

FFRPG 2.5E

By Dan “Kureyn” Berger

With help from
“Versalia” and “Mr. Bear”

Version 2.5.0.4.2

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. You must purchase at least 10% Skill Rating in any skill during creation, and at least 2% when leveling up.

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: Equipment

Purchase starting equipment. You have 500 gp to spend when you first create your character, possibly modified by your Advantages and Disadvantages. You do not have to fill every available equipment slot. You can purchase anything you can afford out of Chapter 7, but anything with a rarity rating of Uncommon or above needs to be cleared with your GM, even with the Family Heirloom Advantage.

Some GMs may decide to increase or decrease this starting bankroll for their campaigns. If you are not starting at Level 1, and your character could reasonably be expected to have been on adventures before the campaign begins, consider rolling ($[\text{Level}]d10 * \text{Level} * 10$) for starting money. This will generally be inferior to the amount of money a character would normally go through in the course of leveling through a campaign naturally, and should be so; whining about having too little starting money carries a -20% penalty to your Negotiation roll against your GM. Also note that all players automatically Critically Fail all Negotiation rolls against the GM.

Section F: 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 G: 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): $(\text{WIP}/2)$ plus 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. You have a single weapon skill called Weapon, which works with any weapon your Aspect can equip. You can use any learned Weapon Mastery with any weapon. You cannot apply Affinities to your global Weapon or Weapon Mastery skills, but can have Deficiencies in them.

DEMON: Choose an aspect:

-Incubus/Succubus: Any attempts to inflict Sleep or Charm against you have a -50% penalty to the infliction chance. You learn the Sleep spell at Level 15. You learn the Charm spell at level 35.

Sex demons. Insatiable.

-Pestilence: You have a natural 50% poison resistance. When dealing or receiving a physical attack, you have a (Level / 5)% chance to inflict Poison on the enemy.

Demons of disease. Very contagious.

-Diablos: Pick an element during character creation. You have a natural 20% resistance to that element. At Level 10, you gain an elemental Breath attack (4d6 damage to one

enemy, or 2d6 to each enemy). At Level 35, this breath attack becomes 6d6 to one or 3d6 to all. At Level 55, this breath attack becomes 8d6 to one or 4d6 to all. This breath attack can use either a weapon skill or a Magic Lore skill to determine success.

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

-Darkling: You do not cast shadows. You can see in complete darkness. You have two unique powers:

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

Abyssal Wink: Once per hour, you 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 a -20% penalty to hit you with physical attacks.

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

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

GRIA: Winged humanoids with some draconic features. Can fly. You automatically receive the Skill Aptitude advantage for the Flight skill; this does not count against you when counting Advantages and Disadvantages during character creation.

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

HYPELLO: Lanky, froglike humanoids. You can breathe underwater. Enemies attempting to inflict a negative status on you have a 33% penalty to their Magic% for that check. You are permanently under the effects of Slow outside of water. While underwater, you are permanently under the effects of Haste. You also have a strange accent when speaking Common.

MATANGO: Small, animated, mushroom-like humanoids. You have a natural 150% water resistance. Monsters larger

than Medium (Human-ish) size have a -20% penalty to hit you with physical attacks.

MOOGLE: Small, cute, winged fuzzy creatures. You have the Auto-Float condition innately (you can levitate, and you are immune to ground-based attacks such as the Quake spell). You can see in the dark.

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

NU'MOU: Intelligent, philosophical, doglike humanoids. You get an additional bonus to their Magic% equal to your Level divided by 4, rounded down. You 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: You may naturally emit a soft glow which provides (low) visibility in even total darkness. You can turn this light on or off at any time (only during your turn in combat); this action is instantaneous and does not impede you from doing anything else.

Celestial Wink: Once every 12 hours, you can instantly inflict Blind on all evil, unholy, underground-dwelling or otherwise light-sensitive creatures within (VIT / 3) yards. This ability is an automatic success on these creatures.

Gentle, radiant Orphanim.

-Virtue: You have the Auto-Regen condition innately. You receive an extra 10% HP from any source of HP healing.
Caring Orphanim that feel the life force in other creatures.

-Principality: You can use the "Cover" ability described in the Knight aspect. You can use Shields.

Guardian Orphanim, often with an assigned territory or charge.

-Seraphim: You can fly. You have a natural 50% light resistance. At level 50, this increases to 100%.

White-winged authoritative Orphanim.

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

SPRITE: Tiny, magically-inclined humanoids. You can fly. Monsters larger than Medium (Human-ish) size have a -20% penalty to hit you with physical attacks. You gain an extra 25% MP from any source of MP healing.

WEREWOLF: Humans with the ability to become beastlike

under the moon. At night, you can transform into a beastly humanoid form, gaining 20% extra STR. This effect automatically ends at dawn, and it can be toggled at will during nighttime.

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

YETI: Large, strong humanoids covered in thick fur. You deal 1d10 damage with your fists instead of the usual 1d6 (Yeti Black Belts use d10s for their unarmed damage progression). You have a natural 50% ice resistance. At level 50, this increases to 100% ice resistance. You 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 6th level, they punch for 1d6+1, while at 21st 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 darkness 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 darkness 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 Djs-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 have a natural 25% darkness resistance (this does not apply to 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 10% of the final total damage as recoil damage (your Armor does not apply). This attack generates a darkness Elemental Field.

Black Magic Progression

Magic Level	XP Level
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 1/10th 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 1/10th 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%

One weapon skill 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.

Crime and Punishment

When you successfully use the Enact ability, you choose any one Law you know and put it into effect. In doing so, you must clearly announce the Law to the battlefield as a whole; if you are unable to do so, for instance because you are inflicted with Silence, the Law does not go into effect. Laws dictate specific conditions. When one of these conditions is met by any combatant, the Law has been broken.

When a Law is broken, you must immediately enact one known Consequence of your choice upon the combatant who broke it. If the person who broke the law is an ally, the Consequence must have a minimum level of at least half that of the broken Law. The only time you do not apply a Consequence is when you are unable to because of either a status condition or a lack of MP (for ALL possible Consequences; if you have enough for only one specific Consequence, you must use it). In addition, even if you cannot activate any Consequences, anyone who breaks a Law receives a Yellow Card. Yellow Cards on your allies are removed after battle; on enemies, they last for 1 day. A combatant can have multiple Yellow Cards; keep track of how many each has. Note that you yourself can break your own Law, and you must apply a Consequence if you do so (under the same stipulation as for an ally). Nobody escapes an Inquisitor's justice - not even himself.

Enacting a new Law uses your turn. Once in effect, Laws last for $1d8 + (WIP / 5)$ rounds. Breaking a Law does not remove it from the field.

Consequences are always automatic successes. Do not roll for success; they cannot be Critical or Epic Successes.

You can only have Laws in effect with a total level of $([Level / 4] + [WIP / 4])$. You cannot Enact a law whose level would put your total over this number. Using Repeal removes a law from the field, including removing its level from this count. Using Repeal also takes up your turn.

Enact (Level 1)

Make a Law Magic Lore check. On success, cast a new Law.

Repeal (Level 1)

Make a Law Magic Lore check. On success, remove an existing Law. This need not be a Law you Enacted yourself. If an Inquisitor tries to Repeal another Inquisitor's Law, and one has a clear jurisdiction over the area, a skill contest is required. The Inquisitor with jurisdiction gets a +50 bonus to this roll.

Pardon (Level 1) - Init-4

Removes one Yellow Card 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:

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
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 have a natural 25% light resistance.

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

Magic Level	XP Level
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

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 C: Ranger Aspects

Affinity: Combat & Wilderness

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 initiative penalty of 2 for every 3 extra damage you wish to add. The maximum penalty for this 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 initiative 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 - Titan Punch

4d6 + MAG earth damage.

Level 3 - Carve Model

This attack applies a 50% penalty to the result of your Geomancy roll. If the result is still a Success, inflict Petrify on target enemy.

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. Make a Tracking check, 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) gp 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 + [Level / 3] + 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 + [Level / 3] + 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 for these attacks.

Results:

Lagomorph Card (01-40): ([Level / 10]d6 + WIP) HP healing to all party members.

Ace - 10 of Hearts (41-50): ([Level / 10]d6 + WIP) fire damage to one enemy.

Ace - 10 of Diamonds (51-60): ([Level / 10]d6 + WIP) earth damage to one enemy.

Ace - 10 of Clubs (61-70): ([Level / 10]d6 + WIP) ice damage to one enemy.

Ace - 10 of Spades (71-80): ([Level / 10]d6 + WIP) wind damage to one enemy.

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

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

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

Jack of Diamonds (86-87): Inflict Haste on yourself.

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

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

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 enemy.

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

Jack of Spades (96-97): ([Level / 10]d6 + WIP) HP healing to yourself.

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

King of Hearts (100): Cast Roulette.

Dice (Level 20) - Roll a d100. Use MDC for these attacks.

Results:

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

Pents (4-10): Heal all negative statuses and inflict Reraise on all allies.

Quarts (11-19): (8d8 + WIP) non-elemental damage to one enemy. Instead of your MDC, this attack uses a 1d6 roll for its MDC.

Trays (20-26): (30 + Level + [WIP * 2])% chance to inflict Petrify on each enemy.

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

Lucky 7 (51-64): (4d6 + WIP) HP healing to all party members.

Lagomorph (65-99): ([Level / 10]d6 + WIP) HP healing to all allies.

Snake Eyes (100): Cast Roulette.

Slots (Level 40) - Roll a d100. Use MDC for these attacks.

Results:

Megaflare (1-6): Cast 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): ([Level / 10]d6 + WIP) HP healing to 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): Inflicts Dead on each combatant whose Level is evenly divisible by 5.

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)

Skeans other than Shadow Skeans and Spark Skeans affect all enemies.

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

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 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). This is a passive ability, and no Acting check is required for it to take effect.

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 $(\text{WIP} / 2)$ for 1d8 + $(\text{WIP} / 3)$ 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 $(\text{WIP} / 2)$ for 1d8 + $(\text{WIP} / 3)$ 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 $(\text{WIP} / 2)$ for 1d8 + $(\text{WIP} / 3)$ 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 (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 conditions: 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 $([\text{Level} / 4] + \text{WIP})$ 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, + $[\text{WIP} / 2]$ 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 target can use the attack or spell. This effect lasts for (1d6 + WIP) rounds.

Performance Art (Level 50) - Init-12

Make an Art check with a penalty of ([target's Level * 2] + [target's MDEF * 2]). 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 (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 - $[30 + [Level / 2] + AGI\%]\%$ chance to reduce victim's current HP by 50%.

Level 4 - Avalanche - $(50 + [Level / 3] + [AGI\% / 2])\%$ chance to lose the next $(1d2 + [WIP / 4])$ 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 $([your\ armor's\ total\ ARM\ bonus] / 20)d6 + AGI\ base\ damage$. 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 $(victim's\ MDEF + victim's\ WIP\%)\%$. 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 + MAG) damage to enemy MP. This attack is calculated using your MDC.

Slumber Waltz - Inflict Sleep for (1d4 + 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 + 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 + MAG) MP damage. Both of these damages are calculated using your MDC.

Midnight Seduction - Deal damage to the target equal to (Your Max HP - 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 Capoeira - 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/M DEF, +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) ARM and MARM.

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 status conditions on a chosen party member other than the user. Roll 1d6 to determine the amount of conditions, 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.

Roll Result	Name	Effect Description
1	Bravery	All combat stats + (WIP / 2) for (1d8 + [MAG / 3]) rounds.
2	Restless Motion	AGI and SPD + (WIP / 2) for (1d6 + [MAG / 3]) rounds.
3	Barrier	Inflicts Barrier for (1d8 + [MAG / 3]) rounds.
4	M.Barrier	Inflicts M.Barrier for (1d8 + [MAG / 3]) rounds.
5	Regen	Inflicts Regen for (1d8 + [MAG / 3]) rounds.
6	Ruse	Creates 1d10 mirror images. +5 Defense for each image. Missed attacks deplete 1 image. Lasts for (1d8 + [MAG / 3]) rounds.
7	Reflect	Inflicts Reflect for (1d8 + [MAG / 3]) rounds.
8	Grace	Inflicts Salvation 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/	-4,-6	-6,-9	-8,-15

	MARM			
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 base 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 as MP damage. 33% chance to inflict

Silence.

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 base 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 10% of total damage as recoil (your Armor does not apply).

Doom Blade

Doom Blade bestows negative status conditions on an enemy. Roll 1d6 to determine the amount of conditions, 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. The Dispel inflicted by Doom Blade only removes positive status conditions.

Roll Result	Status Inflicted
1	Curse
2	Slow
3	Blind
4	Silence
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

Advantages: A Wild Mage with the Lucky Advantage must also take the Unlucky Disadvantage at the same point value, and vice versa.

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. If the roll was a Critical or Epic Success/Failure before applying Risk, do not add Risk. Risk cannot cause a non-Critical, non-Epic roll to become Critical or Epic.

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. This bonus is added to your MAG bonus (i.e., before your MDC is applied). If the reduction from an already low roll makes your damage negative, the spell instead does 1 damage (skip MDC multiplication in this case). Various Chaos Magic Spells will change this Risk number. The minimum value of Risk is 0. The maximum value of Risk is 500.

Risky Business

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

Of Course I Can! *cough*

Outside of combat, a Wild Mage can call upon his internal chaos to go above and beyond his own abilities. In place of any skill roll, even a skill roll for a skill in which you are untrained, you can roll a flat d100 twice. The first roll becomes the Target, and the second is the Attempt. The maximum value of the Target is capped at your MAG. No other modifiers are allowed for either roll, and if your Attempt beats the Target, you succeed. Critical and Epic Success/Failure work as normal on your Attempt (your Critical Range is not modified by your Risk for this roll). If you fail this roll, you cannot use this ability again for 2d4 hours.

Using this ability, regardless of whether or not it succeeds, temporarily reduces your maximum MP by 10%, which does not return until you have a full night's sleep. Using this ability multiple times consumes 10% of your original maximum MP each time, not your new value; your MP will be restored to its full value when you sleep, regardless of how many times you do this. If your maximum MP is reduced to 0 this way, you cannot use this ability until you sleep and restore it.

If you so choose, you can also force your chaos beyond an event horizon, so to speak, and bring it to order. This allows you to use this ability to cast spells you do not know, in magic schools you cannot access (again, this ability cannot be used during combat). This roll is used in place of the appropriate Magic Lore. If you fail this spellcasting attempt, rather than failing the spell entirely, roll 1d10 on the Wildcasting Chart for the spell. You can only cast a spell of equal or lower level than your highest-level Chaos Magic spell, and you must still pay its MP cost (again, regardless of success or failure).

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'a'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	WIP - 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	WIP + 10
4	Faith
5	SPD + 10
6	Reflect
7	AGI + 10
8	Regen
9	VIT + 10
10	Wall
11	MAG + 10
12	All Base Stats + 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 10th-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 50% of the amount as HP 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 10% of the amount as MP healing.

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 $([\text{Level} / 2] + \text{WIP}\%)$ 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 $(1d8 + [\text{MAG} / 3])$ 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

Magic Level	XP Level
Level 1	1, 1, 1, 3, 7, 11
Level 2	14, 18, 22
Level 3	25, 29, 33
Level 4	36, 40, 44
Level 5	47, 51, 55
Level 6	58, 62, 66
Level 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 8th, 9th, or 10th level spell may instead learn any level of Divination magic.

Cosmic/Divination 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 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

You have an absolute sense of direction and cannot get lost except under the influence of malevolent magical effects.

Absolute Time - 1

You have an internal 'clock', and always know what time of day or night it is.

Adroit - 2 to 5

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

Ambidextrous - 1

You do not suffer a penalty on your offhand weapon attacks. You 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. The same racial minimum/maximum rules apply; animals have 2-10 in every stat. 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.

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). This damage is considered an unarmed attack, using the Brawling skill.

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 (except when using Magic Lore to cast spells).

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 you have 20% resistance to the chosen element. 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, a shield, 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 or a shield, 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

You start with an Accessory of choice whose value is less than 5000gp.

Fast Metabolism - 1

You receive 25% more HP healing. Any attack that attempts to inflict Poison on you has a 25% bonus to its success chance.

Foretelling - 3 or 5

At 3 points, the GM can give you foreshadowing visions of the future. At 5 points, you constantly see hints of other

peoples' futures floating around you or them, as appropriate.

Full Moon Heart - 4

You recover MP from all types of healing at 125% of the normal rate (including MP Drain). 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, you gain Skill Rating in that language equal to 30% + your MAG's Boost%.

Goddess's Mark - 4

You recover HP from all types of healing at 125% of the normal rate (including HP Drain).

Hardened - 1 or 2

At one point, you gain 1 extra HP each time you level up. At two points, you gain instead 2 extra HP.

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

You cannot die naturally; you must be killed in order to die. You are immune to all effects of aging, including magically-induced age. You do not require food, water, or air. You can survive extreme climates of all types.

Lucky - 2 or 5

At 2 points, your Critical Range for skills is increased by 5 outside of combat, for Critical Successes only. At 5 points, this works in combat as well.

Mentor - 2

You know somebody who is wise in the ways of your 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, you gain 1 extra MP each time you level up. At two points, you gain instead 2 extra MP.

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, any effect that attempts to inflict a negative status condition receives a -10% penalty to its success chance. At 4 points, this rises to a -25% penalty.

Rich - 1

You get 20% more starting money during 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, you can choose one additional Weapon type your 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 your class can normally access. Alternatively, you can use one Armor type not normally available to your class, excluding Shields. At 4 points, the character can instead use Shields. At 5 points, you can use one weapon type not normally available to you, 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. Consumable items that produce an HP healing effect 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. At any time, the GM can force you to 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 WIP 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, whenever any effect attempts to inflict a negative status condition on you, it receives a 10% bonus to its chance to do so per point of this Disadvantage.

Defenseless - 3

Your final DEF and MDEF are halved.

Delicate Constitution - 3

Poison and Venom deal 50% more damage to you. Consumable items that produce an HP healing effect give you 75% of their normal healing. 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

You recover HP from all types of healing at 75% of the normal rate (including HP Drain).

Elemental Weakness - 1 or 3

Choose an element. At 1 point, you have -20% resistance to that element. At 3 points, you instead have -50% resistance.

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 one point, you gain 1 less HP each time you level up. At two points, you gain instead 2 less HP. 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 inflicted 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, you fail to inherently distrust anybody simply based on past experience with them. At 2 points, you will believe just about anything anybody tells you. Keep this in mind during social situations!

Hearing Impaired - 1 or 2

At 1 point, you require a hearing aid such as an ear trumpet, or are hard of hearing. You cannot detect soft noises or people speaking in low tones or whispers. At 2 points, you are completely deaf.

Honest - 1

You either cannot bring yourself to lie, or are very obvious about it when you 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. Characters with this version of this Disadvantage 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. You are wanted for a crime, regardless of whether you actually committed it.

Mute - 3

You are permanently inflicted with Silence. 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

You are obsessed with something, be it jewelry, revenge, lechery, whatever. You must always attempt to get at the object of your obsession, even against your better judgment.

Pacifist - 1

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

Phobia - 1 or 2

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

Poor - 1

You begin with 20% less money. You also suffer a 10% penalty to Social skill rolls against any member of the nobility, or other similarly elitist person.

Room For Two - 1 or 2

You hear voices in your head. At 1 point, the voices are either distracting but unfamiliar, or non-antagonistic but unhelpful. At 2 points, you are quite clearly crazy. You might feel you

must respond to the voices, or communicate what the voices are telling you to others. The two-point version's voices are also clearly (to anyone else) not acting in your best interest.

Skill Ineptitude - 1

You 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 your class already has a Deficiency also cannot be chosen.

Soft Target - 4

Your final ARM and MARM values are halved.

Split Personality - 1 or 3

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

Weapon Inability - 3

You must spend double the normal points to raise Weapon skills. You cannot make critical hits with weapons. You cannot take this Disadvantage if your class has a Deficiency in Weapon skills.

Unlucky - 2 or 5

At 2 points, your Critical Range for skills outside of combat is increased by 5, for Critical Failures only. At 5 points, this works in combat as well.

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.

Books - Books.

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. Black Belts 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 learn Weapon Mastery during character creation. When rolling a Weapon Mastery attack, add your Weapon Mastery Rating 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 damage.

WM2: ROLL BACK - Init-4. Automatically dodge the next

physical attack that would hit you. Immediately make a normal weapon attack on the triggering enemy.

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

WM4: PUSH - Init-8. Make a normal weapon attack with a +1 bonus to your DC.

WM5: SLAM - Init-10. Make a normal weapon attack. 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 enemy you successfully hit. Apply each enemy's ARM to this damage separately after this split.

WM7: TWICE - Init-13. Make two 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 ARM.

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

Acrobatics - AGI

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

Animal Riding (Air) - AGI

Specific per animal species. Allows you 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 you 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 your Flying Rating in place of your Dodge Rating until your next action. You are considered to be dodging as described in the Dodge skill until your next action.

-50% / Updraft / Skip your turn; you become invalid for

targeting this round (except by Tornado, etc)

HALF / Falcon Dive / Only useable when falling out of the air. Roll using half of your Flying skill to land properly, and make a normal physical attack at half 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. You are immune to Stun, Immobilize, Slow, Stop, and any other movement-affecting status except for literal physical impediments like Tentacles. You cannot be moved by external forces and you gain +50% wind resistance (up to a maximum of 100%).

Jumping - STR

You may jump 3' horizontally and 1.5' vertically for every 20% total skill in Jumping. Cut the jump distance/height in half if you do not get a running start. Double them if you are 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 one quarter 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

You may jump 3' horizontally and 1.5' vertically for every 20% total skill in Jumping. Cut the jump distance/height in half if you do not get a running start. Double them if you are 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 applies a -25% penalty to your total rating in both skills 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 applies a -25% penalty to your total rating in both skills 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.

Area Knowledge - MAG

Recollection of landmarks, paths, locations, important people, government, general political situation, climate, inhabitants (flora and fauna), local cuisine, etc. This skill is basically your familiarity with the area, and is generally not to be used in place of another skill (such as remembering and making a local recipe in place of the Cooking skill).

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 (but not both); 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 (by school) - 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 one-tenth 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 (except under extenuating circumstances).

Area Knowledge - MAG

Recollection of landmarks, paths, locations, important people, government, general political situation, climate, inhabitants (flora and fauna), local cuisine, etc. This skill is basically your familiarity with the area, and is generally not to be used in place of another skill (such as remembering and making a local recipe in place of the Cooking skill).

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.

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 any Thief Aspect 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

You don'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

All characters that are not in any Artisan Aspect must pay double point costs for Crafting Skills.

Alchemy - MAG

Used to create potions and other such consumable items. See Chemist class for details.

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

You don't burn water. Knowledge of delicacies and recipes are also covered by this skill.

Dollcraft - MAG

Used by Puppeteers to make dolls, golems, and marionettes.

Invent - MAG

All characters must pay double their normal for this skill. Engineer Aspects, which already 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

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..

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

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.

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 501gp 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. Boomerangs, Bows, Claws, Cudgels, Instruments, Staffs, and

Whips are d8.

Gloves, Knives, and unarmed attacks are d6.

Books are d4.

Weapon costs are modified by the die type. All d4 and 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 damage 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, Silence) 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 1 gp thrown is converted into 3 points of damage; no DC or MDC applies, but neither do Armor or M.Armor. Max thrown gp 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 - 3500(R)
Grants the Cover ability as though the character were a Knight.

Consumable Items

Restoratives:

Name	Price	Effect
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
Minor Antilaw	150	Removes 1 current Law of Level 4 or less.
Major Antilaw	1500	Removes 1 current Law.
Supreme Antilaw	----	Removes all current Laws.

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

Note that this is how magic works outside of combat, as well. 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.

If casting a beneficial spell, such as Cure or Haste, or any spell that the victim or target is not trying to resist, the second roll (Magic% vs MDEF) is not necessary.

