SHINRA'S LOCKER

FINAL FANTASY VII
THE ROLEPLAYING GAME

BY

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Shane Coleman
Shawn Epperson

And to everyone over at the Giant in the Playground forums

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INTRODUCTION

Welcome to Shinra's Locker, your guide to the more technological side of the game. Before the Shinra Electrical Power Company became the de-facto world government, the various nations on the planet still used and favoured basic (and slightly primitive) necessities. Shinra was able to provide the world with better living and comfortable conditions thanks to their Mako Reactors giving cheap electricity and a pathway to new technologies; though the citizens never knew at first what cost they were paying as the reactors were draining the Planet's blood from beneath its surface; heavily polluting the nearby fields and wildlife.

With Mako leading the way in scientific discoveries and technological advancements, the Shinra Electrical Power Company dominated the known world, and the Planet's citizens were able to enjoy new spoils that they provided; be it mako-powered vehicles, electricity, jobs, and better quality of housing. Everything looked brilliant on paper, and *seem* to look even better in reality….

HOW THIS BOOK WORKS

The *Shinra's Locker* gives more additional content for players, including new playable races, new feats, three new career paths, and new techniques for the character classes found in the *Core Rulebook* and the *World of Monsters* accessory book. It also delves into the concept of creating unique weapons. These material can be found in **Chapter 1**.

This book also provides GMs material on how to create mechanoids for use in their campaign; be it as allies or enemies to the player's characters, as well as vehicle combat rules and rules on how to modify vehicles using materia. These material can be found in **Chapter 2** and **Chapter 3** respectively.

CHAPTER 1 —
CHARACTER
CREATION

This chapter is dedicated to new content for players to use in the *Final Fantasy VII Roleplaying Game*. Players can use the content here in addition to those presented in the Core Rulebook and the World of Monsters accessory book, and consists of two new playable races (Half-Alien and Mechanite), three new career paths (Engineer, Pilot, and Science), new feats, and new techniques. This chapter also includes rules on how to create unique weapons.

NEW RACES

The following new races can be selected at character creation, along with those presented in Chapter 02 of the Core Rulebook and Chapter 01 of the World of Monsters accessory book.

HALF-ALIEN

Half-Aliens are few and far between. Born from either the JENOVA Project or the DEEPGROUND experiment, Half-Aliens are, to put simply, creatures with unearthly abilities and strength. They are the descendants of JENOVA, who was mistaken to being a Cetra upon the discovery of its remains at the Northern Cave.

Half-Aliens look almost like normal humans, but with several alien-esque features; such as the slim-line face, pale skin, and the striking green eyes with cat-like pupils that was caused due to Mako being injected into the womb. Because of this, just like the Cetra, they can blend in and appear like regular Humans, if it weren't for the fact that their "mako eyes" give them away.

Play a Half-Alien if you want…
- ❖ To be a member of a race that was man-made.
- ❖ To be a character born with superhuman qualities.
- ❖ To be able to excel at any class you choose.

HALF-ALIEN RACE TRAITS

Half-Aliens have the following race traits.

Ability Modifiers: +3 to any two ability scores of your choice.

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

JENOVA's Legacy: Half-Aliens automatically gain three abilities from those presented on page 119 of the Core Rulebook. They do not need to go through the Mako Infusion process when joining SOLDIER.

Speed: Half-Alien base speed is 6 squares.

Languages: Half-Aliens can read/write and speak Basic.

MECHANITE

Mechanites are humanoid constructs, capable of thinking and acting for themselves. Unlike their mechanoid counterparts, they are not programmed for a specific role, instead they are able to progress in whatever field they choose.

Mechanites don't have to appear like a typical mechanical constructs. They can look and appear human, or have an animal-like appearance as is the case of Cait Sith.

Play a Mechanite if you want…
- ❖ To be a playable mechanoid character.
- ❖ To be a member of a race that is of artificial construction.
- ❖ To be a member of a race that favours the Beastmaster and Rogue classes.

MECHANITE RACE TRAITS

Mechanites have the following race traits.

Ability Modifiers: Your Dexterity score increases by 2. Mechanites do not have a Constitution score due to them not being "living" creatures, and you apply your Strength modifier to Fortitude Defence.

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

Speed: Mechanite Base Speed is 4 squares.

Unique Processor: Unlike other mechanoids, Mechanites are able to equip and use materia, as well as able to use Monster skills and the Spellcasting skill. All other mechanoid traits remain the same (see "Mechanoid Traits" in Chapter 02 for more information).

Languages: Mechanites can read/write and speak Basic and Binary.

NEW FEATS

These feats expand the list of feats found in Chapter 05 of the Core Rulebook. Whenever you reach a level that grants you a bonus feat, you can select from this list as well.

ARTIFICIAL ROAR
Mechanite race, Charisma 12

Once per encounter, as a free action, you can make a piercing screech that invokes dread in all enemy targets within a 6-square burst. The targets are infected with the *confuse* condition (save ends).

ATTACK COMBO (MELEE)
Strength 15

When you hit a single target with two consecutive melee attacks (including unarmed attacks) during the same turn, the hit rate of any melee attacks you make until the end of your next turn (including attacks of opportunity and attacks made as reactions) increase by 1 on a hit.

ATTACK COMBO (RANGED)
Dexterity 15

When you hit a single target with two consecutive ranged attacks during the same turn, the hit rate of any ranged attacks you make until the end of your next turn (including attacks of opportunity and attacks made as reactions) increase by 1 on a hit.

