inflicting Petrify on each enemy.

Deuces (27-50): ([Level / 8]d6 + WIP) earth damage to all targets. Affects flying enemies.

Lucky 7 (51-64): All party members regain (4d6 + WIP) hit points.

Lagomorph (65-99): Heals ([Level / 10]d6 + WIP) hit points to all allies.

Snake Eyes (100): Cast Roulette.

**Slots** (Level 40) - Roll a d100. Use MDC. Results:

Megaflare (1-6): Casts Flare on all enemies.

Chocobop (7-25): ([Level / 10]d6 + WIP) physical damage to all enemies.

H-bomb (26-40): ([Level / 8]d6 + WIP) fire damage to all enemies.

7-Flush (41-69): ([Level / 10]d6 + WIP) light damage to all enemies.

Lagomorph (70-97): Heals ([Level / 10]d6 + WIP) hit points for all allies.

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

Joker Doom (100): Cast Level 5 Doom on all combatants (both allies and enemies).

**Cheat** (Level 60) - Init-10

Only usable once per battle. Choose Cards, Dice, or Slots, but do not roll. Instead, pick the result. You cannot use the chosen ability (not result, the entire ability) again this battle.

### Section D3: Ninja

Starting HP: 10

Starting MP: 4

HP Die: 1d8

MP Die: 1d6

DC: every 8 levels

MDC: every 8 levels

Skills:

Acrobatics 50%

Pickpocket 40%

Stealth 30%

Climbing 20%

Magic Lore (Ninja) 20%

One weapon skill 30%

90 extra points

### Steal

Ninja can steal even from wary targets. Make a roll at half your Pickpocketing skill. On success, take an item, a weapon, an accessory, or a piece of armor from the target.

### Throw

Ninja can throw any weapon except bows, crossbows, pistols, rifles, whips, claws, and gloves. A Ninja's thrown weapons use the Thrown Weapons skill, dealing double the weapon's normal damage. Ninja can also throw the unique Skean and Shuriken weapons (only usable by Ninja, operating on the Thrown Weapons skill). Shuriken come in packs of 10 for their price, while Skeans come in fives. The damage for each is as follows:

Shuriken:

Name	Damage	Cost
Shuriken	1d6	30 gp (U)
Ninja Star	2d6	250 GP (U)
Tack Star	3d6	2500 GP (R)
Fusion Star	4d6	---
Poison Shuriken	1d6*	500 gp (C)

Poison Shuriken have a flat 30% chance to inflict Poison.

Skeans:

Name	Damage	Cost
Fire Skean	2d6 (fire)	500 GP (U)
Bolt Skean	2d6 (lighting)	500 GP (U)
Water Skean	2d6 (water)	500 GP (U)
Flare Skean	3d6 (fire)	3000 GP (R)
Freeze Skean	3d6 (ice)	3000 GP (R)
Tornado Skean	3d6 (wind)	3000 GP (R)
Spark Skean	60% chance to Blind victim	500 GP (C)
Shadow Skean	+50% DEF for 1d6 rounds	300 GP (U)

### Dual Wield

Ninja can wield a weapon in each hand without needing to have or check the Two Weapons skill. They are counted as having the Ambidextrous advantage as well (no penalty for offhand weapon).

Ninja Magic Progression

<b>Magic Level</b>	<b>XP Level</b>
Level 1	1, 1, 3, 7, 11
Level 2	13, 17, 21
Level 3	23, 27, 31
Level 4	33, 37, 41
Level 5	43, 47, 51
Level 6	53, 57, 61
Any Level	66, 71, 76, 81

## **Section E: Bard Aspects**

Affinity: Social & Artistic

Deficiency: Wilderness

Weapons: Boomerangs, Crossbows, Cudgels, Gloves, Knives, Musical Instruments, Polearms, Staffs, Swords, and Whips.

Armor: Armwear, Gauntlets, Hats, Shields, Robes, and Suits.

### *Section E1: Bard*

Starting HP: 10

HP Die: 1d8

DC: every 9 levels

MDC: every 8 levels

Skills:

Singing OR Instrument 50%

One weapon skill 40%

Acting 30%

180 extra points

### **Prestidigitation**

These abilities require a successful Acting check to use.

### Contortion (Level 1)

Bards can learn and improve the Escape skill without the normal non-Thief deficiency.

### Magic Mouth (Level 5)

Create an object, such as a card which sings when opened or an orb which emanates sound, etc. Specify a message. The object will repeat this message on an endless loop for (WIP / 4) hours and then vanish.

### Cloak Trick (Level 10)

Disappear from battle, becoming untargetable. You continue rolling initiative, but cannot act except to spend your turn reappearing.

### Hat Trick (Level 20)

Produce any item that can be longer than but not wider than a typical hat brim (it must be able to be pulled from underneath a hat). It lasts WIP rounds in combat, or (WIP / 4) hours. Weapons made in this way deal 1d6 base damage, regardless of type. Usable armor cannot be made in this way. You can only create one item at a time before stuffing the old one back into the hat (or before it disappears).

### Rope Trick (Level 30)

Create a small extradimensional pocket, completely invisible, with a rope hanging down from it. Anyone attempting to enter must make a Climbing check. Anyone in the pocket is hidden (including from Divination spells, except the fact that they are magically hidden). It can fit only (WIP / 2) occupants; the rope can be pulled up inside to close off the entrance but that counts as 1 occupant. Cannot cast spells out of the pocket and into reality; area and environment effects do not penetrate the pocket; occupants can see out of the bottom as if a small window were centered on the rope. Lasts (WIP / 4) hours. Anything inside plops to the ground afterward.

### Tricks of the Trade (Level 40)

Difficulty on disbelief, illusion resistance, and other such Willpower checks are drastically reduced for the Bard (the exact amount is determined by the GM).

### Doppelganger (Level 50)

If the Bard dies in combat, this is usable for 1d4 rounds afterward. Make a VIT check on each round; if successful, reappear next to your dead body with a flourish as though nothing had ever happened. You cannot duplicate any of your inventory in this way.

### **Bard Songs**

Bards can sing songs of power, on par with the magic of a spellcaster. Playing or singing one of these songs works similarly to casting a spell, except that the bard uses the Singing or Instrument skill in place of a Magic Lore.

Damaging and healing spells use the Bard's WIP instead of MAG as bonus damage, but still use MDC and MARM as spells. If a target cannot hear the song (for example, if they are Asleep), they are unaffected.

Bard Songs, like spells, have a penalty on the Singing or Instrument check equal to 10 times the level of the song.

Bard Songs have an Initiative cost equal to 2 times the level of the song, instead of an MP cost.

Depending on whether you are singing or playing an instrument, the effectiveness of your Bard Songs will vary. SINGING - Your songs last 3 rounds shorter than usual, but your dice-based powers gain one base die.

INSTRUMENT - Your songs linger for an extra 2 rounds, but your dice-based powers lose one base die.

### *Level 1*

### Arcane Ballad

A single target gains (WIP / 2) to their MAG for 1d6 + (WIP / 4) rounds.

### Chocobop

This song has a  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to inflict Confuse on a single target.

### Life Song

2d6 HP healing to all allies.

### Lullaby

This song has a  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to inflict Sleep on a single target.

### Song of Silence

This song has a  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to inflict Silence on a single target.

### Song of Strength

A single target gains (WIP / 2) to their STR for 1d6 + (WIP / 4) rounds.

### *Level 2*

### Adagio

This song has a  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to inflict Slow on a single target.

### Battlesong

This song has a  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to inflict Berserk on each enemy.

### Crescendo Bolt

3d6 lightning damage to a single enemy.

### Jarring Riff

This song carries no initiative penalty. If the target has taken an initiative penalty to 'charge up' for an ability, interrupt that ability. They still take their turn, with the initiative penalty still applied to the turn order, but they must take yet another initiative penalty to try using the same skill or another initiative-penalizing skill. You cannot use Jarring Riff on the same target consecutively. You must use Jarring Riff on your turn (you cannot act out of order to use this interrupt).

### Swift Fugue

Inflicts Haste on a single ally.

### *Level 3*

### Archmage Symphony

Prerequisite: Arcane Ballad

A single target gains (WIP) to their MAG for 1d3 + (WIP / 4) rounds.

### Canon of Might

Prerequisite: Song of Strength

A single target gains (WIP) to their STR for 1d3 + (WIP / 4) rounds.

### Toad Song

This song has a  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to inflict Sleep and Toad on a single target. (This is a single check - the target gets both or none. Immunity to one does not stop the other on success.)

### Heal Rhyme

This song cures the Poison condition on a single target, and inflicts Regen at the same time.

### River of Life

Prerequisite: Life Song

4d6 HP healing to all allies.

### *Level 4*

### Angel Psalm

Restores 2d6 MP to a single ally. This Song uses only half of your WIP as a bonus.

### Lodestone Minuet

Prerequisite: Adagio and Lullaby

This song has a  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to inflict Sleep and Slow on a single target. (This is a single check - the target gets both or none. Immunity to one does not stop the other on success.)

### Mage's Tragedy

This song has a  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to reduce a single enemy's MAG and WIP by (WIP / 2) for 1d8 + (WIP / 3) rounds.

### Rapture

3d6 MP damage to a single target.

### Thief's End

This song has a  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to reduce a single enemy's AGI and SPD by (WIP / 2) for 1d8 + (WIP / 3) rounds.

### Warrior's Downfall

This song has a  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to reduce a single enemy's STR and VIT by (WIP / 2) for 1d8 + (WIP / 3) rounds.

### *Level 5*

### Beast Song

Casts a random Summon spell, chosen by GM. This should not be detrimental to the Bard.

### Capriccio

Prerequisite: Swift Fugue

Inflicts Haste on all allies.

### Rising Hearts Collide

5d6 earth damage to all enemies. This song generates an earth Elemental Field.

### Songlance

3d8 non-elemental damage to all enemies.

### Willow Whisper

Prerequisite: Lullaby

This song has a  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to inflict Sleep on each enemy.

### *Level 6*

### Banshee's Howl

Prerequisite: Rapture

This song has a  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to inflict Confuse on each enemy.

### Captivate

This song has a  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to reduce a single enemy's DEF and MDEF to 0 for 1d4 rounds. This is considered a negative status condition.

### Stage Left

Inflicts Vanish on a single ally.

### Flight of the Bumblebee

6d6 poison damage to a single enemy.

### Hymn of Winds

6d6 wind damage to a single enemy.

### Mage's Bane

Removes all conditions on the target. If the target has any positive conditions, this spell is considered offensive. When used offensively, this spell has a  $(\text{Magic}\% - 20)\%$  chance of working; if this check (against their MDEF and using the Success Penalty as normal) fails, so does this spell.

### *Level 7*

### Funeral Dirge

Prerequisite: Banshee's Howl

Inflicts Doom on a single target after 1d6 rounds, unless the Bard is killed first.

### Moonlight Sonata

Prerequisite: Captivate

This song has a  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to inflict Charm on each enemy.

### Song of Ages

Prerequisite: Lodestone Minuet

This song has a  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to inflict Stop on a single target.

### Soothe Audience

Removes all environmental effects and Elemental Fields, and prevent both from being generated for 1d4 rounds.

### Triumph of Life

Prerequisite: River of Life

5d10 HP healing to all allies.

### *Level 8*

### Ascension of Darkness

8d6 darkness damage to all enemies.  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to inflict Blind and Confuse on each enemy. (This is a single check - the target gets both or none. Immunity to one does not stop the other on success.) This song generates a darkness Elemental Field.

### Call of the Dragon

10d6 fire damage to all enemies.

### Celestial Symphony

8d6 non-elemental damage to all enemies. Any enemies that are undead or evil take 50% more damage from this Song, while any that are neither take 30% less instead.

### Hero Saga

Prerequisite: Archmage Symphony and Canon of Might and Heal Rhyme

Inflicts Haste and Regen on all allies, and grants them  $(\text{WIP} / 2)$  to STR, VIT, MAG, WIP, AGI, and SPD.

### Tower of Sorrows

Prerequisite: Funeral Dirge

Remove one enemy from combat. That enemy is trapped in an illusionary tower. He must escape the tower's illusions or overcome his greatest fear in order to escape; this takes the form of a high-difficulty WIP check each round. Each failed WIP check deals 4d6 damage and has a  $(50 + [\text{Level} / 3] + [\text{WIP} / 2])\%$  chance to inflict a randomly chosen one of the following statuses: Poison, Slow, Silence, Mini, Berserk, Confuse. Generic enemies trapped in the tower when battle ends are killed.

### Bard Song Progression

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

### *Section E2: Artist*

Starting HP: 10

HP Die: 1d8

DC: every 9 levels

MDC: every 8 levels

Skills:

Art 2D OR Art 3D 50%

One weapon skill 40%

210 extra points

### Peep (Level 1)

An advanced, innate version of the Scan spell. Peep allows an Artist to deeply appreciate the intrinsic nature of a target. Anything can be Peeped, from characters to monsters to inanimate objects. Peep can determine HP, MP, elemental weaknesses or resistances, combat statistics, and many other kinds of information.

### Paint (Level 1) - Init-2

Create any item you can think of, temporarily. If created in combat, the item lasts (WIP) rounds. If created outside of combat, it lasts (Level) hours. For each Painted item you have made that still exists, there is a cumulative 10% penalty to creating more items. There is no size restriction on items, but finely-detailed or very large items may take more time to complete. Weapons made this way deal 1d6 + WIP base damage; this increases to 2d6 + WIP at level 30 and 3d6 + WIP at level 60. Armor created by Paint grants  $(\lceil \text{Level} / 4 \rceil + \text{WIP})$  to both ARM and MARM. Restorative items made this way require the artist to have a copy of the original for reference, and have only half the original effectiveness.

### Face Paint (Level 10) - Init-4

$(50 + \text{WIP}\% - \text{victim's MDEF})\%$  chance to inflict Stop, Sleep, Silence, Toad, Blind, Reflect, or Float. You may choose which status to inflict, but only inflict one at a time.

### Portrait (Level 20) - Init-6

Choose a penalty, and target one enemy. Make an Art roll with the chosen penalty. On success, you paint a clone of the enemy, generating the effect associated with the chosen penalty.

0%: The enemy takes all damage directed at the Artist until the enemy's next turn.

-10%: The enemy makes a normal Attack against one target of the Artist's choice.

-50%: The enemy makes a normal Attack against one target of the Artist's choice, then the enemy takes all damage directed at the Artist until the enemy's next turn.

-75%: The enemy makes a known special attack of the Artist's choice.

-125%: The enemy makes a known special attack of the Artist's choice, then the enemy takes all damage directed at the Artist until the enemy's next turn.

-150%: The clone of the enemy fights on your side for the remainder of the battle. Only one of these can be active at a time.

### Perspective (Level 25) - Init-8

$(50 + \text{WIP}\% - \text{victim's MDEF})\%$  chance to do one of the following, of Artist's choice:

-Inflict Mini for 1d6 + WIP rounds

-Cure Mini

-Increase size for 1d6 + WIP rounds (+10 ARM and MARM, +  $\lceil \text{WIP} / 2 \rceil$  STR)

### Artistic License (Level 40) - Init-10

This can function as the Disguise skill, using your Art skill rating instead. Alternatively, you can use this to change the Element of one target's weakness, resistance, attack, or spell. If used on an attack or spell, the Artist must first know that the person can use the attack or spell. This effect lasts for  $(1d6 + \text{WIP})$  rounds.

### Performance Art (Level 50) - Init-12

Make an Art check with a penalty of  $(\lceil \text{target's Level} * 2 \rceil + \lceil \text{target's MDEF} * 2 \rceil)$ . On success, inflict Charm for 1d6 + WIP rounds.

### Erase (Level 60) - Init-18

Make an Art check with a penalty equal to double the target's Level. On success, inflict Doom.