Spells that deal damage gain a bonus to that damage equal to your MAG unless otherwise noted; this damage is added before MDC is applied. When casting a spell on multiple targets, this bonus damage is applied to each, with the exception of Chaos Magic. When a spell is performing healing instead of damage, use WIP as a bonus for that roll instead. This WIP bonus does not apply to a spell that is being absorbed; the spell has to state that it's for healing. Note that healing and Drain are very different effects.

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 350% 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 Mages, 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. This damage uses the character's own MDC.

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, the character is Shattered. 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).

Shattered - The character is in many tiny pieces. Shattered combatants are also Dead, but once Shattered, creatures and characters can only be returned to life through spells that cure Dead with 100% HP, such as Liferia, Rebirth, and Pep Up. When a normal-sized or bigger creature shatters, or when an object at least as large as a normal-sized creature shatters, all

nearby combatants take (Caster Level / 20)d6 physical damage. This damage uses whichever of DC or MDC the attack that shattered them was using, but is calculated against the victims' ARM either way. Artifact-level items cannot be Shattered.

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.

Stat Decrease - Any temporary stat decrease granted by a spell or class ability. This entry is noted here to ensure that any ability that can remove unspecified negative status conditions can remove these as well.

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. (Note that certain phenomena such as anti-magic fields can still negate these effects.)

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. This healing uses the character's own MDC.

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; this includes a status-inducing spell that hits but fails the roll to actually inflict the status.

Wall - As both Protect and Shell. Erases both of these conditions when applied.

Ward - The character has +20 MDEF.

CHAPTER 9 - Some Enchanted Evening // Magic Lists

The main framework involved in casting a spell within the game's mechanics is outlined in the Magical Attacks section of Chapter 8, Combat. This chapter details the effects of each individual spell that a character can learn.

With the major exceptions of Summon, Law, and Morph Magic, most spells have similar terminology and properties. The spell name is underlined. The spell's MP Cost, Targets, Duration, Lore Penalty, and Success Penalty are listed next, followed by mechanics and/or other notes.

MP Cost: Casting spells costs MP. If you do not have the MP cost involved in casting a spell, you cannot cast it. After you cast a spell, its cost is immediately subtracted from your current MP (barring external factors such as certain Accessories).

Targets:

- 'Self' means the spell can only target the person casting it.
- 'Single' means only one target can be affected by this spell.
- 'Multiple' means that the spell is normally targeted singly, but can be spread across all possible targets; if you choose to spread it, its effects are split evenly (in the case of damage, your MDC is applied to each target's damage, and they all apply their own MARM to their individual incoming damage).
- 'All' means the spell always hits all possible targets.
- 'Unfocused' means it hits both allies and enemies, targeting all combatants on both sides, including the caster.

When a spell affects more than one target, if a roll is necessary to determine whether or not the spell works (i.e., any non-beneficial spell, including trying to cast Cure on a Zombie), roll separately for each target, and only apply the effects of the spell to those hit. In addition, when dealing damage to multiple targets with a spell, roll the damage separately to each victim, and apply that victim's MARM to their own incoming damage.

Duration: How long the spell lasts. 'Instant' means it happens immediately and is done. 'Indefinite' means it lasts until it is either dispelled or otherwise undone. 'Encounter' means it lasts until the end of battle.

The Lore Penalty of a spell, denoted with a P, is a direct penalty applied to the Magic Lore skill when checking to see if the spell was cast properly.

The Success Penalty of a spell, denoted with an S, is a penalty to the caster's Magic% used to determine if a victim resists the spell. This penalty is attached to spells that attempt to inflict negative status conditions, and does not generally apply to the damaging portion of spells.

Some spells can only be learned by building upon prior knowledge. After all, you must learn to crawl before you can

learn to walk, let alone run! A spell's prerequisites must be learned before it is available. The ability to cast it through alternate means, including both consumables and equipment, does not work; a mage must know and understand the basic spell(s) to learn an advanced one.

A few other important notes:

All variable bonuses granted to a target (such as "The target gains [MAG / 3] to their STR") are calculated using the caster's stats at the time of casting.

When a spell affects "combat stats", it means DEF, MDEF, ARM, MARM, and damage (before ARM/MARM).

When a spell affects "all base stats", it means STR, VIT, MAG, WIP, AGI, and SPD.

As noted in the Magical Attacks section of the Combat chapter, any spell that attempts to inflict a status receives the victim's MDEF as a direct penalty to the chance. The only exceptions are spells that carry a "flat #% chance", which roll against that number without taking MDEF into consideration. Other modifiers, such as vulnerability and immunity to specific effects, still apply to flat chances.

Some spells, especially in Blue Magic, deal damage in multiple elemental types at once. Unless otherwise noted, these spells act against the highest resistance among the elements used. For example, if a spell deals Water/Wind damage and the victim absorbs Water (150% resistance) but is weak to Wind (-50% resistance), the victim absorbs all of the spell's damage.

Section A: Here, Have Some Pain // Black Magic

Level 1

Antipathy

MP: 5 / T: Single / D: 1d6 + (MAG / 3) hours / S: -20%

This spell targets a location or object. When you cast this spell, choose either a particular family of monsters, a specific aspect, or good or evil. Whenever any creature or person that meets this criteria approaches the location or object, they have a Magic% chance to feel an overwhelming urge to avoid it (this chance carries the spell's Success Penalty and is affected by the victim's MDEF). Even if this check fails, allowing them to get near, the victim feels very uncomfortable, suffering a -10% penalty to all skills while in the area or holding the object. Divination magic reveals the area/object as magically trapped, but the Detect Trap skill does not, as this 'trap' is magical in nature. This spell can be disbelieved as an illusion, especially by use of spells such as All-Seeing Eye or Mind Shield.

Blizzard

MP: 4 / T: Multiple / D: Instant

4d6 ice damage to a single target, or 2d6 ice damage to all enemies.

Create Element

MP: 3 / D: Instant or 1d6 + (MAG / 3) hours

Summon a small amount of fire, ice, lightning, water, wind, or earth to do a simple task. Sometimes this requires a duration, E.G. summoning a flame to use as a torch; sometimes this can be instant but permanent, like summoning a pile of dirt to bury something or creating drinking water.

Deathwatch

MP: 5 / T: Self / D: 1d6 + (MAG / 3) hours

The caster can instantly determine the relative health of anyone they look at. This works on similar principles as the Scan spell. It will reveal Current-HP-to-Maximum-HP ratio (i.e. they are at 50% Health); it will reveal whether they are undead or a construct; it will allow the caster to disbelieve any spell or ability that allows others to feign death.

Eyes of Flame

MP: 10 / T: Self / D: 1d6 + (MAG / 3) rounds / S: -20% / P: -10%

Your eyes burst into flame for the duration of this spell. In addition to your action, once per turn, you can glare at an opponent. This has a Magic% chance to make the victim lose their next action, as well as apply a -5% penalty to all rolls for 3 rounds afterward. This penalty does not stack with itself. This ability only functions against sentient beings.

Fire

MP: 4 / T: Multiple / D: Instant

4d6 fire damage to a single target, or 2d6 fire damage to all enemies.

Protection: Good

MP: 10 / T: Single / D: 1d6 + (MAG / 3) rounds

Target gains 50% light resistance, and gains a (MAG / 3) bonus to all combat stats against any creatures that are either good (as determined by the GM) or aligned with the light element.

Telekinesis

MP: 5 / T: Single / D: Instant

Push, pull, lift, or lower the target object up to (MAG / 2) feet. There is a -50% Lore Penalty associated with this spell if the caster is not physically strong enough to move the object alone. If the object is heavy enough that no single normal person could ever move it, this spell automatically fails.

Thunder

MP: 4 / T: Multiple / D: Instant

4d6 lightning damage to a single target, or 2d6 lightning damage to all enemies.

Level 2

Arcane Seal

MP: 10 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -20% Magic% chance to inflict Arcane Seal.

Bio

MP: 8 / T: Multiple / D: Instant / S: -20%

4d6 poison damage to a single target, or 2d6 poison damage to all enemies. Magic% chance to inflict Poison.

Osmose

MP: 1 / T: Single / D: Instant

3d6 MP Drain. Do not apply your MDC to this spell.

Quake

MP: 6 / T: Multiple / D: Instant

5d6 earth damage to a single target, or 3d6 earth damage to all enemies.

Scare

MP: 10 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -20% / P: -10%

Magic% chance to reduce all of the victim's skills by 10%, and reduce the victim's STR and VIT by (MAG / 2). On a critical success, the victim also runs away or is inflicted with Cowardly (GM's choice).

Sleep

MP: 8 / T: Multiple / D: 1d6 + (MAG / 3) rounds / S: -20% / P: -10%, -10% per additional target if targeting multiple Magic% chance to inflict Sleep.

Thick Fog

MP: 10 / D: 1d6 + (MAG / 3) rounds

Everyone within a (MAG / 2) foot radius acts as though Blind, ally and enemy alike. This spell prevents physical

sight, including darkvision, but does not prevent magical sight such as Sixth Sense. This spell makes it much easier to hide or conceal oneself (+20% to related skills and/or Magic % when casting such spells as Vanish). Anyone standing outside of the fog and trying to hit a victim who is within the fog still acts as though Blind for that attack. This spell can be cleared by a wind-based attack.

Water

MP: 6 / T: Multiple / D: Instant
5d6 water damage to a single target, or 3d6 water damage to all enemies.

Level 3

Blind

MP: 12 / T: Multiple / D: 1d6 + (MAG / 3) rounds / S: -20% / P: -20%, -10% per additional target if targeting multiple
Magic% chance to inflict Blind.

Blizzara

MP: 22 / T: Multiple / D: Instant
Prerequisite: Blizzard
5d6 ice damage to a single target, or 3d6 ice damage to all enemies. Any enemy damaged by this spell also gets -2 SPD for 1d4 rounds. This counts as a negative status condition.

Dark

MP: 24 / T: Single / D: Instant
5d8 darkness damage.

Fira

MP: 22 / T: Multiple / D: Instant
Prerequisite: Fire
5d6 fire damage to a single target, or 3d6 fire damage to all enemies. This spell also ignites flammable objects.

Gust

MP: 12 / T: Self / D: 1d6 + (MAG / 3) rounds
Prerequisite: Thick Fog
You generate a blast of air centered upon yourself. This air blows outward to a range of MAG feet. Anything within the radius of the blast when it is first conjured is blown outward; candles are extinguished, etc. Small creatures being pushed this way take 2d6 nonlethal damage (affected by MDC and MARM). Small- and normal-sized creatures cannot enter the radius (and thus cannot attack with melee weapons). Large-sized creatures (and anything bigger) are unaffected. Ranged attacks targeting you or passing through the radius take a -30% penalty to their skill roll to hit.

Nightmare

MP: 20 / T: Single / D: 1d8 + (MAG / 3) rounds / S: -20%
Prerequisite: Sleep
Magic% chance to inflict Cowardly. Critical success also inflicts Innocent. If the target of this spell is asleep, this spell automatically succeeds. Sleeping targets are plagued by horrible nightmares, which you can manipulate. An Incubus

or Succubus casting this spell against a target of the opposite gender receives an automatic Success.

Rasp

MP: 25 / T: Single / D: Instant
Prerequisite: Osmose
4d6 MP damage.

Tentacles

MP: 25 / T: Single / D: 1d6 + (MAG / 3) rounds
Make a hit check against the victim as though you were making a physical attack. On success, the victim is grappled by conjured tentacles. For the first 1d4 rounds of this spell's duration, the victim cannot act. As long as they remain grappled, they take 2d6 physical damage every turn. This damage is calculated using your DC. The tentacles are immune to damage and cannot be removed by the Esuna spell, but are vulnerable to spells like Dispel.

Thundara

MP: 22 / T: Multiple / D: Instant
Prerequisite: Thunder
5d6 lightning damage to a single target, or 3d6 lightning damage to all enemies. This spell also has a 60% chance to ignite flammable objects.

Toad

MP: 12 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -20% / P: -20%
Magic% chance to inflict Toad.

Level 4

Biora

MP: 32 / T: Multiple / D: Instant / S: -25%
Prerequisite: Bio
6d6 poison damage to a single target, or 4d6 poison damage to all enemies. Magic% chance to inflict Poison.

Corrupt

MP: 15 / T: Single / D: 1d8 + (MAG / 3) rounds / S: -40% / P: -20%
Prerequisite: Scare
Magic% chance to reduce all base stats by (MAG / 2). The victim's MDEF is doubled while rolling the success of this effect (but not the spell as a whole).

Debarrier

MP: 25 / T: Single / D: Instant
Eliminates any protective spells affecting the target, including spells like Shell, Barrier, Anti-Doom, and any spells that increase elemental resistance.

Draw Spirit

MP: 20 / T: Single / D: Instant
3d8 non-elemental damage. If this spell kills a victim, you are inflicted with Faith.

Elemental Blade

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Create Element

Imbue a weapon with an element. This changes the weapon's damage to that element, increases its base damage by one die, and carries an additional effect when striking an enemy:

-Fire: flat 30% chance to inflict Burning

-Ice: (50 - victim's VIT)% chance to inflict Freeze

-Lightning: flat 30% chance to inflict Stun

-Water: (50 - victim's VIT)% chance to inflict Sleep

-Earth: (50 - victim's VIT)% chance to inflict Petrify

-Wind: (50 - victim's VIT)% chance to reduce victim's SPD by half for 1d4 rounds

-Light: +50% damage to undead, evil, and dark-elemental enemies

-Dark: +50% damage to holy and light-elemental enemies

Quakera

MP: 28 / T: Multiple / D: Instant

Prerequisite: Quake

6d6 earth damage to a single target, or 4d6 earth damage to all enemies.

Redirect Energy

MP: 25 / T: Self / D: 1d8 + (MAG / 3) rounds

Any time you take damage while this spell is in effect, you may "store" that damage, up to a maximum of 20 points per attack (you still take full damage). You can store a maximum of 100 points. Whenever you make a weapon attack while this spell is in effect, you may use any amount of this stored energy in place of the weapon's associated damage stat.

When this spell's duration expires, you take damage equal to the amount of stored energy remaining. Your MARM value are ignored for this damage.

Warp

MP: 20 / T: All enemies or allies / D: Instant

Either all enemies or all allies are transported to the last major floor entrance (staircase, door, trapdoor, etc) they came through.

Watera

MP: 28 / T: Multiple / D: Instant

Prerequisite: Water

6d6 water damage to a single target, or 4d6 water damage to all enemies.

Level 5

Blizzaga

MP: 52 / T: Multiple / D: Instant

Prerequisite: Blizzara

7d6 ice damage to a single target, or 6d6 ice damage to all enemies. Any enemy damaged by this spell also gets -3 SPD for 1d4 rounds. This counts as a negative status condition.

Darkra

MP: 50 / T: All enemies / D: Instant

Prerequisite: Dark

6d8 darkness damage to all enemies.

Drain

MP: 20 / T: Single / D: Instant

5d6 HP Drain.

Firaga

MP: 52 / T: Multiple / D: Instant

Prerequisite: Fira

7d6 fire damage to a single target, or 6d6 fire damage to all enemies. This spell also ignites flammable objects.

Psychic Pain

MP: 40 / D: 1d8 + (MAG / 3) rounds

Prerequisite: Antipathy

Anyone with higher-than-normal magical senses takes 4d6 non-elemental magic damage every round while this spell is active. Check for success (Magic% versus MDEF) against each affected enemy each turn to deal this damage. This spell affects those with the 3-point Heightened Senses Advantage, as well as anyone under the effects of such spells as Telepathy, Empathy, Detect Gate, Lifesense, and any of the "Eye" spells in Divination Magic; characters utilizing any other such mental boosts are also affected, as is any character using any spell like Scan during this spell's duration.

Thundaga

MP: 52 / T: Multiple / D: Instant

Prerequisite: Thundara

7d6 lightning damage to a single target, or 6d6 lightning damage to all enemies. This spell also ignites flammable objects.

Shatter

MP: 20 / T: Single / D: Instant / S: -30% / P: -30%

Magic% chance to inflict Shatter on any solid object, including glass, Petrified or Frozen enemies, and metallic objects. Enemies have a ([Level / 2] + [STR / 2] + [VIT / 2]) bonus to their MDEF against this Magic% roll.

Wall of Fire

MP: 30 / D: 1d8 + (MAG / 3) rounds

Prerequisite: Fira

Create a barrier of flames twice your height. This barrier can be shaped as either a line in front of you, or a circle around you. Anything touching this barrier or passing through it, including to attack you, takes 4d8 fire damage. If either you or this barrier is hit by any attack that deals ice or water damage, this spell immediately ends.

Wall of Ice

MP: 30 / D: 1d8 + (MAG / 3) rounds

Prerequisite: Blizzara

Create a wall of ice twice your height. This wall can be shaped as either a line in front of you, or a circle around you.

The wall absorbs all physical and magical damage directed at the caster. The wall has $([Level * 5] + [MAG * 3])$ HP and $([MAG / 3] * 2)$ ARM and MARM. If the wall absorbs any fire damage, this spell immediately ends.

Wall of Lightning

MP: 30 / D: 1d8 + (MAG / 3) rounds

Prerequisite: Thundara

Create a barrier of lightning twice your height. This barrier can be shaped as either a line in front of you, or a circle around you. Anything touching this barrier or passing through it, including to attack you, takes 2d8 lightning damage and is inflicted with Stun. If either you or this barrier is hit by any attack that deals earth damage, this spell immediately ends.

Level 6

Bioga

MP: 64 / T: Multiple / D: Instant / S: -40%

Prerequisite: Biora

8d6 poison damage to a single target, or 6d6 poison damage to all enemies. Magic% chance to inflict Venom.

Curse

MP: 50 / T: Single / D: 1d8 + (MAG / 3) rounds / S: -30%

Prerequisite: Corrupt

Magic% chance to reduce all base stats by half. After this spell wears off or is removed, the victim's maximum HP and physical damage dealt are increased by 25% for 1d4 rounds. This secondary effect cannot be dispelled.

Death

MP: 60 / T: Single / D: Instant / S: -30% / P: -30%

Magic% chance to inflict Dead.

Shapechange

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds / S: -30% / P: -30%

Prerequisite: Toad

Magic% chance to change the target into another type of creature. You choose the type; penalties may apply depending on how poorly you know the new creature's biology, size differences, etc. GM determines the exact effects of becoming a new creature.

Stone

MP: 50 / T: Single / D: Indefinite / S: -30% / P: -30%

Magic% chance to inflict Petrify.

Quakega

MP: 58 / T: Multiple / D: Instant

Prerequisite: Quakera

8d6 earth damage to a single target, or 6d6 earth damage to all enemies.

Waterga

MP: 58 / T: Multiple / D: Instant

Prerequisite: Watera

8d6 water damage to a single target, or 6d6 water damage to all enemies.

Level 7

Darkga

MP: 75 / T: All enemies / D: Instant

Prerequisite: Darkra

8d8 darkness damage to all enemies.

Debilitate: Fire

MP: 100 / T: Single / D: 1d10 + (MAG / 3) rounds

Prerequisite: Any 3 among Fire, Fira, Firaga, Eyes of Flame, Wall of Fire

Target loses 100% fire resistance.

Enchanted Blade

MP: 100 / T: Single / D: 1d10 + (MAG / 3) hours

Prerequisite: Elemental Blade

This spell is almost identical to Elemental Blade. It carries a longer duration, and gives two additional element choices:
-Poison: (50 - victim's VIT)% chance to inflict Venom
-Morph: (50 - victim's VIT)% chance to inflict Toad; weapon deals non-elemental damage

Luminaire

MP: 77 / T: All enemies / D: Instant

Prerequisite: Thundaga

9d6 lightning damage to all enemies. This spell also ignites flammable objects, and has a $(20 + [Level / 2] + MAG)$ % chance to inflict Stun on each enemy.

Siphon

MP: 50 / T: Single / D: Instant

Prerequisite: Osmose and Drain

7d6 HP Drain. 5d6 MP Drain.

Level 8

Break

MP: 100 / T: Single / D: Instant / S: -40%

Prerequisite: Quakega and Shatter and Stone

10d6 earth damage. Magic% chance to inflict Petrify. After checking for success on the Petrify effect, immediately duplicate the effects of the Shatter spell, even if the Petrify failed (this spell can still kill creatures such as stone golems).

Debilitate: Ice

MP: 100 / T: Single / D: 1d10 + (MAG / 3) rounds

Prerequisite: Any 3 among Blizzard, Blizzara, Blizzaga, Wall of Ice

Target loses 100% ice resistance.

Intoxicate

MP: 100 / T: Single / D: Instant / S: -30%
Prerequisite: Bioga
10d6 poison damage. Magic% chance to inflict Venom.

Mind Blast

MP: 100 / T: All enemies / D: Instant / S: -40%
Prerequisite: Rasp
10d6 non-elemental damage to all enemies. Magic% chance to inflict Confuse on each enemy for 1d6 + (MAG / 3) rounds.

Level 9

Darkmatter

MP: 100 / T: All enemies / D: Instant
Prerequisite: Darkga
11d8 darkness damage to all enemies.

Debilitate: Lightning

MP: 100 / T: Single / D: 1d10 + (MAG / 3) rounds
Prerequisite: Any 3 among Thunder, Thundara, Thundaga, Wall of Lightning
Target loses 100% lightning resistance.

Flare

MP: 100 / T: Single / D: Instant
Prerequisite: Firaga
12d6 fire damage. Inflicts Burning.

Freeze

MP: 100 / T: Single / D: Instant / S: -40%
Prerequisite: Blizzaga
11d6 ice damage. Magic% chance to inflict Frozen for 1d10 + (MAG / 3) rounds.

Tsunami

MP: 100 / T: All enemies / D: Instant
11d6 water damage to all enemies.

Level 10

Debilitate: Earth

MP: 100 / T: Single / D: 1d10 + (MAG / 3) rounds
Prerequisite: Any 3 among Quake, Quakera, Quakega, Stone
Target loses 100% earth resistance.

Debilitate: Poison

MP: 100 / T: Single / D: 1d10 + (MAG / 3) rounds
Prerequisite: Bio and Biora and Bioga
Target loses 100% poison resistance.

Debilitate: Water

MP: 100 / T: Single / D: 1d10 + (MAG / 3) rounds
Prerequisite: Water and Watera and Waterga
Target loses 100% water resistance.

Earthquake

MP: 150 / T: Unfocused / D: Instant
Prerequisite: Break
12d8 earth damage. Flying, levitating, and floating combatants are unaffected by this spell.

Massacre

MP: 150 / T: All enemies / D: Instant / S: -50%
Prerequisite: Death
Magic% chance to inflict Dead.

Merton

MP: 100 / T: Unfocused / D: Instant
Prerequisite: Firaga and Wall of Fire
12d6 fire damage. Inflicts Burning.

Nuke

MP: 125 / T: Single / D: Instant
Prerequisite: Flare
12d8 non-elemental damage.

Ultima

MP: 150 / T: All enemies / D: Instant
Prerequisite: Luminaire
12d8 non-elemental damage to all enemies.

Section B: Go Nuts // Chaos Magic

The MP cost of Chaos Magic spells is identical within each level of magic. When casting a Chaos Magic spell on multiple targets (only when its range is Multiple), your MAG bonus is boosted by 10% for each target beyond the second, then split evenly between them (round down to a minimum of 1 each). Remember to roll damage separately for each target.

Spells that have a randomized amount of Risk can be negative or 0. Remember that Risk has a minimum of 0.

Level 1 - MP: 5

Aid

T: Multiple / D: Instant
1d20 HP healing. Risk - 2.

Blaze

T: Multiple / D: Instant
1d20 fire damage. Risk + 2.

Chill

T: Multiple / D: Instant
1d20 ice damage. Risk - 2.

Gust

T: Multiple / D: Instant
1d20 wind damage. Risk + 2.

Shh!

T: Single / D: 1d4 rounds / S: -10% / P: -10%
Magic% chance to inflict Silence.

Splat!

T: Single / D: 1d4 rounds / S: -10% / P: -10%
Magic% chance to inflict Blind.