BURST FIRE
Strength 12, proficient with firearms

When using a firearm with autofire capability in autofire mode, you may fire a short burst as a standard action against a single target. You take a -5 penalty on the Ranged Strike check but the hit rate increases by 2.

DAMAGE ROULETTE
11th level

Once per encounter, you can multiply the damage of one of your weapon attacks or magic attacks (not summon attacks) by 1d4. This feat cannot be used again until you have taken an extended rest.

LIMIT BREAKER
21st level

Until the end of the encounter, you temporarily increase the hit rate of your weapon attacks or the power rate of your magic attacks (not both) by 1. This feat cannot be used again until you have taken an extended rest.

MANOEUVRABILITY

As a swift action, while using one hand to make an attack with a weapon, you can use your body weight to shift the ground vehicle your piloting by a number of squares equal to your Dexterity modifier. This does not provoke an attack of opportunity.

MECHA MELEE
Mechanite race, Strength 15

When using a probe or a tool as a main weapon, the hit rate increases by 1 and you receive a +2 bonus to Melee Strike checks.

MIMIC
Half-Alien race, Wisdom 18

You gain the special ability to mimic other characters or monsters; essentially taking on their abilities and skills. You can also take on other's physical appearances as well, as long as the target in question is of Medium-size or less. Make a Spellcasting check and compare it to the target's Will Defence. If the check fails, nothing happens. If the check equals or exceeds the target's Will Defence, you have access to the target's skill

proficiencies, feats, and techniques (if any). If the check exceeds the target's Will Defence by 5 or more, you also adopt their physical form; essentially becoming them.

Also, you are able to take control of another's body and force them to transform into their physical form (if the target in question has some of your DNA inside them). You must first make a Wisdom saving throw against the target. If the check fails, nothing happens. If the check succeeds, the target shape-shifts into your physical appearance, and you can control of all the target's actions until the target makes a successful Wisdom saving throw against you or when the target's hit points drop to 0. When you make the saving throw, you treat the target's Will Defence as though it were 5 points less when determining the result of the check.

The ability lasts for number of rounds (or a number of hours if outside of the battlefield) equal to one-half your level (rounded down, minimum of 1).

OVERWHELMING STRIKE

You must spend two swift actions in the same round to activate this feat. Whenever a target of your attack uses a feat, technique, or another ability to negate your attack, the target takes attempt is considered an automatic fail.

STEADY LANDING

Whenever you make a DC 15 Pilot check to avoid a ground collision with an aerial vehicle, if the check exceeds the DC by 5 or more, you miraculously land your vehicle safely instead, taking no falling damage.

TRANSFER ABILITY

Half-Alien race, Charisma 18

You can copy any number of your abilities (techniques, feats, and skill proficiencies) and transfer them to a single ally within your line of sight. That ally keeps the abilities and uses them for himself, regardless of meeting the prerequisites for any of them (if any).

You can target this ability towards a number of allies equal to 1 + your Charisma modifier. Also, targets of this ability become a copy of you and gain one ability from the JENOVA's Legacy list on page 119 of the Core Rulebook.

VEHICLE FOCUS

11th level

Select one of the following types of vehicles: *aerial*, *ground*, or *nautical*. You gain a +5 bonus to all attacks made with the vehicle's weapons and you can reroll any Pilot checks made when piloting vehicles of the selected type, keeping the better of the two rolls.

VEHICULAR COMBAT

Once per round (as a reaction), when you are piloting a ground vehicle or an aerial vehicle, you may negate a weapon hit by making a successful Pilot check. The DC of the skill check is equal to the result of the attack you wish to negate.

NEW FEATS		
Artificial Roar	Mechanite, Cha 12	Infect targets with *confuse* condition
Attack Combo (Melee)	Str 15	Increased damage on melee attacks after the first two
Attack Combo (Ranged)	Dex 15	Increased damage on ranged attacks after the first two
Burst Fire	Str 12, proficient with firearms	Increase hit rate of ranged weapon by 2 when firing a short burst
Damage Roulette	11th level	Multiply damage by 1d4
Limit Breaker	21st level	Temporarily increases Hit/Power Rate until the end of the encounter
Manoeuvrability	---	You can shift a ground vehicle your piloting with the weight of your body
Mecha Melee	Mechanite, Str 15	+1 to hit rate and +2 to Melee Strike checks with probes and tools
Mimic	Half-Alien, Wis 18	Use target's abilities or take possession of a target
Overwhelming Strike	---	Target automatically fails to negate your attack against them
Steady Landing	---	Land safely if Pilot check is greater than DC by 5 or more
Transfer Ability	Half-Alien, Cha 18	Grant an ally with some of your abilities
Vehicle Focus	11th level	Bonus to attacks and reroll Pilot checks made with selected vehicle type
Vehicular Combat	---	Negate an attack against a vehicle your piloting
Vehicular Evasion	---	Reduces damage to a vehicle from an area attack
Void	Half-Alien, Wis 25	Instantly kill one enemy target

In addition, while you are piloting a vehicle, you are considered proficient with vehicle weapons.

VEHICULAR EVASION

If the vehicle you are piloting is hit by an area attack, it takes half damage if the attack hits. If the area attack misses your vehicle, it takes no damage. You cannot use this feat when your vehicle is stationary or disabled.

VOID

Half-Alien race, Wisdom 25

Once per day, as a full-round action, you can select one enemy target within your line of sight. That target is absorbed into a dark magic portal and is considered dead. The target must be of a lower level than you, and any XP associated with that target becomes 0.

NEW CAREER PATHS

This section describes new career paths available for the *Final Fantasy VII Roleplaying Game*.

