FINAL FANTASY VIII

ファイナルファンタジーVIII

D20 ROLEPLAYING GAME

CORE RULEBOOK

BY

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INTRODUCTION

WORLD OF ADVENTURE

The world of the Final Fantasy VIII game are places of magic and monsters, of high-tech civilisations and spectacular adventures. They begin with a foundation of Greek and Roman mythology and then add the creatures, places, and magic that make this world unique.

The world of the Final Fantasy VIII game exists on its own unique planet very similar to our own, with the added fantastical elements that make it a fantasy setting such as magic and monsters.

USING THIS BOOK

The *Final Fantasy VIII d20 Core Rulebook* is divided into three parts.

Part 1 is about creating a character, providing the rules and guidance you need to make the character you'll play in the game. It includes information on the various races, professions, equipment, magic, and other options that you can choose from.

Part 2 details the rules of how to play the game, beyond the basics described in this introduction. That part covers the kinds of die rolls you make to determine success or failure at the tasks your character attempts, and describes the three broad categories of activity in the game: exploration, interaction, and combat.

Part 3 is dedicated to the gamemaster (GM), providing advice and guidance on how to run a game, creating memorable NPCs and iconic villains, and inducing information on all of the major locations seen in the world of Final Fantasy VIII.

HOW TO PLAY

The play of the *Final Fantasy VIII d20* game unfolds according to this basic pattern.

1) The GM describes the environment. The GM tells the players where their adventurers are and what's around them, presenting the basic scope of options that present themselves (how many doors lead out of a room, what's on a table, who's in the pub, and so on).

2) The players describe what they want to do. Sometimes one player speaks for the whole party, saying, "We'll take the east door," for example. Other times, different adventurers do different things: one adventurer might search a room while a second examines a symbol engraved on a wall and a third keeps watch for monsters.

The players don't need to take turns, but the GM listens to every player and decides how to resolve those actions.

Sometimes, resolving a task is easy. If an adventurer wants to walk across a room and open a door, the GM might just say that the door opens and describe what lies beyond. But the door might be locked, the floor might hide a deadly trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the GM decides what happens, often relying on the roll of a die to determine the results of an action.

3) The GM narrates the results of the adventurers' actions. Describing the results often leads to another decision point, which brings the flow of the game right back to step 1.

This pattern holds whether the adventurers are cautiously exploring a tomb, talking to a devious politician, or locked in mortal combat against a mighty monster. In certain situations, particularly combat, the action is more structured and the players (and GM) do take turns choosing and resolving actions. But most of the time, play is fluid and flexible, adapting to the circumstances of the adventure.

Often the action of an adventure takes place in the imagination of the players and GM, relying on the GM's verbal descriptions to set the scene. Some GMs like to use music, art, or recorded sound effects to help set the mood, and many players and GMs alike adopt different voices for the various adventurers, monsters, and other characters they play in the game. Sometimes, a GM might lay out a map and use tokens or miniature figures to represent each creature involved in a scene to help the players keep track of where everyone is.

GAME DICE

The game uses polyhedral dice with different numbers of sides. You can find dice like these in game stores and in many bookstores.

In these rules, the different dice are referred to by the letter d followed by the number of sides: d4, d6, d8, d 10, d12, and d20. For instance, a d6 is a six-sided die (the typical cube that many games use).

Percentile dice, or d100, work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice numbered from 0 to 9. One die (designated before you roll) gives the tens digit, and the other gives the ones digit. If you roll a 7 and a 1, for example, the number rolled is 71. Two 0s represent 100.

Some ten-sided dice are numbered in tens (00, 10, 20, and so on), making it easier to distinguish the tens digit from the ones digit. In this case, a roll of 70 and 1 is 71, and 00 and 0 is 100.

When you need to roll dice, the rules tell you how many dice to roll o f a certain type, as well as what modifiers to add. For example, "3d8 + 5" means you roll three eight-sided dice, add them together, and add 5 to the total.

The same d notation appears in the expressions "1d3" and "1d2." To simulate the roll of 1d3, roll a d6 and divide the number rolled by 2 (round up). To simulate the roll of 1d2, roll any die and assign a 1 or 2 to the roll depending on whether it was odd or even. (Alternatively, if the number rolled is more than half the number of sides on the die, it's a 2.)

THE D20

Does an adventurer's sword swing hurt a monster or just bounce off its iron-hard scales? Will the shumi believe an outrageous bluff? Can a character swim across a raging river? Can a character avoid the main blast of a fire spell, or does he or she take full damage from the blaze? In cases where the outcome of an action is uncertain, the Final Fantasy VIII game relies on rolls o f a 20-sided die, a d20, to determine success or failure.

Every character and monster in the game has capabilities defined by six **ability scores.** The abilities are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, and they typically range from 3 to 18 for most adventurers. (Monsters might have scores as low as 1 or as high as 30.) These ability scores, and the **ability modifiers** derived from them, are the basis for almost every d20 roll that a player makes on a character's or monster's behalf.

Ability checks, attack rolls, and saving throws are the three main kinds of d20 rolls, forming the core of the rules of the game. All three follow these simple steps.

1) Roll the die and add a modifier. Roll a d20 and add the relevant modifier. This is typically the modifier derived from one of the six ability scores, and it sometimes includes a proficiency bonus to reflect a character's particular skill. (See chapter 1 for details on each ability and how to determine an ability's modifier.)

2) Apply circumstantial bonuses and penalties. A feature, a spell, a particular circumstance, or some other effect might give a bonus or penalty to the check.

3) Compare the total to a target number. If the total equals or exceeds the target number, the

ability check, attack roll, or saving throw is a success. Otherwise, it's a failure. The GM is usually the one who determines target numbers and tells players whether their ability checks, attack rolls, and saving throws succeed or fail.

The target number for an ability check or a saving throw is called a **Difficulty Class** (DC). The target number for an attack roll is called **Defence**.

This simple rule governs the resolution of most tasks in FFVIII play. Chapter 9 provides more detailed rules for using the d20 in the game.

ADVANTAGE AND DISADVANTAGE

Sometimes an ability check, attack roll, or saving throw is modified by special situations called advantage and disadvantage. Advantage reflects the positive circumstances surrounding a d20 roll, while disadvantage reflects the opposite. When you have either advantage or disadvantage, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

More detailed rules for advantage and disadvantage are presented in chapter 9.

SPECIFIC BEATS GENERAL

This book contains rules, especially in part 2, which govern how the game plays. That said, many racial traits, features, spells, items, monster abilities, and other game elements break the general rules in some way, creating an exception to how the rest of the game works. Remember this: If a specific rule contradicts a general rule, the specific rule wins. Exceptions to the rules are often minor. Other examples of rule-breaking are more conspicuous.

Magic accounts for most of the major exceptions to the rules.

ROUND DOWN

There's one more general rule you need to know at the outset. Whenever you divide a number in the game, round down if you end up with a fraction, even if the fraction is one-half or greater.

ABILITY MODIFIER VS. BASE ABILITY MODIFIER

Throughout this book, you may come across two terms that may seem conflicting or strange. These terms are explained below:

Ability Modifier. If you read "ability modifier", it means the ability score's overall modifier, whether you have magic junctioned to the ability stat or not.

Base Ability Modifier. If you read "base ability modifier", i.e. base Wisdom modifier or base Dexterity modifier, you only apply the ability's original modifier found on the first page of the character sheet. A task that asks you to apply a base ability modifier is a task that cannot be influenced by the junctioning of a Guardian Force.

PART 1
CREATING A CHARACTER
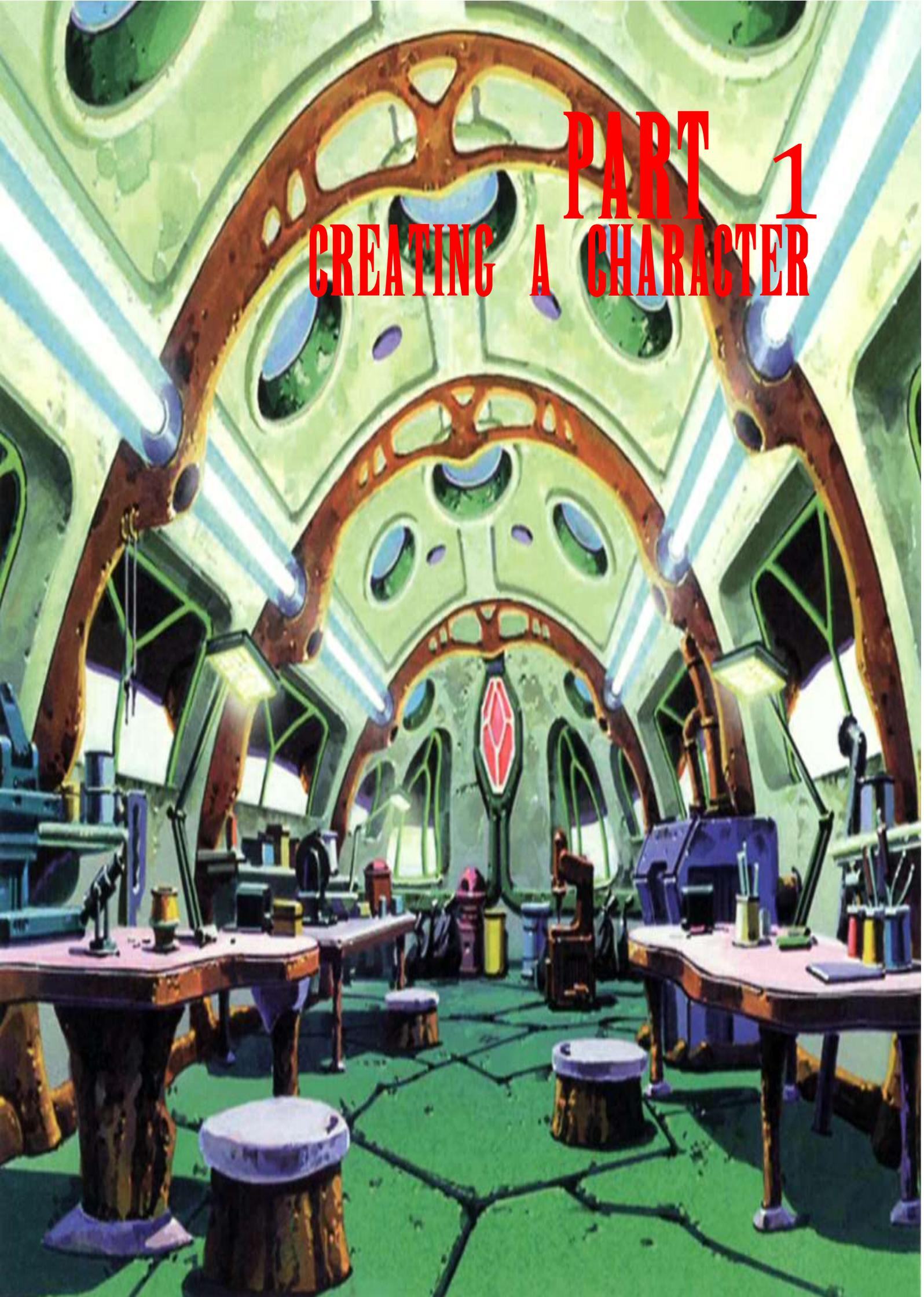
CHAPTER 1 – STEP-BY-STEP CHARACTERS

Your first step in playing an adventurer in the FINAL FANTASY VIII roleplaying game is to imagine and create a character of your own. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose a race and spend Character Points (CP) to create your character. You also invent the personality, appearance, and backstory of your character. Once completed, your character serves as your representative in the game, your avatar in the Final Fantasy VIII world.

Before you dive into step 1 below, think about the kind of adventurer you want to play. Once you have a character in mind, follow these steps in order, making decisions that reflect the character you want. Your conception of your character might evolve with each choice you make. What's important is that you come to the table with a character you're excited to play.

Throughout this chapter, we use the term **character sheet** to mean whatever you use to track your character, whether it's a formal character sheet (like the one at the end of these rules) or a piece of notebook paper.

1. CHOOSE A RACE

Every character belongs to a race, one of the many intelligent humanoid species in the FINAL FANTASY VIII world. Chapter 2 provides more information about these races.

The race you choose contributes to your character's identity in an important way, by establishing a general appearance and the natural talents gained from culture and ancestry. Your character's race grants particular racial traits, such as special senses, proficiency with certain weapons, or proficiency in one or more skills.

ABILITY SCORE SUMMARY

STRENGTH
Measures: Natural athleticism, bodily power
Racial Increases:
     Human (+1)
     Moomba (+1)

DEXTERITY
Measures: physical agility, reflexes, balance, poise
Racial Increases:
     Human (+1)   Mountain Moogle (+1)
     Moomba (+2)

CONSTITUTION
Measures: Health, stamina, vital force
Racial Increases:
     Human (+1)   Shumi (+2)
     Tonberry (+1)

INTELLIGENCE
Measures: Mental acuity, information recall, analytical skill
Racial Increases:
     Human (+1)   Crafter Shumi (+1)
     Moogle (+2)

WISDOM
Measures: Awareness, intuition, insight
Racial Increases:
     Human (+1)   Tonberry (+2)
     Forest Moogle (+1)

CHARISMA
Measures: Confidence, eloquence, leadership
Racial Increases:
     Human (+1)
     Elder Shumi (+1)

2. CHARACTER CREATION

Players have 100 **Character Points** (CP) to spend in order to create their character at 1st level. Any unspent CP left over are discarded. You distribute your CP among the following factors:

- What ability scores do I have?
- How tough am I?
- What am I proficient with?
- What features do I want?
- What equipment do I start with?

WHAT ABILITY SCORES DO I HAVE?

Much of what your character does in the game depends on his or her six abilities: **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Wisdom**, and **Charisma**. Each ability has a score, which is a number you record on your character sheet.

The six abilities and their use in the game are described in chapter 9. The Ability Score Summary table provides a quick reference for what qualities are measured by each ability and what races increases which abilities.

You use your CP to spend on your ability scores. The cost of each score is shown on the Ability Score Point Cost table. For example, a score of 14 costs 7 points. 15 is the highest ability score you can end up with, before applying racial increases. You can't have a score lower than 8.

ABILITY SCORE POINT COST

SCORE	CP COST	SCORE	CP COST
8	0	12	4
9	1	13	5
10	2	14	7
11	3	15	9

Now take your six numbers and write each number beside one of your character's six abilities to assign scores to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Afterward, make any changes to your ability scores as a result of your race choice.

After assigning your ability scores, determine your **ability modifiers** using the Ability Scores and Modifiers table. To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the result by 2 (round down). Write the modifier next to each of your scores.

ABILITY SCORES AND MODIFIERS

SCORE	MODIFIER	SCORE	MODIFIER
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	+0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

HOW TOUGH AM I?

Your character's hit points determine how hard, or how easy, they are to take down in a fight. The table below shows how much CP each dice costs.

HIT DICE COST	
HIT DICE	CP COST
d6	10
d8	15
d10	20
d12	25

A 1st level character always starts with hit points equal to their max hit dice + their Constitution score. For example, a character with a hit dice of d6 and a Constitution score of 14 starts play with 20 hit points.

At each level after 1st, characters gain hit points equal to the number rolled on their hit dice + their Constitution modifier. Continuing with the above example, the character gains 1d6 + 2 Constitution modifier. See chapter 10 for more information on hit points.

WHAT AM I PROFICIENT WITH?

At 1st level, all characters are automatically proficient with one saving throw, one skill, and one weapon of their choice.

To gain proficiency in a second saving throw, it costs 5 CP (you can only be proficient with two saving throws). It costs 5 CP for each additional skill proficiency and weapon proficiency. It costs 5 CP to purchase an armour proficiency.

For example, a second saving throw, three additional skills, and 2 additional weapons will cost you 30 CP.

WHAT FEATURES DO I WANT?

Heroic characters are a cut above the rest when it comes to their abilities. They are capable of doing things that normal people would struggle to comprehend with.

Below is a list of features that you can choose from at 1st level. Each feature costs 5 CP and you can only select a maximum of three features. No feature can be selected more than once.

ANIMAL COMPANION

Your love for animals have convinced you to adopt a pet, training it to assist you in your adventures.

You gain the following benefits:

- You choose either a cat, chocobo, or dog as your animal companion (see **Appendix B** for more information).
- You can call on your pet to use one of its trained techniques against a single creature you can see, ignoring any difficult terrain. You can only call on your pet to assist you a number of times equal to your base Intelligence modifier before having to take a long or short rest in order to call upon them again. Calling upon your pet costs you an action, and you cannot use a bonus action during the same turn.

CHI

You have learnt to harness a mystical energy known as Chi. When you select this feature, you gain one of the following abilities:

Blizzard Cross. As an attack action, you use the energy of Chi to launch a ball of ice from your palm at a creature within 40 feet of you. The attack doesn't inflict damage; however, you cause the target to become *restrained*.

Fire Cross. As an attack action, you use the energy of Chi to launch a ball of fire from your palm at a creature within 40 feet of you. The attack doesn't inflict damage; however, you cause the target to take a -4 penalty to their Defence on your next attack against it.

Thunder Cross. As an attack action, you use the energy of Chi to launch a bolt of lightning from your palm at a creature within 40 feet of you. The attack doesn't inflict damage; however, you cause the target to be *paralysed*.

EXPERTISE

You choose one or two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your skill proficiencies to gain this benefit.

FAVOURED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, and hunting a certain type of enemy.

Choose a type of favoured enemy: *beasts* (including moogles, moombas, and tonberrys), *constructs*, *demons*, *dragons*, *humanoids* (including humans and shumis), *insects*, *mythical beasts*, *oozes*, *plants*, or *undead*.

You have advantage on Wisdom (Survival) checks to track your favoured enemies, as well as on Intelligence checks to recall information about them.

You choose one additional favoured enemy at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once.

Defensive

While you are wearing armour, you gain a +1 bonus to Defence.

Duelling

When you are wielding a melee weapon in one hand and no other weapons, you increase the damage die by +1 with that weapon.

Great Weapon Fighting

When you roll a 1 or 2 on a damage roll for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the damage and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack.

Sharpshooter

You gain a +2 bonus to attacks you make with ranged weapons.

Two-Weapon Fighting

When you engage in two-weapon fighting, you can add your ability modifier to the damage of both attacks.

HEROIC INSPIRATION

You can inspire others through stirring words. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Heroic Inspiration die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Heroic Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Heroic Inspiration die is rolled, it is lost. A creature can have only one Heroic Inspiration at a time.

You can use this feature a number of times equal to your base Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Your Heroic Inspiration die increases to a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

JUNCTION

You cannot select this feature if you have selected the Para Magic feature.

You have been trained how to enhance your battle prowess through the junctioning of Guardian Forces (GFs). **Chapter 7** has more information on GFs and junctioning.

You gain the following benefits:

- You can junction one GF at any given time.
- Charisma is your associated ability when making ability checks to cast magic.
- You gain proficiency in three of the following magic types: *fire*, *forbidden*, *ice*, *life*, *status*, *support*, *thunder*, and *time*.

Additionally, you can only possess up to a maximum of 15 different spells, and you can only stock several copies of the same spell to a maximum of 20. Each time you cast a spell, you deplete your stock of that spell by 1. You do not regain any spent spells unless you **draw** more spells from a creature or **Draw Point**.

MARTIAL ARTS

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and combat gloves. You gain the following benefits while you are unarmed or using combat gloves and aren't wearing armour:

- You can make Dexterity checks instead of Strength checks to make an unarmed strike.
- When you use the Attack action with an unarmed strike, you can make an additional unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

PARA MAGIC

You cannot select this feature if you have selected the Junction feature.

Through intense training and scientific study, you have learnt how to use magic without junctioning a GF (**chapter 6** has more information on magic).

 You gain the following benefits:

- Learn a number of **low-level** spells equal to 4 + your Intelligence modifier (minimum of 4). Full list of spells can be found in **chapter 6**.
- Intelligence is your associated ability when making ability checks to cast magic.
- You can cast magic at will.
- You gain proficiency in two of the following magic types: *fire*, *forbidden*, *ice*, *life*, *status*, *support*, *thunder*, and *time*.

 At 8th level, you can swap two of your spells for two **mid-level** spells. At 15th level, you can swap two more spells for two **high-level** spells.

SECOND WIND

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your level.

 Once you use this feature, you must finish a short or long rest before you can use it again.

UNARMOURED DEFENCE

While you are not wearing any armour, your Defence equals 10 + your Dexterity modifier + your highest ability modifier. If Dexterity is your highest ability modifier, you apply it again.

WHAT EQUIPMENT DO I START WITH?

Characters at 1st level start with 1,000 gil to spend on equipment detailed in chapter 4.

3. DESCRIBE YOUR CHARACTER

Once you know the basic game aspects of your character, it's time to flesh him or her out as a person. Your character needs a name. Spend a few minutes thinking about what he or she looks like and how he or she behaves in general terms.

 Using the information in chapter 3, you can flesh out your character's physical appearance and personality traits. **Chapter 3** also helps you identify the things your character holds dearest, called **bonds**, and the **flaws** that could one day undermine him or her.

 Your character's **background** describes where he or she came from, his or her original occupation, and the character's place in the FFVIII world. Your GM might offer additional backgrounds beyond the ones included in chapter 4, and might be willing to work with you to craft a background that's a more precise fit for your character concept.

 A background gives your character a background feature (a general benefit) and proficiency in two skills. Record this information, along with the personality information you develop, on your character sheet.

YOUR CHARACTER'S ABILITIES

Take your character's ability scores and race into account as you flesh out his or her appearance and personality. A very strong character with low Intelligence might think and behave very differently from a very smart character with low Strength.

 For example, high Strength usually corresponds with a burly or athletic body, while a character with low Strength might be scrawny or plump.

 A character with high Dexterity is probably lithe and slim, while a character with low Dexterity might be either gangly and awkward or heavy and thick-fingered.

 A character with high Constitution usually looks healthy, with bright eyes and abundant energy. A character with low Constitution might be sickly or frail.

 A character with high Intelligence might be highly inquisitive and studious, while a character with low Intelligence might speak simply or easily forget details.

 A character with high Wisdom has good judgment, empathy, and a general awareness of what's going on. A character with low Wisdom might be absent-minded, foolhardy, or oblivious.

 A character with high Charisma exudes confidence, which is usually mixed with a graceful or intimidating presence. A character with a low Charisma might come across as abrasive, inarticulate, or timid.

4. COME TOGETHER

Most FINAL FANTASY VIII characters don't work alone. Each character plays a role within a **party**, a group of adventurers working together for a

common purpose. Teamwork and cooperation greatly improve your party's chances to survive the many perils in the world. Talk to your fellow players and your GM to decide whether your characters know one another, how they met, and what sorts of quests the group might undertake.

LEVEL

Typically, a character starts at 1st level and advances in level by adventuring and gaining **experience points** (XP). A 1st-level character is inexperienced in the adventuring world, although he or she might have been a soldier or a criminal and done dangerous things before.

Starting off at 1st level marks your character's entry into the adventuring life. If you're already familiar with the game, or if you are joining an existing FFVIII campaign, your GM might decide to have you begin at a higher level, on the assumption that your character has already survived a few harrowing adventures.

Record your level on your character sheet. If you're starting at a higher level, record the additional elements your gain past 1st level. Also record your experience points. A 1st-level character has 0 XP. A higher-level character typically begins with the minimum amount of XP required to reach that level (see "Beyond 1st Level" later in this chapter).

DEFENCE

Your **Defence** represents how well your character avoids being wounded in battle. Things that contribute to your Defence include the armour you wear and your Dexterity modifier. Not all characters wear armour, however.

Without armour, your character's Defence equals 10 + his or her Dexterity modifier. If your character wears armour, calculate your Defence using the rules in chapter 4. Record your Defence on your character sheet.

Your character needs to be proficient with armour to wear and use them effectively, and your armour proficiencies are determined at character creation. There are drawbacks to wearing armour if you lack the required proficiency, as explained in chapter 4.

Some features give you a different way to calculate your Defence.

HIT POINTS AND HIT DICE

Your character's hit points define how tough your character is in combat and other dangerous situations. Your hit points are determined by your Hit Dice (short for Hit Point Dice).

At 1st level, your character has 1 Hit Die, and the die type is determined at character creation (see above). You start with hit points equal to the highest roll of that die. This is also your **hit point maximum**.

Record your character's hit points on your character sheet. Also record the type of Hit Die your character uses and the number of Hit Dice you have. After you rest, you can spend Hit Dice to regain hit points (see "Resting" in chapter 9).

PROFICIENCY BONUS

The table below shows your proficiency bonus, which is +2 for a 1st-level character. Your proficiency bonus applies to many of the numbers you'll be recording on your character sheet:

- Ability checks using skills your proficient in
- Ability checks using spells your proficient in
- Saving throws your proficient in
- Saving throw DCs for spells you cast (explained in each spell description in chapter 6)

Your background gives you additional skill and tool proficiencies, and some races give you more proficiencies. Be sure to note all of these proficiencies, as well as your proficiency bonus, on your character sheet.

Your proficiency bonus can't be added to a single die roll or other number more than once. Occasionally, your proficiency bonus might be modified (doubled or halved, for example) before you apply it. If a circumstance suggests that your proficiency bonus applies more than once to the same roll or that it should be multiplied more than once, you nevertheless add it only once, multiply it only once, and halve it only once.

BEYOND 1ST LEVEL

As your character goes on adventures and overcomes challenges, he or she gains experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called **gaining a level**.

When your character gains a level, him or her gain additional features, as detailed in the table below. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In

addition, every character's proficiency bonus increases at certain levels.

Each time you gain a level, you gain 1 additional Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total to your hit point maximum.

When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained.

The Character Advancement table summarises the XP you need to advance in levels from level 1 through level 20, and the proficiency bonus for a character of that level. It also details other features you gain at each level.

LEVEL ADVANCEMENT BENEFITS

The following section details additional benefits gained as characters advance in level, as shown in the Character Advancement table.

CHARACTER ADVANCEMENT

LEVEL	EXPERIENCE POINTS	PROFICIENCY BONUS	FEATURES
1st	0	+2	Bonus Feat
2nd	300	+2	Feature
3rd	900	+2	Bonus Feat
4th	2,700	+2	Ability Score Improvement
5th	6,500	+3	
6th	14,000	+3	Extra Attack
7th	23,000	+3	Feature
8th	34,000	+3	Ability Score Improvement
9th	48,000	+4	Bonus Feat
10th	64,000	+4	
11th	85,000	+4	Extra Attack (2)
12th	100,000	+4	Ability Score Improvement
13th	120,000	+5	Bonus Feat
14th	140,000	+5	Feature
15th	165,000	+5	
16th	195,000	+5	Ability Score Improvement
17th	225,000	+6	Bonus Feat
18th	265,000	+6	Extra Attack (3)
19th	305,000	+6	Feature
20th	355,000	+6	

BONUS FEAT

At 1st level, and again at 3rd, 9th, 13th, and 17th level, you gain a bonus feat. The feat must be selected from those presented in chapter 5, meeting any prerequisites they may have.

FEATURE

Starting at 2nd level, and then again at 7th, 14th, and 19th level, you gain an additional feature from those presented below.

ACTION SURGE

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your regular action and a possible bonus action.

Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

CUNNING ATTACK

Your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

DEFENSIVE TACTICS

You gain one of the following benefits of your choice:

- ***Escape the Horde***. Opportunity attacks against you are made with disadvantage.
- ***Multiattack Defence***. When a creature hits you with an attack, you gain a +4 bonus to Defence against all subsequent attacks made by that creature for the rest of the turn.
- ***Steel Will***. You have advantage on saving throws against being frightened.

EVASION

You can nimbly dodge out of the way of certain area effects, such as a dragon's fiery breath or an *ultima* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

INDOMITABLE

You can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.

You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

MAGIC EXPERTISE

Can only be selected if you have the Para Magic feature.

You choose one or two of your magic proficiencies. You gain the following benefits with the selected proficiencies:

- Your proficiency bonus is doubled for any ability check you make that uses either of the chosen magic proficiencies.
- Your proficiency bonus is doubled when setting the DC for spell saves made with spells from the chosen magic proficiencies.

At 10th level, you can choose two more of your magic proficiencies to gain this benefit.

MAGIC MASTERY

Can only be selected if you have the Para Magic feature.

You gain proficiency in one additional magic type that you are not already proficient in. in addition, you also learn three new spells. The spells must be selected from those you are proficient in, and it takes 8 hours of study in order to learn them.

NATURAL EXPLORER

You are particularly familiar with one type of natural environment and are adept at travelling and surviving in such regions. Choose one type of favoured terrain: arctic, cavern, coast, desert, forest, grassland, mountain, or urban. When you make an Intelligence or Wisdom check related to your favoured terrain, your proficiency bonus is doubled if you are using a skill that your proficient in.

While travelling for an hour or more in your favoured terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while travelling (such as navigating or tracking), you remain alert to danger.
- If you are travelling alone, you can move stealthily at a normal pace.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favoured terrain types at 6th and 10th level.

RELIABLE TALENT

You have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

SNEAK ATTACK

You know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the ability check. The attack must use a finesse or a ranged weapon. You don't need advantage on the attack if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack.

The amount of extra damage increases by +1 die at every odd-numbered level (3rd, 5th, 7th, 9th, etc.).

UNCANNY DODGE

When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, and 16th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Alternatively, you can forfeit the ability score improvement for an additional feature from the list above.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 11th level and to four when you reach 18th level.

CHAPTER II — RACES

The world contains a number of intelligent races, each with its own unique outlook and civilisation; although Humans dominate the known world. Humans live throughout the planet, while other races have their own settlements and communities scattered around, but individuals can be found anywhere.

CHOOSING A RACE

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

RACIAL TRAITS

The description of each race includes racial traits that are common to members of that race. The following entries appear among the traits of the races that are in this chapter.

ABILITY SCORE INCREASE

Every race increases one or more of a character's ability scores.

AGE

The age entry notes the age when a member of the race is considered an adult, as well as the race's expected lifespan. This information can help you decide how old your character is at the start of the game. You can choose any age for your character, which could provide an explanation for some of your ability scores. For example, if you play a young or very old character, your age could explain a particularly low Strength or Constitution score, while advanced age could account for a high Intelligence or Wisdom.

SIZE

Characters of most races are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Members of the Tonberry race are Small (3 feet tall), which means that certain rules of the game affect them differently. The most important of these rules is that Small characters have trouble wielding heavy weapons, as explained in chapter 4.

SPEED

Your speed determines how far you can move when traveling and fighting.

HUMAN

At the beginning of creation, the great god Hyne created humans as tools to build his ideal world. Only a handful of humans were made by the time he fell into a sleep.

When Hyne awoke, he found that humans had multiplied greatly. Worried they may overthrow him, Hyne declared war on the humans. Sensing defeat, Hyne departed from this world, never to be seen again.

Thousands of years later, and humans have become the dominant race, with settlements on all four continents.

A BROAD SPECTRUM

With their penchant for migration and conquest, humans are more physically diverse than other races. There is no typical human. An individual can stand from 5 feet to a little over 6 feet tall and weigh from 125 to 250 pounds. Human skin shades range from nearly black to very pale, and hair colours from black to blond (curly, kinky, or straight); males might sport facial hair that is sparse or thick. Humans reach adulthood in their late teens and rarely live even a single century.

VARIETY IN ALL THINGS

Humans are the most adaptable and ambitious people among the common races. They have widely varying tastes, morals, and customs in the many different lands where they have settled. When they settle, though, they stay: they build cities to last for the ages, and great kingdoms that can persist for long centuries. An individual human might have a relatively short life span, but a human nation or culture preserves traditions with origins far beyond the reach of any single human's memory. Individually and as a group, humans are adaptable opportunists, and they stay alert to changing political and social dynamics.

HUMAN TRAITS

It's hard to make generalisations about humans, but your human character has these traits.

Ability Score Increase. Two ability scores of your choice increase by 1 each.

Age. Humans reach adulthood in their late teens and live less than a century.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Skills. You gain proficiency in one skill of your choice.

Feat. You gain one feat of your choice.

MOOGLE

Moogles are the rarest of all sentient races in the world of Final Fantasy VIII. They choose to make their communities within forests and mountains, however several are seen in human settlements. Some moogles have a strong affinity to chocobos.

Moogles have a feline facial appearance, as well as little wings on their back for flying short distances.

KIND AND CURIOUS

Moogles are an affable and cheerful people. They cherish the bonds of family and friendship as well as the comforts of hearth and home, harbouring few dreams of gold or glory. Even adventurers among them usually venture into the world for reasons of community, friendship, wanderlust, or curiosity. They love discovering new things, even simple things, such as an exotic food or an unfamiliar style of clothing.

Moogles are easily moved to pity and hate to see any living thing suffer. They are generous, happily sharing what they have even in lean times.

BLEND INTO THE CROWD

Moogles are adept at fitting into a community of humans, shumis, or moombas, making themselves valuable and welcome. The combination of their inherent stealth and their unassuming nature helps moogles to avoid unwanted attention.

Moogles work readily with others, and they are loyal to their friends, whether moogles or otherwise. They can display remarkable ferocity when their friends, families, or communities are threatened.

MOOGLE TRAITS

Your moogle character has a number of traits in common with all other moogles.

Ability Score Increase. Your Intelligence score increases by 2.

Age. A moogle reaches adulthood at the age of 22 and generally lives into the middle of his or her fourth century.

Size. Moogles average about 2½ feet tall and weigh about 30 pounds. Your size is Small.

Speed. Your base walking speed is 20 feet.

Flight. You have a flying speed of 40 feet. To use this speed, you can't be wearing medium or heavy armour. When flying, you can avoid any difficult terrain.

Darkvision. Accustomed to life in dark places, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Weapon Phobic. Moogles are only proficient with their natural weapons and cannot use any other weapon. Their claws deal 2d4 slashing damage, and the damage increases by +1 die at 5th, 10th, 15th, and 20th level.

Subrace. Two main subraces of moogles populate the world of Final Fantasy VIII: forest moogles and mountain moogles. Choose one of these subraces.

FOREST MOOGLE

As a forest moogle, you have keen senses, deep intuition, and remarkable resilience.

Ability Score Increase. Your Wisdom score increases by 1.

Cool Rider. You have proficiency in the Animal Handling skill.

Moogle Magic Training. You gain the Para Magic feature for free (see **Chapter 1**).

MOUNTAIN MOOGLE

As a mountain moogle, you are accustomed to difficult life in rugged terrain. You're probably on the tall side (for a moogle), and tend toward lighter colouration.

Ability Score Increase. Your Dexterity score increases by 1.

Lucky. When you roll a 1 on an attack, ability check, or saving throw, you can reroll the die and must use the new roll.

Superior Darkvision. Your darkvision has a radius of 120 feet.

MOOMBA

"Did you not see their noble features? Their gem-like eyes revealing innocence? Their bright red hair symbolising passion? Their spectacular hair signifying power! Their mighty hands with incredible strength! Their proud postures demanding respect!"

- Shumi sculptor

Generally benign, moombas possess red fur-covered bodies. They get around either by walking or running on all fours, but can stand on their hind legs when stationary. Their paws are oversized in comparison to their bodies, with each possessing sharp claws which, coupled with sharp teeth, can be used for defence. They are unable to speak common as a whole, but can be taught to speak individual words.

PERSONALITY

Moombas mainly use expressive body language to convey their meaning to other races, but have no difficulty communicating with other moombas in more animalistic sounds. Moombas can recognise people by licking their blood.

MOOMBA TRAITS

Your moomba character has a variety of natural abilities, the result of many years of refinement.

Ability Score Increase. Your Dexterity score increases by 2, and your Strength score increases by 1.

Age. Moombas mature around the age of 7 and can live for as long as 20 years.

Size. Moombas range from under 4 to over 6 feet tall when standing up straight. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Darkvision. Accustomed to dark places, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Weapon Phobic. Moombas are only proficient with their natural weapons and cannot use any other weapon. Their claws deal 2d6 slashing damage, and the damage increases by +1 die at 5th, 10th, 15th, and 20th level.

Keen Senses. You have proficiency in the Perception skill, and have advantage on Intelligence checks made to remember certain individuals.

Animalistic. If you roll a 1, 2, or 3 on any attack made with your claws, you can reroll the dice but you must keep the new roll.

SHUMI

While nearly humanoid, it is unclear whether the shumi have genders like most other races. Their most prominent physical feature is their oversized hands, used for digging and craftsmanship. The shumis' appearance depends on their inner nature, and at the end of their life, a shumi will evolve into a form most reflecting their personality. This fact greatly affects their cultural attitude towards themselves and other beings.

DEMEANOUR

As their evolution depends greatly on their inherent attitude, the shumi are, on average, tolerant and humble pacifists of good nature. The shumi commonly hide their hands, as they believe that their hands, essentially in crafting, are their greatest tool. For a shumi to flaunt their hands is seen as poor taste, while if a shumi who normally does not show their hands, offers them to someone, it is seen as a mark of respect; the higher in rank and humility that the shumi is, the higher the respect paid becomes.

ARCHITECTURE AND TECHNOLOGY

The shumi live in the Shumi Village; a deceptively prosperous village located underground on the snow-covered Winter Island in Trabia. The sole above-ground structure – the outer dome – is reminiscent of steam-punk design with cold bronzed metal and glass. The underground village itself displays lush flora, fauna, and ponds along walking paths dotted by small chromed huts that also follow the reminiscence of steam-punk design. Shumis are skilled metal smiths.

SHUMI TRAITS

Your shumi character has an assortment of inborn abilities, part and parcel of shumi nature.

Ability Score Increase. Your Constitution score increases by 2.

Age. Although shumis reach physical maturity at about the same age as humans, the shumi understanding of adulthood goes beyond physical growth to encompass worldly experience. A shumi typically claims adulthood and an adult name around the age of 60 and can live to be over 150 years old.

Size. Shumis range from under 5 to over 7 feet tall and can have slender or bulky builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Shumi Resilience. You have advantage on saving throws against the *slow* spell, and you have resistance against *wind* damage.

Subrace. Two main subraces of shumis populate the world of Final Fantasy VIII: crafter shumis and elder shumis. Choose one of these subraces.

CRAFTER SHUMI

As a crafter shumi, you take pride in your natural ability in making wondrous items.

Ability Score Increase. Your Intelligence score increases by 1.

Metal Smithy. Whenever you make an Intelligence (History) check related to the origin of constructions and metalwork, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Tool Proficiency. You gain proficiency with one of the following artisan's tools of your choice: smith's tools or mason's tools.

ELDER SHUMI

As an elder shumi, you are considered to be the voice of your people and a stalwart negotiator.

Ability Score Increase. Your Charisma score increases by 1.

Pacifist. Whenever you make a Charisma check to persuade another creature into your way of thinking, or whenever you make an Intelligence check to find or locate something, you apply double your Proficiency bonus to the roll.

Mediator. You have advantage on all Charisma (Persuasion) checks.

TONBERRY

Tonberrys are a race of humanoid lizard-folk that live in underground caverns. They tend to avoid confrontation if they can, however Tonberrys will take up the mantle if their family and friends are in grave danger.

Tonberrys are quite short creatures with dark green skin. They have bright golden eyes and they have no body hair or any other outstanding features. Their appearance looks like that of a frog that walks on two legs, be it very slowly.

SMALL AND PRACTICAL

The diminutive Tonberry survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense. Standing about 2 feet tall, they appear relatively harmless and so have managed to survive for centuries in the shadow of civilisation and on the edges of wars and political strife. They are inclined to be stout, weighing between 45 and 50 pounds.

Tonberrys practicality extends beyond their clothing. They're concerned with basic needs and simple pleasures and have little use for ostentation. They like to wear simple, comfortable, and practical clothes.

TONBERRY TRAITS

Your Tonberry character has a number of traits in common with all other Tonberrys.

Ability Score Increase. Your Wisdom score increases by 2, and your Constitution score increases by 1.

Age. A Tonberry reaches adulthood at the age of 24 and generally lives into the middle of his or her second century.

Size. Tonberrys average about 2 feet tall and weigh about 45 pounds. Your size is Small.

Speed. Your base walking speed is 10 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of grey.

Tonberry Weapon Training. You have proficiency with the dagger and knife.

Everyone's Grudge. As an attack action, when you make a Strength (melee strike) check against a single enemy target using your knife or dagger, you roll an additional number of d6s in damage equal to the number of enemy targets remaining in combat. You must take a short or long rest before using this ability again.

Heritage. You have advantage on saving throws against being *charmed* and *frightened*.
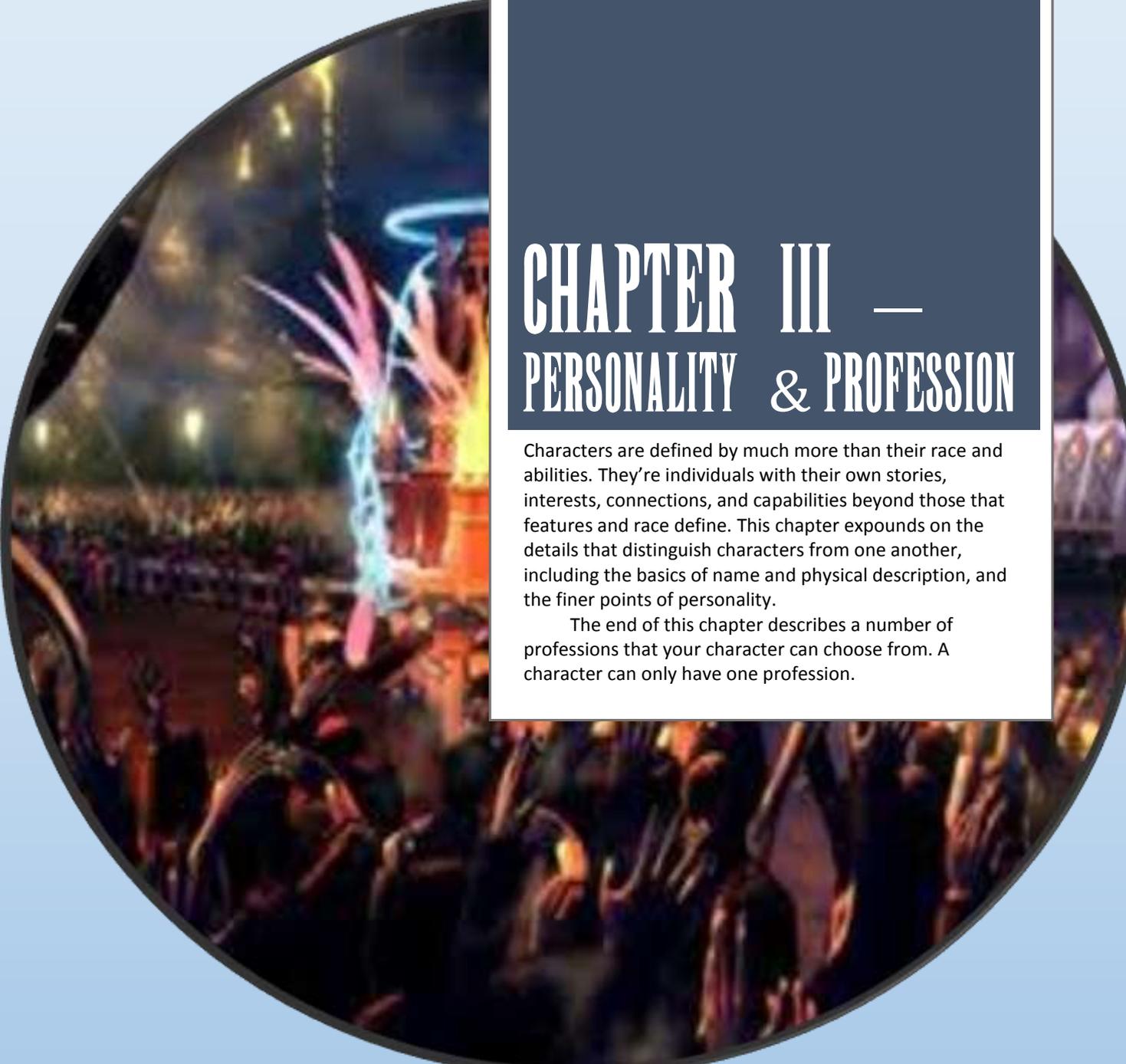
CHAPTER III — PERSONALITY & PROFESSION

Characters are defined by much more than their race and abilities. They're individuals with their own stories, interests, connections, and capabilities beyond those that features and race define. This chapter expounds on the details that distinguish characters from one another, including the basics of name and physical description, and the finer points of personality.

The end of this chapter describes a number of professions that your character can choose from. A character can only have one profession.

CHARACTER DETAILS

Your character's name and physical description might be the first things that the other players at the table learn about you. It's worth thinking about how these characteristics reflect the character you have in mind.

NAME

Put some thought into your character's name. It can be as unique and ear-catching, or as simple and common-like as you feel.

SEX

You can play a male or female character without gaining any special benefits or hindrances (except for being a Witch, which is strictly female humans only). Think about how your character does or does not conform to the broader culture's expectations of sex, gender, and sexual behaviour.

HEIGHT AND WEIGHT

You can decide your character's height and weight, using the information provided in your race description or on the Random Height and Weight table. Think about what your character's ability scores might say about his or her height and weight. A weak but agile character might be thin. A strong and tough character might be tall or just heavy.

If you want to, you can roll randomly for your character's height and weight using the Random Height and Weight table. The dice roll given in the Height Modifier column determines the character's extra height (in inches) beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character's extra weight (in pounds) beyond the base weight.

RANDOM HEIGHT AND WEIGHT

RACE	BASE HEIGHT	HEIGHT MODIFIER	BASE WEIGHT	WEIGHT MODIFIER
Human	4'8"	+2d10	110 lb.	x (2d4) lb.
Moogle, forest	1'8"	+2d4	25 lb.	x 1 lb.
Moogle, mountain	2'	+2d4	30 lb.	x 1 lb.
Moomba	4'1"	+2d6	90 lb.	x (1d6) lb.
Shumi, crafter	4'4"	+2d6	105 lb.	x (2d4) lb.
Shumi, elder	5'2"	+2d12	125 lb.	x (2d6) lb.
Tonberry	2'	+2d4	35 lb.	x (1d4) lb.

OTHER PHYSICAL CHARACTERISTICS

You choose your character's age and the colour of his or her hair, eyes, and skin. To add a touch of distinctiveness, you might want to give your character an unusual or memorable physical characteristic, such as a scar, a limp, or a tattoo.

PERSONAL CHARACTERISTICS

Fleshing out your character's personality—the array of traits, mannerisms, habits, beliefs, and flaws that give a person a unique identity—will help you bring him or her to life as you play the game. Four categories of characteristics are presented here: personality traits, ideals, bonds, and flaws. Beyond those categories, think about your character's favourite words or phrases, tics and habitual gestures, vices and pet peeves, and whatever else you can imagine.

PERSONALITY TRAITS

Give your character two personality traits. Personality traits are small, simple ways to help you set your character apart from every other character. Your personality traits should tell you something interesting and fun about your character. They should be self-descriptions that are specific about what makes your character stand out. "I'm smart" is not a good trait, because it describes a lot of characters. "I've read every book in the Dollet library" tells you something specific about your character's interests and disposition.

Personality traits might describe the things your character likes, his or her past accomplishments, things your character dislikes or fears, your character's self-attitude or mannerisms, or the influence of his or her ability scores.

A useful place to start thinking about personality traits is to look at your highest and lowest ability scores and define one trait related to each. Either one could be positive or negative: you might work hard to overcome a low score, for example, or be cocky about your high score.

IDEALS

Describe one ideal that drives your character. Your ideals are the things that you believe in most strongly, the fundamental moral and ethical principles that compel you to act as you do. Ideals encompass everything from your life goals to your core belief system.

Ideals might answer any of these questions: What are the principles that you will never betray? What would prompt you to make sacrifices? What drives you to act and guides your goals and ambitions? What is the single most important thing you strive for?

You can choose any ideals you like, or you can randomly roll.

BONDS

Create one bond for your character. Bonds represent a character's connections to people, places, and events in the world. They tie you to things from your character's history. They might inspire you to heights of heroism, or lead you to act against your own best interests if they are threatened. They can work very much like ideals, driving a character's motivations and goals.

Bonds might answer any of these questions: Whom do you care most about? To what place do you feel a special connection? What is your most treasured possession?

Your bonds might be tied to your race or some other aspect of your character's history or personality. You might also gain new bonds over the course of your adventures.

FLAWS

Finally, choose a flaw for your character. Your character's flaw represents some vice, compulsion, fear, or weakness—in particular, anything that someone else could exploit to bring you to ruin or cause you to act against your best interests. More significant than negative personality traits, a flaw might answer any of these questions: What enrages you? What's the one person, concept, or event that you are terrified of? What are your vices?

d10	PERSONALITY TRAIT
1	I'm always polite and respectful.
2	My favour, once lost, is lost forever.
3	I'm willing to listen to every side of an argument before I make my own judgement.
4	Nothing can shake my optimistic attitude.
5	I judge people by their actions, not their words.
6	I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.
7	I blow up at the slightest insult.
8	Thinking is for other people. I prefer action.
9	I always have a plan for what to do when things go wrong.
10	I have lost too many close to me, and I find it hard getting attached to others.

d8	IDEALS
1	**Freedom.** Chains are meant to be broken, as are those who would forge them.
2	**Charity.** I always try to help those in need, no matter what the personal cost.
3	**Complex.** Right or wrong are not what separates us from our enemies, it is our different standpoints, our choices, which divide us.
4	**Respect.** People deserve to be treated with dignity and respect.
5	**Independence.** I must prove that I can look after myself without help from others.
6	**Might.** My strength will help me prevail in everything I do.
7	**Live and Let Live.** Ideals aren't worth killing over or going to war for.
8	**Nation.** My city, nation, or people are all that matter.

d8	BONDS
1	I'm trying to pay off an old debt to a generous benefactor.
2	I have a family, but I have no idea where they are. One day, I hope to see them again.
3	My honour is my life.
4	Something important was taken from me, and I aim to steal it back.
5	I protect those who cannot protect themselves.
6	My loyalty to my friends and family is unwavering.
7	Someone saved my life on the battlefield. To this day, I will never leave a friend behind.
8	Everything I do is for the general public.

d8	FLAWS
1	I judge others harshly, and myself even more severely.
2	I turn tail and run when things look bad.
3	I have trouble trusting in my allies.
4	I boast too much and let my mouth get me into trouble.
5	I hide a truly scandalous secret that could ruin my life forever.
6	I overlook obvious solutions in favour of complicated ones.
7	I'd rather shout the odds than admit when I'm wrong.
8	I can't keep a secret to save my life, or anyone else's.

BACKGROUND

Decide what your character's life has been like up until now. Here are a few questions to get you thinking:

- How did she decide to go adventuring?

- How did she acquire a profession (if any)?
- Where did she get her starting equipment? Did she assemble it piece by piece over time? Was it a parting gift from a parent or mentor? Do any items have special significance to her?
- What's the worst thing that's ever happened to her?
- What's the best thing that's ever happened to her?
- Does she stay in contact with her family? What do they think of her?

Only your GM needs to know all the details of your background. You can tell the other players as much or as little as you see fit. You can get as complex as you like, or keep your character's background simple. Has she travelled around the world a lot? What's her home town like? Has she heard of Garden? Does she know any of the other players' characters from before the campaign started? If not, what's her connection to the rest of the team?

whether or not those actions have a positive effect on their chosen profession. For example, persuading a squadron of Galbadian soldiers to cease blockade on a road would help secure a new trade route for a merchant, or pleading with the local officials to open up a mining cavern would benefit the artisan with gaining new supplies.

LOSING RANK

The GM can remove a level of rank from you if he feels your actions have a negative effect within your chosen profession. You can only lose one level of rank during an encounter, regardless of how severe your actions are.

PROFESSION DESCRIPTIONS

Each profession detailed in this chapter provides additional features, as well as additional skill proficiencies and tool proficiencies upon joining that profession. Skills are described in **chapter 9**, and tools and tool proficiencies are detailed in **chapter 4**.

SALARY										
RANK	ACADEMIC	ARTISAN	CRIMINAL	ENGINEERING	ENTERTAINER	MEDICAL	MILITARY	POLITICAL	SeeD	SCIENCE
1	100	110	90	110	90	100	110	90	120	100
2	175	195	155	195	155	175	195	155	215	175
3	250	280	220	280	220	250	280	220	310	250
4	325	365	285	365	285	325	365	285	405	325
5	400	450	350	450	350	400	450	350	500	400
6	475	535	415	535	415	475	535	415	595	475
7	550	620	480	620	480	550	620	480	690	550
8	625	705	545	705	545	625	705	545	785	625
9	700	790	610	790	610	700	790	610	880	700
10	775	875	675	875	675	775	875	675	975	775

PROFESSION

The following section describes professions that you can select from. You can only select one profession. Professions are entirely optional, however choosing a profession must be done at 1st level.

RANK

Rank represent how well you are advancing in your chosen profession. It also measures the salary you receive from your profession at the start of each long rest, and period of downtime. See the "Salary" table, for a quick reference on how much money each profession pays out.

GAINING RANK

When you join a profession, you always start at Rank 1. Progressing up the ranks. GMs are to award characters a rank promotion based solely on their actions during any given encounter, and

If a character would gain the same proficiency from two different sources, he or she can choose a different proficiency of the same kind (skill or tool) instead.

LEAVING A PROFESSION

If you decide to leave a profession to join another one, you lose all proficiencies and features from your first profession before gaining the proficiencies and features of the new one.

ACADEMIC

You are dedicated to teaching and instructing young minds, and help progress their full potential; be it at an academy or Garden. With your knowledge and vast understanding of your specialised field, you are capable of passing on what you have learnt to others.

Skill Proficiencies: History, Insight
Tool Proficiencies: Writer's tools

PATH OF STUDY

Through your choice of academic study, you gain one of the following as a bonus feat: Combine, Duel, or Blue Magic Specialist.

FEATURE: ACADEMIC RESEARCHER

When you attempt to learn or recall a piece of lore, if you do not know that information, you often know where and from whom you can obtain it. Usually, this information comes from a library, university, or other learned person or creature. Your GM might rule that the knowledge you seek is secreted away in an almost inaccessible place, or that it simply cannot be found. Unearthing the deepest secrets of the world can require an adventure or even a whole campaign.

SUGGESTED CHARACTERISTICS

As an academic, you have a very studious mind and tend to question things to gain more insight. If a problem should ever arise, you believe the answer can be found inside a book you have read somewhere.

ARTISAN

Be it a painter, sculptor, chef, or carpenter, your artistic passion knows no end, especially when inspiration hits you. The very thought of your work being shown off to the public has always pushed you to create things bigger and better than before.

Skill Proficiencies: Insight, Nature
Tool Proficiencies: One type of artisan tools

GUILD BUSINESS

Guilds are generally found in cities large enough to support several artisans practicing the same trade. However, your guild might instead be a loose network of artisans who each work in a different village within a larger area. Work with your GM to determine the nature of your guild. You can select your guild business from the Guild Business table or roll randomly.

d10	Guild Business
1	Carpenters, roofers, and plasterers
2	Cobblers and shoemakers
3	Cooks and bakers
4	Jewellers and gem-cutters
5	Leatherworkers, skinners, and tanners
6	Masons, sculptors, and stonecutters
7	Painters and sign-makers
8	Shipwrights and sailmakers

As a member of your guild, you know the skills needed to create finished items from raw materials (reflected in your proficiency with a certain kind of artisan's tools), as well as the principles of trade and good business practices.