Zap

T: Multiple / D: Instant
1d20 lightning damage. Risk + (1d5 - 3).

Level 2 - MP: 9

Bane

T: Multiple / D: Instant
1d28 darkness damage. Risk + 3.

Chance

T: Single / D: Instant
Cast any Level 1 or Level 2 Chaos Magic spell, chosen at random. You pay the MP cost of that spell in addition to this. You do not need to have the resulting spell learned in order to cast it this way. The resulting spell carries its normal Risk.

Crush

T: Multiple / D: Instant
1d28 earth damage. Risk - 3.

Douse

T: Multiple / D: Instant
1d28 water damage. Risk + 3.

Fry

T: Multiple / D: Instant
1d28 light damage. Risk - 3.

Ill

T: Multiple / D: Instant / S: -10%
1d28 poison damage. Magic% chance to inflict Poison. Risk + (1d9 - 5).

Slurp!

T: Single / D: Instant
1d20 MP Drain. Risk + (1d9 - 5).

Squeak!

T: Single / D: 1d5 rounds / S: -15% / P: -15%
Magic% chance to inflict Mini.

Zonk!

T: Single / D: 1d5 rounds / S: -15% / P: -15%
Magic% chance to inflict Sleep.

Level 3 - MP: 16

Argh!

T: Single / D: 1d6 rounds / S: -20% / P: -20%
Magic% chance to inflict Berserk.

Bzz!

T: Single / D: Instant
Prerequisite: Slurp!
1d36 MP damage. Risk + (1d15 - 8).

Clang!

T: Single / D: 1d6 rounds
Inflicts Protect. Risk - 5.

Ding!

T: Single / D: 1d6 rounds
Inflicts Shell. Risk - 5.

Jailbreak

D: Instant
Removes one current Law of Level 4 or below. Risk + (1d15 - 8).

Squip!

T: Single / D: 1d6 rounds / S: -20% / P: -20%
Magic% chance to coat the target's hands in grease, preventing them from holding, equipping, or using anything in their hands, including weapons, shields, and consumable items. This is considered a negative status condition and can be dispelled normally.

Super Aid

T: Multiple / D: Instant
Prerequisite: Aid
1d36 HP healing. Risk - 5.

Super Blaze

T: Multiple / D: Instant
Prerequisite: Blaze
1d36 fire damage. Risk + 5.

Super Chill

T: Multiple / D: Instant
Prerequisite: Chill
1d36 ice damage. Risk - 5.

Super Gust

T: Multiple / D: Instant
Prerequisite: Gust
1d36 wind damage. Risk + 5.

Super Zap

T: Multiple / D: Instant
Prerequisite: Zap
1d36 lightning damage. Risk + (1d15 - 8).

Voip!

T: Single / D: 1d6 rounds / S: -20% / P: -20%
Magic% chance to inflict Slow.

Level 4 - MP: 27

Bonk!

T: Single / D: 1d7 rounds / S: -25% / P: -25%
Magic% chance to inflict Confuse.

Clong!

T: Single / D: 1d7 rounds
Prerequisite: Clang!
Inflicts Barrier. Risk - 6.

Dong!

T: Single / D: 1d7 rounds
Prerequisite: Ding!
Inflicts M.Barrier. Risk - 6.

Super Bane

T: Multiple / D: Instant
Prerequisite: Bane
1d43 darkness damage. Risk + 6.

Super Chance

T: Single / D: Instant
Prerequisite: Chance
Cast any Level 3 or Level 4 Chaos Magic spell, chosen at random. You pay the MP cost of that spell in addition to this. You do not need to have the resulting spell learned in order to cast it this way. The resulting spell carries its normal Risk.

Super Crush

T: Multiple / D: Instant
Prerequisite: Crush
1d43 earth damage. Risk - 6.

Super Douse

T: Multiple / D: Instant
Prerequisite: Douse
1d43 water damage. Risk + 6.

Super Fry

T: Multiple / D: Instant
Prerequisite: Fry
1d43 light damage. Risk - 6.

Super Ill

T: Multiple / D: Instant / S: -10%
Prerequisite: Ill
1d43 poison damage. Magic% chance to inflict Poison. Risk + (1d17 - 9).

Vivify

T: Single / D: Instant
Flat 25% chance to cure Dead. The revived character revives with 10% HP.

Zoom!

T: Single / D: 1d7 rounds
Prerequisite: Voip!
Inflicts Haste. Risk + 6.

Level 5 - MP: 42

Clangclong!

T: All allies / D: Indefinite
Prerequisite: Clong!
Creates a barricade around the party. Any physical attack that would hit a party member instead hits this barricade. It has (2 * [MAG / 3]) ARM, and can absorb 1d(Level * MAG) damage. When the barricade is destroyed, the remaining damage of the attack that destroyed it continues toward the party member it initially targeted. Risk - 8.

Fwee!

T: Single / D: 1d8 rounds
Prerequisite: Super Aid
The target gains 1d36 HP healing every round. This healing uses your WIP for a bonus. Risk + 8.

Hyper Aid

T: Multiple / D: Instant
Prerequisite: Super Aid
1d50 HP healing. Risk - 8.

Hyper Blaze

T: Multiple / D: Instant
Prerequisite: Super Blaze
1d50 fire damage. Risk + 8.

Hyper Chill

T: Multiple / D: Instant
Prerequisite: Super Chill
1d50 ice damage. Risk - 8.

Hyper Gust

T: Multiple / D: Instant
Prerequisite: Super Gust
1d50 wind damage. Risk + 8.

Hyper Zap

T: Multiple / D: Instant
Prerequisite: Super Zap
1d50 lightning damage. Risk + (1d21 - 11).

Munch!

T: Single / D: Instant
Prerequisite: Slurp!
1d36 HP Drain. Risk + 8.

Dingdong!

T: All allies / D: Indefinite
Prerequisite: Dong!
Creates a barricade around the party. Any magical attack that would hit a party member instead hits this barricade. It has (2 * [MAG / 3]) MARM, and can absorb 1d(Level * MAG) damage. When the barricade is destroyed, the spell that destroyed it does nothing further. The Veil only stops magical damage; status-inflicting spells still work. A spell that targets all party members only attacks the Veil once, but a spell with

a Target listing of "Multiple" hits the Veil once per party member. Risk - 8.

Whiff

T: Self / D: 1d8 rounds

Create 1d8 mirror images of yourself. For each existing mirror image, you get +5 DEF and MDEF. Whenever an attack misses you, an image is destroyed. Risk - 8.

Level 6 - MP: 56

Boing!

T: Single / D: 1d9 rounds

Inflicts Reflect. Risk + (1d23 - 12).

Hyper Bane

T: Multiple / D: Instant

Prerequisite: Super Bane

1d57 darkness damage. Risk + 9.

Hyper Chance

T: Single / D: Instant

Prerequisite: Super Chance

Cast any Level 5 or Level 6 Chaos Magic spell, chosen at random. You pay the MP cost of that spell in addition to this. You do not need to have the resulting spell learned in order to cast it this way. The resulting spell carries its normal Risk.

Hyper Crush

T: Multiple / D: Instant

Prerequisite: Super Crush

1d57 earth damage. Risk - 9.

Hyper Douse

T: Multiple / D: Instant

Prerequisite: Super Douse

1d57 water damage. Risk + 9.

Hyper Fry

T: Multiple / D: Instant

Prerequisite: Super Fry

1d57 light damage. Risk - 9.

Hyper Ill

T: Multiple / D: Instant / S: -10%

Prerequisite: Super Ill

1d57 poison damage. Magic% chance to inflict Poison. Risk + (1d23 - 12).

Ribbit!

T: Single / D: 1d9 rounds / S: -30% / P: -30%

Prerequisite: Squeak!

Magic% chance to inflict Toad. Risk + 9.

Level 7 - MP: 75

Dynamo Aid

T: Multiple / D: Instant

Prerequisite: Hyper Aid

1d64 HP healing. Risk - 10.

Dynamo Blaze

T: Multiple / D: Instant

Prerequisite: Hyper Blaze

1d64 fire damage. Risk + 10.

Dynamo Chill

T: Multiple / D: Instant

Prerequisite: Hyper Chill

1d64 ice damage. Risk - 10.

Dynamo Gust

T: Multiple / D: Instant

Prerequisite: Hyper Gust

1d64 wind damage. Risk + 10.

Dynamo Zap

T: Multiple / D: Instant

Prerequisite: Hyper Zap

1d64 lightning damage. Risk + (1d27 - 14).

Omnom!

T: Single / D: Instant

Prerequisite: Munch!

1d57 HP Drain. 1d57 MP Drain. Risk - 10.

Level 8 - MP: 89

Dynamo Bane

T: Multiple / D: Instant

Prerequisite: Hyper Bane

1d72 dark damage. Risk + 10.

Dynamo Chance

T: Single / D: Instant

Prerequisite: Hyper Chance

Cast any Level 7 or Level 8 Chaos Magic spell, chosen at random. You pay the MP cost of that spell in addition to this. You do not need to have the resulting spell learned in order to cast it this way. The resulting spell carries its normal Risk.

Dynamo Crush

T: Multiple / D: Instant

Prerequisite: Hyper Crush

1d72 earth damage. Risk - 10.

Dynamo Douse

T: Multiple / D: Instant

Prerequisite: Hyper Douse

1d72 water damage. Risk + 10.

Dynamo Fry

T: Multiple / D: Instant
Prerequisite: Hyper Fry
1d72 light damage. Risk - 10.

Dynamo Ill

T: Multiple / D: Instant / S: -10%
Prerequisite: Hyper Ill
1d72 poison damage. Magic% chance to inflict Poison. Risk + (1d23 - 12).

Kaboom!

T: All enemies / D: Instant / S: -25%
Prerequisite: Bonk!
1d80 non-elemental damage. Magic% chance to inflict Confuse on each enemy. Risk + (1d23 - 12).

Level 9 - MP: 100

Max Aid

T: Multiple / D: Instant
Prerequisite: Dynamo Aid
1d105 HP healing. Risk - 15.

Max Bane

T: Multiple / D: Instant
Prerequisite: Dynamo Bane
1d105 dark damage. Risk + 15.

Max Blaze

T: Multiple / D: Instant
Prerequisite: Dynamo Blaze
1d105 fire damage. Risk + 15.

Max Chance

T: Single / D: Instant
Prerequisite: Dynamo Chance
Cast any Level 9 Chaos Magic spell, chosen at random. You pay the MP cost of that spell in addition to this. You do not need to have the resulting spell learned in order to cast it this way. The resulting spell carries its normal Risk.

Max Chill

T: Multiple / D: Instant
Prerequisite: Dynamo Chill
1d105 ice damage. Risk - 15.

Max Crush

T: Multiple / D: Instant
Prerequisite: Dynamo Crush
1d105 earth damage. Risk - 15.

Max Douse

T: Multiple / D: Instant
Prerequisite: Dynamo Douse
1d105 water damage. Risk + 15.

Max Fry

T: Multiple / D: Instant
Prerequisite: Dynamo Fry
1d105 light damage. Risk - 15.

Max Gust

T: Multiple / D: Instant
Prerequisite: Dynamo Gust
1d105 wind damage. Risk + 15.

Max Ill

T: Multiple / D: Instant / S: -10%
Prerequisite: Dynamo Ill
1d105 poison damage. Magic% chance to inflict Poison. Risk + (1d51 - 21).

Max Zap

T: Multiple / D: Instant
Prerequisite: Dynamo Zap
1d105 fire damage. Risk + (1d51 - 21).

Skree!

T: All enemies / D: Instant / S: -60% / P: -60%
Magic% chance to inflict Dead on each enemy. For each enemy this spell does not kill, you take 1d50 non-elemental damage. This damage is not affected by MDC or MARM. Risk + 15.

Level 10 - MP: 150

Beyond Aid

T: Multiple / D: Instant
Prerequisite: Max Aid
1d200 HP healing. Risk - 20.

Beyond Bane

T: Multiple / D: Instant
Prerequisite: Max Bane
1d200 darkness damage. This spell generates a darkness Elemental Field. Risk + 20.

Beyond Blaze

T: Multiple / D: Instant
Prerequisite: Max Blaze
1d200 fire damage. This spell generates a fire Elemental Field. Risk + 20.

Beyond Chance

T: Single / D: Instant
Prerequisite: Max Chance
Cast any Level 10 Chaos Magic spell, chosen at random. You pay the MP cost of that spell in addition to this. You do not need to have the resulting spell learned in order to cast it this way. The resulting spell carries its normal Risk.

Beyond Chill

T: Multiple / D: Instant

Prerequisite: Max Chill

1d200 ice damage. This spell generates an ice Elemental Field. Risk - 20.

Beyond Crush

T: Multiple / D: Instant

Prerequisite: Max Crush

1d200 earth damage. This spell generates a earth Elemental Field. Risk - 20.

Beyond Douse

T: Multiple / D: Instant

Prerequisite: Max Douse

1d200 water damage. This spell generates a water Elemental Field. Risk + 20.

Beyond Fry

T: Multiple / D: Instant

Prerequisite: Max Fry

1d200 light damage. This spell generates a light Elemental Field. Risk - 20.

Beyond Gust

T: Multiple / D: Instant

Prerequisite: Max Gust

1d200 wind damage. This spell generates a wind Elemental Field. Risk + 20.

Beyond Ill

T: Multiple / D: Instant / S: -10%

Prerequisite: Max Ill

1d200 poison damage. Magic% chance to inflict Poison. This spell generates a darkness Elemental Field. Risk + (1d99 - 50).

Beyond Zap

T: Multiple / D: Instant

Prerequisite: Max Zap

1d200 lightning damage. This spell generates a lightning Elemental Field. Risk + (1d99 - 50).

Kablammo!

T: Unfocused / D: Instant / S: -50%

Prerequisite: Kaboom!

1d300 non-elemental damage to each combatant. Magic% chance to inflict Confuse on each combatant. Risk + (1d99 - 50).

Whoa!

T: Unfocused / D: 1d12 rounds

Your internal chaos is projected outward, enveloping the battlefield. While this spell is active, any character that makes a Critical Success or Critical Failure to cast a spell must roll on the Wildcasting Chart as though they were a Wild Mage.

In addition, all combatants have a bonus to their Critical Ranges, for both success and failure, equal to your Risk. Any

effect that can remove Elemental Fields also ends this spell.

This spell does not change your current Risk.

Section C: King Of All Cosmos // Cosmic Magic

Cosmic Magic contains a subset of spells known as Zodiac Signs, each tied to one of four elements. Casting a Sign has three major effects: dealing damage, repeating existing Echoes, and creating a new Echo. If the Sign spell succeeds, all existing Echoes trigger, in order starting with the most recent, automatically succeeding against the target(s) of the Sign. After that, a new Echo is created for use with the next Sign. If a Sign spell fails, if you cast a Sign for whose element an Echo already exists, or if you spend your turn doing anything other than casting a Sign, all of your Echoes immediately disappear. Echoes normally last 3 rounds after being cast, allowing a Cosmic Mage to cycle through all four elements without breaking the chain. Identical negative statuses caused by Echoes stack if cast on the same target.

Level 1

Bomb

MP: 5 / T: Single / D: Instant

3d6 non-elemental damage.

Fireflies

MP: 5 / D: 1d6 + (MAG / 3) hours

Produces a cloud of dancing firefly lights. These move around as you command, forming into short glowing messages, flitting through trees, etc. When clustered together, these provide enough light to create visibility in darkness, but the light is dim and the clustering prevents any actions such as spelling out words without losing the visibility. These can move as far away as you choose, and will remain without being concentrated upon for the full duration; however, if you are not within eyesight, you cannot tell if someone dispels this spell. The fireflies can be detonated (as a free action) to end the spell, causing 1d6 light damage to all nearby enemies.

Lock

MP: 5 / D: Indefinite

When cast on an object with a lock, the lock closes itself perfectly; bars slide into place, tumblers turn of their own accord. The lock is not magically sealed and can be unlocked through normal means. When cast on an opening without a lock, such as a cave mouth, a magical barrier appears. This barrier must be tied to a command word when the spell is cast. This barrier can be removed by deliberately speaking the command word to it, by dealing 50 damage to it, by killing the caster, or through the use of the Unlock or Magic Unlock spells. The barrier has stats of 0 for DEF, MDEF, ARM, and MARM.

Magnetize

MP: 7 / T: Single / D: 1d6 + (MAG / 3) minutes

The target becomes highly magnetic to metal objects.

Starlight

MP: 10 / T: All enemies / D: Instant / S: -10% / P: -10%

Two rounds after casting this spell, stars fall from the sky in mass quantities. This has a Magic% chance to inflict Blind on any enemy that can see the phenomenon. This also deals 3d6 non-elemental damage to Undead and enemies suffering from the Zombie condition.

Stick

MP: 5 / T: Single / D: 1d6 + (MAG / 3) minutes

Gravity is enhanced around the target's hands. They can stick to anything - climbing a sheet of glass, the weapon in their hands (preventing being Disarmed), etc.

Super Sprint

MP: 4 / T: Single / D: 1d6 + (MAG / 3) rounds

Target gets (MAG / 5) added to SPD. In addition, the target's running speed is tripled.

Unlock

MP: 5 / T: Single / D: Instant / P: -10%

This spell instantly unlocks any normal (key-based) lock and dispels barriers created by the Lock spell. This spell does not work against Magic Lock spells. This spell does not work against puzzle or combination locks.

Level 2

Bend Space

MP: 20 / T: Single / D: 1d6 + (MAG / 3) rounds

The target gains the 'Curve of Sight' Advantage.

Blink

MP: 10 / T: Single / D: 1d6 + (MAG / 3) hours

Inflicts Blur.

The target appears somewhat hazy. It is hard to focus one's vision upon the target.

Detect Gate

MP: 20 / T: Self / D: 1d6 + (MAG / 3) hours

You can detect spacial or temporal disturbances within 1d6 + (MAG / 3) miles. The only information this spell reveals is the disturbance's general location ("about X miles north of here") and simply that it is a portal or rip, not specifically what kind.

Etherealize

MP: 15 / T: Self / D: 1d6 + (MAG / 3) rounds

You become immaterial. You cannot affect material objects other than your own inventory. You can pass through walls. You cannot attack or cast spells. You cannot be physically attacked, but spells can deal damage to you. Spells cannot affect you in any other way than inflicting damage.

Featherfall

MP: 7 / T: Single / D: 1d6 + (MAG / 3) minutes

Slows the effects of gravity applied on falling speed. The target will float harmlessly off cliffs and other such drops, at

10% of the normal falling speed. This spell can be cast on objects.

Mini

MP: 8 / T: Multiple / D: 1d6 + (MAG / 3) rounds / S: -10% /

P: -10%, additional -10% per target if targeting multiple
Magic% chance of inflicting Mini.

Mute

MP: 9 / T: Multiple / D: 1d6 + (MAG / 3) rounds /

P: -10% per target if targeting multiple
(50 + [Level / 3] + [MAG / 2])% chance to inflict Silence.

Ward

MP: 10 / T: Single / D: 1d6 + (MAG / 3) hours

Inflicts Ward.

The target appears slightly hazy around the edges, and becomes difficult to detect magically.

Zodiac: Gemini

MP: 10 / T: Single / D: Instant

3d6 wind damage. This is a Wind Sign.

Echo: (Level / 10)d5 HP healing to a single party member.

Zodiac: Leo

MP: 10 / T: Single / D: Instant

3d6 fire damage. This is a Fire Sign.

Echo: (Level / 20)d5 earth damage.

Level 3

Comet

MP: 20 / T: All enemies / D: Instant

5d6 non-elemental damage to all enemies.

Displacement

MP: 20 / T: Self / D: 1d8 + (MAG / 3) hours

Prerequisite: Etherealize

You are invisible. A visible image of you appears in the immediate area. You can manipulate objects in the area, and it appears as though your image is the one doing so. Any attacks targeting your image automatically miss, but also terminate your image (and this spell).

Gravity

MP: 20 / T: Single / D: Instant / S: -20% / P: -20%

Magic% chance to reduce target's current HP by 25%.

Phase Shift

MP: 20 / T: Self / D: Instant

Instantly move to any unoccupied location within 1d6 + (MAG / 3) yards. If there are solid objects between your current location and the new location, this maximum distance is halved.

Slow

MP: 15 / T: Single / D: 1d8 + (MAG / 3) rounds / S: -10%

Magic% chance to inflict the Slow status.

Stonefall

MP: 15 / T: Single / D: Instant

Prerequisite: Featherfall

Gravity increases, forcing the target to drop out of the air. This grounds jumping Dragoons, dispels Float and Levitate, and yanks Flying creatures to the ground. If the floating, levitation, or flying is a constantly-active ability, they cannot lift back off the ground during this turn or the next.

X-Ray

MP: 10 / T: Self / D: 1d6 + (MAG / 3) minutes

You gain the ability to see through containers and walls up to (MAG / 3) feet thick.

Zodiac: Cancer

MP: 10 / T: Single / D: Instant

3d6 water damage. This is a Water Sign.

Echo: Target receives -10% air resistance. This counts as a negative status and can be dispelled normally. This effect lasts 3 rounds after the first application; stacking this effect does not increase or otherwise refresh its duration.

Zodiac: Virgo

MP: 10 / T: All enemies / D: Instant

2d6 earth damage to all enemies. This is an Earth Sign.

Echo: Target receives -5 DEF. This counts as a negative status and can be dispelled normally. This effect lasts 3 rounds after the first application; stacking this effect does not increase or otherwise refresh its duration.

Level 4

Aurora

MP: 30 / T: All enemies / D: Instant / S: -20% / P: -20%

This spell creates a flowing river of stars across the sky or roof. After two rounds, these stars explode brilliantly. This has a Magic% chance to inflict Blind on any enemy that can see the phenomenon. This also deals 6d6 non-elemental damage to Undead and enemies suffering from the Zombie condition.

Bombra

MP: 26 / T: Multiple / D: Instant

6d6 non-elemental damage.

Debarrier

MP: 25 / T: Single / D: Instant

Eliminates any protective spells affecting the target, including spells like Shell, Barrier, Anti-Doom, and any spells that increase elemental resistance.

Delay

MP: 15 / T: Single / D: 1d8 rounds

Prerequisite: Slow

The next 3d6 damage of any type that the target would receive is temporarily negated. When the duration of this spell expires, the target takes that damage.

Dive

MP: 20 / T: Single / D: 1d8 + (MAG / 3) hours

The target can breathe underwater and withstand deep-diving water pressure.

Haste

MP: 20 / T: Single / D: 1d8 + (MAG / 3) rounds

Inflicts Haste.

Flight

MP: 25 / T: Self / D: 1d8 + (MAG / 3) hours

Prerequisite: Super Sprint

You can fly (at double your running speed). You get +10 DEF and MDEF. You can use Cosmic Magic Lore at a -50% penalty in place of the Flight skill to execute Aerial Maneuvers.

Float

MP: 25 / T: All allies / D: 1d8 + (MAG / 3) rounds

Inflicts the Float status. Float granted this way does not change a Geomancer's Terrain to High Places, and does not grant the ability to use Flying Maneuvers.

Unbalance

MP: 25 / T: All enemies / D: Instant / S: -20% / P: -20%

Magic% chance to inflict Stun on each enemy. This spell can also knock over statues, etc.

Warp

MP: 20 / T: All enemies or allies / D: Instant

Either all enemies or all allies are transported to the last major floor entrance (staircase, door, trapdoor, etc) they came through.

Level 5

Cometra

MP: 40 / T: Single / D: Instant

8d6 non-elemental damage.

Control Gate

MP: 75 / D: 1d8 + (MAG / 3) hours

Prerequisite: Detect Gate

This spell can either stabilize, eliminate, or activate an existing spatial or temporal portal or disturbance. It cannot alter or discover its destination. If stabilizing a disturbance or portal, it remains stabilized for the duration, and its destination and location cannot be changed during this duration. If activating it, the portal becomes usable for transportation/teleportation by anyone; the mage can only lock it out with a separate spell, such as Magic Lock.