ENGINEER

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.

PREREQUISITES

❖ **Abilities:** Intelligence 16, Constitution 15.
❖ **Skill Proficiencies:** Knowledge (physical sciences) +4, Knowledge (technology) +4, Mechanics +4, Use Computer +4.

CAREER BENEFITS

❖ **Salary:** +5d10 at 1st level. 1d10x50 at each level thereafter.

TIERS

The table below describes the levels of the Engineer career path, along with the number of ranks required to be promoted and the features you gain.

ENGINEER		
TIER	RANK POINTS REQUIRED	FEATURES
Apprentice	0	Engineer Specialisation
Staff	4	Jury-Rigger
Senior	8	Tech Specialist
Principle	12	Fast Repairs
Chief	20	Share Talent

CAREER FEATURES

The following section describes additional features gained through rising up within the engineering career.

ENGINEER SPECIALISATION

Upon starting your career as an apprentice, you gain one of the following abilities:

❖ **Computer Master:** You can reroll any Use Computer check, using the better result.
❖ **Mechanoid Expert:** When you repair a mechanoid, you repair 1 additional hit point for each point by which your Mechanics check beats the base DC of 20.
❖ **Tech Savant:** As a standard action, you can increase the speed of one adjacent mechanoid or vehicle you occupy by 1 square (applied to any method of locomotion) until the end of your next turn.
❖ **Weapon Modifier:** Once per day you can modify one melee weapon, ranged weapon, or vehicle weapon with a DC 15 Mechanics check. If the check succeeds, you grant that weapon with one of the following benefits: +2 bonus to checks, +1 hit rate, increase weapon range by 5 squares, or increase materia slots by 1 x single.

JURY-RIGGER

You may reroll any Mechanics check made to accomplish a jury-rigged repair, keeping the better of the two rolls.

TECH SPECIALIST

You can modify a device, suit of armour, weapon, 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, weapon,

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, weapon, or vehicle you wish to modify or 1,000 gil, whichever is more. Completing the modification requires 1 day per 1,000 gil of the modification's cost. At the end of this time, make a DC 20 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**
Fortifying Armour	Increases the armour's proficiency bonus by 1.
Protective Armour	Increases the armour's armour bonus to Reflex Defence by 1.
Device Trait	**Benefit**
Enhanced Strength	Increase the device's Strength score by 2.
Improved Durability	The device's damage reduction increases by 1, and it gains extra hit points equal to one-quarter of its base hit points.
Mastercraft Device	Skill 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	Increase the vehicle's Dexterity score by 2.
Improved Speed	Increase the vehicle's speed by one-quarter of its base speed (minimum 1 square).
Improved Shields	Increase the vehicle's shield rating by 5.
Weapon Trait	**Benefit**
Improved Accuracy	The weapon gains a +1 equipment bonus on checks.
Improved Damage	The weapon increases its hit rate by 1.
Selective Fire	An autofire-only ranged weapon can be set to fire single shots, or a single-shot ranged weapon can be made to have an autofire mode.

FAST REPAIRS

Whenever you jury-rig an object, mechanoid or vehicle, the item gains a number of temporary hit points equal to the result of your Mechanics check. Damage is subtracted from these temporary hit points first, and any remaining temporary hit points at the end of the encounter go away.

SHARE TALENT

Choose one ability that you already possess. The ability you choose can either be one from the engineer career, a feat you possess, or a technique you know from your class. Once per day, as a standard action, you can impart the use of the chosen ability to one ally, effectively granting them the ability (even if they don't meet the prerequisites of the selected ability, if any). An ally must be within 10 squares of you and must be able to see and hear you to gain the ability. Once gained, its benefits last until the end of the encounter.

PILOT

You have decided to join the best in the aviation corp. Just like a soldier with a rifle, you feel at home in the cockpit of your aerial vehicle. Your passion was to fly like those before you and now you can prove your worth.

PREREQUISITES

❖ **Abilities:** Dexterity 16, Intelligence 15.
❖ **Skill Proficiencies:** Knowledge (physical sciences) +4, Perception +4, Pilot +4, Use Computer +4.

CAREER BENEFITS

❖ **Salary:** +5d12 at 1st level. 1d12x50 at each level thereafter.

TIERS

The table below describes the levels of the Pilot career path, along with the number of ranks required to be promoted and the features you gain.

PILOT		
TIER	RANK POINTS REQUIRED	FEATURES
Trainee	0	Pilot Training
Qualified	6	Vehicle Dodge
Experienced	12	Blind Spot
Ace	18	Ace Pilot Specialisation

CAREER FEATURES

The following section describes additional features gained through rising up within the aviation corp.

PILOT TRAINING

You can reroll any Pilot check, keeping the better result. In addition, The DC of any Pilot check you make is treated as though it were 5 points less.

VEHICLE DODGE

You apply a dodge bonus to the Reflex Defence of any aerial vehicle you pilot. The dodge bonus is equal to 1 + your Dexterity modifier.

In addition, you can grant your vehicle with an improved shield rating equal to your Intelligence modifier. You must succeed at a DC 15 Pilot check to do this however.

BLIND SPOT

You can fly your aerial vehicle so close to a target at least two sizes larger than you that it is difficult for the target to avoid or attack you. You must be adjacent to the target (at airship scale) to use this ability. As a swift action, make an opposed Pilot check against the target. If you succeed, you move into the same space as your target. You move with your target if it moves (assuming the vehicle has sufficient speed to keep up), and you must make another opposed Pilot check each round as a swift action to stay in its blind spot.