### Masterpiece (Level 75)

Design a new monster. The monster's Level cannot exceed yours. Completing the Masterpiece requires  $(\text{created monster's Level} / 4)$  days. After that time has passed, make an Art check with a penalty equal to double the created monster's Level. On success, the monster is created and can join you in battle. If using a Masterpiece to fight, the Artist's own turns are forfeited to control the monster. If a Masterpiece monster is killed, it is permanently destroyed (and the Artist gets their combat turns back). You may spend your turn to bring out your Masterpiece, or the monster's turn to put it away and begin receiving the Artist's turns again next round. You may only have one Masterpiece in existence at a time.

### *Section E3: Battledancer*

Starting HP: 10

HP Die: 1d8

DC: every 9 levels

MDC: every 8 levels

Skills:

Dancing 50%

Acrobatics 40%

One weapon skill 40%

180 extra points

Battledancers receive one Terrain Dance of choice upon creation.

### Adapt (Level 1)

Make a Dancing check at a -50% penalty. On success, proceed to perform the Terrain Dance matching the current Terrain, and permanently learn that Terrain Dance.

### **Terrain Dance**

If using the Terrain Dance corresponding to the current terrain, this skill automatically succeeds. If using a different terrain's Terrain Dance, make a Dancing check at a -50%

penalty. If using the opposing terrain's Terrain Dance, the penalty is instead 100%.

The Grassland terrain's dance, the Wind Song, opposes that of Caves, the Dusk Requiem. The Forest's dance, Forest Suite, opposes that of Mountains, Earth Blues. Both the Water's dance, Water Rondo, and Ice's dance, Snowman Jazz, oppose the Desert's dance, Desert Aria. The Town's dance, Love Sonata, has no opposite.

On your turn during each round of a Terrain Dance, make another Dancing skill check. On a successful dance check, roll 1d8 and consult the following chart to determine the Level of Terrain Dance performed:

XP Level	Level 1	Level 2	Level 3	Level 4
1-15	1-5	6-8	-	-
16-30	1-3	4-7	8	-
31-45	1-2	3-5	6-7	8
46-60	1	2-3	4-6	7-8
61+	-	1-2	3-4	5-8

Once you begin a Terrain Dance, you must continue it for 1d6 rounds unless physically unable to do so (Immobilize, Disable, Stop, and Death will end a Terrain Dance, as will losing your action for any reason). While performing a Terrain Dance, the actual terrain is temporarily overwritten with that of the Terrain Dance for the purposes of terrain-based attacks. If a second Battledancer successfully begins a different Terrain Dance while you are performing one, yours ends.

Terrain Dance attacks are calculated using the Battledancer's MDC unless otherwise noted.

#### Grassland (Wind Song)

Level 1 - Sun Bath - Restores (2d6 + WIP) HP to all party members and cures Poison.

Level 2 - Plasma - 4d6 + WIP lightning damage.

Level 3 - Wind Slash - 6d6 + AGI wind damage.

Level 4 - Cockatrice - 7d6 + AGI physical damage. (40 + [Level / 2] + [WIP% / 2])% chance to inflict Petrify. This attack is calculated using your DC.

#### Mountain (Earth Blues)

Level 1 - Fresh Mountain Air - Restores (3d4 + WIP) HP to all party members.

Level 2 - Sonic Boom - (30 + [Level / 2] + WIP%)% chance to cause damage to victim equal to 25% of their maximum HP. This attack does not utilize DC or MDC.

Level 3 - Whump - 6d6 + AGI physical damage. If the victim is Petrified or Frozen, they must make a roll with a Target of ([Level]+[STR/2]+[VIT/2]). On failure, inflict Death to the victim.

Level 4 - Landslide - 8d6 + AGI earth damage. Flying and floating enemies are not automatically immune to this attack.

#### Forest (Forest Suite)

Level 1 - Leaf Dance - 2d6 + AGI wind damage to all enemies.

Level 2 - Faerie Fire - 4d6 + WIP fire damage.

Level 3 - Butterflies - As the White Magic spell Esuna to all party members.

Level 4 - Treefalling - 8d6 + AGI earth damage. The victim only applies half of their MARM to this attack.

#### Water (Water Rondo)

Level 1 - Dazzle - Victim skips next turn. (20 + [Level / 2] + [WIP% / 2])% chance to inflict Confuse.

Level 2 - Waterspout - 4d6 + WIP water damage.

Level 3 - Undine - (20 + [Level / 2] + [WIP% / 2])% chance to inflict Innocent on each enemy.

Level 4 - Tsunami - 8d6 + AGI water damage to all enemies.

#### Desert (Desert Aria)

Level 1 - Sand Storm - 2d6 + AGI earth damage to all enemies. (20 + [Level / 2] + [WIP% / 2])% chance to inflict Blind on each enemy.

Level 2 - Sirocco - 4d6 + AGI wind damage to all enemies.

Level 3 - Vision Quest - Roll an unmodified 1d100. If result is below 51, a party member of your choice gains the Bravery status. Otherwise, inflict Cowardly on one enemy.

Level 4 - Antlion - (50 + [Level / 3] + [WIP% / 2])% chance to inflict Death on a non-flying enemy.

#### Cave (Dusk Requiem)

Level 1 - Cave In - 2d6 + AGI earth damage.

Level 2 - Will-o-wisp - 4d6 + WIP fire damage. (20 + [Level / 2] + [WIP% / 2])% chance to decrease the victim's STR by [WIP / 2]. This decrease can only effect a victim once at a time.

Level 3 - Gas Pocket - 6d6 + WIP poison damage. Inflicts Poison on the enemy.

Level 4 - Collapse - (50 + [Level / 3] + [WIP% / 2])% chance to inflict Doom, Immobilize, and Disable. (This is a single check - the target gets all or none. Immunity to one does not stop the others on success.)

#### Town (Love Sonata)

Level 1 - Poltergeist - Victim skips next turn. (20 + [Level / 2] + [WIP% / 2])% chance to inflict Cowardly.

Level 2 - Lightning Rod - 4d6 + AGI lightning damage.

Level 3 - Demolition - 6d6 + AGI physical damage to all enemies. This attack is calculated using your DC.

Level 4 - Speed Bump - (50 + [Level + 3] + [AGI% / 2])% chance to inflict Slow on each enemy. If an enemy with the Haste condition is successfully affected by this attack, that enemy is inflicted with Stop instead.

#### Ice (Snowman Jazz)

Level 1 - Ice Rabbit - (1d6 + WIP) HP and 1d6 MP restored to each party member.

Level 2 - Ice Storm - 4d6 + AGI ice damage to all enemies.

Level 3 - Glacial Cold -  $[30 + [\text{Level} / 2] + \text{AGI}\%]\%$  chance to reduce victim's current HP by 50%.

Level 4 - Avalanche -  $(50 + [\text{Level} / 3] + [\text{AGI}\% / 2])\%$  chance to lose the next  $(1d2 + [\text{WIP} / 4])$  actions.

### Section E4: Dancer

Starting HP: 10

HP Die: 1d8

DC: every 9 levels

MDC: every 8 levels

Skills:

Dancing 50%

Ribbon 50%

Etiquette 40%

180 extra points

Ribbon is a Dancer-unique weapon skill. It allows you to use any piece of clothing you are wearing as a weapon with  $([\text{your armor's total ARM bonus}] / 20)d6 + \text{AGI base damage}$ . This "weapon" can be used even if you are disarmed, but not if you are, ahem, disrobed.

### Flirt (Level 1)

The victim receives a -2 Init penalty for their next action. In addition, make an Etiquette check with a penalty of  $(\text{victim's MDEF} + \text{victim's WIP}\%)\%$ . On success, the victim cannot deliberately take actions that would directly harm the Dancer, including inflicting negative statuses. This effect ends when the Dancer performs an action that directly harms the victim. Once this effect is ended this way, the victim is permanently immune to this ability.

### Dance

Make a Dancing check with a penalty equal to the victim's MDEF. On a success, roll 1d6 on the Dance Rank Table, and pick a technique to use out of the resulting rank; you may roll on this chart as though you were a lower level if you so desire. On failure, use the Failure dance.

Dance Rank Table

Dance Rank	Init	Lv1	Lv10	Lv20	Lv30	Lv40	Lv50 +
Failure	0	1-2	1	1	1	1	1
Rank 1	-2	3-5	2-3	2	-	-	-
Rank 2	-6	6	4-5	3	2	-	-
Rank 3	-10	-	6	4-5	3	2	-
Rank 4	-14	-	-	6	4-5	3-5	2-4
Rank 5	-18	-	-	-	6	6	5-6

### Failure

Make a modified physical attack. This attack uses Dancing instead of your weapon skill; you may instead substitute your Ribbon skill and Ribbon weapon for this attack. This attack uses your MAG instead of your weapon's damage-affecting stat. This attack cannot be a Critical Success. This attack is

calculated using your MDC. (GM's note: If you hate your players, the Failure dance becomes the Hokey Pokey, and the character must roleplay it in its entirety every time.)

### Rank 1

Sword Dance - Physical attack with a bonus of MAG to the damage, against target's MARM. This attack cannot miss. This attack is calculated using your MDC.

Witch Hunt -  $(1d4 + \text{MAG})$  damage to enemy MP. This attack is calculated using your MDC.

Slumber Waltz - Inflict Sleep for  $(1d4 + \text{WIP})$  rounds.

### Rank 2

Misdirection Masque - Make a Dancing check with a penalty equal to the victim's DEF. On success, all spells targeting the Dancer automatically affect the victim as well, and all physical attacks against the Dancer instead affect the victim. While this effect is active, the Dancer can still make other actions (except other Dances), but must make a successful Dancing check before each of those actions, or else the effect ends; all other actions by the Dancer while this effect is active carry an additional -5 Init penalty.

Macarena - Make a separate Dancing check against each victim, with a penalty equal to that victim's MDEF. Each success inflicts Confuse on that victim for  $(1d4 + \text{WIP})$  rounds.

Power Polka - The victim's DC is lowered by  $1d4-1$  for the rest of the battle. This effect can be ended before the battle ends by the victim resting for 5 turns total; these turns need not be consecutive. If the result of the effect roll is 0, disregard the effect of this attack entirely. This effect cannot be used on a victim already suffering from it, but it also cannot be cured magically.

Mystery Waltz - The victim's MDC is lowered by  $1d4-1$  for the rest of the battle. This effect can be ended before the battle ends by the victim resting for 5 turns total; these turns need not be consecutive. If the result of the effect roll is 0, disregard the effect of this attack entirely. This effect cannot be used on a victim already suffering from it, but it also cannot be cured magically.

### Rank 3

Deadly Duet - Make a Dancing check with a penalty equal to the victim's MDEF. On success, deal your weapon damage with a bonus equal to your MAG, then deal  $(1d4 + \text{MAG})$  MP damage. Both of these damages are calculated using your MDC.

Midnight Seduction - Deal damage to the target equal to  $(\text{Your Max HP} - \text{Your Current HP})$ , and gain HP equal to the

damage dealt.

Slow Dance - The victim's SPD is lowered by 1d10-1 for the rest of the battle. This effect can be ended before the battle ends by the victim resting for 5 turns total; these turns need not be consecutive. If the result of the effect roll is 0, disregard the effect of this attack entirely. This effect cannot be used on a victim already suffering from it, but it also cannot be cured magically.

Rank 4

Nameless Dance - Roll 1d6. Inflict the corresponding status for (1d4 + WIP) rounds:

1	Nothing
2	Confuse
3	Toad
4	Doom
5	Petrify
6	Reroll twice (this can only occur once per turn)

Wiznaibus - As Sword Dance, once against each enemy.

Captivation Capoiara - The victim's DEF and MDEF are 0 for 1d4 rounds.

Grand Ball - The victim's DC and MDC are both lowered by 1d4-1 for the rest of the battle (roll only once). This effect can be ended before the battle ends by the victim resting for 5 turns total; these turns need not be consecutive. If the result of the effect roll is 0, disregard the effect of this attack entirely. This effect cannot be used on a victim already suffering from it, but it also cannot be cured magically.

Rank 5

Temptation Tango - Make a Dancing check with a penalty equal to double the victim's MDEF. On success, inflict Charm for 1d4 rounds. Each time you use this dance on a target, your Dancing check against it for the purposes of this Dance gains a cumulative 10% penalty.

Forbidden Dance - Inflict Death. The Dancer loses 1 DC and MDC for the remainder of this battle. This effect is cumulative with subsequent uses, and cannot be removed except by resting for 5 total turns; the turns need not be consecutive. Using Forbidden Dance again resets this rest count to zero turns.

Dance Revolution - Make a Dancing check with a penalty equal to (50 + victim's MDEF). On success, deal 2d20 damage a number of times equal to your current MDC. These strikes need not be against the same target. These strikes are unaffected by both the victim's ARM and MARM and your DC and MDC, and cannot be Dodged, Parried, Shield

Blocked, etc.

## Section F: White Mage

Affinity: Scholastic

Deficiency: Weapon & Combat

Weapons: Books, Bows, Crossbows, Cudgels, Gloves, and Staffs.

Armor: Armwear, Hats, and Robes.

## Section F1: White Mage

Starting HP: 10

Starting MP: 10

HP Die: 1d6

MP Die: 1d10

DC: every 10 levels

MDC: every 7 levels

Skills:

White Magic Lore 50%

Healing 40%

One weapon skill 30%

180 extra points

White Magic Progression

### Magic Level

### XP Level

Level 1

1, 1, 1, 4, 7

Level 2

9, 12, 15

Level 3

17, 20, 23

Level 4

25, 28, 31

Level 5

33, 36, 39

Level 6

41, 44, 47

Level 7

49, 52, 55

Level 8

57, 60, 63

Level 9

65, 68, 71

Level 10

73, 76, 79

Any Level

83, 87, 91, 95, 99

## Section F2: Healer

Starting HP: 10

HP Die: 1d8

DC: every 10 levels

MDC: every 7 levels

Skills:

Healing 50%

Lore (Anatomy) 40%

One weapon skill 40%

180 extra points

## Wellness

### Warmth (Level 1)

Create an immovable campfire. This is in every way like a real campfire, and it will cook and burn food; however, the fire itself will not produce smoke, and the flames will not burn anything living. Lasts for (1d4 + [WIP / 3]) hours.

### Anatomize (Level 10)

Select a target and make an Anatomy Lore check at a 50% penalty, plus higher penalties if the target is bizarre or alien. On success, gain a permanent +5 to DEF against attacks made by creatures of that species as well as an expanded knowledge of their anatomy. This check can be made on three separate conditions for creatures that do not have Aspects: sight, combat, and dissection. For Aspects, the check can be made on sight and upon witnessing or experiencing different attacks made by that Aspect. Different types of successful Anatomize checks on the same species/Aspect stack up to a maximum of +15 DEF against that type of target.

### Alchemize (Level 20)

By taking a sip too small to have any real effect, a Healer can determine whether or not a potion is harmful to the drinker, and if not, whether it restores HP or MP.

### Dissect (Level 30)

Make an Anatomy Lore check. This check is at a -100% penalty if you have never Anatomized the creature in question, or -50% if you have. On success, you can determine the cause and approximate time of death, as well as harvest organs for later use, such as bones for an Artisan to craft items.

### Doctor-Patient Confidentiality (Level 40)

Make a Healing check. On success, your next Health technique is not detectable except by a successful Awareness check, if used on a single target.

### **Health**

You may use a Health technique on a single target if you so choose, but doing so does not change its effects. These techniques are calculated using your MDC.

### Restore (Level 1) - Init-2

Restores (3d6 + WIP) HP to all party members.

### Purge (Level 5) - Init-4

Cure Poison, Venom, and any diseases from all party members.

### Restore 2 (Level 15) - Init-6

Restores (5d6 + WIP) HP to all party members.

### Charge (Level 20) - Init-8

Restores (1d6 + WIP) MP to all party members.

### Via Purifico (Level 25) - Init-10

Make a single Healing check at a 15% penalty PER negative status that you wish to remove from among your party members. On a success, remove each of those statuses.

### Revive (Level 30) - Init-10

Revives all Dead party members with 10% of their max HP.

### Revivify (Level 35) - Init-12

Cures Zombie for all party members, restoring them to 10% HP.

### Restore 3 (Level 40) - Init-14

Restores (7d6 + WIP) HP to all party members.