Gravira

MP: 40 / T: Single / D: Instant / S: -30% / P: -30%

Prerequisite: Gravity

Magic% chance to reduce target's current HP by 50%.

Hold

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds / S: -30% / P: -30%

Magic% chance of encircling the target with magical ropes. These ropes can be cut in 2 rounds of careful cutting from outside, or by dealing 50 damage to the afflicted character. The character inside the ropes cannot move or act.

Magic Lock

MP: 25 / D: Indefinite

Prerequisite: Lock

When cast on something with a lock, all locks are secured; bars slide into place, locks click closed, etc. These are then secured in place with magic, unable to be unlocked by physical means. When cast on something with no door (i.e. a cavemouth or archway) a magical barrier appears. You must specify a command word when casting this spell this way. The barrier can be removed by speaking the command word, by damaging it for 200 HP, by killing the caster, or by using Magic Unlock. When the magic is dispelled, the lock still remains physically locked as normal.

Magic Unlock

MP: 25 / D: Instant / P: -20%

Prerequisite: Unlock

This spell instantly unlocks any normal or magical lock and dispels barriers created by the Lock and Magic Lock spells. This spell works against puzzle and combination locks.

Ruse

MP: 40 / T: Single / D: 1d8 + (MAG / 3) rounds

Create 1d10 mirror images. For each existing mirror image, the target gets +5 DEF. Whenever a physical attack misses the target, an image is destroyed.

Shatter

MP: 20 / T: Single / D: Instant / S: -30% / P: -30%

Prerequisite: Unbalance

Magic% chance to inflict Shatter on any solid object, including glass, Petrified or Frozen enemies, and metallic objects. Enemies have a $([Level / 2] + [STR / 2] + [VIT / 2])$ bonus to their MDEF against this Magic% roll.

Teleport

MP: 40 / T: Self / D: Instant

Prerequisite: Phase Shift

Instantly change your location to any unoccupied space within 1d8 + (MAG / 3) yards. Obstacles between your current and new locations do not hamper this spell in any way.

Zodiac: Libra

MP: 30 / T: Single / D: Instant

5d6 wind damage. This is a Wind Sign.

Echo: (Level / 20)d5 HP healing to each party member.

Zodiac: Sagittarius

MP: 30 / T: Single / D: Instant

5d6 fire damage. This is a Fire Sign.

Echo: (Level / 10)d5 fire damage.

Level 6

Exit

MP: 40 / T: Multiple / D: Instant / P: -10% per target if used offensively

Prerequisite: Warp

Teleports the target(s) to the entrance or exit of the current dungeon or structure. You must have seen and walked through this entrance/exit; if you were led in blindfolded, this spell automatically fails. If using this spell to warp enemies, apply the Lore Penalty; otherwise, this is not a harmful spell.

Levitation

MP: 25 / T: Single / D: 1d8 + (MAG / 3) minutes

Prerequisite: Float

The target can freely move up and down to a range of 1d8 + (MAG / 3) yards from their starting point (when this spell is cast). Moving more than 1 foot horizontally per turn, or vertically past the height limit, ends the spell. If the target is hostile or non-sentient, the mage controls the target's movement.

Reflect

MP: 40 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: M.Barricade

Inflicts Reflect. (This spell is considered beneficial.)

Shapechange

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds / S: -30% / P: -30%

Prerequisite: Mini

Magic% chance to change the target into another type of creature. You choose the type; penalties may apply depending on how poorly you know the new creature's biology, size differences, etc. GM determines the exact effects of becoming a new creature.

Slowga

MP: 40 / T: All enemies / D: 1d6 + (MAG / 3) rounds / S: -30% / P: -30%

Magic% chance to inflict Slow.

Stone

MP: 50 / T: Single / D: Indefinite / S: -30% / P: -30%

Magic% chance to inflict Petrify.

Vanish

MP: 50 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Magic Veil

Inflicts Vanish.

Zodiac: Capricorn

MP: 30 / T: All enemies / D: Instant

4d6 earth damage to all enemies. This is an Earth Sign.

Echo: Target receives -5 MDEF. This counts as a negative status and can be dispelled normally. This effect lasts 3 rounds after the first application; stacking this effect does not increase or otherwise refresh its duration.

Zodiac: Pisces

MP: 30 / T: Single / D: Instant

5d6 water damage. This is a Water Sign.

Echo: Target receives -10% earth resistance. This counts as a negative status and can be dispelled normally. This effect lasts 3 rounds after the first application; stacking this effect does not increase or otherwise refresh its duration.

Level 7

Bombga

MP: 65 / T: All enemies / D: Instant

Prerequisite: Bombra

9d6 non-elemental damage to all enemies.

Cometga

MP: 50 / D: Instant

Prerequisite: Cometra

9d6 non-elemental damage to 1d6 randomly-chosen enemies.

Comet Rush

MP: 50 / T: Self / D: 1d10 + (MAG / 3) hours

Prerequisite: Flight

As long as there is at least 50 feet of "runway" (a straight, unobstructed path), you can run at 25 times normal running speed. You gain a (MAG / 5) bonus to SPD. At any time during the duration of this spell, you can utilize it to attack, dealing unarmed damage plus (SPD / 5) bonus dice of damage (the same dice your unarmed attack uses). This attack does not require a "runway".

Graviga

MP: 66 / T: Single / D: Instant / S: -40% / P: -40%

Prerequisite: Gravira

Magic% chance to reduce target's current HP by 75%.

Hastega

MP: 50 / T: All allies / D: 1d6 + (MAG / 3) rounds

Prerequisite: Haste

Inflicts Haste.

Return

MP: 50 / D: Instant

In order to cast this spell, you must have had 50 or more current MP at the beginning of the current battle. When you cast Return, time warps, returning everything to the state it was when the battle began, including every combatant's HP, MP, and conditions. After this occurs, you lose 50 MP. The presence of sufficiently powerful enemies can cause this spell to fail, as determined by your GM.

Level 8

Banish

MP: 80 / T: Single / D: Instant / S: -40%

Prerequisite: Return

Magic% chance to destroy conjurations and return summons to their original state/plane of existence.

Clone

MP: 75 / T: Self / D: 1d10 + (MAG / 3) hours

Prerequisite: Ruse

You makes a magical replica of yourself. It has no will or thoughts of its own; your consciousness is controlling its actions. It can obey commands to perform simple actions and spells (up to Level 4). The clone's stats are identical to yours, except that it only has (MAG)% of the your maximum HP and MP.

Invisibility

MP: 70 / T: Single / D: 1d10 + (MAG / 3) rounds

Prerequisite: Etherealize and Vanish

Combines the full effects of Etherealize and Vanish.

Moonbeam

MP: 75 / T: All enemies / D: Instant / S: -40% / P: -40%

Prerequisite: Aurora

Two rounds after this spell is cast, the area is filled with painfully bright moonlight. This deals 10d6 non-elemental damage, and has a Magic% chance to inflict Blind.

Rewind

MP: 75 / D: Instant

Prerequisite: Hastega and Slowga and Return

Time warps, returning everything to the state it was at the beginning of the last round of combat, right before the person with the highest Initiative acted.

Stop

MP: 60 / T: Single / D: 1d10 + (MAG / 3) rounds / S: -40%

Prerequisite: Slowga

Magic% chance to inflict Stop.

Zodiac: Aquarius

MP: 60 / T: Single / D: Instant

7d6 wind damage. This is a Wind Sign.

Echo: (Level / 20)d5 HP healing to each party member. Each party member is cured of 1 random negative condition.

Zodiac: Aries

MP: 60 / T: Single / D: Instant

7d6 fire damage. This is a Fire Sign.

Echo: (Level / 10)d5 wind damage.

Level 9

Aging

MP: 70 / T: Single / D: 1d10 + (MAG / 3) rounds / S: -50% / P: -50%

Magic% chance to inflict Old.

Meteor

MP: 100 / T: All enemies / D: Instant

Prerequisite: Cometga

11d6 non-elemental damage to all enemies.

Sink

MP: 50 / T: Single / D: 1d4 + (MAG / 3) rounds

Prerequisite: Stone

The ground/floor beneath the target softens and gives way beneath them, regardless of what material it is made of (unless that material is magic-resistant, in which case this spell fails). When the duration of this spell ends, the materials re-hardens around the target, potentially suffocating them.

Vacuum

MP: 100 / T: Self / D: 1d10 + (MAG / 3) rounds

An invisible field, (MAG / 3) feet wide, surrounds you.

Magic items and spells do not function within this field.

Equipment within this field functions as if it had no enchantments. Summoned creatures and incorporeal undead stop existing if they enter this field, but reappear in the same location if the field moves away, expires, or is dispelled. This field does not revoke the life or existence of magic-imbued creatures such as elementals or golems (unless they are Summoned). This field cannot dispel spells with a defined area and duration, such as a Barricade or Wall of Fire.

X-Zone

MP: 100 / T: All enemies / D: Instant / S: -50% / P: -50%

Magic% chance to suck each enemy into another dimension.

Zodiac: Scorpio

MP: 60 / T: Single / D: Instant

7d6 water damage. This is a Water Sign.

Echo: Target receives -10% fire resistance. This counts as a negative status and can be dispelled normally. This effect lasts 3 rounds after the first application; stacking this effect does not increase or otherwise refresh its duration.

Zodiac: Taurus

MP: 60 / T: All enemies / D: Instant

6d6 earth damage to all enemies. This is an Earth Sign.

Echo: Target receives -5 ARM and MARM. This counts as a negative status and can be dispelled normally. This effect lasts 3 rounds after the first application; stacking this effect does not increase or otherwise refresh its duration.

Level 10

Black Hole

MP: 150 / T: All enemies / D: Instant / S: -50%

Prerequisite: Graviga and X-Zone

Magic% chance to suck each enemy into another dimension. Enemies that remain after this dimensional transfer attempt are left with only 10% of their current HP.

Bombja

MP: 120 / T: All enemies / D: Instant

13d6 non-elemental damage to all enemies.

Create Gate

MP: 250 / D: 1d10 + (MAG / 3) days / P: -80%

Prerequisite: Control Gate

Create a spatial or temporal disturbance, opening a portal to another location or time. While creating a gate is relatively easy, accurately fixing its destination is very difficult. This gate remains open and usable to anyone until either the duration expires or the caster decides to close it.

Future Self

MP: 250 / T: Self / D: Instant

Prerequisite: Clone

You pull yourself out of the time stream from two rounds in the future. There are, in effect, now two of you, each with identical stats, inventory, etc. Your Future Self counts as a separate target; he will be erased when this spell is over. Unlike the Clone spell, your Future Self can do anything you are capable of doing. Your Future Self acts immediately upon being summoned. During the next round, both you and your Future Self act on the same Initiative. At the end of that round, you both disappear (effects on you do not tick down their duration, etc). Anything your Future Self brought along from the future is erased when he disappears. Two rounds later, the original you reappears. This spell can have numerous strange and/or harmful effects, as dictated by your GM; messing with the time stream in such a direct manner is tricky!

Galaxy Stop

MP: 120 / T: All enemies / D: 1d10 + (MAG / 3) rounds / S: -50%

Prerequisite: Stop

Magic% chance to inflict Stop.

Quick

MP: 200 / T: Self / D: Instant

Prerequisite: Hastega

Instantly take two more turns immediately after casting this spell. This spell cannot be cast during either of those turns.

Zodiac: Ophiucus

MP: 150 / T: Single / D: Instant

Prerequisite: All 12 Previous Zodiac Spells

3d8 fire damage. 3d8 water damage. 3d8 earth damage. 3d8 wind damage. 3d8 lightning damage. 3d8 ice damage. Your

MDC is split between these effects, as is the target's MARM. After casting this spell, all of your current Echoes trigger, but this spell generates no new Echoes, and all of your current Echoes end afterward.

Section D: I Can See... Everything! // Divination Magic

Level 1

Distant Eye

MP: 2 / T: Self / D: 1d6 + (MAG / 3) rounds

You can 'throw' your vision to any point you can clearly see. You can magically see as though your eyes were positioned at that point. This allows such feats as peeking down from a tall tower without climbing it, and is useful for scouting and cartography. You can only 'throw' your vision once through this spell; to change your anchor point, you must end it and cast it again.

Evil Eye

MP: 10 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -20% Magic% chance to reduce the victim's STR and VIT by (MAG / 2), and all of their skills by 10%. On critical success, the victim also attempts to escape the battle.

Legend Lore

MP: 7 / D: Instant

If you have any clues or educated ideas about the topic, you can magically divine information about a local legend, myth, or fairytale.

Scrying Eye

MP: 5 / T: Single / D: 1d6 + (MAG / 3) hours

This spell requires you to have a personal item or piece from your target, including a lock of hair or an important heirloom, or to have met your target in person. If the target is within 1d6 + (MAG / 3) miles of you, you can detect their general location and use Divination Lore in place of Tracking to find, follow, or catch them. If the target is magically sensitive, they will be able to tell that there is some kind of spell around them, and can dispel it if they possess such a skill.

Third Eye

MP: 3 / T: Single / D: Instant

You can detect the target's Level, current/maximum HP and MP, and resistances. This spell can also be used to detect the presence of magical auras, but not to identify them.

Level 2

Cautious Eye

MP: 12 / T: Self / D: 1d6 + (MAG / 3) rounds

All traps in the area, magical or otherwise, become readily apparent to you (and only you).

Clairvoyance

MP: 10 / T: Self / D: 1d6 + (MAG / 3) rounds

You can see the contents of chests and other such containers,

and can see through walls up to (MAG / 3) feet thick.

Hypnotizing Eye

MP: 8 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -10% Magic% chance to inflict Sleep.

Personal History

MP: 15 / T: Single / D: 1d6 + (MAG / 3) hours

This spell requires you to have a personal item or piece from your target, including a lock of hair or an important heirloom, or that the target is nearby. While this spell lasts, you can browse through your target's past at any speed you want, from either first-person or over-the-shoulder perspective. An unwilling nearby target can choose to resist this spell; if so, roll Magic% against their MDEF. The target gets a bonus to their MDEF equal to their WIP for this roll.

Searching Eye

MP: 10 / T: Single / D: 1d6 + (MAG / 3) hours

This spell requires you to be familiar with the target object, or to have a piece of it at hand. If the target object is within 1d6 + (MAG / 3) miles of you, you can detect its general location and use Divination Lore in place of Tracking to find it. This spell cannot target sentient objects.

Level 3

Empathy

MP: 15 / T: Single / D: 1d8 + (MAG / 3) hours

(35 + [Level / 3] + WIP)% chance of forming an unnoticed mental link with the target. You can read their emotions quite plainly - love, jealousy, etc. After level 40, you may also use this mental link to change the target's emotions subtly (such as from jealousy to hatred, or from infatuation to anxiety).

Fog of Mystery

MP: 20 / T: Single / D: 1d6 + (MAG / 3) days

The target gains a flat 95% chance to resist any attempts to magically glean information from it, including spells such as Scan, Personal History, and Searching Eye. This spell can target a person or an object.

Levitation

MP: 25 / T: Single / D: 1d8 + (MAG / 3) minutes

Prerequisite: Float

The target can freely move up and down to a range of 1d8 + (MAG / 3) yards from their starting point (when this spell is cast). Moving more than 1 foot horizontally per turn, or vertically past the height limit, ends the spell. If the target is hostile or non-sentient, the mage controls the target's movement.

Phase Shift

MP: 20 / T: Self / D: Instant

Instantly move to any unoccupied location within 1d6 + (MAG / 3) yards. If there are solid objects between your current location and the new location, this maximum distance is halved.

Psyche

MP: 1 / T: Single / D: Instant
4d6 MP Drain.

Spirit Eye

MP: 20 / T: Self / D: 1d8 + (MAG / 3) minutes
You can see and communicate with the souls of the recently departed. An Oracle using this spell can allow one of these souls to partially possess them, and speak through them.

Level 4

Blurry Eye

MP: 40 / T: Self / D: 1d8 + (MAG / 3) rounds
Create 1d10 mirror images. For each existing mirror image, you get +5 DEF. Whenever a physical attack misses you, an image is destroyed.

Ghost Eye

MP: 40 / T: Single / D: 1d8 + (MAG / 3) rounds
Magic% chance to tap into the target's sensory system, allowing you to share, but not influence, everything the target experiences. You cannot read the target's thoughts; you only share their vision, taste, etc.

Mind Shield

MP: 30 / T: Single / D: 1d10 + (MAG / 3) rounds
Fully protects the target from all mental effects (Charm, Confuse, Mind Blast, Telepathy, etc). This can be Dispelled but is also cancelled by Debarrier.

Sixth Sense

MP: 30 / T: Self / D: 1d8 + (MAG / 3) rounds
Instantly sense every living creature within (1d10 + [MAG / 3]) feet. This spell is blocked only by a solid wall at least (Level / 10) feet thick; the caster can detect invisible creatures but does not reveal them.

Temporal Eye

MP: 20 / T: Self / D: 1d6 + (MAG / 3) hours
You can detect any major irregularities in space and time within 1d6 + (MAG / 3) miles. This allows you to detect the existence of gates, portals, etc., and their location(s), but not any further details about them.

Level 5

All-Seeing Eye

MP: 40 / T: Single / D: Instant
This spell immediately cures Berserk, Confuse, Charm, and any other such mental effects. It can also be used to dispel suspected illusions, free a target from hallucinations or nightmares, and reveal Vanished or otherwise invisible enemies to everyone.

Divine Eye

MP: 40 / T: Self / D: 1d10 + (MAG / 3) rounds
This allows you to perform divinations of a complex nature,

such as attempting to glimpse the future rather than inferring it from tarot cards and ominous feelings, or searching for information without any real leads. This often leads to having multiple seemingly-random visions; this also gives out much more grave predictions than a mere Prophecy. Oracles are more skilled at this than Stargazers.

Magic Eye

MP: 30 / T: Self / D: 1d10 + (MAG / 3) rounds
While this spell is active, you may determine the (MAG / 5) most powerful spells or magical abilities any target is capable of using, simply by looking at them. You can discern this information from as many targets as you wish while this spell lasts.

Psychic Pain

MP: 40 / D: 1d8 + (MAG / 3) rounds
Anyone with higher-than-normal magical senses takes 4d6 non-elemental magic damage every round while this spell is active. Check for success (Magic% versus MDEF) against each affected enemy each turn to deal this damage. This spell affects those with the 3-point Heightened Senses Advantage, as well as anyone under the effects of such spells as Telepathy, Empathy, Detect Gate, Lifesense, and any of the "Eye" spells in Divination Magic; characters utilizing any other such mental boosts are also affected, as is any character using any spell like Scan during this spell's duration.

Telepathy

MP: 40 / T: Multiple / D: 1d8 + (MAG / 3) rounds
Magic% chance to create a psychic link with the target. This can be used to read the target's thoughts. If the target is not sufficiently magically sensitive to detect a subtle enchantment, and this is the first time telepathy has been used on them, this is an automatic success. A target can also choose not to resist, making this an automatic success against them. This spell can also be used to project your thoughts into the brains of others, "talking" silently in their heads, but forming a telepathic link with multiple people adds a -10% Lore Penalty for every active link. You may choose to be a 'beacon' for anyone linked to you, relaying messages (to allow a party to be fully telepathically linked to each other).

Level 6

Astral Projection

MP: 50 / T: Self / D: 1d10 + (MAG / 3) rounds
This may be cast in the same way as Distant Eye, but you actually form an ethereal body for the duration. This can also be cast on any location that is not in eyesight so long as you have a link to it - for example, appearing as a projection in front of someone you are tracking with the use of Scrying Eye. In Astralform, you are considered Etherealized, but may still use the abilities Third Eye, Cautious Eye, Clairvoyance, Telepathy, and Sixth Sense. If your Astralform takes any magical damage, it is dealt entirely as MP damage. Your Astralform cannot take physical damage. Your physical body stays in its original location in a sleeplike trance, and you will

awaken (and automatically end this spell) if it is directly damaged, or if your MP falls to 0.

Foreshadow

MP: 50 / T: Single / D: Instant / S: -30% / P: -30%

Magic% chance to inflict Doom. Unlike the normal version, a Doom condition inflicted by Foreshadow cannot be removed by killing the caster if it was cast by an Oracle (Stargazers do not count).

Siphon

MP: 50 / T: Single / D: Instant

Prerequisite: Psyche

7d6 HP Drain. 5d6 MP Drain.

Level 7

Aging

MP: 70 / T: Single / D: 1d10 + (MAG / 3) rounds / S: -50% / P: -50%

Magic% chance to inflict Old.

Future Self

MP: 250 / T: Self / D: Instant

Prerequisite: Temporal Eye

You pull yourself out of the time stream from two rounds in the future. There are, in effect, now two of you, each with identical stats, inventory, etc. Your Future Self counts as a separate target; he will be erased when this spell is over. Unlike the Clone spell, your Future Self can do anything you are capable of doing. Your Future Self acts immediately upon being summoned. During the next round, both you and your Future Self act on the same Initiative. At the end of that round, you both disappear (effects on you do not tick down their duration, etc). Anything your Future Self brought along from the future is erased when he disappears. Two rounds later, the original you reappears. This spell can have numerous strange and/or harmful effects, as dictated by your GM; messing with the time stream in such a direct manner is tricky!

Mind Blast

MP: 100 / T: All enemies / D: Instant / S: -40% / P: -40%

9d6 non-elemental damage to all enemies. Magic% chance to inflict Confuse on each enemy for 1d6 + (MAG / 3) rounds.

Teleport

MP: 40 / T: Self / D: Instant

Prerequisite: Phase Shift

Instantly change your location to any unoccupied space within 1d8 + (MAG / 3) yards. Obstacles between your current and new locations do not hamper this spell in any way.

Section E: Master Of Puppets // Manipulation Magic

To be added soon!

Section F: Ninja Ninja Ninja Ninja Ninja // Ninja Magic

Level 1

Deathwatch

MP: 5 / T: Self / D: 1d6 + (MAG / 3) hours

The caster can instantly determine the relative health of anyone they look at. This works on similar principles as the Scan spell. It will reveal Current-HP-to-Maximum-HP ratio (i.e. they are at 50% Health); it will reveal whether they are undead or a construct; it will allow the caster to disbelieve any spell or ability that allows others to feign death.

Disguise

MP: 10 / T: Single / D: 1d6 + (MAG / 3) minutes

The target can appear as any class, race, or gender they wish and it is extremely convincing. They pick up mannerisms from the chosen race (such as extending the 'sssss' sound in speech when disguised as a Bangaa) but it does not impart any knowledge of their racial tongue (resulting in a Bangaa who cannot speak Rasshasa). Appearing as a different race incurs a Lore Penalty of -30%. Appearing as a different gender incurs a Lore Penalty of -20%.

Lock

MP: 5 / D: Indefinite

When cast on an object with a lock, the lock closes itself perfectly; bars slide into place, tumblers turn of their own accord. The lock is not magically sealed and can be unlocked through normal means. When cast on an opening without a lock, such as a cave mouth, a magical barrier appears. This barrier must be tied to a command word when the spell is cast. This barrier can be removed by deliberately speaking the command word to it, by dealing 50 damage to it, by killing the caster, or through the use of the Unlock or Magic Unlock spells. The barrier has stats of 0 for DEF, MDEF, ARM, and MARM.

Pin

MP: 3 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -10% / P: -10%

Magic% chance to pin the target to the ground or wall with magical spikes, pins, or your choice of small pointy implements. These deal no damage, and usually pin the target via their clothing. Pinned characters cannot move or act, but the pins can be removed by another character spending a turn to pull them out.

Stick

MP: 5 / T: Single / D: 1d6 + (MAG / 3) minutes

Gravity is enhanced around the target's hands. They can stick to anything - climbing a sheet of glass, the weapon in their hands (preventing being Disarmed), etc.

Super Sprint

MP: 4 / T: Single / D: 1d6 + (MAG / 3) rounds

Target gets (MAG / 5) added to SPD. In addition, the target's running speed is tripled.