FEATURE: GUILD MEMBERSHIP

As an established and respected member of a guild, you can rely on certain benefits that membership provides. Your fellow guild members will provide you with lodging and food if necessary, and pay for your funeral if needed. In some cities and towns, a guildhall offers a central place to meet other members of your profession, which can be a good place to meet potential patrons and allies.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money to the guild's safes.

You must pay dues of 35 gil per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

SUGGESTED CHARACTERISTICS

Artisans are among the most ordinary people in the world—until they set down their tools and decide to do something else. They understand the value of hard work and the importance of community, but they're vulnerable to sins of greed and covetousness.

CRIMINAL

Be it out of desperation, desire, or your own stupidity, you have decided to work for one of the world's most notorious crime bosses. Keep your head down, do as you're told, and shine out among the others, and one day you will have control of your own territory, and no one will dare stand up to you.

Skill Proficiencies: Deception, Stealth
Tool Proficiencies: Thieves' tools

CRIMINAL SPECIALITY

There are many kinds of criminals, and within a thieves' guild or similar criminal organisation, individual members have particular specialties. Even criminals who operate outside of such organisations have strong preferences for certain kinds of crimes over others.

Choose the role you played in your criminal life, or roll on the table below.

d8	Speciality	d8	Speciality
1	Blackmailer	5	Highway robber
2	Burglar	6	Hired killer
3	Enforcer	7	Pickpocket
4	Fence	8	Smuggler

FEATURE: CRIMINAL CONTACT

You have a reliable and trustworthy contact who acts as your liaison to a network of other criminals. You know how to get messages to and from your contact, even over great distances; specifically, you know the local messengers, corrupt merchants, and seedy sailors who can deliver messages for you.

SUGGESTED CHARACTERISTICS

Criminals might seem like villains on the surface, and many of them are villainous to the core. But some have an abundance of endearing, if not redeeming, characteristics. There might be honour among thieves, but criminals rarely show any respect for law or authority.

ENGINEERING

Becoming an engineer has always been an ambition of yours; be it with vehicles, weapons, machinery, or computers. Work hard and one day you will see yourself a chief engineer in whatever field you choose to pursue.

Skill Proficiencies: Computer Use, Mechanics
Tool Proficiencies: Vehicles (land or water)

ENGINEER SPECIALISATION

Upon starting your profession as an engineer, you gain one of the following benefits:

- **Computer Master:** You have advantage on all Intelligence (Computer Use) checks.
- **Jury-Rigger:** You have advantage on all Intelligence (Mechanics) checks made to accomplish jury-rigged repairs.
- **Mecha Expert:** When you repair a mecha, you repair 2 additional hit points for each point by which your Intelligence (Mechanics) check beats the base DC of 15.

FEATURE: TECH SPECIALIST

You can modify a device, suit of armour, or vehicle so that it gains a special trait. Specific traits are given on the table below. You may perform only one modification at a time. Unless noted otherwise, you cannot grant more than one benefit to a single device, suit of armour, or vehicle, and you can't apply the same benefit more than once.

Before beginning the modification, you must pay one-tenth the cost of the device, suit of armour, or vehicle you wish to modify or 500 gil, whichever is more. Completing the modification requires 1 day per 500 gil of the modification's cost. At the end of this time, make a DC 20 Intelligence (Mechanics) check. If the check succeeds, the modification is completed successfully, and the object gains the desired trait. If the check fails, you lose all gil spent making the modification, and the object doesn't gain the desired trait. However, you may start over from scratch if you wish.

The market value of a modified item is equal to the base cost of the item plus double the cost of the modifications made to it (not including gil wasted on failed modification attempts).

TECH SPECIALIST MODIFICATIONS

Armour Trait	Benefit
Protective Armour	Increases the armour's base Defence by 1.
Device Trait	**Benefit**
Enhanced Strength	Increase the device's Strength score by 2.
Mastercraft Device	Ability checks made using the device gain a +1 equipment bonus, or the device's existing equipment bonus increases by 1.
Vehicle Trait	**Benefit**
Enhanced Dexterity	Advantage on Dexterity (Vehicle Handling) checks.
Improved Speed	Increase the vehicle's speed by one-quarter of its base speed (minimum 10 feet).

SUGGESTED CHARACTERISTICS

Engineers can be a rough lot, but the responsibilities of life with technology make them generally reliable as well. Life fixing and repairing objects shapes their outlook and forms their most important attachments.

ENTERTAINER

You thrive in front of an audience. You know how to entrance them, entertain them, and even inspire them. Your poetics can stir the hearts of those who hear you, awakening grief or joy, laughter or anger. Your music raises their spirits or captures their sorrow. Your dance steps captivate, your humour cuts to the quick. Whatever techniques you use; your art is your life.

Skill Proficiencies: Acrobatics, Performance
Tool Proficiencies: Disguise kit, one type of musical instrument

ENTERTAINER ROUTINES

A good entertainer is versatile, spicing up every performance with a variety of different routines. Choose one to three routines or roll on the table below to define your expertise as an entertainer.

d8	Entertainer Routine	d8	Entertainer Routine
1	Actor	5	Magician
2	Comedian	6	Poet
3	Dancer	7	Singer
4	Instrumentalist	8	Storyteller

FEATURE: BY POPULAR DEMAND

You can always find a place to perform, usually in a hotel or street but possibly at a theatre, or even in a noble's home. At such a place, you receive free lodging and food of a modest or comfortable standard (depending on the quality of the establishment), as long as you perform each night. In addition, your performance makes you something of a local figure.

When strangers recognise you in a town where you have performed, they typically take a liking to you.

SUGGESTED CHARACTERISTICS

Successful entertainers have to be able to capture and hold an audience's attention, so they tend to have flamboyant or forceful personalities. They're inclined toward the romantic and often cling to high-minded ideals about the practice of art and the appreciation of beauty.

MEDICAL

The medical career is a lifelong dedication to medicine and saving lives that requires hard work and the ability to make quick decisions. Are you capable of working under pressure? Make a wrong move and you can be held responsible for someone's demise.

Skill Proficiencies: Insight, Medicine, Nature
Tool Proficiencies: Surgery kit

STEADY UNDER PRESSURE

You have advantage on all Wisdom (Medicine) checks. In addition, you can apply double your proficiency bonus to Wisdom (Medicine) checks, so long as you use a surgery kit.

FEATURE: SECOND CHANCES

If you fail your Wisdom (Medicine) check to stabilise a dying patient, the patient does not take any additional damage, nor does he die, even if the failed check would normally require it.

SUGGESTED CHARACTERISTICS

Medical doctors are highly professional and when faced with a crisis, can keep a very calm and collective persona, even if they are feeling terrified on the inside.

MILITARY

The life of a soldier in the armed forces is one of discipline and ingenuity. You a required to train on a daily basis and follow orders without question. If you don't, you may face severe punishment from your superior.

Skill Proficiencies: Athletics, Intimidation
Tool Proficiencies: Vehicles (land or water)

POSITION OF RANK

Based on your specialist field and rank, you gain an official title, as shown on the following table:

RANK	ARMED FORCES	NAVY
1	Officer	Cadet
4	Captain	Lieutenant
7	Colonel	Commodore
10	General	Admiral

FEATURE: COMBAT SPECIALIST

You have been trained in military combat and gain one of the following benefits:

- You gain advantage on Wisdom (Perception) checks to spot creatures sneaking up on you.
- Whenever you are the target of a ranged or melee attack, you can choose to gain a +3 temporary bonus to Defence in exchange for a -5 penalty on your next attack.
- After you have made an attack, you can make an additional attack as a bonus action.

SUGGESTED CHARACTERISTICS

The horrors of war combined with the rigid discipline of military service leave their mark on all soldiers, shaping their ideals, creating strong bonds, and often leaving them scarred and vulnerable to fear, shame, and hatred.

POLITICS

Whether it is with the Republic of Galbadia bureaucrat, the Dollet Dukedom parliament, or Esthar's senate, you have found your place among the many that fancy themselves as a politician; be it for personal gain or helping your constituents. The political arena awaits you.

Skill Proficiencies: Perception, Persuasion
Tool Proficiencies: Triple Triad gaming set

FEARLESS LEADER

As a bonus action, you can provide a courageous example for your allies. For the remainder of the encounter, your allies gain advantage on all saving throws. Your allies lose this benefit if they lose line of sight to you, or if you are killed or knocked unconscious.

FEATURE: INSPIRE CONFIDENCE

As a bonus action, you can inspire confidence in up to three allies that can hear and see you, allowing them to roll an additional 1d4 on attacks and saving throws for the rest of the encounter or until you're unconscious or dead. Once inspired, the allies don't need to remain in sight of you. You can't inspire confidence in yourself.

SUGGESTED CHARACTERISTICS

Politicians are born and raised to a variety of different lifestyles, and their personalities reflect that upbringing. A politician comes with a plethora of bonds – responsibilities to their constituents and to helping improving the lives of those they represent in government.

SeeD

You have finally joined the ranks of the best, the elite fighting force of Garden. As a member of SeeD, you are despatched all around the world as mercenaries-for-hire and to help promote the image of SeeD as a trustworthy service.

Prerequisites: 2nd level, must pass a field exam.

Skill Proficiencies: Acrobatics, Investigation
Tool Proficiencies: Vehicles (land)

SPECIALIST PATH

As a member of SeeD, your training allows you to gain one benefit of the academic's Path of Study or one benefit of the military's Combat Specialist feature.

FEATURE: GUARDIAN FORCE MASTERY

Through your studies at Balamb Garden, you have been taught how to successfully maintain multiple GF junctions. At any given time, you can now junction a number of GFs equal to 1 + your base Wisdom modifier (minimum of 1) instead of only being able to junction one GF. You must have the Junction feature (see **Chapter 1**) in order to gain this benefit.

SUGGESTED CHARACTERISTICS

SeeDs are typically serious about their missions and may seem to have a cold exterior. They are involved in dangerous and, quite often, life-threatening situations, however they are always professional with the job at hand and never question what they are tasked to do.

SCIENCE

You have decided to dedicate your life to science. New discoveries are waiting for you to find, and the advances in scientific study are ready for you to put to paper. As a scientist, you can express your thoughts and ideas more freely.

Skill Proficiencies: History, Nature
Tool Proficiencies: Triple Triad gaming set

KNOWLEDGE IS POWER

Whenever an ally within your line of sight attempts to make a History or Nature check, you can grant that ally advantage on the check. You can only grant this benefit once per ally per day.

FEATURE: COORDINATE

You have a knack for getting people to work together. When you activate this feature on your turn, until the end of the encounter, all allies that can see and hear you can grant advantage to an ally as a reaction to that ally failing their ability check or saving throw. The allies must be able to see and hear you in order to gain this benefit, and only one advantage can be applied to an ally's failed ability check or saving throw at any given time.

SUGGESTED CHARACTERISTICS

Scientists are defined by their extensive work, and their characteristics reflect this life of science. Devoted to scientific advancement, a scientist values knowledge highly— sometimes in its own right, sometimes as a means toward other ideals.

CHAPTER IV —
EQUIPMENT

Every town and city across the world has a shopping venue waiting for its residents or visitors to spend their hard-earned gil; Esthar's Shopping District, Balamb's market square, and Deling's high street naming a few. Below list the more common stores and what they sell, along with their price in gil. Not every town and city may have all of these stores, however, so always ask your GM what stores are available to buy from when arriving at a new location.

WEAPON STORE

The weapon store is where you go too to buy your weapons. The store will only ever sell the basic models of weapons (see the Junk Shop for more information on remodelling weapons).

WEAPON PROFCIENCY

Your race and feats can grant you proficiency with certain weapons, as well as purchasing additional weapon proficiencies at character creation (see **Chapter 1**). Proficiency with a weapon allows you to add your proficiency bonus to the relevant ability check for any attack you make with that weapon. If you make an attack using a weapon with which you lack proficiency, you do not add your proficiency bonus to the ability check.

weapon as an improvised weapon (see "Improvised Weapons" later in the section).

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy. Small creatures have disadvantage on attacks with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons. See the rules for two-weapon fighting in **Chapter 10**.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus

WEAPONS

NAME (WEAPON TYPE)	COST	DAMAGE	WEIGHT	PROPERTIES
Melee Weapons				
Axe	300	1d8 slashing	6 lb.	Finesse, versatile (1d10)
Chain Whip	100	1d8 slashing	3 lb.	Finesse, reach (20)
Dagger	50	1d6 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Flail (nunchaku)	100	1d6 bludgeoning	2 lb.	Finesse, reach (10)
Harpoon	500	2d10 piercing	28 lb.	Heavy, thrown (range 50/250), two-handed
Hyperion (gunblade)	200	1d10 slashing	8 lb.	Heavy, versatile (1d12)
Knife	35	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Metal Knuckle (glove)	100	+5*	½ lb.	Light
Missile Blade	100	1d8 slashing	1 lb.	Finesse, thrown (range 30/120)
Pole	100	1d8 bludgeoning	4 lb.	Versatile (1d10)
Revolver (gunblade)	175	1d10 slashing	10 lb.	Heavy, special, two-handed
Sword	125	1d10 slashing	6 lb.	Versatile (1d12)
Unarmed Strike				
Small	---	1d4 bludgeoning	---	---
Medium	---	1d6 bludgeoning	---	---
Large	---	1d8 bludgeoning	---	---
Ranged Weapons				
Grenade	75	(see Special Weapons)	½ lb.	Light, special, thrown (range 40/180)
Machine Gun	150	1d10 piercing	3 lb.	Ammunition (range 150/600), loading, two-handed
Pinwheel (blast edge)	100	1d6 slashing	2 lb.	Special, two-handed
Valiant (shotgun)	100	1d8 piercing	2 lb.	Ammunition (range 100/400), loading

*You apply this bonus to the damage roll of your unarmed strike

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapons table.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a pouch or container is part of the attack.

If you use a weapon that has the ammunition property to make a melee attack, you treat the

action, or reaction to fire it, regardless of the number of attacks you can normally make.

Range. A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack. You can't attack a target beyond the weapon's long range.

Reach. This weapon adds a number of feet to your reach when you attack with it.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack and damage roll that you would use for a melee attack with the weapon. For example, if you throw a harpoon, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed. This weapon requires two hands to use.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

IMPROVISED WEAPONS

Sometimes characters don't have their weapons and have to attack with whatever is close at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wrench, or a dead body.

In many cases, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a broken bottle is akin to a knife. At the GM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

SPECIAL WEAPONS

Weapons with special rules are described here.

Grenade. The grenade is an area effect weapon that attacks all targets in a 120 feet blast radius from its point of origin. You make one attack against all targets in the blast, and targets take half damage on a successful Dexterity save and full damage on a miss. The grenade deals 6d10 slashing damage.

Pinwheel. The pinwheel is a unique weapon in that the launcher is strapped to the user's arm, but requires the off-hand to launch the blade from the launcher. If the user wields another weapon, or holds an object, in their off-hand, they have disadvantage on attacks made with the pinwheel as they cannot use the pinwheel efficiently until their off-hand is free again.

Revolver. One of the two basic gunblade models, the revolver cannot be used with one hand unlike the hyperion. If you are proficient with the revolver, you gain the Rough Divide special ability (see below). You can only use this ability as a bonus action in conjunction with the Renzokuken feat (see **Chapter 5**).

ROUGH DIVIDE (RENZOKUKEN)

As a bonus action to your Renzokuken attack, you can make one more additional melee attack. The creature must be the target of your Renzokuken attack. If the extra attack misses the target, the target takes half damage. If the attack is successful, you multiply the damage roll by two.

You can only perform one special ability in conjunction with your Renzokuken attack.

ARMOUR STORE

The armour store supplies its customers with a variety of armour created on demand, providing a range suitable for the average adventurer or to military personnel.

The Armour table shows the cost, weight, and other properties of the common types of armour worn.

Armour Proficiency. Anyone can put on a suit of armour, but only those proficient in the armour's use know how to wear it effectively, however. You can purchase armour proficiency at character creation (see **Chapter 1**). If you wear armour that you lack proficiency with, you have disadvantage on any ability check or saving throw that involves Strength or Dexterity, and you can't cast spells.

Defence. Armour protects its wearer from attacks. The armour you wear determines your base Defence.

Heavy Armour. Heavier armour interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armour table shows "Str 13" or "Str 15" in the Strength column for an armour type, the armour reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

Stealth. If the Armour table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

ARMOUR

ARMOUR	COST	DEFENCE	STRENGTH	STEALTH	WEIGHT
Light Armour					
Cloth	75	10 + Dex modifier	---	---	3 lb.
Leather	125	12 + Dex modifier	---	---	8 lb.
Padded	90	11 + Dex modifier	---	---	4 lb.
Heavy Armour					
Chrome	16,000	22	Str 15	Disadvantage	65 lb.
Iron	1,000	14	---	---	28 lb.
Mythril	2,000	16 + Dex modifier (max 2)	---	Disadvantage	30 lb.
Plate	12,000	18	Str 13	Disadvantage	50 lb.

GETTING INTO AND OUT OF ARMOUR

The time it takes to don or doff armour depends on the armour's category.

Don. This is the time it takes to put on armour. You benefit from the armour's Defence only if you take the full time to don the suit of armour.

Doff. This is the time it takes to take off armour. If you have help, reduce this time by half.

DONNING AND DOFFING ARMOUR

CATEGORY	DON	DOFF
Light	1 minute	1 minute
Heavy	10 minutes	5 minutes

CONVENIENCE STORE

The convenience store supplies the general public with a wide variety of items ranging from medication to adventuring gear. The **Items Table** details the gear most convenience stores supply, along with their cost and weight. Check with your GM to determine what items are available. Any equipment that need further explaining is also detailed in this section.

Antidote. A character who drinks an antidote is cured of the *poisoned* condition. Drinking or administering an antidote takes an action.

AP Ammo. While you are using AP ammo, the targets of your attack's Defence is treated as though it were 5 points less.

Chain. Steel chain has 10 hit points and can be burst with a DC 17 Strength check.

Dark Ammo. While you are using dark ammo, you can choose to inflict your target with the *blinded* condition as part of your action. The target must succeed at a DC 12 Constitution saving throw to avoid being inflicted with this condition. You can inflict the *blinded* condition on a target that has already been infected with it.

Demolition Ammo. The demolition ammo provides an additional +10 to damage rolls.

Echo Screen. A character who drinks an echo screen is cured of the *silenced* condition. Drinking or administering an echo screen takes an action.

Elixir. A character who drinks an elixir is cured of all conditions, except for *unconscious*, and is restored to their maximum hit points. Drinking or administering an elixir takes an action.

Eye Drops. A character who applies eye drops is cured of the *blinded* condition. Applying or administering eye drops takes an action.

Fast Ammo. While you are using fast ammo, you gain advantage on all Dexterity (ranged strike) checks.

Fire Ammo. The fire ammo changes the damage type of your weapon to *fire*. If a creature is vulnerable or resistant to fire damage, those rules apply.

Hero. A character who drinks a hero becomes immune to all melee and ranged attacks until the start of their next turn. Drinking or administering a hero takes an action.

Hi-Potion. A character who drinks a hi-potion regains 2d8 + 5 hit points. Drinking or administering a hi-potion takes an action.

Holy War. A character who drinks a holy war becomes immune to all magic attacks until the start of their next turn. Drinking or administering a holy war takes an action.

Holy Water. A character who drinks holy water is cured of the *zombie* and *cursed* conditions. Drinking or administering holy water takes an action.

Mega Phoenix. A character who drinks a mega phoenix is cured of the *unconscious* condition and is restored to their maximum hit points. Administering a mega phoenix takes an action.

Mega-Potion. A character who drinks a mega-potion regains 5d8 + 10 hit points. Drinking or administering a mega-potion takes an action.

Normal Ammo. The most basic ammunition, the normal ammo provides an additional +1 to damage rolls.

ITEMS

ITEM	COST	WEIGHT	ITEM	COST	WEIGHT
Ammunition			Remedy	800	½ lb.
AP Ammo (5)	1,000	1¼ lb.	Soft	50	½ lb.
Dark Ammo (5)	750	1¼ lb.	X-Potion	3,000	½ lb.
Demolition Ammo (5)	2,000	1¼ lb.	***Musical Instruments***		
Fast Ammo (5)	500	1¼ lb.	Acoustic Guitar	275	2 lb.
Fire Ammo (5)	1,500	1¼ lb.	Electric Guitar (with amp)	550	4 lb.
Normal Ammo (5)	100	1¼ lb.	Flute	150	½ lb.
Pulse Ammo (5)	2,500	1¼ lb.	Saxophone	275	1 ½ lb.
Shot Ammo (5)	200	1¼ lb.	Violin	250	1 lb.
Gear			***Tools***		
Backpack	35	½ lb.	Artisan's Tools		
Chain (50 feet)	150	18 lb.	Carpenters Tools	125	6 lb.
Flash Light	50	1 lb.	Cobblers Tools	100	5 lb.
Holster			Cook's Utensils	30	8 lb.
Concealed	75	1 lb.	Jewellers Tools	300	2 lb.
Hip	50	1 lb.	Leatherworker's Tools	100	5 lb.
Lamp	75	1 lb.	Mason's Tools	150	8 lb.
Phone	30	½ lb.	Painter's Supplies	150	5 lb.
Pouch	20	¼ lb.	Smith's Tools	300	8 lb.
Rations (1 day)	25	2 lb.	Tinker's Tools	600	10 lb.
Rope (50 feet)	60	7 lb.	Writer's Tools	400	8 lb.
Medication			Disguise Kit	400	3 lb.
Antidote	50	½ lb.	Forgery Kit	225	5 lb.
Echo Screen	50	½ lb.	Surgery Kit	450	3 lb.
Elixir	1,750	½ lb.	Navigator's Tools	450	2 lb.
Eye Drops	50	½ lb.	Thieves' Tools	300	1 lb.
Hero	300	½ lb.	Triple Triad Set	200	½ lb.
Hi-Potion	100	½ lb.	Vehicles (land or water)	*	*
Holy War	300	½ lb.	***Weapon Modification Items***		
Holy Water	50	½ lb.	Curse Spike	175	½ lb.
Mega Phoenix	2,000	½ lb.	Screw (4)	100	¼ lb.
Mega-Potion	750	½ lb.	Sharp Spike	125	½ lb.
Phoenix Down	250	½ lb.	Steel Orb	200	1 lb.
Potion	50	½ lb.	Steel Pipe	75	½ lb.

*See the "Mounts and Vehicles" section.

Phoenix Down. A character who drinks a phoenix down is cured of the *unconscious* condition and restores 1 hit point. Administering a phoenix down costs an action.

Potion. A character who drinks a potion regains 1d8 + 2 hit points. Drinking or administering a potion takes an action.

Pouch. A cloth or leather pouch can hold up to 8 lb. of items and is generally strapped to the user's belt. A pouch is ideal for holding ammunition and medication.

Pulse Ammo. The pulse ammo provides an additional +5 to damage rolls. It also changes the damage type of your weapon to *radiant*. If a creature is vulnerable or resistant to radiant damage, those rules apply.

Remedy. A character who drinks a remedy is cured of all conditions, except for *unconscious*. Drinking or administering a remedy takes an action.

Rope. Rope has 2 hit points and can be burst with a DC 12 Strength check.

Shot Ammo. The shot ammo provides an additional +5 to damage rolls.

Soft. A character who drinks a soft is cured of the *petrified* condition. Drinking or administering a soft takes an action.

X-Potion. A character who drinks an x-potion is restored to their maximum hit points. Drinking or administering an x-potion takes an action.

TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your race, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single

TOMES AND MAGAZINES

NAME	COST	WEIGHT	NAME	COST	WEIGHT
Combat King			Spider Web Edition	300	1 lb.
001	500	¼ lb.	Water Crystal Edition	700	1 lb.
002	500	¼ lb.	Whisper Edition	1,600	1 lb.
003	500	¼ lb.	*Pet Pals*		
004	500	¼ lb.	Volume 1	500	¼ lb.
005	4,000	¼ lb.	Volume 2	500	¼ lb.
Magic Scholar			Volume 3	500	¼ lb.
Barrier Edition	2,000	1 lb.	Volume 4	500	¼ lb.
Black Hole Edition	600	1 lb.	Volume 5	500	¼ lb.
Coral Fragment Edition	400	1 lb.	Volume 6	500	¼ lb.
Curse Spike Edition	500	1 lb.	*Weapons Monthly*		
Dark Matter Edition	10,000	1 lb.	1st Edition	10,000	¼ lb.
Infernal Fang Edition	1,200	1 lb.	February	500	¼ lb.
Laser Cannon Edition	1,800	1 lb.	March	500	¼ lb.
Malboro Tentacle Edition	1,400	1 lb.	April	500	¼ lb.
Missile Edition	800	1 lb.	May	500	¼ lb.
Mystery Fluid Edition	900	1 lb.	June	500	¼ lb.
Power Generator Edition	3,000	1 lb.	July	500	¼ lb.
Running Fire Edition	1,000	1 lb.	August	5,000	¼ lb.

ability, since proficiency with a tool represents broader knowledge of its use. For example, the GM might ask you to make a Dexterity check to carve a fine detail with your smith's tools, or a Strength check to make something out of particularly hard metal.

Artisan's Tools. These special tools include the items needed to pursue a craft or trade. The **Items Table** shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

Disguise Kit. This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

Forgery Kit. This small box contains a variety of papers, pens, seals, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

Navigator's Tools. This set of instruments is used for vehicle navigation. Proficiency with navigator's tools lets you chart a vehicle's course and follow navigation charts. In addition, these tools allow you to add your proficiency bonus to any ability check you make to avoid getting lost.

Thieves' Tools. This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

Triple Triad Set. This item includes a game board and a starter set of 15 cards to begin playing the Triple Triad game. If you are proficient with this tool, you can add your proficiency bonus to ability checks you make to play a game of Triple Triad.

PET SHOP

The pet shop sells a variety of items essential for keeping your pets and GFs healthy, as well as some magazines. Check with your GM to determine what items are available. The items are also detailed in this section.

Amnesia Greens. These greens allow you to force a GF you have junctioned to forget an ability previously learnt, such as Draw Magic, Cover, Elem-Atk, etc. Consuming amnesia greens takes an action. *Cost*: 1,000 gil; *Weight*: 1 lb.

Dog Treats. These treats are a dog's favourite food. Every time you feed a dog with treats, the dog restores 2d6 + 5 hit points. Feeding treats takes an action. *Cost*: 75 gil; *Weight*: ¼ lb.

G-Hi-Potion. Drinking a g-hi-potion allows one junctioned GF of your choice to regain 2d10 + 5 hit points. Administering a g-hi-potion takes an action. *Cost*: 300 gil; *Weight*: ½ lb.

G-Potion. Drinking a g-potion allows one junctioned GF of your choice to regain 1d10 + 2 hit

points. Administering a g-potion takes an action. *Cost*: 100 gil; *Weight*: ½ lb.

G-Returner. Drinking a g-returner cures the *unconscious* condition and restores 1 hit point of one junctioned GF of your choice. Administering a g-returner costs an action. *Cost*: 250 gil; *Weight*: ½ lb.

Gysahl Greens. These greens are a chocobo's favourite food. Every time you feed a chocobo with Gysahl Greens, the chocobo restores 2d8 + 5 hit points. Feeding gysahl greens takes an action. *Cost*: 100 gil; *Weight*: 1 lb.

Whistle. The whistle is a must-have instrument pet owners need to assist in training their pets. *Cost*: 30 gil; *Weight*: ¼ lb.

BOOK STORE

The book store sells tomes and magazines for a variety of different customers. The Tomes and Magazines table list the items for sale, along with their cost and weight.

COMBAT KING

The Combat King series teaches martial artists new fighting styles. You must have the Duel feat in order to purchase these magazines.

You must study the magazine for 4 hours before practicing its associated technique for a further 4 hours. Once this time has passed, you can use the new technique (see **Appendix B – Special Techniques**, for a full list of techniques).

Combat King 001. This magazine teaches the technique *Dolphin Blow*.

Combat King 002. This magazine teaches the technique *Meteor Strike*.

Combat King 003. This magazine teaches the technique *Meteor Barret*.

Combat King 004. This magazine teaches the technique *Different Beat*.

Combat King 005. This magazine teaches the technique *Final Heaven*.

MAGIC SCHOLAR

The Magic Scholar is a series of tomes dedicated to teaching its readers how to use monster spells. You must have the Blue Magic Specialist feat in order to purchase these tomes.

You must study from a single tome for at least 8 hours before learning its associated spell (full list of monster spells can be found in **Chapter 6**).

Barrier Edition. This tome teaches the monster spell *Mighty Guard*.

Black Hole Edition. This tome teaches the monster spell *Degenerator*.

Coral Fragment Edition. This tome teaches the monster spell *Electrocute*.

Curse Spike Edition. This tome teaches the monster spell *LV5 Death*.

Dark Matter Edition. This tome teaches the monster spell *Shockwave Pulsar*.

Infernal Fang Edition. This tome teaches the monster spell *Fire Breath*.

Laser Cannon Edition. This tome teaches the monster spell *Homing Laser*.

Malboro Tentacle Edition. This tome teaches the monster spell *Bad Breath*.

Missile Edition. This tome teaches the monster spell *Micro Missile*.

Mystery Fluid Edition. This tome teaches the monster spell *Acid*.

Power Generator Edition. This tome teaches the monster spell *Ray-Bomb*.

Running Fire Edition. This tome teaches the monster spell *Gatling Gun*.

Spider Web Edition. This tome teaches the monster spell *Ultra Waves*.

Water Crystal Edition. This tome teaches the monster spell *Aqua Breath*.

Whisper Edition. This tome teaches the monster spell *White Wind*.

PET PALS

The Pet Pals series offer dog owners a variety of new tricks to teach their pets. You must have the Combine feat in order to purchase these magazines.

You must study the magazine for 4 hours before teaching its associated ability to your dog for a further 4 hours. Once this time has passed, your pet can use the new ability.

Pet Pals Vol. 1. Volume 1 instructs pet owners how to train their pet to use the *Strike* ability.

Pet Pals Vol. 2. Volume 2 instructs pet owners how to train their pet to use the *Recover* ability.

Pet Pals Vol. 3. Volume 3 instructs pet owners how to train their pet to use the *Invincible Moon* ability.

Pet Pals Vol. 4. Volume 4 instructs pet owners how to train their pet to use the *Reverse* ability.

Pet Pals Vol. 5. Volume 5 instructs pet owners how to train their pet to use the *Search* ability.

Pet Pals Vol. 6. Volume 6 instructs pet owners how to train their pet to use the *Wishing Star* ability.

WEAPONS MONTHLY

The Weapons Monthly series of magazines promotes the latest models of various weapons, along with costs and the materials required (see Junk Shop below on remodelling weapons).

1ˢᵗ Edition. This special edition features the upgraded models *exeter*, *strange vision*, *shooting star*, and *lion heart*.

February. This edition features the basic models *chain whip*, *flail*, *dagger*, and *axe*, all of which can be purchased from the weapon store.

March. This edition features two basic models *metal knuckle* and the *revolver gunblade*, along with two upgraded weapons *katal* and *e-blade*.

April. This edition features two basic models *valiant* and *pinwheel*, along with two upgraded weapons *maverick* and *shear trigger*.

May. This edition features the upgraded models *slaying tail*, *ulysses*, *valkyrie*, and *cutting trigger*.

June. This edition features the upgraded models *morning star*, *gauntlet*, *red scorpion*, and *flame sabre*.

July. This edition features the upgraded models *bismark*, *crescent wish*, *rising sun*, and *twin lance*.

August. This edition features the upgraded models *ehrgeiz*, *cardinal*, *save the queen*, and *punishment*.

JUNK SHOP

Junk Shops are where you go to upgrade your weapons' model. Only some weapons are upgradable, however, and you cannot upgrade a weapon unless you have its associated Weapons Monthly magazine.

The weapon descriptions below detail the following information:

Base Model. The base weapon from which the upgrade is based on.

Remodelling Cost. How much it will cost to remodel the weapon.

Parts for Remodelling. The items needed to remodel the weapon. Some items for remodelling weapons can be either purchased (see the **Items table**) or they're dropped from monsters at the end of encounters.

Weapons Monthly Required. The magazine required to remodel the weapon.

Benefit. The benefits the new weapon grants. All remodelled weapons retain the features of its previous model.

BISMARK

Base Model. Valiant.
Remodelling Cost. 400 gil.
Parts for Remodelling. Steel Pipe x2, Dynamo Stone x4, Screw x8.
Weapons Monthly Required. July.
Benefit. Piercing damage increases to 5d8.

CARDINAL

Base Model. Pinwheel.
Remodelling Cost. 800 gil.
Parts for Remodelling. Cockatrice Pinion x1, Mesmerise Blade x1, Sharp Spike x1.
Weapons Monthly Required. August.
Benefit. Slashing damage increases to 7d6.

CRESCENT WISH

Base Model. Flail.
Remodelling Cost. 400 gil.
Parts for Remodelling. Inferno Fang x1, Life Ring x1, Sharp Spike x4.
Weapons Monthly Required. July.
Benefit. Bludgeoning damage increases to 5d6.

CUTTING TRIGGER

Base Model. Revolver gunblade.
Remodelling Cost. 400 gil.
Parts for Remodelling. Mesmerise Blade x1, Screw x8.
Weapons Monthly Required. May.
Benefit. You gain the special ability **Fated Circle** (see below) to use in conjunction with your Renzokuken ability.

FATED CIRCLE (RENZOKUKEN)

As a bonus action to your Renzokuken attack, you leap mid-air and swing your gunblade full-circle, releasing a shockwave that deals *fire* damage equal to your gunblade's max damage dice. The creature must be the target of your Renzokuken attack.

You can only perform one special ability in conjunction with your Renzokuken attack.

E-BLADE

Base Model. Axe.
Remodelling Cost. 1,000 gil.
Parts for Remodelling. Bomb Fragment x1, Screw x8, Shot Ammo x4.
Weapons Monthly Required. March.

Benefit. The e-blade now has a gun mechanic grafted on the neck of the axe. After making a melee attack as an action, you can make a ranged attack against a different target as a bonus action (1d8 piercing damage; range 40/120).

EHRGEIZ

Base Model. Metal Knuckle.
Remodelling Cost. 800 gil.
Parts for Remodelling. Adamantine x1, Dragon Skin x4, Fury Fragment x1.
Weapons Monthly Required. August.
Benefit. Bonus to your unarmed strike increases to +40. In addition, you gain advantage on all Melee Strike checks using this weapon.

EXETER

Base Model. Valiant.
Remodelling Cost. 800 gil.
Parts for Remodelling. Dino Bone x2, Moon Stone x1, Star Fragment x2, Screw x18.
Weapons Monthly Required. 1st Edition.
Benefit. Piercing damage increases to 7d8. In addition, you gain advantage on all Ranged Strike checks using this weapon.

FLAME SABRE

Base Model. Revolver gunblade.
Remodelling Cost. 600 gil.
Parts for Remodelling. Betrayal Sword x1, Screws x4, Turtle Shell x1.
Weapons Monthly Required. June.
Benefit. Slashing damage increases to 4d10.

GAUNTLET

Base Model. Metal Knuckle.
Remodelling Cost. 400 gil.
Parts for Remodelling. Dragon Skin x1, Fury Fragment x1.
Weapons Monthly Required. June.
Benefit. Bonus to your unarmed strike increases to +20.

KATAL

Base Model. Dagger.
Remodelling Cost. 800 gil.
Parts for Remodelling. Chef's Knife x1, Screw x6.
Weapons Monthly Required. March.
Benefit. Piercing damage changes to slashing damage, and the damage increases 4d6. In addition, you can apply double your proficiency

bonus to your Melee Strike checks with this weapon.

LION HEART

Base Model. Revolver gunblade.
Remodelling Cost. 2,000 gil.
Parts for Remodelling. Adamantine x1, Dragon Fang x4, Pulse Ammo x12.
Weapons Monthly Required. 1st Edition.
Benefit. You gain the special ability **Lion Heart** (see below) to use in conjunction with your Renzokuken ability.

LION HEART (RENZOKUKEN)

As a bonus action to your Renzokuken attack, you make a further series of devastating blows with your gunblade, dealing max weapon damage x 8. The creature must be the target of your Renzokuken attack.

You can only perform one special ability in conjunction with your Renzokuken attack.

MAVERICK

Base Model. Metal Knuckle.
Remodelling Cost. 200 gil.
Parts for Remodelling. Dragon Fin x1, Spider Web x1.
Weapons Monthly Required. April.
Benefit. Bonus to your unarmed strike increases to +10.

MORNING STAR

Base Model. Flail.
Remodelling Cost. 200 gil.
Parts for Remodelling. Steel Orb x2, Sharp Spike x2.
Weapons Monthly Required. June.
Benefit. Bludgeoning damage increases to 3d6.

PUNISHMENT

Base Model. Revolver gunblade.
Remodelling Cost. 1,000 gil.
Parts for Remodelling. Chef's Knife x1, Screw x8, Star Fragment x2, Turtle Shell x1.
Weapons Monthly Required. August.
Benefit. Slashing damage increases to 6d10.

RED SCORPION

Base Model. Chain Whip.
Remodelling Cost. 400 gil.
Parts for Remodelling. Ochu Tentacle x2, Dragon Skin x2.
Weapons Monthly Required. June.
Benefit. Slashing damage increases to 5d8.

RISING SUN

Base Model. Pinwheel.
Remodelling Cost. 400 gil.
Parts for Remodelling. Saw Blade x1, Screw x8.
Weapons Monthly Required. July.
Benefit. Slashing damage increases to 5d6.

SAVE THE QUEEN

Base Model. Chain Whip.
Remodelling Cost. 800 gil.
Parts for Remodelling. Energy Crystal x4, Malboro Tentacle x2, Sharp Spike x4.
Weapons Monthly Required. August.
Benefit. Slashing damage increases to 7d8. In addition, you can make an additional attack against a different target as a bonus action.

SHEAR TRIGGER

Base Model. Revolver gunblade.
Remodelling Cost. 200 gil.
Parts for Remodelling. Screw x4, Steel Pipe x1.
Weapons Monthly Required. April.
Benefit. Slashing damage increases to 2d10.

SHOOTING STAR

Base Model. Pinwheel.
Remodelling Cost. 1,000 gil.
Parts for Remodelling. Energy Crystal x2, Force Armlet x1, Regen Ring x1, Windmill x2.
Weapons Monthly Required. 1st Edition.
Benefit. Slashing damage increases to 9d6.

SLAYING TAIL

Base Model. Chain Whip.
Remodelling Cost. 200 gil.
Parts for Remodelling. Magic Stone x2, Sharp Spike x1.
Weapons Monthly Required. May.
Benefit. Slashing damage increases to 3d8.

STRANGE VISION

Base Model. Flail.
Remodelling Cost. 800 gil.
Parts for Remodelling. Adamantine x1, Star Fragment x3, Curse Spike x2.
Weapons Monthly Required. 1st Edition.
Benefit. Bludgeoning damage increases to 7d6. In addition, you can make an additional attack against a different target as a bonus action.

TWIN LANCE

Base Model. Revolver gunblade.
Remodelling Cost. 800 gil.
Parts for Remodelling. Dino Bone x1, Red Fang x2, Screw x12.
Weapons Monthly Required. July.
Benefit. You gain the special ability **Blasting Zone** (see below) to use in conjunction with your Renzokuken ability.

BLASTING ZONE (RENZOKUKEN)

As a bonus action to your Renzokuken attack, you ignite a concentrated beam of energy from your gunblade, dealing max weapon damage x 2. The creature must be the target of your Renzokuken attack.

You can only perform one special ability in conjunction with your Renzokuken attack.

ULYSSES

Base Model. Valiant.
Remodelling Cost. 200 gil.
Parts for Remodelling. Steel Pipe x1, Bomb Fragment x1, Screw x2.
Weapons Monthly Required. May.
Benefit. Piercing damage increases to 3d8.

VALKYRIE

Base Model. Pinwheel.
Remodelling Cost. 200 gil.
Parts for Remodelling. Magic Stone x1, Shear Feather x1.
Weapons Monthly Required. May.
Benefit. Slashing damage increases to 3d6.

MOUNTS AND VEHICLES

A good mount can help you move more quickly through the wilderness, but its primary purpose is to carry the gear that would otherwise slow you down. The Mounts and Other Animals table shows each animal's speed and base carrying capacity.

Mounts other than those listed here are available in the worlds of Final Fantasy VIII, but they are rare and not normally available for purchase. Acquiring such a mount often means securing an egg and raising the creature yourself, making a bargain with a powerful entity, or negotiating with the mount itself.

Vehicle Proficiency. If you have proficiency with a certain kind of vehicle (land or water), you can add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances. If you are proficient with the Vehicle Handling skill as well, the proficiency bonus is doubled (a proficiency bonus can only be doubled once).

MOUNTS AND OTHER ANIMALS

ITEM	COST	SPEED	CARRYING CAPACITY
Chocobo	250 gil	70 ft.	420 lb.
Horse, riding	300 gil	60 ft.	480 lb.
Horse, war	900 gil	60 ft.	540 lb.

VEHICLES

ITEM	COST (BUY)	COST (RENTAL*)	SPEED
Car	15,000 gil	3,500 gil	70 mph
Motorbike	10,000 gil	2,000 gil	50 mph
Sailing Ship	100,000 gil	15,000 gil	300 mph
Speedboat	8,000 gil	2,000 gil	50 mph
Yacht	10,000 gil	2,500 gil	60 mph
*Per day			

HARNESS AND VEHICLE SUPPLIES

ITEM	COST	WEIGHT
Feed (per day)	50 gil	10 lb.
Fuel (1 unit)	3,000 gil	5 lb.
Saddle		
Exotic	600 gil	40 lb.
Military	200 gil	30 lb.
Riding	100 gil	25 lb.
Stabling (per day)	300 gil	---

EXPENSES

When not descending into the depths of the world, exploring ruins for lost treasures, or fighting against oppressive authorities, adventurers face more mundane realities. Even in a fantastical world, people require basic necessities such as shelter, sustenance, and clothing. These things cost money, although some lifestyles cost more than others.

LIFESTYLE EXPENSES

Lifestyle expenses provide you with a simple way to account for the cost of living in a fantasy world. They cover your accommodations, food and drink, and all your other necessities.

At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

LIFESTYLE EXPENSES

LIFESTYLE	PRICE/DAY
Wretched	---
Squalid	50 gil
Poor	100 gil
Modest	500 gil
Comfortable	1,000 gil
Wealthy	2,000 gil

Wretched. You live in inhumane conditions. With no place to call home, you shelter wherever you can, sneaking into cellars, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your weapons and items, which represent a fortune by their standards. You are beneath the notice of most people.

Squalid. You live in a leaky building, a mud-floored barn just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from disease.

Poor. A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and

unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a house or in the basic room above a bar. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled labourers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

Modest. A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a bar or hotel. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, labourers, students, and the like.

Comfortable. Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighbourhood or in a private room at a fine hotel. You associate with merchants, skilled tradespeople, and military officers.

Wealthy. Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine hotel.

FOOD, DRINK, AND LODGING

The Food, Drink, and Lodging table gives prices for individual food items and a single night's lodging. These prices are included in your total lifestyle expenses.

FOOD, DRINK, AND LODGING

ITEM	COST	ITEM	COST
Beverages		*Hotel stay (per day)*	
Beer (pint)	20 gil	Squalid	40 gil
Cocktail		Poor	60 gil
Curiel	25 gil	Modest	300 gil
Krakka	25 gil	Comfortable	600 gil
Mimett	25 gil	Wealthy	1,000 gil
Reagan	25 gil	*Meals (per day)*	
Sylkis	25 gil	Squalid	10 gil
Tantal	25 gil	Poor	20 gil
Wine		Moderate	100 gil
Bottle	30 gil	Comfortable	250 gil
Glass	5 gil	Wealthy	500 gil
Bread rolls (2)	4 gil		
Cheese, block	6 gil		
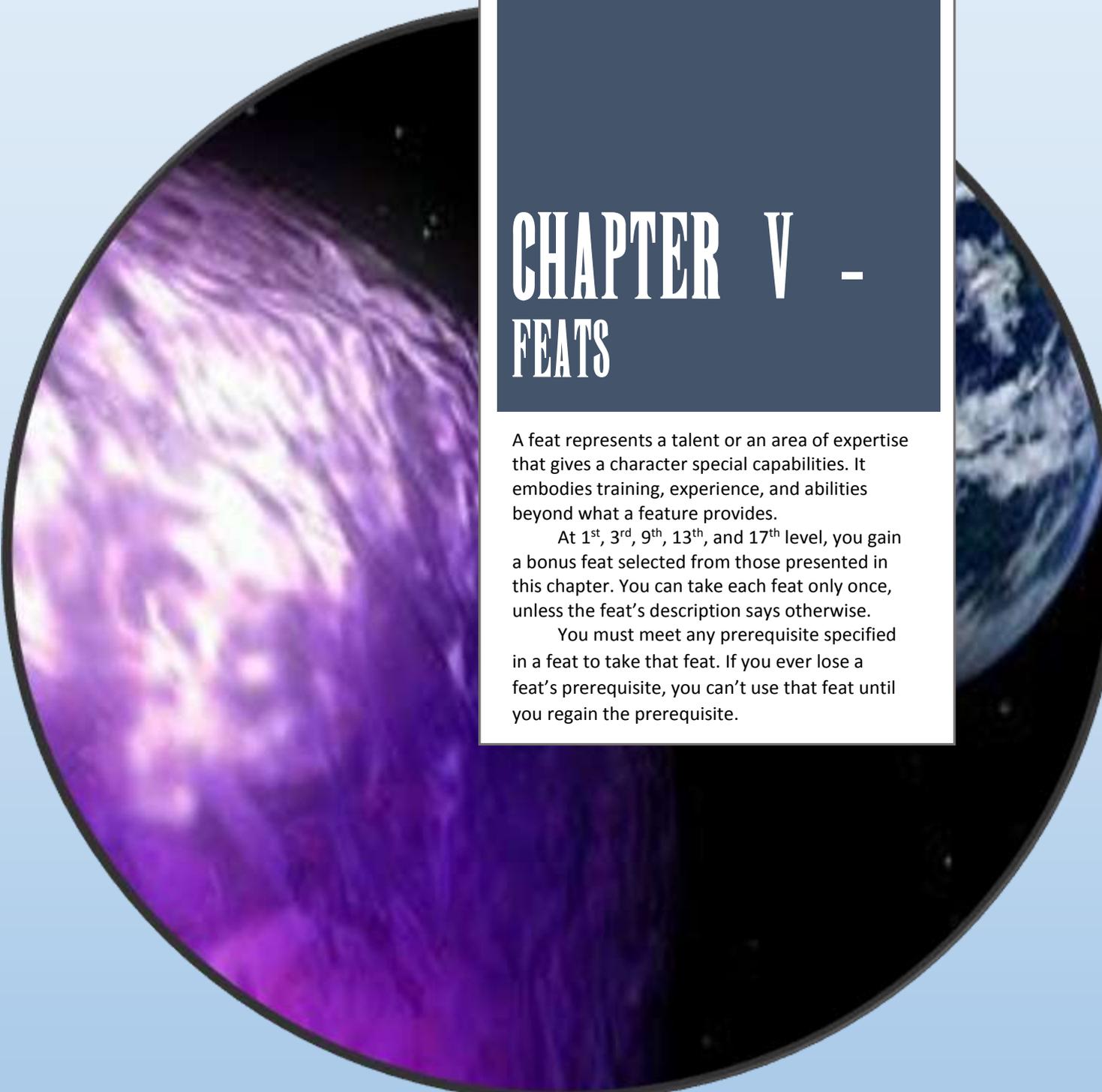
CHAPTER V - FEATS

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a feature provides.

At 1st, 3rd, 9th, 13th, and 17th level, you gain a bonus feat selected from those presented in this chapter. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite.

ALERT

Always on the lookout for danger, you gain the following benefits:

- You gain a +5 bonus to Initiative.
- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attacks against you as a result of being hidden from you.

ATHLETE

You have undergone extensive physical training to gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you are prone, standing up uses only 5 feet of your movement.
- Climbing doesn't halve your speed.
- You can make a running long jump or a running high jump after moving only 5 feet on foot, rather than 10 feet.

BAR BRAWLER

Accustomed to rough-and-tumble fighting using your fists, you gain the following benefits:

- Increase your Strength or Constitution score by 1, to a maximum of 20.
- The damage die of your unarmed strikes increases by +1.
- When you hit a creature with an unarmed strike on your turn, you can use a bonus action to attempt to grapple the target.

BLOOD PAIN

Prerequisite: Must be dual-wielding two light melee weapons

On your turn, you can run up to a single creature within 40 feet of you and make four melee attacks against it.

You cannot use this feat again until you have finished a short or long rest. You cannot use a bonus action on the same turn you use this feat.

BLUE MAGIC SPECIALIST

Prerequisite: Intelligence 13 or higher

You have learnt how to use certain monster spells against your enemies. You gain the following benefits:

- You can study from various tomes to learn how to cast monster spells (see Book Store in **Chapter 4**). You must study

from a single tome for at least 8 hours before learning its associated spell.
- Intelligence is your associated ability when making ability checks to cast monster spells.
- You gain the Laser Eye spell (see **Chapter 6**).
- You gain advantage on Intelligence checks to cast monster spells.

CHARGER

When you use your action to Dash, you can use a bonus action to make one melee weapon attack or to shove a creature.

If you move at least 10 feet in a straight line immediately before taking this bonus action, you either gain a +5 bonus to the attack's damage roll (if you chose to make a melee attack and hit) or push the target up to 10 feet away from you (if you choose to shove and you succeed).

COMBINE

Prerequisite: Must have the Animal Companion feature

You have trained in synchronised attacking with your pet, gaining the following benefits:

- You can study from Pet Pal magazines to teach your pet new abilities (see Pet Shop and Book Store in **Chapter 4**). You must study from a single magazine for 4 hours before teaching its associated ability to your pet for a further 4 hours.
- Whenever you make an opportunity attack against a target, you can get your pet to make an attack instead.

DEFENSIVE DUELLIST

Prerequisite: Dexterity 13 or higher

When you are wielding a finesse weapon with which you are proficient and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your Defence for that attack, potentially causing the attack to miss you.

DESPERADO

Prerequisite: Proficient with the machine gun and grenade

On your entire turn, you can throw a grenade to stun its affected targets rather than inflict damage. In addition, during the same turn, you can make a DC 10 Strength (Athletics) check to swing on a chain or rope (you must be in possession of a chain or rope) above the targets and make an area ranged attack on the targets with your machine gun. You gain advantage on the attack, and the damage die increases by +2 if the attack is successful.

    You cannot use this feat again until you have finished a short or long rest. You cannot use a bonus action on the same turn you use this feat.

DUEL

Prerequisite: Strength and Dexterity 13 or higher

You gain the following benefits from choosing this feat:

- Increase your Strength and Dexterity scores by 1, to a maximum of 20.
- You can study from Combat King magazines to teach yourself new martial arts abilities (see Book Store in **Chapter 4**). You must study from a single magazine for 4 hours before practicing its associated ability for a further 4 hours.

DUAL WIELDER

You master fighting with two weapons, gaining the following benefits:

- You gain a +1 bonus to Defence while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

DURABLE

Hardy and resilient, you gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you roll a Hit Dice to regain hit points, the minimum number of hit points you regain from the roll equals twice your Constitution modifier (minimum of 2).

GRAPPLER

Prerequisite: Strength 13 or higher

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You have advantage on attacks against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check, if you succeed, you and the creature are both restrained until the grapple ends.
- Creatures that are one size larger than you don't automatically succeed on checks to escape your grapple.

GREAT WEAPON MASTER

You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits:

- On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action.
- Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack. If the attack hits, the damage die increases by +1.

HEALER

You are an able physician, allowing you to mend wounds quickly and get your allies back in the fight. You gain the following benefit:

- When you use a phoenix down to stabilise a dying creature, that creature also regains 1 hit point.
- When you use a potion on a creature, the target regains a number of hit points equal to twice the result of their Hit Dice roll.

HEAVILY ARMOURED

Prerequisite: Proficient with light armour
You have trained to master the use of heavy armour, gaining the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- You gain proficiency with heavy armour.

HEAVY ARMOUR MASTER

Prerequisite: Proficient with light armour
You can use your armour to deflect strikes that would kill others. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- While you are wearing heavy armour, bludgeoning, piercing, and slashing damage that you take from non-magical weapons is reduced by 5.

INSPIRING LEADER

Prerequisite: Charisma 13 or higher
You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, choose up to six friendly companions (which can include yourself) within 30 feet of you who can hear or see you. Each creature can gain temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

KEEN MIND

You have a mind that can track time, direction, and detail with uncanny precision. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You always know which way is north.
- You always know the number of hours left before the next sunrise or sunset.

- You can accurately recall anything you have seen or heard within the past month.

LIGHTLY ARMOURED

You have trained to master the use of light armour, gaining the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with light armour.

MAGE SLAYER

You have practiced techniques useful in melee combat against spellcasters, gaining the following benefits:

- When a creature within 10 feet of you casts a spell, you can use your reaction to make a melee weapon attack against that creature.
- You have advantage on saving throws against spells cast by creatures within 10 feet of you.

MAGIC CROSS

Prerequisite: Chi feature
The energy of Chi flows through you more effectively. You gain the Chi ability "No Mercy" upon choosing this feat (see **Appendix B**), and you can only use it as a bonus action after using your Chi Cross ability (see the Chi feature in **Chapter 1**).

In addition, you gain the following benefits from choosing this feat:

- You gain the Chi ability "Demon Slice" at 8th level (see **Appendix B**). You can use Demon Slice in place of No Mercy.
- You gain the Chi ability "Bloodfest" at 15th level (see **Appendix B**). You can use Bloodfest in place of No Mercy or Demon Slice.

MASSIVE ANCHOR

Prerequisite: Must be wielding a harpoon
On your turn, you can throw your weapon into the sky above. In addition, during the same turn, you can make a DC 10 Strength (Athletics) check to jump up to your weapon, and drive it back into the ground; damaging all enemy creatures in a 50 foot radius. You treat your weapon's damage die as though it were +2 higher.

You cannot use this feat again until you have finished a short or long rest. You cannot use a bonus action on the same turn you use this feat.

MOBILE

You are exceptionally speedy and agile. You gain the following benefits:

- Your speed increases by 10 feet.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- When you make a melee attack against a creature, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

OBSERVANT

Quick to notice details of your environment, you gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You have a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.

RENZOKUKEN

Prerequisite: Must be wielding the revolver gunblade or one of its models
On your turn, you can run up to a single creature within 40 feet of you and make a number of melee attacks equal to 1d8 against the target with your gunblade.

You cannot use this feat again until you have finished a short or long rest.

RESILIENT

Choose one ability score. You gain the following benefits:

- Increase the chosen ability score by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

SENTINEL

You have mastered techniques to take advantage of every drop in any enemy's guard, gaining the following benefits:

- When you hit a creature with an opportunity attack, the creature's speed becomes 0 for the rest of the turn.
- Creatures within 5 feet of you provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature within 5 feet of you makes an attack against a target other than you (and that target doesn't have this feat), you can use your reaction to make a melee weapon attack against the attacking creature.