As long as you stay in the targets blind spot, any attack you make against the target gains a +2 bonus, and the target takes a -2 penalty on attacks made against you.

ACE PILOT SPECIALISATION

When you become an ace pilot, you gain one of the following benefits:

- ❖ +5 bonus to Pilot checks.
- ❖ +5 on Ranged Strike checks made to use vehicle weapons.
- ❖ +5 bonus to Perception checks.
- ❖ +5 bonus to Use Computer checks made to navigate a safe course through the atmosphere.

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.

PREREQUISITES

- ❖ **Abilities:** Wisdom 16, Intelligence 15.

- ❖ **Skill Proficiencies:** Knowledge (life sciences) +4, Knowledge (social sciences) +4, Perception +4, Treat Injury +4.

CAREER BENEFITS

- ❖ **Salary:** +5d8 at 1st level. 1d8x50 at each level thereafter.

TIERS

The table below describes the levels of the Science career path, along with the number of ranks required to be promoted and the features you gain.

SCIENCE		
TIER	RANK POINTS REQUIRED	FEATURES
Student	0	Specialised Science
Researcher	7	Knowledge is Power
Doctorate	14	Coordinate
Professor	20	Science Mastery

CAREER FEATURES

The following section describes additional features gained through rising up within the science career.

SPECIALISED SCIENCE

Upon starting your career as a student of science, you gain one of the following abilities:

- ❖ **Bio-Chemical Adept:** When you use your Treat Injury skill to inject Mako or cells in a creature, you can reroll the check but you must keep the new roll even if it is worse.
- ❖ **Construct Specialist:** Whenever you assist someone in the construction of mechanoids or objects through Aid Another, you grant that creature a +5 to its check instead of the normal +2.
- ❖ **Specimen Specialist:** As a swift action, your analytical mind allows you to detect one of the following pieces of information (if applicable) regarding a single monster within ranged 8 of your position: spell absorption, spell immunity, spell resistance, or spell susceptibility. You can only detect one piece of information per monster, and only once per turn.

KNOWLEDGE IS POWER

Whenever an ally within ranged 4 of your position attempts to make a Knowledge check, you can grant that ally one reroll. The reroll must be

accepted, even if it is worse, and you can only grant one reroll per turn (or once every 5 minutes).

COORDINATE

You have a knack for getting people to work together. When you use this ability as a standard action, all allies, within ranged 8 of your position, grant an additional +5 bonus when they use the aid another action. This bonus lasts until the end of the encounter.

SCIENCE MASTERY

When you become a professor of science, you gain one of the following benefits:
- ❖ +5 bonus to Knowledge (life sciences) and Knowledge (social sciences) checks.
- ❖ You can use your Specimen Specialist ability twice per turn as a swift action, but the second usage must be to a different monster within range.
- ❖ When you assist an ally through Aid Another, you also grant them a reroll on the check, keeping the better of the two rolls.
- ❖ When you use your Treat Injury skill to inject Mako or cells in a creature, you can reroll the check, keeping the better of the two rolls.

CREATING UNIQUE WEAPONS

The world of Final Fantasy VII plays host to a wide variety of weapons that are not available to the general public. That is because these weapons were designed and created by the main characters themselves; whether it is Cloud's Fusion Swords or Sephiroth's Masamune. These weapons defined the character that created them.

First and foremost, you must run your ideas past your GM and see if she approves. Give her a reason why your character would have such a unique weapon; maybe it was a family heirloom or maybe your character had to create a weapon as part of his past training within a military faction. Once the GM gives the go-ahead, follow this step-by-step guide to creating your weapon. Please note that once the weapon is created, only the character that created it can use it. If someone else were to use the unique weapon they would receive a -10 penalty to relevant skill checks. The only exception to this rule is if the original owner purposely passed on his weapon to someone else,

such as when Angeal gave Zack his buster sword upon his death.

DESIGNING WEAPONS

Designing a new weapon for the *Final Fantasy VII Roleplaying Game* is a fairly simple process. Each weapon is defined by a number of factors, including its group, its weight, and its type. Each of these factors has a construction point cost, which determines the amount of resources required for building that part of the weapon. After you've determined the total number of construction points a weapon requires, you can determine the weapon's base cost on the Base Price table.

Although there is no limit to the number of construction points in a weapon's design, as the number of construction points rises, the cost of a weapon increases dramatically. After a weapon's base price has been established, it's possible to add other features, such as rate of fire and stun damage.

As a practical matter, no weapon with a total cost of greater than 3,000 gil will be constructed for sale to a common individual, although weapons built for corporations, militaries, and the extremely wealthy frequently cost far more. Some private owners make modifications to their weapons, increasing their estimated value well above this range.

SIZE AND WEIGHT		
CONSTRUCTION POINTS	SIZE	WEIGHT (KILOGRAMS)
20	Huge	10.2 or more
10	Large	2 to 10.1
5	Medium	1.2 to 1.9
3	Small	0.5 to 1.1
1	Tiny	0.1 to 0.4

SIZE AND WEIGHT

The first two facts that must be decided when designing a weapon are its weight and size. The weapon itself is based on these two traits. The Size and Weight table shows the standard weights and sizes for weapons.

Because larger weapons take more resources to build than smaller ones, they cost considerably more construction points. The cost represents the expense of laying down the basic frame of a weapon. Additional construction points are spent later for the weapon's complete structure.