### Remedy (Level 50) - Init-16

Cures all negative statuses except Death and Zombie for all party members.

### Restore All (Level 55) - Init-18

Restores all HP to all party members. Cannot use Restore All or Revive All for 24 hours. Cannot use Health techniques for 1d6 rounds.

### Revive All (Level 60) - Init-20

Revive all Dead allies at full HP. Cannot use Restore All or Revive All for 24 hours. Cannot use Health techniques for 1d6 rounds.

### *Section F3: Prince/ss*

Starting HP: 8

Starting MP: 8

HP Die: 1d8

MP Die: 1d8

DC: every 9 levels

MDC: every 8 levels

Weapons: Unlike other White Mages, Princes and Princesses can wield Swords and Whips, but cannot use Books.

Affinities/Deficiencies: Instead of the standard White Mage set, the Prince and Princess have an Affinity for Social skills and Deficiencies in Wilderness and Thievery skills. This means a Prince or Princess must pay a total of quadruple for Thievery skills.

Skills:

Etiquette 50%

Negotiation 30%

Leadership 40%

One weapon skill 30%

165 other points

In order to play this class, you must take at least 2 points in the "Status" Advantage.

### **Auras of Nobility**

To use an Aura, succeed a Leadership check. Then, it either costs 1/10 Max MP or cuts next round's Initiative to 1/4.

Auras do not affect the user. Advance one level in your aura of choice every 5 levels. Cannot advance the same Aura consecutively.

Aura Types and Effects:

Aura	Level 1	Level 2	Level 3	Level 4
Courage	Init+3	+6	+9	+12

Resilience	+2DEF/MDEF, +3ARM/ MARM	+4,+6	+6,+9	+8,+15
Determination	+3 final damage	+5	+10 OR +1 DC/MDC	+15 AND +1 DC/MDC
Regality	+1 to All Stats	+3	+5	+7
Inspiration	+20% to all Skill Ratings	+40%	+60%	+80%

### Royal Sword

Make a Leadership check to utilize the power of your royal lineage through your weapon. (Weapon damage techniques in this category instead use your weapon skill.)

#### Restore (Level 1) - Init-2

Each party member gains (3d6 + WIP) HP. This technique is calculated using your MDC.

#### Purge (Level 6) - Init-4

The entire party is cured of all Poisons and diseases.

#### Stasis Sword (Level 10) - Init-2

150% weapon damage as light damage. 33% chance to inflict Stop.

#### Courage (Level 16) - Init-4

Each party member gains (WIP / 2) STR and VIT for (1d6 + [WIP / 3]) rounds.

#### Restore 2 (Level 20) - Init-6

Each party member gains (5d6 + WIP) HP. This technique is calculated using your MDC.

#### Revive (Level 26) - Init-10

Each dead party member is revived with 10% of their maximum HP.

#### Barricade (Level 30) - Init-10

Create a barricade in front of the party. No party members can be harmed until the barricade is destroyed. The barricade has ((Level \* 7) + [WIP \* 2]) HP and ([WIP / 3] \* 2) Armor and M.Armor.

#### Charm (Level 36) - 50 MP

The Leadership roll for this technique carries a 40% penalty to the Target. Make a Magic% - 80 - opponent's MDEF roll. If successful, inflict Charm for 1d10 + WIP rounds.

Wonder Blade (Level 40) - See Wonder Blade chart after Royal Sword descriptions for further details.

Revivify (Level 44) - Init-12

Any party members suffering from the Zombie or Dead statuses are cured of them, reviving with 10% of their maximum HP.

#### Lightning Stab (Level 50) - Init-15

180% weapon damage as lightning damage. 33% chance to inflict Silence.

#### Restore 3 (Level 55) - Init-17

Each party member gains (7d6 + WIP) HP. This technique is calculated using your MDC.

#### Holy Explosion (Level 60) - Init-20

200% weapon damage as light damage. 33% chance to inflict Confusion.

### Wonder Blade

Wonder Blade bestows positive statuses on a chosen party member other than the user. Roll 1d6 to determine the amount of statuses, then 1d8 that many times to determine what they are. Repeats are not rerolled, and the effects of this ability replace similar lower-power spells. These statuses last for (1d6 + [WIP / 3]) rounds.

Roll Result	Name	Effect Description
1	Bravery	Damage, MDamage, Armor, MArmor, Def, MDef all + (WIP / 2) for (1d8 + [MAG / 3]) rounds
2	Restless Motion	AGI and SPD + (WIP / 2) for (1d6 + [MAG / 3]) rounds
3	Barrier	Cuts physical damage in half for (1d8 + [MAG / 3]) rounds
4	M.Barrier	Cuts magic damage in half for (1d8 + [MAG / 3]) rounds
5	Regen	(3d6 + WIP) HP per round for (1d8 + [MAG / 3]) rounds. Heal at end of each round; no MDC applies.
6	Ruse	Creates 1d10 mirror images. +5 Defense for each image. Missed attacks deplete 1 image. Lasts for (1d8 + [MAG / 3]) rounds
7	Reflect	Reflect for (1d8 + [MAG / 3]) rounds
8	Anti-doom	Protection from instant death for (1d8 + [MAG / 3]) rounds

### Section G: Black Mage

Affinity: Scholastic

Deficiency: Weapon & Combat

Weapons: Books, Boomerangs, Cudgels, Gloves, Knives, Staffs, and Whips.

Armor: Armwear, Hats, and Robes.

### Section G1: Black Mage

Starting HP: 10  
 Starting MP: 10  
 HP Die: 1d6  
 MP Die: 1d10  
 DC: every 10 levels  
 MDC: every 7 levels

Skills  
 Black Magic Lore 50%  
 One weapon skill 30%  
 210 extra points

Black Magic Progression

Magic Level	XP Level
Level 1	1, 1, 1, 4, 7
Level 2	9, 12, 15
Level 3	17, 20, 23
Level 4	25, 28, 31
Level 5	33, 36, 39
Level 6	41, 44, 47
Level 7	49, 52, 55
Level 8	57, 60, 63
Level 9	65, 68, 71
Level 10	73, 76, 79
Any Level	83, 87, 91, 95, 99

### Section G2: Overlord

Starting HP: 8  
 Starting MP: 8  
 HP Die: 1d8  
 MP Die: 1d8  
 DC: every 9 levels  
 MDC: every 8 levels

Weapons: Unlike other Black Mage Aspects, Overlords can wield Swords, but cannot use Books.  
 Affinities/Deficiencies: Instead of the standard Black Mage set, Overlords have an Affinity for Social skills and Deficiencies in Wilderness, Artistic, and Crafting skills.

Skills:  
 Intimidation 50%  
 Etiquette 40%  
 Negotiation 30%  
 One weapon skill 30%  
 165 extra points

In order to play this class, you must take at least 2 points in the "Status" Advantage.

### Auras of Domination

To use an Aura, succeed an Intimidation check (every round, against every enemy). Only enemies against whom you succeed the check are affected. Then, it either costs 1/10 Max MP or cuts next round's Initiative to 1/4. Advance one level in your aura of choice every 5 levels. Cannot advance the same Aura consecutively.

### Aura Types and Effects:

Name	Level 1	Level 2	Level 3	Level 4
Hesitation	Init-3	-6	-9	-12
Cowardice	-2 DEF/ MDEF, -3 ARM/ MARM	-4,-6	-6,-9	-8,-15
Weakness	-3 final damage	-5	-10 OR -1 DC/MDC	-15 AND -1 DC/MDC
Fragility	+10% success chance of negative statuses	+20%	+30%	+50%
Desperation	-10% to all Skill Ratings	-25%	-40%	-60%

### Oversword

Make an Intimidation check to enforce your will upon the enemy. (Weapon damage techniques in this category instead use your weapon skill.) Choose an element upon character creation; this element infuses many of your Oversword techniques.

[Element] (Level 5) - Init-2

2d6 + MAG chosen-element damage against all enemies. This attack is calculated using your MDC.

Black Sword (Level 10) - Init-4

150% weapon damage. 30% chance to inflict Blind.

Scare (Level 16) - 10 MP

-10% to all skills and -(MAG / 2) to STR and VIT, for (1d6 + (MAG / 3)) rounds. On a critical success, Scare inflicts Cowardly and forces the target to flee the battle if able.

Corrupt (Level 20) - 15 MP

The target loses (MAG / 2) to all main (non-derived) stats for (1d8 + [MAG / 3]) rounds.

Mega [Element] (Level 26) - Init-10

4d6 + MAG chosen-element damage against all enemies. This attack is calculated using your MDC.

Protection From Light (Level 30) - 15 MP

You gain 50% light resistance and get (MAG / 3) to all combat stats when fighting Good characters (GM-defined). Lasts for (1d8 + [MAG / 3]) rounds.

Night Sword (Level 36) - Init-10

125% weapon damage as darkness damage. Regain 50% of damage dealt as MP.

Doom Blade (Level 40) - 50MP

See Doom Blade chart after Oversword descriptions for further details.

Magebane Sword (Level 44) - Init-15

125% weapon damage dealt to enemy MP. 33% chance to inflict Mute.

Giga [Element] (Level 50) - Init-15

6d6 + MAG chosen-element damage against all enemies. This attack is calculated using your MDC. This attack generates an Elemental Field.

Curse (Level 55) - 50 MP

The enemy's main (non-derived) stats are cut by 50% for (1d8 + [MAG / 3]) rounds.

Darkside (Level 65) - Init-20

200% weapon damage as darkness damage. 30% chance to inflict Death on non-undead. User takes 1/10<sup>th</sup> of total damage as recoil (your Armor does not apply).

**Doom Blade**

Doom Blade bestows negative statuses on an enemy. Roll 1d6 to determine the amount of statuses, then 1d8 that many times to determine what they are. Repeats are not rerolled, and the effects of this ability replace similar lower-power spells (Scare < Curse, Poison < Venom). These statuses last for (1d6 + [MAG / 3]) rounds.

Roll Result	Status Inflicted
1	Curse
2	Slow
3	Blind
4	Mute
5	Poison
6	Venom
7	Dispel
8	Doom

*Section G3: Wild Mage*

Starting HP: 10  
 Starting MP: 10  
 HP Die: 1d6  
 MP Die: 1d10  
 DC: every 10 levels  
 MDC: every 7 levels  
 Skills:  
 Chaos Magic Lore at 50%  
 One weapon skill at 30%  
 210 points for others

**No Risk, No Reward**

You must roll 1d20 at the beginning of each encounter. This number is your starting Risk. When rolling a d100 for any check, subtract the Wild Mage's Risk from any values 50 or below, but add the Risk to any values above 50. Do this before adding or subtracting any modifications to the roll. Similarly, if a damage roll is below the median, subtract a tenth of the Risk from the result; add a tenth of the Risk to values above median damage. Various Chaos Magic Spells will change this Risk number.

**Risky Business**

Your critical (but not epic) success/failure range is increased by your Risk.

**Wildcasting**

Chaos Magic spells do not generate critical hits in the usual manner. When you roll in your critical range for a spell, be it a critical success or a critical failure, roll 1d20 on the Wildcasting Results chart. Epic Successes gain +5 to the result, while Epic Failures subtract 5.

Wildcasting Results:

- 1: Spell'splode: If the spell normally harms an enemy, it instead targets you. If it normally is helpful, it targets a random enemy.
- 2: Melf's Acid Reflux: You suffer three random negative status effects for 1d4 turns.
- 3: Tunnel Vision: If casting a single-target spell, reroll this result. Otherwise, your spell only affects one of your targets, chosen randomly.
- 4: Sluuuuuurp!: The spell fails. Lose additional MP equal to the spell's MP cost.
- 5: Under the Weather: You suffer a random negative status effect for 1d4 turns.
- 6: Fizzle: The spell fails.
- 7: Flub: This spell does the minimum possible damage.
- 8: Going Halfsies: Halve all numerical effects of the spell (duration, damage/healing, stat increase/decrease).
- 9: Bottoms up!: You are now drunk. Your spells are at -15 to hit, and your Critical and Epic Failure ranges are doubled.
- 10-11: The spell casts normally.
- 12: Cheer up!: You feel lucky, punk. Your spells are at +15 to hit, and your Critical and Epic Success ranges are doubled.
- 13: Bonus!: The spell casts normally. Cast another spell at least one level lower than the intended spell, for free, instantly.
- 14: Perfect Cast: This spell's damage is at its maximum possible.
- 15: Critical Accuracy: Your next Chaos Magic spell gains +50% to hit.
- 16: Feelin' Fine: You gain a random positive status effect for 1d4 turns.
- 17: Double The Fun: Double all numerical effects of the spell (duration, damage/healing, stat increase/decrease).
- 18: House of Mirrors: If casting a multitarget spell, reroll this result. Otherwise, recast the spell at no cost on each valid target, instantly. (Don't target allies with harmful spells, or enemies with helpful ones, with this effect.)
- 19: Powerhouse: You gain three random positive status

effects for 1d4 turns.

20: Triple Trouble: The spell casts normally. Cast two other Chaos Magic spells of the same level at no cost, instantly.

Wildcasting Random Negative Statuses Chart

1	Silence
2	STR-10
3	Slow
4	WP-10
5	Venom
6	SPD-10
7	Reflect
8	AGI-10
9	Stop
10	VIT-10
11	Blind
12	MAG-10
13	Roll twice on this list (If this result comes up again this turn, reroll it)
14	Roll on the Random Positive Status List.

Wildcasting Random Positive Statuses Chart

1	STR+10
2	Haste
3	WP+10
4	MDC+1
5	SPD+10
6	Reflect
7	AGI+10
8	Regen
9	VIT+10
10	Wall
11	MAG+10
12	All Stats (STR/VIT/SPD/AGI/WP/MAG)+10
13	Roll twice on this list (If this result comes up again this turn, reroll it)
14	Roll on the Random Negative Status List.

Chaos Magic Progression

Magic Level	XP Level
Level 1	1, 1, 1, 4, 7
Level 2	9, 12, 15
Level 3	17, 20, 23
Level 4	25, 28, 31

Level 5	33, 36, 39
Level 6	41, 44, 47
Level 7	49, 52, 55
Level 8	57, 60, 63
Level 9	65, 68, 71
Level 10	73, 76, 79
Any Level	83, 87, 91, 95, 99

### Section H: Red Mage

Affinity: None

Deficiency: None

Weapons: Axes, Bows, Crossbows, Gloves, Katanas, Knives, Polearms, Staffs, and Swords.

Armor: Armwear, Hats, Helmets, Mail, Robes, Shields, and Suits.

### Section H1: Red Mage

Starting HP: 10

Starting MP: 8

HP Die: 1d8

MP Die: 1d8

DC: every 9 levels

MDC: every 8 levels

Skills:

Red Magic Lore 50%

One weapon skill 40%

200 extra points

Red Magic Progression

**Magic Level**

**XP Level**

Level 1 1, 1, 1, 4, 7

Level 2 9, 12, 15

Level 3 17, 20, 23

Level 4 25, 28, 31

Level 5 33, 36, 39

Level 6 41, 44, 47

Level 7 49, 52, 55

Level 8 57, 60, 63

Any Level 67, 71, 75, 79, 83

### Section H2: Rune Knight

Starting HP: 10

Starting MP: 8

HP Die: 1d8

MP Die: 1d8

DC: every 9 levels

MDC: every 8 levels

Skills:

Tactics 50%

Red Magic Lore 40%

One weapon skill 40%

180 extra points

### Runic

All of the Runic abilities operate under the same principle.

Runic abilities can be used as your turn, declared at the

beginning of the round; if you do, whenever you would be hit by a spell, activate the chosen Runic effect on it. Runic abilities cannot be used on 10<sup>th</sup>-level spells, or on spells that target your entire party; randomly-targeted spells that land on you and the parts of multiple-hit spells that happen to target you are also fair game for Runic.

HP Runic (Level 1)

Calculate the spell damage as normal, but instead of reducing your HP by that amount, regain half of the amount as healing.