SHARPSHOOTER

You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attacks.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack. If the attack hits, the damage die increases by +1.

SHOT

Prerequisite: Must be wielding the valiant shotgun or one of its models.
On your turn, you can make seven ranged attacks against a single creature within range. Based on the type of ammunition in your weapon, the attacks grant an additional effect:

 Normal Ammo: Increase damage die by +1.
 Shot Ammo: Increase your weapon's range by 20/60.
 Dark Ammo: Inflicts *blinded* condition if ability check exceeds Defence by 5 or more.
 Fire Ammo: Inflict fire damage instead of piercing damage.
 Demolition Ammo: Increase damage die by +2.
 Fast Ammo: Use a bonus action to make an eighth attack.
 AP Ammo: All seven attacks ignore Defence (automatic hit).
 Pulse Ammo: Increase damage die by +3.
 You cannot use this feat again until you have finished a short or long rest. You cannot use a bonus action on the same turn you use this feat.
 You can only use one type of ammunition per use of this feat. You cannot change ammunition half way through.

SKILLED

You gain proficiency in either two skills of your choice, two tools of your choice, or one skill and one tool of your choice.

SKULKER

Prerequisite: Dexterity 13 or higher

You are an expert at slinking through shadows. You gain the following benefits:

- You can try to hide when you are lightly obscured from the creature from which you are hiding.
- When you are hidden from a creature and miss it with a ranged weapon attack, making the attack doesn't reveal your position.
- Dim light doesn't impose disadvantage on your Wisdom (Perception) checks relying on sight.

SLOT

Prerequisite: Wisdom 13 or higher

Using your action, you can make a Wisdom check (for purposes of this feat, rolling a 1 or 20 doesn't mean critical fail or critical hit). The result of the check determines the outcome:

1-5: Cast cure on a single creature
6-9: Cast blizzard on a single creature.
10-14: Cast thunder on a single creature.
15-18: Cast fire on a single ally.
19-22: Cast bio on a single creature
23-26: Cast aero on a single creature
27+: Cast silence on a single creature

If you are not happy with your result, you can "do over", which is essentially rerolling for a better result. You can reroll up to a number of times equal to your base Wisdom modifier.

At 8th level, the spells upgrade to their next level forms, except for bio and silence as they don't have an upgrade. Instead, they are replaced with demi and sleep respectively

At 15th level, the spells upgrade to their next level forms, except for demi, tornado, and sleep, as they don't have an upgrade. Instead, they are replaced with full cure, rapture, and wall respectively (see **Appendix B** for descriptions of these three spells).

You cannot use a bonus action on the same turn you use this feat.

SUBTERRANEAN DELVER

Alert to the hidden traps and secret doors found in many caverns and dungeons, you gain the following benefits:

- You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of secret doors.

- You have advantage on saving throws made to avoid or resist traps.
- You have resistance to the damage dealt by traps.
- You can search for traps while travelling at a normal pace, instead of only at a slow pace.

TOUGH

Your hit points maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit points maximum increases by an additional 2 hit points.
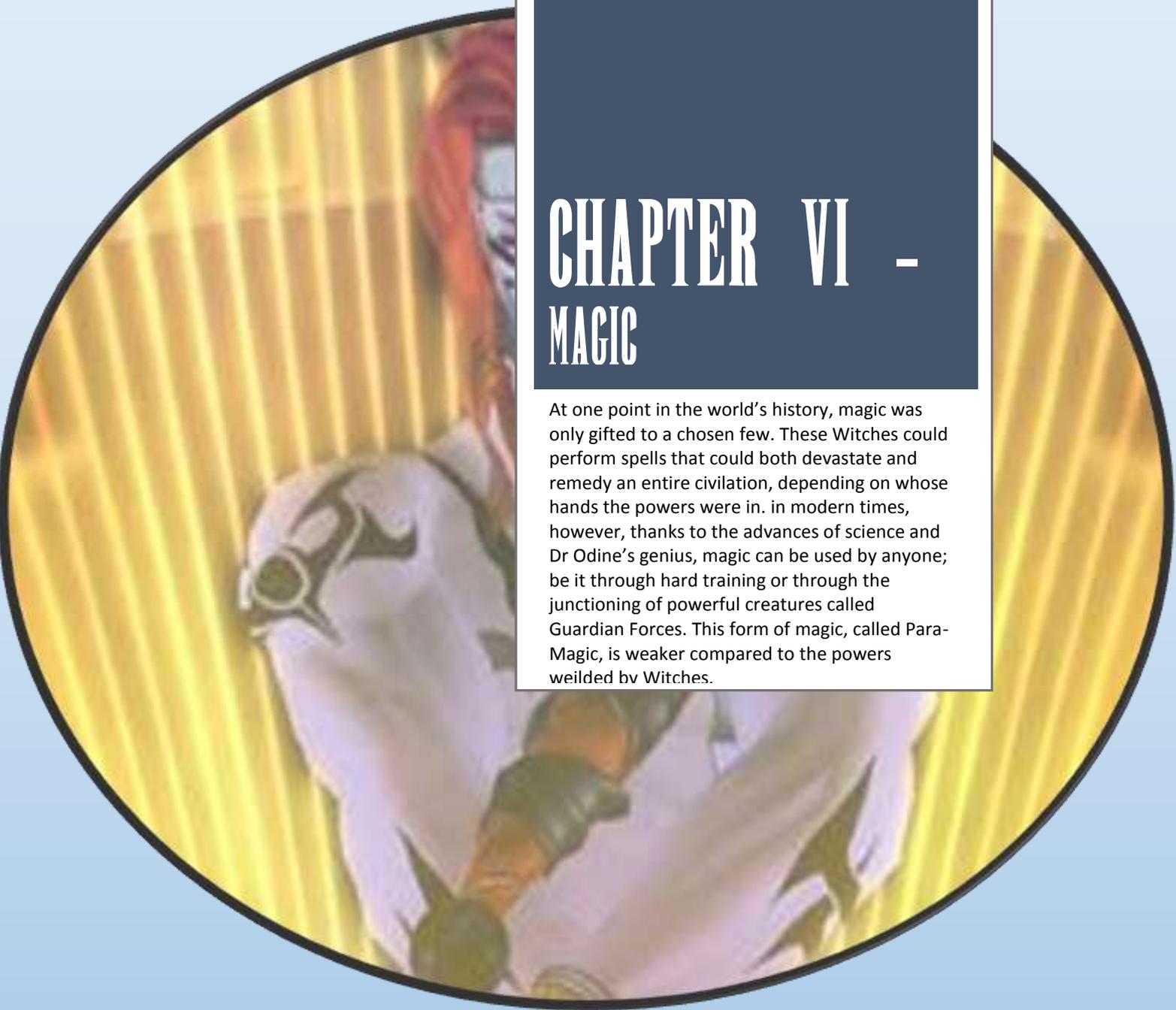
CHAPTER VI -
MAGIC

At one point in the world's history, magic was only gifted to a chosen few. These Witches could perform spells that could both devastate and remedy an entire civilation, depending on whose hands the powers were in. in modern times, however, thanks to the advances of science and Dr Odine's genius, magic can be used by anyone; be it through hard training or through the junctioning of powerful creatures called Guardian Forces. This form of magic, called Para-Magic, is weaker compared to the powers weilded by Witches.

LEVEL AND TYPE

Each spell has a level and type. The three levels are Low-Level, Mid-Level, and High-Level. The three levels distinguish the spells in terms of power. The higher the level, the more powerful the spell is.

A spell's type tells you what group that particular spell is associated with. An ability that grants you proficiency is a specific type of magic means you add your proficiency bonus to ability checks made to cast spells from that type. For example, the demi spell is a member of the Time type of magic. If you have proficiency in Time magic, you apply your proficiency bonus to ability checks made to cast the demi spell. Proficiency in Time magic also means you can add your proficiency bonus to ability checks made to cast double, haste, quake, slow, stop, and triple, if applicable, as these spells are also members of the Time type of magic.

MAGIC BY LEVEL

The following section divides the spells up into their appropriate power levels.

LOW	MID	HIGH
Bio	Aero	Blizzaga
Blind	Aura	Break
Blizzard	Berserk	Curaga
Confuse	Blizzara	Death
Cure	Cura	Firaga
Drain	Demi	Flare
Esuna	Dispel	Full-Life
Fire	Double	Holy
Float	Fira	Meltdown
Protect	Haste	Meteor
Scan	Life	Pain
Shell	Reflect	Quake
Sleep	Regen	Thundaga
Slow	Silence	Tornado
Thunder	Stop	Triple
Water	Thundara	Ultima
	Zombie	

MAGIC BY TYPE

The following section divides the spells up into their specific types.

BLUE MAGIC
Acid
Aqua Breath
Bad Breath
Degenerator
Electrocute
Fire Breath
Gatling Gun
Homing Laser
LV5 Death
Laser Eye
Micro Missiles
Mighty Guard
Ray-Bomb
Shockwave Pulsar
Ultra Waves
White Wind

FIRE
Fire
Fira
Firaga
Flare

FORBIDDEN
Meteor
Ultima

ICE
Blizzard
Blizzara
Blizzaga
Water

LIFE
Cure
Cura
Curaga
Death
Full-Life
Holy
Life
Regen
Zombie

STATUS
Berserk
Bio
Blind
Break
Confuse
Meltdown
Pain
Silence
Sleep

SUPPORT
Aura
Dispel
Drain

Esuna
Float
Protect
Reflect
Scan
Shell

TIME
Demi
Double
Haste
Quake
Slow
Stop
Triple

THUNDER
Thunder
Thundara
Thundaga
Aero
Tornado

CASTING MAGIC

To calculate how to cast magic is based on how you have gained the ability to use magic.

JUNCTIONED MAGIC

Casting magic through the junctioning of Guardian Forces uses the following formula:

Spellcasting check = 1d20 + Wisdom modifier + proficiency bonus

You can only possess up to a maximum of 15 different spells and you can only stock several copies of the same spell to a maximum of 20. Each time you cast a spell, you deplete your stock of that spell by 1. You do not regain any spent spells unless you **draw** more spells from a creature or **Draw Point** (see **Chapter 7** for more information on stocking magic). You must have the Junction feature.

TRAINED MAGIC

Casting magic through intense training uses the following formula:

Spellcasting check = 1d20 + Intelligence modifier + proficiency bonus

Unlike junctioned magic, once you know a spell you can cast it without fear of depleting

stock, however your list of spells is equal to 1 + your Intelligence modifier (minimum of 1). You must select these spells from the list of low-level magic. At 8th level, you can swap two of your low-level spells for two mid-level spells. At 15th level, you can swap two more spells for two high-level spells. You must have the Para Magic feature.

USING BLUE MAGIC

Blue magic are spells derived originally from monsters. They can only be learnt by studying their relevant tome (see **Chapter 4**, for more information) and you must take the Blue Magic Specialist feat in order to learn blue magic. Unlike normal magic and GF magic, blue magic can still be used even if you are infected with the *silenced* condition, however once you cast a blue magic spell, you cannot cast another blue magic spell until you have taken a short or long rest.

SPELL SAVES

Some spells do not require you to make a check to see if you're successful or not. Some spells can either automatically hit (such as cure and protect) or require the target to make a saving throw (such as death and meltdown). If a target needs to make a saving throw, the spell's description will list which ability they need to use. The DC for the saving throw is calculated as follows:

Spell *DC = 8 + your spellcasting ability modifier + your proficiency bonus* (if applicable)

For example, Squall wants to cast silence on a target. He is a 7th level character and is proficient with the spell, and has a Wisdom modifier of +2. The target must make a DC 13 Wisdom saving throw (8 + 2 + 3 = 13) in order to avoid being infected with the *silenced* condition.

MAGIC AFFINITY

Everyone has a natural affinity when it comes to magic. In the Final Fantasy VIII Roleplaying Game, characters have a magic affinity pool that they can draw upon to make the damage of their spells more devastating. How you calculate your Magic Affinity pool is as follows:

Magic Affinity = base Wisdom score + one-half your level (rounded down)

Female characters gain an additional 5 points to their Magic Affinity pool as women are known to have a more natural affinity to magic than men. This is also why only women can inherit the Witch Embodiment as passed down by the Great Hyne himself.

USING YOUR MAGIC AFFINITY POOL

Whenever you cast a spell that deals damage, you can increase the damage by drawing upon your Magic Affinity pool. For every point you take from your pool, you gain a +1 bonus to the spell's damage roll. Be careful, however, as you will reduce your pool every time your draw from it.

Regaining any lost points from your Magic Affinity pool requires that you finish a long rest.

SPELL DESCRIPTIONS

The following section details the spells available to player characters. The list also details spells only available to those who have the Blue Magic Specialist feat, as well as GF Magic.

ACID

Conjuration blue magic

Casting Time: 1 action
Range: 40 feet
Duration: Instantaneous

You extend your hand toward a creature you can see within range and project a stream of acid from your palm. The creature must succeed on a Constitution saving throw or take 1d12 *poison* damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

AERO

Mid-level evocation

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

A cool breeze emits from your body that turns into a gust as it moves towards a single creature you can see within reach. The target must make a Dexterity saving throw. The target takes 4d8 *wind* damage on a failed save.

AQUA BREATH

Conjuration blue magic

Casting Time: 1 action
Range: 40 feet
Duration: Instantaneous

You open your mouth toward a creature you can see within range and project a stream of water. The creature must succeed on a Dexterity saving throw or take 1d12 *water* damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

AURA

Mid-level enchantment
Casting Time: 1 action
Range: Touch
Duration: 3 turns

You choose one willing creature. If the target has abilities that normally require finishing a long rest to use again, that creature can use those abilities again until the spell's duration ends. In addition, this spell removes the *cursed* condition.

BAD BREATH

Conjuration blue magic

Casting Time: 1 action
Range: 40 feet
Duration: Instantaneous

You open your mouth toward a creature you can see within range and project a stream of vile odour. The creature must succeed on a Constitution saving throw or become inflicted with the *cursed*, *blinded*, *poisoned*, and *prone* conditions.

BERSERK

Mid-level enchantment

Casting Time: 1 action
Range: Touch
Duration: Until dispelled or until the end of the encounter

A creature you touch becomes enraged. The target must make a Wisdom saving throw. On a failed save, the target can only use Attack as an action,

gains a +3 bonus to Defence, and a +1 die to their weapon damage until the spell is dispelled.

Once the target is no longer under the effects of Berserk, they become fatigued (-5 penalty to Defence and disadvantage on saving throws) and cannot make an attack until their following turn.

BIO
Low-level conjuration

Casting Time: 1 action
Range: 80 feet
Duration: Instantaneous

You hurl a ball of poison. Choose one creature within range. The target must succeed on a Dexterity saving throw or take 2d8 *poison* damage.

BLIND
Low-level enchantment

Casting Time: 1 action
Range: 60 feet
Duration: Until dispelled

One target of your choice you can see within reach must make a Constitution saving throw or become infected with the *blinded* condition.

BLIZZARA
Mid-level evocation

Casting Time: 1 action
Range: 100 feet
Duration: Instantaneous

A hail of rock-hard ice pounds to the ground in a 10-foot-radius, 20-foot-high cylinder centred on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 *cold* damage on a failed save, or half as much damage on a successful one.

BLIZZARD
Low-level evocation

Casting Time: 1 action
Range: 50 feet
Duration: Instantaneous

A hail of rock-hard ice pounds to the ground in a 5-foot-radius, 10-foot-high cylinder centred on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 2d6 *cold* damage on a failed save, or half as much damage on a successful one.

BLIZZAGA
High-level evocation

Casting Time: 1 action
Range: 150 feet
Duration: Instantaneous

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centred on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 6d6 *cold* damage on a failed save, or half as much damage on a successful one.

Blizzaga turns the spell's area of effect into difficult terrain until the end of your next turn.

BREAK
High-level abjuration

Casting Time: 1 action
Range: 100 feet
Duration: Until cured with esuna or with a soft

You point your finger at a creature you can see within range. The target must succeed on a Constitution saving throw or become *petrified*.

CONFUSE
Low-level enchantment

Casting Time: 1 action
Range: 60 feet
Duration: Until dispelled or until the end of the encounter

One target of your choice you can see within reach must make a Wisdom saving throw or become infected with the *confused* condition.

CURA
Mid-level evocation

Casting Time: 1 action
Range: 90 feet

Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 4d6 + your spellcasting ability modifier. This spell has no effect on mecha. This spell inflicts damage on undead creatures.

CURAGA
High-level evocation

Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 8d6 + your spellcasting ability modifier. This spell has no effect on mecha. This spell inflicts damage on undead creatures.

CURE
Low-level evocation

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 2d6 + your spellcasting ability modifier. This spell has no effect on mecha. This spell inflicts damage on undead creatures.

DEATH
High-level necromancy

Casting Time: 1 action
Range: 80 feet
Duration: Instantaneous

You raise your hand towards one creature you can see within range. The target must succeed on a Constitution saving throw or dies instantly. This spell has no effect on undead or mecha.

DEGENERATOR
Enchantment blue magic

Casting Time: 1 action
Range: 80 feet
Duration: Instantaneous

You utter a word of power that can compel one creature you can see within range to die instantly. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, the spell has no effect.

Once you have used this spell, it cannot be used again until you have finished a long rest.

DEMI
Mid-level necromancy

Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

Make a spellcasting check against a single creature you can see within range. If the check is successful, the target's current hit points are reduced by one-quarter (rounded-down).

DISPEL
Mid-level abjuration

Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell effect on the target ends. For each spell effect on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level (1 for low, 2 for mid, 3 for blue magic, 4 for high, and 5 for sorcery). On a successful check, the spell effect ends.

DOUBLE
Mid-level abjuration

Casting Time: 1 action
Range: Self, touch
Duration: Until dispelled or until the end of the encounter

The target of this spell can now cast two spells as an action. The spells must be of low-, mid-, or high-level. If the target uses magic through junctioning of GFs and they cast two of the same spell, they deplete their stock of that spell by two not one.

You cannot cast this spell on a target that is under the effects of the Triple spell.

DRAIN
Low-level necromancy

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

With a touch of your hand, you can drain health from a single creature. The target must succeed on a Constitution saving throw or lose 3d6 hit points. All hit points the target loses restore any of your lost hit points up to your hit point maximum.

ELECTROCUTE
Evocation blue magic

Casting Time: 1 action
Range: Self (100-foot line)
Duration: Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 *thunder* damage on a failed save, or half as much damage on a successful one.

The lightning ignites flammable objects in the area that aren't being worn or carried.

ESUNA
Low-level abjuration

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You touch a creature and can end any condition or effect afflicting it, except for *unconscious* or the effects of the Doom spell.

FIRA
Mid-level evocation

Casting Time: 1 action
Range: 100 feet
Duration: Instantaneous

A bright streak flashes from your palm to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 10-foot-radius sphere centred on that point must make a Dexterity saving throw. A target takes 4d6 *fire* damage on a failed save, or half as much damage on a successful one.

FIRAGA
High-level evocation

Casting Time: 1 action
Range: 150 feet
Duration: Instantaneous

A bright streak flashes from your palm to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centred on that point must make a Dexterity saving throw. A target takes 8d6 *fire* damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

FIRE
Low-level evocation

Casting Time: 1 action
Range: 50 feet
Duration: Instantaneous

A bright streak flashes from your palm to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 5-foot-radius sphere centred on that point must make a Dexterity saving throw. A target takes 2d6 *fire* damage on a failed save, or half as much damage on a successful one.

FIRE BREATH
Conjuration blue magic

Casting Time: 1 action
Range: 40 feet
Duration: Instantaneous

You open your mouth toward a creature you can see within range and project a stream of fire. The creature must succeed on a Dexterity saving throw or take 1d12 *fire* damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

FLARE
High-level evocation

Casting Time: 1 action
Range: 200 feet
Duration: Instantaneous

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centred on a point within range must make a Dexterity saving throw. A creature takes 8d10 fire damage on a failed save, or half as much damage on a successful one.

FLOAT
Low-level abjuration

Casting Time: 1 action
Range: Touch, self
Duration: 10 minutes

You touch a willing creature or yourself. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to be *paralysed* or *restrained*.

FULL-LIFE
High-level necromancy

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You touch a living creature with 0 hit points. The creature becomes stable and is restored to full health. Any conditions or effects on the creature are removed and the creature can resume as normal on its next turn.
    This spell has no effect on mecha. Undead are instantly killed.

GATLING GUN
Evocation blue magic

Casting Time: 1 action
Range: 150 feet
Duration: Instantaneous

You create eight machine gun bullets. Each bullet hits a creature of your choice that you can see within range. A bullet deals 1d8 + 2 piercing damage to its target. The bullets all strike simultaneously, and you can direct them to hit one creature or several.
    The spell creates one additional bullet at 5th, 11th, and 17th level.

HASTE
Mid-level transmutation

Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 5 minutes

Choose a creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to Defence, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.
    When the spell ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it.

HOLY
High-level evocation

Casting Time: 1 action
Range: 150 feet
Duration: Instantaneous

With a muttering of a few words, you bring down a radiant light on a creature you can see within range. If your check equals or exceeds the target's Defence, the target takes 7d12 *radiant* damage.
    This spell has no effect on mecha. Undead receive double damage.

HOMING LASER
Evocation blue magic

Casting Time: 1 action
Range: 150 feet
Duration: Instantaneous

You create five laser beams that you can direct at a creature of your choice within range. Each laser deals 2d8 energy damage to its target and they all attack simultaneously. You can direct the lasers to hit one creature or several.
    The spell creates one additional laser beam at 5th, 11th, and 17th level.

LV5 DEATH
Necromancy blue magic

Casting Time: 1 action
Range: 80 feet
Duration: Instantaneous

You raise your hand towards one creature you can see within range. The target must succeed on a Constitution saving throw or dies instantly. This spell has no effect on undead or mecha.

This spell only hits creatures whose level is a multiple of five (5th, 10th, 15th, and 20th). Any other level results in an instant miss.

LASER EYE
Evocation blue magic

Casting Time: 1 action
Range: 100 feet
Duration: Instantaneous

You emit a laser beam from your eyes at a creature you can see within range. The target must succeed on a Dexterity saving throw or take 2d6 *energy* damage.

This spell's damage increases by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6).

LIFE
Mid-level necromancy

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You touch a living creature with 0 hit points. The creature becomes stable and regains 1 hit point. Any conditions or effects on the creature are removed and the creature can resume as normal on its next turn.

This spell has no effect on mecha. Undead are instantly killed.

MELTDOWN
High-level transmutation

Casting Time: 1 action
Range: 40 feet
Duration: 10 minutes or 5 rounds

You select one creature you can see within range. The target must succeed on a Constitution saving throw or their Defence is considered 0 for the duration.

METEOR
High-level evocation

Casting Time: 1 action
Range: 1 mile
Duration: Instantaneous

Blazing orbs of rock plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius sphere centred on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 20d8 *force* damage and 20d8 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

MICRO MISSILES
Evocation blue magic

Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

You create three glowing missiles of magical force. Each missile hits a creature of your choice that you can see within range. A missile deals 2d6 + 5 *force* damage to its target. The missiles all strike simultaneously, and you can direct them to hit one creature or several.

The spell creates one additional missile at 5th, 11th, and 17th level.

MIGHTY GUARD
Abjuration blue magic

Casting Time: 1 action
Range: Touch
Duration: 3 rounds

The creature you touch becomes exhilarated and gains a +5 bonus to his Defence for the duration of the spell. The target also gains advantage on all spell saving throws for the duration of the spell.

At 11th level, you can touch two creatures at the same time when casting this spell instead of one.

PAIN
High-level necromancy

Casting Time: 1 action
Range: 60 feet

Duration: Instantaneous

You unleash a virulent disease on a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 10d6 *necrotic* damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1.

PROTECT
Low-level abjuration

Casting Time: 1 action
Range: Touch
Duration: Until dispelled or until the end of the encounter

For the duration, the willing creature you touch has resistance to all weapon damage (weapon damage is halved).

QUAKE
High-level evocation

Casting Time: 1 action
Range: 500 feet
Duration: Concentration, up to 1 minute

You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centred on that point and shakes creatures and structures in contact with the ground in that area.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When you cast this spell, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature takes 8d10 *force* damage and is knocked *prone*.

This spell can have additional effects depending on the terrain in the area, as determined by the GM.

Fissures. Fissures open throughout the spell's area at the start of your next turn after you cast the spell. A total of 1d6 such fissures open in locations chosen by the GM. Each is 1d10 × 10 feet deep, 10 feet wide, and extends from one edge of the spell's area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

A fissure that opens beneath a structure causes it to automatically collapse (see below).

Structures. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the start of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked *prone*, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The GM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall *prone* or become buried.

RAY – BOMB
Conjuration blue magic

Casting Time: 1 action
Range: 1 mile
Duration: Instantaneous

Blazing orbs of fire land on the ground at four different points you can see within range and explodes in a fiery detonation. Each creature in a 40-foot-radius sphere centred on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 14d8 *fire* damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

REFLECT
Mid-level abjuration

Casting Time: 1 reaction, which you take when you are targeted by a spell (except for meteor, shockwave pulsar, quake, tornado, or ultima)
Range: Self
Duration: 1 round

A magical barrier appears in front of you, sending the spell back at its caster. The new target cannot react with a reflect spell of their own.

REGEN
Mid-level transmutation

Casting Time: 1 minute
Range: Touch
Duration: 6 rounds

You touch a creature and stimulate its natural healing ability. The target regains 2d6 + 10 hit points. For the duration of the spell, the target regains 5 hit point at the start of each of its turns.

The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump.

SCAN
Low-level divination

Casting Time: 1 action
Range: 30 feet
Duration: Instantaneous

You choose one creature you can see within reach. You can find out any of the following information (if applicable, subject to the GM): current hit points, resistances, weaknesses, any magical effects currently on the creature.

SHELL
Low-level abjuration

Casting Time: 1 action
Range: Touch
Duration: Until dispelled or until the end of the encounter

For the duration, the willing creature you touch has resistance to any damage inflicted by magic (gain advantage on the relevant saving throw).

SHOCKWAVE PULSAR
Evocation blue magic

Casting Time: 1 action
Range: 300 feet
Duration: Instantaneous

You ignite a mass nuclear fissure within range that explodes and hits all creatures in a 100-foot-radius sphere from the point. The targets must make a Dexterity saving throw. A creature takes 25d10 *energy* damage on a failed save, or half as much damage on a successful one.

The spell destroys all objects that aren't being worn or carried.

SILENCE
Mid-level enchantment

Casting Time: 1 action
Range: 60 feet
Duration: Until dispelled or 5 rounds

Choose one creature that you can see within range. The target must make a Wisdom saving throw. On a failed save, the creature is infected with the *silenced* condition until it is removed or until the end of the spell's duration.

SLEEP
Low-level enchantment

Casting Time: 1 action
Range: 60 feet
Duration: 2 rounds

Choose a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the creature falls into a deep slumber until the spell ends, it takes damage, or someone uses an action to shake or slap the target awake.

Undead and creatures immune to being charmed aren't affected by this spell.

SLOW
Low-level transmutation

Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 3 rounds

Choose a creature that you can see within range. Until the spell ends, the target's speed is halved, it gains a -5 penalty to Defence, it has disadvantage on Dexterity saving throws, and it cannot use a bonus action on each of its turns.

STOP
Mid-level transmutation

Casting Time: 1 action
Range: 50 feet
Duration: Until dispelled

Choose a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the creature cannot move, age, and are frozen on the spot. The target cannot make any actions and their turn is skipped until the effect is dispelled.

THUNDARA
Mid-level evocation

Casting Time: 1 action
Range: 100 feet
Duration: Instantaneous

You rain down a barrage of thunderbolts that is 30-feet wide area from a point you choose within range. All creatures within the area must make a Dexterity saving throw. A creature takes 4d6 *thunder* damage on a failed save, or half as much on a successful one.

THUNDAGA
High-level evocation

Casting Time: 1 action
Range: 150 feet
Duration: Instantaneous

You rain down a barrage of thunderbolts that is 60-feet wide area from a point you choose within range. All creatures within the area must make a Dexterity saving throw. A creature takes 8d6 *thunder* damage on a failed save, or half as much on a successful one.

　　　The thunderbolts ignite flammable objects in the area that aren't being worn or carried.

THUNDER
Low-level evocation

Casting Time: 1 action
Range: 50 feet
Duration: Instantaneous

You rain down a barrage of thunderbolts that is 15-feet wide area from a point you choose within range. All creatures within the area must make a Dexterity saving throw. A creature takes 2d6 *thunder* damage on a failed save, or half as much on a successful one.

TORNADO
High-level evocation

Casting Time: 1 action
Range: 120 feet
Duration: Instantaneous

A large tornado erupts from the ground, sending everyone in its zone up in the air before crashing down to the ground.

　　　Choose a point within the spell's range. All creatures in a 40-foot radius from that point has to make a Dexterity saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and 6d8 *wind* damage.

TRIPLE
High-level abjuration

Casting Time: 1 action
Range: Self, touch
Duration: Until dispelled or until the end of the encounter

The target of this spell can now cast three spells as an action. The spells must be of low-, mid-, or high-level. If the target uses magic through junctioning of GFs and they cast three of the same spell, they deplete their stock of that spell by three not one.

　　　If the target of this spell also has the Double spell cast on them, this spell removes the effects of that spell as you cannot combine both effects.

ULTIMA
High-level evocation

Casting Time: 1 action
Range: 300 feet
Duration: Instantaneous

You ignite a nuclear point within range that explodes and hits all creatures in a 40-foot-radius sphere from the point. The targets must succeed a Dexterity saving throw or take 18d12 *energy* damage.

ULTRA WAVES
Conjuration blue magic

Casting Time: 1 action
Range: Self (80-foot line)
Duration: Instantaneous

You blast out a high-pitch sound that hits all creatures in an 80-foot line, dealing 2d6 *sonic* damage on a failed Dexterity saving throw.

This spell's damage increases by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6).

WATER
Low-level evocation

Casting Time: 1 action
Range: 60 feet
Duration: Instantaneous

You blast a creature you can see within range with a jet of water. The target must succeed on a Dexterity saving throw or take 3d6 *water* damage.

WHITE WIND
Evocation blue magic

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

One creature you touch regains 7d6 hit points, and any effects and conditions on the target are removed (except for unconscious).

ZOMBIE
Mid-level necromancy

Casting Time: 1 action
Range: Touch
Duration: 2 rounds

A creature you touch with a necrotic shiver becomes a living corpse for the duration of the spell. All healing effects that target the creature now causes damage. *Radiant* damage deals double against the creature as well.

This spell has no effect on mecha.
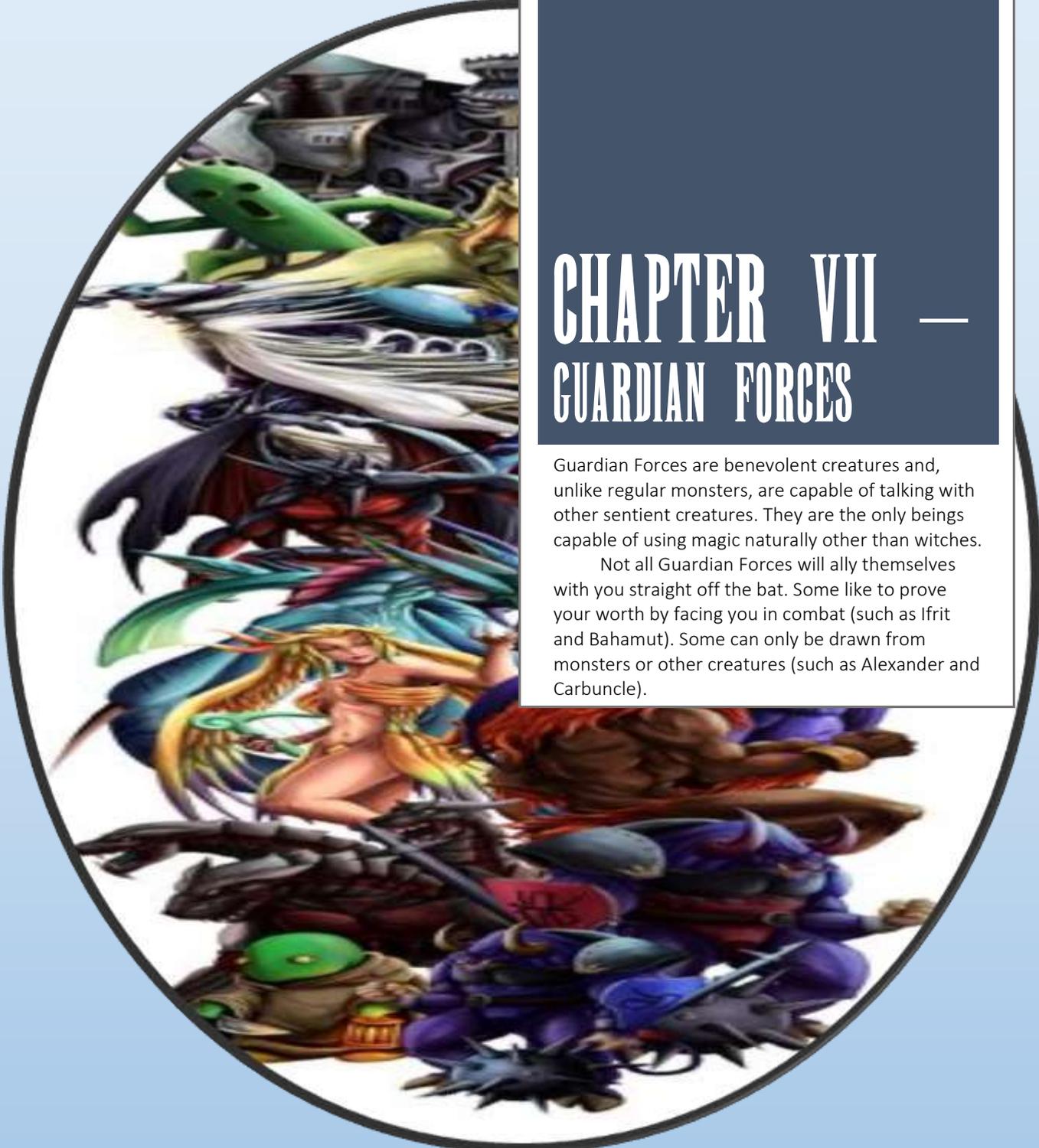
CHAPTER VII —
GUARDIAN FORCES

Guardian Forces are benevolent creatures and, unlike regular monsters, are capable of talking with other sentient creatures. They are the only beings capable of using magic naturally other than witches.

Not all Guardian Forces will ally themselves with you straight off the bat. Some like to prove your worth by facing you in combat (such as Ifrit and Bahamut). Some can only be drawn from monsters or other creatures (such as Alexander and Carbuncle).

GUARDIAN FORCES AND JUNCTIONING

Through years of dedication and research, Dr. Odine created a system where regular people can junction a Guardian Force's spiritual essence to the mind in order to become stronger. Through the harnessing of GFs, people can use a lesser form of magic coined Para-Magic.

Due to the apparent side-effects of junctioning a GF entails (for which there is no solid evidence to support), Dr. Odine invented two systems, which are detailed below.

PARA-MAGIC SYSTEM

The Para-Magic system is the system of learning magic through intense training rather than junctioning a GF to the mind. Most academies and military prefer this system. Para-Magic is detailed further in **Chapter 6**.

JUNCTIONING SYSTEM

The Junctioning system is the process of equipping one or more GFs to the mind to make you stronger, learn magic quicker, and utilise the GF's own power. Only Balamb Garden is known to use the Junctioning system, however others can use the system if they so desired.

JUNCTIONING A GF

In order to junction a GF, you must first take the Junction feature either at 1st level or at a level that allows you to gain an extra feature (see **Chapter 1**). Once you have GF junctioned, you can utilise its power until you decide to swap it out and junction a different GF later (you can only junction GFs and magic either during a period of downtime, or during a short or long rest).

When a GF is junctioned, they are treated like an additional member of the adventuring group and any XP must be divided equally between the player characters and the GFs junctioned.

Please note that no two player characters of the same adventuring group can junction the same GF. For example, you cannot junction Shiva to more than one person.

The number of GFs you are capable of junctioning at any given time is 1, unless you are a member of SeeD (see the SeeD profession in **Chapter 3**).

STOCKING MAGIC

Every GF has an ability called Draw Magic, which is learnt at 1st level. This ability allows you to stock a number of copies of a single spell for use at a later time (see the "GF Abilities Descriptions" section at the end of this chapter, for more information).

Your stock of a single spell cannot exceed 20, and you cannot store any more than 15 different spells.

JUNCTIONING MAGIC

Your list of drawn spells can be equipped to the following stats to make you stronger: hit points and ability scores. The tables below describe what increase a particular spell has on any given stat.

No spell can be junctioned to two or more stats and, once you deplete your stock of a spell to 0, the bonus that spell grants is lost until you either gain more copies of the spell or junction another spell to the stat.

For example, having at least one copy of Fire junctioned to Dexterity increases your base Dexterity score by 1 (giving you a new temporary Dexterity score). If you deplete your stock of Fire to 0, the +1 bonus to Dexterity is lost until you either gain more copies of Fire or junction another spell to your Dexterity score. In this example, as long as you have Fire junctioned to Dexterity, you cannot junction Fire to another stat.

JUNCTION MAGIC BENEFITS							
SPELL	HP*	STR	DEX	CON	INT	WIS	CHA
Aero	1	+2	+2	+1	+2	+1	+1
Aura	20	+7	+1	+2	+2	+2	+4
Berserk	1	+1	+1	+1	+1	+1	+1
Bio	5	+2	+1	+1	+2	+1	+1
Blind	1	+1	+1	+1	+1	+1	+1
Blizzard	1	+1	+1	+1	+1	+1	+1
Blizzara	5	+2	+1	+1	+2	+1	+1
Blizzaga	10	+3	+1	+1	+3	+1	+1
Break	10	+2	+1	+2	+3	+3	+1
Confuse	5	+2	+1	+1	+2	+1	+1
Cure	1	+1	+1	+1	+1	+1	+1
Cura	5	+1	+1	+2	+1	+2	+1
Curaga	15	+2	+1	+6	+2	+6	+1
Death	10	+2	+1	+2	+3	+5	+3
Demi	10	+3	+1	+1	+3	+1	+1
Dispel	10	+1	+1	+3	+1	+6	+1
Double	1	+1	+1	+1	+1	+1	+1
Drain	1	+1	+1	+3	+2	+2	+1
Esuna	5	+1	+1	+3	+1	+3	+1
Fire	1	+1	+1	+1	+1	+1	+1
Fira	5	+2	+1	+1	+2	+1	+1
Firaga	10	+3	+1	+1	+3	+1	+1
Flare	20	+5	+1	+2	+4	+2	+1
Float	1	+1	+1	+1	+1	+1	+2

Full-Life	25	+2	+1	+8	+2	+8	+2
Haste	5	+1	+5	+1	+2	+2	+1
Holy	20	+5	+1	+2	+4	+4	+1
Life	10	+1	+1	+5	+1	+5	+1
Meltdown	10	+2	+1	+8	+2	+2	+1
Meteor	25	+7	+3	+3	+5	+3	+2
Pain	15	+4	+1	+3	+6	+4	+4
Protect	1	+1	+1	+4	+1	+1	+1
Quake	15	+4	+1	+2	+4	+2	+1
Regen	15	+1	+1	+7	+1	+6	+1
Reflect	1	+1	+1	+4	+2	+7	+1
Scan	1	+1	+1	+1	+1	+1	+1
Shell	1	+1	+1	+1	+1	+4	+1
Silence	1	+1	+1	+1	+1	+1	+1
Sleep	1	+1	+1	+1	+1	+1	+1
Slow	5	+1	+4	+1	+2	+2	+1
Stop	5	+1	+4	+2	+3	+2	+1
Thunder	1	+1	+1	+1	+1	+1	+1
Thundara	5	+2	+1	+1	+2	+1	+1
Thundaga	10	+3	+1	+1	+3	+1	+1
Tornado	15	+4	+3	+2	+4	+2	+1
Triple	15	+7	+7	+7	+1	+1	+3
Ultima	30	+10	+6	+8	+10	+9	+6
Water	1	+2	+1	+1	+2	+1	+1
Zombie	5	+1	+1	+2	+1	+1	+1

*Magic junctioned to your HP grants temporary hit points instead of actually increasing your total HP score. Temporary hit points gained through junctioning stack with each other. While magic is junctioned to your HP, you cannot gain temporary hit points from other sources except through junctioning.

In order to junction a spell to a specific stat, the GF you have junctioned must first learn the relevant ability. For example, a GF who has learnt the Str-J ability allows you to junction a spell to your Strength stat.

ELEMENTAL AND STATUS JUNCTIONING

GFs can learn abilities that allow the person they're junctioned too to equip magic that either protect them from certain types of magic or deal a certain type of damage when making an attack with their weapon.

Elem-Atk-J: This ability allows you to equip a single elemental spell to change the damage type of your weapon to the spell's associated element.

Elem-Def-J: This ability allows you to equip a spell in order to gain resistance to certain elemental attacks.

Elem-Def-Jx2: Same as Elem-Def-J, except now you can equip one additional spell.

Elem-Def-Jx3: Same as Elem-Def-J, except now you can equip additional spells to a maximum of three.

ELEMENTAL JUNCTION

SPELL	ATTACK	DEFENCE
Aero	Inflict wind damage	Wind damage is reduced to 0
Bio	Inflict poison damage	Poison damage is reduced by half
Blizzard	Inflict cold damage	Cold damage is reduced by half
Blizzara	Inflict cold damage	Cold damage is reduced to 0
Blizzaga	Inflict cold damage	Cold damage is absorbed
Fire	Inflict fire damage	Fire damage is reduced by half
Fira	Inflict fire damage	Fire damage is reduced to 0
Firaga	Inflict fire damage	Fire damage is absorbed
Flare	---	Force/Energy damage is absorbed
Float	---	Force damage is reduced by half
Holy	Inflict radiant damage	Radiant damage is reduced to 0
Meteor	---	Necrotic damage is reduced to 0
Quake	Inflict force damage	Force damage is reduced to 0
Thunder	Inflict thunder damage	Thunder damage is reduced by half
Thundara	Inflict thunder damage	Thunder damage is reduced to 0
Thundaga	Inflict thunder damage	Thunder damage is absorbed
Tornado	Inflict wind damage	Wind damage is absorbed
Ultima	---	Energy damage is reduced to 0
Water	Inflict water damage	Water damage is reduced to 0

STATUS JUNCTION

SPELL	ATTACK	DEFENCE
Aura	---	*Cursed* has no effect
Berserk	---	*Berserk* spell has no effect
Bio	Inflict *Poisoned* on target	*Poisoned* has no effect
Blind	Inflict *blinded* on target	*Blinded* has no effect
Break	Inflict *petrified* on target	*Petrified* has no effect
Confuse	Inflict *confused* on target	*Confused* has no effect
Esuna	---	*Confused/Paralysed/Poisoned/Sleep* spell has no effect
Holy	---	*Berserk/Zombie* spells has no effect
Pain	---	*Blinded/Cursed/Doomed/Silenced* has no effect
Reflect	---	*Petrified/Slow* and *Stop* spells has no effect
Silence	Inflict *silenced* on target	*Silenced* has no effect
Sleep	Inflict *sleep* on target	*Sleep* spell has no effect
Slow	Inflict *slowed* on target	*Slow* spell has no effect
Stop	Inflict *stop* on target	*Stop* spell has no effect
Zombie	---	*Zombie* spell has no effect

ST-Atk-J: This ability allows you to equip a single spell to inflict its associated condition when making an attack. The attack must exceed the target's Defence by 5 or more in order to inflict the condition.

ST-Def-J: This ability allows you to equip a spell to become immune to its associated condition.

ST-Def-Jx2: Same as ST-Def-J, except now you can equip one additional spell.

ST-Def-Jx3: Same as ST-Def-J, except now you can equip additional spells to a maximum of three.

LEARNING ABILITIES

Every time you acquire a new GF, they begin at 1st level. 1st level GFs always have the following three abilities already learnt: Cast Magic, Draw Magic, and Summon GF. When your GM awards you with XP for accomplishing missions, she will also award your junctioned GFs a number of Ability Points (AP) based on the number of GFs junctioned in the adventuring group (see **Chapter 14**). The AP awarded allows you to distribute among your GF's list of possible abilities it can learn.

Each GF description lists a table of all possible abilities they can learn, along with the required number of AP in order to learn that ability. Once you have maxed-out AP in a given ability, the GF has considered to have "learnt" it and you are able to use that ability as long as you have the GF junctioned (you cannot use a GF ability if they haven't maxed-out the required number of AP). Some abilities need to be unlocked by first learning another ability, and cannot have any AP put into it until the required ability is learnt.

A description of all GF abilities can be found at the end of this chapter. No GF can learn any more than 12 abilities in total, which includes the three starting abilities gained at 1st level. Some pet shops sell Amnesia Greens, which allows a GF to forget a learnt ability in order to make room for another ability to be taught.

USING LEARNT ABILITIES

All GF abilities are divided into three categories: Command, Personal, and Support.

Command abilities grant you with additional options to use when making an action on your turn. These include casting magic, drawing magic, summoning a GF, and GF-learnt spells such as Treatment and Recover. A maximum of three command abilities can be assigned at any given time.

Personal abilities grant you benefits that automatically take effect once the GF has learnt it and does not require assigning to a slot. These abilities include refining abilities, elemental junction, status junction, and stat junction.

Support abilities grant you with internal benefits such as increase in weapon damage, magic damage, or proficiency with certain spells. You can only assign a maximum of two support abilities at any given time (if one of your junctioned GFs has learnt Abilityx3 or Abilityx4 then you can assign additional support abilities).

ASSIGNING ABILITIES

When you have at least one GF junctioned, you have 5 slots to assign GF abilities: 3 command and 2 support. When a GF has learnt a command or support ability, you can assign that ability to a slot if there is a space available.

You can only assign GF abilities that have been learnt. Any learnt command/support abilities not assigned to a slot cannot be used until changed during either a period of downtime or during a short or long rest.

For example, having the command abilities Cast Magic, Draw Magic, and Summon GF assigned to your command slots allows you to use those abilities as long as you have the GF junctioned.

GUARDIAN FORCE ADVANCEMENT

LEVEL	EXPERIENCE POINTS	FEATURES
1st	0	
2nd	150	Ability Score Improvement
3rd	450	Hit Die Increase
4th	1,500	
5th	3,500	
6th	7,000	Ability Score Improvement
7th	12,000	
8th	17,000	
9th	24,000	
10th	32,000	Ability Score Improvement
11th	43,000	Hit Die Increase
12th	50,000	
13th	60,000	
14th	70,000	Ability Score Improvement
15th	83,000	
16th	98,000	
17th	113,000	
18th	133,000	Ability Score Improvement
19th	153,000	Hit Die Increase
20th	178,000	

GUARDIAN FORCES DESCRIPTIONS

The following section describes all GFs that can be junctioned.

Hit Points: Lists the GF's hit points at 1st level, as well as the Hit Die rolled to gain additional hit points at each level.

Ability Scores: Details the GF's starting ability scores. GFs only have three ability scores: Strength, Constitution, and Intelligence.

Special Attack: Details the GF's special attack that it uses upon being summoned.

ALEXANDER

Strength: 14 (+2)
Constitution: 12 (+1)
Intelligence: 14 (+2)

HIT POINTS

Alexander's hit points at 1st level is 22. Alexander gains 1d10 (constitution modifier applies) hit points at each level after 1st.

At 3rd, 9th, and 15th level, Alexander's Hit Die increases by one step (1d10 to 1d12, 1d12 to 2d8, and 2d8 to 2d10 respectively).

HOLY JUDGMENT

Upon being summoned, Alexander unleashes a beam of devastating light on all enemy targets in a 50 ft. radius from your position. The targets must succeed at a Constitution saving throw (DC 12) or take 5d10 *radiant* damage.

BAHAMUT

Strength: 16 (+3)
Constitution: 12 (+1)
Intelligence: 12 (+1)

HIT POINTS

Bahamut's hit points at 1st level is 24. Bahamut gains 1d12 (constitution modifier applies) hit points at each level after 1st.

At 3rd, 9th, and 15th level, Bahamut's Hit Die increases by one step (1d12 to 2d8, 2d8 to 2d10, and 6d10 to 2d12 respectively).

MEGA FLARE

Upon being summoned, Bahamut unleashes a ball of devastating energy from his mouth on all enemy targets in a 50 ft. radius from your position. The targets must succeed at a Dexterity saving throw (DC 11) or take 7d10 *energy* damage.

GF ALEXANDER - ABILITIES

ABILITY	AP REQUIRED TO LEARN	ABILITY	AP REQUIRED TO LEARN
Wis-J	10	Wis+1	12
Elem-Atk-J	32	Wis+2	24
Elem-Def-J	32	SumMag+5	8
Elem-Def-Jx2	34	SumMag+10	14
Elem-Def-Jx3	36	SumMag+20	28
Abilityx3	40	GFHP+5	8
Cast Magic	---	GFHP+10	14
Draw Magic	---	GFHP+20	28
Summon GF	---	High Mag-RF	12
Revive	40	Boost	2

GF BAHAMUT - ABILITIES

ABILITY	AP REQUIRED TO LEARN	ABILITY	AP REQUIRED TO LEARN
Mug	40	SumMag+5	8
Str+1	12	SumMag+10	14
Str+2	24	SumMag+20	28
Int+1	12	SumMag+40	40
Int+2	24	GFHP+5	8
Abilityx4	45	GFHP+10	14
Cast Magic	---	GFHP+20	28
Draw Magic	---	GFHP+40	40
Summon GF	---	Forbid Mag-RF	24
Expendx2-1	50	Boost	2

BROTHERS

Strength: 14 (+2)
Constitution: 10 (+0)
Intelligence: 12 (+1)

HIT POINTS

Brother's hit points at 1st level is 18. Brothers gain 1d8 (constitution modifier applies) hit points at each level after 1st.

At 3rd, 9th, and 15th level, Brother's Hit Die increases by one step (1d8 to 1d10, 1d10 to 1d12, and 1d12 to 2d8 respectively).

BROTHERLY LOVE

Upon being summoned, Minotaur launches Sacred up in the air, causing him to come crashing down upon all enemy targets in a 35 ft. radius from your position. The targets must succeed at a Dexterity saving throw (DC 11) or take 5d10 *force* damage.

CACTUAR

Strength: 10 (+0)
Constitution: 14 (+2)
Intelligence: 12 (+1)

HIT POINTS

Cactuar's hit points at 1st level is 24. Cactuar gains 1d10 (constitution modifier applies) hit points at each level after 1st.

At 3rd, 9th, and 15th level, Cactuar's Hit Die increases by one step (1d10 to 1d12, 1d12 to 2d8, and 2d8 to 2d10 respectively).

100 NEEDLES

Upon being summoned, Cactuar launches a hundred needles at all enemy targets in a 40 ft. radius from your position. The targets must succeed at a Dexterity saving throw (DC 11) or take 100 damage.

GF BROTHERS - ABILITIES

ABILITY	AP REQUIRED TO LEARN	ABILITY	AP REQUIRED TO LEARN
HP-J	15	HP+5	12
Str-J	10	HP+10	24
Wis-J	10	HP+20	48
Elem-Atk-J	32	SumMag+5	8
Elem-Def-J	32	SumMag+10	14
Defend	20	SumMag+20	28
Cast Magic	---	GFHP+5	8
Draw Magic	---	GFHP+10	14
Summon GF	---	GFHP+20	28
Cover	20	Boost	2
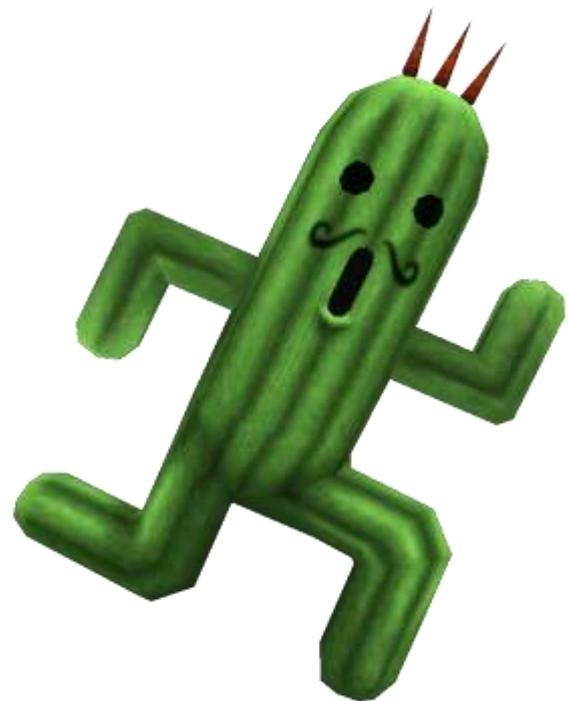
GF CACTUAR - ABILITIES

ABILITY	AP REQUIRED TO LEARN	ABILITY	AP REQUIRED TO LEARN
Kamikaze	20	Draw Magic	---
Cha+1	12	Summon GF	---
Cha+2	24	Defend	20
Dex+1	12	GFHP+5	8
Dex+2	24	GFHP+10	14
Cha-J	10	GFHP+20	28
Dex-J	10	GFHP+40	40
Abilityx3	40	Expendx2-1	50
Cast Magic	---	Initiative	32

CARBUNCLE

Strength: 10 (+0)
Constitution: 14 (+2)
Intelligence: 12 (+1)

HIT POINTS

Carbuncle's hit points at 1st level is 20. Carbuncle gains 1d6 (constitution modifier applies) hit points at each level after 1st.

At 3rd, 9th, and 15th level, Carbuncle's Hit Die increases by one step (1d6 to 1d8, 1d8 to 1d10, and 1d10 to 1d12 respectively).

RUBY LIGHT

Upon being summoned, Carbuncle engulfs you and all your allies with a magical barrier. Until the end of the encounter, or until dispelled, any spell aimed at you or your allies (except for sorcery magic, blue magic, meteor, ultima, dispel, tornado, quake, and flare) is redirected back at the caster. The new target cannot react with a reflect spell of their own.

CERBERUS

Strength: 10 (+0)
Constitution: 16 (+3)
Intelligence: 14 (+2)

HIT POINTS

Cerberus' hit points at 1st level is 28. Cerberus gains 1d12 (constitution modifier applies) hit points at each level after 1st.

At 3rd, 9th, and 15th level, Cerberus' Hit Die increases by one step (1d12 to 2d8, 2d8 to 2d10, and 2d10 to 2d12 respectively).

COUNTER ROCKETS

Upon being summoned, Cerberus engulfs you and all your allies with a magical light. Until the end of the encounter, or until dispelled, you are infected with the effects of the *triple* spell.