DAMAGE TYPE	
CONSTRUCTION POINTS	**DAMAGE TYPE**
3	Bludgeoning
3	Energy
3	Fire
3	Force
3	Ice
3	Piercing
3	Radiant
3	Slashing
3	Thunder
3	Water

DAMAGE TYPE

A weapon's type determines what kind of damage it deals. A weapon's type is divided into the following: bludgeoning, energy, fire, force, ice, necrotic, piecing, radiant, slashing, thunder, and water.

It is possible for a weapon to have two damage types. Common combination of damage types include piercing/slashing, bludgeoning/ice, and fire/energy. If your weapon were to have two damage types, simply combine the number of construction points from each damage type together to give you a final construction point total.

HIT RATE	
CONSTRUCTION POINTS	**HIT RATE**
0	1
1	2
3	3
5	4
7	5
9	6
11	7
15	8
20	9
30	10

HIT RATE

The base Hit Rate for a newly constructed weapon begins at 1. Taking in to consideration what type of damage the weapon deals, its size, and weight, increase the damage accordingly as per the Hit Rate table.

If the weapon will have a double weapon feature, it will require a different Hit Rate for each aspect. You do this by combining the construction points for each Hit Rate together.

ADDITIONAL FUNCTIONS	
CONSTRUCTION POINTS	**FUNCTION**
6	Double weapon
4	Stun (paralysis)
2	Rate of fire (A)
2	Rate of fire (S)

ADDITIONAL FUNCTIONS

The Additional Functions table lists all the possible additional features that weapons can have, according to their group. These features include multiple blades for swords, cause paralysis instead of damage, and if the weapon has a rate of fire mode. All this needs to be taken into consideration so the weapon's frame can contain the slots for where these features will be placed; thus increasing the total cost of the finished product.

If your weapon has a stun feature, it will inflict the *paralysis* condition if the weapon's attack exceed the target's Reflex Defence by 5 or more.

MATERIA SLOTS	
CONSTRUCTION POINTS	**MATERIA SLOT SET**
0	Nothing
1	1 x single
2	2 x single
3	3 x single
4	4 x single
5	5 x single
6	6 x single
3	1 x linked
4	1 x linked; 1 x single
5	1 x linked; 2 x single
6	1 x linked; 3 x single
7	1 x linked; 4 x single
6	2 x linked
7	2 x linked; 1 x single
8	2 x linked; 2 x single
9	3 x linked

MATERIA SLOTS

The Materia Slots table lists all possible combinations of materia slots that a weapon can have. Only one set of materia slots can be assigned per weapon.

WEAPON BASE PRICE

When determining the base price for a weapon design, reference its total construction points on the table below. If the number of construction

points falls between two categories, add the "+1" cost for each additional construction point. This final number is the cost for the weapon's frame.

Weapons that are mass produced, in great demand, or constructed wholly by a single corporation may vary in price from the cost derived by these rules. In general, a new weapon's price should stay within 20% of the figured price. Rarely, a weapon might be manufactured for as little as one-quarter of its figured price, such as the mass-produced mako gun used by Shinra employees.

BASE PRICE					
10	**+1**	**20**	**+1**	**30**	**+1**
0.1k	+0.1k	1k	+0.1k	2k	+0.1k
40	**+1**	**50**	**+1**	**60**	**+1**
3k	+0.25k	5.5k	+0.25k	8k	+0.25k

NEW TECHNIQUES

The following section describes new techniques for the 11 playable classes in the *Final Fantasy VII Roleplaying Game*.

BEASTMASTER TECHNIQUES

The following are new techniques for the Beastmaster class. When you reach a level with which you gain a technique, you can choose from the following as well.

CHOCOBO'S TALON

Like the chocobo, you strike with calculated precision.

Time: Standard.
Range: One adjacent creature.
Check: Melee Strike vs. Reflex.
Hit: Damage equals 1d8 + your level.
Special: *11ᵗʰ level*: Damage increases to 2d8.
21ˢᵗ level: Damage increases to 3d8.
31ˢᵗ level: Damage increases to 4d8.
41ˢᵗ level: Damage increases to 5d8.
Magnade Race: The damage increases by +1 die if the target is *bloodied*.

CUT AND RUN

You attack admirably while manoeuvring yourself into the most advantageous position possible.

Time: Standard.
Range: One or two creatures in close burst 1.
Check: Melee Strike vs. Reflex.
Hit: Damage equals 2d8 + your level per target.

Special: After the first or second attack, you can shift a number of squares equal to 1 + your Wisdom modifier.

SWEEPING WHIRLWIND

You slash and stab at surrounding foes with unbound fury, knocking them off balance with thrusts and leg sweeps.

Time: Standard.
Range: Each enemy in close burst 1.
Check: Melee Strike vs. Reflex.
Hit: 1d10 + Strength modifier damage, and you push the target a number of squares equal to your Wisdom modifier and it is knocked *prone*.
Special: *11ᵗʰ level*: Damage increases to 2d10.
21ˢᵗ level: Damage increases to 3d10.
31ˢᵗ level: Damage increases to 4d10.
41ˢᵗ level: Damage increases to 5d10.

TWO-FANGED STRIKE

You sink your weapon into the flesh of your enemy, causing it to howl in pain.

Time: Standard.
Range: One creature in close burst 6.
Check: Melee Strike vs. Reflex
Hit: 2d10 damage. If the attack equals or exceeds the target's Reflex Defence by 5 or more, deal additional damage equal to your Wisdom modifier.
Special: *11ᵗʰ level*: Damage increases to 4d10.
21ˢᵗ level: Damage increases to 6d10.
31ˢᵗ level: Damage increases to 8d10.
41ˢᵗ level: Damage increases to 10d10.