Runic Rod (Level 10)

All spells that can be targeted (including both helpful and harmful spells cast by either side) must target you. You take half damage from these spells.

MP Runic (Level 20)

Calculate the spell damage as normal, but instead of reducing your HP by that amount, regain 1/10<sup>th</sup> of the amount as MP.

Runic Charge (Level 30)

Calculate the spell's damage, but don't take it as damage; instead, add half of that value to the damage of your next weapon strike. This bonus damage retains its original element, if any.

Runic Reflex (Level 45)

You have a  $(\lfloor \text{Level} / 2 \rfloor + \text{WIP}\%)$ % chance to automatically use HP Runic on any incoming spells. This ability does not trigger if you are already using another Runic ability this turn (except Runic Rod).

Runic Return (Level 55)

The spell is canceled for the moment. You may cast the exact same spell once, at any time, using the same roll result (including both success/failure status for both the cast and any secondary effects, as well as the damage roll) and stats as it was originally cast when you canceled it. If you do not use the spell, you will forget it in  $(1d8 + \lfloor \text{MAG} / 3 \rfloor)$  hours after taking it.

Runic Reflect (Level 65)

Instead of taking the spell's damage, you deal half that damage to each enemy.

Red Magic Progression

Magic Level	XP Level
Level 1	1, 1, 3, 7, 11
Level 2	13, 17, 21
Level 3	23, 27, 31
Level 4	33, 37, 41
Level 5	43, 47, 51
Level 6	53, 57, 61
Any Level	66, 71, 76, 81

*Section H3: Sage*

Starting HP: 10

Starting MP: 10

HP Die: 1d6  
 MP Die: 1d10  
 DC: every 10 levels  
 MDC: every 7 levels

Skills:

Magic Lore 40%  
 Magic Lore 40%  
 History 30%  
 Ancient Languages 30%  
 One weapon skill 30%  
 130 extra points

Sages can choose two magic lores (Black, White, or Cosmic) and may learn from either as normal. However, they still have only one spell progression chart; they gain no extra "slots" for spells from their versatility.

Magic Progression

Magic Level	XP Level
Level 1	1, 1, 1, 4, 7
Level 2	9, 12, 15
Level 3	17, 20, 23
Level 4	25, 28, 31
Level 5	33, 36, 39
Level 6	41, 44, 47
Level 7	49, 52, 55
Level 8	57, 60, 63
Level 9	65, 68, 71
Level 10	73, 76, 79
Any Level	83, 87, 91, 95, 99

**Section I: Cosmic Mage**

Affinity: Scholastic  
 Deficiency: Weapon & Combat  
 Weapons: Books, Boomerangs, Cudgels, Gloves, Knives, and Staffs.  
 Armor: Armwear, Hats, and Robes.

*Section II: Cosmic Mage*

Starting HP: 10  
 Starting MP: 10  
 HP Die: 1d6  
 MP Die: 1d10  
 DC: every 10 levels  
 MDC: every 7 levels

Skills:

Cosmic Magic Lore 50%  
 Astronomy Lore 40%  
 One weapon skill 40%  
 180 extra points

Cosmic Magic Progression

Magic Level	XP Level
Level 1	1, 1, 1, 4, 7
Level 2	9, 12, 15
Level 3	17, 20, 23

Level 4	25, 28, 31
Level 5	33, 36, 39
Level 6	41, 44, 47
Level 7	49, 52, 55
Level 8	57, 60, 63
Level 9	65, 68, 71
Level 10	73, 76, 79
Any Level	83, 87, 91, 95, 99

### Section 12: Oracle

Starting HP: 8  
 Starting MP: 10  
 HP Die: 1d7  
 MP Die: 1d9  
 DC: every 9 levels  
 MDC: every 8 levels

#### Skills:

Divination Magic 50%  
 Ancient Languages 40%  
 Acting 30%  
 Weapon 30%  
 120 extra points

#### Tarot

Oracles typically carry on their person a set of mystical fortune-telling cards known as a Tarot deck. In the hands of a trained oracle, these cards can call down fate directly. In gameplay terms, these are used to cast spells, instantly and at no MP cost; however, they are mostly uncontrollable. When using a Tarot card, roll 1d(Level / 2), with the minimum being 1d4 at lower levels and the maximum being 1d14 regardless of level; this determines the Value of the card drawn. After that, roll 1d4 to determine the Suit.

#### Tarot Roll Tables

Roll Result	Value
1-10	same
11	Page
12	Knight
13	King
14	Ace

Roll Result	Suit
1	Wands
2	Cups
3	Swords
4	Pentacles

When casting a spell from a Tarot card, keep in mind that potential targets of the spell that would be completely protected from it via immunity or absorption to the element or status in question should be removed from the target

selection process entirely. The cards read fate; someone is meant to be stricken. This does not, however, extend to tactical choices such as placing Courage on an ally that has no business using physical attacks. (Exception: Cards that target everyone do not discriminate based on immunity or absorption. These effects occur normally.)

Many Tarot cards are localized, randomly-targeted versions of existing White Magic spells; refer to Chapter 9 for a breakdown of the exact effects if not listed here.

#### Tarot Card Effects

##### Wands (Beneficial)

- 01: Cast Courage on one random ally.
- 02: Cast Restless Motion on one random ally.
- 03: Inflict Barrier on one random ally.
- 04: Inflict M. Barrier on one random ally.
- 05: Cast Barricade on one random ally.
- 06: Cast M. Barricade on one random ally.
- 07: Inflict Brave on one random ally.
- 08: Inflict Haste on one random ally.
- 09: Cast Courage on all allies.
- 10: Cast Restless Motion on all allies.
- PG: Inflict Brave on all allies.
- KN: Inflict Haste on all allies.
- KG: Inflict Wall on one random ally.
- AC: Cast Bless on all allies.

##### Cups (Restorative)

- 01: Restore ([Level / 10]d8 + WP) \* MDC HP to self.
- 02: Restore ([Level / 5]d6 + WP) \* MDC HP to self.
- 03: Restore ([Level / 10]d8 + WP) \* MDC HP to all allies.
- 04: Restore ([Level / 5]d6 + WP) \* MDC HP to all allies.
- 05: Restore (Level / 10)d6 + WP MP to self.
- 06: Restore (Level / 5)d4 + WP MP to self.
- 07: Restore (Level / 10)d6 + WP MP to all allies.
- 08: Restore (Level / 5)d4 + WP MP to all allies.
- 09: Restore ([Level / 10]d8 + WP) \* MDC HP and MP to self.
- 10: Restore ([Level / 5]d6 + WP) \* MDC HP and MP to self.
- PG: Restore ([Level / 10]d8 + WP) \* MDC HP and MP to all allies.
- KN: Restore ([Level / 5]d6 + WP) \* MDC HP and MP to all allies.
- KG: Restore all HP to self
- AC: Restore all HP to all allies

##### Swords (Detrimental)

- 01: Inflict Confuse on one random ally.
- 02: Inflict Blind on one random ally.
- 03: Inflict Berserk on one random ally.
- 04: Inflict Poison on one random ally.
- 05: Inflict Silence on one random ally.
- 06: Inflict Charm on one random ally.
- 07: Inflict Slow on one random ally.
- 08: Inflict Sleep on one random ally.
- 09: Inflict Petrify on one random ally.

10: Inflict Stop on one random ally.  
 PG: Inflict Zombie on one random ally.  
 KN: Inflict Venom on one random ally.  
 KG: Inflict Mini on one random ally.  
 AC: Inflict Doom on one random ally.  
*Pentacles (Damage to All Enemies and Allies)*  
 Note that all elemental damage effects generated by Pentacle cards generate a Field Effect of the same element.  
 01: Deals 2d6 \* MDC earth damage to everyone.  
 02: Deals 2d6 \* MDC wind damage to everyone.  
 03: Deals 2d6 \* MDC water damage to everyone.  
 04: Deals 2d6 \* MDC fire damage to everyone.  
 05: Deals 2d6 \* MDC light damage to everyone.  
 06: Deals 2d6 \* MDC darkness damage to everyone.  
 07: Deals 4d6 \* MDC ice damage to everyone.  
 08: Deals 4d6 \* MDC lightning damage to everyone.  
 09: Deals 4d6 \* MDC poison damage to everyone.  
 10: Deals 4d6 \* MDC earth damage to everyone.  
 PG: Deals 4d6 \* MDC wind damage to everyone.  
 KN: Deals 4d6 \* MDC water damage to everyone.  
 KG: Cast Dispel on all allies and all enemies.  
 AC: Cast Roulette.

Prophecy (Level 5)

Spend the turn trying to foresee an important event in the immediate future. 1d3 turns later (roll this now), you may force one accuracy check against you to fail. If you choose not to use it at first, the called dodge will fade 3 turns after the roll it became available. At level 30, you are able to prophesize this way for allies as well. This ability also has other story uses, such as the capability to tell fortunes and such.

Stack (Level 20)

Spend this turn to concentrate on stacking your tarot deck. Choose right now, in order, the VALUE of the next 3 cards on top of the deck. Stack negates the effects of any unused applications of Shuffle.

Shuffle (Level 30)

Spend your turn to concentrate on shuffling your tarot deck. Choose right now, in order, the SUIT of the next 3 cards on top of the deck. Shuffle negates the effects of any unused applications of Stack.

Divination Magic Progression

<b>Magic Level</b>	<b>XP Level</b>
1	1, 1, 1, 3, 7, 11
2	14, 18, 22
3	25, 29, 33
4	36, 40, 44
5	47, 51, 55
6	58, 62, 66
7	69, 73, 77
Any Level	80, 84, 88, 92, 96

*Section I3: Stargazer*

Starting HP: 10

Starting MP: 10  
 HP Die: 1d6  
 MP Die: 1d10  
 DC: every 10 levels  
 MDC: every 7 levels  
 Skills:  
 Cosmic Magic Lore 40%  
 Divination Magic Lore 40%  
 One weapon skill 30%  
 180 extra points

Stargazers split their magic progression as they like between Cosmic and Divination magic. As Divination magic only comes in 7 levels, a Stargazer learning an 8<sup>th</sup>, 9<sup>th</sup>, or 10<sup>th</sup> level spell may instead learn any level of Divination magic.

Cosmic/Divination Magic Progression

<b>Magic Level</b>	<b>XP Level</b>
Level 1	1, 1, 1, 4, 7
Level 2	9, 12, 15
Level 3	17, 20, 23
Level 4	25, 28, 31
Level 5	33, 36, 39
Level 6	41, 44, 47
Level 7	49, 52, 55
Level 8	57, 60, 63
Level 9	65, 68, 71
Level 10	73, 76, 79
Any Level	83, 87, 91, 95, 99

**Section J: Blue Mage**

Affinity: None  
 Deficiency: None  
 Weapons: Boomerangs, Gloves, Katanas, Knives, Staffs, Swords, and Whips.  
 Armor: Armwear, Hats, Mail, Robes, Shields, and Suits.

*Section J1: Blue Mage*

Starting HP: 10  
 Starting MP: 10  
 HP Die: 1d8  
 MP Die: 1d8  
 DC: every 9 levels  
 MDC: every 8 levels

Skills:  
 Blue Magic Lore 50%  
 Monster Lore 40%  
 Animal Lore 40%  
 One weapon skill 40%  
 140 extra points

Blue Mages begin play with 2 Blue Magic spells, chosen by the player and approved by the GM. A Blue Mage can never know more spells than the value of their MAG stat.

**Learning**

When hit with a Blue Magic spell, make a Blue Magic Lore

check. On success, learn that spell if you have room for it. If a spell learnable by a Blue Mage is cast that does not target you, you have a  $(30 + [\text{Level} / 3] + [\text{WIP}\% / 2] - [\text{MP Cost of Spell} / 3])\%$  chance to learn the spell.

### *Section J2: Morpher*

To be added soon!

### *Section J3: Taoist*

Starting HP: 8  
Starting MP: 10  
HP Die: 1d8  
MP Die: 1d8  
DC: every 9 levels  
MDC: every 8 levels

Skills:

Yinyang Magic Lore 50%  
Teaching 40%  
One weapon skill 40%  
170 extra points

Like Blue Mages, Taoists begin play with 2 Yinyang spells, chosen by the player and approved by the GM. Also like a Blue Mage, a Taoist can never know more spells than the value of their MAG stat.

#### Read Aura

The Taoist can spend a turn concentrating in order to read the aura of the enemy. This allows them to discover the target's remaining MP, elemental weaknesses and resistances, and current status afflictions. If the target is afflicted by a status which the Taoist does not have the Yinyang spell to cause, the Taoist may learn that spell if they have room.

### **Section K: Caller**

Affinity: Scholastic  
Deficiency: Weapon & Combat  
Weapons: Books, Bows, Boomerangs, Cudgels, Gloves, Knives, Staffs, and Whips.  
Armor: Armwear, Hats, and Robes.

### *Section K1: Caller*

To be added soon!

### *Section K2: Black Caller*

To be added soon!

### *Section K3: White Caller*

To be added soon!

### **Section L: Artisan**

To be added soon!

### *Section L1: Artisan*

To be added soon!

### *Section L2: Chemist*

To be added soon!

### *Section L3: Engineer*

To be added soon!

### *Section L4: Puppeteer*

To be added soon!

## CHAPTER 5 - Like A Beautiful Snowflake // Advantages and Disadvantages

Advantages can be bought after character creation, during the process of leveling up, at the cost of 10 Skill Points per point value of Advantage. Disadvantages can also be bought off, but must be accompanied by an in-character reason; work it out with your GM and roleplay it out. When roleplaying the loss of a Disadvantage, the Disadvantage can be removed as soon as the GM decides you've taken the proper measures; you don't need to wait until you gain a new level.

### Section A: Advantages

#### *Absolute Direction* - 1

The character has an absolute sense of direction and cannot get lost except under the influence of malevolent magical effects.

#### *Absolute Time* - 1

The character has an internal 'clock', and always knows what time of day or night it is.

#### *Adroit* - 2 to 5

For two points, a chosen d6 weapon uses AGI instead of STR to determine its damage. For 3 points, a d8 weapon is affected. For 4, d10. For 5, d12.

#### *Ambidextrous* - 1

The character does not suffer a penalty on their offhand weapon attacks. They may purchase the Two Weapons skill at the normal 1:1 ratio.

#### *Animal Companion* - 1 to 3

1 point gets you a Small animal (squirrels, birds, household pets), 2 a Medium (wolves, chocobos), and 3 a Large animal companion (bears, big cats). These are treated as normal monsters of equal level to the character. Animal companions are generated with 30 stat points, to spend on the same stats as player characters, but do not get their own Advantages or Disadvantages. They have Brawling at 60%, Survival at 60%, and Awareness at 80%. Each time an animal companion gains a level, they get 10 skill points, to use on skills or stats much like a player. The same racial minimum/maximum rules apply; animals have 2-10 in every stat. Animal companions' damage is dependent on their size; Small animals use d4s, Mediums use d6s, and Large use d8s. They start at 1d\*, and move up a stage every four levels (to 1d\*+1, 1d\*+2, 1d\*+3, 2d\*, and so forth).

#### *Animal Empathy* - 2

Pick a species of animal or monster upon taking this Advantage. You may communicate with that type of creature.

#### *Beauty* - 1 to 3

Beauty is not for characters that happen to be good-looking. This advantage covers exceptionally attractive characters, and should affect NPCs' (and other player characters')

reactions to the character. Add +5% for each point in this Advantage when using a skill from the Social Family against a person of the opposite sex (or a homosexual of your gender). 1 point in this means the character is of model-quality beauty. 2 points means the character turns heads everywhere, and a character with Beauty 3 could launch a thousand ships, as the saying goes.

#### *Curve Of Sight* - 3

You no longer need a line of sight to hit your intended target. You also ignore cover.

#### *Danger Sense* - 1

You know when it's about to hit the fan. You cannot be taken into combat by surprise; you can act even during a normal enemy surprise round.

#### *Eidetic Memory* - 1

You remember just about everything you've ever read, seen, or heard. When using any Research, Lore, or History check, add 20% to your Target.