Telekinesis

MP: 5 / T: Single / D: Instant

Push, pull, lift, or lower the target object up to (MAG / 2) feet. There is a -50% Lore Penalty associated with this spell if the caster is not physically strong enough to move the object alone. If the object is heavy enough that no single normal person could ever move it, this spell automatically fails.

Unlock

MP: 5 / T: Single / D: Instant / P: -10%

This spell instantly unlocks any normal (key-based) lock and dispels barriers created by the Lock spell. This spell does not work against Magic Lock spells. This spell does not work against puzzle or combination locks.

Level 2

Detect Traps

MP: 12 / D: 1d6 + (MAG / 3) rounds

Traps instantly become visible within (MAG / 2) feet. Using this spell adds MAG% to the Trap Lore skill for purposes of Disarming.

Etherealize

MP: 15 / T: Self / D: 1d6 + (MAG / 3) rounds

You become immaterial. You cannot affect material objects other than your own inventory. You can pass through walls. You cannot attack or cast spells. You cannot be physically attacked, but spells can deal damage to you. Spells cannot affect you in any other way than inflicting damage.

Featherfall

MP: 7 / T: Single / D: 1d6 + (MAG / 3) minutes

Slows the effects of gravity applied on falling speed. The target will float harmlessly off cliffs and other such drops, at 1/10th the normal falling speed. This spell can be cast on objects.

Fire Veil

MP: 8 / T: Single / D: Instant

3d7 fire damage. Flat 25% chance to inflict Burning.

Image

MP: 10 / T: Self / D: 1d6 + (MAG / 3) rounds

You create two mirror images of yourself nearby. These images cannot deal damage, but will take physical attacks in your place. Each image can take one attack for you before disappearing. The images cannot take magical attacks for you.

Puzzle Page

MP: 12 / D: Indefinite

Encodes a single page of written text. It appears as garbled gibberish until magically dispelled or detected by divination magic.

Thunder Veil

MP: 8 / T: Single / D: Instant

3d7 lightning damage. Flat 25% chance to inflict Stun.

Tongues

MP: 10 / T: Self / D: 1d6 + (MAG/3) hours

You can speak and understand one chosen language. You cannot read or write it. You gain fluency (100% skill), and others who know you are not a native speaker might notice that your fluency is too natural and perfect. This spell also allows you to speak clearly in situations where sounds would normally be garbled but not drowned out (i.e., underwater). When cast through an item, this spell also cures Mute.

Water Veil

MP: 8 / T: Single / D: Instant

3d7 water damage. Flat 25% chance to inflict Slow.

Level 3

Choking Gas

MP: 18 / D: Indefinite

Sets a trap on either an existing block of text or a freshly-drawn rune. When the text is read without dispelling this magic, or if the rune is examined carefully or read, the reader is inflicted with Silence and Blind.

Fog of Mystery

MP: 25 / D: 1d6 + (MAG / 3) days

This spell can be cast on any non-intelligent item. While this spell lasts, the item has a flat 95% chance to resist any attempts to magically glean any information from or about it. This includes such spells as Scan, Legend Lore, Personal History, and Locate Object.

Monster Box

MP: 30 / D: Indefinite

Enchant any openable container-like object, such as a box, book, chest, or bag. The object grows fangs and will attempt to attack anyone who tries to open it, including the caster. Doors cannot be enchanted this way. This spell does not make boxes ambulatory (unless they are designed with ornamental claw-feet or other such useful frills). This spell is mainly for storyline purposes, but if it becomes necessary to attack a Monster Box, it is considered to be the same level as the caster, with HP equal to triple the caster's level, and 0 DEF, MDEF, ARM, and MARM. A Monster Box deals unarmed damage as though it were a Black Belt (see Chapter 4, Section A2) if it manages to bite someone.

Phase Shift

MP: 20 / T: Self / D: Instant

Instantly move to any unoccupied location within 1d6 + (MAG / 3) yards. If there are solid objects between your current location and the new location, this maximum distance is halved.

Thick Fog

MP: 10 / D: 1d6 + (MAG / 3) rounds

Everyone within a (MAG / 2) foot radius acts as though Blind, ally and enemy alike. This spell prevents physical sight, including darkvision, but does not prevent magical sight such as Sixth Sense. This spell makes it much easier to hide or conceal oneself (+20% to related skills and/or Magic % when casting such spells as Vanish). Anyone standing outside of the fog and trying to hit a victim who is within the fog still acts as though Blind for that attack. This spell can be cleared by a wind-based attack.

True Flight

MP: 25 / D: Instant

This spell allows you to unerringly throw your weapon at an enemy perfectly. Make a physical attack; this attack is an automatic normal success. This attack can change trajectory mid-flight, and therefore cannot be interrupted by obstacles between you and the target; there is also a $(50 + [\text{Level} / 3] + [\text{MAG} / 2])\%$ chance that it will ignore all magical protection upon the target.

Warp

MP: 20 / T: All enemies or allies / D: Instant

Either all enemies or all allies are transported to the last major floor entrance (staircase, door, trapdoor, etc) they came through.

X-Ray

MP: 10 / T: Self / D: 1d6 + (MAG / 3) minutes

You gain the ability to see through containers and walls up to (MAG / 3) feet thick.

Level 4

Dive

MP: 20 / T: Single / D: 1d8 + (MAG / 3) hours

The target can breathe underwater and withstand deep-diving water pressure.

Exit

MP: 40 / T: Multiple / D: Instant / P: -10% per target if used offensively

Prerequisite: Warp

Teleports the target(s) to the entrance or exit of the current dungeon or structure. You must have seen and walked through this entrance/exit; if you were led in blindfolded, this spell automatically fails. If using this spell to warp enemies, apply the Lore Penalty; otherwise, this is not a harmful spell.

Fira Veil

MP: 24 / T: Multiple / D: Instant

5d7 fire damage to a single target, or 3d7 fire damage to all enemies. Flat 20% chance to inflict Burning.

Flight

MP: 25 / T: Self / D: 1d8 + (MAG / 3) hours

Prerequisite: Super Sprint

You can fly (at double your running speed). You get +10 DEF and MDEF. You can use Cosmic Magic Lore at a -50% penalty in place of the Flight skill to execute Aerial Maneuvers.

Levitation

MP: 25 / T: Single / D: 1d8 + (MAG / 3) minutes

The target can freely move up and down to a range of 1d8 + (MAG / 3) yards from their starting point (when this spell is cast). Moving more than 1 foot horizontally per turn, or vertically past the height limit, ends the spell. If the target is hostile or non-sentient, the ninja controls the target's movement.

Origami Jutsu

MP: 40 / D: 1d6 + (MAG / 3) minutes

Prerequisite: Monster Box

This spell requires preconstructed animals made out of folded paper; these can be made using the Art (Three-Dimensional) skill, but do not have to be made by the caster himself. This spell animates one such paper construct, acting as a minion with 1 HP, high DEF and MDEF, 0 ARM and MARM, and half the caster's level. The construct can follow one simple command chosen at casting, such as 'attack'; it deals unarmed damage as a Black Belt (see Chapter 4, Section A2). Any spells targeting this construct that would attempt to dispel it automatically succeed.

Serpent Sigil

MP: 40 / D: Indefinite

Prerequisite: Choking Gas

Sets a trap on either an existing block of text or a freshly-drawn rune. When the text is read without dispelling this magic, or if the rune is examined carefully or read, the reader is inflicted with Ironize and Stop.

Sixth Sense

MP: 30 / T: Self / D: 1d8 + (MAG / 3) rounds

Instantly sense every living creature within $(1d10 + [\text{MAG} / 3])$ feet. This spell is blocked only by a solid wall at least (Level / 10) feet thick; the caster can detect invisible creatures but does not reveal them.

Thundara Veil

MP: 24 / T: Multiple / D: Instant

5d7 lightning damage to a single target, or 3d7 lightning damage to all enemies. Flat 20% chance to inflict Stun.

Watera Veil

MP: 24 / T: Multiple / D: Instant

5d7 water damage to a single target, or 3d7 water damage to all enemies. Flat 20% chance to inflict Slow.

Level 5

False Documents

MP: 35 / D: 1d8 + (MAG / 3) minutes

This creates a set of official documents of any nature in the caster's hands. A passport, a warrant of arrest, a peace treaty, etc. These are perfect and indistinguishable from actual existing documents, because the enchantment causes the viewer to see "what they want to see" to an extent. However, this can also be problematic - a ninja showing a false passport to a gate guard may be arrested if that kingdom does not, in fact, actually issue passports. These can be detected by any form of Scan, Peep, or many Divination spells. These can be protected with Fog of Mystery. These cannot be enchanted with Serpent Sigil, Puzzle Page, or any other such enchantments. This spell can be used on existing documents to make them appear as something different (changing the text on a book page for example).

Magic Lock

MP: 25 / D: Indefinite

Prerequisite: Lock

When cast on something with a lock, all locks are secured; bars slide into place, locks click closed, etc. These are then secured in place with magic, unable to be unlocked by physical means. When cast on something with no door (i.e. a cavemouth or archway) a magical barrier appears. You must specify a command word when casting this spell this way.

The barrier can be removed by speaking the command word, by damaging it for 200 HP, by killing the caster, or by using Magic Unlock. When the magic is dispelled, the lock still remains physically locked as normal.

Magic Unlock

MP: 25 / D: Instant / P: -20%

Prerequisite: Unlock

This spell instantly unlocks any normal or magical lock and dispels barriers created by the Lock and Magic Lock spells. This spell works against puzzle and combination locks.

Nightvision

MP: 25 / T: Self / D: 1d8 + (MAG / 3) hours

You can see in even complete darkness as though it was a perfectly clear sunny day. This spell does not cure the Blind condition, and is overshadowed by it if you are affected by both.

Ruse

MP: 40 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Image

Create 1d10 mirror images. For each existing mirror image, the target gets +5 DEF. Whenever a physical attack misses the target, an image is destroyed.

Teleport

MP: 40 / T: Self / D: Instant

Prerequisite: Phase Shift

Instantly change your location to any unoccupied space within 1d8 + (MAG / 3) yards. Obstacles between your current and new locations do not hamper this spell in any way.

Level 6

Disruptor

MP: 60 / T: All enemies / D: 1d10 + (MAG / 3) rounds / S: -30% / P: -30%

Magic% chance to inflict Confuse. If any enemies are flying, floating, or levitating, Magic% chance to knock them out of the air and inflict Stun (one check for both effects).

Firaga Veil

MP: 52 / T: All enemies / D: Instant

7d7 fire damage to all enemies. Flat 50% chance to inflict Burning.

Mind Shield

MP: 30 / T: Single / D: 1d10 + (MAG / 3) rounds

Fully protects the target from all mental effects (Charm, Confuse, Mind Blast, Telepathy, etc). This can be Dispelled but is also cancelled by Debarrier.

Rune Trap

MP: 15 / D: 1d10 + (MAG / 3) days

Choose another spell you know. Set up a magically invisible symbol trap nearby to trigger that spell. The trigger is a simple cantrip. It must be a physical description (race, class, and/or gender, but no proper name or demeanors - "A paladin" and "A hypello" are okay; "Maria" and "Anyone who is my enemy" are not okay), and/or a simple action ("opening this book," "walking into the room," "speaking out loud") but not a complex action ("opening this book to page #121", "speaking the word ___ out loud"). When the condition is met, the spell triggers, targeting whoever activated the trap.

Thundaga Veil

MP: 52 / T: All enemies / D: Instant

7d7 lightning damage to all enemies. Flat 50% chance to inflict Stun.

Vanish

MP: 50 / T: Single / D: 1d8 + (MAG / 3) rounds

Inflicts Vanish.

Waterga Veil

MP: 52 / T: All enemies / D: Instant

7d7 water damage to all enemies. Flat 50% chance to inflict Slow.

Section G: A Little Of Everything // Red Magic

Level 1

Aero

MP: 5 / T: Single / D: Instant
3d6 wind damage.
A sharp gust of air.

Antidote

MP: 3 / T: Single / D: Instant
Cures the Poison condition.

Blizzard

MP: 4 / T: Multiple / D: Instant
4d6 ice damage to a single target, or 2d6 ice damage to all enemies.

Create Element

MP: 3 / D: Instant or 1d6 + (MAG / 3) hours
Summon a small amount of fire, ice, lightning, water, wind, or earth to do a simple task. Sometimes this requires a duration, E.G. summoning a flame to use as a torch; sometimes this can be instant but permanent, like summoning a pile of dirt to bury something or creating drinking water.

Cure

MP: 5 / T: Multiple / D: Instant
3d6 HP healing to a single target, or 2d6 each to all.

Fire

MP: 4 / T: Multiple / D: Instant
4d6 fire damage to a single target, or 2d6 fire damage to all enemies.

Lock

MP: 5 / D: Indefinite
When cast on an object with a lock, the lock closes itself perfectly; bars slide into place, tumblers turn of their own accord. The lock is not magically sealed and can be unlocked through normal means. When cast on an opening without a lock, such as a cave mouth, a magical barrier appears. This barrier must be tied to a command word when the spell is cast. This barrier can be removed by deliberately speaking the command word to it, by dealing 50 damage to it, by killing the caster, or through the use of the Unlock or Magic Unlock spells. The barrier has stats of 0 for DEF, MDEF, ARM, and MARM.

Thunder

MP: 4 / T: Multiple / D: Instant
4d6 lightning damage to a single target, or 2d6 lightning damage to all enemies.

Scan

MP: 3 / T: Single / D: Instant
Caster instantly knows target's current and maximum HP and MP, Level, and Weaknesses.

Super Sprint

MP: 4 / T: Single / D: 1d6 + (MAG / 3) rounds
Target gets (MAG / 5) added to SPD. In addition, the target's running speed is tripled.

Unlock

MP: 5 / T: Single / D: Instant / P: -10%
This spell instantly unlocks any normal (key-based) lock and dispels barriers created by the Lock spell. This spell does not work against Magic Lock spells. This spell does not work against puzzle or combination locks.

Level 2

Bio

MP: 8 / T: Multiple / D: Instant / S: -20%
4d6 poison damage to a single target, or 2d6 poison damage to all enemies. Magic% chance to inflict Poison.

Blink

MP: 10 / T: Single / D: 1d6 + (MAG / 3) hours
Inflicts Blur.
The target appears somewhat hazy. It is hard to focus one's vision upon the target.

Etherealize

MP: 15 / T: Self / D: 1d6 + (MAG / 3) rounds
You become immaterial. You cannot affect material objects other than your own inventory. You can pass through walls. You cannot attack or cast spells. You cannot be physically attacked, but spells can deal damage to you. Spells cannot affect you in any other way than inflicting damage.

Featherfall

MP: 7 / T: Single / D: 1d6 + (MAG / 3) minutes
Slows the effects of gravity applied on falling speed. The target will float harmlessly off cliffs and other such drops, at 1/10th the normal falling speed. This spell can be cast on objects.

Mini

MP: 8 / T: Multiple / D: 1d6 + (MAG / 3) rounds / S: -10% / P: -10%, additional -10% per target if targeting multiple
Magic% chance of inflicting Mini.

Mute

MP: 9 / T: Multiple / D: 1d6 + (MAG / 3) rounds / P: -10% per target if targeting multiple
(50 + [Level / 3] + [MAG / 2])% chance to inflict Silence.

Osmose

MP: 1 / T: Single / D: Instant
3d6 MP Drain. Do not apply your MDC to this spell.

Quake

MP: 6 / T: Multiple / D: Instant
5d6 earth damage to a single target, or 3d6 earth damage to all enemies.

Sleep

MP: 8 / T: Multiple / D: 1d6 + (MAG / 3) rounds / S: -20% / P: -10%, -10% per additional target if targeting multiple Magic% chance to inflict Sleep.

Ward

MP: 10 / T: Single / D: 1d6 + (MAG / 3) hours
Inflicts Ward.

The target appears slightly hazy around the edges, and becomes difficult to detect magically.

Water

MP: 6 / T: Multiple / D: Instant
5d6 water damage to a single target, or 3d6 water damage to all enemies.

Level 3

Aera

MP: 25 / T Multiple / D: Instant
Prerequisite: Aero

5d6 wind damage to a single target, or 3d6 each to all enemies.

Blind

MP: 12 / T: Multiple / D: 1d6 + (MAG / 3) rounds / S: -20% / P: -20%, -10% per additional target if targeting multiple Magic% chance to inflict Blind.

Blizzara

MP: 22 / T: Multiple / D: Instant
Prerequisite: Blizzard

5d6 ice damage to a single target, or 3d6 ice damage to all enemies. Any enemy damaged by this spell also gets -2 SPD for 1d4 rounds. This counts as a negative status condition.

Cura

MP: 24 / T: Multiple / D: Instant
Prerequisite: Cure

5d6 HP healing to a single target, or 3d6 each to all allies. This spell can heal light flesh wounds, as well as fractured (not broken) bones.

Fira

MP: 22 / T: Multiple / D: Instant
Prerequisite: Fire

5d6 fire damage to a single target, or 3d6 fire damage to all enemies. This spell also ignites flammable objects.

Protect

MP: 15 / T: Single / D: 1d6 + (MAG / 3) rounds
Inflicts Protect.

Rasp

MP: 25 / T: Single / D: Instant
Prerequisite: Osmose
4d6 MP damage.

Shell

MP: 15 / T: Single / D: 1d6 + (MAG / 3) rounds
Inflicts Shell.

Slow

MP: 15 / T: Single / D: 1d8 + (MAG / 3) rounds / S: -10% Magic% chance to inflict the Slow status.

Soften

MP: 10 / T: Single / D: Instant or 3 rounds

Cures Petrify and Ironize. If cast on any construct or non-equipped object made of anything harder than flesh, halves that object's ARM value for 3 rounds. If used in such a way, this is considered a negative status condition; otherwise it is a curative spell. In order to be affected, the GM must deem the target to be mostly or entirely comprised of a suitably hard substance.

Stonefall

MP: 15 / T: Single / D: Instant
Prerequisite: Featherfall

Gravity increases, forcing the target to drop out of the air. This grounds jumping Dragoons, dispels Float and Levitate, and yanks Flying creatures to the ground. If the floating, levitation, or flying is a constantly-active ability, they cannot lift back off the ground during this turn or the next.

Thundara

MP: 22 / T: Multiple / D: Instant
Prerequisite: Thunder

5d6 lightning damage to a single target, or 3d6 lightning damage to all enemies. This spell also has a 60% chance to ignite flammable objects.

Toad

MP: 12 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -20% / P: -20%
Magic% chance to inflict Toad.

X-Ray

MP: 10 / T: Self / D: 1d6 + (MAG / 3) minutes

You gain the ability to see through containers and walls up to (MAG / 3) feet thick.

Level 4

Barrier

MP: 25 / T: Single / D: 1d8 + (MAG / 3) rounds
Prerequisite: Protect

Inflicts Barrier.

Biora

MP: 32 / T: Multiple / D: Instant / S: -25%
Prerequisite: Bio

6d6 poison damage to a single target, or 4d6 poison damage to all enemies. Magic% chance to inflict Poison.

Debarrier

MP: 25 / T: Single / D: Instant

Eliminates any protective spells affecting the target, including spells like Shell, Barrier, Anti-Doom, and any spells that increase elemental resistance.

Dive

MP: 20 / T: Single / D: 1d8 + (MAG / 3) hours

The target can breathe underwater and withstand deep-diving water pressure.

Elemental Blade

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Create Element

Imbue a weapon with an element. This changes the weapon's damage to that element, increases its base damage by one die, and carries an additional effect when striking an enemy:

- Fire: Flat 30% chance to inflict Burning
- Ice: (50 - victim's VIT)% chance to inflict Freeze
- Lightning: Flat 30% chance to inflict Stun
- Water: (50 - victim's VIT)% chance to inflict Sleep
- Earth: (50 - victim's VIT)% chance to inflict Petrify
- Wind: (50 - victim's VIT)% chance to reduce victim's SPD by half for 1d4 rounds
- Light: +50% damage to undead, evil, and dark-elemental enemies
- Dark: +50% damage to holy and light-elemental enemies

Flight

MP: 25 / T: Self / D: 1d8 + (MAG / 3) hours

Prerequisite: Super Sprint

You can fly (at double your running speed). You get +10 DEF and MDEF. You can use Cosmic Magic Lore at a -50% penalty in place of the Flight skill to execute Aerial Maneuvers.

Haste

MP: 20 / T: Single / D: 1d8 + (MAG / 3) rounds

Inflicts Haste.

Life

MP: 34 / T: Single / D: Instant

Cures Dead. The revived character returns with 10% HP.

M.Barrier

MP: 25 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Shell

Inflicts M.Barrier.

Muddle

MP: 25 / T: Multiple / D: 1d6 + (MAG / 3) rounds / S: -20% /

P: -20%, additional -10% per target if targeting multiple
Magic% chance to inflict Confuse.

Quakera

MP: 28 / T: Multiple / D: Instant

Prerequisite: Quake

6d6 earth damage to a single target, or 4d6 earth damage to

all enemies.

Redirect Energy

MP: 25 / T: Self / D: 1d8 + (MAG / 3) rounds

Any time you take damage while this spell is in effect, you may "store" that damage, up to a maximum of 20 points per attack (you still take full damage). You can store a maximum of 100 points. Whenever you make a weapon attack while this spell is in effect, you may use any amount of this stored energy in place of the weapon's associated damage stat.

When this spell's duration expires, you take damage equal to the amount of stored energy remaining. Your MARM value are ignored for this damage.

Warp

MP: 20 / T: All enemies or allies / D: Instant

Either all enemies or all allies are transported to the last major floor entrance (staircase, door, trapdoor, etc) they came through.

Watera

MP: 28 / T: Multiple / D: Instant

Prerequisite: Water

6d6 water damage to a single target, or 4d6 water damage to all enemies.

Level 5

Aeroga

MP: 55 / T: Multiple / D: Instant

7d6 wind damage to a single target, or 5d6 each to all enemies.

Barricade

MP: 35 / T: All allies / D: Indefinite

Prerequisite: Barrier

Creates a Barricade around the party. Any physical attack that would hit a party member instead hits this Barricade. It has (2 * [MAG / 3]) ARM, and can absorb ([Level * 7] + [MAG * 2]) damage. When the Barricade is destroyed, the remaining damage of the attack that destroyed it continues toward the party member it initially targeted.

Blizzaga

MP: 52 / T: Multiple / D: Instant

Prerequisite: Blizzara

7d6 ice damage to a single target, or 6d6 ice damage to all enemies. Any enemy damaged by this spell also gets -3 SPD for 1d4 rounds. This counts as a negative status condition.

Drain

MP: 20 / T: Single / D: Instant

5d6 HP Drain.

Firaga

MP: 52 / T: Multiple / D: Instant

Prerequisite: Fira

7d6 fire damage to a single target, or 6d6 fire damage to all

enemies. This spell also ignites flammable objects.

Hold

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds / S: -30% / P: -30%

Magic% chance of encircling the target with magical ropes. These ropes can be cut in 2 rounds of careful cutting from outside, or by dealing 50 damage to the afflicted character. The character inside the ropes cannot move or act.

M.Barricade

MP: 35 / T: All allies / D: Indefinite

Prerequisite: M.Barrier

Creates a Magic Barricade around the party. Any magical attack that would hit a party member instead hits this Barricade. It has (2 * [MAG / 3]) MARM, and can absorb ([Level * 7] + [MAG * 2]) damage. When the Barricade is destroyed, the spell that destroyed it does nothing further. M.Barricade only stops magical damage; status-inflicting spells still work. A spell that targets all party members only attacks the Barricade once, but a spell with a Target listing of "Multiple" hits the barricade once per party member.

Regen

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Cura

Inflicts Regen. When calculating healing gained from Regen inflicted this way, use the caster's WIP score.

Revitalize

MP: 15 / T: Single / D: Instant

Cures the Zombie condition.

Ruse

MP: 40 / T: Single / D: 1d8 + (MAG / 3) rounds

Create 1d10 mirror images. For each existing mirror image, the target gets +5 DEF. Whenever a physical attack misses the target, an image is destroyed.