BERSERKER TECHNIQUES

The following are new techniques for the Berserker class. When you reach a level with which you gain a technique, you can choose from the following as well.

BLOODLETTING

Your powerful attacks are meant to finish off a wounded foe.

Time: Standard.
Range: One creature in close burst 4.
Check: Melee Strike vs. Reflex.
Hit: 2d8 + Strength modifier damage. If target is *bloodied*, the attack deals extra damage equal to your Constitution modifier.
Special: *11ᵗʰ level*: Damage increases to 3d8.
21ˢᵗ level: Damage increases to 4d8.
31ˢᵗ level: Damage increases to 5d8.
41ˢᵗ level: Damage increases to 6d8.

CRACK THE SKULL

You slam your weapon against the skull of your foe, leaving it disoriented.

Time: Standard.

Range: One creature in close burst 1.

Check: Melee Strike vs. Fortitude.

Hit: 1d12 + your Strength modifier damage, and the target is *dazed* until the end of your next turn.

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

21st level: Damage increases to 3d12.

31st level: Damage increases to 4d12.

41st level: Damage increases to 5d12.

CURTAIN OF STEEL

You are the pacing behemoth, the circling predator. No attack will come toward you without being answered in kind.

Time: Reaction – adjacent enemy hits or misses you.

Range: The Triggering enemy.

Check: Melee Strike vs. Reflex.

Hit: 2d10 + your level damage.

Special: You gain a bonus to the damage roll equal to your Charisma score if the target is *bloodied*.

DARING CHARGE

You leap forward and charge your foes. Those who try to strike you as you charge ahead only embolden your attack.

Time: Full-round.

Range: One creature at the end of your charge (see below).

Check: Melee Strike vs Reflex.

Hit: 3d8 + Strength modifier damage.

Special: When charging, you can use this technique in place of a melee attack. If you charge, you gain a +2 bonus to your Melee Strike check and the damage roll for each opportunity attack made against you while you charge.

Wolfion Race: You gain a bonus to Reflex Defence equal to your Charisma modifier against any opportunity attack you provoke during your charge.

BLACK MAGE TECHNIQUES

The following are new techniques for the Black Mage class. When you reach a level with which you gain a technique, you can choose from the following as well.

ICE STRIKE

You conjure a swirling mass of ice from your palms and smother your foes with shivering dust.

Time: Full-round.

Range: All enemy target in a close burst 8.

Check: Spellcasting vs. Fortitude.

Hit: 1d10 + your level *ice* damage. The affected targets are infected with the *petrify* condition until the end of your next turn.

Special: *11th level*: Damage increases to 2d10.

21st level: Damage increases to 3d10.

31st level: Damage increases to 4d10.

41st level: Damage increases to 5d10.

THUNDERBOLT

You blast your foes with a devastating bolt of thunder.

Time: Full-round.

Range: All enemy target in blast 10.

Check: Spellcasting vs. Reflex.

Hit: 2d8 + your level *thunder* damage. The affected targets are infected with the *paralysis* condition until the end of your next turn.

Miss: 1d10 + one-half your level *thunder* damage.

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

21st level: Damage increases to 4d8.

31st level: Damage increases to 5d8.

41st level: Damage increases to 6d8.

Grim Race: You only treat the attack as a miss if your Spellcasting check misses by 5 or more.

DRAGOON TECHNIQUES

The following are new techniques for the Dragoon class. When you reach a level with which you gain a technique, you can choose from the following as well.

HUNGRY GAIA

You slam your weapon against the ground, bringing forth a ferocious energy that causes the earth to batter your foes and churn beneath their feet.

Time: Standard.

Range: Each enemy in close burst 3.

Check: Melee Strike vs. Fortitude.

Hit: 2d10 + your level *force* damage.

Special: Until the end of your next turn, each square in the burst is difficult terrain for your enemies.

PREDATORY GUARDIAN

You press the attack, slicing into your foe and standing ready to pursue if it attempts to flee.

Time: Standard.

Range: One creature in close burst 6.

Check: Melee Strike vs. Reflex.

Hit: 2d8 + your level damage. If the target shifts before the start of your next turn, you shift 2 squares as an immediate reaction.

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

Sahagin Race: The number of squares you shift equals 1 + your Wisdom modifier.

FIGHTER TECHNIQUES

The following are new techniques for the Fighter class. When you reach a level with which you gain a technique, you can choose from the following as well.

RECKLESS STRIKE

You trade precision for power.
Time: Standard.
Range: One adjacent creature.
Check: Melee Strike -5 vs. Reflex.
Hit: 3d12 + your level damage.
Special: *11th level*: Damage increases to 5d12.
21st level: Damage increases to 7d12.
31st level: Damage increases to 9d12.
41st level: Damage increases to 11d12.

SWEEPING BLOW

You put all your strength into a single mighty swing that strikes many enemies at once.
Time: Standard.
Range: Each enemy you can see in close burst 1.
Check: Melee Strike vs. Reflex.
Hit: 1d10 + Strength modifier damage.
Special: *11th level*: Damage increases to 2d10.
21st level: Damage increases to 3d10.
31st level: Damage increases to 4d10.
41st level: Damage increases to 5d10.

Vajradhara Race: if you're wielding an axe, you gain a bonus to your Melee Strike check equal to your Strength modifier.

MONK TECHNIQUES

The following are new techniques for the Monk class. When you reach a level with which you gain a technique, you can choose from the following as well.

DANCING ZOLOM

As your foes swarm around you, you leap among them and turn their numbers against them.
Time: Full-round.
Range: Melee touch – one creature.
Check: Acrobatics vs. Reflex.