#### *Elemental Affinity* (choose an element) - 2 or 4

At two points, deal 10% more damage whenever you use an attack, ability, or spell associated with the chosen element. At 4 points, this bonus increases to 25%.

#### *Elemental Resistance* (choose an element) - 1 or 3

At one point, you reduce the damage of any incoming magical attack of the chosen element by 20%. At 3 points, this resistance is increased to 50%.

#### *Extra Limb* - 3

Either through an extra arm of some sort, prehensile hair or a usable tail, or whatever other excuse the GM approves, you have an extra usable limb. This grants you an extra slot for EITHER Arms-slot armor or an additional weapon hand; you can switch freely between the two choices outside of battle. If your Extra Limb is not equipped with armor, you may make normal Attack actions with it in addition to your other action in a turn, at the same initiative. You may only make one attack with any one Extra Limb per round. You may take multiple Extra Limbs with GM approval.

#### *Family Heirloom* - 2

The character starts with an Accessory of choice whose value is less than 5000gp.

#### *Fast Metabolism* - 1

Receive 25% more healing. 25% more chance to be Poisoned if you receive an attack that can Poison you.

#### *Foretelling* - 3 or 5

At 3 points, the GM can give you foreshadowing visions of the future. At 5 points, the character constantly sees hints of other peoples' futures floating around them.

#### *Full Moon Heart* - 4

The character recovers MP from items and effects at 125% of the normal rate. Sprites taking this advantage gain a total of 150%.

*Gift of Tongues* - 1

After studying a language with a native speaker or a comprehensive set of books for one month, the character gains Skill Rating in that language equal to 30% + your MAG's Boost%.

*Goddess's Mark* - 4

The character recovers HP from items, effects, and healing at 125% of the normal rate.

*Hardened* - 1 or 2

At one point, the character gains 1 extra HP per level. At two points, gain 2 extra HP per level instead.

*Heightened Senses* - 1 or 3

Pick a sense (one of the Five Senses, excluding Touch). You gain an extra 20% added to your Target when using any skill involving that Sense. For 3 points, you may take a heightened sense of the supernatural.

*Immortal* - 3

The character cannot die naturally; they must be killed in order to die. The character is immune to all effects of aging, including magically-induced age. The character does not require food, water, or air. The character can survive extreme climates of all types.

*Lucky* - 2

Your Critical Range for nonweapon skills is increased by 5, for Critical Successes only.

*Mentor* - 2

Your character knows somebody who is wise in the ways of their class. If you spend time with your mentor, you can train skills without requiring a level up. (Some GMs allow training this way without the expenditure of Skill Points.)

*Multitalented* - 1 or 2

Choose a skill family other than Weapon when you take this Advantage. Whenever you spend two Skill Points in a skill from the chosen family, you gain a bonus 1% Skill Rating in that skill. This skill does not affect the Rating gained from class- or race-granted Skill Affinities. At two points, you may choose Weapon..

*Natural Weapons* - 3

You know how to use part of your body as a weapon. This includes anything from fists to feet to wings to a tail. You may make unarmed attacks with this body part using the Black Belt's unarmed damage table (see Chapter 4, Section A2). If you have the Extra Limb Advantage, you may apply this Advantage to unarmed attacks using that limb.

*Night Vision* - 1

Your character can see better than many in the dark. Any penalties from being in the dark (but not Blind or in complete darkness) are reduced by half.

*Pure Soul* - 1 or 2

At one point, the character gains 1 extra MP per level. At two points, gain 2 extra MP per level instead.

*Reputation* - 1 or 2

At one point, the people in your chosen area, who have heard of you, are affected by this Advantage. At 2 points, anyone who has had reason to hear of you, regardless of location, is affected. Add a 10% bonus to the Target on skill checks for skills in the Social family against anyone affected.

*Resistance* - 2 or 4

At 2 points, reduce the chance of any negative status-inducing effect on you by 10%. At four points, instead reduce the chance by 25%.

*Rich* - 1

You get 20% more starting money on character creation.

*Signature Weapon* - 3 or 5

Choose a weapon type. At 3 points, your Critical Range on attacks with weapons of the chosen type is increased by 5, for Critical Successes only. At 5 points, it is instead increased by 10.

*Special Training* - 1, 4, or 5

At 1 point, the character can choose one additional Weapon type his class would normally not have access to. The Weapon type must use STR to calculate damage and may not have a Damage Die higher than that of those the Weapon types the class can normally access. Alternatively, the character can use one Armor type not normally available to their class, excluding Shields. At 4 points, the character can instead use Shields. At 5 points, the character can use one weapon type not normally available to them, without restriction.

*Status* - 1 to 5

Roleplay-only. Your character has power within the ruling government. 1 point makes you a knight. 2 points makes you a noble or low-ranked military officer. 3 points makes you a Baron/ess or a medium-ranked military officer. 4 points makes you a Duke/Duchess or a high-ranked military officer. 5 points makes you King/Queen of a small kingdom, or Prince/ss of a large kingdom.

*Strong Metabolism* - 3

Poison and Venom last half the normal duration on you. Healing potions give you 125% of their normal effect. It takes twice as much alcohol as normal to get you drunk, and you sober up twice as fast as normal people.

*Weapon Aptitude* - 1 or 3

Choose a weapon skill. Whenever you spend two Skill Points

in the chosen skill, you gain a bonus 1% Skill Rating in that skill. This skill does not affect the Rating gained from class- or race-granted Skill Affinities. At three points, you instead gain 1% bonus Skill Rating for each 1 Skill Point spent. This Advantage also affects Weapon Masteries associated with the chosen weapon.

## **Section B: Disadvantages**

### *Absent-Minded* - 2

Your brain is constantly elsewhere. You must make a Normal-difficulty MAG check to remember your current task, your friends' names, or your own name.

### *Amnesia* - 2

You don't remember your own past. The GM may use this against you. You may also take up to 3 points of extra Disadvantages, chosen by the GM, that you won't know about until they apply.

### *Body Horror* - Variable

This disadvantage encompasses all manner of awful things that don't belong on a normal person. This includes such things as an awful fanged maw in your abdomen, fingers ending in disgusting curls, or horrible abominations taking up residence in your eye sockets. Consult your GM for the exact point value of your "desired" deformity.

### *Can't Swim* - 1

You don't know how to swim. You sink like a rock when you try.

### *Code of Honor* - 1 or 2

At 1 point, you have a personal code of honor that you feel you must follow. At 2 points, if you break this code, you lose your class powers until you make peace with yourself through penance.

### *Compulsion* - 1

You have some kind of compulsion. Drinking, gambling, talking, cleanliness, perfection, lying... pick something. Resisting your compulsion when you have the chance to indulge in it requires a Hard Willpower Default roll.

### *Crippled Arm* - 3

One arm is useless or missing. The character cannot use a Shield, the Two Weapons skill, or any two-handed weapon.

### *Curse* - 1 or 3

A specific trigger causes an adverse reaction by, or consequence to, your character. Minor stuff is 1 point, major consequences or extremely common triggers are 3. Talk it over with your GM.

### *Danger Prone* - 1 to 5

For each point in this disadvantage, you are considered an extra time anytime anyone chooses a random target that could be you for the purposes of a harmful effect. In addition,

for each point, the Target for any negative status check performed against you receives a 10% bonus.

### *Defenseless* - 3

The character's final DEF and MDEF are halved.

### *Delicate Constitution* - 3

Poison and Venom deal 50% more damage to you. Healing potions restore 75% of the normal value to you. It takes half as much alcohol as normal to make you drunk, and you need to sleep a full night in order to sober up.

### *Devil's Brand* - 4

Items, spells, and beneficial effects which restore the character's HP restore 75% of the normal value.

### *Elemental Weakness* - 1 or 3

Choose an element. At 1 point, spells and abilities associated with that element do 20% more damage to the character. At 3 points, instead they do 50% more damage.

### *Flashbacks* - 2

Your character has flashbacks to their past. The GM will tell you when you are having a flashback, and it may be triggered by experiencing something related to the particular memory. Once the flashback starts, you cannot make any actions, rolls, or anything else until the GM states that the flashback is over.

### *Frail* - 1 or 2

At 1 point, the characters gains 1 fewer HP per level. At 2 points, you gain 2 fewer HP per level. This Disadvantage cannot make you gain a total of less than 1 HP per level.

### *Fury* - 2

Whenever you are below 25% HP, you are afflicted with Berserk until you either rise above 25% HP or die. This Berserk status cannot be canceled or dispelled in any way.

### *Gullible* - 1 or 2

At 1 point, the character fails to inherently distrust anybody simply based on past experience with them. At 2 points, the character will believe just about anything anybody tells them. Keep this in mind during social situations!

### *Hearing Impaired* - 1 or 2

At 1 point, the character requires a hearing aid such as an ear trumpet, or is hard of hearing. The character cannot detect soft noises or people speaking in low tones or whispers. At 2 points, the character is completely deaf.

### *Honest* - 1

The character either cannot bring themselves to lie, or is very obvious about it when they try. Keep this in mind during social situations!

### *Impaired Vision* - 1 or 3

At 1 point, you require glasses. If they are ever lost, you count as having the Blind status until you regain them. At 3

points, your character is permanently Blind (as if magically afflicted by the status at all times). However, permanently blind characters suffer no accuracy penalty in darkness. Blind characters also receive a 50% bonus to Awareness checks not involving sight.

*Known Criminal* - 1 to 3

The point value of this Disadvantage depends on the severity of the crime and the size of the area in which it is known. Consult your GM.

*Mute* - 3

Your character is permanently Silenced. You cannot cast spells, speak, sing, laugh, or generally make any kind of noise with your mouth.

*Notoriety* - 2

The opposite of Reputation. People have a bad initial reaction to you. Your Target is 10% lower for all Social skills except Intimidation.

*Obsession* - 2

The character is obsessed with something, be it jewelry, revenge, lechery, whatever. The character must always attempt to get at the object of their obsession, even against their better judgment.

*Pacifist* - 1

The character will not take offensive action unless their life is in clear danger. The character must attempt to talk their way out of any dangerous situation before resorting to combat.

*Phobia* - 1 or 2

The character is terribly afraid of something fairly common. (Weird or uncommon phobias are not worth points.) When the object of the character's phobia is encountered, the character must make a Hard Willpower Default roll. If they succeed, they take a 10% penalty on all skills while they remain near it. If they fail, they run away as fast as they can. At 2 points, the roll automatically fails.

*Poor* - 1

Your character begins with 20% less money. You also suffer a 10% penalty to Social skill rolls against nobles.

*Room For Two* - 1 or 2

The character hears voices in their head. At 1 point, the voices are either distracting but unfamiliar, or non-antagonistic but unhelpful. At 2 points, the character is quite clearly crazy. They might feel they must respond to the voices, or communicate what the voices are telling them to others. The two-point version's voices are also clearly not acting in the character's best interest.

*Skill Ineptitude* - 1

The character must spend double the normal points to raise skills within the chosen Skill Family. Weapon and General skills cannot be chosen for this. Skill groups for which the

character's class is already Deficient in also cannot be chosen.

*Soft Target* - 4

The character's final ARM and MARM values are halved.

*Split Personality* - 1 or 3

At 1 point, the character's personality makes a noticeable change when exposed to a specific trigger. At 3 points, the character has a completely alternate personality, and once it is triggered, the GM controls the character until it is suppressed. The 3-point version's personality may have completely different stats, skills, or abilities than the original character - it's up to the GM.

*Weapon Inability* - 3

The character must spend double the normal points to raise Weapon skills. The character cannot make critical hits with weapons. This Disadvantage cannot be taken by characters whose classes have Weapon Deficiency.

*Unlucky* - 2

Your Critical Range for nonweapon skills is increased by 5, for Critical Failures only.

*Young/Old* - 2

You lose 1 point each in STR and VIT. For Young, you gain a point each in AGI and SPD; for Old, you gain MAG and WIP. In either case, you are underestimated and pushed aside by characters in more standard age ranges.

## CHAPTER 6 - This Is How We Do It // Skills

### MULTI-FAMILY SKILLS

If a skill is listed in multiple Families, you may spend points on it as though it is in whichever of those Families is cheapest for you.

### DEFAULT STAT ROLLS

When you don't have any points in the proper skill for a skill check but want to attempt it, roll against a target of either the related stat's Boost%, or double the related stat, whichever is higher. (At 17 or higher in the stat, you'll be using double.) The maximum Target for default skill checks is 95%.

Attribute Rating	Boost%
1	5%
2	10%
3 to 5	15%
6 to 8	20%
9 to 10	25%
11 to 13	30%
14 to 17	32%
18 to 22	35%
23 to 28	37%
29 to 30	40%
31 to 32	42%
33 to 34	45%
35 to 36	47%
37 to 38	50%
After 38	50% +1% per point above 38

Boost% cannot exceed 100%, even if a stat is raised past 88. Boost% is added to your Skill Rating along with any difficulty modifiers to determine the Target on a Skill Check for which you have the skill.

### CONTESTED SKILLS

When two characters are attempting to outdo each other in some test of skill, or using the same skill for opposite ends, a Skill Contest begins. Both characters make their skill rolls. The one with the lower result-to-Target ratio wins. A failure automatically loses unless the other character fails by more. Critical Success and Failure work similarly - Critical Success means you win unless the other character did it better, and Critical Failure means you lose unless the other character did it worse. A player can only make a Default roll in a skill contest if they have a VERY good excuse. Having a skill entitles the player to a subconscious check if applicable (i.e., hearing a Scholar spout bogus History and knowing he's full of it).

### Section A: Sword-chucks! // Weapon Skills

You cannot take a Weapon Skill for a weapon your class cannot use. All weapon attack skill rolls are based on AGI.

Archery - Bows and Crossbows.

Axes - One-handed Axes and Two-handed Axes.

Brawling - Untrained bare fists.

Cudgels - Cudgels and Hammers.

Guns - Pistols and Rifles.

Knives - Daggers and Ninja Blades.

Martial Arts - Required for Unarmed Attacks. See Chapter 7, Combat.

Polearms - Spears and Scythes.

Staves - Staffs.

Swords - Swords and Katanas.

Thrown - Boomerangs, throwing axes/knives, tossing small objects.

Whips - Whips

#### *Two Weapon Skill - AGI*

Usable in conjunction with any one-handed weapon. This skill allows characters to wield a weapon in each hand. Use the lower of this skill and the appropriate weapon skill. This skill costs double the normal amount, except to classes whose descriptions state otherwise. The Black Belt and Devouring Fist classes do not need this skill to punch twice.

#### *Weapon Mastery - AGI*

You can only use one weapon's Weapon Mastery. You must attach it to the first weapon in which you reach 100% skill (before stat percent boost). Weapon Mastery is affected by class affinities for Weapon, as well as the advantage 'Weapon Affinity' as long as the affinity was chosen for that same weapon. You can only learn a Mastery past the first when the preceding Mastery has been raised to its maximum level of 100%. You cannot take Weapon Mastery during character generation. When rolling a Weapon Mastery attack, add your Mastery to your Weapon skill and roll against the opponent's DEF. If you fail, make a normal weapon attack at half your normal weapon skill instead of using your Weapon Mastery.

If you use a Weapon Mastery, you get a number of Mastery Cooldown Counters (MCCs) equal to its level (Uncovered gets 3, for example) regardless of success. You cannot use a Weapon Mastery if you have any MCCs. Remove an MCC whenever you use a physical attack. You may only remove one MCC per round of combat. Remove all MCCs at the end of combat.

All Weapon Masteries factor in the usual bonuses from enhanced weapons, strength, and DC as well as the enemy's Armor, unless stated otherwise.

WM1: FOCUS - Init-3. Make a normal weapon attack, but deal your weapon's maximum dice value. If your weapon is 1d10, for instance, you deal 10.

WM2: ROLL BACK - Init-4. Automatically dodge the next physical attack that would hit you. Immediately make a weapon attack on the triggering enemy. This attack is rolled

as normal and deals normal damage.

WM3: UNCOVERED - Init-6. Make a normal weapon attack. The enemy's Armor value is not included in the damage calculation.