Thundaga

MP: 52 / T: Multiple / D: Instant

Prerequisite: Thundara

7d6 lightning damage to a single target, or 6d6 lightning damage to all enemies. This spell also ignites flammable objects.

Wall of Fire

MP: 30 / D: 1d8 + (MAG / 3) rounds

Prerequisite: Fira

Create a barrier of flames twice your height. This barrier can be shaped as either a line in front of you, or a circle around you. Anything touching this barrier or passing through it, including to attack you, takes 4d8 fire damage. If either you or this barrier is hit by any attack that deals ice or water damage, this spell immediately ends.

Wall of Ice

MP: 30 / D: 1d8 + (MAG / 3) rounds

Prerequisite: Blizzara

Create a wall of ice twice your height. This wall can be shaped as either a line in front of you, or a circle around you. The wall absorbs all physical and magical damage directed at the caster. The wall has ([Level * 5] + [MAG * 3]) HP and ([MAG / 3] * 2) ARM and MARM. If the wall absorbs any fire damage, this spell immediately ends.

Wall of Lightning

MP: 30 / D: 1d8 + (MAG / 3) rounds

Prerequisite: Thundara

Create a barrier of lightning twice your height. This barrier can be shaped as either a line in front of you, or a circle around you. Anything touching this barrier or passing through it, including to attack you, takes 2d8 lightning damage and is inflicted with Stun. If either you or this barrier is hit by any attack that deals earth damage, this spell immediately ends.

Level 6

Berserk

MP: 25 / T: Single / D: Indefinite / S: -30% / P: -30%

Prerequisite: Muddle

Magic% chance to inflict Berserk.

Bioga

MP: 64 / T: Multiple / D: Instant / S: -40%

Prerequisite: Biora

8d6 poison damage to a single target, or 6d6 poison damage to all enemies. Magic% chance to inflict Venom.

Exit

MP: 40 / T: Multiple / D: Instant / P: -10% per target if used offensively

Prerequisite: Warp

Teleports the target(s) to the entrance or exit of the current dungeon or structure. You must have seen and walked through this entrance/exit; if you were led in blindfolded, this spell automatically fails. If using this spell to warp enemies, apply the Lore Penalty; otherwise, this is not a harmful spell.

Float

MP: 25 / T: All allies / D: 1d8 + (MAG / 3) rounds

Inflicts the Float status. Float granted this way does not change a Geomancer's Terrain to High Places, and does not grant the ability to use Flying Maneuvers.

Quakega

MP: 58 / T: Multiple / D: Instant

Prerequisite: Quakera

8d6 earth damage to a single target, or 6d6 earth damage to all enemies.

Reflect

MP: 40 / T: Single / D: 1d8 + (MAG / 3) rounds
Prerequisite: M.Barricade
Inflicts Reflect. (This spell is considered beneficial.)

Shapechange

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds / S: -30% / P: -30%
Prerequisite: Mini and Toad
Magic% chance to change the target into another type of creature. You choose the type; penalties may apply depending on how poorly you know the new creature's biology, size differences, etc. GM determines the exact effects of becoming a new creature.

Vanish

MP: 50 / T: Single / D: 1d8 + (MAG / 3) rounds
Prerequisite: Magic Veil
Inflicts Vanish.

Waterga

MP: 58 / T: Multiple / D: Instant
Prerequisite: Watera
8d6 water damage to a single target, or 6d6 water damage to all enemies.

Level 7

Comet Rush

MP: 50 / T: Self / D: 1d10 + (MAG / 3) hours
Prerequisite: Flight
As long as there is at least 50 feet of "runway" (a straight, unobstructed path), you can run at 25 times normal running speed. You gain a (MAG / 5) bonus to SPD. At any time during the duration of this spell, you can utilize it to attack, dealing unarmed damage plus (SPD / 5) bonus dice of damage (the same dice your unarmed attack uses). This attack does not require a "runway".

Curaga

MP: 64 / T: Multiple / D: Instant
Prerequisite: Cura
9d6 HP healing to a single target, or 7d6 each to all allies.
This spell is capable of healing most flesh wounds as well as mending broken bones.

Dispel

MP: 30 / T: Single / D: Instant / S: -20% if used offensively
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 Magic% chance of working; if this check (against their MDEF and using the Success Penalty as normal) fails, so does this spell.

Enchanted Blade

MP: 100 / T: Single / D: 1d10 + (MAG / 3) hours
Prerequisite: Elemental Blade
This spell is almost identical to Elemental Blade. It carries a longer duration, and gives two additional element choices:
-Poison: (50 - victim's VIT)% chance to inflict Venom
-Morph: (50 - victim's VIT)% chance to inflict Toad; weapon deals non-elemental damage

Esuna

MP: 30 / T: Single / D: Instant
Prerequisite: Antidote and Soften
Removes all negative status conditions (except Doom, Zombie, Cowardly, and Innocent).

Siphon

MP: 50 / T: Single / D: Instant
Prerequisite: Osmose and Drain
7d6 HP Drain. 5d6 MP Drain.

Level 8

Clone

MP: 75 / T: Self / D: 1d10 + (MAG / 3) hours
Prerequisite: Ruse
You makes a magical replica of yourself. It has no will or thoughts of its own; your consciousness is controlling its actions. It can obey commands to perform simple actions and spells (up to Level 4). The clone's stats are identical to yours, except that it only has (MAG)% of the your maximum HP and MP.

Invisibility

MP: 70 / T: Single / D: 1d10 + (MAG / 3) rounds
Prerequisite: Etherealize and Vanish
Combines the full effects of Etherealize and Vanish.

Mind Blast

MP: 100 / T: All enemies / D: Instant / S: -40%
Prerequisite: Rasp
10d6 non-elemental damage to all enemies. Magic% chance to inflict Confuse on each enemy for 1d6 + (MAG / 3) rounds.

Stop

MP: 60 / T: Single / D: 1d10 + (MAG / 3) rounds / S: -40%
Prerequisite: Slow
Magic% chance to inflict Stop.

Section H: By The Power Of... // Sword Magic

Durations on Sword Magic refer to the amount of time the spell stays on the sword. Status conditions inflicted by Sword Magic spells last 1d6 rounds unless otherwise noted.

Level 1

Aero Sword

MP: 5 / D: 1d6 + (MAG / 3) rounds

2d6 wind damage on contact. The weapon can be thrown, and will return of its own accord, allowing it to be used as a ranged attack using your normal weapon skill.

Blind Sword

MP: 5 / D: 1d6 + (MAG / 3) rounds / S: -20% / P: -10%

Magic% chance to inflict Blind on contact. A sword enchanted this way becomes very dark in color, and is slightly easier to hide.

Blizzard Sword

MP: 5 / D: 1d6 + (MAG / 3) rounds

2d6 ice damage on contact. 20% chance to reduce the victim's SPD by 1 for 1d4 rounds.

Fire Sword

MP: 5 / D: 1d6 + (MAG / 3) rounds

2d6 fire damage on contact. Flat 10% chance to inflict Burning.

Sleep Sword

MP: 5 / D: 1d6 + (MAG / 3) rounds / S: -20% / P: -10%

Magic% chance to inflict Sleep on contact. A sword enchanted this way glows a faint, soothing purple.

Thunder Sword

MP: 5 / D: 1d6 + (MAG / 3) rounds

2d6 lightning damage on contact. Flat 10% chance to inflict Stun.

Level 2

Bio Sword

MP: 9 / D: 1d6 + (MAG / 3) rounds / S: -10%

2d6 poison damage on contact. Magic% chance to inflict Poison. A sword enchanted this way glows a faint, sickly green color.

Mini Sword

MP: 9 / D: 1d6 + (MAG / 3) rounds / S: -10% / P: -10%

Magic% chance to inflict Mini on contact. A sword enchanted this way glows slightly orange, and seems slightly smaller than its actual size unless one looks at it very carefully.

Mute Sword

MP: 9 / D: 1d6 + (MAG / 3) rounds / S: -10% / P: -10%

Magic% chance to inflict Silence on contact. A sword enchanted this way gains a slight grey tint, and makes no noise when being swung, sheathed, or drawn.

Slow Sword

MP: 12 / D: 1d8 + (MAG / 3) rounds / S: -10% / P: -10%

Magic% chance to inflict Slow on contact. A sword enchanted this way appears to leave faint afterimages when swung, as it is faintly warping time around it.

Toad Sword

MP: 12 / D: 1d6 + (MAG / 3) rounds / S: -10% / P: -10%

Magic% chance to inflict Toad on contact. A sword enchanted this way glows green, and may make a faint 'ribbit' noise when swung.

Quake Sword

MP: 9 / D: 1d6 + (MAG / 3) rounds

2d6 earth damage on contact. 20% chance to reduce the victim's AGI by 2 for 1d4 rounds.

Level 3

Aera Sword

MP: 20 / D: 1d6 + (MAG / 3) rounds

Prerequisite: Aero Sword

3d6 wind damage on contact. The weapon can be thrown, and will return of its own accord, allowing it to be used as a ranged attack using your normal weapon skill. The sword can hit the same enemy again on the return throw, but does not activate this extra wind damage on that strike.

Barrier Sword

MP: 20 / D: 1d8 + (MAG / 3) rounds

All physical damage taken by the caster is reduced by half. Sheathing, dropping, unequipping, or otherwise not holding the sword ends this spell. A sword enchanted this way glows a soft grey.

Blizzara Sword

MP: 20 / D: 1d6 + (MAG / 3) rounds

Prerequisite: Blizzard Sword

3d6 ice damage on contact. 20% chance to reduce the victim's SPD by 3 for 1d4 rounds.

Dark Sword

MP: 25 / D: 1d6 + (MAG / 3) rounds

3d6 darkness damage on contact. 20% chance to reduce the victim's MAG by 2 for 1d4 rounds.

Fira Sword

MP: 20 / D: 1d6 + (MAG / 3) rounds

Prerequisite: Fire Sword

3d6 fire damage on contact. Flat 12% chance to inflict Burning.

Light Sword

MP: 25 / D: 1d6 + (MAG / 3) rounds

3d6 light damage on contact. 10% chance to instantly destroy undead enemies and enemies suffering from the Zombie condition.

Rasp Sword

MP: 20 / D: 1d8 + (MAG / 3) rounds
2d6 MP damage on contact. A sword enchanted this way glows a strange purplish-pink, and feels distinctly *wrong* to creatures whose life-force consists of magical power.

Thundara Sword

MP: 20 / D: 1d6 + (MAG / 3) rounds
Prerequisite: Thunder Sword
3d6 lightning damage on contact. Flat 12% chance to inflict Stun.

Level 4

Biora Sword

MP: 25 / D: 1d6 + (MAG / 3) rounds / S: -10%
Prerequisite: Bio Sword
3d6 poison damage on contact. Magic% chance to inflict Poison. A sword enchanted this way glows a sickly green color.

Debarrier Sword

MP: 25 / D: 1d8 + (MAG / 3) rounds
Eliminates magical protection on contact before dealing damage, including Protect, Shell, Barrier, M.Barrier, Barricade, M.Barricade, and Mega Barricade. The weapon deals half normal damage if the victim was protected by any of these when you attacked them. A sword enchanted this way emits a soft black aura.

Haste Sword

MP: 20 / D: 1d6 + (MAG / 3) rounds
Your initiative rolls are doubled when using this weapon. Sheathing, dropping, unequipping, or otherwise not holding the sword ends this spell. A sword enchanted this way cannot be seen by most normal people when swung, as it is moving too fast for their eyes to catch.

M.Barrier Sword

MP: 25 / D: 1d8 + (MAG / 3) rounds
All magical damage taken by the caster is reduced by half. Sheathing, dropping, unequipping, or otherwise not holding the sword ends this spell. A sword enchanted this way glows a shifting rainbow of colors.

Muddle Sword

MP: 27 / D: 1d6 + (MAG / 3) rounds / S: -20% / P: -20%
Magic% chance to inflict Confuse on contact. A sword enchanted this way is surrounded by a misty yellow fog.

Quakera Sword

MP: 25 / D: 1d6 + (MAG / 3) rounds
Prerequisite: Quake Sword
3d6 earth damage on contact. 20% chance to reduce the victim's AGI by 4 for 1d4 rounds.

Level 5

Aeroga Sword

MP: 35 / D: 1d8 + (MAG / 3) rounds
Prerequisite: Aera Sword
4d6 wind damage on contact. The weapon can be thrown, and will return of its own accord, allowing it to be used as a ranged attack using your normal weapon skill. The sword can hit the same enemy again on the return throw or another nearby enemy, but does not activate this extra wind damage on that strike.

Blizzaga Sword

MP: 35 / D: 1d8 + (MAG / 3) rounds
Prerequisite: Blizzara Sword
4d6 ice damage on contact. 20% chance to reduce the victim's SPD by 5 for 1d4 rounds.

Chaos Sword

MP: 100 / D: 1d8 + (MAG / 3) rounds
When attacking with the weapon, each hit that would normally trigger a Sword Magic enchantment has a $(\lceil \text{Level} / 3 \rceil + \text{MAG})\%$ chance to temporarily invoke a Sword Magic spell you already know that inflicts additional elemental damage (Bio Sword, Quakera Sword, etc., but not Blind Sword, Barrier Sword, Drain Sword, etc.). The chosen spell's level can be a maximum of the level of your highest-known Sword Magic spell, minus 1 (if your most powerful spell is Level 7, you may only invoke Level 6 spells with this effect).

Darkra Sword

MP: 45 / D: 1d8 + (MAG / 3) rounds
Prerequisite: Dark Sword
4d6 darkness damage on contact. 20% chance to reduce the victim's MAG by 4 for 1d4 rounds.

Dispel Sword

MP: 35 / D: 1d8 + (MAG / 3) rounds / S: -30%
Prerequisite: Debarrier Sword
Magic% chance to remove all status conditions on contact. A sword enchanted this way glows a bright silver.

Drain Sword

MP: 35 / D: 1d6 + (MAG / 3) rounds
The weapon deals half damage, but deals it in the form of HP Drain. This means that your maximum damage is equal to (your maximum HP - your current HP), and can be 0.

Firaga Sword

MP: 35 / D: 1d8 + (MAG / 3) rounds
Prerequisite: Fira Sword
4d6 fire damage on contact. Flat 15% chance to inflict Burning.

Lightra Sword

MP: 45 / D: 1d8 + (MAG / 3) rounds
Prerequisite: Light Sword
4d6 light damage on contact. 20% chance to instantly destroy

undead enemies and enemies suffering from the Zombie condition.

Thundaga Sword

MP: 35 / D: 1d8 + (MAG / 3) rounds

Prerequisite: Thundara Sword

4d6 lightning damage on contact. Flat 15% chance to inflict Stun.

Level 6

Berserk Sword

MP: 35 / D: 1d8 + (MAG / 3) rounds / S: -20% / P: -20%

Prerequisite: Muddle Sword

Magic% chance to inflict Berserk on contact. A sword enchanted this way glows an angry red.

Bioga Sword

MP: 40 / D: 1d8 + (MAG / 3) rounds / S: -10%

Prerequisite: Biora Sword

4d6 poison damage on contact. Magic% chance to inflict Venom. A sword enchanted this way glows a bright, sickening green color.

Osmose Sword

MP: 35 / D: 1d6 + (MAG / 3) rounds

Prerequisite: Rasp Sword

The weapon deals half damage, but deals it in the form of MP Drain. This means that your maximum damage is equal to (your maximum MP - your current MP), and can be 0. A weapon enchanted this way cannot harm those without an MP pool.

Quakega Sword

MP: 40 / D: 1d8 + (MAG / 3) rounds

Prerequisite: Quakera Sword

4d6 earth damage on contact. 20% chance to reduce the victim's AGI by 6 for 1d4 rounds.

Shatter Sword

MP: 35 / D: 1d8 + (MAG / 3) rounds / S: -20% / P: -20%

When striking a solid object, including glass, Petrified or Frozen enemies, and metallic objects, there is a Magic% chance to inflict Shattered. Enemies have a $([Level / 2] + [STR / 2] + [VIT / 2])\%$ bonus to their MDEF against this Magic% roll. A sword enchanted this way generates a constant high-pitched hum, like a tuning fork.

Stone Sword

MP: 50 / D: 1d8 + (MAG / 3) rounds / S: -30% / P: -30%

Magic% chance to inflict Petrify on contact. A sword enchanted this way takes on the appearance of a single solid stone.

Level 7

Aging Sword

MP: 55 / D: 1d10 + (MAG / 3) rounds / S: -30% / P: -30%

Magic% chance to inflict Old on contact. A sword enchanted this way temporarily appears to be an ancient relic.

Darkga Sword

MP: 65 / D: 1d10 + (MAG / 3) rounds

Prerequisite: Darkra Sword

5d6 darkness damage on contact. 20% chance to reduce the victim's MAG by 6 for 1d4 rounds.

Doom Sword

MP: 65 / D: 1d10 + (MAG / 3) rounds / S: -30% / P: -30%

Prerequisite: Dispel Sword

Magic% chance to inflict Dead on contact. A sword enchanted this way generates a sickly, evil aura.

Keen Sword

MP: 60 / D: 1d10 + (MAG / 3) rounds

The weapon deals an extra die of base damage, and your Critical Range with this weapon is increased by 10. Enemies' ARM values are halved against the weapon. A sword enchanted this way appears unnaturally sharp, enough to cut even the air.

Lightga Sword

MP: 65 / D: 1d10 + (MAG / 3) rounds

Prerequisite: Lightra Sword

5d6 light damage on contact. 30% chance to instantly destroy undead enemies and enemies suffering from the Zombie condition.

Stop Sword

MP: 75 / D: 1d10 + (MAG / 3) rounds / S: -30% / P: -30%

Prerequisite: Slow Sword

Magic% chance to inflict Stop on contact. A sword enchanted this way leaves large, shimmering afterimages when swung, which linger for several seconds before disappearing.

Wall Sword

MP: 60 / D: 1d10 + (MAG / 3) rounds

Prerequisite: Barrier Sword and M.Barrier Sword

All damage taken by the caster is reduced by half. You are inflicted with Reflect for the duration of this spell. Sheathing, dropping, unequipping, or otherwise not holding the sword ends this spell. A sword enchanted this way takes on a shiny, crystalline appearance.

Level 8

Break Sword

MP: 75 / D: 1d10 + (MAG / 3) rounds / S: -40%

Prerequisite: Quakega Sword and Shatter Sword and Stone Sword

5d6 earth damage on contact. Magic% chance to inflict Petrify. After attempting to inflict Petrify, Magic% chance to

inflict Shattered, as the Shatter Sword effect. The weapon can be plunged into the ground to produce an earthquake, dealing 10d6 earth damage to all enemies. This attack is calculated using your MDC against the victims' MARM. This attack does nothing to enemies that are flying, floating, or levitating. Using this attack ends this spell. A sword enchanted this way appears to be made of a pulsing, rocky ore.

Control Blade

MP: 75 / T: Single / D: 1d10 + (MAG / 3) rounds / S: -30%
Prerequisite: Keen Sword

Magic% chance to disarm the victim on contact. If successful, you may control the weapon telekinetically, and can make physical attacks with it (both normal and Weapon Mastery, if you have weapon skill in that weapon type). If you choose to do so, you cannot make any actions aside from attacking with that weapon, or else you lose control of that weapon. When you lose control of a weapon, either through this spell ending or through taking another action, the weapon falls to the ground, and cannot be controlled through this spell until someone picks it back up.

Flare Sword

MP: 75 / D: 1d10 + (MAG / 3) rounds
Prerequisite: Firaga Sword

5d6 non-elemental damage on contact. The weapon can be raised into the air to produce an explosion, dealing 10d6 non-elemental damage to all enemies. This attack is calculated using your MDC against the victims' MARM. Using this attack ends this spell. A sword enchanted this way appears to be coated in an orange liquid that continually bubbles and pops.

Freeze Sword

MP: 75 / D: 1d10 + (MAG / 3) rounds / S: -40%
Prerequisite: Blizzaga Sword

5d6 ice damage on contact. Magic% chance to inflict Frozen on contact. The weapon can be pointed toward the enemies to produce a snowstorm, dealing 10d6 ice damage to all enemies. This attack is calculated using your MDC against the victims' MARM. Using this attack ends this spell. A sword enchanted this way glows a bright blue and is very cold to the touch, even to the Spellblade wielding it.

Vampire Sword

MP: 70 / D: 1d10 + (MAG / 3) rounds
Prerequisite: Drain Sword and Osmose Sword

The weapon deals half of its damage as HP Drain and the other half as MP Drain. Each half is capped separately by your remaining HP/MP. A weapon enchanted this way drips fresh blood from any edges or tips.

Whirlwind Sword

MP: 75 / D: 1d10 + (MAG / 3) rounds / S: -40%
Prerequisite: Aeroga Sword and Muddle Sword
5d6 wind damage on contact. Magic% chance to inflict Confuse on contact. A sword enchanted this way is surrounded by small, whipping gusts.

Section I: A Light In The Darkness // White Magic

Level 1

Aero

MP: 5 / T: Single / D: Instant
3d6 wind damage.
A sharp gust of air.

Antidote

MP: 3 / T: Single / D: Instant
Cures the Poison condition.

Cure

MP: 5 / T: Multiple / D: Instant
3d6 HP healing to a single target, or 2d6 each to all.

Lifesense

MP: 10 / T: Self / D: 1d6 + (MAG / 3) hours
You can see the aura of living creatures. Any creature who is hiding in the area will be betrayed by the aura of life surrounding them. This does not, however, penetrate magical cloaking such as Vanish and Fog of Mystery. Simply looking at a living being allows you to tell that they are alive, and what negative statuses (if any) they are suffering.

Lock

MP: 5 / D: Indefinite
When cast on an object with a lock, the lock closes itself perfectly; bars slide into place, tumblers turn of their own accord. The lock is not magically sealed and can be unlocked through normal means. When cast on an opening without a lock, such as a cave mouth, a magical barrier appears. This barrier must be tied to a command word when the spell is cast. This barrier can be removed by deliberately speaking the command word to it, by dealing 50 damage to it, by killing the caster, or through the use of the Unlock or Magic Unlock spells. The barrier has stats of 0 for DEF, MDEF, ARM, and MARM.

Protection: Evil

MP: 10 / T: Single / D: 1d6 + (MAG / 3) hours
Target gains 50% darkness resistance, and gains a (MAG / 3) bonus to all combat stats against any creatures that are either evil (as determined by the GM) or aligned with the darkness element.

Protection: Fire

MP: 10 / T: Single / D: 1d6 + (MAG / 3) hours
Target gains 50% fire resistance.

Scan

MP: 3 / T: Single / D: Instant
Caster instantly knows target's current and maximum HP and MP, Level, and Weaknesses.

Unlock

MP: 5 / T: Single / D: Instant / P: -10%
This spell instantly unlocks any normal (key-based) lock and

dispels barriers created by the Lock spell. This spell does not work against Magic Lock spells. This spell does not work against puzzle or combination locks.

Level 2

Blink

MP: 10 / T: Single / D: 1d6 + (MAG / 3) hours

Inflicts Blur.

The target appears somewhat hazy. It is hard to focus one's vision upon the target.

Courage

MP: 8 / T: Single / D: 1d6 + (MAG / 3) rounds

Target gets (MAG / 2) added to STR and VIT. Immediately upon casting, this spell also cures Cowardly as well as any fear-based effects.

Etherealize

MP: 15 / T: Self / D: 1d6 + (MAG / 3) rounds

You become immaterial. You cannot affect material objects other than your own inventory. You can pass through walls. You cannot attack or cast spells. You cannot be physically attacked, but spells can deal damage to you. Spells cannot affect you in any other way than inflicting damage.

Mercy

MP: 10 / T: Self / D: Instant

You instantly know the general location of anyone in the area who is critically wounded and/or in a life-threatening situation. This works only in a general directional sense. This spell also allows you to momentarily use White Magic Lore in place of Tracking to determine how to find the injured or threatened person.