GF CARBUNCLE - ABILITIES

ABILITY	AP REQUIRED TO LEARN	ABILITY	AP REQUIRED TO LEARN
HP-J	15	HP+5	12
Con-J	10	HP+10	24
Int-J	10	Con+1	12
ST-Atk-J	32	Con+2	24
ST-Def-J	32	Counter	40
ST-Def-Jx2	34	GFHP+5	8
Cast Magic	---	GFHP+10	14
Draw Magic	---	GFHP+20	28
Summon GF	---	GFHP+40	40
Abilityx3	40	Recov Med-RF	6

GF CERBERUS - ABILITIES

ABILITY	AP REQUIRED TO LEARN	ABILITY	AP REQUIRED TO LEARN
Str-J	10	Draw Magic	---
Int-J	10	Summon GF	---
Wis-J	10	Dex+1	12
Dex-J	10	Dex+2	24
ST-Atk-J	32	Alert	50
ST-Def-J	32	GFHP+5	8
ST-Def-Jx2	34	GFHP+10	14
ST-Def-Jx3	36	GFHP+20	28
Abilityx3	40	GFHP+40	40
Cast Magic	---	Expendx2-1	50

DIABLOS

Strength: 10 (+0)
Constitution: 12 (+1)
Intelligence: 16 (+3)

HIT POINTS

Diablos' hit points at 1st level is 20. Diablos gains 1d8 (constitution modifier applies) hit points at each level after 1st.

At 3rd, 9th, and 15th level, Diablos' Hit Die increases by one step (1d8 to 1d10, 1d10 to 1d12, and 1d12 to 2d8 respectively).

DARK MESSENGER

Upon being summoned, Diablos will materialise from a giant ball of darkness made from a swarm of bats. He then launches the ball at all enemy targets in a 40 ft. radius from your position. The targets must succeed at a Constitution saving throw (DC 13) or lose one-half their current hit points (rounded down). This attack cannot reduce a target's hit points to 0.

DOOMTRAIN

Strength: 14 (+2)
Constitution: 14 (+2)
Intelligence: 12 (+1)

HIT POINTS

Doomtrain's hit points at 1st level is 24. Doomtrain gains 1d10 (constitution modifier applies) hit points at each level after 1st.

At 3rd, 9th, and 15th level, Doomtrain's Hit Die increases by one step (1d10 to 1d12, 1d12 to 2d8, and 2d8 to 2d10 respectively).

RUNAWAY TRAIN

Upon being summoned, a train track will appear and Doomtrain will run-down all enemy targets in your line of sight. The targets must succeed on a Constitution saving throw (DC 11) or take 5d8 *poison* damage. If a target fails the saving throw by 3 or more, they are inflicted with *blinded* and *poisoned*, as well as the effects of the *silence*, *sleep*, *slow*, and *stop* spells, and their Defence is considered 0 for 15 minutes.

GF DIABLOS - ABILITIES			
ABILITY	AP REQUIRED TO LEARN	ABILITY	AP REQUIRED TO LEARN
HP-J	15	HP+5	12
Con-J	10	HP+10	24
Int-J	10	HP+20	48
Darkside	20	Int+1	12
Mug	40	Int+2	24
Cast Magic	---	GFHP+5	8
Draw Magic	---	GFHP+10	14
Summon GF	---	GFHP+20	28
Abilityx3	40	GFHP+40	40
Time Mag-RF	6	ST Mag-RF	6
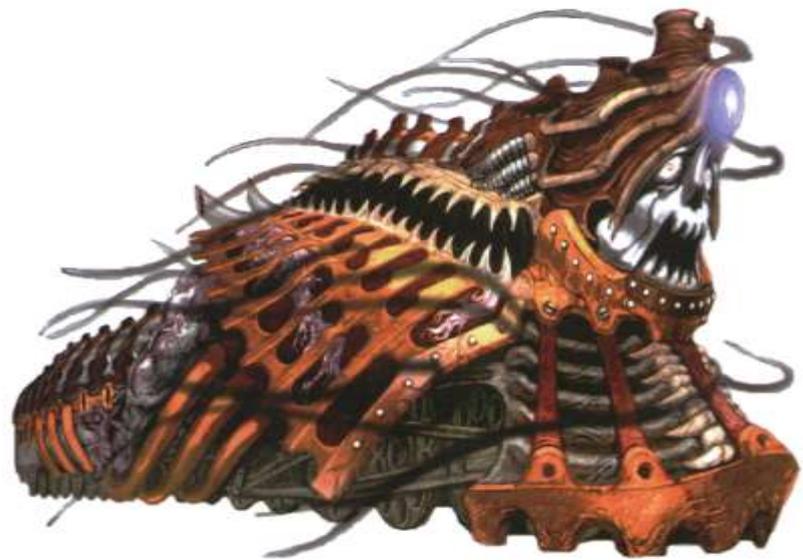
GF DOOMTRAIN - ABILITIES			
ABILITY	AP REQUIRED TO LEARN	ABILITY	AP REQUIRED TO LEARN
Elem-Atk-J	32	Abilityx4	45
Elem-Def-Jx3	36	SumMag+5	8
ST-Atk-J	32	SumMag+10	14
ST-Def-Jx3	36	SumMag+20	28
Cast Magic	---	SumMag+40	40
Draw Magic	---	GFHP+5	8
Summon GF	---	GFHP+10	14
Darkside	20	GFHP+20	28
Forbid Med-RF	24	GFHP+40	40
Boost	2	Absorb	16

EDEN

Strength: 18 (+4)
Constitution: 10 (+0)
Intelligence: 18 (+4)

HIT POINTS

Eden's hit points at 1st level is 22. Eden gains 1d12 (constitution modifier applies) hit points at each level after 1st.

At 3rd, 9th, and 15th level, Eden's Hit Die increases by one step (1d12 to 2d8, 2d8 to 2d10, and 2d10 to 2d12 respectively).

ETERNAL BREATH

Upon being summoned, Eden submerges herself from beneath the sky and blast all enemy targets in a 100 ft. radius from your position with an energy beam. The targets must make a Dexterity saving throw (DC 14) or take 9d12 *energy* damage.

IFRIT

Strength: 14 (+2)
Constitution: 10 (+0)
Intelligence: 12 (+1)

HIT POINTS

Ifrit's hit points at 1st level is 18. Ifrit gains 1d8 (constitution modifier applies) hit points at each level after 1st.

At 3rd, 9th, and 15th level, Ifrit's Hit Die increases by one step (1d8 to 1d10, 1d10 to 1d12, and 1d12 to 2d8 respectively).

HELL FIRE

Upon being summoned, Ifrit materialises in a gulf of fire before being launched into the air and throws a ball of molten lava at all enemy targets in a 40 ft. radius from your position. The targets must succeed on a Dexterity saving throw (DC 11) or take 5d8 *fire* damage.

GF EDEN - ABILITIES

ABILITY	AP REQUIRED TO LEARN	ABILITY	AP REQUIRED TO LEARN
Dex-J	10	GFABL Med-RF	6
Cha+1	12	SumMag+5	8
Cha+2	24	SumMag+10	14
Darkside	20	SumMag+20	28
Mad Rush	12	SumMag+40	40
Cast Magic	---	GFHP+5	8
Draw Magic	---	GFHP+10	14
Summon GF	---	GFHP+20	28
Abilityx4	45	GFHP+40	40
Expendx3-1	50	Boost	2

GF IFRIT - ABILITIES

ABILITY	AP REQUIRED TO LEARN	ABILITY	AP REQUIRED TO LEARN
HP-J	15	Mad Rush	12
Str-J	10	SumMag+5	8
Str+1	12	SumMag+10	14
Str+2	24	SumMag+20	28
Elem-Atk-J	32	GFHP+5	8
Elem-Def-J	32	GFHP+10	14
Elem-Def-Jx2	34	GFHP+20	28
Cast Magic	---	Boost	2
Draw Magic	---	F Mag-RF	6
Summon GF	---	Ammo-RF	6

LEVIATHAN

Strength: 14 (+2)
Constitution: 12 (+1)
Intelligence: 12 (+1)

HIT POINTS

Leviathan's hit points at 1st level is 20. Leviathan gains 1d8 (constitution modifier applies) hit points at each level after 1st.

At 3rd, 9th, and 15th level, Leviathan's Hit Die increases by one step (1d8 to 1d10, 1d10 to 1d12, and 1d12 to 2d8 respectively).

TSUNAMI

Upon being summoned, Leviathan summons a massive tidal wave, hitting all enemy targets in a 45 ft. burst from your position. The targets must succeed on a Dexterity saving throw (DC 11) or take 5d8 *water* damage.

PANDEMONA

Strength: 14 (+2)
Constitution: 12 (+1)
Intelligence: 14 (+2)

HIT POINTS

Pandemona's hit points at 1st level is 22. Pandemona gains 1d10 (constitution modifier applies) hit points at each level after 1st.

At 3rd, 9th, and 15th level, Pandemona's Hit Die increases by one step (1d10 to 1d12, 1d12 to 2d8, and 2d8 to 2d10 respectively).

TORNADO ZONE

Upon being summoned, Pandemona summons a giant tornado that is then launched towards all enemy targets in a 50 ft. burst from your position. The targets must succeed on a Dexterity saving throw (DC 12) or take 5d10 *wind* damage.

GF LEVIATHAN - ABILITIES			
ABILITY	AP REQUIRED TO LEARN	ABILITY	AP REQUIRED TO LEARN
Int-J	10	Recover	40
Wis-J	10	SumMag+5	8
Elem-Atk-J	32	SumMag+10	14
Elem-Def-J	32	SumMag+20	28
Elem-Def-Jx2	34	GFHP+5	8
Cast Magic	---	GFHP+10	14
Draw Magic	---	GFHP+20	28
Summon GF	---	Supt Mag-RF	6
Wis+1	12	GFRecov Med-RF	6
Wis+2	24	Boost	2

GF PANDEMONA - ABILITIES			
ABILITY	AP REQUIRED TO LEARN	ABILITY	AP REQUIRED TO LEARN
Str-J	10	Absorb	16
Dex-J	10	Dex+1	12
Str+1	12	Dex+2	24
Str+2	24	SumMag+5	8
Elem-Atk-J	32	SumMag+10	14
Elem-Def-Jx2	34	SumMag+20	28
Initiative	32	GFHP+5	8
Cast Magic	---	GFHP+10	14
Draw Magic	---	GFHP+20	28
Summon GF	---	Boost	2

QUEZACOTL

Strength: 14 (+2)
Constitution: 12 (+1)
Intelligence: 10 (+0)

HIT POINTS

Quezacotl's hit points at 1st level is 18. Quezacotl gains 1d6 (constitution modifier applies) hit points at each level after 1st.

At 3rd, 9th, and 15th level, Quezacotl's Hit Die increases by one step (1d6 to 1d8, 1d8 to 1d10, and 1d10 to 1d12 respectively).

THUNDER STORM

Upon being summoned, Quezacotl will fly in the air and breath jets of lightning from her mouth upon all enemy targets in a 40 ft. burst from your position. The targets must succeed on a Dexterity saving throw (DC 10) or take 5d6 *thunder* damage.

SHIVA

Strength: 12 (+1)
Constitution: 10 (+0)
Intelligence: 14 (+2)

HIT POINTS

Shiva's hit points at 1st level is 16. Shiva gains 1d6 (constitution modifier applies) hit points at each level after 1st.

At 3rd, 9th, and 15th level, Shiva's Hit Die increases by one step (1d6 to 1d8, 1d8 to 1d10, and 1d10 to 1d12 respectively).

DIAMOND DUST

Upon being summoned, Shiva appears from a large ice crystal and blast all enemy targets in a 40 ft. burst from your position with a cold beam. The targets must succeed on a Constitution saving throw (DC 12) or take 3d10 *cold* damage.

GF QUEZACOTL - ABILITIES

ABILITY	AP REQUIRED TO LEARN	ABILITY	AP REQUIRED TO LEARN
HP-J	15	Int+1	12
Con-J	10	Int+2	24
Int-J	10	SumMag+5	8
Elem-Atk-J	32	SumMag+10	14
Elem-Def-J	32	SumMag+20	28
Elem-Def-Jx2	34	GFHP+5	8
Cast Magic	---	GFHP+10	14
Draw Magic	---	GFHP+20	28
Summon GF	---	T Mag-RF	6
Boost	2	Mid Mag-RF	12

GF SHIVA - ABILITIES

ABILITY	AP REQUIRED TO LEARN	ABILITY	AP REQUIRED TO LEARN
Str-J	10	Con+1	12
Con-J	10	Con+2	24
Wis-J	10	Wis+1	12
Elem-Atk-J	32	Wis+2	24
Elem-Def-J	32	SumMag+5	8
Elem-Def-Jx2	34	SumMag+10	14
Cast Magic	---	SumMag+20	28
Draw Magic	---	GFHP+5	8
Summon GF	---	GFHP+10	14
Doom	12	GFHP+20	28
Boost	2	I Mag-RF	6

SIREN

Strength: 12 (+1)
Constitution: 14 (+2)
Intelligence: 10 (+0)

HIT POINTS

Siren's hit points at 1st level is 20. Siren gains 1d6 (constitution modifier applies) hit points at each level after 1st.

At 3rd, 9th, and 15th level, Siren's Hit Die increases by one step (1d6 to 1d8, 1d8 to 1d10, and 1d10 to 1d12 respectively).

SILENT VOICE

Upon being summoned, Siren will play her harp that enchants all enemy targets in a 45 ft. burst from your position. The targets must succeed on a Wisdom saving throw (DC 10) or take 3d8 *energy* damage. If the saving throw fails by 3 or more, the target cannot cast magic or summon GFs until the effect is dispelled.

TONBERRY KING

Strength: 16 (+3)
Constitution: 10 (+0)
Intelligence: 16 (+3)

HIT POINTS

Tonberry King's hit points at 1st level is 22. Tonberry King gains 1d12 (constitution modifier applies) hit points at each level after 1st.

At 3rd, 9th, and 15th level, Tonberry King's Hit Die increases by one step (1d12 to 2d8, 2d8 to 2d10, and 2d10 to 2d12 respectively).

CHEF'S KNIFE

Upon being summoned, Tonberry King will send one of his servants (a standard Tonberry) from a portal in the ground and it will move towards a single target in your line of sight, stabbing the target with an almighty DOINK! The target must succeed on a Constitution saving throw (DC 13) or take 7d12 piercing damage.

GF SIREN - ABILITIES

ABILITY	AP REQUIRED TO LEARN	ABILITY	AP REQUIRED TO LEARN
Int-J	10	Detect Hidden Draw Points	8
Int+1	12	SumMag+5	8
Int+2	24	SumMag+10	14
ST-Atk-J	32	SumMag+20	28
ST-Def-J	32	GFHP+5	8
ST-Def-Jx2	34	GFHP+10	14
Treatment	20	GFHP+20	28
Cast Magic	---	L Mag-RF	6
Draw Magic	---	ST Med-RF	6
Summon GF	---	Boost	2

GF TONBERRY KING - ABILITIES

ABILITY	AP REQUIRED TO LEARN	ABILITY	AP REQUIRED TO LEARN
Cha-J	10	SumMag+5	8
Cast Magic	---	SumMag+10	14
Draw Magic	---	SumMag+20	28
Summon GF	---	GFHP+5	8
Cha+1	12	GFHP+10	14
Cha+2	24	GFHP+20	28
Initiative	32	Boost	2

GF ABILITY SCORES

Unlike normal characters, GFs only have three ability scores: Strength, Constitution, and Intelligence. Each score grants a GF with a benefit. GF's ability scores cap at 25.

Strength measures a GFs power when using their special attack. For every +1 modifier in Strength, the GF's special attack damage increases by +2 die. This ability is only important to GFs that deal damage with their special attack.

Constitution measures a GF's health, determining their hit points at 1st level plus additional bonus to Hit Die at each level after 1st.

Intelligence measures a Gf's cleverness. This score determines the saving throw DC that the targets of the GF's special attack must succeed in order to overcome it (DC = 10 + GF's Intelligence modifier). As a GF's Intelligence modifier increases so too does its special attack's DC.

REFINING MAGIC

Some GFs have abilities that allow you to refine items (such as medicine, weapon modification items, etc) into a number of spells, essentially a quicker way of gaining magic instead of drawing them, if you have the right items to do so that is.

Below are a number of tables corresponding to the different refine abilities, as well as what items refine into what spells. Refining magic can only be done during a period of downtime or during a long rest.

F MAG-RF

1 of…	Refines into…
M-stone Piece	2 x Fire
Magic Stone	2 x Fira
Wizard Stone	2 x Firaga
Bomb Fragment	3 x Fira
Red Fang	5 x Firaga
Flare Stone	1 x Flare
Inferno Fang	2 x Flare

FORBID MAG-RF

1 of…	Refines into…
Pulse Ammo	1 x Ultima
Ultima Stone	1 x Ultima
Energy Crystal	2 x Ultima
Meteor Stone	1 x Meteor
Star Fragment	2 x Meteor

I MAG-RF

1 of…	Refines into…
M-stone Piece	2 x Blizzard
Magic Stone	2 x Blizzara
Wizard Stone	2 x Blizzaga
Water Crystal	3 x Water

L MAG-RF

1 of…	Refines into…
M-stone Piece	2 x Cure
Magic Stone	2 x Cura
Wizard Stone	2 x Curaga
Healing Mail	3 x Curaga
Mesmerise Blade	3 x Regen
Life Ring	3 x Life
Regen Ring	2 x Full-Life
Holy Stone	1 x Holy
Moon Stone	3 x Holy
Death Stone	1 x Death
Saw Blade	2 x Death
Chef's Knife	3 x Death
Holy Water	2 x Zombie

ST MAG-RF

1 of…	Refines into…
M-stone Piece	2 x Silence
Magic Stone	1 x Berserk
Wizard Stone	2 x Bio
Eye Drops	1 x Blind
Ochu Tentacle	2 x Blind
Betrayal Sword	2 x Confuse
Mystery Fluid	1 x Meltdown
Soft	1 x Break
Cockatrice Pinion	2 x Break
Steel Pipe	3 x Berserk
Echo Screen	1 x Silence
Curse Spike	1 x Pain
Antidote	1 x Bio
Malboro Tentacle	4 x Bio

SUPT MAG-RF

1 of…	Refines into…
M-stone Piece	2 x Esuna
Magic Stone	2 x Dispel
Wizard Stone	3 x Dispel
Remedy	2 x Esuna
Dragon Fang	3 x Esuna
Saw Blade	3 x Dispel
Dragon Skin	3 x Reflect
Glow Curtain	5 x Reflect
Protect Stone	1 x Protect
Turtle Shell	2 x Protect
Giant's Ring	4 x Protect
Shell Stone	1 x Shell
Rune Armlet	3 x Shell
Moon Curtain	5 x Shell
Aura Stone	1 x Aura
Fury Fragment	2 x Aura

T MAG-RF

1 of…	Refines into…
M-stone Piece	2 x Thunder
Magic Stone	2 x Thundara
Wizard Stone	2 x Thundaga
Dynamo Stone	5 x Thundaga
Shear Feather	3 x Aero
Windmill	3 x Tornado

TIME MAG-RF

1 of...	Refines into...
Dragon Fin	2 x Double
Royal Crown	3 x Triple
M-stone Piece	2 x Slow
Magic Stone	2 x Haste
Wizard Stone	2 x Stop
Steel Orb	3 x Demi
Dino Bone	3 x Quake

MID MAG-RF

4 of...	Refines into...
Fire	1 x Fira
Blizzard	1 x Blizzara
Thunder	1 x Thundara
Cure	1 x Cura

HIGH MAG-RF

4 of...	Refines into...
Fira	1 x Firaga
Blizzara	1 x Blizzaga
Thundara	1 x Thundaga
Cura	1 x Curaga
Double	1 x Triple
Aero	1 x Tornado
Life	1 x Full-Life

REFINING ITEMS

Just as you can refine magic from items, you can also refine hard to gain items from more common items found in stores around the world. Just like refining magic, you must have a GF junctioned that has learnt the relevant refine ability.

Below are a number of tables corresponding to the different refine abilities, as well as what items refine into what items. Refining items can only be done during a period of downtime or during a long rest.

AMMO-RF

1 of original item	Refines into...	...Result
Screw	5	Normal Ammo
Normal Ammo	1	Fast Ammo
Shot Ammo	2	Fast Ammo
Bomb Fragment	5	Fire Ammo
Red Fang	10	Fire Ammo
Gaea's Ring	5	Dark Ammo
Glow Curtain	10	Dark Ammo
Hyper Wrist	5	Demolition Ammo
Rune Armlet	10	Demolition Ammo
Sharp Spike	5	AP Ammo
Chef's Knife	10	AP Ammo
Energy Crystal	5	Pulse Ammo
Power Wrist	10	Pulse Ammo

FORBID MED-RF

Number...	....of original item	Refines into...
5	Mega-Potion	1 x Elixir
10	Royal Crown	2 x Elixir
1	Healing Mail	1 x Megalixir
1	Life Ring	2 x Megalixir

GF ABL MED-RF

Number...	....of original item	Refines into...
10	Hyper Wrist	1 x Accelerator
3	Gold Armour	1 x Diamond Armour
2	Int-J Scroll	1 x Force Armlet
4	Giant's Ring	1 x Gaea's Ring
2	HP-J Scroll	1 x Giant's Ring
10	Dragon Skin	1 x Glow Curtain
2	Silver Mail	1 x Gold Armour
2	Power Wrist	1 x Hyper Wrist
2	Wis-J Scroll	1 x Hypno Crown
2	Force Armlet	1 x Magic Armlet
5	Magic Armlet	1 x Moon Curtain
2	Str-J Scroll	1 x Power Wrist
2	Hypno Crown	1 x Royal Crown
5	Adamantine	1 x Steel Curtain

GF RECOV MED-RF

1 of original item	Refines into...	...Result
Mesmerise Blade	10	G-Potion
Healing Mail	3	G-Hi-Potion
Life Ring	2	G-Returner
Regen Ring	5	G-Returner

RECOV MED-RF

1 of original item	Refines into...	...Result
Mesmerise Blade	2	Mega Potion
Healing Mail	6	Hi-Potion
Life Ring	2	Phoenix Down
Regen Ring	6	Phoenix Down

ST MED-RF

Number...	....of original item	Refines into...
1	Cockatrice Pinion	3 x Soft
1	Ochu Tentacle	3 x Eye Drop
2	Betrayal Sword	1 x Remedy
1	Dragon Fang	1 x Echo Screen
2	Curse Spike	5 x Holy Water
1	Malboro Tentacle	3 x Antidote

GF ABILITIES

The following section describes the various abilities GFs can learn.

ABILITY$_X$
Personal GF ability

With Abilityx3, you gain one additional Support slot. Abilityx4 grants you two additional Support slots. The effects of Abilityx3 and Abilityx4 do not stack with each other.

ABILITY-J
Personal GF ability

These abilities allow you to equip a single spell, such as Fira, Esuna, and Life, to the ability's associated ability score (see "Junctioning Magic" above, for more information). You must have at least one copy of a spell in order to equip it to an ability score.

ABSORB
Command GF magic

Casting Time: 1 action
Range: 100 feet
Duration: Instantaneous

With a wave of your hand, you can drain health from a single creature you can see within range. The target must succeed on a Constitution saving throw or lose 6d10 hit points. All hit points the target loses restore any of your lost hit points up to your hit point maximum.

ALERT
Support GF ability

Wisdom (Perception) checks are always made with advantage when attempting a check to sense if anyone is trying to sneak up on you.

BOOST
Personal GF ability

The GF who learns this ability can increase the damage of their Special Attack by +1 die at the cost of a bonus action.

CAST MAGIC
Command GF ability

With this ability, you are able to cast any magic you have stocked as an action. Only 1 spell can be cast during your action unless specified otherwise, and you use up 1 copy of that spell when casting it.

CHA+
Support GF ability

These abilities grant you a bonus to Charisma checks and saving throws while assigned to Support slots. The effects of these abilities stack with each other.

CON+
Support GF ability

These abilities grant you a bonus to Constitution checks and saving throws while assigned to Support slots. The effects of these abilities stack with each other.

COUNTER
Command GF ability

As a reaction to an enemy creature's melee or ranged attack against you, you can make one melee or ranged attack against the attacking creature.

COVER
Command GF ability

Using your reaction, if an ally within 10 feet of you is attacked by an enemy creature, you can take half of the damage inflicted and the ally only takes half damage as well. The attack cannot be a magic attack.

DARKSIDE
Command GF magic

Casting Time: 1 action
Range: Self
Duration: 1 turn

You can deplete your own current hit points by half to gain a +3 die of damage on your next weapon attack. You must make a weapon attack as a bonus action this turn otherwise the opportunity is lost, and you still lose your hit points.

DEFEND
Command GF magic

Casting Time: 1 action
Range: Touch
Duration: 3 turns

The creature you touch is granted a +3 bonus to Defence until the duration ends.

DETECT HIDDEN DRAW POINTS
Support GF magic

Casting Time: 1 action or 1 minute
Range: Self
Duration: Concentration, up to 15 minutes

For the duration, you sense the presence of hidden draw points within 100 feet of you.

DEX+
Support GF ability

These abilities grant you a bonus to Dexterity checks and saving throws while assigned to Support slots. The effects of these abilities stack with each other.

DOOM
Command GF magic

Casting Time: 1 action
Range: 100 feet
Duration: Instantaneous

You imbue a creature you can see within range with a fatal disease. If the target fails a Constitution saving throw they are infected with the *doomed* condition.

DRAW MAGIC
Command GF ability

Be it from a draw point or from a creature, you can draw a number of copies of a single spell equal to 1 + your Intelligence modifier. You can only stock a maximum of 20 copies of a single spell, and possess a total of 15 different spells.

ELEM-ATK-J
Personal GF ability

You are able to equip one of your stocked magic to your Elemental Attack slot (see "Elemental and Status Junctioning" above, for more information),

as long as you keep the GF that has learnt this ability junctioned.

ELEM-DEF-J
Personal GF ability

You are able to equip one of your stocked magic to your Elemental Defence slot (see "Elemental and Status Junctioning" above, for more information), as long as you keep the GF that has learnt this ability junctioned.

If your GF has also learnt Elem-Def-Jx2, you gain one additional Elemental Defence slot. Similarly, if the GF has learnt Elem-Def-Jx3, you gain two additional Elemental Defence slots. The effects of the x2 and x3 abilities do not stack with each other.

EXPEND
Support GF ability

With Expendx2-1 assigned to a Support slot, while in Double you only spend one copy of a spell cast instead of two.

Expendx3-1 works the same way, except it affects you when in Triple (spend one copy instead of three).

GFHP+
Personal GF ability

These abilities permanently increase the GF's hit points by the number indicated in the ability's name (GFHP+5, for example, increase the GF's hit points by 5). The effects of the GFHP+ abilities stack with each other.

HP+
Support GF ability

These abilities grant you with a number of temporary hit points equal to the number in the ability's name. The effects of these abilities stack with the gaining of temporary hit points through junctioning a spell to your HP slot.

INITIATIVE
Support GF ability

You apply your proficiency bonus whenever you make Initiative checks at the start of combat.

INT+
Support GF ability

These abilities grant you a bonus to Intelligence checks and saving throws while assigned to Support slots. The effects of these abilities stack with each other.

KAMIKAZE
Command GF magic

Casting Time: Reaction, after you drop to 0 hit points
Range: Self
Duration: Instantaneous

As a reaction, before you fall unconscious, you can make one final attack with your weapon.

MAD RUSH
Command GF magic

Casting Time: 1 action
Range: Touch
Duration: 3 turns

A creature you touch becomes imbued with a powerful rage. For the duration of the spell, the target can only use the Attack option as an action, but has advantage on the attacks, a +1 die of damage, and a -5 penalty to Defence.

MUG
Support GF ability

Whenever you use your action to make an attack, if the attack exceeds the target's Defence by 3 or more, you gain one item on the target's person (GM's discretion). The attack must be a melee attack or a close ranged attack.

RECOVER
Command GF magic

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

A creature you touch is restored to full health. Any effects or conditions on the target are also removed, except *unconscious*.

REFINE
Personal GF ability

These abilities allow you to refine magic and rare items from other items (see "Refining Magic" and "Refining Items" above, for more information).

RETURN DAMAGE
Support GF ability

Casting Time: Reaction, after you are dealt magic damage
Range: Original spell caster
Duration: Instantaneous

As a reaction, whenever a target deals damage to you through the casting of a spell, the caster of the spell receives one-half damage (rounded down) as well.

REVIVE
Command GF magic

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You touch a creature who has recently died. The target is brought back to life and regains a number of hit points equal to their Constitution score.

ST-ATK-J
Personal GF ability

You are able to equip one of your stocked magic to your Status Attack slot (see "Elemental and Status Junctioning" above, for more information), as long as you keep the GF that has learnt this ability junctioned.

ST-DEF-J
Personal GF ability

You are able to equip one of your stocked magic to your Status Defence slot (see "Elemental and Status Junctioning" above, for more information), as long as you keep the GF that has learnt this ability junctioned.

If your GF has also learnt ST-Def-Jx2, you gain one additional Status Defence slot. Similarly, if the GF has learnt ST-Def-Jx3, you gain two additional

Status Defence slots. The effects of the x2 and x3 abilities do not stack with each other.

STR+
Support GF ability

These abilities grant you a bonus to Strength checks and saving throws while assigned to Support slots. The effects of these abilities stack with each other.

SUMMAG+
Personal GF ability

These abilities apply a bonus to the GF's Special Attack damage depending on the number in the ability's name (SumMag+5 provides a +5 bonus to Special Attack damage, for example). The effects of the SumMag+ abilities stack with each other.

SUMMON GF
Command GF magic

Casting Time: 1 action
Range: Self
Duration: 1 turn

It takes 1 turn to summon a GF. Until the start of your next turn, any damage directed at you is deducted from the GF's hit points. This is because the GF's essence is protecting you during its summoning. If the GF's hit points are reduced to 0 before your next turn, the summoning automatically fails.

On your next turn, you successfully summon the GF (costs 1 action) and the GF performs its special attack. Once the special attack is concluded, the GF disappears, waiting to be called upon again.

TREATMENT
Command GF magic

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You touch a creature and can end any condition or effect afflicting it, except for *unconscious*.

WIS+
Support GF ability

These abilities grant you a bonus to Wisdom checks and saving throws while assigned to Support slots. The effects of these abilities stack with each other.

GF SPECIAL ITEMS

When junctioned to a GF, you can administer a special medical item to automatically teach one of your junctioned GFs an ability rather than having to learn it through AP. These GF Special Items are listed below, along with the ability a GF can learn from it. Administering a GF Special Item takes 1 minute.

These items cannot be purchased, instead they must be found while exploring or found when searching fallen enemies.

Accelerator. The GF learns the Dex-J ability.

Circlet. The damage dealt by your GF's attack increases by +1 die.

Diamond Armour. The GF learns the ability GFHP+20.

Force Armlet. The damage dealt by your GF's attack increases by +2 die.

Gaea's Ring. The GF learns the Con-J ability.

Giant's Ring. The GF learns the Str-J ability.

Glow Curtain. The GF learns the Counter ability.

Gold Armour. The GF learns the ability GFHP+10.

Healing Mail. The GF learns the ability GFHP+5.

Hyper Wrist. The GF learns the Kamikaze spell.

Hypno Crown. The GF learns the Int-J ability.

Magic Armlet. The GF learns the ST-Defx3 ability.

Moon Curtain. The GF learns the Wis-J ability.

Power Wrist. The GF learns the Cover ability.

Regen Ring. The GF learns the Revive spell.

Royal Crown. The GF learns the Cha-J ability.

Rune Armlet. The GF learns the HP-J ability.

Silver Mail. The GF learns the Recover spell.

Steel Curtain. The GF learns the Return Damage ability.

Turtle Shell. The GF learns the Elem-Defx3 ability.

CHAPTER VIII –
WITCHES

Other than Guardian Forces, Witches are the only known beings that can possess and use magic naturally without the use of Junctioning. They are creatures that are more feared than any other due to the fact that their powers descend from The Great Hyne himself, and are capable of both wreaking havoc and healing fatalities at the same time.

This chapter delves into the concept of playing as a witch. Talk with your GM to see if he is okay with it before reading on. GMs may rule that witches are strictly NPCs.

HISTORY OF WITCHES

The witches' power derived from the Great Hyne many generations before the start of Final Fantasy VIII. At this time, daylight had not yet come, and everything was covered in night.

Hyne created the world, and battled many beasts all the while. Because of the magic Hyne used, he was eventually able to win the battles. Thus, Hyne was the governor of this world.

Hyne seated himself upon his throne, from where he thought he could see all around. However, from the location of his throne, Hyne was unable to view the eastern sea because of a mountain. Because of his long battles, Hyne had become too tired to destroy the mountain and needed a tool to carve it up; he had an idea of what to apply to this task. This tool would be able to function of its own accord, and be able to increase its own numbers. Hyne named these tools human beings. Their males and females are the origin of human beings, and we descended from them.

The human beings increased their numbers while carving up the mountain. When their work was finished, they decided to ask Hyne what they should do next. However, Hyne was sound asleep due to his fatigue. There being nothing they could do about it, the human beings made changes to the land at their own discretion.

When Hyne awoke, the appearance of the area had completely changed. He was most startled, though, by the number of human beings there were now. Hyne decided to reduce the number of human beings, and used his magic to burn up smaller humans. The small human beings were called "children" and were very important to the humans. They wept intensely and protested to Hyne. However, he told them they were his tools, and his words angered them. They cursed his words when they heard them.

The humans began a rebellion against Hyne. He retaliated with his magic, but the humans were able to increase their numbers in abundance.

Besieged, Hyne bargained with the humans. He offered them half of his own body and power. At the idea of having half of this power, the humans decided they should agree to the deal.

Hyne split his body in half and gave half to the humans. With this, a peace was drawn between Hyne and the humans. However, humans began to quarrel with one another for the first time, coming together in groups that wanted the power of "half of Hyne's body".

A long, long battle began. Many countries were established at this time.

The battle was eventually won by the clan of the dark king, Zebalga. Within a forest, they convened to command the power of "half of Hyne's body". However, the "half of Hyne's body" was unresponsive to their commands.

Sage Vascaroon came to consult with Zebalga. He was wise, and knew the answer to the problem with "half of Hyne's body". Hyne had given them a corrupted part of his body. What the humans had thought was "half of Hyne's body" was really just the "cast off skin of Hyne". When they heard this explanation, the Zebalga clan was furious. They vowed to destroy Hyne.

However, the other half of Hyne's body was nowhere to be found. The humans began referring to the missing Hyne as "Hyne the Magician", and sought him for generations.

It's to be expected that the "magic of Hyne" could not be found. Because of people's feelings at that time, it concealed itself in bodies, in the form of women, people who it was thought should be protected. Because of this, only women are capable of possessing the Witch Embodiment.

BECOMING A WITCH

Characters wishing to become a witch must select the optional feat Witch Embodiment (see below), meeting its prerequisites. You are encouraged to work with your GM to implement how your character becomes a witch in-game.

OPTIONAL FEAT: WITCH EMBODIMENT

Prerequisite: Female human character, Magic Affinity 17 or higher.
Upon inheriting the Witch Embodiment, you gain the following benefits:

- Increase your Wisdom by 1, and either your Intelligence or Charisma by 1, to a maximum of 20.
- You apply a +2 bonus instead of +1 for each point of Magic Affinity you spend to increase your magic's damage.
- Gain a number of Sorcery spells equal to 2 + your base Charisma modifier (minimum of 2; see below).
- Select one of the following elements: *cold, energy, fire, force, necrotic, poison, radiant, thunder, water, wind*. The selected element is considered your chosen element, and you gain a +5 bonus to damage rolls made when casting spells of the selected element.

CORRUPTION

If a witch doesn't have a knight (see below), they are prone to mental and physical corruption through abusing their power for a long period of time.

If the GM feels you are using your sorcery magic too often, he could install one or both of the following penalties:

- Permanently decrease one of your base ability scores by 1.
- Apply a physical deformity to your character (depending on the severity of magic abuse, it could be a minor deform or major deform).

If your character has a knight that is part of the adventuring party, you are immune to these penalties until you become separated from your knight.

WITCH'S KNIGHT

The term Witch's Knight is applied to a male companion who protects the witch. The knight protects his witch both from external dangers and her own powers corrupting her physical and mental state (see above).

The position of Witch's Knight has been seen as a romantic or honourable role. Knights can take additional roles in the service of their witch, and every known knight has a certain bond to their respective witch.

OPTIONAL RULE: MORALITY

The campaign could feature elements heavily themed on morality: how much do the player's characters hold to their morals? Do they ditch them? Do they keep them burning strong? Do their actions break every code on their moral compass?

If your game uses this optional rule, apply the following:

- All player characters start with a Morality Score of 5. This represents their personal beliefs and principles they may hold.
- Every time a character does something that goes against their morals, they lose 1 point on their Morality Score. A Morality score cannot drop below 0. Once it reaches 0, the character is considered immoral, careless, or even reckless, but not necessarily evil.
- Every time a character does something that is in keeping with his beliefs, they gain 1 point on their Morality Score. A Morality Score cannot go higher than 5. Players can act out their characters based on their Morality Score if they so wish.

SORCERY MAGIC

Sorcery magic can only be used by Witches. These are powers descended from the Great Hyne himself and cannot be used by normal creatures. A Witch learns a number of sorcery spells equal 2 + their base Charisma modifier (minimum of 2) upon receiving the Witch Embodiment (see above).

SORCERY

Angel Wing	Maelstrom
Command	Magic Strike
Deplete Magic	Passwall
Dominate Monster	Premonition
Dominate Person	Shield
Energy Bomber	Sorcery Slam
Fascination	Sorcery Step
Great Attractor	Suggestion
Hell's Judgement	Telekinesis
Impale	

ANGEL WING
Abjuration sorcery

Casting Time: 1 action
Range: Self
Duration: Until the end of the encounter

Starting on your next turn, you can only use your action to cast low-level, mid-level, and high-level magic you possess. Magic damage increases by +1 die. If you use magic through junctioning, you do not deplete your stock of that spell as you normally would when you cast magic.

COMMAND
Enchantment sorcery

Casting Time: 1 action
Range: 60 feet
Duration: 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if your command is directly harmful to the target.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends.

Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.

Drop. The target drops whatever it is holding and then ends its turn.

Flee. The target spends its turn moving away from you by the fastest available means.

Grovel. The target falls prone and then ends its turn.

Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

From 7th level, you can command one additional creature equal to your base Wisdom modifier.

DEPLETE MAGIC
Abjuration sorcery

Casting Time: 1 bonus action
Range: 100 feet
Duration: Instantaneous

Select a single target within range. The target must succeed at a Wisdom saving throw or you randomly deplete (reduce to 0) 1 stock of magic from the target. If the target doesn't have any low-, mid-, or high-level magic, or doesn't use magic through junctioning, this spell is an automatic fail.

DOMINATE MONSTER
Enchantment sorcery

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 8 hours

You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the creature is charmed, you have a telepathic link with it. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.
Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

DOMINATE PERSON
Enchantment sorcery

Casting Time: 1 action
Range: 60 feet
Duration: Concentration, up to 8 hours

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.
Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

ENERGY BOMBER
Conjuration sorcery

Casting Time: 1 action
Range: 80 feet
Duration: Instantaneous

You summon a large ball of energy that you launch from your hand to a single creature within range.

The target must make a successful Dexterity saving throw or take 3d8 *energy* damage.

FASCINATION
Enchantment sorcery

Casting Time: 1 action
Range: 600 feet
Duration: Concentration, up to 1 hour

From a single target standing opposite you, to an entire audience in an auditorium, you can charm creatures so that you can say or do anything in front of them and they will only react how you want them to react. The targets of this spell must be able to see, hear, and understand you.

The target must make a Charisma saving throw. On a failed save, the target becomes infected with the *charmed* condition.

The condition stays into effect on a target until either the caster stops concentrating or if the target is shaken or slapped back to its senses.

GREAT ATTRACTOR
Conjuration sorcery

Casting Time: 1 action
Range: Self (150-foot line)
Duration: Instantaneous

You conjure a giant ball of energy before you and launch it in a straight line reaching 150 feet. All creatures in that line must make a Dexterity saving throw. The target takes 17d8 energy damage on a failed save and half as much damage on a successful one.

HELL'S JUDGEMENT
Necromancy sorcery

Casting Time: 1 action
Range: 100 feet
Duration: Instantaneous

Pick a point within your line of sight within range. From that point, you summon a giant dark circle with runes that covers a 50-foot-by-50-foot area. The runes ignite a gaseous fume that shrouds all creatures within that area. All targets must succeed a Constitution saving throw or are reduced to 1 hit point.

IMPALE
Necromancy sorcery

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You plunge your hand into a creature's chest, griping its beating heart tightly as the creature starts to wither and corrode. The creature must succeed on a Constitution saving throw or die instantly.

MAELSTROM
Necromancy sorcery

Casting Time: 1 action
Range: 80 feet
Duration: Instantaneous

Make a spellcasting check against all creatures you can see within range. If the check is successful, the target's current hit points are reduced by half (rounded-down) and are infected with the *cursed* condition.

MAGIC STRIKE
Conjuration sorcery

Casting Time: 1 action
Range: 60 feet
Duration: 3 rounds

The target of this spell must make a Dexterity saving throw. On a failed save, the target takes 2d8 damage of your chosen element. In addition, the target takes the effect associated with your chosen element, which lasts for the duration of the spell:
- Cold – Target becomes *unconscious*.
- Energy – Target becomes *stunned*.
- Fire – The target becomes *frightened*.
- Force – The target becomes *restrained*.
- Necrotic – The target becomes *cursed*.
- Poison – The target becomes *poisoned*.
- Radiant – The target becomes *charmed*.
- Thunder – The target becomes *paralysed*.
- Water – The target becomes *deafened*.
- Wind – The target falls *prone*.

PASSWALL
Transmutation sorcery

Casting Time: 1 action
Range: Self
Duration: Instantaneous

You can make a locked door or a solid wall intangible so that you can pass through it freely as though it were an open path.

PREMONITION
Divination sorcery

Casting Time: 1 minute
Range: Touch
Duration: 8 hours

You have a limited ability to see into the immediate future. For the duration, you can't be surprised and have advantage on ability checks and saving throws. Additionally, other creatures have disadvantage on ability checks made to attack and cast magic against you for the duration.

SHIELD
Abjuration sorcery

Casting Time: 1 reaction, which you take when you are hit by a ranged attack or targeted by the *gatling gun*, *homing laser*, or *magic missile* spell
Range: Self
Duration: 1 round

An invisible barrier of magical force appears and protects you. Until the start of your next turn, you gain a +5 bonus to Defence against the triggering attack, and you take no damage from *gatling gun*, *homing laser*, and *magic missile.*

SORCERY SLAM
Telekinetic sorcery

Casting Time: 1 action
Range: 45 feet
Duration: Instantaneous

With a swift thrust of your palm, you push back a number of targets (equal to your Charisma modifier) that you can see 10 feet + 5 feet for each level you possess.

SORCERY STEP
Conjuration sorcery

Casting Time: 1 bonus action
Range: Self
Duration: Instantaneous

In a quick flash of light, you teleport up to 30 feet to an unoccupied space that you can see.

SUGGESTION
Enchantment sorcery

Casting Time: 1 action
Range: 30 feet
Duration: Concentration, up to 8 hours

You suggest a course of activity (limited to a sentence or two) and magically influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a soldier give his weapon to the first civilian he meets. If the condition isn't met before the spell expires, the activity isn't performed.

If you or any of your companions damage the target, the spell ends.

TELEKINESIS
Telekinetic sorcery

Casting Time: 1 action
Range: 1 object within 50 feet of your position
Duration: Instantaneous

Make a spellcasting check (DC 15). On a successful check, you can move the object with your mind, bringing it to your hands or to another location within range. For every one size category after medium, the DC increases by 5.

PART 2
PLAYING THE GAME

CHAPTER IX –
USING ABILITY SCORES

Six abilities provide a quick description of every creature's physical and mental characteristics.

- **Strength**, measuring physical power
- **Dexterity**, measuring agility
- **Constitution**, measuring endurance
- **Intelligence**, measuring reasoning and memory
- **Wisdom**, measuring perception and insight
- **Charisma**, measuring force of personality

Is a character muscle-bound and insightful? Brilliant and charming? Nimble and hardy? Ability scores define these qualities—a creature's assets as well as weaknesses.

The two main rolls of the game—the ability check and the saving throw —rely on the six ability scores. The book's introduction describes the basic rule behind these rolls: roll a d20, add an ability modifier derived from one of the six ability scores, and compare the total to a target number. This chapter focuses on how to use ability checks and saving throws, covering the fundamental activities that creatures attempt in the game.

ABILITY SCORES AND MODIFIERS

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.

A score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Adventurers can have scores as high as 20, and monsters and divine beings can have scores as high as 30.

Each ability also has a modifier, derived from the score and ranging from −5 (for an ability score of 1) to +10 (for a score of 30). The Ability Scores and Modifiers table notes the ability modifiers for the range of possible ability scores, from 1 to 30.

ABILITY SCORES AND MODIFIERS

SCORE	MODIFIER	SCORE	MODIFIER
1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	+0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every ability check and saving throw, ability modifiers come up in play more often than their associated scores.

ADVANTAGE AND DISADVANTAGE

Sometimes a special ability or spell tells you that you have advantage or disadvantage on an ability check or a saving throw. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage. For example, if you have disadvantage and roll a 17

and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favourable situations grant advantage, for example, you still roll only one additional d20.

If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

When you have advantage or disadvantage and something in the game, such as the moomba's Keen Senses trait, lets you reroll the d20, you can reroll only one of the dice. You choose which one. For example, if a moomba has advantage on an Intelligence check and rolls a 1 and a 13, the moomba could use the Keen Senses trait to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or spells. Fate (see chapter 3) can also give a character advantage on checks related to the character's personality, ideals, or bonds. The GM can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

PROFICIENCY BONUS

Characters have a proficiency bonus determined by level, as detailed in chapter 1. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks and saving throws.

Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. For example, the Expertise feature doubles the proficiency bonus for certain ability checks. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you

still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0. For instance, if you lack proficiency in the History skill, you gain no benefit from a feature that lets you double your proficiency bonus when you make Intelligence (History) checks.

In general, you don't multiply your proficiency bonus for saving throws or ability checks made with the following skills: Melee Strike and Ranged Strike. If a feature or effect allows you to do so, these same rules apply.

ABILITY CHECKS

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The GM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC. The Typical Difficulty Classes table shows the most common DCs.

TYPICAL DIFFICULTY CLASSES

TASK DIFFICULTY	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30
Epic	35

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the GM.

CONTESTS

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a letter that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal— for example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest. Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.

If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

SKILLS

Each ability covers a broad range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. (A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in the monster's stat block.)

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to fire a gun at a creature, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Ranged Strike, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

Strength	Mechanics
Athletics	Nature
Melee Strike	**Wisdom**
Dexterity	Animal Handling
Acrobatics	Insight
Ranged Strike	Medicine
Sleight of Hand	Perception
Stealth	Survival
Vehicle Handling	**Charisma**
Intelligence	Deception
Computer Use	Intimidation
History	Performance
Investigation	Persuasion

The skills related to each ability score are shown in the above list. (No skills are related to Constitution.) See an ability's description in the later sections of this chapter for examples of how to use a skill associated with an ability.

Sometimes, the GM might ask for an ability check using a specific skill—for example, "Make a Wisdom (Perception) check." At other times, a player might ask the GM if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add his or her proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

For example, if a character attempts to climb up a dangerous cliff, the Gamemaster might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character's proficiency bonus is added to the Strength check. If the character lacks that proficiency, he or she just makes a Strength check.

VARIANT: SKILLS WITH DIFFERENT ABILITIES

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the GM might ask for a check using an unusual combination of ability and skill, or you might ask your GM if you can apply a proficiency to a different check. For example, if you have to swim from an offshore island to the mainland, your GM might call for a Constitution check to see if you have the stamina to make it that far. In this case, your GM might allow you to apply your proficiency in Athletics and ask for a Constitution (Athletics) check. So if you're proficient in Athletics, you apply your proficiency bonus to the Constitution check just as you would normally do for a Strength (Athletics) check. Similarly, when your human fighter uses a display of raw strength to intimidate an enemy, your GM might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma.

PASSIVE CHECKS

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the GM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.

Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check

If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a **score**.

For example, if a 1st-level character has a Wisdom of 15 and proficiency in Perception, he or she has a passive Wisdom (Perception) score of 14.

The rules on hiding in the "Dexterity" section below rely on passive checks, as do the exploration rules in **Chapter 10**.

WORKING TOGETHER

Sometimes two or more characters team up to attempt a task. The character who's leading the effort—or the one with the highest ability modifier—can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action (see **Chapter 11**).

A character can only provide help if the task is one that he or she could attempt alone. For example, trying to open a lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't help another character in that task. Moreover, a character can help only when two or more individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

GROUP CHECKS

When a number of individuals are trying to accomplish something as a group, the GM might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.

To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group. For example, when adventurers are navigating a swamp, the GM might call for a group Wisdom (Survival) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

USING EACH ABILITY

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

STRENGTH

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

STRENGTH CHECKS

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, to make an unarmed attack or attack with a melee weapon, or to otherwise apply brute force to a situation. The Athletics and Melee Strike skills reflects aptitude in certain kinds of Strength checks.

Athletics. Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

Melee Strike. You make a Strength (Melee Strike) check when attacking with a melee weapon such as a sword, a flail, or a knife. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

Other Strength Checks. The GM might also call for a Strength check when you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a tunnel that is too small
- Hang on to a wagon while being dragged behind it
- Tip over a statue

- Keep a boulder from rolling

LIFTING AND CARRYING

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

Size and Strength. Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

VARIANT: ENCUMBRANCE

The rules for lifting and carrying are intentionally simple. Here is a variant if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment. When you use this variant, ignore the Strength column of the Armour table in chapter 4.

If you carry weight in excess of 5 times your Strength score, you are **encumbered**, which means your speed drops by 10 feet.

If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead **heavily encumbered**, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

DEXTERITY

Dexterity measures agility, reflexes, and balance.

DEXTERITY CHECKS

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Ranged Strike, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

Acrobatics. Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The GM might

also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Ranged Strike. You make a Dexterity (Ranged Strike) check when attacking with a ranged weapon such as a machine gun, a valiant, or a pinwheel. You can also make a Dexterity (Ranged Strike) check when attacking with a melee weapon that has the finesse property, such as a dagger or a knife.

Sleight of Hand. Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The GM might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

Stealth. Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

Vehicle Handling. When there is any question whether you can control a vehicle when you attempt a risky manoeuvre or keep a vehicle from causing a collision, the GM might call for a Dexterity (Vehicle Handling) check.

Other Dexterity Checks. The GM might call for a Dexterity check when you try to accomplish tasks like the following:

- Control a heavily laden vehicle on a steep descent
- Pick a lock
- Disable a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Play a stringed instrument
- Craft a small or detailed object

HIDING

When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you, and if you make noise (such as shouting a warning or knocking over a vase), you give away your position. An invisible creature can't be seen, so it can always try to hide. Signs of its passage might still be noticed, however, and it still has to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the Gamemaster might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack before you are seen.

Passive Perception. When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the GM compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5.

For example, if a 1st-level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, he or she has a passive Wisdom (Perception) of 14.

What Can You See? One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be lightly or heavily obscured, as explained in chapter 9.

DEFENCE

Depending on the armour you wear, you might add some or all of your Dexterity modifier to your Defence, as described in chapter 4.

INITIATIVE

At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat, as described in chapter 11.

CONSTITUTION

Constitution measures health, stamina, and vital force.

CONSTITUTION CHECKS

Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however.

The GM might call for a Constitution check when you try to accomplish tasks like the following:

- Hold your breath
- March or labour for hours without rest
- Go without sleep
- Survive without food or water
- Quaff an entire stein of ale in one go

HIT POINTS

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points.

If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level. For example, if you raise your Constitution score when you reach 4th level and your Constitution modifier

increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

INTELLIGENCE

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

INTELLIGENCE CHECKS

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The History, Investigation, Magic, and Nature skills reflect aptitude in certain kinds of Intelligence checks.

Computer Use. Your Intelligence (Computer Use) check would allow you to hack into computer systems to receive hidden information, or to use the system to override a locked door.

History. Your Intelligence (History) check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations.

Investigation. When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient books in search of a hidden fragment of knowledge might also call for an Intelligence (Investigation) check.

Mechanics. Whenever a mecha requires repairing, or an object needs a few adjustments, you may be asked to make an Intelligence (Mechanics) check.

Nature. Your Intelligence (Nature) check measures your ability to recall lore about terrain, plants and animals, spells, guardian forces, witches, the weather, and natural cycles.

Other Intelligence Checks. The GM might call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate with a creature without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Recall lore about a craft or trade

- Win a game of Triple Triad

WISDOM

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

FINDING A HIDDEN OBJECT

When your character searches for a hidden object such as a secret door or a trap, the GM typically asks you to make a Wisdom (Perception) check. Such a check can be used to find hidden details or other information and clues that you might otherwise overlook.

In most cases, you need to describe where you are looking in order for the GM to determine your chance of success.

WISDOM CHECKS

A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Animal Handling, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

Animal Handling. When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the GM might call for a Wisdom (Animal Handling) check. You also make a Wisdom (Animal Handling) check to control your mount when you attempt a risky manoeuvre.

Insight. Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Medicine. A Wisdom (Medicine) check lets you try to stabilise a dying companion or diagnose an illness.

Perception. Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are Galbadian soldiers lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

Survival. The GM might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that chocobos live

nearby, predict the weather, or avoid quicksand and other natural hazards.

Other Wisdom Checks. The GM might call for a Wisdom check when you try to accomplish tasks like the following:

- Get a gut feeling about what course of action to follow
- Discern whether a seemingly dead or living creature is undead

CHARISMA

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

CHARISMA CHECKS

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation, cast a spell or summon a guardian force into combat. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks.

Deception. Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a junk shop owner, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Intimidation. When you attempt to influence someone through overt threats, hostile actions, and physical violence, the GM might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner, convincing street thugs to back down from a confrontation, or using the edge of a broken bottle to convince a sneering criminal to reconsider a decision.

Performance. Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

Persuasion. When you attempt to influence someone or a group of people with tact, social graces, or good nature, the GM might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a security guard to let your party see the general, negotiating peace between warring countries, or inspiring a crowd of townsfolk.

Other Charisma Checks. The GM might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumours, and gossip
- Blend into a crowd to get the sense of key topics of conversation

SAVING THROWS

A saving throw—also called a save—represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the GM.

As with skill proficiencies, proficiency in a saving throw lets a character add his or her proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm from an effect.

CHAPTER X – ADVENTURING

Delving into the ancient Tomb of the Unknown King, slipping through the back alleys of Deling City, hacking a fresh trail through the thick jungles on the Island Closest to Hell— these are the things that FINAL FANTASY VIII adventures are made of. Your character in the game might explore forgotten ruins and uncharted lands, uncover dark secrets and sinister plots, and slay foul monsters. And if all goes well, your character will survive to claim rich rewards before embarking on a new adventure.

This chapter covers the basics of the adventuring life, from the mechanics of movement to the complexities of social interaction. The rules for resting are also in this chapter, along with a discussion of the activities your character might pursue between adventures. Whether adventurers are exploring a dusty cavern or the complex relationships of a bureaucratic council, the game follows a natural rhythm, as outlined in the book's introduction:

1. The GM describes the environment.
2. The players describe what they want to do.
3. The GM narrates the results of their actions.

Typically, the GM uses a map as an outline of the adventure, tracking the characters' progress as they explore dungeon corridors or wilderness regions. The GM's notes, including a key to the map, describe what the adventurers find as they enter each new area. Sometimes, the passage of time and the adventurers' actions determine what happens, so the GM might use a timeline or a flowchart to track their progress instead of a map.