WM4: PUSH - Init-8. Make a normal weapon attack at +1 DC.

WM5: SLAM - Init-10. Make a normal weapon attack for normal damage. The enemy loses their next action.

WM6: DIVIDE - Init-11. Choose ([WM6 skill / 30, rounded up] + 2) targets, max 5. Make a normal attack against each. Divide the final weapon damage by the number of targets you ATTEMPTED to hit and deal that much to each opponent.

WM7: TWICE - Init-13. Make two full attacks. These are normal weapon attacks. (If you normally get two attacks, make a total of 4. That's Black Belts, Ninjas, and Dual Wielders.)

WM8: PERFECT - Init-15. Make a normal attack. Double the final damage and ignore the enemy's Armor.

### **Section B:** Let's Get Physical // Physical Skills

#### *Acrobatics* - AGI

The character can perform standard acrobatic moves. Ask the GM for difficulties on specific feats.

#### *Animal Riding (Air)* - AGI

Specific per animal species. Allows the character to mount, ride, and dismount flight-capable animals. If mounted on a flying animal, use this skill in place of Flight for Aerial Maneuvers (see the Flight skill).

#### *Animal Riding (Land)* - AGI

Specific per animal species. Allows the character to mount, ride, and dismount ground-based animals.

#### *Climbing* - STR

Climb walls and such. No upward progress is made on a failure. Critical Failure results in a fall. Ask the GM for difficulty modifiers for the specific surface and conditions you are climbing.

#### *Flight* - AGI

Only available to characters capable of flight or levitation. You can go airborne for 1d3 + (VIT / 4) rounds. Make a Default Vitality Roll to stay airborne after that. Taking a critical hit while airborne causes you to fall. Roll a Flight check with Maneuvering penalties to perform Aerial Maneuvers.

##### Aerial Maneuvers:

-10% / Early Bird / +3 init for a physical attack, deal 80% weapon damage.

-30% / Swallowtail / -3 init. You may use Flying as though it is the Dodge skill for this turn.

-50% / Updraft / Skip your turn; become invalid for targeting this round (except by Tornado, etc)

HALF / Falcon Dive / Only useable when falling out of the air. Roll against 1/2 Flying skill to land properly, and make a normal physical attack at 1/2 damage.

-80% / Snatch / Swoop down and grab your victim. Both you and the victim are considered flying, and are both unable to act for 1d6 rounds. Even though you are still airborne you cannot fly around, you are technically levitating.

-40% / Hover / Hold your ground... aerially. Lasts until the beginning of your next action. Immunity to Stun, Immobilize, Slow, Stop, and any other movement-affecting status except for literal physical impediments like Tentacles. Cannot be moved by external forces and gain +50% Wind resistance (max 100%).

#### *Jumping* - STR

Characters may jump 3' horizontally and 1.5' vertically for every 20% total skill in Jumping. Cut the jump distance/height in half if the character does not get a running start. Double them if the character is a Dragoon.

#### *Running* - VIT

You can run at twice normal walking speed for (total skill rating / 10) + 10 rounds. Characters without this skill can run for 10 rounds.

### **Section C:** Everybody Was PnP Fighting // Combat Skills

#### *Disarm* - AGI

Make this check with a penalty to the Target equal to the enemy's DEF. If successful, the enemy's weapon is ejected from their hand 1d10 feet in a random direction. If failed, attack normally at half final damage.

#### *Dodge* - AGI

This skill takes up your turn in combat. When an enemy attacks you this turn (even before your turn - tell your GM that you are declaring Dodge at the beginning of the round), add 1/4th of your Dodge skill to your DEF. Each successive attack against you in a turn lowers your effective Dodge Skill Rating by 10%.

#### *Flair* - AGI

Used by Swashbucklers for Capote-based skills. Other classes cannot take this skill.

#### *Jumping* - STR

Characters may jump 3' horizontally and 1.5' vertically for every 20% total skill in Jumping. Cut the jump distance/height in half if the character does not get a running start. Double them if the character is a Dragoon.

#### *Parry* - AGI

If used actively, this skill takes up your turn in combat. You can use this skill even if you are not spending your entire turn Parrying, but if you do, halve your total Parry skill for the action. When an enemy attacks you, and you successfully make a Parry skill roll, roll your weapon damage and subtract it from the incoming attack's damage. If you Critically Fail, the incoming attack gains an extra +1 DC. Each successive use of Parry or Shield Block in a round decrements your total rating in both skills by 25% until the end of the turn.

### *Shield Block* - AGI

Only usable with a shield equipped. If used actively, this skill takes up your turn in combat. You can use this skill even if you are not spending your entire turn Blocking, but if you do, halve your total Shield Block skill for the action. When an enemy attacks you, and you successfully make a Shield Block skill roll, decrease the incoming attack's damage by half. If you Critically Fail, the incoming attack gains an extra +1 DC. Each successive use of Parry or Shield Block in a round decrements your total rating in both skills by 25% until the end of the turn.

### *Strategy* - MAG

Make a Strategy check each round of combat. Keep track of how many rounds you've used it in a row. When you're ready to blow it, add your choice of 5DEF/5MDEF/10% Weapon Skill/10% Magic Lore Skill per round of success, lasting until the end of the round. Failing a Strategy check resets your round count to 0.

### *Tactics* - MAG

Make a Tactics check after an opponent has used his turn in a round. On a success, judge the approximate level of the enemy's Skills they used that turn.

## **Section D: Just Think About It // Scholastic Skills**

### *Alchemy* - MAG

Used to create potions and other such consumable items. See Chemist class for details.

### *Healing* - MAG

Used to deliver first aid on normal wounds outside of combat, or to double the effect of healing potions. When used for first aid, 1 HP is restored per 10% by which you beat the Target. When used in conjunction with potions, all types of Success simply double EITHER the numerical or durational effect of the potion; all types of Failure nullify all effects of the potion. Successful use of this skill with potions does stack with a Chemist's potion-doubling ability.

### *History* - MAG

Liberal difficulty modifiers apply. History checks about unfamiliar regions, objects, or persons should be extremely difficult if not impossible. If attempting to learn a fact about history from books, a library, or talking to survivors, use the Research skill instead.

### *Language* - MAG

The ability to read, write, speak, and understand a language. Racial starting languages come with 200% in this skill, indicating complete fluency. A minimum of 50% in a language is required to read and/or write it. If a language is taken at character creation at a rating of 10% or more, gain an extra 20%. The Common language is given to all characters at 200% except Yeti and Hypello, who have it at 50% at creation.

### *Lore* - MAG

Used for recalling obscure facts. Lore can be taken for multiple classifications, such as Lore (Weapons), Lore (Monsters), or Lore (Minerals). The more obscure the fact, the more difficult the Lore check.

### *Magic Lore* - MAG

When casting any spell, a successful Magic Lore check must first be made. Also used for learning extra spells when leveling up. If another character casts a spell, and the effects are not immediately apparent, you can make a Magic Lore skill check (with a 25% penalty if you cannot cast the Type of magic it is from) to determine the effects of the spell. A Critical Success on this check gives you the exact name of the spell, while all types of Failure produce nothing.

### *Research* - MAG

Used for gathering information from books or other such inanimate resources. A successful skill check that beats the Target by a large amount should also reduce the time it takes to find the information.

### *Teaching* - MAG

Allows one character to teach another in a skill known by the teacher. Characters can only teach a skill as high as their own Rating in it. Regardless of Affinities, Aptitudes, or any other modifiers, Teaching requires double the normal skill point cost to learn. Teaching cannot be learned from a teacher. Teaching requires time, but has no skill point cost for either party. 8 hours a day, five days a week, for one month grants the pupil 1/10<sup>th</sup> of the teacher's Rating in the skill. Under normal circumstances, Teaching a skill does not require a roll. Unhelpful circumstances, such as a bad relationship between teacher and pupil, limited time, or missing lessons will require a roll for the skill to be taught effectively. A roll can also be taken by choice. When rolling for the Teaching skill, Critical Success multiplies the skill gain by 1.5, while Epic Success doubles it. Failure nullifies skill gain, Critical Failure removes 5% (if the pupil has the skill at all), and Epic Failure removes 10% from the pupil's knowledge of the skill as well as 5% from the teacher's, as both question their prior learning.

## **Section E: Talk To Me, Dance With Me // Social Skills**

### *Acting* - WIP

This is used for both formal playacting as well as the fine art of being an imposter. When performing a play, the result of the skill check can influence NPC reactions to both the character and the troupe, if any.

### *Dancing* - AGI

The character can dance. This skill is for actually performing a known dance, but can also be used to pick up a new one through another dancer's lead or example. Learning a new type of dance requires either a Research, Lore (Dance), or History check, depending on how you choose to learn it. This

other type of check is not necessary when learning a dance associated with your class, such as a Dancer or Battledancer's special abilities.

#### *Etiquette* - WIP

Generally used only in roleplay, this skill allows a character to act properly in formal social situations, or to make a point, observation, or other comment without offending someone. Unfamiliar cultures apply a penalty to this skill's checks, and totally alien cultures may make checks of this nature utterly impossible.

#### *Intimidation* - WIP

This is used to threaten, glare, or bully someone into acquiescing to your requests or demands. A 5% penalty per level difference applies if the target is higher level than the user. A 20% penalty applies if the target is significantly larger in size or stature than the user.

#### *Leadership* - WIP

On a successful check, the results of successful appropriate skill checks can be shared with a party. Also allows for commanding an army.

#### *Negotiation* - WIP

In addition to bargaining/haggling and persuasion, this is the go-to skill for outright lying and other types of BS. Negotiation used to haggle with a merchant will always result in a Skill Contest, and most merchants have a minimum Negotiation Rating of 60% before Boost%. Negotiation rolls' difficulties should always be modified in some way by the target's WIP.

#### *Singing* - WIP

This skill applies to general knowledge of song as well as the ability to actually sing without breaking glass (unless that's your intention, in which case penalties apply). Successful performances can influence NPC's reactions.

### **Section F: Roughing It // Wilderness Skills**

#### *Animal Handling* - WIP

This skill allows a character to tame animals as well as monsters with animal-level intelligence. Penalties apply to angry, stubborn, exotic, or distrustful animals. Taming requires only a few minutes.

#### *Animal Riding (Air)* - AGI

Specific per animal species. Allows the character to mount, ride, and dismount flight-capable animals. If mounted on a flying animal, use this skill in place of Flight for Aerial Maneuvers (see the Flight skill).

#### *Animal Riding (Land)* - AGI

Specific per animal species. Allows the character to mount, ride, and dismount ground-based animals.

#### *Animal Training* - WIP

The character can train an animal or a monster of animal-

level intelligence. Training any new trick or command generally takes approximately 2 weeks. After the first week, make a Training roll; if successful, the animal permanently responds to the command phrase on a successful Training roll. After both weeks of training have passed, make another Training roll. If successful, no further roll is ever necessary to make the animal respond to the command.

#### *Climbing* - STR

See Section B.

#### *Survival* - MAG

Allows a character to find enough food and shelter to accommodate one person in the wild. To find enough for multiple people, make another check for each person, halving the total Skill Rating each time. If the character making the check performs a successful Leadership check with each of these checks, the Survival Skill Rating is not halved.

#### *Tracking* - MAG

Used to follow tracks, trails, or footprints left behind by other beings. Conditional penalties should be used liberally against this skill.

### **Section G: Gimme What You Got // Thievery Skills**

All characters that are not in a Thief Aspect class must pay double point costs for Thievery Skills.

#### *Climbing* - STR

Climb walls and such. No upward progress is made on a failure. Critical Failure results in a fall. Ask the GM for difficulty modifiers for the specific surface and conditions you are climbing.

#### *Concealment* - MAG

Used to hide objects on your person. Large objects apply a penalty. Loose clothes, large or hidden pockets, and very small objects ease the difficulty of this check. If someone is actively searching you, this skill is used in a Skill Contest against the searcher's Awareness skill.

#### *Disguise* - MAG

This skill is used to make yourself look like someone or something else. It's generally harder to look like someone of a different race or sex. When attempting to fool people that are well-acquainted with the person you are disguised as, an Acting check is also required.

#### *Escape* - AGI

This skill allows you to remove yourself from ropes, handcuffs, and other restraints.

#### *Gambling* - MAG

This is used for skill in gambling games, such as card games or some board games, as well as for cheating. Cheating requires a Skill Contest against the opponent, dealer, or security officer. The opponent in the contest may use either Awareness or Gambling. On the user's triumph, the cheating

is successful and the user is not found out. When the opponent wins the contest, the cheating is discovered. If both contestants fail, the result of the gamble is left to chance.

*Lockpicking* - AGI

Used to open locks. Penalties apply for complex, trapped, or rusted/broken locks. Bonuses apply for quality tools or prior experience in opening extremely similar locks.

*Pickpocket* - AGI

Used to steal from sentient beings. Neither success nor failure means automatically being caught, but a Critical Failure does. On any Pickpocket attempt, the victim may initiate a Skill Contest using their Awareness against the thief's Pickpocket skill. If the victim wins, the thief is caught.

*Stealth* - AGI

Used to hide and/or move without being noticed. The user always believes this check is successful. The victims can counter this skill with a successful Awareness check, modified by the amount the user succeeded by (this includes a bonus if they failed, and with a failed awareness check, the victim still doesn't catch the user).

*Streetwise* - WIP

This is mainly used in dealing with the criminal element in an area. This ranges from locating crime bosses, to dealing with local criminals without looking foolish, to obtaining black market goods.

*Trap Mastery* - MAG

Used to both find and disarm traps. For many traps, a set of thieves' tools are required. Failure to disarm a trap does not automatically spring it unless the roll was failed by more than 50%. Critical Failures also automatically spring the trap.

**Section H:** Average Joe // General Skills

*Awareness* - MAG

In addition to detecting stealth or thievery, this skill is used for general perception checks.

*Construction* - MAG

The character knows how to build things. Penalties apply for rush jobs, unique designs, or obscure/complex additions. Multiple characters using this skill in tandem can ease the difficulty, but more than 2 at a time requires someone in the group to succeed in a Leadership check.

*Cooking* - MAG

The character doesn't burn water. Knowledge of delicacies and recipes are also covered by this skill.

*Piloting* - MAG

Specific by vehicle type. Allows the user to drive, navigate, crew, or otherwise be useful in the operation of a vehicle. If a character aided in the building of the vehicle in question or very similar vehicles, add 50% of the character's

Construction Skill Rating to the total Skill Rating in Piloting.

**Section I:** Can We Build It? // Crafting Skills

*Alchemy* - MAG

See Section D.

*Construction* - MAG

See Section H.

*Cooking* - MAG

See Section H.

*Dollcraft* - MAG

Used by Puppeteers to make dolls, golems, and marionettes. See Appendix # Section #.

*Invent* - MAG

All characters must pay double their normal for this skill. Engineer Aspects, which pay half for Crafting skills, instead learn this skill at normal price. Allows the character to create new inventions.

*Repair* - MAG

Allows for the repair of machines, constructs, and objects. Difficulty modifiers apply for rush jobs, fine or detailed work, or complexity of repairs.

*Smithing* - MAG

This skill is used to create equipment and items. Raw materials to make an item cost half the item's cost at a normal shop. Creating an item requires a time investment determined by the GM. Critical Success creates the next rank up from the intended item, while Epic Success goes two ranks up, all at no extra time or cost. Failure produces an item one rank down (or nothing, if lowest rank). Critical Failures produce nothing. Epic Failure also damages the user's smithing tools.

**Section J:** You Don't Understand Me // Artistic Skills

*Art (Two-Dimensional)* - WIP

In addition to skill at painting, drawing, etc., this skill can be used for art appreciation and detection of forgeries.

*Art (Three-Dimensional)* - WIP

Much like two-dimensional, but for sculpting, modeling, and the like.

*Dancing* - AGI

See Section E.

*Musical Instruments* - WIP

Allows the character to play normal musical instruments, or use magical instruments to play normal music. This skill is not for using instruments as weapons in any way.

*Singing* - WIP

See Section E.