Mini

MP: 8 / T: Multiple / D: 1d6 + (MAG / 3) rounds / S: -10% / P: -10%, additional -10% per target if targeting multiple Magic% chance of inflicting Mini.

Mute

MP: 9 / T: Multiple / D: 1d6 + (MAG / 3) rounds /

P: -10% per target if targeting multiple (50 + [Level / 3] + [MAG / 2])% chance to inflict Silence.

Protection: Ice

MP: 10 / T: Single / D: 1d6 + (MAG / 3) rounds

Target gains 50% ice resistance.

Tongues

MP: 10 / T: Self / D: 1d6 + (MAG/3) hours

You can speak and understand one chosen language. You cannot read or write it. You gain fluency (100% skill), and others who know you are not a native speaker might notice that your fluency is too natural and perfect. This spell also allows you to speak clearly in situations where sounds would normally be garbled but not drowned out (i.e., underwater). When cast through an item, this spell also cures Mute.

Ward

MP: 10 / T: Single / D: 1d6 + (MAG / 3) hours

Inflicts Ward.

The target appears slightly hazy around the edges, and becomes difficult to detect magically.

Level 3

Aera

MP: 25 / T: Multiple / D: Instant

Prerequisite: Aero

5d6 wind damage to a single target, or 3d6 each to all enemies.

Cura

MP: 24 / T: Multiple / D: Instant

Prerequisite: Cure

5d6 HP healing to a single target, or 3d6 each to all allies.

This spell can heal light flesh wounds, as well as fractured (not broken) bones.

Fortitude

MP: 20 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Courage

Grants 1d8 HP of both current and maximum HP to the target. This is considered a positive status effect. When this spell wears off or is dispelled, the target's current HP is reduced by the same amount as the initial gain in maximum HP. This cannot reduce a character below 1 HP. The effect upon current HP generated by this spell is not healing, and cannot be affected by effects that alter healing, including the Zombie status.

Light

MP: 25 / T: Single / D: Instant

4d8 light damage.

Limber

MP: 13 / T: Single / D: 1d6 + (MAG / 3) rounds

Target gets (MAG / 2) added to SPD and AGI.

Protect

MP: 15 / T: Single / D: 1d6 + (MAG / 3) rounds

Inflicts Protect.

Protection: Lightning

MP: 10 / T: Single / D: 1d6 + (MAG / 3) rounds

Target gains 50% lightning resistance.

Shell

MP: 15 / T: Single / D: 1d6 + (MAG / 3) rounds

Inflicts Shell.

Slow

MP: 15 / T: Single / D: 1d8 + (MAG / 3) rounds / S: -10%

Magic% chance to inflict the Slow status.

Soften

MP: 10 / T: Single / D: Instant or 3 rounds

Cures Petrify and Ironize. If cast on any construct or non-equipped object made of anything harder than flesh, halves that object's ARM value for 3 rounds. If used in such a way, this is considered a negative status condition; otherwise it is a curative spell. In order to be affected, the GM must deem the target to be mostly or entirely comprised of a suitably hard substance.

Spirit Sense

MP: 20 / T: Self / D: 1d8 + (MAG / 3) minutes

You can see and communicate with the souls of the recently departed. (How recently is recently? GM discretion.)

Level 4

Anti-Fire

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Protection: Fire

Target gains 100% fire resistance.

Barrier

MP: 25 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Protect

Inflicts Barrier.

Bravery

MP: 22 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Courage

Target gets (MAG / 2) added to combat stats. Immediately upon casting, this spell also cures Cowardly as well as any fear-based effects.

Haste

MP: 20 / T: Single / D: 1d8 + (MAG / 3) rounds

Inflicts Haste.

Hold

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds / S: -30% / P: -30%

Magic% chance of encircling the target with magical ropes. These ropes can be cut in 2 rounds of careful cutting from outside, or by dealing 50 damage to the afflicted character. The character inside the ropes cannot move or act.

Life

MP: 34 / T: Single / D: Instant

Cures Dead. The revived character returns with 10% HP.

M.Barrier

MP: 25 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Shell

Inflicts M.Barrier.

Muddle

MP: 25 / T: Multiple / D: 1d6 + (MAG / 3) rounds / S: -20% / P: -20%, additional -10% per target if targeting multiple
Magic% chance to inflict Confuse.

Protection: Doom

MP: 25 / T: Single / D: 1d8 + (MAG / 3) rounds

If the recipient is targeted by Doom, X-Zone, or any effect that attempts to inflict Dead other than being at 0 HP, that effect has its chance to succeed reduced by half (apply this multiplier to its roll after applying MDEF). This counts as a positive status condition.

Protection: Poison

MP: 10 / T: Single / D: 1d6 + (MAG / 3) rounds

Target gains 50% poison resistance.

Protection: Wind

MP: 10 / T: Single / D: 1d6 + (MAG / 3) rounds

Target gains 50% wind resistance.

Level 5

Aeroga

MP: 55 / T: Multiple / D: Instant

7d6 wind damage to a single target, or 5d6 each to all enemies.

Anti-Ice

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Protection: Ice

Target gains 100% ice resistance.

Barricade

MP: 35 / T: All allies / D: Indefinite

Prerequisite: Barrier

Creates a Barricade around the party. Any physical attack that would hit a party member instead hits this Barricade. It has (2 * [MAG / 3]) ARM, and can absorb ([Level * 7] + [MAG * 2]) damage. When the Barricade is destroyed, the remaining damage of the attack that destroyed it continues toward the party member it initially targeted.

Lightra

MP: 50 / T: All enemies / D: Instant

Prerequisite: Light

6d8 light damage to all enemies.

M.Barricade

MP: 35 / T: All allies / D: Indefinite

Prerequisite: M.Barrier

Creates a Magic Barricade around the party. Any magical attack that would hit a party member instead hits this Barricade. It has (2 * [MAG / 3]) MARM, and can absorb ([Level * 7] + [MAG * 2]) damage. When the Barricade is destroyed, the spell that destroyed it does nothing further. M.Barricade only stops magical damage; status-inflicting spells still work. A spell that targets all party members only

attacks the Barricade once, but a spell with a Target listing of "Multiple" hits the barricade once per party member.

Magic Lock

MP: 25 / D: Indefinite

Prerequisite: Lock

When cast on something with a lock, all locks are secured; bars slide into place, locks click closed, etc. These are then secured in place with magic, unable to be unlocked by physical means. When cast on something with no door (i.e. a cavemouth or archway) a magical barrier appears. You must specify a command word when casting this spell this way.

The barrier can be removed by speaking the command word, by damaging it for 200 HP, by killing the caster, or by using Magic Unlock. When the magic is dispelled, the lock still remains physically locked as normal.

Magic Unlock

MP: 25 / D: Instant / P: -20%

Prerequisite: Unlock

This spell instantly unlocks any normal or magical lock and dispels barriers created by the Lock and Magic Lock spells. This spell works against puzzle and combination locks.

Magic Veil

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds

When cast, the user must specify a species of monster, aspect of a class, or good or evil. The target object or person cannot be seen by this species/aspect/alignment with the naked eye, but is not shielded from divination and scanning magic.

Protection: Earth

MP: 10 / T: Single / D: 1d6 + (MAG / 3) rounds

Target gains 50% earth resistance.

Protection: Water

MP: 10 / T: Single / D: 1d6 + (MAG / 3) rounds

Target gains 50% water resistance.

Regen

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Cura

Inflicts Regen. When calculating healing gained from Regen inflicted this way, use the caster's WIP score.

Revitalize

MP: 15 / T: Single / D: Instant

Cures the Zombie condition.

Ruse

MP: 40 / T: Single / D: 1d8 + (MAG / 3) rounds

Create 1d10 mirror images. For each existing mirror image, the target gets +5 DEF. Whenever a physical attack misses the target, an image is destroyed.

Level 6

Anti-Lightning

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Protection: Lightning

Target gains 100% lightning resistance.

Berserk

MP: 25 / T: Single / D: Indefinite / S: -30% / P: -30%

Prerequisite: Muddle

Magic% chance to inflict Berserk.

Bless

MP: 50 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Bravery

Target gains (MAG / 2) to STR, VIT, AGI, MAG, WIP, and SPD. If this spell wears off during battle because its duration has reached 0, the target deals 25% less damage (both physical and magical) for 1d4 rounds. This secondary effect cannot be dispelled early, but wears off after battle.

Exit

MP: 40 / T: Multiple / D: Instant / P: -10% per target if used offensively

Teleports the target(s) to the entrance or exit of the current dungeon or structure. You must have seen and walked through this entrance/exit; if you were led in blindfolded, this spell automatically fails. If using this spell to warp enemies, apply the Lore Penalty; otherwise, this is not a harmful spell.

Float

MP: 25 / T: All allies / D: 1d8 + (MAG / 3) rounds

Inflicts the Float status. Float granted this way does not change a Geomancer's Terrain to High Places, and does not grant the ability to use Flying Maneuvers.

Reflect

MP: 40 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: M.Barricade

Inflicts Reflect. (This spell is considered beneficial.)

Vanish

MP: 50 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Magic Veil

Inflicts Vanish.

Level 7

Anti-Poison

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Protection: Poison

Target gains 100% poison resistance.

Anti-Wind

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Protection: Wind

Target gains 100% wind resistance.

Aural Gaze

MP: 30 / T: Single / D: Instant

Prerequisite: Scan and Lifesense

The caster immediately knows the target's highest-level spell or magic ability.

Curaga

MP: 64 / T: Multiple / D: Instant

Prerequisite: Cura

9d6 HP healing to a single target, or 7d6 each to all allies.

This spell is capable of healing most flesh wounds as well as mending broken bones.

Dispel

MP: 30 / T: Single / D: Instant / S: -20% if used offensively

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 Magic% chance of working; if this check (against their MDEF and using the Success Penalty as normal) fails, so does this spell.

Esuna

MP: 30 / T: Single / D: Instant

Prerequisite: Antidote and Soften

Removes all negative status conditions (except Doom, Zombie, Cowardly, and Innocent).

Extension

MP: 50 / T: Single / D: Instant

All conditions on the target have their remaining duration increased by (MAG / 5). This can place them above their initial 'maximum'. This spell does not affect conditions generated by any Level 10 spells.

Ironize

MP: 50 / T: Single / D: 3 rounds

Inflicts Ironize.

Lightga

MP: 75 / T: All enemies / D: Instant

8d8 light damage to all enemies.

Level 8

Absorb: Fire

MP: 70 / T: Single / D: 1d10 + (MAG / 3) rounds

Prerequisite: Anti-Fire

Target gains 150% fire resistance.

Absorb: Ice

MP: 70 / T: Single / D: 1d10 + (MAG / 3) rounds

Prerequisite: Anti-Ice

Target gains 150% ice resistance.

Absorb: Lightning

MP: 70 / T: Single / D: 1d10 + (MAG / 3) rounds

Prerequisite: Anti-Lightning

Target gains 150% lightning resistance.

Anti-Earth

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Protection: Earth

Target gains 100% earth resistance.

Anti-Water

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds

Prerequisite: Protection: Water

Target gains 100% water resistance.

Charm

MP: 50 / T: Single / D: 1d10 + (MAG / 3) rounds / S: -80% /

P: -40%

Prerequisite: Berserk and Muddle

Magic% chance to inflict Charm.

Clone

MP: 75 / T: Self / D: 1d10 + (MAG / 3) hours

Prerequisite: Ruse

You makes a magical replica of yourself. It has no will or thoughts of its own; your consciousness is controlling its actions. It can obey commands to perform simple actions and spells (up to Level 4). The clone's stats are identical to yours, except that it only has (MAG)% of the your maximum HP and MP.

Invisibility

MP: 70 / T: Single / D: 1d10 + (MAG / 3) rounds

Prerequisite: Etherealize and Vanish

Combines the full effects of Etherealize and Vanish.

Lifera

MP: 75 / T: Single / D: Instant

Prerequisite: Life

Cures Dead. The revived character returns with 100% HP.

Reconstruct

MP: 50 / T: Single / D: Instant

Prerequisite: Curaga

6d6 HP healing. This healing bypasses the healing-reversal of characters suffering from the Zombie condition. This spell can also be used to repair Damaged (but not Broken) equipment, as well as damaged (but, again, not destroyed) objects.

Wall

MP: 60 / T: Single / D: 1d10 + (MAG / 3) rounds

Prerequisite: Ironize and Reflect

Inflicts Wall and Reflect.

Level 9

Absorb: Earth

MP: 70 / T: Single / D: 1d10 + (MAG / 3) rounds

Prerequisite: Anti-Earth

Target gains 150% earth resistance.

Absorb: Poison

MP: 70 / T: Single / D: 1d10 + (MAG / 3) rounds

Prerequisite: Anti-Poison

Target gains 150% poison resistance.

Absorb: Water

MP: 70 / T: Single / D: 1d10 + (MAG / 3) rounds

Prerequisite: Anti-Water

Target gains 150% water resistance.

Astra

MP: 120 / T: Single / D: 1d10 + (MAG / 3) rounds

Prerequisite: Esuna

Prevents the target from being inflicted with negative status conditions. Does not remove previously existing conditions upon casting.

Curaja

MP: 99 / T: Single / D: Instant

Prerequisite: Curaga

Restores all HP to target. Can heal all flesh wounds and many internal injuries, but cannot reattach/regrow lost limbs, etc.

Exorcism

MP: 75 / T: Single / D: Instant / S: -50%

Prerequisite: Spirit Sense

Magic% chance to inflict Dead on one Undead target (including a target suffering from the Zombie condition).

This spell can also be used to allow lost or lingering souls to pass on peacefully, as well as to remove darkness from a willing target (such as a Curse).

Lifega

MP: 90 / T: Single / D: Encounter

Inflicts Reraise.

Mega Barricade

MP: 100 / T: All allies / D: Indefinite

Prerequisite: Barricade and M.Barricade and Wall
Combines Barricade and M.Barricade. This Barricade has $([Level + MAG] * 2)$ ARM and MARM, as well as $([9 * Level] + [2 * MAG])$ HP.

Tornado

MP: 100 / T: Unfocused / D: Instant / S: -100%

Prerequisite: Aeroga

11d6 wind damage to all combatants. Magic% chance to inflict Muddle. This spell's Success Penalty only applies to this Muddle status check.

Level 10

Anti-Doom

MP: 50 / T: Single / D: 1d10 + (MAG / 3) rounds

Prerequisite: Protection: Doom

Inflicts Salvation.

Intercession

MP: 150 / T: Single / D: Instant

Prerequisite: Curaja and Esuna

The target is immediately restored to a full state of health.

This includes restoring all HP, regenerating lost limbs, curing diseases, and removing all negative status conditions.

Miracle

MP: 100

Casting this spell allows you to immediately cast any White Magic Spell, Level 8 or below, that you do not actually know.

The cost of this spell is used in place of the cost of the spell being replicated (in other words, you only pay that 100 MP).

Pearl

MP: 100 / T: Multiple / D: Instant

Prerequisite: Lightga

11d8 light damage to a single target, or 11d2 light damage to a number of randomly chosen enemies equal to MDC. If casting this spell as a multi-target attack, it does not gain a multiplier from your MDC, but instead ignores MARM.

When choosing random targets for this spell, the same enemy can be chosen multiple times.

Shield

MP: 180 / T: Single / D: 1d4 + (MAG / 3) rounds

Prerequisite: Mega Barricade

The target is immune to all forms of damage. This is considered a positive status condition and can be dispelled normally.

Soulbind

MP: 100 / T: Single / D: Indefinite

Prerequisite: Exorcism

Allows you to trap a recently-departed soul within a target object. The object can be anything you can physically carry and touch, and you must be touching it to bind the soul within it. Bound souls cannot be resurrected, even with the Rebirth spell, until released or Exorcised. The souls are as active and aware as they were before the soulbinding, and can communicate with whomever is holding the object to which they are bound. This spell can be used on Etherealized targets as though it were the Hold spell.

Rebirth

MP: 150 / T: All allies / D: Instant

Prerequisite: Lifega

Cures Dead. The revived characters return with 50% HP. This spell can revive characters whose bodies have been broken or dismantled (i.e., Shatter), but not those whose bodies have been completely destroyed, or removed from your current plane of existence (i.e., X-Zone).

CHAPTER 10 - Now It Gets Complicated // Nonstandard and Advanced Magic

The spells in this chapter are not only more particular to specific classes, but also structured and sometimes cast differently. They are generally not learned in the same way as 'normal' spells, though in the cases of Blue Magic and Yinyang Magic, many of the effects are similar.

For Blue Magic and Yinyang Magic, all of the notes in Chapter 9 still apply.

Section A: Anything You Can Do // Blue Magic

Blue Magic does not have spell levels. Blue Magic is either learned through being hit with it as a Blue Mage, or becoming a monster as a Morpher. Many standard monsters should also use these attacks on a regular basis, both for ease of reference on the GM's part, and to allow any Blue Mages in the group to gain new spells.

Blue Magic spells with 0 MP cost are exclusive to monsters unless otherwise noted, and cannot be learned by a Blue Mage. These spells are listed here for reference with Morphers and for monster creation. Any Blue Magic spells that deal a percent of unarmed damage work as though using a physical attack rather than a spell, including skill rolls. Again, these are mostly for Morphers and monsters.

100 Needles

MP: 60 / T: Single / D: Instant

100 damage. This damage is not affected by your MDC or the victim's MARM. Modifiers like Shell also do not apply; if this spell works at all, it does a guaranteed 100 damage to the victim, no more, no less.

Acid

MP: 20 / T: Single / D: Instant / S: -40%

Magic% chance to inflict a random one of the following negative conditions: Arcane Seal, Berserk, Blind, Charm, Confuse, Cowardly, Disease, Innocent, Poison, Silence, Slow.

Angel Whisper

MP: 150 / T: Single / D: Instant

Restores all HP. Removes all status conditions, both positive and negative, including Zombie and Dead (revives at 100% HP).

Aqua Breath

MP: 45 / T: Single / D: Instant

8d6 Wind/Water damage.

Archer's Bane

MP: 0 / T: Self / D: 1d6 + (MAG / 3) rounds

+20 DEF against projectile attacks.

Beta

MP: 45 / T: All enemies / D: Instant

8d6 fire damage to all enemies.

Black Shock

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds / S: -40% / P: -40%

Reduces the victim's level and all base stats by 50%. (The level reduction does not recalculate the victim's stats in any extra way; this is for the purpose of calculations involving their level, such as a [Level / 3]% chance of something, or determining level in comparison to yours.)

Bloodsuck

MP: 10 / T: Single / D: Instant

Deals 20% of the victim's maximum HP as HP Drain.

Burrow

MP: 0 / T: Self / D: Instant

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

Choco Ball

MP: 0 / T: Single / D: Instant

150% unarmed damage. (50 + [Level / 3] + [MAG / 2])% chance to inflict Confuse.

Choco Barrier

MP: 0 / T: Self / D: 1d4 + (MAG / 3) rounds

Inflicts Protect and Shell.

Choco Cure

MP: 0 / T: All allies except self / D: Instant

2d6 HP healing.

Choco Charge

MP: 0 / T: Single / D: Instant

Restores 2d6 MP.

Choco Esuna

MP: 0 / T: Single / D: Instant

As the White Magic spell Esuna. Anything that specifically mentions Esuna works the same way with this spell as it would with Esuna.

Choco Meteor

MP: 0 / T: All enemies / D: Instant

6d6 physical damage to all enemies. This spell is still calculated using your MDC, but against the victims' ARM.

Choco Tackle

MP: 0 / T: Single / D: Instant

Make a physical attack with +50 to hit.

Cat Scratch

MP: 0 / T: Single / D: Instant

150% weapon damage. (50 + [Level / 3] + [MAG / 2])%

chance to inflict Venom.

Darkmist

MP: 10 / T: Single / D: Instant
5d6 poison damage.

Death Claw

MP: 50 / T: Single / D: Instant / S: -30% / P: -60%
Magic% chance to reduce the target to 1 HP.

Death Force

MP: 20 / T: Single / D: 1d8 + (MAG / 3) rounds
Inflicts Salvation.

Death Sentence

MP: 35 / T: Single / D: Instant / P: -60%
(20 + [Level / 2] + MAG)% chance to inflict Doom.

Dragon Force

MP: 20 / T: Single / D: 1d8 + (MAG / 3) rounds
Choose fire, ice, or lightning when casting this spell. The target gains 100% resistance to that element. If cast by a Morpher, the element must be the same as the element of your current dragon form.

Evil Gaze

MP: 0 / T: Single / D: Instant / S: -30%
150% unarmed damage as darkness damage. This attack is calculated using your MDC against the victim's MARM. This damage is treated as magical damage. Magic% chance to inflict Cowardly and Confuse. (This is a single check - the target gets both or none. Immunity to one does not stop the other on success.)

Exploder

MP: 1 / T: All enemies / D: Instant
Deal your current HP in damage to each enemy. This damage is not affected by your MDC or the victims' MARM. After dealing this damage, this spell kills the user. Immunity to instant death does not protect the user from dying when this spell.

Flamethrower

MP: 10 / T: Single / D: Instant
5d6 fire damage.

Fangs

MP: 0 / T: Single / D: Instant
125% unarmed damage. (50 + [Level / 3] + [MAG / 2])% chance to inflict Poison.

Fey Slap

MP: 0 / T: Single / D: Instant
100% unarmed damage. This damage uses MAG instead of STR for its damage bonus. Reduces victim's SPD by 2 for 1d6 + (MAG / 3) rounds.

Firebreath

MP: 45 / T: All enemies / D: Instant
6d6 fire damage to all enemies. Flat 25% chance to inflict Burning on each enemy.

Forcefield

MP: 30 / D: 1d8 + (MAG / 3) rounds
Roll 1d7 to determine an element:
1 - Fire
2 - Ice
3 - Lightning
4 - Water
5 - Earth
6 - Wind
7 - Poison
All damage of that element is nullified. Any effect that ends Elemental Fields (except the creation of new Elemental Fields) will end this spell.

Frog Song

MP: 15 / T: Single / D: 1d8 + (MAG / 3) rounds / S: -20% / P: -20%
Magic% chance to inflict Sleep and Toad. (This is a single check - the target gets both or none. Immunity to one does not stop the other on success.)

Goblin Punch

MP: 1 / T: Single / D: Instant
100% weapon damage. This attack ignores the victim's ARM.

Grand Train

MP: 125 / T: All enemies / D: Instant
12d6 light damage to all enemies.

Icebreath

MP: 45 / T: All enemies / D: Instant
6d6 ice damage to all enemies. Flat 25% chance to inflict Frozen on each enemy.

Ice Needles

MP: 10 / T: Single / D: Instant
5d6 ice damage.

Laser

MP: 33 / T: Single / D: Instant / S: -30% / P: -30%
Magic% chance to reduce the victim's current HP by 50%.

Magic Anvil

MP: 0 / T: Single / D: Instant
150% unarmed damage as MP damage.

Magic Breath

MP: 90 / T: All enemies / D: Instant
10d6 fire/ice/lightning damage to all enemies.

Magic Hammer

MP: 3 / T: Single / D: Instant
10% of the victim's maximum MP is dealt as MP Drain. This

damage does not use your MDC, a bonus stat, or the victim's MARM.

Matra Magic

MP: 16 / T: All enemies / D: Instant
5d6 physical damage to all enemies. This spell is still calculated using your MDC against the victims' MARM.

Mighty Guard

MP: 80 / T: All allies / D: 1d4 + (MAG / 3) rounds
Inflicts Barrier, M.Barrier, and Haste.

Night

MP: 60 / T: Unfocused / D: 1d6 + (MAG / 3) rounds / S: -40%
Magic% chance to inflict Sleep on all combatants.

Pep Up

MP: 1 / T: Single / D: Instant
Cures Dead. The revived character returns with 100% HP. Afterward, this spell kills the user. Immunity to instant death does not protect the user from dying when this spell.