TIME

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers' movement happens on a scale of **minutes**. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Adventurers eager to reach the encampment at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of **days** works best. Following the road from Timber to Deling City, the adventurers spend four uneventful days before a Ochu ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time described in chapter 11.

MOVEMENT

Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slope— all sorts of movement play a key role in FFVIII adventures.

The GM can summarise the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and find the dungeon entrance late in the evening of the third day." Even in a dungeon, particularly a large dungeon or a cave network, the GM can summarise movement between encounters: "After killing the Blitz at the entrance to the ancient Centra tomb, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

SPEED

Every character and monster has a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short

bursts of energetic movement in the midst of a life-threatening situation.

The following rules determine how far a character or monster can move in a minute, an hour, or a day.

TRAVEL PACE

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully (see the "Activity While Traveling" section later in this chapter for more information).

Forced March. The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see appendix A).

Mounts and Vehicles. For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in cars, trains, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

DISTANCE TRAVELLED PER…				
PACE	MINUTE	HOUR	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	---
Slow	200 feet	2 miles	18 miles	Able to use stealth

DIFFICULT TERRAIN

The travel speeds given in the Travel Pace table assume relatively simple terrain: roads, open

plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

SPECIAL TYPES OF MOVEMENT

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

CLIMBING, SWIMMING, AND CRAWLING

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

JUMPING

Your Strength determines how far you can jump.

Long Jump. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your GM's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

High Jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your GM might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

ACTIVITY WHILE TRAVELING

As adventurers travel through a dungeon or the wilderness, they need to remain alert for danger, and some characters might perform other tasks to help the group's journey.

MARCHING ORDER

The adventurers should establish a marching order. A marching order makes it easier to determine which characters are affected by traps, which ones can spot hidden enemies, and which ones are the closest to those enemies when a fight breaks out.

A character might occupy the front rank, one or more middle ranks, or the back rank. Characters in the front and back ranks need enough room to travel side by side with others in their rank. When space is too tight, the marching order must change, usually by moving characters to a middle rank.

Fewer Than Three Ranks. If an adventuring party arranges its marching order with only two ranks, they are a front rank and a back rank. If there's only one rank, it's considered a front rank.

STEALTH

While traveling at a slow pace, the characters can move stealthily. As long as they're not in the open, they can try to surprise or sneak by other creatures they encounter. See the rules for hiding in chapter 9.

SPLITTING UP THE PARTY

Sometimes, it makes sense to split an adventuring party, especially if you want one or more characters to scout ahead. You can form multiple parties, each moving at a different speed. Each group has its own front, middle, and back ranks.

The drawback to this approach is that the party will be split into several smaller groups in the event of an attack. The advantage is that a small group of stealthy characters moving slowly might be able to sneak past enemies that clumsier characters would alert. A pair of characters moving at a slow pace are much harder to detect when they leave their other friend behind.

NOTICING THREATS

Use the passive Wisdom (Perception) scores of the characters to determine whether anyone in the group notices a hidden threat. The GM might decide that a threat can be noticed only by

characters in a particular rank. For example, as the characters are exploring a maze of tunnels, the GM might decide that only those characters in the back rank have a chance to hear or spot a stealthy creature following the group, while characters in the front and middle ranks cannot.

While traveling at a fast pace, characters take a -5 penalty to their passive Wisdom (Perception) scores to notice hidden threats.

Encountering Creatures. If the GM determines that the adventurers encounter other creatures while they're traveling, it's up to both groups to decide what happens next. Either group might decide to attack, initiate a conversation, run away, or wait to see what the other group does.

Surprising Foes. If the adventurers encounter a hostile creature or group, the GM determines whether the adventurers or their foes might be surprised when combat erupts. See chapter 11 for more about surprise.

OTHER ACTIVITIES

Characters who turn their attention to other tasks as the group travels are not focused on watching for danger. These characters don't contribute their passive Wisdom (Perception) scores to the group's chance of noticing hidden threats. However, a character not watching for danger can do one of the following activities instead, or some other activity with the GM's permission.

Navigate. The character can try to prevent the group from becoming lost, making a Wisdom (Survival) check when the GM calls for it.

Draw a Map. The character can draw a map that records the group's progress and helps the characters get back on course if they get lost. No ability check is required.

Track. A character can follow the tracks of another creature, making a Wisdom (Survival) check when the GM calls for it.

Forage. The character can keep an eye out for ready sources of food and water, making a Wisdom (Survival) check when the GM calls for it.

THE ENVIRONMENT

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places. Part 3: The Gamemaster's Station, has rules covering more unusual situations.

FALLING

A fall from a great height is one of the most common hazards facing an adventurer.

At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

VISION AND LIGHT

The most fundamental tasks of adventuring— noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few— rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured. In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature in a heavily obscured area effectively suffers from the *blinded* condition (see appendix A).

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

BLINDSIGHT

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and dragons, have this sense.

DARKVISION

Many creatures in the world of FINAL FANTASY VIII, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern colour in darkness, only shades of grey.

TRUESIGHT

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shape-changer or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane.

FOOD AND WATER

Characters who don't eat or drink suffer the effects of *exhaustion* (see appendix A). *Exhaustion* caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

FOOD

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.
A normal day of eating resets the count of days without food to zero.

WATER

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

INTERACTING WITH OBJECTS

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the GM that his or her character is doing something, such a moving a lever, and the GM describes what, if anything happens.

For example, a character might decide to pull a lever, which might, in turn, raise a portcullis, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the GM might call for a Strength check to see whether the character can wrench the lever into place. The GM sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and spells. Objects are immune to poison damage, but otherwise they can be affected by physical and magical attacks much like creatures can. The GM determines an object's Defence and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a whip, for example.) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks.

A character can also attempt a Strength check to break an object. The GM sets the DC for any such check.

SOCIAL INTERACTION

Exploring environments, overcoming obstacles, and slaying monsters are key parts of FFVIII adventures. No less important, though, are the social interactions that adventurers have with other inhabitants of the world.

Interaction takes on many forms. You might need to convince an unscrupulous thief to confess

to some malfeasance, or you might try to flatter a soldier so that it will spare your life. The GM assumes the roles of any characters who are participating in the interaction that don't belong to another player at the table. Any such character is called a **nonplayer character** (NPC).

In general terms, an NPC's attitude towards you is described as friendly, indifferent, or hostile. Friendly NPCs are predisposed to help you, and hostile ones are inclined to get in your way. It's easier to get what you want from a friendly NPC, of course.

Social interactions have two primary aspects: roleplaying and ability checks.

ROLEPLAYING

Roleplaying is, literally, the act of playing out a role. In this case, it's *you* as a player determining how your character thinks, acts, and talks.

Roleplaying is a part of every aspect of the game, and it comes to the fore during social interactions. Your character's quirks, mannerisms, and personality influence how interactions resolve.

There are two styles you can use when roleplaying your character: the descriptive approach and the active approach. Most players use a combination of the two styles. Use whichever mix of the two works best for you.

DESCRIPTIVE APPROACH TO ROLEPLAYING

With this approach, you describe your character's words and actions to the GM and the other players. Drawing on your mental image of your character, you tell everyone what your character does and how he or she does it.

When using descriptive roleplaying, keep the following things in mind:

- Describe your character's emotions and attitude.
- Focus on your character's intent and how others might perceive it.
- Provide as much embellishment as you feel comfortable with.

Don't worry about getting things exactly right. Just focus on thinking about what your character would do and describing what you see in your mind.

ACTIVE APPROACH TO ROLEPLAYING

If descriptive roleplaying tells your GM and your fellow players what your character thinks and does, active roleplaying *shows* them.

When you use active roleplaying, you speak with your character's voice, like an actor taking on a role. You might even echo your character's movements and body language. This approach is more immersive than descriptive roleplaying, though you still need to describe things that can't be reasonably acted out.

RESULTS OF ROLEPLAYING

The GM uses your character's actions and attitudes to determine how an NPC reacts. A cowardly NPC buckles under threats of violence. A stubborn shumi refuses to let anyone badger him. A vain dragon laps up flattery.

When interacting with an NPC, pay close attention to the GM's portrayal of the NPC's mood, dialogue, and personality. You might be able to determine an NPC's personality traits, ideals, flaws, and bonds, then play on them to influence the NPC's attitude.

Interactions in FFVIII are much like interactions in real life. If you can offer NPCs something they want, threaten them with something they fear, or play on their sympathies and goals, you can use words to get almost anything you want. On the other hand, if you insult a proud cadet or speak ill of an officer's allies, your efforts to convince or deceive will fall short.

ABILITY CHECKS

In addition to roleplaying, ability checks are key in determining the outcome of an interaction.

Your roleplaying efforts can alter an NPC's attitude, but there might still be an element of chance in the situation. For example, your GM can call for a Charisma check at any point during an interaction if he or she wants the dice to play a role in determining an NPC's reactions. Other checks might be appropriate in certain situations, at your GM's discretion.

Pay attention to your skill proficiencies when thinking of how you want to interact with an NPC, and stack the deck in your favour by using an approach that relies on your best bonuses and skills. If the group needs to trick a guard into letting them into an estate, the character who is proficient in Deception is the best bet to lead the discussion. When negotiating for a hostage's release, the character with Persuasion should do most of the talking.

RESTING

Heroic though they might be, adventurers can't spend every hour of the day in the thick of

exploration, social interaction, and combat. They need rest—time to sleep and eat, tend their wounds, and brace themselves for further adventure. Adventurers can take short rests in the midst of an adventuring day and a long rest to end the day.

SHORT REST

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total. The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

LONG REST

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar adventuring activity— the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Hit Dice, he or she can regain four spent Hit Dice upon finishing a long rest.

A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

BETWEEN ADVENTURES

Between trips to various locations and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as performing research or spending their hard-earned gil.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the GM might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the GM might want to keep track of just how much time is passing as events beyond your perception stay in motion.

DOWNTIME ACTIVITIES

Between adventures, the GM might ask you what your character is doing during his or her downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

If there is a particular activity you wish to do during downtime that isn't covered below, discuss it with your GM.

CAROUSING	
d100 + LEVEL	**RESULT**
01-10	You are jailed for 1d4 days at the end of the downtime period on charges of disorderly conduct and disturbing the peace. You can pay a fine of 250 gil to avoid jail time, or you can try to resist arrest.
11-20	You regain consciousness in a strange place with no memory of how you got there, and you have been robbed of 3d6 x 30 gil.
21-30	You make an enemy. This person, business, or organisation is now hostile to you. The GM determines the offended party. You decide how you offended them.
31-40	You are caught up in a whirlwind romance. Roll a d20. On a 1-5, the romance ends badly. On a 6-10, the romance ends amicably. On an 11-20, the romance is ongoing. You determine the identity of the love interest, subject to your GM's approval. If the romance ends badly, you might gain a new flaw. If it ends well or is ongoing, your new love interest might represent a new bond.
41-70	You earn modest winnings from gambling and recuperate your lifestyle expenses for the time spent carousing.
81-90	You earn modest winnings from gambling. You recuperate your lifestyle expenses for the time spent carousing and gain 1d20 x 35 gil.
91 or higher	You make a small fortune gambling. You recuperate your lifestyle expenses for the time spent carousing and gain 1d20 x 100 gil. Your carousing becomes the stuff of local legend.

CAROUSING

Characters can spend their downtime engaged in a variety of hedonistic activities such as attending parties, binge drinking, gambling, or anything else that helps them cope with the perils they face on their adventures. A carousing character spends money as though maintaining a wealthy lifestyle (see **chapter 4**). At the end of the period spent carousing, the player rolls percentile dice and adds the character's level, then compares the total to the Carousing table to determine what happens to the character, or you choose.

JUNCTIONING MAGIC AND GFS

One activity you can do during a downtime is junctioning magic and GFs; changing what GFs are junctioned and what spells are junctioned to your stats. Make sure you correctly change anything that may affect your next adventure. For example, removing your stock of 20 fires from Strength and junctioning your 20 copies of Double to it will change your modifier bonus from +2 to +5.

The same goes with GFs. Not all GFs have the same abilities. Removing one GF and junctioning another one will alter your use of abilities as the new GF may not have the same abilities your previous GF had. For example, Removing Ifrit will stop you from using the GF spell Mad Rush, however junctioning Shiva in his place will give you access to the Doom spell (assuming she has learnt it). Junctioning GFs and magic takes 4-8 hours to complete, potentially using up a day of downtime.

RESEARCHING

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty books in a library or buying drinks for the locals to pry rumours and gossip from their lips.

When you begin your research, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, book, or location). The GM might also require you to make one or more ability checks, such as an Intelligence (Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone's aid. Once those conditions are met, you learn the information if it is available.

For each day of research, you must spend 50 gil to cover your expenses. This cost is in addition to your normal lifestyle expenses (as discussed in **chapter 4**).

SELLING EQUIPMENT

During a period of downtime, you can sell any excess equipment you may possess at the local stores in town. Make a Charisma (Persuasion) check against the shop keeper's opposing Charisma check. If your check exceeds the shopkeeper's check, you gain an amount of gil from selling the item equal to your die roll x 100. You only make this check to sell items not already for sale at stores.

TRAINING

You can spend time between adventures learning a new ability or training with a set of tools. Your GM might allow additional training options.

First, you must find an instructor willing to teach you (if applicable). The GM determines how long it takes, and whether one or more ability checks are required.
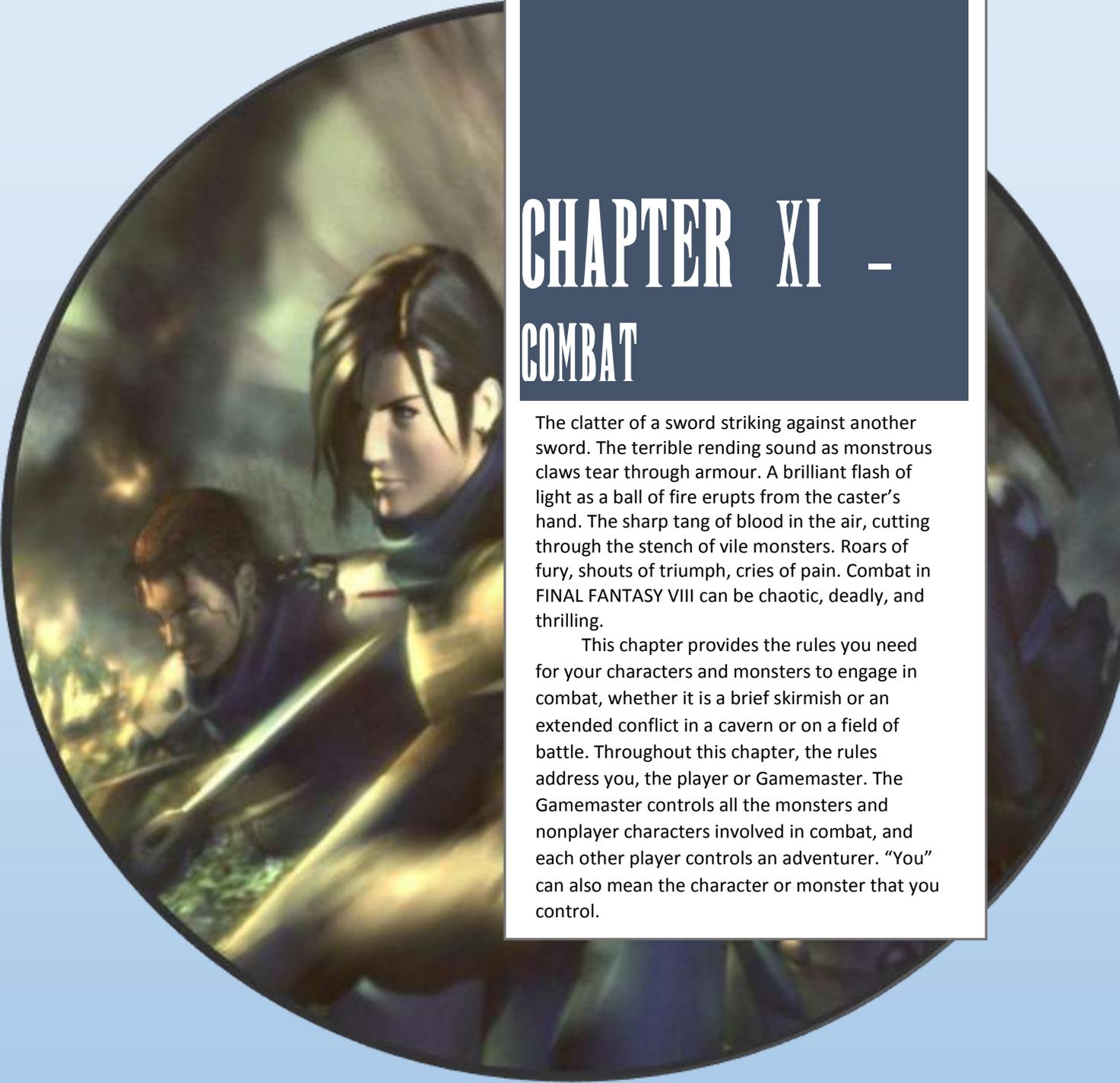
CHAPTER XI –
COMBAT

The clatter of a sword striking against another sword. The terrible rending sound as monstrous claws tear through armour. A brilliant flash of light as a ball of fire erupts from the caster's hand. The sharp tang of blood in the air, cutting through the stench of vile monsters. Roars of fury, shouts of triumph, cries of pain. Combat in FINAL FANTASY VIII can be chaotic, deadly, and thrilling.

This chapter provides the rules you need for your characters and monsters to engage in combat, whether it is a brief skirmish or an extended conflict in a cavern or on a field of battle. Throughout this chapter, the rules address you, the player or Gamemaster. The Gamemaster controls all the monsters and nonplayer characters involved in combat, and each other player controls an adventurer. "You" can also mean the character or monster that you control.

THE ORDER OF COMBAT

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organises the chaos of combat into a cycle of rounds and turns. A **round** represents about 6 seconds in the game world. During a round, each participant in a battle takes a **turn**. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

SURPRISE

A band of adventurers sneaks up on a bandit camp, springing from the trees to attack them. A gelatinous cube glides down a dungeon passage, unnoticed by the adventurers until the cube engulfs one of them. In these situations, one side of the battle gains surprise over the other.

The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

INITIATIVE

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

The GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

If a tie occurs, the GM decides the order among tied GM-controlled creatures, and the players decide the order among their tied characters. The GM can decide the order if the tie is between a monster and a player character.

Optionally, the GM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

YOUR TURN

On your turn, you can **move** a distance up to your speed and **take one action**. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.

The most common actions you can take are described in the "Actions in Combat" section later in this chapter. Many features and other abilities provide additional options for your action.

The "Movement and Position" section later in this chapter gives the rules for your move.

You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Dodge or Ready action, as described in "Actions in Combat."

BONUS ACTIONS

Various features, spells, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows you to take a bonus action. You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.

You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available.

You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

OTHER ACTIVITY ON YOUR TURN

Your turn can include a variety of flourishes that require neither your action nor your move.

You can communicate however you are able, through brief utterances and gestures, as you take your turn.

You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.

If you want to interact with a second object, you need to use your action. Some magic items

and other special objects always require an action to use, as stated in their descriptions.

The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

REACTIONS

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described later in this chapter, is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

MOVEMENT AND POSITION

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

The "Special Types of Movement" section in chapter 10 gives the particulars for jumping, climbing, and swimming.

BREAKING UP YOUR MOVE

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

MOVING BETWEEN ATTACKS

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a character who can make two attacks with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

USING DIFFERENT SPEEDS

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a speed of 30 and a flying speed of 60 because a witch cast a spell on you, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

DIFFICULT TERRAIN

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.

Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.

Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

BEING PRONE

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are prone, a condition described in appendix A.

You can **drop prone** without using any of your speed. **Standing up** takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

To move while prone, you must **crawl**. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

MOVING AROUND OTHER CREATURES

You can move through a non-hostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.

Whether a creature is a friend or an enemy, you can't willingly end your move in its space.

If you leave a hostile creature's reach during your move, you provoke an opportunity attack, as explained later in the chapter.

FLYING MOVEMENT

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover.

CREATURE SIZE

Each creature takes up a different amount of space. The Size Categories table shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

SPACE

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium moomba stands in a 5-foot-wide doorway, other creatures can't get through unless the moomba lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

SQUEEZING INTO A SMALLER SPACE

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage when making attacks and Dexterity saving throws. Attacks against the creature have advantage while it's in the smaller space.

ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action you gained at character creation or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

ATTACK

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing a gun, or brawling with your fists.

With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks.

Certain features, such as the Extra Attack feature, allow you to make more than one attack with this action.

CAST A SPELL

Characters with magic junctioned or can use magic through the Para Magic feature, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a character often uses his or her action in combat to cast such a spell. See **Chapter 6** for the rules on casting magic.

DASH

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15

feet, for instance, you can move up to 30 feet this turn if you dash.

DISENGAGE

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (as explained in appendix A) or if your speed drops to 0.

HELP

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack is made with advantage.

HIDE

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules in chapter 9 for hiding. If you succeed, you gain certain benefits, as described in the "Unseen Attackers and Targets" section later in this chapter.

READY

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn so that you can act later in the round using your reaction.

First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the soldier steps on the trapdoor, I'll pull the lever that opens

it," and "If the blitz steps next to me, I move away."

When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.

SEARCH

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

USE AN OBJECT

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

MAKING AN ATTACK

Whether you're striking with a melee weapon, firing a weapon at range, or making an ability check as part of a spell, an attack has a simple structure.

1. **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
2. **Determine modifiers.** The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack.
3. **Resolve the attack.** You make the associated ability check: either Strength (Melee Strike) or Dexterity (Ranged Strike). On a hit, you roll damage associated with your weapon, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

ATTACKS

When you make an attack, your ability check determines whether the attack hits or misses. To make an attack, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Defence, the attack

hits. The Defence of a character is determined at character creation, whereas the Defence of a monster is in its stat block.

MODIFIERS TO THE ROLL

When a character makes an attack, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack, it uses whatever modifier is provided in its stat block.

Magic Attack. When making a magic attack, you apply either your Intelligence or Wisdom modifier to the roll. If you are proficient with the particular spell, you apply your proficiency bonus as well. If you are not proficient with the spell, you are simply making either an Intelligence check or Wisdom check.

Melee Attack. When making a melee attack, you apply your Strength modifier to the roll. If you are proficient in the Melee Strike skill, you apply your proficiency bonus as well. The GM would normally ask you to make a Strength (Melee Strike) check, which is the same as described above. If you are not proficient with the Melee Strike skill, you are simply making a Strength check.

Ranged Attack. When making a ranged attack, you apply your Dexterity modifier to the roll. If you are proficient in the Ranged Strike skill, you apply your proficiency bonus as well. The GM would normally ask you to make a Dexterity (Ranged Strike) check, which is the same as described above. If you are not proficient with the Ranged Strike skill, you are simply making a Dexterity check.

ROLLING 1 OR 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's Defence. In addition, the attack is a critical hit, as explained later in this chapter.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's Defence.

RANGE

You can make ranged attacks only against targets within a specified range.

If a ranged attack has a single range, you can't attack a target beyond this range.

Some ranged attacks, such as those made with a gun or a missile blade, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has

disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

RANGED ATTACKS IN CLOSE COMBAT

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

MELEE

Most creatures have a 5-foot **reach** and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.

When you are **unarmed**, you can fight in melee by making an unarmed strike, as shown in the Weapons table in chapter 4.

OPPORTUNITY ATTACKS

In a fight, everyone is constantly watching for enemies to drop their guard. You can rarely move heedlessly past your foes without putting yourself in danger; doing so provokes an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack interrupts the provoking creature's movement, occurring right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action.

TWO-WEAPON FIGHTING

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand.

If either weapon has the thrown property, you can throw the weapon as a ranged attack, instead of making a melee attack with it.

GRAPPLING

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make

multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you, and it must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check, a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the grappled condition (see appendix A). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

Escaping a Grapple. A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature. When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

SHOVING A CREATURE

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your shove must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

UNSEEN ATTACKERS AND TARGETS

Combatants often try to escape their foes' notice by hiding or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attacks against it.

If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

COVER

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with **half cover** has a +2 bonus to Defence and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

A target with **three-quarters cover** has a +5 bonus to Defence and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, a thick tree trunk.

A target with **total cover** can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle

DAMAGE AND HEALING

Injury and the risk of death are constant companions of those who explore the world of FFVIII. The thrust of a sword, a well-placed whip, or a blast of flame from a *fire* spell all have the potential to damage, or even kill, the hardiest of creatures.

HIT POINTS

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss

of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

DAMAGE ROLLS

Each weapon, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice and apply the damage to your target. Special abilities and other factors can grant a bonus to damage (see chapter 1 for more information).

If a spell or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them. For example, when a character casts *ultima*, the spell's damage is rolled once for all creatures caught in the blast.

CRITICAL HITS

When you score a critical hit, you deal max damage to the target. If the attack involves other damage dice, such as from the Sneak Attack feature, you apply the maximum damage from that as well.

DAMAGE TYPES

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.

The damage types follow, with examples to help a GM assign a damage type to a new effect.

Bludgeoning. Blunt force attacks—swords, falling, constriction, and the like—deal bludgeoning damage.

Energy. Energy is pure magical power focused into a damaging form. Most effects that deal energy damage are spells, including *ultima* and *shockwave pulsar*.

Fire. Dragons breathe fire, and many spells conjure flames to deal fire damage.

Force. Force damage manifests like a physical vibration that strikes the target's body, such as the *quake* spell.

Ice. The infernal chill radiating Shiva's *diamond dust* and the frigid blast of a *Blizzaga* spell deal ice damage.

Necrotic. Necrotic damage, dealt by certain undead and some spells, withers matter and even the soul.

Piercing. Puncturing and impaling attacks, including guns and monsters' bites, deal piercing damage.

Poison. Venomous stings and the toxic gas of an ochu deal poison damage.

Radiant. Radiant damage, dealt by a character's *holy* spell or Alexander's *holy judgement* attack, sears the flesh like fire and overloads the spirit with power.

Slashing. Swords, whips, and monsters' claws deal slashing damage.

Thunder. A concussive burst of sound and a bolt of lightning, such as the effect of the *thunder* spell, deals thunder damage.

Water. An almighty splash or Leviathan's *tsunami* attack deals water damage.

Wind. A gust from the *aero* spell or Pandemona's *tornado zone* attack deals wind damage.

DAMAGE RESISTANCE AND VULNERABILITY

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

If a creature or an object has **resistance** to a damage type, damage of that type is halved against it. If a creature or an object has **vulnerability** to a damage type, damage of that type is doubled against it.

Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.

HEALING

Unless it results in death, damage isn't permanent. Rest can restore a creature's hit points (as explained in chapter 10), and magical methods such as a *cure* spell or using a *potion* can restore health in an instant.

When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost.

A creature that has died can't regain hit points until magic such as the *life* spell has restored it to life.

DROPPING TO 0 HIT POINTS

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

INSTANT DEATH

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

FALLING UNCONSCIOUS

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see appendix A). This unconsciousness ends if you regain any hit points.

DEATH SAVING THROWS

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

STABILISING A CREATURE

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilised so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an unconscious creature and attempt to stabilise it, which requires a successful DC 10 Wisdom (Medicine) check.

A **stable** creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature

that isn't healed regains 1 hit point after 1d4 hours.

MONSTERS AND DEATH

Most GMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

KNOCKING A CREATURE OUT

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

TEMPORARY HIT POINTS

Some spells and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.

Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.

Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.

If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilise you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.

Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

TEMPORARY HIT POINTS THROUGH JUNCTIONING

The rules for temporary hit points remain the same, however with the following alterations:

- GF abilities that grant temporary hit points, as well as junctioning a spell to your hit points to gain temporary hit points, stack with each other. These temporary hit points do not stack with temporary hit points gained from other sources, however. For example, having the GF ability HP+5 assigned to a support slot, and a spell junctioned to your Hit Points that grant you 3 temporary hit points, grant you a total of 8 temporary hit points.
- Temporary hit points gained through junctioning, once depleted in a given encounter, automatically return to full once the encounter is finished. For example, if you had 20 temporary hit points and they are depleted to 0 or been reduced by the end of an encounter, you regain those 20 temporary hit points when the encounter is over.

MOUNTED COMBAT

Characters can enjoy the benefits of speed and mobility that a mount can provide.

A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules.

MOUNTING AND DISMOUNTING

Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a chocobo. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet of it. If you're knocked prone while mounted, you must make the same saving throw.

If your mount is knocked prone, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone in a space within 5 feet it.

CONTROLLING A MOUNT

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, act independently.

You can control a mount only if it has been trained to accept a rider. Domesticated chocobos, are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.
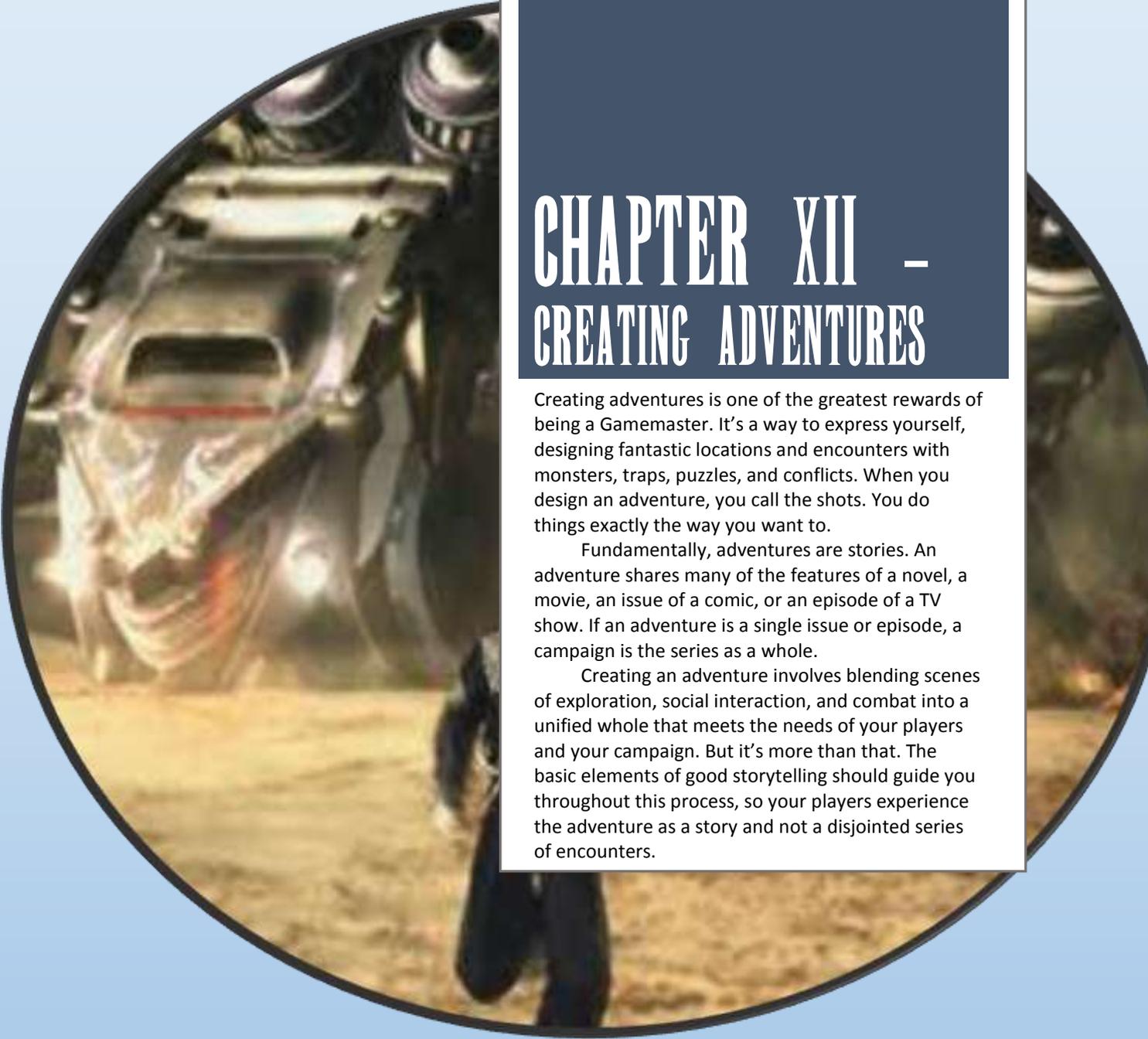
CHAPTER XII – CREATING ADVENTURES

Creating adventures is one of the greatest rewards of being a Gamemaster. It's a way to express yourself, designing fantastic locations and encounters with monsters, traps, puzzles, and conflicts. When you design an adventure, you call the shots. You do things exactly the way you want to.

Fundamentally, adventures are stories. An adventure shares many of the features of a novel, a movie, an issue of a comic, or an episode of a TV show. If an adventure is a single issue or episode, a campaign is the series as a whole.

Creating an adventure involves blending scenes of exploration, social interaction, and combat into a unified whole that meets the needs of your players and your campaign. But it's more than that. The basic elements of good storytelling should guide you throughout this process, so your players experience the adventure as a story and not a disjointed series of encounters.

THEMES

During the creation of Final Fantasy VIII, the designers incorporated several themes that are clearly presented as you play the game. Your adventures could emulate these themes to give a nostalgic feel, or you can come up with your own themes for your campaign.

These themes are detailed below.

FATE

The old saying "all roads lead to one" fits prominently here. The idea that all of our actions or everything we have done was already written in stone. The past cannot change and the future already exists. Time is but a ball of string that constantly loops over itself and history is forever destined to repeat itself.

Your adventurers could be faced with a moral choice that could determine the outcome of a problem. This of course is all but an illusion of time. Their choice has already been predetermined, and what the adventurers do next was always meant to happen. Or, your adventurers hear a Witch foretell a prophecy. By trying to stop the prophecy from coming true they inadvertently cause it to happen, thus fulfilling the prophecy.

OPTIONAL RULE: FATE POINTS

If your campaign is heavily themed on fate, you can use the Fate Point system. All characters start play with 1 Fate Point at 1st level, and they gain an additional Fate Point at 7th and 15th level.

Characters can spend a Fate Point to gain one of the following benefits:

- Gain advantage on an attack or ability check made to cast magic.
- Gain advantage on a saving throw.
- Cause a target to have disadvantage on an attack, ability check, or saving throw.
- To take another turn in the combat round straight after your first turn.
- Turn a failed death saving throw into a success.

Characters can only spend 1 Fate Point per encounter and, once spent, cannot regain the point until they finish a long rest.

MATRON DILEMMA

The thought of your worse enemy, or the enemy of the world, is someone who you love and care about and has become twisted to the point that they are almost unrecognisable, is a prominent theme throughout the first half of the Final Fantasy VIII story. The dilemma your player's characters face is the difficult choice they must make. Do they run from the threat? Or do they face the very person whom they cherish?

The enemy is someone all the player's characters have known for years, whom has helped give advice and guide them to become the very people they are today. This person must be someone whom your player's characters have grown emotionally attached too as to make that moral choice that much difficult to choose.

MILITARY BUILD-UP

The nation of Galbadia are building up their armed forces, slowly conquering their neighbouring countries. This type of military build-up could have your adventurers caught in the middle of the tension. They could be on the side of Galbadia but have strong morals about not causing destruction to other countries, or they could be a part of a resistance faction opposing Galbadian rule but may find that some Galbadian laws are put in place to help their country.

SCHOOL FIELD TRIP

A school-day-out feel is present throughout the story of Final Fantasy VIII. Young SeeD cadets training out in other countries and going on missions to better themselves and to become full SeeD members.

Your adventurers could be a group of young SeeD cadets, preparing for their final field exam and assisting locals with their troubles in order to acquire enough credits to be able to do the field exam. This will be a great way for your players to learn to work together as a team, and that no merit is given to a particular individual.

SCIENCE OVER MAGIC

The world has advanced to a point where magic is pretty much non-existent. The exception to this is of course Witches. Witches are the only source of natural magical power, and magic used by the general populace are scientific recreations of said power. Dr. Odine had invented a system where people can junction a Guardian Force to their minds and draw on its spiritual power to be able to use magic and become stronger.

Your adventurers could be a group of scientists exploring the world and gain further research on magic and Guardian Forces for Dr. Odine's new project. Or, your adventurers could be rival scientists trying to gain the upper hand in the development of technology.

UNJUST PERSECUTION

Your player's characters could be faced with a widespread angry mob, accusing them of crimes they have not committed (or, in a world where time-travel is apparent, crimes they have not committed yet). What do they do? Prove their innocence? Does the chorus of angry shouts and murmurs push them to the brink of snapping? Do they take revenge on the general public for making their lives a living nightmare? The characters must decide, for once they make that choice, all they can do is bid farewell to their childhood; to their sensations, their words, their emotions.

WITCHES

Witches live among regular people in the world of Final Fantasy VIII, however only a few are known. Most witches hide their powers in fear of what the public may think about them. The general perception is that Witches are not liked much and, in many regards, feared. This is mostly thanks to Adel, ruler of Esthar, who ruled with an iron fist and dominated most of the first Witch War.

Your adventurers could be a group of Witches helping each other to avoid notice, or a taskforce despatched by Garden to exterminate a Witch causing problems; be it intentional or not. The taskforce could learn along the way that most Witches are not as bad as many may seem to think, and they could end up protecting the Witch from any further harm. On the contrary, the Witch is as evil and heartless as the world perceives them as, and she needs to be stopped at all costs.

ADVENTURE STRUCTURE

Like every story, a typical adventure has a beginning, a middle, and an end.

BEGINNING

An adventure starts with a hook to get players interested. A good adventure hook piques the interest of the players and provides a compelling reason for their characters to become involved in the adventure. Maybe the adventurers stumble onto something they're not meant to see, or a faction leader has requested their aid in their fight against tyranny. Adventure hooks such as these can instantly draw players into your story.

The beginning of a good adventure should be exciting and focused. You want the players to go home looking forward to the next session, so give them a clear sense of where the story is headed, as well as something to look forward to.

MIDDLE

The middle of an adventure is where the bulk of the story unfolds. Over the course of the adventure, the characters might discover secrets that reveal new goals or change their original goal. Their understanding on what's going on around them might change.

Remember that the characters are the heroes of the story. Never let them become mere spectators, watching as events unfold around them that they can't influence (unless you're using the theme of fate, in which case the heroes' can influence what they do but they were always meant to make those choices).

ENDING

The ending encompasses the climax – the scene or encounter in which the tension building throughout the adventure reaches its peak. A strong climax should have the players on edge, with the fate of the characters and much more are hanging in the balance.

An ending needn't tie everything up in a neat bow. Story threads can be left hanging, waiting to be resolved in a later adventure. A little bit of unfinished business is an easy way to transition from one adventure to the next.

ADVENTURE TYPES

An adventure can be location-based or event-based, as discussed in the sections that follow.

LOCATION-BASED ADVENTURES

Creating a location-based adventure can be broken down into a number of steps. Each step provides tables from which you can select the basic elements of your adventure. Alternatively, roll on the tables and see how the random results inspire you. You can mix up the order of the steps.

1. IDENTIFY THE PARTY'S GOALS

The Dungeon Goals table provides common goals that drive or lure adventurers into dungeons. The Wilderness Goals table provides similar inspiration for an adventure focused on outdoor exploration. The Other Goals table suggest location-based adventures that don't fit neatly into the first two categories.

DUNGEON GOALS

d12	GOAL
1	Stop the dungeon's monstrous inhabitants from raiding the surface world
2	Foil a villain's evil scheme
3	Destroy a magical threat inside the dungeon
4	Find a particular item for a particular purpose
5	Retrieve a stolen item hidden in the dungeon
6	Find information needed for a special purpose
7	Find an NPC who disappeared in the area
8	Discover the nature and origin of a strange location or phenomenon
9	Discover why a villain is so interested in the dungeon
10	Escape from captivity in the dungeon
11	Hide from a threat outside the dungeon
12	Roll twice, ignoring results of 12

WILDERNESS GOALS

d12	GOAL
1	Locate a dungeon or other site of interest (roll on the Dungeon Goals table to find out why)
2	Assess the scope of a natural or unnatural disaster
3	Escort a NPC to a destination
4	Arrive at a destination without being seen by the villain's forces
5	Hunt a specific monster
6	Return home from a distant place
7	Obtain information from a reclusive hermit
8	Find an object that was lost in the wilds
9	Pursue fleeing foes
10	Protect a wilderness site from attackers
11	Escape the reign of a tyrant
12	Roll twice, ignoring results of 12

OTHER GOALS

d8	GOAL
1	Defend a location from attackers
2	Retrieve an object from inside a secure location in a town
3	Break a prisoner of a jail
4	Escape from jail
5	Successfully travel through an obstacle course to gain recognition or reward
6	Infiltrate a fortified location
7	Interfere with the operation of a business
8	Rescue a character or object from a natural or unnatural disaster

2.IDENTIFY IMPROTANT NPC CHARACTERS

Use the Adventure Villains and Adventure Allies tables to help you identify these NPCs. **Chapter 13** can help you bring these NPCs to life.

ADVENTURE VILLAINS

d8	VILLAIN
1	Beast or monstrosity with no particular agenda
2	Witch bent on corruption or domination
3	Guardian Force testing your strength
4	Mythical Beast bent on destruction
5	Humanoid monster
6	Tonberry seeking revenge
7	Shumi criminal mastermind
8	Shumi under a curse

ADVENTURE ALLIES

d8	ALLY
1	Skilled mercenary
2	Inexperience SeeD
3	Enthusiastic commoner
4	Soldier
5	Revenge seeker
6	Raving lunatic
7	Disguised monster
8	Villain posing as an ally

3.FLESH OUT THE LOCATION DETAILS

Chapter 15 offers suggestions for creating and fleshing out an adventure location, including tables that can help you establish the important elements of a dungeon, wilderness area, or urban setting.

4.FIND THE IDEAL INTRODUCTION

An adventure can begin with a social interaction encounter in which the adventurers find out what they must do and why. It can start with a surprise attack, or with the adventurers coming across information by accident. The best introductions arise naturally from the goals and settings of the adventure. Let the entries in the Adventure Introduction table inspire you.

ADVENTURE INTRODUCTION

d10	INTRODUCTION
1	While travelling in the wilderness, the characters fall into a sinkhole that opens beneath their feet, dropping them into the adventure location
2	While travelling in the wilderness, the characters notice the entrance to the adventure location
3	While travelling on a road, the characters are attacked by monsters that flee into the nearby adventure location
4	The adventurers find a map on a dead body. In addition to the map setting up the adventure, the adventure's villain wants the map

5	A town or village needs volunteers to go to the adventure location
6	An NPC the characters care about needs them to go to the adventure location
7	An NPC the characters respect asks them to go to the adventure location
8	An NPC the characters must obey orders them to go to the adventure location
9	A stranger approaches the characters and urges them toward the adventure location
10	One night, the characters all dream about entering the adventure location

5. CONSIDER THE IDEAL CLIMAX

The climatic ending of an adventure fulfils the promise of all that came before. Although the climax must hinge on the successes and failures of the characters up to that moment, the Adventure Climax table below can provide suggestions to help you shape the end of your adventure.

ADVENTURE CLIMAX

d10	CLIMAX
1	The adventurers confront the main villain and a group of minions in a bloody battle to the finish
2	The adventurers chase the villain while dodging obstacles designed to thwart them, leading to a final confrontation in or outside the villain's refuge
3	The actions of the adventurers or the villain results in a cataclysmic event that the adventurers must escape
4	An ally betrays the adventurers as they're about to achieve their goal (use this climax carefully and don't overuse it)
5	Traps, hazards, and animated objects turn against the adventurers while the main villain attacks
6	The dungeon is about to be blown up while the adventurers face the main villain, who attempts to escape the chaos
7	A threat more powerful than the adventurers appears, destroys the main villain, and then turns its attention on the characters
8	The adventurers must choose whether to pursue the fleeing main villain or save an NPC they care about or a group of innocents
9	The adventurers must discover the main villain's secret weakness before they can hope to stop that villain
10	The adventurers race to the site where the villain is bringing a master plan to its conclusion, arriving just as that plan is about to be completed

6. PLAN ENCOUNTERS

After you've created the location and the overall story of the adventure, it's time to plan out the encounters that make up that adventure. In a location-based adventure, most encounters are keyed to specific locations on a map. For each room or wilderness area on the adventure map, your key describes what's in that area: its physical features, as well as any encounter that plays out there. The adventure key turns a simple sketch of numbered areas on graph paper into encounters designed to entertain and intrigue your players.

See "Creating Encounters" later in this chapter for guidance on crafting individual encounters.

EVENT-BASED ADVENTURES

In an event-based adventure, the focus is what the characters and villains do and what happens as a result. The question of where those things happen is of secondary importance.

Building an event-based adventure is more work than building a location-based one, but the process can be simplified by following a number of straightforward steps. Several steps include tables from which you can choose adventure elements or roll randomly for inspiration. As with location-based adventures, you don't necessarily have to follow these steps in order.

1. START WITH A VILLAIN

Putting care into creating your villain will pay off later, since the villain plays such a pivotal role in advancing the story. Using the Adventure Villains table in the previous section to get started, and use the information in **Chapter 13** to help flesh out the villain.

EVENT-BASED VILLAIN ACTIONS

d6	TYPE OF ACTIONS
1	Big Event
2	Crime Spree
3	Growing Corruption
4	One and Done
5	Serial Crimes
6	Step by Step

2. DETERMINE THE VILLAIN'S ACTIONS

Once you have a villain, it's time to determine what steps the villain takes to achieve its goals. Create a timeline showing what the villain does and when, assuming no interference from the adventurers.

If you need additional inspiration, consider a few different options for how the villain's actions unfold over the course of the adventure.

Big Event. The villain's plans come to fruition during a certain event. The villain's activities up to that point are geared toward preparation for this event.

Crime Spree. The villain commits acts that become bolder and more heinous over time.

Growing Corruption. As time passes, the villain's power and influence grow, affecting more victims across a larger area. This might take the form of armies conquering neighbouring countries or a greedy bureaucratic taking control of an organisation.

One and Done. The villain commits a single crime and then tries to avoid the consequences.

Instead of an ongoing plan to commit more crimes, the villain's goal is to lie low or flee the scene.

Serial Crimes. The villain commits crimes one after the other, but these acts are repetitive in nature, rather than escalating to greater heights of depravity.

Step by Step. In pursuit of its goal, the villain carries out a specific set of actions in a particular sequence.

3. DETERMINE THE PARTY'S GOALS

You can use the Event-Based Goals table (below) to set the party's goal. A goal can also suggest ways in which the adventurers become caught up in the villain's plans, and what exactly they must do to foil those plans.

4. IDENTIFY IMPORTANT NPC CHARACTERS

Many event-based adventures require a well-detailed cast of NPCs. Some of these NPCs fall neatly into the category of allies, but most are likely to be characters or creatures whose attitude toward the adventurers remain undecided until the adventurers interact with them (see **Chapter 13** for more information on creating NPCs).

The elements of the adventure you've determined so far should provide a clear idea of what supporting characters you need to create, as well as how much detail you need to generate for each one. NPCs unlikely to become involved in combat don't need full combat statistics, for example, just as characters heavily involved in negotiations could have ideals, bonds, and flaws. If it's helpful, roll on the Adventure Allies table (in the "Location-Based Adventures" section, earlier in this chapter).

EVENT-BASED GOALS

d12	GOAL
1	Bring the villain to justice
2	Clear the name of an innocent NPC
3	Protect or hide an NPC
4	Determine the villain's identity
5	Discover the nature and origin of a strange phenomenon that might be the villain's doing
6	Find a wanted fugitive
7	Overthrow a tyrant or dictator
8	Uncover a conspiracy to overthrow a ruler
9	Negotiate peace between enemy nations or feuding families
10	Secure aid from a government
11	Gather information on an enemy force
12	Roll twice, ignoring results of 12

5. ANTICIPATE THE VILLAIN'S REACTIONS

As the adventurers pursue their goals and foil the villain's plans, how does the villain respond? Does it lash out in violence or send dire warnings? Does it look for simple solutions to its problems or create more complicated schemes to route around interference?

Look over the villain's actions that you outlined in step 2. For each event arising from those actions, think about how the adventurers are likely to react. If they can prevent an action or hamper its success, what effect does that have on the villain's overall plan? What can the villain do to compensate?

6. DETAIL KEY LOCATIONS

Since locations aren't the focus of the adventure, they can be simpler and smaller than a dungeon complex or an expanse of wilderness. They might be specific locations in a city, or even individual rooms in locations where combat is likely to break out or significant exploration is needed.

7. CHOOSE AN INTRODUCTION AND A CLIMAX

The Adventure Introduction table in the "Location-Based Adventures" section offers fun possibilities for hooking the characters into the events of your adventure, including being approached by a stranger or a simple plea for help. The Adventure Climax table in the same section includes adventure endings that work just as well for event-based adventures.

8. PLAN ENCOUNTERS

After you have created the overall story of the adventure, it's time to plan out the encounters on which the events of that adventure will hang. In an event-based adventure, encounters occur when the villain's agenda intersects the path of the characters. You can't always anticipate exactly when or where that will happen, but you can create a list of possible encounters that the adventurers might experience.

See "Creating Encounters" later in this chapter for guidance on crafting individual encounters.

COMPLICATIONS

Sometimes an adventure isn't as straightforward as it might seem.

TWISTS

A twist can complicate a story and make it harder for the characters to complete their goals.

TWISTS

d8	TWIST
1	The adventurers are racing against other characters with the same or opposite goal
2	The adventurers become responsible for the safety of a non-combatant NPC
3	The adventurers have a time limit
4	The adventurers have received false or extraneous information
5	Completing the goal secretly helps the villain
6	The adventurers must cooperate with a known enemy to achieve the goal
7	The adventurers have two different goals, but they can only complete one
8	The adventurers are prohibited from killing the villain, but the villain has no qualms killing them

SIDE QUESTS

You can also add one or more side quests to your adventure, taking the characters off the main story path defined by location or events. Side quests are peripheral to the characters' primary goal, but successfully completing a side quest might provide a benefit toward completing the primary goal.

SIDE QUESTS

d6	SIDE QUEST
1	Find a specific item rumoured to be in the area
2	Retrieve a stolen item in the villain's possession
3	Receive information from an NPC in the area
4	Rescue a captive
5	Discover the fate of a missing NPC
6	Secure the aid of a character in the area

CREATING ENCOUNTERS

Encounters are the individual scenes in the larger story of your adventure.

First and foremost, an encounter should be fun for the players. Second, it shouldn't be burden for you to run. Beyond that, a well-crafted encounter usually has a straightforward objective as well as some connection to the overarching story of your campaign, building on the encounters that precede it while foreshadowing encounters yet to come.

An encounter has one of three possible outcomes: the characters succeed, the characters partly succeed, or the characters fail. The

encounter needs to account for all three possibilities, and the outcome needs to have consequences so that the players feel like their successes and failures matter.

CREATING A COMBAT ENCOUNTER

When creating a combat encounter, let your imagination run wild and build something your players will enjoy. Once you have the details figured out, use this section to adjust the difficulty of the encounter.

XP THRESHOLD BY CHARACTER LEVEL

CHARACTER LEVEL	--------ENCOUNTER DIFFICULTY--------			
	EASY	MEDIUM	HARD	DEADLY
1st	25	50	75	100
2nd	50	100	150	200
3rd	75	150	225	400
4th	125	250	375	500
5th	250	500	750	1,100
6th	300	600	900	1,400
7th	350	750	1,100	1,700
8th	450	900	1,400	2,100
9th	550	1,100	1,600	2,400
10th	600	1,200	1,900	2,800
11th	800	1,600	2,400	3,600
12th	1,000	2,000	3,000	4,500
13th	1,100	2,200	3,400	5,100
14th	1,250	2,500	3,800	5,700
15th	1,400	2,800	4,300	6,400
16th	1,600	3,200	4,800	7,200
17th	2,000	3,900	5,900	8,800
18th	2,100	4,200	6,300	9,500
19th	2,400	4,900	7,300	10,900
20th	2,800	5,700	8,500	12,700

COMBAT ENCOUNTER DIFFICULTY

There are four categories of encounter difficulty.

Easy. An easy encounter doesn't tax the characters' resources or put them in serious peril. They might lose a few hit points, but victory is pretty much guaranteed.

Medium. A medium encounter usually has one or two scary moments for the players, but the characters should emerge victorious with no casualties. One or more of them might need to use healing resources.

Hard. A hard encounter could go badly for the adventurers. Weaker characters might get taken out of the fight, and there's a slim chance that one or more characters might die.

Deadly. A deadly encounter could be lethal for one or more player characters. Survival often requires good tactics and quick thinking, and the party risks defeat.

EVALUATING ENCOUNTER DIFFICULTY

Use the following method to gauge the difficulty of any combat encounter.

1. Determine XP Thresholds. First, determine the experience point (XP) thresholds for each character in the party. The XP Thresholds by Character Level table has four XP thresholds for each character level, one for each category of encounter difficulty. Use a character's level to determine his or her XP thresholds. Repeat this process for every character in the party.

2. Determine the Party's XP Threshold. For each category of encounter difficulty, add up the characters' XP thresholds. This determines the party's XP threshold. You'll end up with four totals, one for each category of encounter difficulty.

For example, if your party includes three 3rd-level characters and one 2nd-level character, the party's totalled XP thresholds would be as follows:

Easy: 275 XP (75 + 75 + 75 + 50)
Medium: 550 XP (150 + 150 + 150 + 100)
Hard: 825 XP (225 + 225 + 225 + 150)
Deadly: 1,400 XP (400 + 400 + 400 + 200)

Record the totals, because you can use them for every encounter in your adventure.

3. Total the Monsters' XP. Add up the XP for all of the monsters in the encounter. Every monster has an XP value in its stat block.

4. Modify Total XP for Multiple Monsters. If the encounter includes more than one monster, apply a multiplier to the monsters' total XP. The more monsters there are, the more attack rolls you're making against the characters in a given round, and the more dangerous the encounter becomes. To correctly gauge an encounter's difficulty, multiply the total XP of all the monsters in the encounter by the value given in the Encounter Multipliers table.

For example, if an encounter includes four monsters worth a total of 500 XP, you would multiply the total XP of the monsters by 2, for an adjusted value of 1,000 XP. This adjusted value is *not* what the monsters are worth in terms of XP; the adjusted value's only purpose is to help you accurately assess the encounter's difficulty.

When making this calculation, don't count any monsters whose challenge rating is significantly below the average challenge rating of the other monsters in the group unless you think the weak monsters significantly contribute to the difficulty of the encounter.

ENCOUNTER MULTIPLIERS	
NUMBER OF MONSTERS	MULTIPLIER
1	x 1
2	x 1.5
3-6	x 2
7-10	x 2.5
11-14	x 3
15 or more	x 4

5. Compare XP. Compare the monsters' adjusted XP value to the party's XP thresholds. The closest threshold that is lower than the adjusted XP value of the monsters determines the encounter's difficulty.

PARTY SIZE

The preceding guidelines assume that you have a party consisting of three to five adventurers.

If the party contains fewer than three characters, apply the next highest multiplier on the Encounter Multipliers table. For example, apply a multiplier of 1.5 when the characters fight a single monster, and a multiplier of 5 for groups of fifteen or more monsters.

If the party contains six or more characters, use the next lowest multiplier on the table. Use a multiplier of 0.5 for a single monster.