## CHAPTER 7 - A Material World // Equipment & Items

### Availability

Not all merchants stock all items or equipment. For any given item you want, the GM must make a roll, with a Target dependent upon the rarity of the item. This roll may be modified for the size of the store, the location, the merchant's reaction to the character, and other such factors. Common items' Target is 100%, with a 25% decrement for each step thereafter (Uncommon, Rare, Very Rare, Artifact). This means that Artifacts will generally have an availability target below 0; in this case, do NOT roll for it. It is unavailable.

For weapons, 1d\* is common, 2d\* is uncommon, 3d\* is rare, unmodified 4d\* is very rare, and anything 4d\* with a + is Artifact.

For armor, anything below 500gp is common, 501-1500 is uncommon, 1501-5000 is rare, and anything above 5000 that has a price on it is very rare. If no price is listed, it is an Artifact.

For items, anything below 1000gp is common, 1000-2500 is uncommon, and 2500 and up is rare. Anything without a price is an Artifact.

### Weapon Materials

Weapon ranks are determined by the material used in their construction. Artifact weapons have their own unique names.

A weapon's name is constructed from its material and weapon type; a starting sword is 1d10, a Wooden Sword, for example.

Rank	Base Cost	Material/Name
1d*	30	Wooden
1d*+1	60	Copper
1d*+2	120	Tin
1d*+3	240	Bronze
2d*	480	Iron
2d*+1	1060	Silver
2d*+2	1500	Mythril
2d*+3	2120	Golden
3d*	4240	Damascus
3d*+1	6360	Titanium
3d*+2	9540	Adamantine
3d*+3	14500	Orichalcum
4d*	30000	Ultima

Axes, Greatswords, Hammers, Polearms, and Rifles are d12, and other than Hammers, count as two-handed weapons. Crossbows, Katana, Pistols, Scythes, and Swords are d10. Books, Boomerangs, Bows, Claws, Cudgels, Instruments,

Staffs, and Whips are d8.

Gloves, Knives, and unarmed attacks are d6.

Weapon costs are modified by the die type. All d6 weapons are at base costs; every die above that (d8, d10, 12) is a further 20% cost increase from the base cost (so d12 weapons are 160% of the base cost).

People that aren't Black Belts always punch for 1d6 unarmed. Only Black Belts can do better damage with their fists; refer to Chapter 4, Section A2 for further details.

Rifles, Pistols, Boomerangs, and Bows are ranged weapons; these utilize AGI instead of STR for their basic damage.

Whips use your choice of STR or AGI. Instruments use WIP, and Books use your choice of MAG or WIP. Instruments and Books also count as ranged weapons.

### Armor Lists

Much like weapons, armor is crafted from a material that determines its effectiveness. The specific defensive capabilities of an armor are also dependent upon the weight and placement of the armor. Each character has a head slot, an arm slot, and a chest slot for armor. Shields can be used in the off-hand if a second weapon is not wielded there, and the character is not wielding a two-handed weapon (anything d12 except Hammers).

### Armwear (Bangles)

Material	Cost	ARM	MARM	DEF	MDEF
Wooden	25	1	0	0	0
Copper	50	2	1	0	0
Tin	100	4	2	0	0
Bronze	200	5	4	5	0
Iron	400	7	5	5	0
Silver	800	8	7	0	5
Mythril	1600	11	8	0	5
Golden	3200	12	11	5	5
Damascus	4000	14	12	0	10
Titanium	4800	15	14	10	0
Adamantine	6400	17	15	10	5
Orichalcum	11000	18	17	5	10
Artifact (D)	----	20	18	10	10
Artifact (C)	----	23	21	15	10
Artifact (B)	----	24	22	10	15
Artifact (A)	----	25	25	15	15

**Gauntlets**

Material	Cost	ARM	MARM	DEF	MDEF
Wooden	25	2	1	0	0
Copper	50	3	2	0	0
Tin	100	5	3	0	0
Bronze	200	6	5	0	0
Iron	400	8	6	0	0
Silver	800	9	8	0	0
Mythril	1600	12	9	0	0
Golden	3200	13	12	0	0
Damascus	4000	15	13	5	0
Titanium	4800	16	15	5	0
Adamantine	6400	18	16	0	5
Orichalcum	11000	19	18	0	5
Artifact (D)	----	21	19	5	5
Artifact (C)	----	24	22	5	5
Artifact (B)	----	25	23	10	0
Artifact (A)	----	26	26	0	10

**Helmets**

Material	Cost	ARM	MARM	DEF	MDEF
Wooden	40	3	1	0	0
Copper	80	5	2	0	0
Tin	160	7	3	0	0
Bronze	320	9	4	0	0
Iron	640	11	5	0	0
Silver	950	13	6	0	0
Mythril	1280	15	7	0	0
Golden	2560	17	8	0	0
Damascus	5120	19	9	0	0
Titanium	7680	21	10	0	0
Adamantine	11520	23	11	5	0
Orichalcum	17280	25	12	5	0
Artifact (D)	----	26	13	0	5
Artifact (C)	----	27	14	0	5
Artifact (B)	----	30	15	5	5
Artifact (A)	----	32	17	5	5

**Hats**

Material	Cost	ARM	MARM	DEF	MDEF
Paper	35	2	2	0	0
Patched	70	3	3	0	0
Linen	140	5	5	0	0
Cotton	280	6	6	0	0
Wool	560	7	7	0	5
Feather	1120	8	8	5	0
Brocade	2240	9	9	5	5
Leather	4480	11	11	5	5
Fur	6720	12	12	10	0
Silk	10080	14	14	0	10
Satin	12240	16	16	10	5
Royal	15120	18	18	5	10
Artifact (D)	----	20	20	10	10
Artifact (C)	----	22	22	15	10
Artifact (B)	----	24	24	10	15
Artifact (A)	----	26	26	15	15

**Mail**

Material	Cost	ARM	MARM	DEF	MDEF
Wooden	70	5	3	0	0
Copper	140	8	4	0	0
Tin	280	11	6	0	0
Bronze	560	14	6	0	0
Iron	1120	16	8	0	0
Silver	1500	16	12	0	0
Mythril	2240	19	9	0	0
Golden	4480	21	11	0	0
Damascus	8960	23	12	0	0
Titanium	13440	26	14	0	0
Adamantine	20160	29	15	0	0
Orichalcum	30000	32	17	0	0
Artifact (D)	----	35	19	5	0
Artifact (C)	----	38	21	0	5
Artifact (B)	----	43	23	5	5
Artifact (A)	----	45	25	10	10

**Robes**

Material	Cost	ARM	MARM	DEF	MDEF
Paper	60	3	5	0	5
Patched	120	4	8	0	5
Linen	240	6	11	0	5
Cotton	480	7	14	0	5
Wool	960	9	17	0	5
Feather	1920	10	20	0	10
Brocade	3840	12	23	0	10
Leather	7680	13	26	5	10
Fur	11520	15	29	5	10
Silk	17280	16	32	5	10
Satin	25920	18	35	10	10
Royal	33000	20	38	10	10
Artifact (D)	----	21	41	10	15
Artifact (C)	----	22	42	10	15
Artifact (B)	----	23	43	15	15
Artifact (A)	----	24	45	15	15

**Suits**

Material	Cost	ARM	MARM	DEF	MDEF
Paper	50	4	3	0	0
Patched	100	6	5	0	0
Linen	200	8	7	0	0
Cotton	400	10	9	0	0
Wool	800	12	11	0	0
Feather	1600	14	13	0	5
Brocade	3200	16	15	5	0
Leather	6400	18	17	5	5
Fur	9600	20	19	5	5
Silk	14400	22	21	10	0
Satin	15800	23	22	0	10
Royal	21600	25	23	10	10
Artifact (D)	----	27	25	10	10
Artifact (C)	----	30	28	15	10
Artifact (B)	----	32	30	10	15
Artifact (A)	----	35	33	15	15

**Shields**

Material	Cost	DEF	MDEF
Wooden	45	5	2
Copper	90	7	4
Tin	180	9	6
Bronze	360	11	8
Iron	720	13	10
Silver	1440	15	12
Mythril	2880	17	14
Golden	5760	19	16
Damascus	8640	21	18
Titanium	12960	23	20
Adamantine	19440	25	22
Orichalcum	25000	28	24
Artifact (D)	----	30	26
Artifact (C)	----	32	28
Artifact (B)	----	34	30
Artifact (A)	----	36	32

**Enchantments**

More powerful equipment tends to be magical. Weapons and armor past a certain rank will come with Enchantments on them. A single item cannot have more than one of the same type of Enchantment, such as a double-shot of 50% Elemental Resistance. It is the GM's decision when running a game whether to choose Enchantments for the players, let the players choose for themselves, or roll for the results.

**Magical Weapons**

Weapons come with enchantments by their damage ranking. A dash in the Default Enchantment table indicates the weapon does not come with an Enchantment; double letters means any combination of the two. If players are allowed to choose their own Enchantments, they may freely select an Enchantment of a lower rank in place of any higher enchantment normally carried by the weapon.

Weapon Rank	Default Enchantments
1d	-
1d+1	-
1d+2	-
1d+3	D
2d	DD
2d+1	C
2d+2	CD

2d+3	CC
3d	B
3d+1	BD
3d+2	BC
3d+3	BB
4d	A
4d+1	AC
4d+2	AB
4d+3	AA

### Weapon Enchantments

#### RANK D

One Element Affinity 50% (half of all damage with the weapon is treated as being of the chosen element)  
 One base stat + 1  
 20% chance to cause a minor status (Blind, Sleep, Confuse, Berserk, Slow, Poison, Mute) for 1d6 rounds  
 Can be used to cast a specific spell (Magic Level 1)  
 Drains 50% of damage dealt as HP  
 +10% to weapon Skill Rating

#### RANK C

One base stat + 2  
 Can be used to cast a specific spell (Magic Level 2-3)  
 Drains 10% of damage dealt as MP  
 Randomly casts a specific spell when dealing weapon damage (Magic Level 1-3)  
 +25% to weapon Skill Rating  
 10% chance to hit twice on normal Attack

#### RANK B

Elemental Affinity 100% (all damage with the weapon is treated as being of the chosen element)  
 One base stat + 3  
 20% chance to cause a major status (Cowardly, Innocent, Stop, Toad, Mini, Charm, Old, Osmosis) for 1d4 rounds  
 Can be used to cast a specific spell (Magic Level 4-6)  
 Drains 100% of damage dealt as HP  
 +33% to weapon Skill Rating  
 +10 Critical Range for success on weapon attacks  
 25% chance to hit twice on normal Attack

#### RANK A

One base stat + 5  
 Strikes all enemies on normal Attack  
 20% chance to cause a status (Doom, Petrify, Zombie)  
 Can be used to cast a specific spell (Magic Level 7-8)  
 Drains 25% of damage dealt as MP  
 Randomly casts a specific spell when dealing weapon damage (Magic Level 4-6)  
 +50% to weapon Skill Rating  
 +20 Critical Range for success on weapon attacks  
 50% chance to hit twice on normal Attack

### Magical Armor

Enchantment ranks on armor is easier than weapons.  
 Common armor is nonmagical. Uncommon armor comes with a D-level enchantment. Rare comes with a C, Very Rare carries a B, and any Artifact-level armor has an A-rank enchantment.

### Armor Enchantments

#### RANK D

One base stat + 1  
 One element resist 50%, weakness to opposite element 50%  
 DEF + 10  
 MDEF + 10  
 -5% chance to be afflicted with all negative status  
 -25% chance to be afflicted with a specific negative status

#### RANK C

Stat + 2  
 One element resist 50%  
 Critical Shell (at or below 25% HP)  
 Critical Protect (at or below 25% HP)  
 DEF + 20  
 MDEF + 20  
 DEF & MDEF + 10  
 Auto-Regen  
 -10% chance to be afflicted with all negative status  
 -50% chance to be afflicted with a specific negative status

#### RANK B

One base stat + 3  
 One element resist 100%  
 DEF + 30  
 MDEF + 30  
 DEF & MDEF + 20  
 Auto-Reflect  
 -20% chance to be afflicted with all negative status  
 -75% chance to be afflicted with a specific negative status

#### RANK A

One base stat + 5  
 One element absorb 25%  
 Auto-Shell  
 Auto-Protect  
 DEF + 50  
 MDEF + 50  
 DEF & MDEF + 30  
 Resist all elements 50%  
 -40% chance to be afflicted with all negative status  
 -100% chance to be afflicted with a specific negative status

### Accessories

In addition to weapons and armor, characters can wear one accessory. These have a variety of effects. Their availability is listed as an abbreviation beside their price.

*Status Preventing Accessories*

108 Gems - 10000(R)  
Prevents Poison, Toad, Venom, and Zombie.

Amulet - 5000(U)  
Prevents Blind, Poison, and Zombie.

Fairy Ring - 1500(U)  
Prevents Blind and Poison.

Jade Armband - 5000(U)  
Prevents Petrify and Stop.

Magic Ring - 5000(U)  
Prevents Berserk and Silence.

Mental Ring - 5000(U)  
Prevents Charm and Confusion.

Ribbon - Priceless(A)  
Prevents all negative statuses.

Safety Bit - 10000(VR)  
Prevents (instant) Death and Doom.

Star Pendant - 500(U)  
Prevents Poison.

Timekeeper - 2500(U)  
Prevents Slow and Stop.

White Cape - 5000(U)  
Prevents Mini and Toad.

*Status-Granting Accessories*

Angel Ring - Priceless(A)  
Casts Reraise on the wearer at the beginning of each battle.

Cure Ring - 6000(VR)  
Grants Auto-Regen.

Czarina Ring - 2500(U)  
Grants Protect and Shell while the wearer's HP is below 25%.

Feather Boots - 1000(U)  
Grants Auto-Float.

Pod Bracelet - 10000(VR)  
Grants Auto-Protect and Auto-Shell.

Reflect Ring - 10000(VR)  
Grants Auto-Reflect.

Running Shoes - 7500(R)  
Grants Auto-Haste.

*Stat-Boosting Accessories*

Glass Orb - 10000(VR)  
Increases Max MP by 25%.

Crystal Orb - Priceless(A)  
Increases Max MP by 50%.

Silver Stud - 25000(VR)  
Cuts MP use by 25%.

Gold Stud - Priceless(A)  
Cuts MP use by 50%.

Strength Belt - 10000(VR)  
Increases Max HP by 25%.

Muscle Belt - Priceless(A)  
Increases Max HP by 50%.

Small Mantle - 300(C)  
DEF + 5, MDEF + 3.

Leather Mantle - 800(C)  
DEF + 10, MDEF + 6.

Wizard Mantle - 2000(U)  
DEF + 15, MDEF + 9.

Elven Mantle - 8000(U)  
DEF + 20, MDEF + 12.

Vampire Mantle - 15000(VR)  
DEF + 25, MDEF + 15.

Phoenix Mantle - Priceless(A)  
DEF + 30, MDEF + 20.

Third Eye - Priceless(A)  
Doubles character's DEF.

Power Wrist - 2500(U)  
STR + 1.

Hyper Wrist - 7500(R)  
STR + 2.

Gigas Wrist - Priceless(A)  
STR + 5.

Defender - 2500(U)  
VIT + 1.

Protector - 7500(R)  
VIT + 2.

Savior - Priceless(A)  
VIT + 5.

Chocobo Feather - 2500(U)  
AGI + 1.

Angel Feather - 7500(R)  
AGI + 2.

Phoenix Feather - Priceless(A)  
AGI + 5.

Silver Earring - 2500(U)  
MAG + 1.

Gold Earring - 7500(R)  
MAG + 2.

Platinum Earring - Priceless(A)  
MAG + 5.

Silver Talisman - 2500(U)  
WIP + 1.

Gold Talisman - 7500(R)  
WIP + 2.

Platinum Talisman - Priceless(A)  
WIP + 5.

Dreamhare Shoes - 2500(U)  
SPD + 1.

Hermes Shoes - 7500(R)  
SPD + 2.

Rocket Shoes - Priceless(A)  
SPD + 5.