Quasar

MP: 85 / T: All enemies / D: Instant
10d6 physical damage to all enemies. This spell is still calculated using your MDC against the victims' MARM.

Roar

MP: 0 / T: Unfocused / D: Instant / S: -20%
Magic% chance to remove all status conditions, both positive and negative, from all combatants.

Razor Claw

MP: 0 / T: Single / D: Instant
100 weapon damage. Your Critical Range is doubled for this attack.

Reflect Render

MP: 1 / T: Single / D: 1d8 + (MAG / 3) rounds / S: -10% / P: -10%
Magic% chance to remove the Reflect and Wall conditions, and inflict one of the following negative conditions: Arcane Seal, Berserk, Blind, Charm, Confuse, Cowardly, Disease, Innocent, Poison, Silence, Slow. (This is a single check - on a success, the victim loses Reflect and Wall and is inflicted with one of the possible statuses.) This spell cannot be reflected. If the victim does not have either the Reflect or Wall condition, this spell automatically fails.

Return Fire

MP: 0 / T: Self / D: 1d6 + (MAG / 3) rounds
When attacked with a projectile, you have a $(50 + [\text{Level} / 3] + [\text{MAG} / 2])\%$ chance of turning the projectile back on the attacker. On a success, calculate the attack using the attacker's stats as normal, but with the attacker as both the target and the attacker.

Rime

MP: 45 / T: All enemies / D: Instant
8d6 ice damage to all enemies.

Rippler

MP: 65 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -35% / P: -35%
Magic% chance to swap all of your positive and negative conditions for all of the victim's. When this spell ends, any of those conditions that have not yet expired immediately do so.

Roulette

MP: 40 / T: Single / D: Instant
Inflicts Dead. This spell's target is chosen randomly from among all allies and enemies.

Saliva

MP: 0 / T: Single / D: 1d6 rounds
0% weapon damage. The victim's earth resistance is counted as a bonus to DEF to determine success on this attack. On success, after the duration of this attack expires, the victim is inflicted with Petrify. If the victim's earth resistance is above 100% or if this attack fails, the victim is instead inflicted with Slow.

Sandstorm

MP: 0 / T: All enemies / D: Instant / S: -30%
100% unarmed damage as earth damage to all enemies.
Magic% chance to inflict Blind on each enemy.

Screech

MP: 0 / T: Single / D: 1d6 + (MAG / 3) rounds
 $(50 + [\text{Level} / 3] + [\text{MAG} / 2])\%$ chance to inflict Confuse.

Shadow Flare

MP: 100 / T: All enemies / D: Instant
11d6 darkness damage to all enemies.

Small Melody

MP: 15 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -10% / P: -10%
Magic% chance to inflict Mini and Sleep. (This is a single check - the target gets both or none. Immunity to one does not stop the other on success.)

Sour Mouth

MP: 45 / T: Single / D: 1d8 + (MAG / 3) rounds / S: -20% / P: -20%
Magic% chance to inflict Blind, Confuse, Mini, Poison, Silence, Sleep, and Toad. (Roll separately for each status.)

Spinning Punch

MP: 0 / T: All enemies / D: Instant
100% unarmed damage to all enemies. This attack automatically deals the maximum damage possible for its damage roll on success.

Stone Breath

MP: 0 / T: Single / D: Instant
100% unarmed damage as earth damage. (50 + [Level / 3] + [MAG / 2])% chance to inflict Petrify.

Thunderbolt

MP: 10 / T: Single / D: Instant
5d6 lightning damage.

Thunderbreath

MP: 45 / T: All enemies / D: Instant
6d6 lightning damage to all enemies. Flat 25% chance to inflict Stun on each enemy.

Toxicbreath

MP: 45 / T: All enemies / D: Instant
6d6 poison damage to all enemies. Flat 25% chance to inflict Poison on each enemy.

Trine

MP: 45 / T: All enemies / D: Instant
8d6 lightning damage to all enemies.

White Wind

MP: 45 / T: All allies / D: Instant
HP healing to all allies equal to your current HP. This amount does not use your MDC or a bonus stat.

Section B: Judge, Jury, And Executioner // Law Magic

Law Magic comes in four major varieties: Laws, Consequences, Red Cards, and Green Cards. The workings of Laws and Consequences have been covered in the Chapter 4, Section B5. All four of these must be learned using spell slots from your Law Magic progression.

Red Cards can only be used on characters with at least one Yellow Card. Green Cards can only be used on characters with zero Yellow Cards. Red Cards and Green Cards can have either Initiative costs or MP costs. Red Cards require a magical attack roll, using Law Magic Lore.

Negative conditions inflicted by Consequences last 1d6 + (WIP / 3) rounds.

Level 1

Protection: (Element)

An Inquisitor can choose to learn any of the Protection: (Element) spells from White and Black Magic, including Protection: Good and Protection: Evil, in place of a level 1 spell.

Law: Ban Absorption

A character receiving healing through having more than 100% resistance to an element is forbidden. Note that the character receiving the healing is considered the lawbreaker here, not the character making the elemental attack.

Law: Ban (Weapon)

Choose a type of weapon when you Enact this Law. Any weapon that any character can have a skill in is a valid choice, including Ribbon. Any attack made with that weapon type is forbidden.

Consequence: Corporal Punishment

MP: 2
Make a physical attack against the lawbreaker. This attack is an automatic success.

Consequence: Blind Justice

MP: 6
Inflicts Blind.

Consequence: Clapped In Irons

MP: 5
Victim receives -10% to all skills. Reduce victim's STR and VIT by (MAG / 2).

Red Card: Penance

Init-2
3d6 + WIP damage of your chosen element per Yellow Card on the victim. Remove all Yellow Cards from the victim. This spell is calculated using your MDC against the victim's MARM. This is considered a magical attack.

Level 2

Law: Ban Damaging (Combatant)

Choose any combatant in the battle when you Enact this Law. Dealing any damage to that character is forbidden. Dealing 0 damage, healing the character, and attacking the character but healing them through an elemental absorption are not violations. Attempting to heal the character and damaging them because of the Zombie condition is also forbidden.

Law: Ban Inaction

Spending a turn without acting is forbidden. If you are unable to act during the turn, you are still breaking the Law.

Law: Ban (Status Condition)

Choose any status condition when you Enact this Law. Inflicting that status on any combatant is forbidden. The combatant being inflicted is not violating this Law (unless that combatant was inflicting it on himself, obviously).

Consequence: Fire-ing Squad

MP: 10
4d6 damage of your choice of element among fire, ice, and lightning. This is mechanically identical to casting a damaging Black Magic spell, including bonus damage from MAG, MDC, and MARM, but with the usual stipulation of an automatic success for being a Consequence.

Consequence: Anger Management Session

MP: 8
Inflicts Berserk.

Consequence: One Night In The Pokey

MP: 6

Inflicts Sleep.

Red Card: Spellbind

Init-4

All conditions on the victim add an extra 1d4 + 1 rounds to their remaining duration. Removes 1 Yellow Card from the victim.

Green Card: Pro Bono

Init-6

You pay the MP cost of the next spell the target casts. If you do not have enough, you pay all of your remaining MP, and the target pays the remainder.

Level 3

Law: Ban Maneuvers

Tactical maneuvers are forbidden. This includes skills such as Acrobatics, Flying (and Flying Maneuvers), Disarm, and Tactics. Disputes as to whether a given action is a tactical maneuver are left to GM discretion.

Law: Ban Defensive Skills

Any skill that is used defensively, including Dodge, Shield Block, and Parry, is forbidden.

Law: Ban Targeting (Combatant)

Choose any combatant in the battle when you Enact this Law. Any attacks that target that combatant are forbidden, including attacks that target all enemies, or all allies. Unfocused spells are not violations.

Consequence: Lethal Injection

MP: 4

Inflicts Poison.

Consequence: Censorship

MP: 9

Inflicts Silence.

Consequence: Community Service

MP: 10

4d6 MP damage. This is mechanically equivalent to the Black Magic spell Rasp, including bonus damage from MAG, MDC, and MARM, but with the usual stipulation of an automatic success for being a Consequence.

Consequence: Speeding Ticket

MP: 12

Inflicts Slow.

Consequence: Water Boarding

MP: 16

5d6 damage of your choice of element among wind, water, and earth. This is mechanically identical to casting a damaging Black Magic spell, including bonus damage from

MAG, MDC, and MARM, but with the usual stipulation of an automatic success for being a Consequence.

Red Card: Ball and Chain

Init-8

The victim always acts last in the turn, regardless of initiative roll. If the victim attempts to use an attack with an initiative penalty, they still have their full initiative roll; they simply act last. This effect lasts 1d4 + (WIP / 3) rounds. Removes 1 Yellow Card from the victim.

Red Card: Wage Garnishment

MP: 8

Magic% chance to inflict Arcane Seal. This is mechanically equivalent to casting the Yinyang Magic spell Seal, including duration and penalties.

Level 4

Law: Ban Damaging By Discrimination

When you Enact this Law, choose any race or Aspect. Dealing damage to any combatant of the chosen race/Aspect is forbidden. Dealing 0 damage, healing the combatant, and attacking the combatant but healing them through an elemental absorption are not violations. Attempting to heal the combatant and damaging them because of the Zombie condition is also forbidden.

Law: Ban (Element)

When you Enact this Law, choose an element (fire, ice, lightning, water, earth, wind, light, dark, poison). Dealing damage of that element is forbidden. This includes multi-element spells such as Magic Breath; if any damage from one of these spells is dealt, it counts as all of them. Dealing 0 damage, healing the combatant, and attacking the combatant but healing them through an elemental absorption are not violations.

Law: Ban (School) Magic

When you Enact this Law, choose a school of magic other than Law (Black, Blue, Chaos, Cosmic, Manipulation, Morph, Ninja, Red, Summon, Sword, White, Yinyang). Casting a spell from the chosen school is forbidden. Many spells exist in multiple schools; casting one of these is only a violation if the Magic Lore skill used to cast it is the one forbidden by this Law.

Law: Ban Targeting Self

Any ability that affects the user is forbidden. This includes spells with a target range of Self, single-target spells cast upon the caster, using Items on yourself, and abilities that target all allies. Attacking yourself while Confused is also forbidden. Unfocused spells are not a violation.

Consequence: Impound

MP: 15

Inflicts Damaged on a random piece of equipment worn by the victim.

Consequence: Bio-logical Warfare

MP: 18

5d6 damage of either your chosen element, or poison. This is mechanically identical to casting a damaging Black Magic spell, including bonus damage from MAG, MDC, and MARM, but with the usual stipulation of an automatic success for being a Consequence.

Red Card: Prohibition

Init-12

Choose one current Law. The victim cannot intentionally break that Law for the next 1d4 + (WIP / 3) rounds. If the victim would break the law by accident or through the control of another during this time, the victim instead takes no action.

Red Card: Disease

Init-10

Magic% chance to inflict Disease. Removes 1 Yellow Card from the victim regardless of success or failure.

Green Card: Immediate Action

Init-15

The target takes another action. This does not count toward the target's maximum actions per turn.

Level 5

Anti-(Element)

An Inquisitor can choose to learn any of the Anti-(Element) spells from White Magic in place of a level 5 spell. This includes Anti-Doom. In addition, an Inquisitor can take Anti-Light or Anti-Dark here, which are mechanically equivalent to the other spells except for the obvious elemental substitution. These spells still carry their prerequisites of the corresponding Protection: (Element) spells.

Law: Ban Targeting By Discrimination

When you Enact this Law, choose any race or Aspect. Any attacks that target any combatant of the chosen race or Aspect are forbidden, including attacks that target all enemies, or all allies. Unfocused spells are not violations.

Law: Ban Critical Success

Critical and Epic Successes are forbidden.

Law: Ban Critical Failure

Critical and Epic Failures are forbidden.

Law: Ban (Skill Category)

When you Enact this Law, choose a Skill Family other than Combat. Any skill rolls from that family are forbidden. Skills that exist in multiple families count as all of them for the purposes of this Law.

Law: Ban Ranged Attacks

Any physical attack that is not a melee attack is forbidden. This includes all attacks made with any kind of gun, bow, or thrown weapon, as well as ranged physical attacks such as

Blade Beam and Drowning Wave.

Consequence: Restraining Order

MP: 20

Reduce all of the victim's base stats by (MAG / 2).

Consequence: Freeze, Dirtbag

MP: 24

Inflicts Stop.

Consequence: Fira-ing Squad

MP: 24

5d6 damage of your choice of element among fire, ice, and lightning. This is mechanically identical to casting a damaging Black Magic spell, including bonus damage from MAG, MDC, and MARM, but with the usual stipulation of an automatic success for being a Consequence.

Red Card: Confiscation

Deals 20% of the victim's maximum HP as HP Drain.

Removes 1 Yellow Card from the victim.

Green Card: Diplomatic Resistance

MP: 40

Target gains 50% resistance to all elements for 1d4 rounds.

Level 6

Law: Ban Ganging Up

Targeting any combatant that has already been targeted this round is forbidden. This includes, both for precondition and lawbreaking, any enemies or allies that have been targeted by abilities that affect all allies or all enemies. Unfocused spells are not forbidden and do not count toward a target having been targeted.

Law: Ban Positive Status Conditions

Inflicting any positive status condition is forbidden.

Law: Ban Negative Status Conditions

Inflicting any negative status condition is forbidden.

Law: Ban Copycat

Performing any action with an identical name as another action performed during this round or the previous round is forbidden. Normal physical attacks all have the same name ("Attack"). If you cannot act, your action is named Wait. An action spent using an Item carries the name of that Item (i.e., using different consumables is fine; the second combatant to use a Potion too quickly is breaking the Law). Using a piece of equipment to cast a spell is considered the same as casting the spell for the purposes of this Law.

Consequence: Deportation

MP: 40

The victim is teleported away. This is mechanically identical to the Cosmic Magic spell Exit.

Consequence: Watera Boarding

MP: 30

6d6 damage of your choice of element among wind, water, and earth. This is mechanically identical to casting a damaging Black Magic spell, including bonus damage from MAG, MDC, and MARM, but with the usual stipulation of an automatic success for being a Consequence.

Consequence: Doing Hard Time

MP: 24

Inflicts Petrify.

Red Card: Guilty By Association

Init-18

Immediately apply any one known Consequence to all enemies, but only pay its MP cost once. Removes 1 Yellow Card from any one enemy.

Green Card: Acquittal

MP: 20

Remove all negative status conditions from the target. This is mechanically identical to the White Magic spell Esuna, and is subject to any rules that would affect Esuna.

Green Card: Privacy Act

MP: 30

This is mechanically identical to casting the Cosmic Magic spell Mind Shield on the target.

Level 7

Debilitate: (Element)

An Inquisitor can choose to learn any of the Debilitate (Element) spells from Black Magic except Debilitate: Poison in place of a level 7 spell. In addition, an Inquisitor can take Debilitate: Wind here, which is mechanically equivalent to the other spells except for the obvious elemental substitution.

Law: Ban Healing

Restoring either HP or MP is forbidden. Healing from the Regen condition, restoration through Drain attacks, elemental absorption healing, and the MP restoration involved with the expiration of Contempt of Court! Are all violations. The combatant casting the spell is the one breaking the law, except in cases of Regen, where the character being healed is considered to be healing themselves.

Law: Ban Dispel

Removing status conditions is forbidden. Conditions that wear off due to reaching the end of their duration are not violations.

Law: Ban Inflict

Inflicting status conditions is forbidden.

Consequence: Graveyard Shift

MP: 30

Inflicts Zombie.

Consequence: Potent Lethal Injection

MP: 32

Inflicts Venom.

Consequence: Biora-logical Warfare

MP: 40

6d6 damage of either your chosen element, or poison. This is mechanically identical to casting a damaging Black Magic spell, including bonus damage from MAG, MDC, and MARM, but with the usual stipulation of an automatic success for being a Consequence.

Green Card: Plea Bargain

MP: 50

Inflicts Barrier and M.Barrier.

Level 8

Debilitate: (Element)

An Inquisitor can choose to learn Debilitate: Poison, Debilitate: Light, or Debilitate: Dark in place of a level 8 spell. Debilitate: Poison is mechanically identical to the Black Magic spell of the same name. Debilitate: Light and Debilitate Dark are mechanically identical to Debilitate: Poison except for the obvious elemental substitution.

Absorb: (Element)

An Inquisitor can choose to learn any of the Absorb: (Element) spells from White Magic in place of a level 8 spell. In addition, an Inquisitor can take Absorb: Wind, Absorb: Light, or Absorb: Dark here, which are mechanically equivalent to the other spells except for the obvious elemental substitution. These spells still carry their prerequisites of the corresponding Anti-(Element) spells.

Law: Ban Missing

Failure on any roll is forbidden.

Law: Ban Multiple Targets

Any ability that targets all enemies or all allies is forbidden. Unfocused spells are also a violation.

Law: Ban MP Consumption

Losing MP is forbidden. This includes both taking MP damage and casting any spell with an MP cost.

Consequence: Toadying Up

MP: 24

Inflicts Toad.

Consequence: Death Row

MP: 30

Inflicts Doom.

Consequence: Firaga-ing Squad

MP: 56

6d6 damage of your choice of element among fire, ice, and lightning. This is mechanically identical to casting a

damaging Black Magic spell, including bonus damage from MAG, MDC, and MARM, but with the usual stipulation of an automatic success for being a Consequence.

Green Card: Stay of Execution

MP: 50

Inflicts Reraise.

Level 9

Law: Ban Direct Damage

Dealing damage is forbidden. Damage dealt by status conditions and environmental effects is not a violation.

Law: Ban Hoarding

Actions that do not use MP are forbidden.

Consequence: Bioga-logical Warfare

MP: 55

7d6 damage of either your chosen element, or poison. This is mechanically identical to casting a damaging Black Magic spell, including bonus damage from MAG, MDC, and MARM, but with the usual stipulation of an automatic success for being a Consequence.

Consequence: Waterga Boarding

MP: 62

7d6 damage of your choice of element among wind, water, and earth. This is mechanically identical to casting a damaging Black Magic spell, including bonus damage from MAG, MDC, and MARM, but with the usual stipulation of an automatic success for being a Consequence.

Red Card: Solitary Confinement

Init-20

All combatants with Yellow Cards are removed from the battlefield temporarily. All conditions still act on the removed combatants, including losing duration and inflicting ongoing damage, but they cannot be affected by anyone on the battlefield. Removed combatants are not subject to any current Laws. Remove a Yellow Card from each removed combatant each turn. If a removed combatant has no Yellow Cards remaining, that combatant returns to the battlefield. Anything sufficiently powerful can resist this ability, as determined by a GM, but if all remaining enemies are removed this way, the battle is over and the removed enemies are destroyed.

Green Card: Diplomatic Immunity

MP: 75

Target gains 100% resistance to all elements for 1d4 rounds.

Section C: The Beast Within // Morph Magic

To be added soon!

Section D: Bahamut, I Choose You! // Summon Magic

To be added soon!

Section E: Boogie Woogie Feng Shui // Yin Yang Magic

Yinyang Magic, like Blue Magic, has no levels. These spells are mainly learned through the Taoist's Read Aura ability.

Amphibiate

MP: 30 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -30% / P: -30%

Magic% chance to inflict Toad.

Agony of Unlife

MP: 30 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -30% / P: -30%

Magic% chance to inflict Zombie.

Aura

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds

Inflicts Regen.

Bane

MP: 60 / T: Single / D: 1d4 + (MAG / 3) rounds / S: -50% / P: -50%

Magic% chance to inflict 1d4 random negative status conditions from among those possible to inflict via Yinyang Magic (including the Curse spell).

Blessing

MP: 50 / T: Single / D: 1d4 + (MAG / 3) rounds

Target gets a (MAG / 2) bonus to all base stats.

Blind Rage

MP: 25 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -30% / P: -30%

Magic% chance to inflict Berserk.

Boon

MP: 65 / T: Single / D: 1d4 + (MAG / 3) rounds

Inflicts 1d4 random positive status conditions from among those possible to inflict via Yinyang Magic (including the Blessing spell).

Bounce

MP: 40 / T: Single / D: 1d8 + (MAG / 3) rounds

Inflicts Reflect.

Confusion Song

MP: 10 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -20% / P: -20%

Magic% chance to inflict Confuse.

Curse

MP: 45 / T: Single / D: 1d4 + (MAG / 3) rounds / S: -40% / P: -40%

Magic% chance to reduce all of the victim's base stats by

(MAG / 2).

Debilitate

MP: 50 / T: Single / D: 1d4 + (MAG / 3) rounds / S: -20% / P: -20%

Magic% chance to reduce a random elemental resistance of the victim by 50%.

Dispel Magic

MP: 50 / T: Single / D: Instant / S: -30% / P: -30%

Magic% chance to remove all positive status conditions on the victim.

Divine Grace

MP: 40 / T: Single / D: 1d6 + (MAG / 3) rounds

Inflicts Salvation.

Eyeblight

MP: 5 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -10% / P: -10%

Magic% chance to inflict Blind.

Fortress

MP: 30 / T: Single / D: 1d6 + (MAG / 3) rounds

Inflicts Wall.

Foxbird

MP: 25 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -30% / P: -30%

Magic% chance to inflict Cowardly.

Inspire

MP: 30 / T: Single / D: 1d8 + (MAG / 3)

Inflicts Brave.

Life Drain

MP: 20 / T: Single / D: Instant / S: -25% / P: -25%

(MAG / 3)% of the victim's maximum HP is dealt as HP Drain. This damage does not use your MDC, a bonus stat, or the victim's MARM.

Love Song

MP: 50 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -30% / P: -30%

Magic% chance to inflict Charm.

Metal Guard

MP: 50 / T: Single / D: 1d4

Inflicts Ironize.

Minimize

MP: 7 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -10% / P: -10%

Magic% chance to inflict Mini.

Narcolepsy

MP: 10 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -25% / P: -25%

Magic% chance to inflict Sleep.

Paralyze

MP: 50 / T: Single / D: 1d4 + (MAG / 3) rounds / S: -40% / P: -40%

Magic% chance to inflict Stop.

Petrify

MP: 60 / T: Single / D: Indefinite / S: -50% / P: -50%

Magic% chance to inflict Petrify.

Pray Faith

MP: 30 / T: Single / D: 1d8 + (MAG / 3) rounds

Inflicts Faith.

Protection

MP: 15 / T: Single / D: 1d8 + (MAG / 3) rounds

Inflicts Protect.

Reave Faith

MP: 25 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -30% / P: -30%

Magic% chance to inflict Innocent.

Reave Future

MP: 35 / T: Single / D: Instant / S: -60% / P: -60%

Magic% chance to inflict Doom.

Reave Health

MP: 10 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -20% / P: -20%

Magic% chance to inflict Poison.

Reave Life

MP: 80 / T: Single / D: Instant / S: -70% / P: -70%

Magic% chance to inflict Dead.

Reave Spirit

MP: 10 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -20% / P: -20%

Magic% chance to inflict Osmosis.

Rippler

MP: 65 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -35% / P: -35%

Magic% chance to swap all of your positive and negative conditions for all of the victim's. When this spell ends, any of those conditions that have not yet expired immediately do so.

Seal

MP: 20 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -20% / P: -20%

Magic% chance to inflict Arcane Seal.

Sicken

MP: 20 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -20% /
P: -20%
Magic% chance to inflict Disease.

Silent Song

MP: 15 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -20% /
P: -20%
Magic% chance to inflict Silence.

Speedy Song

MP: 20 / T: Single / D: 1d8 + (MAG / 3) rounds
Inflicts Haste.

Spell Absorb

MP: 2 / T: Single / D: Instant / S: -25% / P: -25%
(MAG / 3)% of the victim's maximum MP is dealt as MP
Drain. This damage does not use your MDC, a bonus stat, or
the victim's MARM.

Torpid Song

MP: 15 / T: Single / D: 1d6 + (MAG / 3) rounds / S: -20% /
P: -20%
Magic% chance to inflict Slow.

Veil

MP: 15 / T: Single / D: 1d8 + (MAG / 3) rounds
Inflicts Shell.