MULTIPART ENCOUNTERS

Sometimes an encounter features multiple enemies that the party doesn't face all at once. For example, monsters might come at the party in waves. For such encounters, treat each discrete part or wave as a separate encounter for the purpose of determining its difficulty.

A party can't benefit from a short rest between parts of a multipart encounter, so they won't be able to spend Hit Dice to regain hit points or recover any abilities that require a short rest to regain. As a rule, if the adjusted XP value for the monsters in a multipart encounter is higher than one-third of the party's expected XP total for the adventuring day (see "The Adventuring Day," below), the encounter is going to be tougher than the sum of its parts.

BUILDING ENCOUNTERS ON A BUDGET

You can build an encounter if you know its desired difficulty. The party's XP thresholds give you an XP budget that you can spend on monsters to build easy, medium, hard, and deadly encounters. Just remember that groups of monsters eat up more of that budget than their base XP values would indicate (see step 4).

For example, using the party from step 2, you can build a medium encounter by making sure that the adjusted XP value of the monsters is at least 550 XP (the party's threshold for a medium encounter) and no more than 825 XP (the party's threshold for a hard encounter). A single monster of challenge rating 3 is worth 700 XP, so that's one possibility. If you want a pair of monsters, each one will count for 1.5 times its base XP value. A pair of dire wolves (worth 200 XP each) have an adjusted XP value of 600, making them a medium encounter for the party as well.

To assist with this approach, appendix C presents a list of all monsters organised by challenge rating.

ADVENTURING DAY XP	
LEVEL	ADJUSTED XP PER DAY PER CHARACTER
1st	300
2nd	600
3rd	1,200
4th	1,700
5th	3,500
6th	4,000
7th	5,000
8th	6,000
9th	7,500
10th	9,000
11th	10,500
12th	11,500
13th	13,500
14th	15,000
15th	18,000
16th	20,000
17th	25,000
18th	27,000
19th	30,000
20th	40,000

THE ADVENTURING DAY

Assuming typical adventuring conditions and average luck, most adventuring parties can handle about six to eight medium or hard encounters in a day. If the adventure has more easy encounters, the adventurers can get through more. If it has more deadly encounters, they can handle fewer.

In the same way you figure out the difficulty of an encounter, you can use the XP values of monsters and other opponents in an adventure as a guideline for how far the party is likely to progress.

For each character in the party, use the Adventuring Day XP table to estimate how much XP that character is expected to earn in a day. Add together the values of all party members to get a total for the party's adventuring day. This provides a rough estimate of the adjusted XP value for encounters the party can handle before the characters will need to take a long rest.

SHORT RESTS

In general, over the course of a full adventuring day, the party will likely need to take two short rests, about one-third and two-thirds of the way through the day.

MODIFYING ENCOUNTER DIFFICULTY

An encounter can be made easier or harder based on the choice of location and the situation.

Increase the difficulty of the encounter by one step (from easy to medium, for example) if the characters have a drawback that their enemies don't. Reduce the difficulty by one step if the characters have a benefit that their enemies don't. Any additional benefit or drawback pushes the encounter one step in the appropriate direction. If the characters have both a benefit and a drawback, the two cancel each other out.

Situational drawbacks include the following:

- The whole party is surprised, and the enemy isn't.
- The enemy has cover, and the party doesn't.
- The characters are unable to see the enemy.
- The characters are taking damage every round from some environmental effect or magical source, and the enemy isn't.
- The characters are hanging from a rope, in the midst of scaling a sheer wall or cliff, stuck to the floor, or otherwise in a situation that greatly hinders their mobility or makes them sitting ducks.

Situational benefits are similar to drawbacks except that they benefit the characters instead of the enemy.

FUN COMBAT ENCOUNTERS

The following features can add more fun and suspense to a combat encounter:

- Terrain features that pose inherent risks to both the characters and their enemies, such as an unstable wooden bridge and pools of chemicals
- Terrain features that provide a change of elevation, such as pits, stacks of empty crates, ledges, and balconies
- Features that either inspire or force characters and their enemies to move around, such as chandeliers, kegs of oil, and whirling blade traps
- Enemies in hard-to-reach locations or defensive positions, so that characters who normally attack at range are forced to move around the battlefield
- Different types of monsters working together

CHAPTER XIII – CREATING NONPLAYER CHARACTERS

A nonplayer character is any character controlled by the Gamemaster. NPCs can be enemies or allies, regualr folk, or named monsters. They include the local pub landlord, the old hermit living on the outskirts of town, a Galbadian soldier seeking revenge, and the Guardian Force living in its natural environment.

This chapter shows you how to flesh out nonplayer characters for your game.

DESIGNING NPCs

Nothing brings your adventures and campaigns to life better than a cast of well-developed NPCs. That said, NPCs in your game rarely need as much complexity as a well-crafted character in a novel or movie. Most NPCs are bit players in the campaign, whereas the adventurers are the stars.

QUICK NPCs

An NPC doesn't need combat statistics unless it poses a threat. Moreover, most NPCs need only one or two qualities to make them memorable.

NPC APPEARANCE

d20	APPEARANCE
1	Distinctive jewellery
2	Piercings
3	Flamboyant or outlandish clothes
4	Formal, clean clothes
5	Ragged, dirty clothes
6	Pronounced scar
7	Missing teeth
8	Missing fingers
9	Unusual eye colour (or two different colours)
10	Tattoos
11	Birthmark
12	Unusual skin colour
13	Bald
14	Unusual hair colour
15	Nervous eye twitch
16	Distinctive body feature (overlarge head or height)
17	Distinctive nose
18	Distinctive posture (crooked or rigid)
19	Exceptionally beautiful
20	Exceptionally ugly

DETAILED NPCs

For NPCs who play larger roles in your adventure, allow more time to flesh out their histories and personalities. As you'll see, ten sentences can sum up the main elements of a memorable NPC, one sentence for each of the following:

- Occupation and history
- Appearance
- Abilities
- Talent
- Mannerism
- Interactions with others
- Useful knowledge
- Ideal
- Bond
- Flaw or secret

Although the material here focuses on human NPCs, you can adjust details to create monstrous NPCs as well.

OCCUPATION AND HISTORY

In one sentence, describe the NPC's occupation and provide a brief historical note that hints at the character's past.

NPC ABILITIES

d6	HIGH ABILITY
1	Strength – powerful, brawny, strong as a behemoth
2	Dexterity – lithe, agile, graceful
3	Constitution – hardy, hale, healthy
4	Intelligence – studious, learned, inquisitive
5	Wisdom – perceptive, insightful
6	Charisma – persuasive, forceful, born leader

d6	LOW ABILITY
1	Strength – feeble, scrawny
2	Dexterity – clumsy, fumbling
3	Constitution – sickly, pale
4	Intelligence – dim-witted, slow
5	Wisdom – oblivious, absentminded
6	Charisma – dull, boring

APPEARANCE

In one sentence, describe the NPC's most distinctive physical features. You can roll on the NPC Appearance table or choose a feature that suits the character.

NPC TALENTS

d20	TALENT
1	Plays a musical instrument
2	Unbelievably lucky
3	Perfect memory
4	Great with animals
5	Great with children
6	Great at solving puzzles
7	Great at Triple Triad
8	Great at impersonations
9	Draws beautifully
10	Paints beautifully
11	Sings beautifully
12	Sculptures beautifully
13	Drinks everyone under the table
14	Expert carpenter
15	Expert cook
16	Expert manipulator
17	Skilled actor and master of disguise
18	Skilled dancer
19	Skilled comedian
20	Skilled writer

ABILITIES

You don't need to roll ability scores for the NPC, but note abilities that are above or below average

– great strength or monumental stupidity, for example – and use them to inform the NPC's qualities.

TALENT
In one sentence, describe something that your NPC can do that is special, if anything. Roll on the NPC Talents table or use it to spur your own ideas.

MANNERISM
In one sentence, describe one mannerism that will help players remember the NPC. Roll on the NPC Mannerisms and Quirks table or use it to generate your own ideas.

NPC MANNERISMS

d20	MANNERISM
1	Prone to singing, whistling, or humming quietly
2	Speaks in rhyme or some other peculiar way
3	Particularly low or high voice
4	Slurs words, lisps, or stutters
5	Enunciates overly clearly
6	Speaks loudly
7	Whispers
8	Uses flowery speech or long words
9	Frequently uses the wrong word
10	Uses colourful oaths or exclamations
11	Makes constant jokes or puns
12	Prone to predictions of doom
13	Fidgets
14	Squints
15	Stares into the distance
16	Chews something
17	Paces
18	Taps fingers
19	Bites fingernails
20	Twirls hair or tugs beard

INTERACTIONS WITH OTHERS
In one sentence, describe how the NPC interacts with others, using the NPC Interaction Traits table if necessary. An NPC's behaviour can change depending on who he or she is interacting with.

NPC INTERACTION TRAITS

d12	TRAIT	d12	TRAIT
1	Argumentative	7	Honest
2	Arrogant	8	Hot tempered
3	Blustering	9	Irritable
4	Rude	10	Ponderous
5	Curious	11	Quiet
6	Friendly	12	Suspicious

USEFUL KNOWLEDGE
In a sentence, describe one bit of knowledge the NPC possesses that might be of use to the player

characters. The NPC might know something as banal as the best restaurant in town or as important as a clue needed to solve a murder.

IDEAL
In a sensitive, describe one ideal that the NPC holds dear and which governs his or her greater actions. Player characters who uncover an NPC's ideal can use what they've learned to influence the NPC in a social interaction.

NPC IDEALS

d20	IDEAL	d20	IDEAL
1	Freedom	11	Beauty
2	Charity	12	Might
3	Complex	13	Neutrality
4	Respect	14	Nation
5	Independence	15	Live and Let Live
6	Domination	16	Greed
7	Fairness	17	Redemption
8	Tradition	18	Glory
9	Logic	19	Greed
10	Knowledge	20	Self-Knowledge

BOND
In a sentence, summarise the people, places, or things that are especially important to the NPC. The NPC Bonds table offers suggestions in broad categories or you can come up with your own bond.

Player characters who uncover an NPC's bond can use what they've learned to influence the NPC in a social interaction.

NPC BONDS

d10	BOND
1	Dedicated to fulfilling a personal life goal
2	Protective of close family members
3	Protective of colleagues or friends
4	Loyal to a benefactor or employer
5	Captivated by a romantic interest
6	Drawn to a special place
7	Protective of a sentimental keepsake
8	Protective of a valuable possession
9	Out for revenge
10	Roll twice, ignoring results of 10

FLAW OR SECRET
In one sentence, describe the NPC's flaw – some element of the character's personality or history that could potentially undermine the character – or a secret that the NPC is trying to hide.

The NPC Flaws and Secrets table provides several ideas. Player characters who uncover an NPC's flaw or secret can use what they've learned to influence the NPC in a social interaction.

NPC FLAWS AND SECRETS

d12	FLAW OR SECRET
1	Forbidden love or susceptibility to romance
2	Enjoys decadent pleasures
3	Arrogance
4	Envies another character's possessions or position
5	Overpowering greed
6	Prone to rage
7	Has a powerful enemy
8	Specific phobia
9	Shameful or scandalous history
10	Secret crime or misdeed
11	Possession of illegal substance or object
12	Foolhardy bravery

EXTRAS

Extras are the characters in the background that the main characters rarely, if ever, interact with.

Extras might be elevated to more important roles by virtue of adventurers singling them out. Whenever extras are present, be prepared to come up with names and mannerisms on the fly.

VILLAINS

By their actions, villains provide job security for heroes. **Chapter 12** helps you determine suitable villains for your adventures, while this section helps you flesh out their evil schemes, methods, and weaknesses. Let the tables that follow inspire you.

VILLAIN'S SCHEME

d8	OBJECTIVE AND SCHEME	
1	*Immortality (d3)*	
	1	Acquire a legendary item to prolong life
	2	Ascend to godhood
	3	Become undead or obtain a younger body
2	*Influence (d3)*	
	1	Seize a position of power or title
	2	Win favour with a powerful individual
	3	Place a pawn in a position of power
3	*Magic (d3)*	
	1	Obtain an ancient artefact
	2	Build a construct or magical item
	3	Locate a legendary Guardian Force
4	*Mayhem (d4)*	
	1	Fulfil an apocalyptic prophecy
	2	Spread a vile contagion
	3	Overthrow a government
	4	Trigger a natural disaster
5	*Passion (d3)*	
	1	Prolong the life of a loved one
	2	Prove worthy of another person's love
	3	Destroy rivals for another person's affection

6	*Power (d3)*	
	1	Conquer a nation or incite a rebellion
	2	Seize control of a military force
	3	Gain the favour of a leader
7	*Revenge (d4)*	
	1	Avenge a past humiliation or insult
	2	Avenge a past imprisonment or injury
	3	Avenge the death of a loved one
	4	Avenge a wrongful accusation
8	*Wealth (d3)*	
	1	Control natural resources or trade
	2	Plunder ancient ruins
	3	Steal land, goods, or money

VILLAIN'S METHODS

d20	METHODS	
1	*Agricultural devastation (d4)*	
	1	Blight
	2	Crop failure
	3	Drought
	4	Famine
2	Assault or beatings	
3	Assassination	
4	*Captivity or coercion (d10)*	
	1	Bribery
	2	Enticement
	3	Eviction
	4	Imprisonment
	5	Kidnapping
	6	Legal intimidation
	7	Press gangs
	8	Shackling
	9	Slavery
	10	Threats or harassment
5	*Confidence scams (d6)*	
	1	Breach of contract
	2	Cheating
	3	Fast talking
	4	Fine print
	5	Fraud or swindling
	6	Quackery or tricks
6	*Defamation (d4)*	
	1	Framing
	2	Gossiping or slander
	3	Humiliation
	4	Libel or insults
7	Duelling	
8	*Execution (d4)*	
	1	Beheading
	2	Burning alive
	3	Impalement
	4	Sacrifice (living)
9	Impersonation or disguise	
10	Lying or perjury	
11	*Magical mayhem (d3)*	
	1	Elemental chaos
	2	Summoning Guardian Forces
	3	Magical torture

12	*Murder (d8)*
1	Assassination
2	Cannibalism
3	Dismemberment
4	Drowning
5	Electrocution
6	Poisoning
7	Stabbing
8	Strangulation or suffocation
13	**Neglect**
14	*Politics (d4)*
1	Betrayal or treason
2	Conspiracy
3	Espionage or spying
4	Oppression
15	*Sorcery (d6)*
1	Curses
2	Illusions
3	Mind control
4	Petrification
5	Raising or animating the dead
6	Bringing to life inanimate objects
16	**Stalking**
17	*Theft or property crime (d10)*
1	Arson
2	Blackmail or extortion
3	Burglary
4	Counterfeiting
5	Highway robbery
6	Looting
7	Mugging
8	Poaching
9	Seizing property
10	Smuggling
18	*Torture (d4)*
1	Blinding
2	Whipping
3	Sorcery magic
4	Electrocution
19	*Vice (d4)*
1	Adultery
2	Drugs or alcohol
3	Gambling
4	Seduction
20	*Warfare (d6)*
1	Ambush
2	Invasion
3	Massacre
4	Mercenaries
5	Rebellion
6	Terrorism
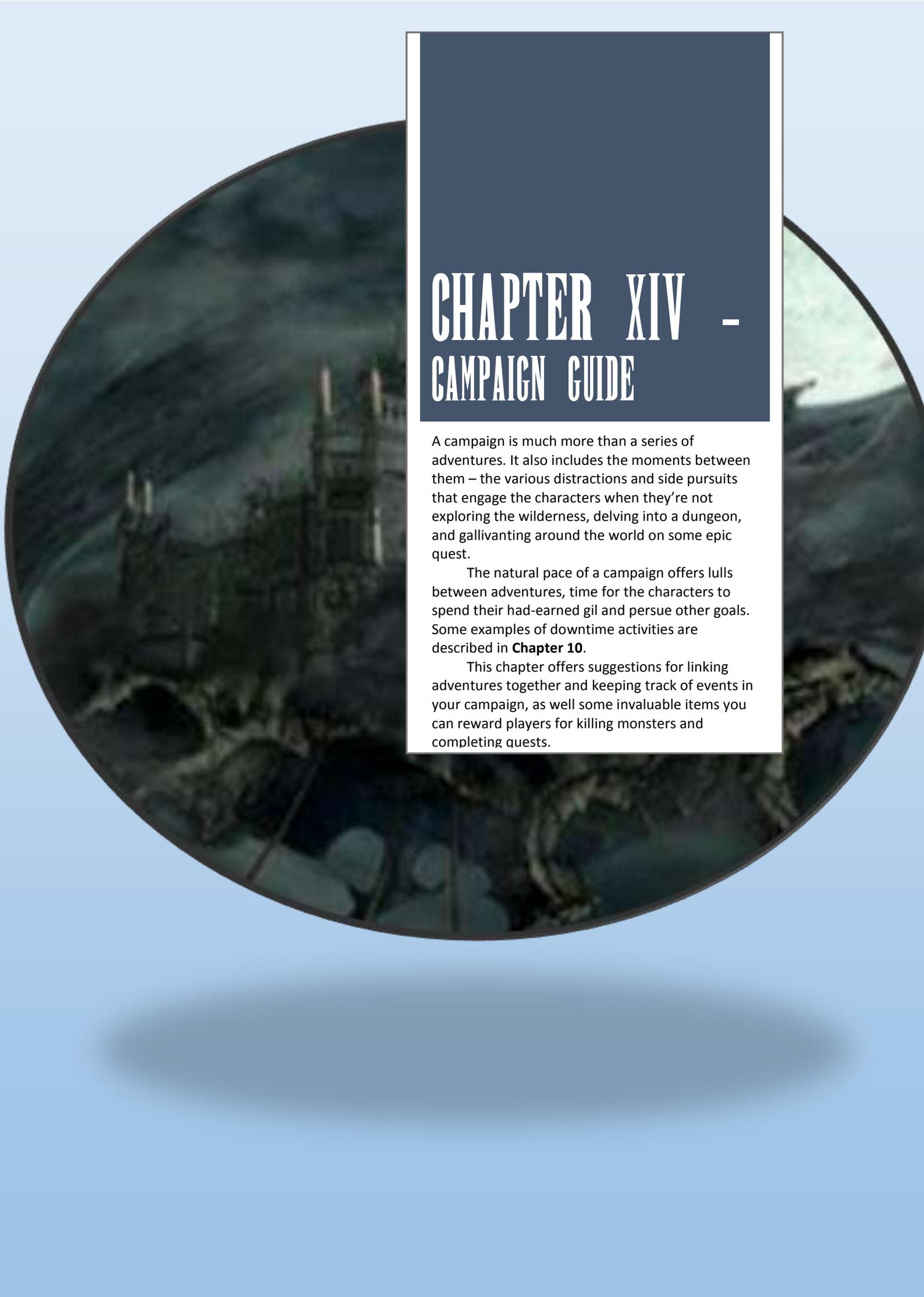
CHAPTER XIV – CAMPAIGN GUIDE

A campaign is much more than a series of adventures. It also includes the moments between them – the various distractions and side pursuits that engage the characters when they're not exploring the wilderness, delving into a dungeon, and gallivanting around the world on some epic quest.

The natural pace of a campaign offers lulls between adventures, time for the characters to spend their had-earned gil and persue other goals. Some examples of downtime activities are described in **Chapter 10**.

This chapter offers suggestions for linking adventures together and keeping track of events in your campaign, as well some invaluable items you can reward players for killing monsters and completing quests.

LINKING ADVENTURES

A campaign in the style of an episodic television show rarely needs story links between its adventures. Each adventure features its own villains, and once the characters complete the adventure, there are typically no loose plot threads. The next adventure presents an altogether different challenge having nothing to do with the adventure that preceded it. As the characters gain experience points, they become more powerful, as do the threats they must overcome. This kind of campaign is easy to run, since it requires little effort beyond creating adventures appropriate for the party's level.

A campaign with a narrative lets the players feel as though their actions have far-reaching consequences. They're not just racking up experience points. A few simple modifications can help you overlay overarching elements to create a serialised campaign in which early adventures help set up the later ones.

PLANTING ADVENTURE SEEDS

You can make your campaign feel like one story with many chapters by planting the seeds of the next adventure before the current one is finished. This technique can naturally move the characters along to their next goal.

If you've planned a seed well, the characters have something else to do when they finish an adventure.

The trick is to not distract the characters from the adventure at hand. Designing an effective hook for a future adventure requires finesse. The lure should be compelling, but not so irresistible that the players stop caring about what their characters are doing right now.

To keep players from straying, save your best ideas for the very end of your adventures, or insert them during periods of downtime.

FORESHADOWING

Foreshadowing is an exercise in subtlety, involving the delicate planting of seeds for future adventures. Not all foreshadowing bears fruit, particularly if the clues are too subtle or if events conspire to take your campaign in a new direction. The goal of foreshadowing is to hint at upcoming events and new threats in your campaign without making it obvious to players that you're telling them what the future holds.

CAMPAIGN TRACKING

Consistent details bring your campaign to life, and continuity helps players imagine that their characters are living in a real world. If the adventurers frequent a particular bar or restaurant, the staff, layout of the building, and décor shouldn't change much from one visit to the next. That said, changes can occur as a result of the characters' actions or of actions they learn about. When the adventurers kill a monster, it stays dead, unless a Witch raises it. When they remove treasure from a room, it doesn't reappear the next time they enter – assuming it hasn't been stolen from them! If they leave a door open, it should stay open until someone closes it.

No one's memory is infallible, so it pays to keep records. Jot notes directly on an adventure map to keep track of open doors, disarmed traps, and the like. Events beyond the scope of a single adventure are best recorded in a notebook dedicated to your campaign. Whether it's a physical book or an electronic file, such a record is a great way to keep your notes organised.

Your notebook might include any of the following elements.

Campaign Planner. Write down the main story arc of your campaign, and keep track of things that you hope appear in future adventures. Update it as the campaign develops, adding ideas as they come to you.

Character Notes. Write down the characters' backgrounds and goals, since these notes can help you design adventure content that provides opportunities for character development.

Keep a running tally of the adventurers' levels, as well as any quests and downtime activities they're engaged in.

If the characters have a vehicle or property, record its name and whereabouts.

Player Handouts. Keep a copy of all handouts you make for your players so that you don't have to remember their contents later.

Adventure Log. Think of this log as an episode guide for your campaign. Summarise each game session or adventure to help you keep track of the unfolding campaign story. You can give your players access to this log as well, or to an edited version stripped of your notes and secrets.

NPC Notes. Record statistics and roleplaying notes for any NPC the characters interact with more than once.

Campaign Calendar. Your world feels more real to your players when the characters notice the passage of time. Note details such as the change of

season and keep track of any important events that affect the larger story.

Toolbox. Keep notes whenever you create or significantly alter a monster, item, or trap. Keep any maps, random dungeons, or encounters you create. This information ensures you won't repeat your work, and you'll be able to draw on this material later.

REWARDING TREASURE

Below is a table of various items that characters can find while exploring an area. These items can also be found on the person of a fallen enemy creature. Should a character wish to search a creature for items, either roll on the following table, or select the items yourself.

RANDOM TREASURE

d6	ITEM	
1	*Ammunition (d8)*	
	1	AP Ammo (5)
	2	Dark Ammo (5)
	3	Demolition Ammo (5)
	4	Fast Ammo (5)
	5	Fire Ammo (5)
	6	Normal Ammo (5)
	7	Pulse Ammo (5)
	8	Shot Ammo (5)
2	*GF-Related (d20)*	
	1	Accelerator
	2	Circlet
	3	Diamond Armour
	4	Force Armlet
	5	Gaea's Ring
	6	Giant's Ring
	7	Glow Curtain
	8	Gold Armour
	9	Healing Mail
	10	Hyper Wrist
	11	Hypno Crown
	12	Magic Armlet
	13	Moon Curtain
	14	Power Wrist
	15	Regen Ring
	16	Royal Crown
	17	Rune Armlet
	18	Silver Mail
	19	Steel Curtain
	20	Turtle Shell
3	*Recovery (d12)*	
	1	Mega Phoenix
	2	Mega-Potion
	3	Antidote
	4	Echo Screen
	5	Eye Drops
	6	Hi-Potion
	7	Holy Water
	8	Phoenix Down
	9	Potion
	10	Remedy
	11	Soft
	12	Elixir
4	*Refinery (d10)*	
	1	Bomb Fragment
	2	Dino Bone
	3	Inferno Fang
	4	Life Ring
	5	Malboro Tentacle
	6	Moon Stone
	7	Mystery Fluid
	8	Red Fang
	9	Shear Feather
	10	Water Crystal
5	*Stone (d12)*	
	1	Aura Stone
	2	Flare Stone
	3	Holy Stone
	4	Dynamo Stone
	5	M-stone Piece
	6	Magic Stone
	7	Wizard Stone
	8	Protect Stone
	9	Shell Stone
	10	Death Stone
	11	Meteor Stone
	12	Ultima Stone
6	*Weapon Modification (d20)*	
	1	Adamantine
	2	Betrayal Sword
	3	Chef's Knife
	4	Cockatrice Pinion
	5	Curse Spike
	6	Dragon Fang
	7	Dragon Fin
	8	Dragon Skin
	9	Energy Crystal
	10	Fury Fragment
	11	Mesmerise Blade
	12	Ochu Tentacle
	13	Saw Blade
	14	Screw (5)
	15	Sharp Spike
	16	Spider Web
	17	Star Fragment
	18	Steel Orb
	19	Steel Pipe
	20	Windmill
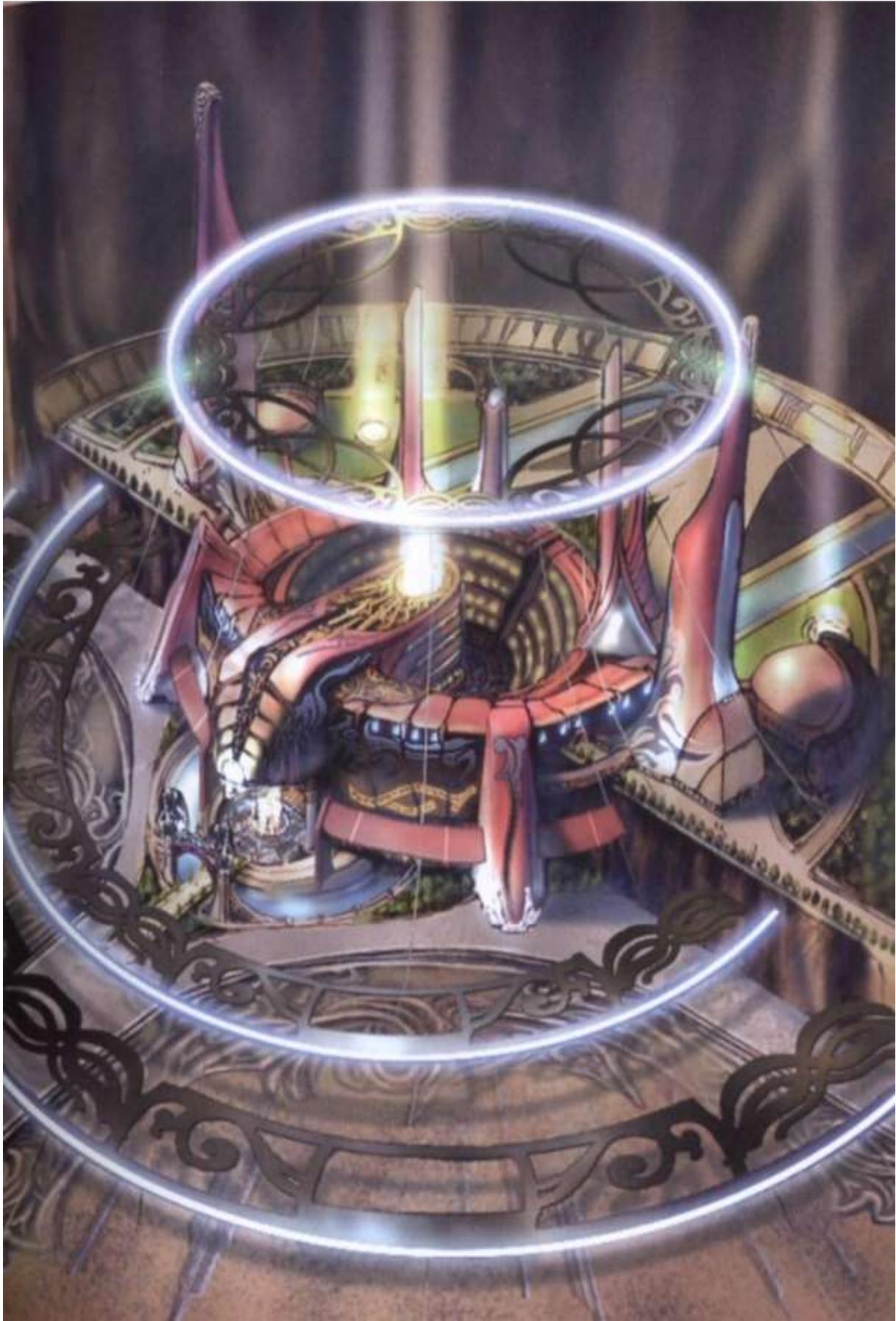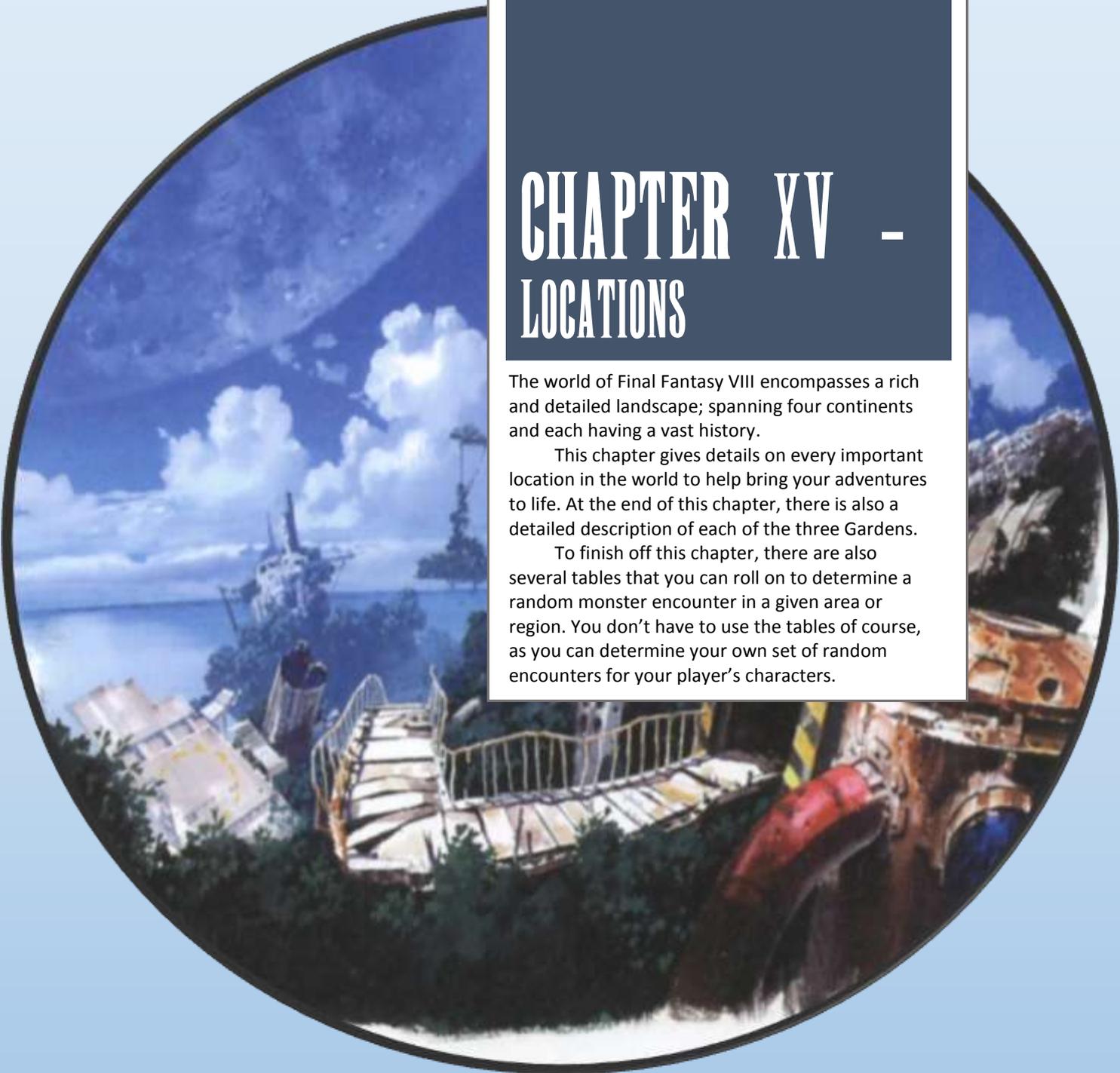
CHAPTER XV –
LOCATIONS

The world of Final Fantasy VIII encompasses a rich and detailed landscape; spanning four continents and each having a vast history.

This chapter gives details on every important location in the world to help bring your adventures to life. At the end of this chapter, there is also a detailed description of each of the three Gardens.

To finish off this chapter, there are also several tables that you can roll on to determine a random monster encounter in a given area or region. You don't have to use the tables of course, as you can determine your own set of random encounters for your player's characters.

BALAMB ISLAND

HISTORY

An island nation with abundant natural environments and surrounded by a beautiful ocean. During a time of war, it became independent from the Holy Dollet Empire, and has since remained calm, without any unnecessary interventions into other nations' affairs. Even after the Balamb Garden was set up 12 years ago, there was no change to the national peace, and it has managed to maintain a moderate financial wealth as well.

One of the nation's characteristics is the design of many of its buildings, which is mainly based on curved lines with streamline patterning. In the interests of conserving the natural scenery, the houses in the town are kept to a uniform height.

GEOGRAPHY AND FOREIGN RELATIONS

The warm and gentle climate makes it a pleasant environment to live all year round. From the edge of the island one can see the western continent dimly in the distance. The western continent, where the Galbadian territory expands out, and Balamb are connected by an undersea tunnel, and

by using the transcontinental railroad running through it, travel between the two countries is simple.

The harbour in the town not only serves as port for general ships, but also functions as a departure and arrival area for SeeD vessels. The Fire Cavern located on the east side of the island is known as a dangerous area seething with molten lava, but as there is a GF energy field inside the cave, it is used by Garden students hoping to improve their combat abilities as a location for field training.

LIFESTYLE AND INDUSTRY

With its refreshing atmosphere, the city in Balamb is a popular tourist destination, and the souvenirs sold at the shop in front of the train station is one of the providers of valuable tourism revenue for the city.

The Balamb Fish caught in the coastal waters is a massive fish with bright turquoise scales, and thanks to its good taste is considered one of the 3 Great Delicacies of the World. However, because there is a similar breed of fish which can be poisonous, amateurs need to take care when cooking with it.

The sea breeze common to all coastal towns means that the corrosion of metal is sped up, so at the garage of the rental car shop, painstaking maintenance is performed on its vehicles.

MILITARY

They have lived peacefully for a long time, and there does not appear to have been many situations demanding the use of an army. The existence of Balamb Garden and its SeeDs seems to give the citizens a sense of relief.

ALCAULD PLAINS ENCOUNTERS

d4	ENCOUNTER
1	1 t-rexaur
2	1d4 bite bugs
3	1 caterchipillar and 1d3 bite bugs
4	1d4 caterchipillars

FIRE CAVERN ENCOUNTERS

d3	ENCOUNTER
1	1 bomb and 1d3 buels
2	1 bomb and 1d3 red bats
3	1d4 red bats

GAULG MOUNTAIN ENCOUNTERS

d3	ENCOUNTER
1	1d4 glacial eye
3	1 glacial eye and 1d3 bite bug
3	1d4 bite bug

RINAUL COAST RANDOM ENCOUNTERS

d4	ENCOUNTER
1	1 glacial eye and 1d3 bite bug
2	1d4 fastitocalon
3	1d4 bite bugs
4	1d4 glacial eyes

CENTRA CONTINENT

HISTORY

Approximately 4000 years ago, the nation that would leave behind the name of the Centra civilisation came to be. Due to destruction caused by the Lunar Cry 80 years ago, it fell into ruin. People immigrating east and west from the Centra continent founded the nations called Esthar and the Holy Dollet Empire.

GEOGRAPHY AND FOREIGN RELATIONS

Possessing territory in every continent of the world, most was located in the south, with the centre of Centra civilisation and culture believed to have been toward the middle, where ancient ruins are. Their name is the Centra Ruins. Northwest of the ruins is an area of ocean where there was severe damage caused by the Lunar Cry; having an extreme effect on the surrounding coastline.

In order to excavate a strange crystalline object believed to have fallen from the moon at the time of the Lunar Cry, Esthar troops were stationed here 18 years ago. This would lead to Lunatic Pandora. In the present, almost no one visits Centra.

LIFESTYLE AND INDUSTRY

As most of the land has been ruined, permanent settlers are few. Following the direct hit of the Lunar Cry, all survivors evacuated to the mobile shelters. It would appear that there was high industrial productivity prior to the downfall.

DOLLET DUKEDOM

HISTORY

Once a large country called the Holy Dollet Empire, all that remains is a small dukedom. As its government, it has a parliament in place.

Considered a trademark of its scenery is the radio tower on the mountain summit above, as few such transceivers exist in the world; however, it has been derelict since the large-scale radio interference began 17 years ago. Because it has been abandoned for a long time, it would require extensive repair to use again. As well, there are many Anacondaurs and other monsters living in the area, making approach unwise.

GEOGRAPHY AND FOREIGN RELATIONS

Lying in the northeast region of the Galbadian continent, it is a very small territory. The residential areas and commercial district reside on a small peninsula, while the mountain is on the continent proper, accessed by a bridge. With the town accessible by both land and sea, it is quite convenient for incoming and outgoing traffic.

Because the mountain range in the surrounding territory serves as a natural bulwark, foreign invasion is difficult. Due to Dollet's warm climate and beautiful scenery, it enjoys healthy tourism from young men and women.

LIFESTYLE AND INDUSTRY

The wealthy from various nations have high-class resorts set up here. For many ship-owners, the enrichment of the harbour is a daily concern. Due to the decay of the town, restaurants and the like have seen sales fall.

MILITARY

Though it holds a small-scale troop of infantry, they lack combat experience and could not cope with a sudden offensive surge. Due to a small military budget, the necessary funds to commission SeeD were raised by an extra tax on residents.

FISHERMAN'S HORIZON (F.H.)

HISTORY

This town originated with mechanics active during the time of Esthar's development who were dissatisfied with developments taking place in that country and only had a desire to "make." The name was coined by one of the men who played an essential role in establishing independence

from Esthar, deriving it from the town's ideal atmosphere; it's typically shortened to "F.H."

Many of those involved in the town's construction have begun to reach older age, and, in recent times, it has seen the births of its first genuine native residents. Vestiges of the railroad station used to cross the sea to the east and west remain; Station Master was once considered the highest responsibility in the town.

GEOGRAPHY AND FOREIGN RELATIONS

Surrounded by the immense ocean, Galbadia is visible to the west and Esthar to the east. Due to the town's small size, its population is also small, though those coming from the Galbadian continent wishing to enter Esthar have occasionally remained permanently. Some F.H. residents contributed to the completion of Balamb Garden and the others, providing their skills as a service far and wide.

LIFESTYLE AND INDUSTRY

There is little fluctuation in the town's warm climate, which reflects the town's gentle, open atmosphere. The buildings were made from recycled material, and stores and homes have a simple look and lack finishing touches; energy needed for the town is provided by its windmills and mirror panels. Many residents pursue construction and repair as occupations, and have room to carry on peaceful lives.

MILITARY

As the Station Master strongly loathes resolving problems through battle, the town has no army or weapons. Conclusions to disputes are reached almost exclusively by discussion.

REPUBLIC OF ESTHAR

HISTORY

Known as "Silent Esthar" for the past 17 years due to the country's utter lack of communication with foreign nations. Possessing the world's greatest technology, it became a large nation, but become gradually more focused on military affairs, and eventually launched the Witch War, becoming the enemy of the world's other nations.

Following an internal movement to throw down its dictatorship, the former ruler was banished and a transition was made to the current republic system. With a president at the top of its political system, his many aides see to most administrative affairs, and the title carries no significant meaning. Administrative officials within the country have sought to mitigate an extreme danger by sending it far away and constructing a highly expensive facility. Full-time crews take turns spending half a year at the facility, maintaining constant vigilance over the threat.

GEOGRAPHY AND FOREIGN RELATIONS

Current state of affairs within the country are unknown -- even the exact range of its territory, and whether anyone has verifiably entered or left. As there is no regular means of traffic into Esthar in place, and entry by air isn't possible, crossing the Horizon Bridge is considered the most realistic method of entering the country.

The prevailing opinion is that the information blackout was performed to prevent the leak of advanced technology that may again cause mayhem on the world stage. However, the president's current workload and the complex process of presenting certain information to the public is said to be the real cause.

LIFESTYLE AND INDUSTRY

The curved, translucent parts in the tall, orderly lined buildings gives Esthar City the appearance of a futuristic city. The streets and floors of buildings are kept so meticulously clean that the long robes serving as the national dress are guaranteed not to become dirty; also, travel around the city is facilitated by floating on plate lifters in the pipes throughout the city -- and due to such high technology being utilised for traveling about the city, it is apparent that it has permeated to the daily level.

In addition to those involved in the military and administrative affairs, there are those dedicated to the advancement of technology, as

well as the research of magic and mechanical engineering. Due partly to the introduction of computers in the buying and selling of commodities, the shopping mall area in the eastern part of the city doesn't contain the crowds seen in foreign countries.

MILITARY

Possessing a powerful army utilising high-tech technology, Esthar's military power exceeds that of the large country, Galbadia, in the west. Soldier's combat proficiency is enhanced by the suits they wear, and they wield tuning swords that have built-in shotguns, which are called E-Blades. By means of advancement in the development of mechanised soldiers, it is anticipated that they will rise to the level of serving as the standard units, allowing citizens to be released from military service. The country once possessed the enormous device that can induce the Lunar Cry, but during the transition from dictatorship to republic, it was cast to the bottom of the sea.

   The former state of affairs in Esthar is largely unknown to its younger generation, who serve as much of the current army; there's a common concern that they rely too much on the enhancement suits and that refinement of their natural strength is neglected.

GRANDIDI FOREST ENCOUNTERS

d10	ENCOUNTER
1	1 hexadragon
2	1d4 caterchipillar
3	1d4 funguar
4	1 caterchipillar and 1d3 bite bugs
5	1d4 gayla
6	1 malboro
7	1d4 cockatrices
8	1d4 glacial eyes
9	1d4 creeps
10	1 ochu

GREAT SALT LAKE ENCOUNTERS

d6	ENCOUNTER
1	1 abadon
2	1d4 glacial eyes
3	1 behemoth
4	1 turtapod
5	1d4 bite bugs
6	1 ruby dragon

GREAT PLAINS OF ESTHAR ENCOUNTERS

d8	ENCOUNTER
1	1 iron giant
2	1 lefty and 1 righty
3	1d4 mesmerises
4	1 torama and 1 imp
5	1 vysage, 1 lefty, and 1 righty
6	1d4 turtapod
7	1 vysage
8	1 behemoth

KASHKABALD DESERT ENCOUNTERS

d4	ENCOUNTER
1	1d4 cactuars
2	1 chimera and 1d3 jelleyes
3	1d4 blitz
4	1 abyss worm

REPUBLIC OF GALBADIA

HISTORY

When the technologically superior nation of Esthar invaded the rest of the world during the Witch War, Galbadia was motivated to expand its territory and reinforce its armaments. Vinzer Deling was inaugurated as president at a relatively young age, and in less than 20 years expanded Galbadia into the large western force it is today. This remarkable development is the product of politics of fear, and the tragedies of Timber's occupation, the imprisonment of political dissidents, and the loss of many lives -- all under the pretence of progress. In addition to the possession of long-range missiles, Galbadia's attempts to make contact with a witch have led to a feeling of unease spreading throughout each nation of the world.

GEOGRAPHY AND FOREIGN RELATIONS

The areas suitable for residence is little that of the range of Galbadia's territory, as desert spreads out from the country's centre. Due to the constant clouds surrounding Deling City, there are only about 10 clear days out of a year. The president is the supreme power in the land, and demands much of his country while his approach to diplomacy is simply oppression; Galbadia Garden maintains a position of neutrality, but receives a lot of pressure as well.

LIFESTYLE AND INDUSTRY

Many people pursue their lives in the capital, Deling City, which bears the president's name. In the centre of the city and serving as its nexus is the Triumphal Arch; from there, roads expand out into a ring around the city, and free passenger buses are constantly running as the primary means of transportation about town. Although it is a modern city, classical architecture is preferred, and there are a great many stone statues throughout. Although the development of industry and commerce has been remarkable, as evident by the crowds in the shopping district, everything ultimately belongs to the state.

MILITARY

Reflecting the policies and power of the president, there is extreme cooperation amongst the military, and it conducts itself aggressively on both foreign and domestic soil. To that end, even regular troops in the military are highly trained for combat and able to use para-magic. Different uniforms are worn amongst soldiers according to rank and ability.

WINHILL

Located in the hillsides of the southern part of the continent is this quiet village. It has few people due to its distance from Deling City. Pursuing the cultivation of flowers and quality manufacturing, the inhabitants lead peaceful lives. As some villagers have lost their lives after nursing dying soldiers back to health, the town's elderly look at outsiders with great wariness.

MISSILE BASE

A military facility south of Deling City. Despite radio waves currently being unavailable for use, launched missiles can still be guided with great accuracy. Recognition of the facility's importance is weak among soldiers; inspections at the gate and inside are conducted out of obligatory habit.

D-DISTRICT PRISON

Constructed by imposing an abundance of taxes, it was built for the imprisonment of political dissidents. Endowed with the capacity to dive underground, it's difficult to escape from; for those sent there, imprisonment and death are said to have the same meaning.

DELING CITY SEWERS ENCOUNTERS

d4	ENCOUNTER
1	1d4 **creeps**
2	1 **grand mantis**
3	1d4 **red bats**
4	1 **grand mantis** and 1 **buel**

GREAT PLAINS OF GALBADIA ENCOUNTERS

d6	ENCOUNTER
1	1 **abyss worm**
2	1d3 **blood souls**
3	1d4 **thrustaevis**
4	1d4 **geezard**
5	1d3 **funguars**
6	1 **chimera**

ISLAND CLOSEST TO HELL ENCOUNTERS

d4	ENCOUNTER
1	1 **blue dragon**
2	1 **malboro**
3	1 **ruby dragon**
4	1 **t-rexaur**

LALLAPALOOZA CANYON ENCOUNTERS

d6	ENCOUNTER
1	1 **vysage**, 1 **lefty**, and 1 **righty**
2	1d4 **cockatrices**
3	1 **lefty** and 1 **righty**
4	1 **vysage**
5	1d4 **thrustaevis**
6	1 **grendel**

TOMB OF THE UNKNOWN KING ENCOUNTERS

d6	ENCOUNTER
1	1 **armadodo**
2	1d4 **blobras**
3	1d4 **red bats**
4	1 **buel** and 1 **armadodo**
5	1d3 **forbiddens**
6	1 **buel**

TIMBER

HISTORY

A city located in the southeast region of the continent. The name "Timber" was derived from the surrounding woods. Due to its abundance of natural resources, invading the area became a goal for Galbadia, and Timber became a territory of Galbadia through military subjugation. Prior to its occupation, those in the resistance were hunted down, and many citizens were slaughtered; consequently, there is a deep-seated hostility toward Galbadia rooted in the local consciousness. Many of its citizens have or presently belong to the resistance, but the thorough management of anti-government entities has put the majority of that mechanism into dormancy.

GEOGRAPHY AND FOREIGN RELATIONS

With the control of Galbadia established, the development of the city has been able to progress, but the presence of woodland has decreased dramatically. Still, there are parts of the surrounding nature that remain enriched, such as Obel Lake to the north, with its praised mysterious waters. At its edges, the town possesses four stations used for the railroad; however, because the violent Galbadian soldiers have so disturbed the peace of the town, travellers generally don't stay long. If an obedient attitude was taken with Galbadia, much more prosperity could be expected, but the citizens steadfastly continue to seek independence from the government order. For example, despite their declining activity and financial resources, the resistance has sought external aid in their quest for independence.

LIFESTYLE AND INDUSTRY

For a long time, Timber's mass media institution reflected local political ideology. The Timber Maniacs Company located there is famous worldwide, and has formed the core of the publishing industry.

With the gimmick of elegance found in its older buildings, an atmosphere of new and old blends in the city, with houses and stores having a look as though made of stone, while the TV station has a futuristic look. The mixture of Timber and Galbadia's crests within the city allude to the complicated history of the town.

MILITARY

During the time of its independence, Timber retained its own troops; following Galbadia's occupation, however, that body was dissolved and Galbadia's own soldiers presently serve as the peace-keeping force. In order to give its government a firmer presence, the Galbadia army has some of its own troops stationed in Timber.

ROSHFALL FOREST ENCOUNTERS	
d4	ENCOUNTER
1	1 wendigo and 1d3 funguars
2	1d4 anacondaurs
3	1d4 funguars
4	1 wendigo

SHENAND HILL ENCOUNTERS	
d6	ENCOUNTER
1	1 vysage, 1 lefty, and 1 righty
2	1d4 geezards
3	1 lefty and 1 righty
4	1d4 cockatrices
5	1d4 thrustaevis
6	1 grendel

YAULNY CANYON ENCOUNTERS	
d6	ENCOUNTER
1	1 wendigo
2	1d4 cockatrices
3	1d4 geezards
4	1 thrustaevis and 1d3 anacondaurs
5	1d4 blood souls
6	1 ochu

TRABIA CONTINENT

HISTORY

The continent in the north. It has little land suited for residence, and many peaceful years have gone by without it being the target of foreign invasion. Trabia Crater, near the border of Esthar, is a site where the Lunar Cry once fell.

GEOGRAPHY AND FOREIGN RELATIONS

Due to the majority of the territory being covered in snow and much of it inaccessible because of many connected mountains, few people visit from overseas. Many of those who graduate from Trabia Garden become soldiers in the domestic army and officers who train soldiers.

LIFESTYLE AND INDUSTRY

The pupils and personnel of Trabia Garden comprise most of the citizenry. Due to the few residences, the population is small. Due to the low temperatures and equally low yields of crops that result from them, there is much research into advanced agricultural methods. Reflecting their unique culture, inhabitants have a distinct Trabia dialect. On the northern island, the Shumi Tribe have their village, where they pursue a quiet lifestyle.

MILITARY

In the event that war begins, all citizens are to be conscripted into a national army; Trabia Garden undergoes drills for such an occurrence. However, as the country is located in such a remote region, there has never been a need yet for a national army to be gathered for war.

VILLAGE OF THE SHUMI TRIBE

The Shumi Tribe and Moombas live in this village on Winter Island in northern Trabia. Due to the harsh climate, the ground surrounding the village at the surface level is covered with a dome. Via mining, the living space was created 323 meters below ground. Merchants dealing in certain stones sometimes visit.

BIKA SNOWFIELD ENCOUNTERS	
d4	ENCOUNTER
1	1 **snow lion**
2	1 **gaylas** and 1d3 **mesmerises**
3	1d4 **gaylas**
4	1 **blue dragon**

WINTER ISLAND ENCOUNTERS	
d4	ENCOUNTER
1	1 **adamantoise**
2	1d4 **mesmerises**
3	1 **snow lion**
4	1 **blue dragon**

GARDEN

On the basis of a growing concern, Cid and Edea Kramer established a private soldier training academy. Those trained here are known as professionals for their elite combat ability. 12 years ago, at the beginning, Balamb Garden was established; Galbadia Garden and Trabia Garden were opened together next.

Each Garden has a Garden master of administrative matters, as well as a headmaster of academic affairs. Balamb Garden functions as the main campus and sets the example; entry into Garden is available to males and females between 5 and 15 years of age; the drive to improve one's abilities is also an essential condition. After demonstrating sufficient ability under Garden's instruction and receiving a campus's approval, students 15-19 years old are eligible for graduation (graduation must be achieved by one's 20th birthday, or they are dismissed from the school; remaining in the school after turning 20 is possible for graduated SeeDs).

Many graduates are enlisted in armies around the world and are actively involved in the war industry.

BALAMB GARDEN

The central figure of the three schools. Wrapped in an atmosphere of freedom, conduct and attire are left to the discretion of the pupils. Counting the headmaster's office and the Master Room, four floors comprise the school building, with the dormitories and cafeteria on the first floor, where pupils spend most of their time.

On the second floor are the classrooms and their tutorial panels, from which the campus network can be accessed. Because 24-hour training facilities are available, pupils' interest in

battle is high, and many take part in official grapple athletic festivals. Many students are also active in sports clubs they've formed.

BALAMB GARDEN TRAINING CENTRE ENCOUNTERS

d4	ENCOUNTER
1	1 **t-rexaur**
2	1d4 **grats**
3	1d4 **raldos**
4	1 **granaldo** and 1d3 **raldos**

GALBADIA GARDEN

This Garden is the largest of the three schools. With the headmaster and Garden master roles both filled by Martine, relations with the Galbadian government are very strong. Possessing a tradition of strict discipline, silence is maintained around the campus, such that even whispering is prohibited.

Uniforms are standard attire, and jerseys and headgear are worn during exercises. There is a skating rink within the school, and ice hockey and figure skating are common club activities. Because many graduates are placed in fortunate positions, large amounts of money and weaponry are donated to the school from the country, and there is aggressive investment in the facility.

GALBADIA GARDEN TRAINING CENTRE ENCOUNTERS

d4	ENCOUNTER
1	1 **armadodo**
2	1d4 **blitz**
3	1d4 **thrustaevis**
4	1 **grendel**

TRABIA GARDEN

The Garden in Trabia. Having the greatest school spirit, pupils have a strong sense of independence. During times of problematic behaviour, instructors make pupils stand in a row and recite the motto, "Take Care of Oneself."

Due to student council officials having difficulty drawing up a rule manual, the appearance of things is often that the younger generation is in charge. On the sports front, basketball is popular, and rallies are held regularly. The colours of their uniforms are unlike the other Gardens, having a light grey foundation.