#### *Miscellaneous Accessories*

Expert Belt - 7500(R)  
50% chance to counter incoming physical attacks with an Attack.

Frenzy Band - Priceless(A)  
80% chance to counter incoming physical attacks with an Attack.

Coin Toss - 7500(R)  
Allows the user to throw money in order to deal damage. Each gil piece thrown is converted into 3 points of damage; no DC or MDC applies, but neither do Armor or M.Armor. Max thrown gil is Level x 5.

Dragoon Boots - 5000(R)  
Grants the Jump ability as if the character were a Dragoon.

Gem Box - Priceless(A)  
The wearer can cast 2 spells instead of 1 on an action.

Genji Glove - Priceless(A)  
Grants the Dual Wield ability as if the character were a Ninja.

Merit Award - Priceless(A)  
Allows the use of any kind of armor.

Offering - Priceless (A)  
Allows the user to make 2 Attacks in place of a normal Attack on their turn.

Sniper Shot - 5000(R)  
Makes all damaging attacks with ranged weapons automatic Successes. Do not roll them.

Thief Glove - Priceless(A)  
The character can use the Steal ability as though they were a Thief whenever the character Attacks.

True Knight - 5000(R)  
Grants the Cover ability as though the character were a Knight.

#### **Consumable Items**

##### *Restoratives:*

<b>Name</b>	<b>Price</b>	<b>Effect</b>
Potion	50	Restores 50 HP
Antidote	50	Cures Poison and Venom
Hi-Potion	150	Restores 100 HP
X-Potion	1500	Restores 250 HP
Ether	250	Restores 30 MP
Hi-Ether	1000	Restores 75 MP
X-Ether	3500	Restores 150 MP
Elixir	5000	Restores all HP and MP
Megalixir	---	Restores all HP and MP to entire party
Phoenix Down	1000	Cures Death
Remedy	1500	Cures all negative conditions except Death and Zombie
Echo Screen	100	Cures Silence
Soft	400	Cures Petrify
Eyedrops	50	Cures Blind
Cornucopia	250	Cures Mini
Maiden's Kiss	250	Cures Toad
Tranquilizer	500	Cures Berserk
Holy Water	1000	Cures Zombie
Magic Plug	250	Cures Osmosis

Liquid Courage	100	Cures Cowardly
Flash Exposure	100	Cures Innocent
Magical Timepiece	350	Cures Slow and Stop

## CHAPTER 8 - I Challenge You Duel! // Combat

### **Rounds**

Time within combat is broken down into rounds. During each round, each player generally gets 1 turn, sometimes called their "action". A round, in general, lasts about 15 seconds.

### **Initiative**

At the beginning of each round, each combatant rolls their Initiative. This is determined by rolling 1d10 and adding their raw SPD stat. Initiative ticks down starting at either 40 or the highest total Initiative, whichever is higher. When an initiative number comes up, if a combatant's Initiative matches it, that combatant gets to take their action. Two combatants may not take turns simultaneously; break ties with flat 1d10 rolls, higher wins.

### **Initiative Penalties**

If a combatant uses an action with an Initiative Penalty, they do not actually take their action on their initial Initiative roll. Subtract the penalty from their starting Initiative, and return to the ticking; they get to take their action when the initiative counter gets to them the second time. If their new initiative is less than zero, take note of the amount by which their Initiative is below zero (the "remainder"). They instead act on the next turn, subtracting the remaining Initiative penalty from the new turn's Initiative. If the penalty is higher than your turn's Initiative, roll it over into the next turn as necessary.

### **Extra Actions**

If a combatant's Initiative is higher than 40, they receive an extra action that round. Their first action occurs on their Initiative as normal. If, after Initiative Penalties, their Initiative was still over 40, subtract 40 from that Initiative; they get another action on that Initiative. No more than 2 actions total can be taken this way during a single turn.

### **Your Turn**

#### *Movement*

In situations where physical location is a concern, combatants can move up to (SPD / 2) yards per round without sacrificing their action. You may instead run at SPD yards per round, but doing so sacrifices your action.

#### *Attack*

A normal physical attack is done by making a roll of your equipped weapon's associated skill, minus the target's DEF. On a success, deal your weapon's damage, plus its associated stat, multiplied by your DC. On a failure, you miss. Critical and Epic Success increase your DC for this attack only; Critical Failures cause you to target yourself with the attack instead. Epic Failures cause you to target a random ally.

#### *Defense*

Declare Defense at the beginning of the round. Using Defense sacrifices your action, but causes you to take only 50% of any incoming damage.

#### *Class Power*

Utilize a technique granted by your class. Class powers are described in detail in Chapter 4. You may only use class powers at or below your own level.

#### *Cast Spell*

Cast a spell you know. The basics of casting a spell are covered under the Magical Attacks heading, but Chapter 9 goes into much greater detail on both magic in general and specific spells.

#### *Item*

Using an item uses up both one of the item (if it is consumable) and your action.

#### *Wait*

You may sacrifice your action to add 50% of your Initiative this round to your Initiative next round. This cannot be done more than once in a row.

### **Attack Types**

Any attack that is calculated using DC is considered a physical attack. Any attack that is calculated using MDC is considered a magical attack. Attacks that do nothing but inflict status conditions on an enemy are considered magical attacks.

### **Physical Attacks**

To make a physical attack, first make a roll using the associated skill. If no skill is mentioned for the type of attack or the specific attack, use your weapon skill. The Target for this roll has a penalty equal to the victim's DEF stat unless otherwise noted. On a success, the amount of damage done by the attack is the amount stated in the attack, multiplied by your DC, then reduced by an amount equal to the victim's ARM value (unless otherwise noted). On a Critical Success, increase your DC by 1. On an Epic Success, double the final damage. On a normal Failure, the attack has no effect. Critical Failures cause you to target yourself with the attack instead. Epic Failures cause you to target a random ally.

### **Magical Attacks**

If casting a spell, first make a check of your appropriate Magic Lore skill (with a 10% penalty per Magic Level of the spell if applicable, along with the specific spell's Lore Penalty). On any failure, the spell does nothing. On any success, continue as normal. Make a roll of the appropriate skill (if casting a spell or using a skill without a skill listed, use your Magic%) with a penalty equal to the victim's MDEF stat unless otherwise noted, and subtract the spell's Success Penalty (if applicable). On a success, the amount of damage done by the attack is the amount stated in the attack, multiplied by your MDC, then reduced by an amount equal to the victim's MARM value (unless otherwise noted). On a Critical Success, increase your MDC by 1 if the attack deals damage; otherwise multiply the final duration of the effect by 1.5. On an Epic Success, double the final damage if the attack

deals damage; otherwise double the final duration of the effect. On a normal Failure, the attack has no effect. Critical Failures cause you to target yourself with the attack instead. Epic Failures cause you to target a random ally.

### **Drain**

HP Drain and MP Drain indicate that a spell heals the caster for the amount of damage dealt; MP Drain is only dealt as MP damage. Drain effects cannot heal the caster over their maximum, and their damage is capped to the amount healed.

### **Elemental Weakness and Resistance**

Characters' base resistance for each element is 0%. Weakness and resistance for an element is treated as a multiplier, applied after M.Armor, toward damage of that element.

Resistances and weaknesses to an element stemming from separate sources will cancel out as much as possible, so a character with, for instance, 70% resistance and 50% weakness has a final result of 20% resistance to the element. 100% resistance to an element provides full immunity to the element, canceling not only the damage, but also any secondary effects of the attack if no other type of damage is involved. Anything over 100% resistance actually absorbs the remaining percent as HP. This type of healing cannot be transformed into damage in any way (such as by the Undead condition), but can be prevented by such things as the Disease condition. Absorbing an attack's element cancels secondary effects just as immunity.

If multiple pieces of equipment grant resistances to the same element, only the two highest resistance percentages of that element are applied (resistances from other sources still stack with these). The maximum resistance possible for any one element is 200%, or absorbing the full damage. Any resistance past this is disregarded (as a final result; if you have 300% and someone casts Debilitate: Fire on you for -100%, you still have 200%).

Note that Poison resistance applies to both Poison-element damage and the Poison status effect, but not the damage dealt by the Poison status effect.

### **Elemental Fields**

Some attacks generate Elemental Fields. These are battle conditions affecting every combatant. If any attack of the same element as the current Field is used, that attack's final damage of that element is increased by 20%. An attack that generates an Elemental Field uses the Field that was in effect before the attack, if any; it does not benefit from the Field it generates. Whenever an attack generates an Elemental Field, it cancels the old Field, if any.

### **Status Conditions**

If no duration is specified for a status condition in the attack that inflicts it, it lasts for 1d6 rounds, except Petrify, which does not wear off on its own.

When applying a status condition that directly counters an existing condition on the target, the preexisting condition is removed, but the new one is not applied; they cancel out.

The following conditions are canceling opposites:

Cowardly ↔ Brave

Innocent ↔ Faith

Slow ↔ Haste

Stat Increase ↔ Stat Decrease

Note that Stat Increase and Stat Decrease only cancel when the same stat is being affected; each stat is kept separately for this purpose. The amount of raising and lowering is irrelevant; any increase will negate any decrease and vice-versa.

A higher-number Stat Increase overwrites an existing Stat Increase of the same stat; if a Stat Increase exists, casting an equal or smaller Increase does nothing. Stat Decreases follow this same rule; the only exception to this is the effects of Echoes from Cosmic Magi, which stack with each other into a single effect, but otherwise follow these rules as well.

### *Negative Conditions*

Arcane Seal - The character cannot regain MP.

Berserk - The character spends each action on Attack. Their damage and maximum HP is increased by 25%.

Blind - The character halves the Target for all checks to determine success on offensive actions (not counting secondary effect chances).

Burning - The character takes 2d6 fire damage after each of their actions. Armor and M.Armor do not apply to this damage, but weakness and resistance do. This condition ends if the victim takes water- or ice-element damage.

Charm - The character is controlled by the enemy who placed this condition on them. If a player is Charmed, the GM controls them. If a player Charms an enemy, the player controls the enemy. A Charmed character is counted as being on the opposite party. This condition ends after battle.

Confuse - The character spends each action on Attack. Their target is randomly chosen from among all combatants, including themselves. Any incoming physical damage other than from the Poison or Venom condition will end this condition. This condition ends after battle.

Cowardly - The character gets -1 DC.

Death - The character is dead. Their HP is zero and they cannot take action or roll Initiative until revived. This status cannot be cured by normal means (i.e. Esuna, Remedy), but must be cured with abilities or items that specifically revive dead characters.

Disease - The character cannot regain HP.

Doom - 1d6 rounds after acquiring the Doom status, the character is inflicted with Death. Any character immune or resistant to Death carries the same resistance or immunity to Doom. Killing the combatant that inflicted this condition removes it. This condition ends after battle.

Frozen - The character cannot take action. If attacked with a physical attack, make a d100 roll with a Target of  $([Level] + [STR/2] + [VIT/2])$ . On failure, inflict Death. This condition is cured if the character takes any fire-elemental damage.

Innocent - The character gets -1 MDC.

Mini - The character's STR and VIT are 1. Weapons and armor do not grant any bonuses, and magic damage dealt by the character is halved. This condition ends after battle.

Old - All base stats and Skill Ratings are halved.

Osmosis - The character loses 10% of their current MP after each action.

Petrify - The character is turned to stone. They cannot take action, but cannot be healed or harmed. This condition does not wear off on its own and must be dispelled.

Poison - The character loses 10% of their current HP at the end of every round.

Reflect - All spells, both benign and harmful, targeting the character instead target the caster. This condition ends after battle. A spell can only be Reflected once. Spells that target all combatants cannot be Reflected. Certain other spells may not be Reflected (as noted in their descriptions).

Silence - The character cannot cast spells, speak, use a General's Shouts, sing Bard Songs, or use their voice in any other way. This condition ends after battle.

Sleep - The character cannot take action. Any incoming damage other than from the Poison or Venom conditions will end this condition. If targeted by any attack while under this condition, the character's DEF and MDEF do not apply. This condition ends after battle.

Slow - The character's Initiative is halved. This condition ends after battle.

Stop - The character cannot take action. The character is considered "paused" when this condition is inflicted, and when it expires, they resume whatever they were doing before as though nothing had changed. If targeted by any attack while under this condition, the character's DEF and MDEF do not apply. This condition ends after battle.

Stun - The character cannot take action. If targeted by any attack while under this condition, the character's DEF and MDEF do not apply. Characters flying through conscious

methods (such as wings) are temporarily grounded by this effect; characters permanently flying or floating are not. Stun wears off after the character affected skips their next turn after it is inflicted.

Toad - Weapons and armor do not grant bonuses. Class powers are unavailable. Items cannot be used. The only magic allowed is the Toad spell (if already known). Toads take maximum possible damage from all attacks. This condition may be cured by being afflicted with the Toad condition a second time.

Venom - The character loses 15% of their maximum HP at the end of every round. This condition erases Poison when applied.

Zombie - The character takes damage instead of gaining HP when affected by healing spells, items, and abilities. HP Drain effects are reversed (a combatant Draining a Zombie loses HP, and the Zombie gains it; if both are Zombies, it acts normally). A Zombie can use HP Drain effects on others and still gain HP as normal. A player character suffering from the Zombie status is also considered temporarily Dead for story purposes, and cannot be revived normally; however, they can still fight. This condition cannot be cured normally; it must be removed by effects that specifically target it. This condition ends after battle.

#### *Positive Conditions*

All positive conditions end after battle ends, regardless of remaining duration, unless they are granted permanently by equipment. The Death status also removes all positive statuses except Reraise.

Auto-<status> - This status is permanently on the character. This is normally granted only by equipment, and cannot be dispelled unless the equipment in question is Broken, removed, or Stolen.

Barrier - The character takes 50% less damage from physical attacks. This condition erases Protect when applied. This condition immediately ends if a physical attack inflicts a critical hit (the damage from that hit is still reduced).

Blur - The character has +20 DEF.

Brave - The character has +1 DC.

Faith - The character has +1 MDC.

Float - The character is immune to ground-based attacks (especially earth-elemental attacks such as the Quake spell and ground-based Death-inflicting attacks), and has limited levitation (can use Aerial Maneuvers as per the Flight skill at a 30% penalty).

Haste - The character's Initiative is doubled.

Ironize - The character's insides are temporarily turned into iron. The character cannot be harmed or healed. The character cannot move or act. To those who cannot detect magic or otherwise analyze them, the character appears to be simply taking a very effective defensive stance.

M. Barrier - The character takes 50% less damage from magical attacks. This condition erases Shell when applied. This condition immediately ends if a magical attack inflicts a critical hit (the damage from that attack is still reduced).

Protect - The character takes 33% less damage from physical attacks. This reduction is applied after ARM.

Reflect - All spells, both benign and harmful, targeting the character instead target the caster. A spell can only be Reflected once. Spells that target all combatants cannot be Reflected. Certain other spells may not be Reflected (as noted in their descriptions).

Regen - The character gains (3d6 + WIP) HP at the beginning of each round, immediately after Initiative is rolled.

Reraise - If the character becomes inflicted with Death by any method while they have this status, they are instead immediately restored to 50% of their maximum HP. They do not lose their positive statuses. After this effect happens, this condition is immediately removed.

Salvation - The character is protected from the Doom and Death statuses (though being at 0 or less HP still makes them Dead), as well as X-Zone and any other type of instant death effect.

Shell - The character takes 33% less damage from magical attacks. This reduction is applied after MARM.

Stat Increase - Any temporary stat increase granted by a spell or class ability. This entry is noted here to ensure that any ability that can remove unspecified positive status conditions can remove these as well.

Vanish - The character cannot be targeted or affected by physical attacks. Damaging magical attacks that target the character are automatic Successes (for the damaging portion only). All attempts to inflict statuses, either as the main effect of a spell or ability or as an additional effect of a magical attack, have a bonus of 25 to the Target. If any spell hits the character, Vanish is immediately dispelled.

Wall - As both Protect and Shell. Erases both of these conditions when applied.

Ward - The character has +20 MDEF.