Hit: 4d8 + Dexterity modifier damage, and the target takes extra damage equal to 5 x the number of enemies adjacent to you. In addition, you move your speed +2. If enemies make opportunity attacks against you during this movement and miss, you gain combat advantage against the enemies that missed until the end of your next turn.

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

RUSH ASSAULT

You rush at your foe, leaping at them with grace before landing a series of devastating blows.
Time: Full-round.
Range: One creature in Melee 8.
Check: Acrobatics vs. Reflex.
Hit: 3d10 + your level damage. Until the end of your next turn, the target takes a penalty to Melee Strike and Ranged Strike checks against you equal to your Wisdom modifier.
Special: *11th level*: Damage increases to 4d10.
21st level: Damage increases to 5d10.
31st level: Damage increases to 6d10.
41st level: Damage increases to 7d10.

Goblin Race: You can shift up to 3 squares. This does not provoke an opportunity attack.

RANGER TECHNIQUES

The following are new techniques for the Ranger class. When you reach a level with which you gain a technique, you can choose from the following as well.

BITE THE BULLET

You fire two shots at once, which separate in mid-flight to strike two different targets.
Time: Standard.
Range: Two creatures within 3 squares of each other and within weapon range.
Check: Ranged Strike vs. Reflex. Make two checks, take the highest result, and apply it to both targets.
Hit: 2d10 + Dexterity modifier damage.
Special: *11th level*: Damage increases to 3d10.
21st level: Damage increases to 4d10.
31st level: Damage increases to 5d10.
41st level: Damage increases to 6d10.

EXCRUCIATING SHOT

One well-placed bullet or projectile leaves your enemy hunched over and howling in pain.
Time: Standard.

Range: One creature within weapon range.

Check: Ranged Strike vs. Reflex.

Hit: 3d8 + Dexterity modifier damage, and the target is *weakened* (save ends).

Special: *11th level*: Damage increases to 4d8.

21st level: Damage increases to 5d8.

31st level: Damage increases to 6d8.

41st level: Damage increases to 7d8.

Gi-Na-Ka Race: if you're wielding a projectile, you gain a bonus to your Ranged Strike check equal to your Dexterity modifier.

ROGUE TECHNIQUES

The following are new techniques for the Rogue class. When you reach a level with which you gain a technique, you can choose from the following as well.

DEADLY POSITIONING

You adroitly outmanoeuvre your enemy, pushing and baiting him with every stride and strike.

Time: Standard.

Range: One creature in Melee 1.

Requirement: You must be wielding a dagger or a knife.

Check: You slide the target to any other square adjacent to you, and then you make a Melee Strike vs. Reflex attack.

Hit: 4d8 + your level damage.

Special: Until the end of the encounter, as long as you are adjacent to the target, you slide the target 1 square before making a melee attack against it.

EASY TARGET

You deal a staggering blow to your enemy, setting it up for future attacks.

Time: Standard.

Requirement: You must be wielding a dagger, a knife, or a pinwheel.

Range: One creature within weapon range.

Check: Ranged Strike vs. Reflex.

Hit: 2d8 + Dexterity modifier damage, and the target is infected with the *slow* condition and grants combat advantage to you (save ends both).

Miss: Half damage, and the target grants combat advantage to you until the end of your end damage.

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

21st level: Damage increases to 4d8.

31st level: Damage increases to 5d8.

41st level: Damage increases to 6d8.

ROGUE'S LUCK

A gifted rogue can turn failure into fortune.

Time: Standard.

Requirement: You must be wielding a dagger, a knife, or a pinwheel.

Range: One creature within weapon range.

Check: Ranged Strike vs. Reflex.

Hit: 3d8 + Dexterity modifier damage.

Miss: Make a secondary attack against the target.

Secondary Check: Ranged Strike vs. Reflex.

Hit: 2d6 + Dexterity modifier damage.

Special: *11th level*: Damage increases by +1 die.

21st level: Damage increases by +1 die.

31st level: Damage increases by +1 die.

41st level: Damage increases by +1 die.

Tonberry Race: You gain a bonus to the check for the secondary attack equal to your Charisma modifier.

SAMURAI TECHNIQUES

The following are new techniques for the Samurai class. When you reach a level with which you gain a technique, you can choose from the following as well.

INVIGORATING SMITE

When you hit an enemy with your weapon, you and your allies suddenly feel invigorated by your power.

Time: Standard.

Range: One creature in Melee 1.

Check: Melee Strike vs. Will.

Hit: 2d10 + Wisdom modifier damage. If you are *bloodied*, you regain hit points equal to your Constitution score. *Bloodied* allies within 5 squares of you also regain hit points equal to your Constitution score.

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

21st level: Damage increases to 4d10.

31st level: Damage increases to 5d10.

41st level: Damage increases to 6d10.

Remnant Race: Regaining hit points equal 10 + your Constitution score when *bloodied*.

SIGN OF VULNERABILITY

You cause a nearby foe to convulse with pain and render it more susceptible to radiant energy.

Time: Standard.

Range: One creature in Ranged 5 of your position.

Check: Melee Strike vs. Fortitude.

Hit: 4d8 + Wisdom modifier *radiant* damage, and the target gains vulnerability 5 to *radiant* damage until the end of the encounter.

Miss: Half damage, and the target gains no vulnerability.

Special: *11th level*: Damage increases to 6d8.

21st level: Vulnerability increases to 10.
31st level: Damage increases to 8d8.
41st level: Vulnerability increases to 20.