TRABIA GARDEN TRAINING CENTRE ENCOUNTERS

d4	ENCOUNTER
1	1 **adamantoise**
2	1d4 **bite bugs**
3	1d4 **glacial eyes**
4	1 **gayla** and 1d3 **bite bugs**
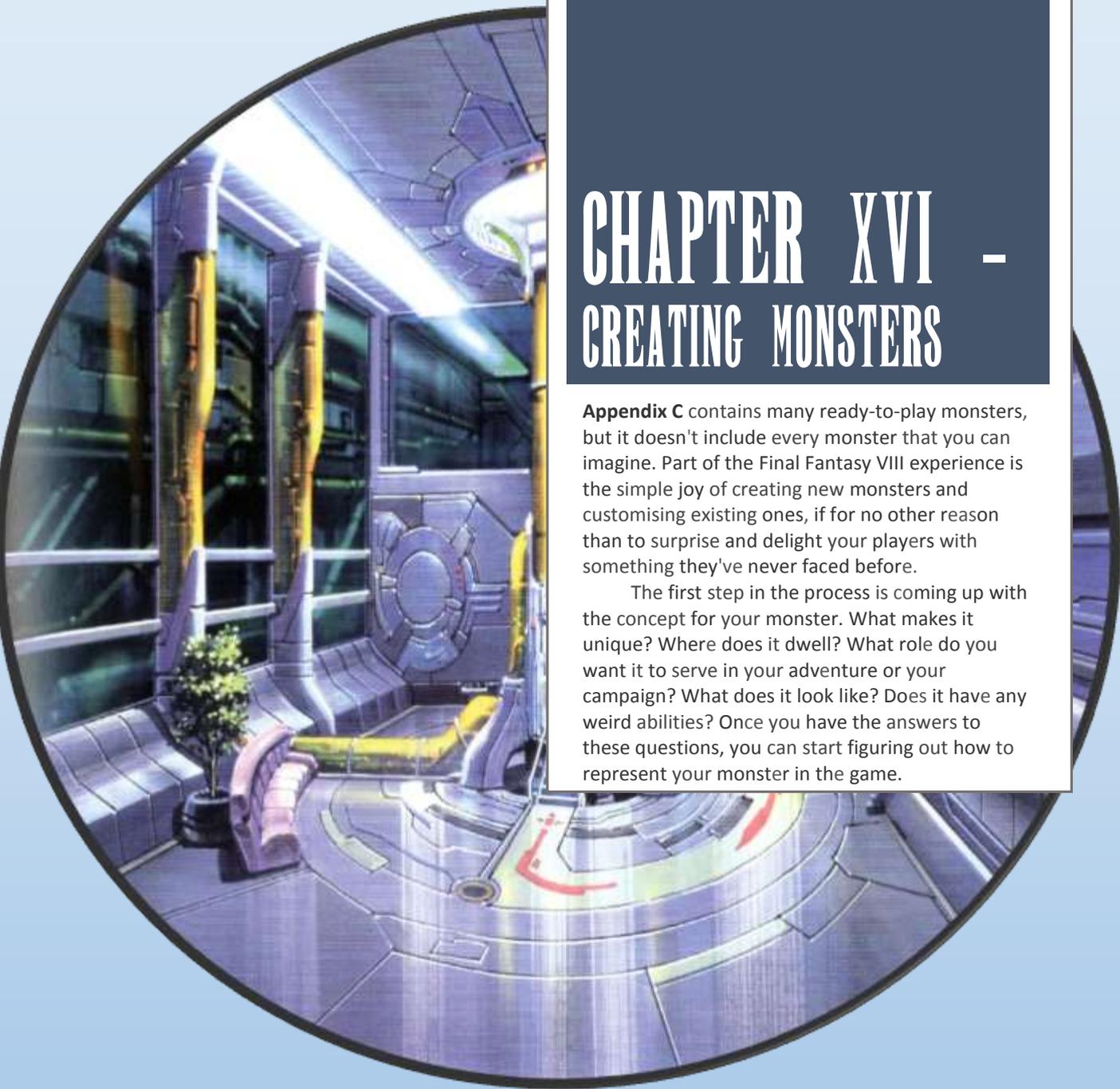
CHAPTER XVI – CREATING MONSTERS

Appendix C contains many ready-to-play monsters, but it doesn't include every monster that you can imagine. Part of the Final Fantasy VIII experience is the simple joy of creating new monsters and customising existing ones, if for no other reason than to surprise and delight your players with something they've never faced before.

The first step in the process is coming up with the concept for your monster. What makes it unique? Where does it dwell? What role do you want it to serve in your adventure or your campaign? What does it look like? Does it have any weird abilities? Once you have the answers to these questions, you can start figuring out how to represent your monster in the game.

MODIFYING A MONSTER

Once you have an idea for a monster, you'll need statistics to represent it. The first question you should ask yourself is: Can I use statistics that already exist?

A stat block in **Appendix C** might make a good starting point for your monster. Almost any monster you can imagine can be built using one that already exists.

Adapting a stat block is far less time-consuming than creating one from scratch, and there are changes you can make to an existing monster that have no effect on its challenge rating, such as swapping abilities, changing its appearance, or adding special senses. However, once you change the creature's offensive or defensive ability, such as its hit points or damage, its challenge rating might need to change, as shown later.

ADDING A SPECIAL TRAIT

Another simple way to customise a monster is to add a special trait. You can add a special trait of your own devising or pick up a special trait from one of the many creatures in **Appendix C**.

CREATING QUICK MONSTER STATS

If all you need are simple stats for a monster of particular challenge rating, follow the steps here. If you want to create something more akin to the monster stat blocks in **Appendix C**, skip ahead to the "Creating a Monster Stat Block" section.

STEP 1: EXPECTED CHALLENGE RATING

Pick the expected challenge rating (CR) for your monster. Knowing the monster's expected challenge rating will help you figure out the monster's proficiency bonus and other important combat statistics. Don't worry about getting the challenge rating exactly right; you can make adjustments in later steps.

A single monster with a challenge rating equal to the adventurers' level is, by itself, a fair challenge for a group of four characters. If the monster is meant to be fought in pairs or groups, its expected challenge rating should be lower than the party's level.

Don't fall into the trap of thinking that your monster must have a challenge rating equal to the level of the characters to be a worthy challenge.

Keep in mind that monsters with a lower challenge rating can be a threat to higher-level characters when encountered in groups.

MONSTER STATISTICS BY CHALLENGE RATING

CR	Prof. Bonus	----Defensive----		------------Offensive------------		
		Def	Hit Points	Attack Bonus	Damage/ Round	Save DC
0	+2	≤ 13	1-6	≤ +3	0-1	≤ 13
1/8	+2	13	7-35	+3	2-3	13
1/4	+2	13	36-49	+3	4-5	13
1/2	+2	13	50-70	+3	6-8	13
1	+2	13	71-85	+3	9-14	13
2	+2	13	86-100	+3	15-20	13
3	+2	13	101-115	+4	21-26	13
4	+2	14	116-130	+5	27-32	14
5	+3	15	131-145	+6	33-38	15
6	+3	15	146-160	+6	39-44	15
7	+3	15	161-175	+6	45-50	15
8	+3	16	176-190	+7	51-56	16
9	+4	16	191-205	+7	57-62	16
10	+4	17	206-220	+7	63-68	16
11	+4	17	221-235	+8	69-74	17
12	+4	17	236-250	+8	75-80	17
13	+5	18	251-265	+8	81-86	18
14	+5	18	266-280	+8	87-92	18
15	+5	18	281-295	+8	93-98	18
16	+5	18	296-310	+9	99-104	18
17	+6	19	311-325	+10	105-110	19
18	+6	19	326-340	+10	111-116	19
19	+6	19	341-355	+10	117-122	19
20	+6	19	356-400	+10	123-140	19
21	+7	19	401-445	+11	141-158	20
22	+7	19	446-490	+11	159-176	20
23	+7	19	491-535	+11	177-194	20
24	+7	19	536-580	+12	195-212	21
25	+8	19	581-625	+12	213-230	21
26	+8	19	626-670	+12	231-248	21
27	+8	19	671-715	+13	249-266	22
28	+8	19	716-760	+13	267-284	22
29	+9	19	761-805	+13	285-302	22
30	+9	19	806-850	+14	303-320	23

STEP 2: BASIC STATISTICS

Use the **Monster Statistics by Challenge Rating** table to determine the monster's Defence, hit points, attack bonus, and damage output per round based on the challenge rating you chose in step 1.

STEP 3: ADJUST STATISTICS

Raise or lower the monster's Defence, hit points, attack bonus, damage output per round, and save DC as you see fit, based on whatever concept you

have in mind for the monster. For example, if you need a well-armoured monster, increase its Defence.

Once you've made the desired adjustments, record the monster's statistics. If there are any other statistics you think the monster needs (such as ability scores), follow the appropriate steps under "Creating a Monster Stat Block."

STEP 4: CHALLENGE RATING

Calculate the monster's final challenge rating, accounting for the adjustments you made in step 3.

Defensive Challenge Rating. Read down the Hit Points column of the **Monster Statistics by Challenge Rating** table until you find your monster's hit points. Then look across and note the challenge rating suggested for a monster with those hit points. Now look at the Defence suggested for a monster of that challenge rating. If your monster's Defence is at least two points higher or lower than that number, adjust the challenge rating suggested by its hit points up or down by 1 for every 2 points of difference.

Offensive Challenge Rating. Read down the Damage Round column of the **Monster Statistics by Challenge Rating** table until you find your monster's damage output per round. Then look across and note the challenge rating suggested for a monster that deals that much damage.

Now look at the attack bonus suggested for a monster of that challenge rating. If your monster's attack bonus is at least two points higher or lower than that number, adjust the challenge rating suggested by its damage output up or down by 1 for every 2 points of difference. If the monster relies more on effects with saving throws than on attacks, use the monster's save DC instead of its attack bonus.

If your monster uses different attack bonuses or save DCs, use the ones that will come up the most often.

Average Challenge Rating. The monster's final challenge rating is the average of its defensive and offensive challenge ratings. Round the average up or down to the nearest challenge rating to determine your monster's final challenge rating. For example, if the creature's defensive challenge rating is 2 and its offensive rating is 3, its final rating is 3.

With the final challenge rating, you can determine the monster's proficiency bonus using the Monster Statistics by Challenge Rating table. Use the Experience Points by Challenge Rating table to determine how much XP the monster is worth. A monster of challenge rating

0 is worth 0 XP if it poses no threat. Otherwise, it is worth 10 XP.

Creating a monster isn't just a number-crunching exercise. The guidelines in this chapter can help you create monsters, but the only way to know whether a monster is fun is to playtest it. After seeing your monster in action, you might want to adjust the challenge rating up or down based on your experiences.

EXPERIENCE POINTS BY CHALLENGE RATING

CR	XP	CR	XP
0	0 or 10	14	11,500
1/8	25	15	13,000
1/4	50	16	15,000
1/2	100	17	18,000
1	200	18	20,000
2	450	19	22,000
3	700	20	25,000
4	1,100	21	33,000
5	1,800	22	41,000
6	2,300	23	50,000
7	2,900	24	62,000
8	3,900	25	75,000
9	5,000	26	90,000
10	5,900	27	105,000
11	7,200	28	120,000
12	8,400	29	135,000
13	10,000	30	155,000

CREATING A MONSTER STAT BLOCK

If you want a full monster stat block, use the following method to create your new monster.

In the course of creating your monster, if you find yourself unable to make a decision, let the examples in **Appendix C** guide you. Once you have a monster concept in mind, follow the steps below.

STEP 1: NAME

A monster's name should be given as much consideration as any other aspect of the monster, if not more.

Your monster might be based on a real-world creature or a monster from myth, in which case its name might be obvious. If you need to invent a name, keep in mind that the best names either reflect the monster's appearance or nature (such as the t-rexaur and the red bat) or have a nice ring to them (such as the 8 eye and the caterchipillar).

STEP 2: SIZE

Make your monster whatever size you want: Tiny, Small, Medium, Large, Huge, or Gargantuan. A monster's size determines which die is used to calculate its hit points in step 8. Size also determines how much space the monster occupies.

STEP 3. TYPE

A monster's type provides insight into its origins and nature. **Appendix C** describes each monster type. Choose the type that best fits your concept for the monster.

STEP 4: ABILITY SCORES AND MODIFIERS

Monsters, like player characters, have the six ability scores. A monster can't have a score lower than 1 or higher than 30 in any ability.

A monster's score in any ability determines its ability modifier, as shown in the Ability Scores and Modifiers table in **chapter 1**.

If you can't decide what a monster's ability scores should be, look for comparable monsters in **Appendix C** and mimic their ability scores. For example, if your monster is roughly as smart as a glacial eye, give it an Intelligence of 10 (+0 modifier). If it's as strong as a behemoth, give it a Strength of 30 (+10 modifier).

STEP 5: EXPECTED CHALLENGE RATING

Choose a challenge rating for your monster. See step 1 under "Creating Quick Monster Stats" for more information. You will use the proficiency bonus in later steps, so jot it down now or remember it.

STEP 6: DEFENCE

A monster's Defence has a direct bearing on its challenge rating, and vice versa. You can determine your monster's Defence in one of two ways.

Use the Table. You can choose an appropriate Defence based on the monster's expected challenge rating, as shown in the **Monster Statistics by Challenge Rating** table. The table provides the baseline Defence for a monster of a specific challenge rating. Feel free to adjust the Defence as you see fit. For example, the baseline Defence for a challenge rating 1 monster is 13, but if your monster is well armoured, raise its Defence accordingly. Don't worry if the monster's Defence isn't matching up with the expected challenge rating for the monster. Other

factors can affect a monster's challenge rating, as shown in later steps.

Determine an Appropriate Defence. Alternatively, you can determine an appropriate Defence based on the type of armour the monster wears, its natural armour, or some other defence booster. Again, don't worry if the monster's Defence isn't matching up with the expected challenge rating for the monster.

If your monster wears manufactured armour, its Defence is based on the type of armour worn.

A monster that doesn't wear armour might have natural armour, in which case it has a Defence equal to 10 + its Dexterity modifier + its natural armour bonus. A monster with a thick hide generally has a natural armour bonus of +1 to +3. The bonus can be higher if the creature is exceptionally well armoured. A t-rexaur, for example, is covered in thick scales and has a natural armour bonus of +14.

STEP 7. HIT POINTS

A monster's hit points have a direct bearing on its challenge rating, and vice versa. You can determine your monster's hit points in one of two ways.

Use the Table. You can start with the monster's expected challenge rating and use the **Monster Statistics by Challenge Rating** table to determine an appropriate number of hit points. The table presents a range of hit points for each challenge rating.

Assign Hit Dice. Alternatively, you can assign a number of Hit Dice to a monster, then calculate its average hit points. Don't worry if the hit points aren't matching up with the expected challenge rating for the monster. Other factors can affect a monster's challenge rating, as shown in later steps, and you can always adjust a monster's Hit Dice and hit points later on. A monster can have as many Hit Dice as you want, but the size of the die used to calculate its hit points depends on the monster's size, as shown in the **Hit Die by Size** table. For example, a Medium monster uses d8s for hit points, so a Medium monster with 5 Hit Dice and a Constitution of 13 (+1 modifier) has 5d8 + 5 hit points.

HIT DICE BY SIZE

MONSTER SIZE	HIT DICE	AVERAGE HP PER DIE
Tiny	d4	2½
Small	d6	3½
Medium	d8	4½
Large	d10	5½
Huge	d12	6½
Gargantuan	d20	10½

A monster typically has average hit points based on its Hit Dice. For example, a creature with 5d8 + 5 hit points has an average of 27 hit points (5 x 4.5 + 5).

STEP 8: DAMAGE VULNERABILITIES, RESISTANCES, AND IMMUNITIES

Decide whether your monster has vulnerability, resistance, or immunity to one or more types of damage. Assign a vulnerability, resistance, or immunity to a monster only when it's intuitive. For example, it makes sense for a monster made of molten lava to have immunity to fire damage.

Giving a monster resistances and immunities to three or more damage types (especially bludgeoning, piercing, and slashing damage) is like giving it extra hit points.

However, adventurers have more resources at higher levels to counteract such defence, making resistances and immunities less relevant at higher levels.

Effective Hit Points. If a monster has resistance or immunity to several damage types-especially bludgeoning, piercing, and slashing damage from non-magical weapons-and not all the characters in the party possess the means to counteract that resistance or immunity, you need to take these defences into account when comparing your monster's hit points to its expected challenge rating. Using the **Effective Hit Points Based on Resistances and Immunities** table, apply the appropriate multiplier to the monster's hit points to determine its effective hit points for the purpose of gauging its final challenge rating. (The monster's actual hit points shouldn't change.)

For example, a monster with an expected challenge rating of 6, 150 hit points, and resistance to bludgeoning, piercing, and slashing damage from non-magical weapons effectively has 225 hit points (using the 1.5 multiplier for resistances) for the purpose of gauging its final challenge rating.

EFFECTIVE HIT POINTS BASED ON RESISTANCES AND IMMUNITIES

EXPECTED CHALLENGE RATING	HP MULTIPLIER FOR RESISTANCES	HP MULTIPLIER FOR IMMUNITIES
1-4	x 2	x 2
5-10	x 1.5	x 2
11-16	x 1.25	x 1.5
17 or more	x 1	x 1.25

Monsters don't normally have vulnerability to more than one or two types of damage. Vulnerabilities don't significantly affect a monster's challenge rating, unless a monster has vulnerabilities to multiple damage types that are prevalent, especially bludgeoning, piercing, and slashing. For such a strange monster, reduce its effective hit points by half. Or even better, eliminate the vulnerabilities and give the brittle monster fewer hit points.

STEP 9: ATTACK BONUSES

A monster's attack bonuses have a direct bearing on its challenge rating, and vice versa. You can determine a monster's attack bonuses in one of two ways.

Use the Table. You can start with the monster's expected challenge rating and use the **Monster Statistics by Challenge Rating** table to determine an appropriate attack bonus for all the monster's attacks, regardless of its ability scores.

The table provides the baseline attack bonus for each challenge rating. Feel free to adjust the attack bonus as you see fit to match whatever concept you have in mind. For example, the baseline attack bonus for a challenge rating 1 monster is +3, but if your monster needs more accuracy, raise its bonus accordingly. Don't worry if the monster's attack bonus isn't matching up with the expected challenge rating for the monster. Other factors can affect a monster's challenge rating, as shown in later steps.

Calculate Attack Bonuses. Alternatively, you can calculate a monster's attack bonuses the same way players calculate the attack bonuses of a character.

When a monster has an action that requires an attack roll, its attack bonus is equal to its proficiency bonus + its Strength or Dexterity modifier. A monster usually applies its Strength modifier to melee attacks and its Dexterity modifier to ranged attacks, although smaller monsters sometimes use Dexterity for both.

Again, don't worry if the attack bonuses aren't matching up with the expected challenge rating for the monster. You can always adjust a monster's attack bonuses later.

STEP 10: DAMAGE

A monster's damage output- the amount of damage it deals every round-has a direct bearing on its challenge rating, and vice versa. You can determine a monster's damage output in one of two ways.

Use the Table. You can start with the monster's expected challenge rating and use the Monster Statistics by Challenge Rating table to determine how much damage the monster should deal every round. The table presents a range at each challenge rating. It doesn't matter how this

damage is apportioned or distributed; for example, a monster might deal the damage every round with a single attack, or the damage could be split among multiple attacks against one or more foes.

Choose the type of damage based on how you imagine the damage being delivered. For example, if the monster is attacking with razor-sharp claws, the damage it deals is probably slashing damage. If its claws are poisonous, some portion of the damage might be poison damage instead of slashing damage.

If you want the damage output to vary slightly from round to round, you can translate the damage range into a single die expression (for a monster with one attack) or multiple die expressions (for a monster with multiple attacks). For example, a challenge rating 2 monster deals 15- 20 damage per round. If you imagine the creature having a Strength of 18 (+4 modifier), you could give it one melee attack that deals 3d8 + 4 (average 17.5) damage, split the damage output into two separate attacks that deal 1d10 + 4 (average 9) damage each; or use any other combination where the average damage output falls within the desired range.

Base the Damage on the Weapon. Alternatively, you can use a die expression to represent the damage that a monster deals with each of its attacks based on whatever weapon it is using.

Don't worry if the damage output isn't matching up with the expected challenge rating for the monster. Other factors can affect a monster's challenge rating, as will be discussed in later steps, and you can always adjust a monster's damage output later on.

Some monsters use natural weapons, such as claws or tail spikes. Others wield manufactured weapons.

If a monster has natural weapons, you decide how much damage it deals with those attacks, as well as the type of damage. See **Appendix C** for examples.

If a monster wields a manufactured weapon, it deals damage appropriate to the weapon. For example, a sword in the hands of a Medium monster deals 1d10 slashing damage plus the monster's Strength modifier, as is normal for that weapon.

Big monsters typically wield oversized weapons that deal extra dice of damage on a hit. Double the weapon dice if the creature is Large, triple the weapon dice if it's Huge, and quadruple the weapon dice if it's Gargantuan.

A creature has disadvantage on attack rolls with a weapon that is sized for a larger attacker. You can rule that a weapon sized for an attacker two or more sizes larger is too big for the creature to use at all.

Overall Damage Output. To determine a monster's overall damage output, take the average damage it deals with each of its attacks in a round and add them together. If a monster has different attack options, use the monster's most effective attacks to determine its damage output.

If a monster's damage output varies from round to round, calculate its damage output each round for the first three rounds of combat, and take the average. For example, a behemoth has a multiattack routine (one gore attack and two claw attacks) that deals an average of 56 damage each round, as well as a *meteor* spell that deals 54 damage, or 108 if it hits two targets (and it more than likely will). In the first three rounds of combat, the behemoth will probably get to use its *meteor* spell once and its multiattack routine twice, so its average damage output for the first three rounds would be (108 + 56 + 56) ÷ 3, or 73 damage (rounded down).

When calculating a monster's damage output, also account for special off-turn damage-dealing features, such as reactions, legendary actions, or lair actions.

STEP 11: SAVE DCs

A monster might have an attack or some other trait that requires a target to make a saving throw. The save DCs to resist such effects have a direct bearing on the monster's challenge rating, and vice versa. You can determine save DCs in one of two ways.

Use the Table. You can start with the monster's expected challenge rating and use the **Monster Statistics by Challenge Rating** table to determine an appropriate save DC for any effect that requires a target to make a saving throw.

Calculate the DCs. Alternatively, you can calculate a monster's save DCs as follows: 8 + the monster's proficiency bonus + the monster's relevant ability modifier. You choose the ability that best applies.

For example, if the effect is a poison, the relevant ability is probably the monster's Constitution. If the effect is similar to that of a spell, the relevant ability might be the monster's Intelligence, Wisdom, or Charisma.

Don't worry if the save DCs aren't matching up with the expected challenge rating for the monster. Other factors can affect a monster's challenge rating, as shown in later steps, and you can always adjust the save DCs later on.

STEP 12: SPEED

Every monster has a walking speed. (Immobile monsters have a walking speed of 0 feet) In addition to its walking speed, a monster might have one or more other speeds, including a burrowing, climbing, flying, or swimming speed.

Flying Monster. Increase the monster's effective Defence by 2 (not their actual Defence) if it can fly and deal damage at range and if its expected challenge rating is 10 or lower (higher-level characters have a greater ability to deal with flying creatures).

STEP 13: SAVING THROW BONUSES

If you want a monster to be unusually resistant to certain kinds of effects, you can give it a bonus to saving throws tied to a particular ability.

A saving throw bonus is best used to counteract a low ability score. For example, an undead monster with a low Wisdom score might need a Wisdom saving throw bonus to account for the fact that it's more difficult to charm, frighten, or turn than its Wisdom would indicate.

A saving throw bonus is equal to the monster's proficiency bonus + the monster's relevant ability modifier.

A monster with three or more saving throw bonuses has a significant defensive advantage, so its effective Defence (not its actual Defence) should be raised when determining its challenge rating. If it has three or four bonuses, increase its effective Defence by 2. If it has five or more bonuses, increase its effective Defence by 4.

STEP 14: FINAL CHALLENGE RATING

At this point, you have all the statistical information you need to calculate the monster's final challenge rating. This step is identical to step 4 under "Creating Quick Monster Stats." Calculate the monster's defensive challenge rating and its offensive challenge rating, then take the average to get its final challenge rating.

STEP 15: SKILL BONUSES

If you want a monster to be proficient in a skill, you can give it a bonus equal to its proficiency bonus on ability checks related to that skill. For example, a monster with sharp senses might have a bonus on Wisdom (Perception) checks, while a duplicitous monster might have a bonus on Charisma (Deception) checks.

You can double the proficiency bonus to account for heightened mastery.

Skill bonuses have no bearing on a monster's challenge rating.

STEP 16: CONDITION IMMUNITIES

A monster can be immune to one or more debilitating conditions, and these immunities have no bearing on its challenge rating. For descriptions of the various conditions, see **appendix A**.

As with damage immunities, condition immunities should be intuitive and logical.

STEP 17: SENSES

A monster might have one or more of the following special senses: blindsight, darkvision, tremorsense, and truesight. Whether the monster has special senses or not has no bearing on its challenge rating.

Passive Perception Score. All monsters have a passive Wisdom (Perception) score, which is most often used to determine whether a monster detects approaching or hidden enemies. A monster's passive Wisdom (Perception) score is 10 + its Wisdom modifier. If the monster has proficiency in the Perception skill, its score is 10 + its Wisdom (Perception) bonus.

SAMPLE MONSTER STAT BLOCK

Putting everything into consideration from above, below is what a monster stat block should look like when creating stats for blobra.

BLOBRA
Medium ooze
Defence 10
Hit Points 55 (10d8 + 10)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	8 (-1)	4 (-3)	10 (+0)

Skills Melee Strike +4, Perception +1
Damage Vulnerabilities cold, fire, or thunder (pick one)
Senses passive Perception 11
Draw Magic *shell*
Challenge 1 (200 XP)

ACTIONS
Slam. *Melee Weapon Attack*: +4 to hit, reach 20 ft., one target. *Hit*: 12 (3d6 + 2) bludgeoning damage.

Sticky Icky. *Melee Weapon Attack*: +4 to hit, reach 20 ft., one target. *Hit*: 11 (2d8 + 2) bludgeoning damage. Target must succeed at DC 10 Dexterity saving throw or become *slowed*.

APPENDIX A - CONDITIONS

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few can be advantageous. A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

    If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

    The following definitions specify what happens to a creature while it is subjected to a condition.

BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the charmed creature.

CONFUSED

- A confused creature gains advantage on its attacks, and can only use Attack as an action.
- The confused creature can only attack the nearest target, regardless of it being an ally or enemy.

CURSED

- A cursed creature cannot use any bonus actions.
- The curser gains advantage on magical attacks against the cursed creature.
- Whenever a cursed creature makes a weapon attack, it has disadvantage.

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

DOOMED

- A doomed creature has disadvantage on attack rolls and ability checks.
- A doomed creature drops to 0 hit points and becomes *unconscious* once a number of rounds have passed equal to 1 + the creature's Wisdom modifier.

FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.

INCAPACITATED

- An incapacitated creature can't take actions or reactions.

PARALYSED

- A paralysed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

PETRIFIED

- A petrified creature is transformed, along with any non-magical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.

- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralised.

POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.
- A poisoned creature loses a number of hit points at the start of their turn equal to their max Hit Die.

PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

SILENCED

- A silenced creature is unable to cast low-level, mid-level, and high-level magic.
- A silenced creature is unable to summon guardian forces.

UNCONSCIOUS

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage. Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

APPENDIX B– CUSTOMISATION OPTIONS

This section covers additional abilities gained through features and feats, as well as a section on animal companions to choose from if you have selected the Animal Companion feature at 1st level.

ANIMAL COMPANIONS

Upon gaining the Animal Companion feature, you can select one of the following as a pet that you can train to help you in combat. All pets start at 1st level and gain level as you gain level.

The choices for an animal companion are described below. How your pet looks in terms of breed and colouring, as well as gender, are left to you to decide.

Your pet's starting ability scores use the following package which you can assign at your choice: 14, 13, 12, 10, 10, and 8.

At 3rd level and every three levels thereafter, your pet increases two of their ability scores by 1 each.

CAT

Hit Points at 1st level: 6 + Con modifier
Hit Points gained at each level: 1d6 + Con modifier
Defence: 10 + Dexterity modifier
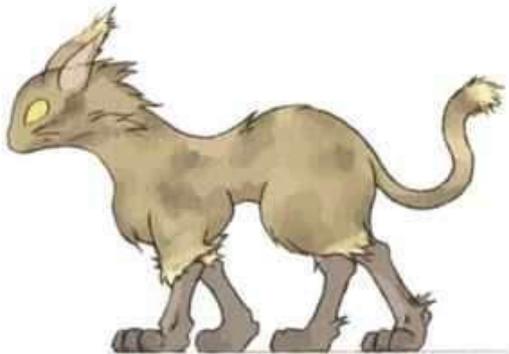
CHOCOBO

Hit Points at 1st level: 10 + Con modifier
Hit Points gained at each level: 1d10 + Con modifier
Defence: 10 + Dexterity modifier

DOG

Hit Points at 1st level: 8 + Con modifier
Hit Points gained at each level: 1d8 + Con modifier
Defence: 10 + Dexterity modifier

PET FEATURES

The following are features available to your pet at 1st level.

PROFICIENCY

Your pet gains proficiency in two saving throws of your choice and any three skills from the following list:

Acrobatics, Athletics, Insight, Intimidation, Melee Strike, Perception, Stealth, and Survival

CANNON

After you have made an attack as your action, you can launch your pet at up to three targets you can see as a bonus action, dealing *force* damage equal to 1d8 + your pet's Dexterity modifier if the targets fail a Dexterity saving throw.

At 5th, 10th, 15th, and 20th level, the damage of this ability increases by +1 die.

RUSH

As a bonus action on your turn, your pet can rush a single creature you can see, dealing bludgeoning damage equal to 1d6 + your pet's Strength modifier if the target fails a Dexterity saving throw.

At 5th, 10th, 15th, and 20th level, the damage of this ability increases by +1 die.

PET ABILITIES

You can study from Pet Pals magazines to teach your pet a new technique. The description of these techniques are detailed below.

INVINCIBLE MOON

Prerequisite: Learn from Pet Pals Vol. 3

You can activate this ability as a bonus action. For 3 rounds, all allies within 15 feet of your pet are shielded with a mystical barrier, causing any attacks made against them become an instant fail. The allies must remain within range of your pet to gain this benefit.

RECOVER

Prerequisite: Learn from Pet Pals Vol. 2

As a bonus action, your pet can touch an ally within 25 feet of its position. That ally regains hit points equal to double their Hit Die.

REVERSE

Prerequisite: Learn from Pet Pals Vol. 4

As a bonus action, your pet can touch an ally within 25 feet of its position that has had its hit points reduced to 0. That ally regains 1 hit point and can act normally on their next turn.

SEARCH

Prerequisite: Learn from Pet Pals Vol. 5

Your pet gains advantage on Wisdom (Perception) checks to find rare items.

STRIKE

Prerequisite: Learn from Pet Pals Vol. 1

Your pet gains advantage on Strength (Melee Strike) checks.

WISHING STAR

Prerequisite: Learn from Pet Pals Vol. 6

Once per encounter, as a bonus action, your pet can rain down beams of light at all enemy creatures within 40 feet of its position. The

creatures must make a Dexterity saving throw or take 4d12 *energy* damage.

At 5th, 10th, 15th, and 20th level, the damage of this ability increases by +1 die.

COMBAT KING

Through the studying of the Combat King series of magazines, martial artists can learn new fighting styles. These techniques are detailed below.

DIFFERENT BEAT

Prerequisite: Learn from Combat King 004

Whenever you make an unarmed attack against a target, you can make another attack against two additional targets that is within 15 feet from you as a bonus action.

DOLPHIN BLOW

Prerequisite: Learn from Combat King 001

Whenever you are surrounded by enemy targets, you can make one unarmed strike against one target. As a bonus action, the other targets must make a Wisdom saving throw. On a failed save, the targets take *water* and bludgeoning damage equal to 1d6 + your Strength modifier.

You have advantage on your unarmed attack against your main target when using this ability.

FINAL HEAVEN

Prerequisite: Learn from Combat King 005

You gain advantage on all unarmed strikes as well as a bonus to damage rolls made with your unarmed strikes equal to your level.

METEOR BARRET

Prerequisite: Learn from Combat King 003

Whenever you make an unarmed strike, you can spend a number of your Magic Affinity pool up to your Wisdom modifier to gain a +1 to the damage roll for each point spent.

METEOR STRIKE

Prerequisite: Learn from Combat King 002

Whenever you make an unarmed strike, you apply both your Strength modifier and your Dexterity modifier to the damage roll.

MAGIC CROSS

Characters with the Chi feature, and also has the Magic Cross feat, gains an ability to use as a bonus action after using their Chi ability on their turn. These abilities are detailed below.

BLOODFEST

Prerequisite: 15ᵗʰ level, Magic Cross feat

As a bonus action to your Chi ability, you leap into the air and summon a cross-like vortex beneath all enemy targets within 80 feet from you. The targets must make a successful Dexterity saving throw or take 9d10 *necrotic* damage.

DEMON SLICE

Prerequisite: 8ᵗʰ level, Magic Cross feat

As a bonus action to your Chi Cross ability, you start spinning on the spot, using your weapon as a focus point and forming a massive whirlwind in your wake. You move towards a single creature, who is the target of your chi cross ability, and deal 6d8 slashing damage.

NO MERCY

Prerequisite: Magic Cross feat

As a bonus action to your Chi Cross ability, you can harness magical energy from your weapon, sending a blast of concentrated power at your target. The target must successfully make a Wisdom saving throw or take 3d6 *energy* damage.

SLOT

Characters with the Slot feat gain unique spells not learnt anywhere else. They can only be used when utilising the Slot feat. These spells are detailed below.

FULL CURE

Evocation slot magic

Casting Time: 1 action
Range: Touch
Duration: Instantaneous

You can touch up two allies. The allies are restored to full health and any conditions affecting them are removed. This spell does not affect unconscious creatures or mecha.

RAPTURE

Evocation slot magic

Casting Time: 1 action
Range: 100
Duration: Instantaneous

Designate one creature you can see. That creature must succeed on a Constitution saving throw or fall unconscious, regardless of any hit points remaining.

WALL

Evocation slot magic

Casting Time: 1 action
Range: Touch
Duration: 5 rounds

You can touch up to three creatures. The creatures you touch becomes exhilarated and gains a +3 bonus to his Defence for the duration of the spell. The target also gains advantage on all spell saving throws for the duration of the spell.

APPENDIX C — MONSTER STATISTICS

The following section details the various monsters seen across the world of Final Fantasy VIII. The monsters here are arranged by type.

Considering that almost anything that you can fight is considered a monster, the section also includes stats for various cyborgs utilised by both the Galbadian army and Esthar's army.

BEASTS

Beasts are one of the most common types of monsters seen around the world. Through rapid genetic mutation via the lunar cry, the once peaceful and beautiful animal wildlife transformed into the vicious creatures seen today.

ADAMANTOISE

Its high defence capability makes it difficult to defeat. Owns rare items that make it worth the effort. — Scan info

ADAMANTOISE
Large beast
Defence 18 (natural armour)
Hit Points 83 (11d10 + 22)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	14 (+2)	8 (-1)	12 (+1)	10 (+0)

Skills Melee Strike +7, Perception +3
Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons
Damage Vulnerabilities force, thunder
Senses blindsight 30 ft., passive Perception 13
Draw Magic *blizzard*, *protect*, *shell*
Challenge 4 (1,100 XP)

Innate Spellcasting. The adamantoise's innate spellcasting ability is Wisdom (Spell save DC 11). It can innately cast the following spells:
    Low-level: *protect, shell*
    Mid-level: *berserk*
    Blue magic: *white wind*

ACTIONS
Multiattack. The adamantoise makes two bite attacks.

Bite. *Melee Weapon Attack*: +7 to hit, one target. *Hit*: 12 (2d8 + 3) piercing damage.

Sand Storm. The adamantoise can summon a giant sand storm that bursts out and strikes all enemy targets within 40 ft. of its position. The targets must succeed on a Constitution saving throw or become *blinded*.

ANACONDAUR

A large venomous snake that uses squeeze attacks. Use caution when its HP are low; it spits poisonous fluid. — Scan info

ANACONDAUR

Medium beast
Defence 13 (natural armour)
Hit Points 44 (8d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	10 (+0)	4 (-3)	6 (-2)

Skills Melee Strike +3, Perception -1, Ranged Strike +3
Damage Immunities poison
Damage Resistances fire
Damage Vulnerabilities cold
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 9
Draw Magic *cure*, *fire*
Challenge 1/2 (100 XP)

Slithering Surface. The anacondaur can move through rough terrain without any penalty.

ACTIONS

Poison Mist. *Ranged Weapon Attack*: +3 to hit, range 20/80 ft., one-three targets. *Hit*: 9 (3d4 + 2) poison damage. Target becomes *poisoned* if the attack succeeds its Defence by 3 or more.

Slam. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 5 (1d8 + 1) bludgeoning damage.

Squeeze. *Melee Weapon Attack*: +3 to hit, one target. *Hit*: 8 (2d6 + 1) bludgeoning damage.

ARMADODO

The legs are small compared to the body, and it falls easily when attacked with force. – Scan info
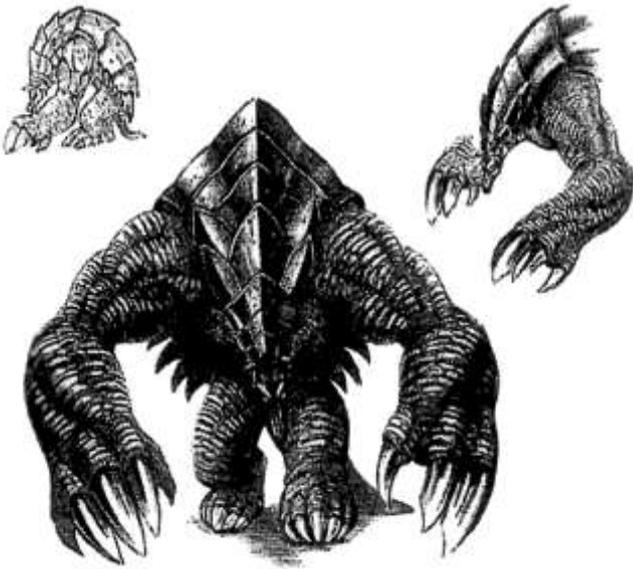
ARMADODO

Medium beast
Defence 16 (natural armour)
Hit Points 72 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	6 (-2)	14 (+2)	9 (-1)

Skills Melee Strike +8, Perception +4
Senses darkvision 60 ft., passive Perception 14
Draw Magic *protect*, *shell*
Challenge 4 (1,100 XP)

Innate Spellcasting. The armadodo's innate spellcasting ability is Wisdom (Spell save DC 12). It can innately cast the following spells:
> Low-level: *protect*, *shell*
> High-level: *quake*

Roll Back. When armadodo takes a critical hit from a weapon attack, it falls on its back and is unable to roll forward on its legs until two turns have passed. While on its back, armadodo takes a -5 penalty to Defence.

ACTIONS

Multiattack. The armadodo makes two claw attacks.

Claw. *Melee Weapon Attack*: +8 to hit, one target. *Hit*: 14 (3d6 + 4) slashing damage.

Rolling Slam. *Melee Weapon Attack*: +8 to hit, reach 20 ft., one target. *Hit*: 22 (4d8 + 4) bludgeoning damage.

BEHEMOTH

Uses powerful magic, such as Meteor. A strong enemy that's hard to defeat. – Scan info

BEHEMOTH

Huge beast
Defence 18 (natural armour)
Hit Points 450 (31d12 + 248)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	27 (+8)	14 (+2)	12 (+1)	20 (+5)

Skills Intimidation +12, Melee Strike +17, Perception +15
Senses darkvision 80 ft., passive Perception 25
Draw Magic *flare*, *regen*, *tornado*
Challenge 24 (62,000 XP)

Innate Spellcasting. The behemoth's innate spellcasting ability is Charisma (Spell save DC 20). It can innately cast the following spells:

> Mid-level: *dispel*
> High-level: *flare*, *meteor*, *thundaga*, *tornado*
> Blue magic: *mighty guard*

ACTIONS

Multiattack. The behemoth can use its Frightful Presence. It then makes three attacks: one with its gore and two with its claws.

Claw. *Melee Weapon Attack*: +17 to hit, reach 5 ft., one target. *Hit*: 64 (12d8 + 10) slashing damage.

Gore. *Melee Weapon Attack*: +17 to hit, one target. *Hit*: 59 (14d6 + 10) bludgeoning damage.

Frightful Presence. Each creature of the behemoth's choice that is within 80 feet of the behemoth and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the behemoth's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

The behemoth can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The behemoth regains spent legendary actions at the start of its turn.

> **Gore Attack.** The behemoth makes a gore attack.
> **Meteor (Costs 2 Actions).** The behemoth casts the *meteor* spell.

COCKATRICE

Petrifies enemies with its stare. Uses thunder by flapping its wings. Uses Electrocute when fully grown. – Scan info

COCKATRICE

Large beast
Defence 14
Hit Points 65 (10d10 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	12 (+1)	2 (-4)	7 (-2)	14 (+2)

Skills Melee Strike +6, Perception +2
Damage Immunities poison, thunder
Damage Vulnerabilities wind
Senses passive Perception 12
Draw Magic *thunder*
Challenge 3 (700 XP)

Innate Spellcasting. The cockatrice's innate spellcasting ability is Charisma (Spell save DC 12). It can innately cast the following spells:

> Low-level: *thunder*
> Blue magic: *electrocute*

ACTIONS

Claw. *Melee Weapon Attack*: +6 to hit, one target. *Hit*: 6 (1d8 + 2) slashing damage.

Peck. *Melee Weapon Attack*: +6 to hit, one target. *Hit*: 9 (2d6 + 2) piercing damage.

REACTIONS

Electric Discharge. When cockatrice's hit points drop to 0, as a last resort it will emit a jolt of electricity that blasts out in a 40-foot radius from its position, dealing 23 (6d6 + 2) thunder damage (no save).

Petrify Stare. After it is dealt damage from a magic attack, cockatrice will use this ability against its attacker. The target must make a Constitution saving throw (DC 9) or be inflicted with the *petrified* condition.

DEATH CLAW

A monster with 4 sharp claws. Attacks with sheer power, but also uses gas attacks. – Scan info
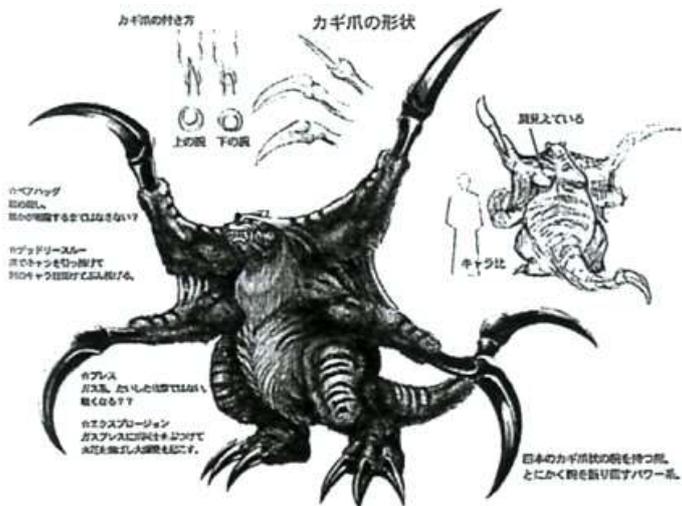
DEATH CLAW
Medium beast
Defence 15 (natural armour)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	16 (+3)	10 (+0)	4 (-3)	8 (-1)

Skills Melee Strike +13, Perception +5, Ranged Strike +10
Senses darkvision 60 ft., passive Perception 15
Draw Magic *aero*, *dispel*
Challenge 11 (7,200 XP)

ACTIONS
Multiattack. The death claw makes two claw attacks and one slam attack.

Gas. *Ranged Weapon Attack*: +10 to hit, range 20/80 ft., one-three targets. *Hit*: 33 (7d8 + 2) damage. Target becomes infected with *sleep* if the attack succeeds its Defence by 3 or more.

Claw. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit*: 36 (9d6 + 5) slashing damage.

Slam. *Melee Weapon Attack*: +13 to hit, one target. *Hit*: 36 (7d8 + 5) bludgeoning damage.

FASTITOCALON

A fish that swims in the ground in beaches and deserts. Only the fin can be seen. One theory says that it may be a shark.

– Scan info
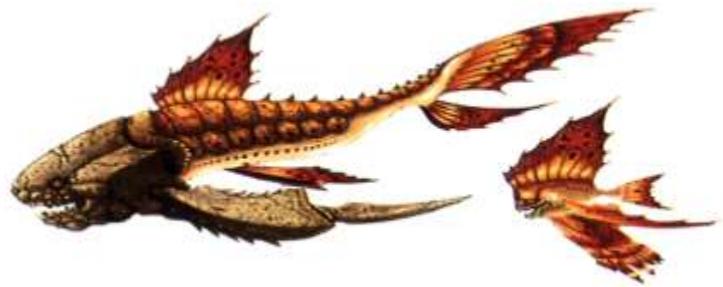
FASTITOCALON
Small beast
Defence 12 (natural armour)
Hit Points 28 (8d6)
Speed 15 ft. (flying)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	2 (-4)	4 (-3)	10 (+0)

Skills Melee Strike +2, Perception +1
Damage Absorption water
Damage Immunities fire
Damage Vulnerabilities force, thunder
Senses blindsight 20 ft., echolocation 40 ft., passive Perception 11
Draw Magic *blizzard*, *sleep*, *scan*
Challenge 1/2 (100 XP)

Underground Dweller. While beneath the ground and only its fin is seen above the ground, fastitocalon gains a temporary +2 bonus to Defence. Fastitocalon appears fully above ground once its hit points are reduced by half.

ACTIONS
Slam. *Melee Weapon Attack*: +2 to hit, one target. *Hit*: 4 (1d8) slashing damage.

Sand Storm. Fastitocalon can summon a sandstorm that bursts out in a 30 ft. line. All targets in the affected area must make a Dexterity saving throw (DC 11) or take 11 (3d6 + 1) points of damage.

GAYLA

Puts enemies to sleep, then attacks. Spits fluid which removes an enemy's strength while asleep. – Scan info
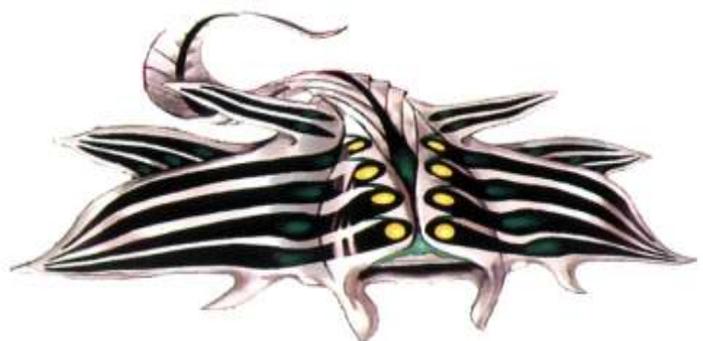
GAYLA

Medium beast
Defence 14
Hit Points 98 (15d8 + 30)
Speed 25 ft. (flying)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	12 (+1)	5 (-3)	10 (+0)

Skills Melee Strike +8, Perception +3, Ranged Strike +10
Damage Immunities force
Damage Vulnerabilities wind
Senses blindsight 20 ft., echolocation 40 ft., passive Perception 13
Draw Magic *sleep*, *thundara*
Challenge 8 (3,900 XP)

ACTIONS

Gastric Juice. *Ranged Weapon Attack*: +10 to hit, range 20/80 ft., one target. *Hit*: reduces target's hit points by one-half (rounded down). Target's Defence is treated as 0 until the start of gayla's next turn.

Gore. *Melee Weapon Attack*: +8 to hit, one target. *Hit*: 30 (8d6 + 2) bludgeoning damage.

Hypnotise. The target of this attack must make a DC 13 Constitution saving throw or become infected with the *sleep* condition.

Slam. *Melee Weapon Attack*: +8 to hit, one target. *Hit*: 29 (6d8 + 2) bludgeoning damage.

GEEZARD

Lives in humid places. It sneak-attacks humans that pass by. Uses status attack when fully grown. — Scan info

GEEZARD

Medium beast
Defence 12 (natural armour)
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	10 (+0)	2 (-4)	4 (-3)	10 (+0)

Skills Melee Strike +6, Perception +1
Senses blindsight 20 ft., passive Perception 11
Draw Magic *thunder*, *cure*
Challenge 1/2 (100 XP)

Innate Spellcasting. The geezard's innate spellcasting ability is Charisma (Spell save DC 10). It can innately cast the following spells:
    Low-level: *fire*
    Blue magic: *bad breath*

ACTIONS

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 9 (2d6 + 2) slashing damage.

Gore. *Melee Weapon Attack*: +6 to hit, one target. *Hit*: 6 (1d8 + 2) bludgeoning damage.

GLACIAL EYE

A floating monster that uses Ice magic. When running low on HP, uses Vampire to suck HP from opponents. — Scan info

GLACIAL EYE

Medium beast
Defence 12
Hit Points 36 (8d8)
Speed 20 ft. (flying)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	8 (-1)	6 (-2)	10 (+0)

Skills Melee Strike +4, Perception +2,
Damage Immunities cold, force
Damage Vulnerabilities fire
Senses darkvision 20 ft., passive Perception 12
Draw Magic *blizzard*, *cure*, *scan*
Challenge 1/2 (100 XP)

ACTIONS

Gore. *Melee Weapon Attack*: +4 to hit, one target. *Hit*: 8 (1d8 + 4) bludgeoning damage.

Vampire. The target of this attack must make a DC 11 Constitution saving throw or take 8 (2d6 + 1) points of *necrotic* damage. The damage is then absorbed by glacial eye.

MESMERISE

Has a large blade for a horn. This blade has a healing effect when used as an item or to make magic. – Scan info

MESMERISE

Medium beast
Defence 15
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	10 (+0)	10 (+0)	6 (-2)

Skills Melee Strike +10, Perception +8, Ranged Strike +9
Senses passive Perception 18
Draw Magic *esuna*, *cura*, *life*
Challenge 9 (5,000 XP)

The Horn Broke Off! Once mesmerise is dealt enough damage from a single attack (20 or more), its horn is broken off, leaving it only capable of using its gore and slam attacks.

ACTIONS

Multiattack. The mesmerise makes either one claw attack and one blade shot attack, or one gore attack and one slam attack (when horn is broken off).

Blade Shot. *Ranged Weapon Attack*: +9 to hit, reach 20 ft., one target. *Hit*: 33 (8d6 + 5) slashing damage.

Claw (blade slice). *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit*: 23 (6d6 + 2) slashing damage.

Gore (hind kick). *Melee Weapon Attack*: +10 to hit, one target. *Hit*: 29 (6d8 + 2) bludgeoning damage.

Slam (bash). *Melee Weapon Attack*: +10 to hit, one target. *Hit*: 38 (8d8 + 2) bludgeoning damage

OILBOYLE

This creature lives underground. Its slimy body is full of oil. Attacks by spitting oil. – Scan info

OILBOYLE

Large beast
Defence 14
Hit Points 105 (14d10 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	10 (+0)	10 (+0)	8 (-1)

Skills Melee Strike +6, Perception +6
Damage Immunities water
Damage Vulnerabilities fire
Senses darkvision 40 ft., passive Perception 16
Draw Magic *esuna*, *cura*, *blind*, *confuse*
Challenge 7 (2,900 XP)

ACTIONS

Gore. *Melee Weapon Attack*: +6 to hit, one target. *Hit*: 25 (5d8 + 3) bludgeoning damage.

Oil Blast. The target of this attack must make a DC 13 Constitution saving throw or lose one-half their current hit points (rounded down).

Oil Shot. The target of this attack must make a DC 13 Constitution saving throw or become infected with the *blinded* condition.

Sonic Wave. *Magic Attack*: +6 to hit, one target. *Hit*: 31 (8d6 + 3) sonic damage. Target becomes infected with the *cursed* condition.

RALDO

May look slow due to its stone-like body, but it is actually quite fast. May appear in numbers.
– Scan info

RALDO

Medium beast
Defence 14 (natural armour)
Hit Points 59 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	6 (-2)

Skills Melee Strike +4, Perception +2
Senses low-light vision 20 ft., passive Perception 12
Draw Magic *fire*, *thunder*, *protect*
Challenge 2 (450 XP)

ACTIONS

Claw. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 12 (3d6 + 2) slashing damage.

RED BAT

A type of bat with a huge mouth. Lurks in dark places. Dives quickly from the air to bite its target.
– Scan info

RED BAT

Small beast
Defence 11
Hit Points 11 (3d6)
Speed 20 ft. (flying)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	11 (+0)	6 (-2)	9 (-1)	6 (-2)

Skills Melee Strike +2, Perception +3
Damage Immunities force
Damage Vulnerabilities wind
Senses echolocation 20 ft., passive Perception 13
Draw Magic *fire*, *thunder*, *protect*
Challenge 1/8 (25 XP)

ACTIONS

Bite. *Melee Weapon Attack*: +2 to hit, one target. *Hit*: 2 (1d8 - 2) slashing damage.

Vampire. The target of this attack must make a DC 10 Constitution saving throw or take 3 (1d6) points of *necrotic* damage. The damage is then absorbed by red bat.

Ultrasonic Waves. *Magic Attack*: +1 to hit, one target. *Hit*: 3 (1d8 - 1) sonic damage. Target becomes infected with the *confused* condition.

THRUSTAEVIS

A monster on the Galbadia continent. Usually swoops down to attack enemies, but also bites and causes wind gusts when in danger. – Scan info

THRUSTAEVIS

Large beast
Defence 13
Hit Points 65 (10d10 + 10)
Speed 30 ft. (flying)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Melee Strike +5, Perception +4
Damage Immunities force
Damage Absorption wind
Senses darkvision 25 ft., passive Perception 14
Draw Magic *blizzard*, *scan*, *float*
Challenge 3 (700 XP)

ACTIONS

Bite. *Melee Weapon Attack*: +5 to hit, one target. *Hit*: 10 (2d8 + 1) piercing damage.

Slam. *Melee Weapon Attack*: +5 to hit, one target. *Hit*: 14 (3d8 + 1) bludgeoning damage.

Wind Blast. *Magic Attack*: +4 to hit, one target. *Hit*: 24 (7d6) wind damage.

TORAMA

Uses multiple magic attacks while sitting down. Even more powerful when it stands up to use its Blaster attacks. – Scan info

TORAMA

Medium beast
Defence 16 (natural armour)
Hit Points 299 (26d8 + 182)
Speed 30 ft. (when stood up)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	24 (+7)	14 (+2)	14 (+2)	16 (+3)

Skills Intimidation +9, Melee Strike +13, Perception +14
Senses darkvision 40 ft., passive Perception 24
Draw Magic *death*, *demi*, *life*
Challenge 19 (22,000 XP)

Innate Spellcasting. The torama's innate spellcasting ability is Charisma (Spell save DC 17). It can innately cast the following spells:

> Low-level: *bio, confuse, esuna*
> Mid-level: *aero, demi, thundara*
> High-level: *death, holy, meteor*
> Blue magic: *lv5 death*

Stand Up. Once torama loses one-half its total hit points, it will stand up and can move around. Once stood up, torama no longer can use its magic and can only use its bite and blaster attacks.

ACTIONS

Multiattack. The torama makes two bite attacks.

Bite. *Melee Weapon Attack*: +13 to hit, one target. *Hit*: 65 (13d8 + 7) piercing damage.

Blaster. *Magic Attack*: +15 to hit, one target. *Hit*: 52 (9d10 + 3) energy damage. Target becomes *petrified* if the attack exceeds their Defence by 5 or more.

TRI-FACE

A monster with 3 heads. The 2 heads on the side are not real, but they bite and spit poison as if they were.　　　　　　　　　　– Scan info

TRI-FACE
Large beast
Defence 14 (natural armour)
Hit Points 90 (12d10 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

Skills Melee Strike +9, Perception +6, Ranged Strike +8
Damage Vulnerabilities fire, radiant
Damage Absorption poison
Senses darkvision 30 ft., passive Perception 16
Draw Magic *silence*, *blind*
Challenge 5 (1,800 XP)

Innate Spellcasting. The tri-face's innate spellcasting ability is Wisdom (Spell save DC 12). It can innately cast the following spells:
　　　Blue magic: *acid*

ACTIONS
Bite. *Melee Weapon Attack*: +9 to hit, one target. *Hit*: 34 (7d8 + 3) piercing damage.

Poison Gas. *Ranged Weapon Attack*: +8 to hit, range 20/80 ft., one-three targets. *Hit*: 24 (5d8 + 2) poison damage. Target becomes infected with *poisoned* and *confused* if the attack succeeds its Defence by 3 or more.

CYBORG

Cyborgs are few and far between, seen with either the Galbadian army or the Esthar army as part of their hybrid programmes.

　　While the Galbadian army decided to go down the path of combining monsters with machinery, Esthar took the route of fusing human beings with machinery for greater combat prowess.

IRON GIANT

Hard to damage due to the steel armour. Doesn't use magic, but its sword can cause significant damage.　　　　　　　– Scan info

IRON GIANT
Huge cyborg
Defence 20 (natural armour)
Hit Points 392 (29d12 + 203)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	24 (+7)	14 (+2)	12 (+1)	18 (+4)

Skills Intimidation +17, Melee Strike +16, Perception +15
Damage Vulnerabilities thunder
Senses darkvision 70 ft., passive Perception 25
Draw Magic *haste*, *quake*, *shell*, *reflect*
Challenge 22 (41,000 XP)

Bio-mech Construction. Iron giant has advantage on Constitution saving throws against being *poisoned*.

Innate Spellcasting. The iron giant's innate spellcasting ability is Wisdom (Spell save DC 16). It can innately cast the following spells:
　　　Blue magic: *mighty guard*

ACTIONS
Multiattack. The iron giant can use its Frightful Presence. It then makes three attacks with its grand sword.

Grand Sword. *Melee Weapon Attack*: +16 to hit, reach 10 ft., one-three targets. *Hit*: 58 (11d8 + 9) slashing damage.

Frightful Presence. Each creature of the iron giant's choice that is within 80 feet of the iron giant and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the iron giant's Frightful Presence for the next 24 hours.

TERMINATOR

A cyborg in the form of an Esthar soldier, but far stronger. It only uses physical attacks.
– Scan info

TERMINATOR
Medium cyborg
Defence 13 (natural armour)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	14 (+2)	10 (+0)	10 (+0)

Saving Throws Dex +5, Con +5
Skills Melee Strike +9, Perception +6, Ranged Strike +8
Damage Vulnerabilities thunder
Senses low-light vision 25 ft., passive Perception 16
Draw Magic *fire*, *thunder*, *blizzard*
Challenge 5 (1,800 XP)

Bio-mech Construction. Terminator has advantage on Constitution saving throws against being *poisoned*.

Innate Spellcasting. The terminator's innate spellcasting ability is Intelligence (Spell save DC 13). It can innately cast the following spells:
　　Mid-level: *blizzara*
　　High-level: *death*

Soul Crush. When its hit points have been reduced to 0, as its final act before falling to the floor, the terminator will use this ability which automatically reduces all of its enemies to 1 hit point (no save).

ACTIONS
E-Blade (sword). *Melee Weapon Attack*: +9 to hit, one target. *Hit*: 30 (6d8 + 3) slashing damage.

E-Blade (gun). *Ranged Weapon Attack*: +8 to hit, range 40/120., one target. *Hit*: 29 (6d8 + 2) piercing damage.

SAM08G

A living weapon made by Galbadia. Carries a 155mm cannon on both shoulders and a 60mm Vulcan cannon in its mouth. – Scan info

SAM08G
Medium cyborg
Defence 15 (natural armour)
Hit Points 72 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	13 (+1)	9 (-1)	10 (+0)

Skills Melee Strike +6, Perception +3, Ranged Strike +7
Damage Vulnerabilities thunder, poison
Senses darkvision 25 ft., passive Perception 13
Draw Magic *shell*, *protect*
Challenge 4 (1,100 XP)

Innate Spellcasting. The SAM08G's innate spellcasting ability is Intelligence (Spell save DC 11). It can innately cast the following spells:
　　Blue magic: *gatling gun*

ACTIONS
Slam. *Melee Weapon Attack*: +6 to hit, one target. *Hit*: 20 (4d8 + 2) bludgeoning damage.

Cannon Blow. *Ranged Weapon Attack*: +7 to hit, range 30/90 ft., one target. *Hit*: 30 (6d8 + 3) piercing damage.

TURTAPOD

Attacks with sharp claws. When attacked, it may change defence mode in order to protect itself from damage. — Scan info

TURTAPOD
Small cyborg
Defence 14 (natural armour)
Hit Points 204 (24d6 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	20 (+5)	12 (+1)	13 (+1)	10 (+0)

Skills Melee Strike +11, Perception +13
Senses passive Perception 23
Draw Magic *cura*, *esuna*, *dispel*
Challenge 17 (18,000 XP)

ACTIONS
Multiattack. The turtapod can make three attacks with its slam attack.

Slam. *Melee Weapon Attack*: +11 to hit, one target. *Hit*: 36 (9d6 + 5) slashing damage.

DEMONS

Demons are a rare breed of creatures. They have inspired countless stories derived from nightmares, and their appearances would make anyone run and hide for their lives.

BOMB

A monster powered by fire. Usually calm, but still a dangerous monster that becomes gigantic or explodes when attacked. — Scan info

BOMB
Small demon
Defence 12 (natural armour)
Hit Points 28 (8d6)
Speed 20 ft. (floating)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	11 (+0)	8 (-1)	9 (-1)	14 (+2)

Skills Melee Strike +3, Perception +3
Damage Absorption fire
Damage Immunities force
Damage Vulnerabilities cold, wind
Senses passive Perception 13
Draw Magic *fire*
Challenge 1 (200 XP)

Innate Spellcasting. The bomb's innate spellcasting ability is Charisma (Spell save DC 12). It can innately cast the following spells:
     Low-level: *fire*

Suicide. If Bomb's hit points are not dropped to 0 after being attacked three times, it will self-destruct, inflicting 4d8 (11) *energy* damage to all creatures within 30 ft. from its position. All creatures not dropped to 0 hit points by this attack fall *prone*. If Bomb self-destructs, all XP associated with it is not awarded.

ACTIONS
Slam. *Melee Weapon Attack*: +3 to hit, reach 15 ft., one target. *Hit*: 5 (1d8 + 1) slashing damage.

BUEL

Any magic attacks are almost completely ineffective. However, very weak against physical attacks. – Scan info

BUEL
Large demon
Defence 6 (natural armour)
Hit Points 44 (8d10)
Speed 25 ft. (flying)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	10 (+0)	8 (-1)	9 (-1)	14 (+2)

Skills Melee Strike +4, Perception +3
Damage Immunities force
Damage Vulnerabilities radiant, wind
Senses passive Perception 13
Draw Magic *fire*, *thunder*, *blizzard*
Challenge 1 (200 XP)

Innate Spellcasting. The buel's innate spellcasting ability is Charisma (Spell save DC 12). It can innately cast the following spells:
　　Low-level: *fire*, *thunder*

Magic Resistance. Buel only receives 1 point of damage from the following damage types: cold, fire, thunder, poison, energy, and necrotic; regardless of spell or character level.

ACTIONS
Claw. *Melee Weapon Attack*: +4 to hit, reach 10 ft., one target. *Hit*: 9 (2d6 + 2) slashing damage.

CREEPS

Has a flat black body like a shadow. Said to be a living creature. Sometimes kills its opponent when it dies. – Scan info

CREEPS
Medium demon
Defence 10
Hit Points 72 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	10 (+0)	10 (+0)	14 (+2)

Skills Melee Strike +6, Perception +4
Damage Immunities thunder
Damage Vulnerabilities radiant
Senses darkvision 30 ft., passive Perception 14
Draw Magic *thunder*, *life*
Challenge 4 (1,100 XP)

Innate Spellcasting. The creep's innate spellcasting ability is Charisma (Spell save DC 12). It can innately cast the following spells:
　　Low-level: *thunder*

ACTIONS
Claw. *Melee Weapon Attack*: +6 to hit, one target. *Hit*: 20 (4d8 + 2) slashing damage.

Heartbreak. The target of this ability must make a successful Charisma saving throw or become *charmed*. The target remains *charmed* until he makes a successful Charisma saving throw.

ELNOYLE

A powerful monster. Uses magic, also uses Tail Needle, causing heavy damage. – Scan info

ELNOYLE

Huge demon
Defence 16 (natural armour)
Hit Points 405 (30d12 + 210)
Speed 25 ft. (flying)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	24 (+7)	14 (+2)	12 (+1)	20 (+5)

Skills Intimidation +19, Melee Strike +23, Perception +15
Damage Immunities force
Damage Vulnerabilities wind
Senses darkvision 60 ft., passive Perception 25
Draw Magic *pain*, *double*, *holy*
Challenge 20 (25,000 XP)

Innate Spellcasting. The elnoyle's innate spellcasting ability is Charisma (Spell save DC 20). It can innately cast the following spells:

> Mid-level: *dispel*
> High-level: *holy*, *pain*, *meteor*, *death*

ACTIONS
Multiattack. The elnoyle can use its Frightful Presence. It then makes three attacks with its claw attack.

Claw. *Melee Weapon Attack*: +23 to hit, one target. *Hit*: 63 (12d8 + 9) slashing damage.

Tail Needle. *Melee Weapon Attack*: +23 to hit, one target. *Hit*: 63 (12d8 + 9) piercing damage.

Storm Breath (Recharge 3-4). Elnoyle exhales dark energy in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 82 (15d10) necrotic damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the elnoyle's choice that is within 80 feet of the elnoyle and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the elnoyle's Frightful Presence for the next 24 hours.

ELVORET

A monster that lives in the abandoned Dollet Communication Tower. No one knows where it came from. – Scan info

ELVORET

Huge demon
Defence 14 (natural armour)
Hit Points 114 (12d12 + 36)
Speed 25 ft. (flying)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	10 (+0)	7 (-2)	14 (+2)

Skills Intimidation +8, Melee Strike +10, Perception +4
Damage Immunities poison
Senses darkvision 40 ft., passive Perception 14
Draw Magic *thunder*, *double*, *cure*
Challenge 5 (1,800 XP)

Innate Spellcasting. The elvoret's innate spellcasting ability is Charisma (Spell save DC 13). It can innately cast the following spells:

> Low-level: *fire*, *thunder*

ACTIONS
Claw. *Melee Weapon Attack*: +10 to hit, one target. *Hit*: 22 (4d8 + 4) slashing damage.

Storm Breath (Recharge 3-4). Elvoret exhales dark energy in a 60-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the elvoret's choice that is within 80 feet of the elvoret and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the elvoret's Frightful Presence for the next 24 hours.

IMP

A devilish-looking monster with wings. Uses powerful magic despite its small size. – Scan info

IMP

Small demon
Defence 19
Hit Points 311 (27d6 + 216)
Speed 20 ft. (ground), 25 ft. (flying)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	28 (+9)	26 (+8)	12 (+1)	20 (+5)	19 (+4)

Skills Melee Strike +11, Perception +17
Damage Immunities force, poison
Damage Vulnerabilities radiant
Senses passive Perception 27
Draw Magic *blind*, *silence*, *confuse*, *break*
Challenge 20 (25,000 XP)

Innate Spellcasting. The imp's innate spellcasting ability is Charisma (Spell save DC 18). It can innately cast the following spells:

    Low-level: *confuse*, *blind*
    Mid-level: *dispel*, *berserk*, *silence*
    High-level: *firaga*, *blizzaga*, *thundaga*, *tornado*, *quake*, *meteor*, *holy*

ACTIONS

Multiattack. The imp can cast its tornado spell. It then makes two attacks with its claw attack.

Claw. *Melee Weapon Attack*: +11 to hit, one target. *Hit*: 49 (10d8 + 5) slashing damage.

DRAGONS

Dragons are one of the biggest, most terrifying creatures in the world. Ferocious and scaly, dragons usually live in ruins or underground caverns, and tend to be the aggressive creatures everyone sees them due to their nurturing of the young.

BLUE DRAGON

A dragon that walks on 2 legs. Attacks with breath that inflicts condition effects and can drop a rare item called Fury Fragment. – Scan info

BLUE DRAGON

Large dragon
Defence 18 (natural armour)
Hit Points 171 (18d10 + 72)
Speed 20 ft. (ground), 30 ft. (flying)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	19 (+4)	10 (+0)	16 (+3)	17 (+3)

Saving Throws Dex +7, Con +8, Wis +7
Skills Intimidation +11, Melee Strike +14, Perception +11
Senses darkvision 30 ft., passive Perception 21
Draw Magic *blind*, *drain*, *bio*
Challenge 10 (5,900 XP)

Innate Spellcasting. The blue dragon's innate spellcasting ability is Charisma (Spell save DC 15). It can innately cast the following spells:

    Low-level: *bio*, *blind*, *drain*
    Mid-level: *reflect*
    High-level: *break*, *death*

ACTIONS

Multiattack. The blue dragon can make three attacks: two with its claw attack and one with its slam attack.

Claw. *Melee Weapon Attack*: +14 to hit, one target. *Hit*: 46 (9d8 + 6) slashing damage.

Slam. *Melee Weapon Attack*: +14 to hit, one target. *Hit*: 37 (9d6 + 6) bludgeoning damage.

Breath (Recharge 4-5). The blue dragon exhales cold mist in a 60-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 52 (8d12) cold damage on a failed save, or half as much damage on a successful one.

GRENDEL

A smaller type of dragon, sometimes appears in groups of 2. May be more dangerous than other dragons.
— Scan info

GRENDEL
Medium dragon
Defence 17 (natural armour)
Hit Points 78 (12d8 + 24)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	15 (+2)	9 (-1)	12 (+1)	16 (+3)

Skills Melee Strike +10, Perception +7
Damage Vulnerabilities force, radiant, wind
Senses low-light vision 20 ft., passive Perception 17
Draw Magic *fire*, *blizzard*, *double*
Challenge 5 (1,800 XP)

Innate Spellcasting. The grendel's innate spellcasting ability is Charisma (Spell save DC 14). It can innately cast the following spells:
> Low-level: *thunder*

ACTIONS
Multiattack. The grendel can make two claw attacks.

Bite. *Melee Weapon Attack*: +10 to hit, one target. *Hit*: 22 (4d8 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +10 to hit, one target. *Hit*: 26 (5d8 + 4) slashing damage.

Breath (Recharge 3-4). The grendel exhales bolts of lightning in a 30-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 32 (5d12) thunder damage on a failed save, or half as much damage on a successful one.
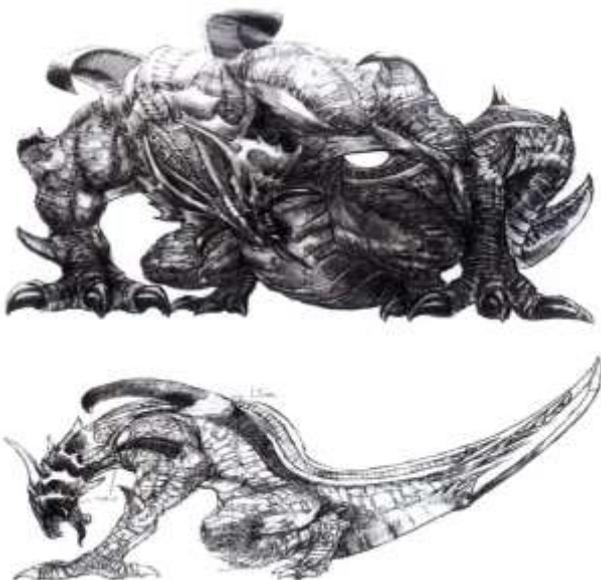
HEXADRAGON

A type of mutated dragon born with six eyes. Uses fire magic and special breath attacks.
— Scan info

HEXADRAGON
Large dragon
Defence 19 (natural armour)
Hit Points 445 (33d10 + 264)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	27 (+8)	16 (+3)	19 (+4)	26 (+8)

Skills Intimidation +16, Melee Strike +18, Perception +12
Damage Vulnerabilities water
Damage Absorption fire, poison
Senses darkvision 50 ft., passive Perception 22
Draw Magic *firaga*, *dispel*, *shell*, *protect*
Challenge 25 (75,000 XP)

Innate Spellcasting. The hexadragon's innate spellcasting ability is Charisma (Spell save DC 24). It can innately cast the following spells:
> Mid-level: *fira*
> High-level: *firaga*

ACTIONS
Multiattack. The hexadragon can make three attacks with its slam attack.

Slam. *Melee Weapon Attack*: +18 to hit, one target. *Hit*: 66 (16d6 + 10) bludgeoning damage.

Breath (Recharge 5-6). The hexadragon exhales a stream of fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 78 (12d12) fire damage on a failed save, or half as much damage on a successful one.

RUBY DRAGON

Strong and smart dragon. If enemies are using Reflect, it casts Reflect on itself to mirror the attack. – Scan info

RUBY DRAGON
Huge dragon
Defence 20 (natural armour)
Hit Points 325 (26d12 + 156)
Speed 20 ft. (ground), 60 ft. (flying)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	22 (+6)	10 (+0)	15 (+2)	14 (+2)

Saving Throws Dex +9, Con +9, Cha +7
Skills Intimidation +12, Melee Strike +12, Perception +7
Damage Absorption fire, wind
Damage Vulnerabilities cold, radiant
Senses low-light vision 40 ft., passive Perception 17
Draw Magic *aero*, *firaga*, *demi*
Challenge 20 (25,000 XP)

Innate Spellcasting. The ruby dragon's innate spellcasting ability is Charisma (Spell save DC 15). It can innately cast the following spells:

 Mid-level: *aero*, *demi*, *fira*, *reflect*
  High-level: *firaga*

ACTIONS
Multiattack. The ruby dragon can make three attacks with its claw attack.

Claw. *Melee Weapon Attack*: +12 to hit, one target. *Hit*: 56 (11d8 + 7) slashing damage.

Breath (Recharge 4-5). The ruby dragon exhales a stream of fire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 52 (8d12) fire damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the ruby dragon's choice that is within 80 feet of the ruby dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ruby dragon's Frightful Presence for the next 24 hours.
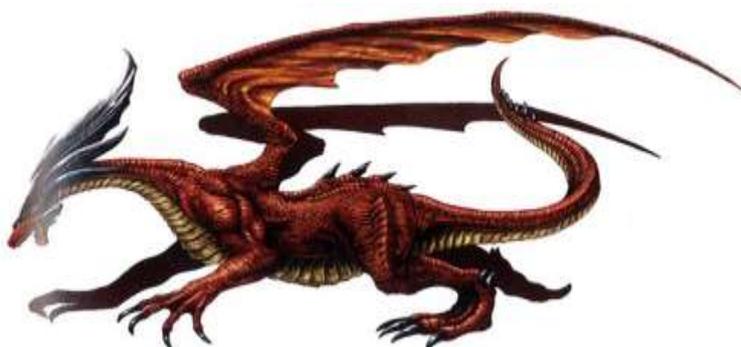
SNOW LION

Lives in the northern snow fields. Takes time to defeat because of its high HP. Uses Breath when angry. – Scan info

SNOW LION
Large dragon
Defence 18 (natural armour)
Hit Points 136 (16d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	16 (+3)	16 (+3)	11 (+0)	17 (+3)

Skills Intimidation +11, Melee Strike +14, Perception +8
Damage Absorption cold
Damage Vulnerabilities fire, force, wind
Senses darkvision 30 ft., passive Perception 18
Draw Magic *blizzard*, *blizzara*, *berserk*
Challenge 10 (5,900 XP)

Amphibious. The snow lion can breathe air and water.

Fear of Fire. If the snow lion takes fire damage, it has disadvantage on attacks and ability checks until the end of its next turn.

ACTIONS
Multiattack. The snow lion can make three attacks with its gore attack.

Gore. *Melee Weapon Attack*: +14 to hit, one target. *Hit*: 50 (8d10 + 6) bludgeoning damage.

Slam. *Melee Weapon Attack*: +14 to hit, one target. *Hit*: 37 (9d6 + 6) bludgeoning damage.

Breath (Recharge 4-5). The snow lion exhales cold mist in a 60-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 52 (8d12) cold damage on a failed save, or half as much damage on a successful one.

INSECTS

Insects are just like their real-world counterparts in terms of appearance, except these creatures can be much larger and more vicious. There more likely found either in forests or underground caverns, and usually attack in large numbers.

ABYSS WORM

A head protruding from the earth. Only a part of the body is exposed. Uses Earthquake when attacked by enemies.　　　　　　– Scan info

ABYSS WORM

Huge insect
Defence 20 (natural armour)
Hit Points 465 (30d12 + 270)
Speed immobile

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	28 (+9)	16 (+3)	12 (+1)	23 (+6)

Skills Intimidation +13, Melee Strike +15, Perception +15
Damage Immunities force
Damage Vulnerabilities water, wind
Senses darkvision 45 ft., passive Perception 25
Draw Magic *aero*, *tornado*, *quake*
Challenge 23 (50,000 XP)

Innate Spellcasting. The abyss worm's innate spellcasting ability is Charisma (Spell save DC 21). It can innately cast the following spells:
　　　Low-level: *protect*, *shell*
　　　Mid-level: *aero*

ACTIONS
Slam. *Melee Weapon Attack*: +15 to hit, one target. *Hit*: 71 (14d8 + 8) bludgeoning damage.

Saliva. *Magic Weapon Attack*: +13 to hit, one target. *Hit*: 61 (10d10 + 6) acid damage. Inflicts *cursed* condition on target.

REACTIONS
Sandshake. The abyss worm causes the ground to shake in an 80-foot radius. Each creature in that area must make a DC 20 Dexterity saving throw, taking 70 (10d12 + 5) force damage on a failed save, or half as much damage on a successful one. Only uses this attack when hit with a melee or ranged weapon.

BITE BUG

A bug monster that flies. Stay calm and attack precisely. It's not a very strong enemy.
　　　　　　　　　　　　　　　– Scan info

BITE BUG

Small insect
Defence 6
Hit Points 7 (2d6)
Speed 20 ft. (flying)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	3 (-4)	10 (+0)	6 (-2)	12 (+1)	8 (-1)

Skills Melee Strike +4, Perception +3
Damage Immunities force
Damage Vulnerabilities cold, wind
Senses low-light vision 10 ft., passive Perception 13
Draw Magic *fire*, *scan*
Challenge 1/8 (25 XP)

ACTIONS
Bite. *Melee Weapon Attack*: +4 to hit, one target. *Hit*: 4 (1d8) piercing damage.

Needle. *Melee Weapon Attack*: +4 to hit, one target. *Hit*: 5 (2d4) poison damage. Target is *poisoned* if attack exceeds Defence by 5 or more.

CATERCHIPILLAR

Uses an attack called Ultra Waves that damages all enemies.　　　　　　– Scan info

CATERCHIPILLAR

Medium insect
Defence 10
Hit Points 13 (3d8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	10 (+0)	6 (-2)	12 (+1)	8 (-1)

Skills Melee Strike +5, Perception +3
Damage Resistances force
Damage Vulnerabilities cold, fire
Senses low-light vision 20 ft., passive Perception 13
Draw Magic *thunder*, *cure*
Challenge 1/4 (50 XP)

Innate Spellcasting. The caterchipillar's innate spellcasting ability is Wisdom (Spell save DC 11). It can innately cast the following spells:

> Blue magic: *ultra waves*

ACTIONS

Slam. *Melee Weapon Attack*: +5 to hit, one target. *Hit*: 5 (1d8 + 1) bludgeoning damage.

GRANALDO

A large insect-type monster that is a survivor of some ancient race. Uses its large spikes and tail to attack. – Scan info

GRANALDO

Large insect
Defence 15 (natural armour)
Hit Points 110 (13d10 + 39)
Speed 40 ft. (flying)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	17 (+3)	10 (+0)	12 (+1)	14 (+2)

Skills Melee Strike +7, Perception +6, Ranged Strike +9
Damage Resistances force
Damage Vulnerabilities wind
Senses low-light vision 30 ft., passive Perception 16
Draw Magic *sleep*, *blind*, *shell*
Challenge 6 (2,300 XP)

Keen Sight and Smell. Granaldo has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Claw. *Melee Weapon Attack*: +7 to hit, one target. *Hit*: 19 (4d8 + 1) slashing damage.

Throw. *Ranged Weapon Attack*: +9 to hit, range 30/90 ft., one target. *Hit*: 30 (6d8 + 3) bludgeoning damage. Granaldo can pick up and throw any object or creature of medium-size or smaller.

GRAND MANTIS

Used to live in water, but now lives above ground. Skewers enemies with its large claw and causes major damage. – Scan info

GRAND MANTIS

Large insect
Defence 13 (natural armour)
Hit Points 90 (12d10 + 24)
Speed 35 ft. (ground), 30 ft. (climb)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	10 (+0)	10 (+0)	14 (+2)

Skills Melee Strike +5, Perception +6
Damage Resistances water
Damage Vulnerabilities cold, thunder
Senses darkvision 30 ft., passive Perception 16
Draw Magic *water*, *esuna*
Challenge 5 (1,800 XP)

Spider Climb. The grand mantis can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Claw. *Melee Weapon Attack*: +5 to hit, one target. *Hit*: 24 (5d8 + 2) bludgeoning damage.

Bubbles. *Magic Weapon Attack*: +4 to hit, range 20/50 ft., one target. *Hit*: 18 (3d10 + 2) water damage. Inflicts *silence* condition on target if attack exceeds Defence by 3 or more.

MYTHICAL BEASTS

These special type of monsters have many stories behind their existence. Although they are few and far between, these monsters possess skills that took many generations to hone and develop.

CHIMERA

A monster with 4 heads that use magic, physical attacks, condition effects, and their original skill, Aqua Breath. — Scan info

CHIMERA

Large mythical beast
Defence 19 (natural armour)
Hit Points 356 (31d10 + 186)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	22 (+6)	16 (+3)	16 (+3)	23 (+6)

Skills Melee Strike +15, Perception +17
Damage Resistances thunder, water, wind
Damage Vulnerabilities radiant
Senses passive Perception 27
Draw Magic *water, bio, thundaga, esuna*
Challenge 24 (62,000 XP)

Innate Spellcasting. The chimera's innate spellcasting ability is Charisma (Spell save DC 21). It can innately cast the following spells:

    Low-level: *confuse*
    Mid-level: *aero, berserk, dispel, stop, thundara*
    High-level: *break, thundaga, tornado*
    Blue magic: *aqua breath*

ACTIONS
Multiattack. The chimera can make three attacks with its bite attack.

Bite. *Melee Weapon Attack*: +15 to hit, one target. *Hit*: 62 (12d8 + 8) piercing damage.

LEGENDARY ACTIONS
The chimera can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The chimera regains spent legendary actions at the start of its turn.

    Bite Attack. The chimera makes a bite attack.
    Aqua Breath (Costs 2 Actions). The chimera casts the *aqua breath* spell.

T-REXAUR

Alive since the beginning of time, its power and HP are very high. It's better to run if you encounter one. — Scan info

T-REXAUR
Huge mythical beast
Defence 23 (natural armour)
Hit Points 147 (14d12 + 56)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	18 (+4)	8 (-1)	10 (+0)	16 (+3)

Skills Intimidation +9, Melee Strike +10, Perception +6
Damage Resistances poison
Damage Vulnerabilities cold
Senses low-light vision 30 ft., passive Perception 16
Draw Magic *fire, thunder*
Challenge 7 (2,900 XP)

Predator Sense. The t-rexaur has advantage on Perception checks made to detect humans and beasts (including pets and moombas) up to 50 ft. away from its position.

ACTIONS
Bite. *Melee Weapon Attack*: +10 to hit, one target. *Hit*: 38 (7d8 + 7) piercing damage.

Slam. *Melee Weapon Attack*: +10 to hit, one-three targets. Reach 15 ft. *Hit*: 43 (8d8 + 7) bludgeoning damage.
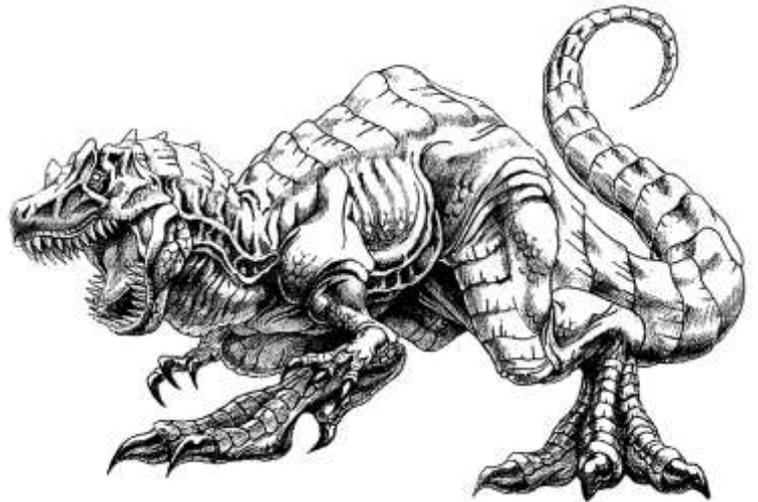
WENDIGO

A strong monster, but not good at using magic. Uses powerful physical attacks relying on its strength instead. — Scan info

WENDIGO

Medium mythical beast
Defence 14 (natural armour)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	10 (+0)	11 (+0)	14 (+2)

Skills Melee Strike +8, Perception +4
Senses passive Perception 14
Draw Magic *berserk*
Challenge 2 (450 XP)

ACTIONS

Gore. *Melee Weapon Attack*: +8 to hit, one target. *Hit*: 20 (3d10 + 4) piercing damage.

PLANTS

Plant creatures are not your average flower growing on the grass bed. They are, in fact, giant monsters that resemble plants. They are generally considered the weakest of all the monster types.

CACTUAR

A speedy cactus of the desert. Damage always amounts to 100 units with its special skill, 100 Needles. – Scan info

WANTED !!

CACTUAR

Small plant
Defence 17
Hit Points 188 (29d6 + 87)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	24 (+7)	16 (+3)	8 (-1)	16 (+3)	19 (+4)

Skills Melee Strike +5, Ranged Strike +15, Perception +11
Damage Vulnerabilities water
Senses tremorsense 50 ft., passive Perception 21
Draw Magic *haste*
Challenge 11 (7,200 XP)

ACTIONS

100 Needles. *Ranged Weapon Attack*: +15 to hit, one target. *Hit*: 100 piercing damage.

Slam. *Melee Weapon Attack*: +5 to hit, one-three targets. *Hit*: 62 (12d8 + 8) bludgeoning damage.

FUNGUAR

A giant mushroom. Uses status change attacks with damage attacks. – Scan info

FUNGUAR

Medium plant
Defence 10
Hit Points 52 (8d8 + 16)
Speed 0 (immobilised)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Skills Perception +4
Senses passive Perception 14
Draw Magic *sleep*, *scan*
Challenge 1 (200 XP)

Innate Spellcasting. The funguar's innate spellcasting ability is Intelligence (Spell save DC 12). It can innately cast the following spells:
 Low-level: *confuse*, *sleep*, *fire*

ACTIONS

Laser Shot. *Magic Weapon Attack*: +6 to hit, one target. *Hit*: 11 (2d8 + 2) energy damage. Targets female creatures only.

GRAT

Its body is mostly a digestive bag. Digests enemies by catching them with its vine. Uses a gas attack that causes Sleep. – Scan info

GRAT

Large plant
Defence 11
Hit Points 60 (8d10 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	8 (-1)	13 (+1)	14 (+2)

Skills Melee Strike +4, Perception +3, Ranged Strike +5
Damage Vulnerabilities cold, fire
Senses passive Perception 13
Draw Magic *sleep*, *silence*
Challenge 1 (200 XP)

ACTIONS

Gore. *Melee Weapon Attack*: +4 to hit, one target. *Hit*: 7 (1d10 + 2) bludgeoning damage.

Gastric Juice. *Ranged Weapon Attack*: +5 to hit, range 20/80 ft., one target. *Hit*: Target is infected with the *poisoned* condition.

Gas. *Ranged Weapon Attack*: +5 to hit, range 20/80 ft., one-three targets. *Hit*: Target is infected with the *sleep* condition.

Vampire. The target of this attack must make a DC 12 Constitution saving throw or take 11 (2d8 + 2) points of *necrotic* damage. The damage is then absorbed by grat.

MALBORO

Uses Bad Breath, which causes various conditions. Be ready with status defences before fighting. – Scan info

MALBORO

Huge plant
Defence 14
Hit Points 406 (28d12 + 224)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	26 (+8)	24 (+7)	16 (+3)	19 (+4)

Skills Perception +17
Damage Absorption poison
Damage Vulnerabilities cold, fire
Senses passive Perception 27
Draw Magic *bio*, *demi*, *quake*
Challenge 21 (33,000 XP)

Innate Spellcasting. The malboro's innate spellcasting ability is Intelligence (Spell save DC 22). It can innately cast the following spells:
Blue magic: *bad breath*

ACTIONS

Eerie Sound Wave. *Magic Weapon Attack*: +14 to hit, all creatures in a 60 ft. burst radius. *Hit*: 100 (17d10 + 7) sonic damage.

Dissolving Acid. *Magic Weapon Attack*: + 14 to hit, all creatures in a 60 ft. burst radius. *Hit*: Targets hit points are reduced by one-half (rounded down) and their Defence is considered 0 for three turns.

OCHU

Likes to live in forests. Attacks with its tentacles and also uses condition-afflicting attacks. – Scan info

OCHU

Large plant
Defence 14 (natural armour)
Hit Points 95 (10d10 + 40)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	14 (+2)

Skills Melee Strike +5, Perception +6
Damage Vulnerabilities cold, fire
Damage Immunities force
Senses passive Perception 16
Draw Magic *blind*, *silence*
Challenge 3 (700 XP)

ACTIONS

Gore. *Melee Weapon Attack*: +5 to hit, one target. *Hit*: 16 (3d8 + 3) bludgeoning damage. Target is infected with the *poisoned* condition.

Ochu Dance. The target of this attack must make a DC 14 Constitution saving throw or become infected with the *slowed* and *cursed* conditions.

REACTIONS

Drink Magic. Whenever ochu is successfully hit by a magic attack, it will move towards and target the nearest creature. One of the following effects will happen:

   Junction. If the target creature uses the junction system, one random type of spell it possesses will decrease its stock by two.

   Para Magic. If the target creature uses the para magic system, the creature becomes unable to cast one of its known spells randomly chosen by ochu until two turns have passed.

UNDEAD

Most undead creatures only came to be when Witches of old started playing around with the art of necromancy; raising an army of dead beings to destroy their enemies. It is said that if an undead creature is nearby, a foul stench can be smelt from a great distance.

ABADON

A monster born of ancient bones deep in Great Salt Lake. It's assumed that it came to life after the Great Salt Lake had dried up. – Scan info

ABADON

Huge undead
Defence 17 (natural armour)
Hit Points 434 (28d12 + 252)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	28 (+9)	22 (+6)	16 (+3)	19 (+4)

Skills Melee Strike +19, Perception +17
Damage Vulnerabilities fire, radiant
Senses passive Perception 27
Draw Magic *curaga*, *esuna*, *dispel*, *flare*
Challenge 21 (33,000 XP)

Zombified. The abadon is under constant effect of the *zombie* condition due to it being an undead creature. The condition cannot be removed.

Innate Spellcasting. The abadon's innate spellcasting ability is Intelligence (Spell save DC 21). It can innately cast the following spells:
   Low-level: *blind*, *confuse*, *esuna*
   Mid-level: *dispel*, *silence*

ACTIONS

Multiattack. The abadon can make three attacks with its claw attack.

Claw. *Melee Weapon Attack*: +19 to hit, one target. *Hit*: 81 (17d8 + 5) slashing damage.

Frightful Presence. Each creature of the abadon's choice that is within 80 feet of the abadon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the abadon's Frightful Presence for the next 24 hours.

BLITZ

Medium undead
Defence 14
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	19 (+4)	10 (+0)	19 (+4)

Skills Melee Strike +12, Perception +8
Damage Absorption thunder
Senses passive Perception 18
Draw Magic *thunder*
Challenge 10 (5,900 XP)

Innate Spellcasting. The blitz' innate spellcasting ability is Intelligence (Spell save DC 16). It can innately cast the following spells:

Low-level: *thunder*
Mid-level: *thundara*

ACTIONS
Multiattack. The blitz can make two attacks with its betrayal sword attack.

Betrayal Sword. *Melee Weapon Attack*: +12 to hit, one target. *Hit*: 70 (12d10 + 4) necrotic damage.

BLOOD SOUL

Floats with gas that fills its body. Looks weak, but its status-changing attacks may prove otherwise. – Scan info

BLOOD SOUL

Small undead
Defence 13
Hit Points 58 (9d6 + 27)
Speed 20 ft. (flying)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	10 (+0)	9 (-1)	14 (+2)

Skills Melee Strike +5, Perception +3
Damage Vulnerabilities fire, radiant
Damage Resistances poison
Damage Immunities force
Senses passive Perception 13
Draw Magic *float*, *zombie*
Challenge 2 (450 XP)

BLITZ

Becomes electrified when attacked with Thunder. Attacking it while electrified causes thunder damage. – Scan info

ACTIONS

Bite. *Melee Weapon Attack*: +4 to hit, one target. *Hit*: 12 (2d10 + 1) piercing damage.

Disease Breath. Magic Weapon Attack: +6 to hit, one target. *Hit*: 24 (5d8 + 2) necrotic damage. Target must succeed on a DC 12 Charisma saving throw or become *silenced*.

Breath of Death (Recharge 2-3). Blood soul exhales a cloud of dark fog on one target within 40 ft. of its position. The target must succeed on a DC 13 Constitution saving throw or be reduced to 0 hit points.

VYSAGE

A monster shaped like a face. Uses support magic and special attacks when attacking with Righty and Lefty together. – Scan info

VYSAGE

Medium undead
Defence 15 (natural armour)
Hit Points 133 (14d8 + 70)
Speed immobile

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	21 (+5)	10 (+0)	17 (+3)	16 (+3)

Skills Melee Strike +6, Perception +9
Damage Vulnerabilities radiant
Senses passive Perception 19
Draw Magic *esuna*, *haste*
Challenge 7 (2,900 XP)

Innate Spellcasting. The vysage's innate spellcasting ability is Charisma (Spell save DC 14). It can innately cast the following spells:

Low-level: *esuna*, *protect*, *shell*
Mid-level: *aero*, *dispel*

ACTIONS

Two Hand Squeeze. *Melee Weapon Attack*: +9 to hit, one target. *Hit*: 48 (10d8 + 3) bludgeoning damage. Vysage only uses this attack when lefty and righty are present with it.

Curse. Target must succeed on a DC 16 Constitution saving throw or become *cursed*. Target is also infected with the *doomed* condition if he fails the saving throw by 5 or more. Vysage only casts this spell if lefty and righty are both present with it.

Stare. Target must succeed on a DC 16 Constitution saving throw or become infected with the *confused*, *blinded*, *poisoned*, and *silenced* conditions.

LEFTY AND RIGHTY

Lefty and righty are unique monsters in that they don't have stats of their own per se, instead they rely on vysage's ability scores, skills, and challenge rating. Below are what additional benefits lefty and righty each provide vysage while present with it, as well as their own hit points and Defence if encountered on their own.

LEFTY

A large left hand protruding from the earth. Sometimes attacks enemies with condition effects.
– Scan info

Defence 12 (natural armour)
Hit Points 95 (10d8 + 50)
Draw Magic *blind*, *drain*
Innate Spellcasting. The lefty's innate spellcasting ability is Charisma (Spell save DC 14). It can innately cast the following spells:

Low-level: *drain*, *esuna*, *slow*, *thunder*
Mid-level: *reflect*
High-level: *meteor*, *quake*

RIGHTY

A large right hand protruding from the earth. Can't use magic. Uses its strength to attack with force.
– Scan info

Defence 12 (natural armour)
Hit Points 95 (10d8 + 50)
Draw Magic *protect*, *shell*

Strength is considered 16 while righty is present with vysage.

ACTIONS

Slam (slap). *Melee Weapon Attack*: +9 to hit, one target. *Hit*: 30 (6d8 + 3) bludgeoning damage.

APPENDIX D — MECHA STATISTICS

Mechas are mechanical constructs created and developed by military for war. They are only ever deployed in combat zones, or used for guarding important structures and facilities.

CREATING MECHA

When creating your own mecha NPCs to oppose your player's heroes, use the rules detailed in **Chapter 16** but with the following amendments:

- Mecha do not have a Constitution score as they are non-living constructs. Instead, they gain a bonus to their hit points based on their size: +5 *tiny*, +10 *small*, +20 *medium*, +50 *large*, +100 *huge*, +200 *gargantuan*.
- Mecha are not affected by any condition with the exception of *grappled*, *incapacitated*, *paralysed*, *prone*, and *restrained*.
- Mecha can be affected with a condition called *disabled*, which functions exactly like the *unconscious* condition.
- Mecha gain a natural armour bonus to Defence based on its size: +0 *tiny*, +1 *small*, +2 *medium*, +3 *large*, +5 *huge*, +10 *gargantuan*.

BELHELMEL

Has a rotating blade around its face. Its battle tactics change when its face changes.
— Scan info

BELHELMEL

Medium mecha
Defence 14 (natural armour)
Hit Points 65 (10d8 + 20)
Speed 25 ft. (flying)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	--	14 (+2)	10 (+0)	14 (+2)

Skills Melee Strike +7, Perception +4
Damage Immunities force
Damage Vulnerabilities radiant
Damage Resistance thunder
Senses passive Perception 14
Challenge 3 (700 XP)

Spellcasting. The belhelmel has a built-in device that allows it to cast magic and its spellcasting ability is Intelligence (Spell save DC 12). It can cast the following spells:
 Low-level: *confuse*, *sleep*, *thunder*
 Blue magic: *laser eye*

ACTIONS
Slice. *Melee Weapon Attack*: +7 to hit, one target. *Hit*: 19 (3d10 + 3) piercing damage.

ELASTOID

Anti-personnel weapon made in Esthar. Floats with an anti-gravity engine. Attacks with its 4 pliable metallic legs.
— Scan info

ELASTOID

Large mecha
Defence 17 (natural armour)
Hit Points 127 (14d10 + 50)
Speed 30 ft. (floating)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	--	16 (+3)	15 (+2)	12 (+1)

Skills Melee Strike +9, Perception +8, Ranged Strike +10
Damage Immunities force, poison
Damage Vulnerabilities thunder
Senses passive Perception 18
Challenge 7 (2,900 XP)

Spellcasting. The elastoid has a built-in device that allows it to cast magic and its spellcasting ability is Intelligence (Spell save DC 14). It can cast the following spells:
  Low-level: *protect*, *shell*, *sleep*
  Mid-level: dispel, reflect, stop

ACTIONS

Slam. *Melee Weapon Attack*: +9 to hit, one target. *Hit*: 34 (7d8 + 3) bludgeoning damage.

Beam Laser. *Ranged Weapon Attack*: +10 to hit, one target within a 35 ft. radius. *Hit*: 42 (7d10 + 4) energy damage.

Reflect Beam. *Ranged Weapon Attack*: +10 to hit, all enemy targets in a 35 ft. blast radius. *Hit*: 49 (7d12 + 4) energy damage.

GESPER

Esthar's defective weapon. Attacks enemies and allies alike. Degenerator destroys opponents.
                                                    – Scan info

GESPER

Medium mecha
Defence 14 (natural armour)
Hit Points 74 (12d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	--	18 (+4)	8 (-1)	14 (+2)

Skills Melee Strike +10, Perception +5, Ranged Strike +8
Senses low-light vision 30 ft., passive Perception 15
Challenge 5 (1,800 XP)

Spellcasting. The gesper has a built-in device that allows it to cast magic and its spellcasting ability is Intelligence (Spell save DC 15). It can cast the following spells:
  Low-level: *blind*, *confuse*, *float*, *protect*, *shell*, *slow*
  Mid-level: *cura*, *silence*
  Blue magic: *degenerator*

ACTIONS

Gore. *Melee Weapon Attack*: +10 to hit, one target. *Hit*: 26 (5d8 + 4) bludgeoning damage.

Telekinesis. *Ranged Weapon Attack*: +8 to hit, one target. *Hit*: 29 (5d10 + 2) sonic damage.

GIM47N

An older type of Galbadian support weapon. Has a laser cannon, but mostly punches using the steel orbs on both hands.   – Scan info

GIM47N

Large mecha
Defence 17 (natural armour)
Hit Points 116 (12d10 + 50)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	--	15 (+2)	10 (+0)	14 (+2)

Skills Melee Strike +10, Perception +6, Ranged Strike +10
Damage Immunities poison
Damage Vulnerabilities force, thunder, water
Senses low-light vision 30 ft., passive Perception 16
Challenge 5 (1,800 XP)

ACTIONS

Gore. *Melee Weapon Attack*: +10 to hit, one target. *Hit*: 26 (5d8 + 4) bludgeoning damage.

Snipe Laser. *Ranged Weapon Attack*: +10 to hit, one target within a 35 ft. radius. *Hit*: 31 (5d10 + 4) energy damage.

Chain Gun. *Ranged Weapon Attack*: +10 to hit, all enemy targets in a 35 ft. blast radius. *Hit*: 26 (5d8 + 4) piercing damage.

GIM52A

A Galbadian machine that attacks with magic and missiles. The more advanced models use high-powered beams.   – Scan info

GIM52A

Large mecha
Defence 18 (natural armour)
Hit Points 127 (14d10 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	--	18 (+4)	13 (+1)	10 (+0)

Skills Melee Strike +10, Perception +7
Damage Immunities poison
Damage Vulnerabilities force, thunder, water
Senses low-light vision 30 ft., passive Perception 17
Challenge 7 (2,900 XP)

Spellcasting. The GIM52A has a built-in device that allows it to cast magic and its spellcasting ability is Intelligence (Spell save DC 15). It can cast the following spells:
    High-level: *thundaga*
    Blue magic: *micro missiles*, *ray-bomb*

ACTIONS
Gore. *Melee Weapon Attack*: +10 to hit, one target. *Hit*: 35 (7d8 + 4) bludgeoning damage.

MOBILE TYPE 8

Its beam and laser attacks go far beyond the damage of any modern weapons.   – Scan info

MOBILE TYPE 8

Huge mecha
Defence 20 (natural armour)
Hit Points 314 (33d12 + 100)
Speed 20 ft. (flying)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	22 (+6)	--	28 (+9)	17 (+3)	24 (+7)

Skills Melee Strike +15, Perception +19, Ranged Strike +14
Damage Immunities force, poison
Damage Vulnerabilities thunder, wind
Senses low-light vision 50 ft., passive Perception 29
Challenge 26 (90,000 XP)

***"Mobile On, Support Off"*.** Mobile type 8 remains in a complete form and will only use its *twin homing laser* attack.

***"Mobile Off, Support On"*.** Mobile type 8's shoulder probes split from the core and become individual attacking units (see below). It stops using *twin homing laser* and has access to its other attacks. Mobile type 8 goes into this mode once two rounds have passed.

ACTIONS

***Twin Homing Laser*.** *Ranged Weapon Attack*: +14 to hit, all enemy targets in a 50 ft. blast radius. *Hit*: 114 (24d8 + 6) energy damage.

***Corona (Recharge 4-5)*.** All enemy targets in a 40 ft. blast radius must make a successful Dexterity saving throw (DC 22) or be reduced to 1 hit point.

***Megido Flame*.** *Ranged Weapon Attack*: +14 to hit, all enemy targets in a 40 ft. blast radius. *Hit*: 90 (13d12 + 6) fire damage.

LEFT PROBE AND RIGHT PROBE

Left probe and right probe are unique mecha in that they don't have stats of their own per se, instead they rely on mobile type 8's ability scores, skills, and challenge rating. Below describe their individual hit points, Defence, and attack actions.

LEFT PROBE

Mobile Type 8's left shoulder. Acts on its own as a machine. Has auto-recovery and attack functions.
– Scan info

Defence 17 (natural armour)
Hit Points 125 (33d6 + 10)

***Auto-Recovery*.** Left probe reconnects with the core once its hit points are reduced to 0.

ACTIONS
***Slam*.** *Melee Weapon Attack*: +15 to hit, one target. *Hit*: 65 (13d8 + 7) bludgeoning damage.

***Homing Laser*.** *Ranged Weapon Attack*: +14 to hit, one target. *Hit*: 78 (16d8 + 6) energy damage.

RIGHT PROBE

Mobile Type 8's right shoulder. Acts on its own as a machine. Has auto-recovery and attack functions.
– Scan info

Defence 17 (natural armour)
Hit Points 125 (33d6 + 10)

***Auto-Recovery*.** Right probe reconnects with the core once its hit points are reduced to 0.

ACTIONS
***Slam*.** *Melee Weapon Attack*: +15 to hit, one target. *Hit*: 65 (13d8 + 7) bludgeoning damage.

***Homing Laser*.** *Ranged Weapon Attack*: +14 to hit, one target. *Hit*: 78 (16d8 + 6) energy damage.

X-ATM092

Galbadia's mobile attack weapon, AKA 'Black Widow'. Doesn't stop until it kills all enemies in its path.
– Scan info

X-ATM092

Huge mecha
Defence 14 (natural armour)
Hit Points 178 (12d12 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	--	18 (+4)	14 (+2)	14 (+2)

Skills Melee Strike +10, Perception +8, Ranged Strike +8
Damage Immunities poison
Damage Vulnerabilities thunder
Senses low-light vision 40 ft., passive Perception 18
Challenge 5 (1,800 XP)

***Spider Climb*.** The X-ATM092 can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

***Spellcasting*.** The X-ATM092 has a built-in device that allows it to cast magic and its spellcasting ability is Intelligence (Spell save DC 15). It can cast the following spells:
Blue magic: *ray bomb*

ACTIONS
***Gore*.** *Melee Weapon Attack*: +10 to hit, one target. *Hit*: 26 (5d8 + 4) bludgeoning damage.

***Slam*.** *Melee Weapon Attack*: +10 to hit, one target. *Hit*: 35 (7d8 + 4) bludgeoning damage.

APPENDIX E — NPC STATISTICS

The following section details various statistics for nonplayer characters that player characters can come across throughout their adventures.

CUSTOMISING NPCs

There are many easy ways to customise the NPCs in

this appendix for your home campaign.

Racial Traits. You can add racial traits to an NPC. For example, a mountain moogle commoner might have a speed of 20 feet and the Lucky trait. Adding racial traits to an NPC doesn't alter its challenge rating. For more on racial traits, see Chapter 02: Races.

Spell Swaps. One way to customize an NPC spellcaster is to replace one or more of its spells. You can substitute any spell on the NPC's spell list with a

different spell of the same level. Swapping spells in this manner doesn't alter an NPC's challenge rating.

Armour and Weapon Swaps. You can upgrade or downgrade an NPC's armour, or add or switch weapons. Adjustments to Defence and damage can change an NPC's challenge rating.

Rare Items.
The more powerful an NPC, the more likely it has one or more rare items in its possession. A witch, for example, might have a magical piece of jewellery. Giving an NPC a potent damage-dealing rare item could alter its challenge rating.

Feats. Giving an NPC a feat can change their challenge rating. Only one feat can be given to an NPC at every fourth challenge rating.

COMMONER
Medium humanoid (any race)
Defence 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Challenge 0 (10 XP)

ACTIONS
Unarmed Strike. *Melee Weapon Attack:* +2 to hit, one target. *Hit:* 3 (1d6) bludgeoning damage.

Commoners include citizens, peasants, slaves, servants, merchants, artisans, and hermits.

ELITE SOLDIER

Medium humanoid (any race)
Defence 21 (plate armour)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	10 (+0)	15 (+2)	10 (+0)

Skills Melee Strike +6, Perception +5, Ranged Strike +6
Senses passive Perception 15
Challenge 7 (2,900 XP)

Brave. The elite soldier has advantage on saving throws against being frightened.

Weapon Specialisation. The elite soldier increases the damage of their machine gun attack by +2 die.

ACTIONS
Multiattack. The elite soldier makes three ranged attacks.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Machine Gun. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 19 (3d10+3) piercing damage.

REACTIONS
Counter Strike. The elite soldier can make one unarmed strike when hit by an attack that exceeds his Defence by 3 or more. The attack must be against the same target that attacked the elite soldier.

> **Elite soldiers** include mercenaries, high-ranking military officers, and assassins.

GUARD

Medium humanoid (any race)
Defence 11 (cloth armour)
Hit Points 13 (3d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	10 (+0)	12 (+1)	13 (+1)	10 (+0)

Skills Melee Strike +2, Perception +3, Ranged Strike +3
Senses passive Perception 13
Challenge 1/4 (50 XP)

ACTIONS
Pole. *Melee Weapon Attack:* +2 to hit, one target. *Hit:* 4 (1d8) bludgeoning damage.

Machine Gun. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 6 (1d10+1) piercing damage.

Guards include members of a military police, home guard of a small nation, and the bodyguards of merchants and aristocracy.

SOLDIER

Medium humanoid (any race)
Defence 13 (leather armour)
Hit Points 40 (9d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	11 (+0)	12 (+1)	10 (+0)

Skills Melee Strike +4, Perception +3, Ranged Strike +3
Senses passive Perception 13
Challenge 2 (450 XP)

ACTIONS

Sword. *Melee Weapon Attack:* +4 to hit, one target. *Hit:* 7 (1d10 + 2) slashing damage.

Grenade. *Ranged Weapon Attack:* +3 to hit, range 40/180 ft., all targets in 120 ft. blast radius. *Hit:* 38 (6d10) slashing damage.

> **Soldiers** include Galbadian soldiers, estharian soldiers, and members of a private military organisation such as SeeD.

THUG

Medium humanoid (any race)
Defence 11 (leather armour)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Melee Strike +4, Intimidation +2
Senses passive Perception 10
Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Pole. *Melee Weapon Attack:* +4 to hit, one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

> **Thugs** are ruthless enforcers skilled at intimidation and violence. They work for money and have few scruples.

> **Witches** are women who are natural gifted with the art of magic. Calling a witch "Hyne's Descendant" is a mark of respect.

WITCH

Medium female human
Defence 15 (cloth armour)
Hit Points 124 (19d8 + 38)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	16 (+3)	18 (+4)	20 (+5)

Saving Throws Int +7, Cha +9
Skills History +7, Intimidation +9, Perception +12
Senses passive Perception 22
Challenge 12 (8,400 XP)

Hyne's Descendant. The witch has advantage on saving throws against being charmed or frightened.

Spellcasting. The witch is a high level spellcaster. her spellcasting ability is Charisma (spell save DC 17, +9 to hit with magic attacks). The witch has the following spells:
>   **Mid-level:** *blizzara, dispel, double*
>   **High-level:** *holy, tornado, ultima*
>   **Sorcery:** *energy bomber, maelstrom, passwall, radiant strike, shield, sorcery slam, sorcery step*

ACTIONS

Multiattack. The witch makes three holy palm attacks.

Holy Palm. *Magic Weapon Attack:* +9 to hit, one target. *Hit:* 24 (3d6 + 14) radiant damage.

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