SCHOLAR TECHNIQUES

The following are new techniques for the Scholar class. When you reach a level with which you gain a technique, you can choose from the following as well.

BLESS

You beseech the cosmos to bless you and your allies.

You can only use this technique once per day.
Time: Standard.
Range: You and each ally in close burst 20.
Effect: Until the end of your next turn, all targets gain a +3 bonus to Melee Strike and Ranged Strike checks.
Moogle Race: The bonus also applies to Spellcasting checks, but only for casting magic.

BOLSTERING BLOW

Your attack inspires a nearby ally, keeping her in the fight.

Time: Standard.
Range: One creature in Melee 3.
Check: Melee Strike vs. Reflex.
Hit: 4d8 + your level damage, and you grant temporary hit points to an ally within 5 squares of you equal to 10 + your Charisma modifier.
Special: *11th level*: Damage increases to 6d8.
21st level: Temporary hit points increases to 15.
31st level: Damage increases to 8d8.
41st level: Temporary hit points increases to 20.

SHIELDING WORD

You invoke a prayer that instantly defends one of your allies.

Time: Immediate interrupt.
Trigger: An ally in Ranged 5 is hit by an attack.
Effect: The ally gains a +4 bonus to Reflex Defence until the end of your next turn.

TACTICAL SHIFT

Your mastery of battle tactics and stern commands allow you to move an ally out of harm's way.

Time: Immediate interrupt.
Trigger: An ally in Ranged 10 is hit with a melee or ranged attack.
Effect: The ally can shift a number of squares equal to 1 + your Intelligence modifier.

WHITE MAGE TECHNIQUES

The following are new techniques for the White Mage class. When you reach a level with which you gain a technique, you can choose from the following as well.

DAUNTING LIGHT

A burning column of light engulfs your foe. Its brilliance burns and hinders your foe's defence for a short time.

Time: Standard.
Range: One creature in Ranged 10.
Check: Spellcasting vs. Reflex.
Hit: 2d12 + Wisdom modifier *radiant* damage. One ally you can see gains combat advantage against the target until the end of your next turn.
Special: *11th level*: Damage increases to 3d12.
21st level: Damage increases to 4d12.
31st level: Damage increases to 5d12.
41st level: Damage increases to 6d12.

SEAL OF WARDING

You create a circle of faintly glowing symbols around you that hinders the movement of enemies caught within it and protects you and your allies from ranged attacks.

Time: Standard.
Range: All enemies in close burst 3.
Check: Spellcasting vs. Will.
Hit: 4d6 + your level radiant damage, and the target is infected with the *slow* condition until the end of your next turn.
Miss: Half damage, and the target is not infected with *slow*.
Effect: The burst creates a zone of difficult terrain that grants cover to you and your allies against ranged attacks until the end of your next turn.
Sustain Move: The zone persists.
Cetra Race: You can sustain the effect as a swift action instead of a move action.

CHAPTER II –
MECHANOIDS

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

This chapter delves into creating mechanical foes to include in your campaign. They could be assisting the players to overcome extreme odds, or be fighting against them as a weapon of war from Shinra. When you're ready, continue reading on.

MECHANOID CONSTRUCTS

CONSTRUCT	ABILITY MODIFIERS	TYPICAL ROLES	DEFENCE BONUSES	SKILL POINTS PER LEVEL
-I	+2 Wis, +2 Cha, -2 Str	Detective, observation	+2 Will, +1 Ref, +1 Fort	3 + Int modifier
-II	+2 Str, +2 Dex, -2 Int	Combat, security	+2 Ref, +1 Fort, +1 Mag	2 + Int modifier
-III	+2 Int, -2 Dex, -2 Cha	Labour, utility	+2 Fort, +1 Mag, +1 Will	4 + Int modifier

DETERMINING ABILITY SCORES

Mechanoids determine their ability scores the same way player characters do (see **Chapter 1** in the **Core Rulebook**). However, mechanoids do not have Constitution scores because they are not actually living beings; they only need scores for their five remaining abilities. You can determine their ability scores in one of three ways:

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

Planned Generation: All of their ability scores start at 8 and you have 25 points to spend to increase them (instead of the normal 30 points granted for playing as a sentient being).

MECHANOID SIZES

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

Standard Score Package: The standard score package for mechanoids is 15, 14, 12, 10, and 8. Assign these five scores to the five abilities as you see fit.

CONSTRUCT

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

Pick a construct (I, II, or III) for your mechanoid. This determines their ability score modifiers, as shown in the "Mechanoid Constructs" table. For example, a construct-I detective mechanoid increases its Wisdom and Charisma scores by 2 and reduces its Strength score by 2.

SIZE

A mechanoid's size determines its ability modifiers, its size bonus to Reflex Defence, its size bonus to Stealth checks, adjustments to hit points, and its carrying capacity, as shown in the "Mechanoid Sizes" table.

HIT POINTS

Because mechanoids have no Constitution score, their hit points at 1st level are determined by their Strength score instead, as well as its size modifier. At each level after 1st, Mechanoids gain 1d10 additional hit points.

DEFENCES

Mechanoids gain a bonus to their defence scores at 1st level as shown in the "Mechanoid Constructs" table. At 11th, 21st, 31st, and 41st level, the bonuses increase by a further +2 and +1 respectively. For example, an 11th level construct-III mechanoid will have the following bonuses to their Defences: +4 Fort, +2 Mag, and +2 Will.

SKILLS

Mechanoids pick three of the following skills. The selected skills are considered class skills for that mechanoid, while all other skills are cross-class skills.

Acrobatics (Dex), Athletics (Str), Mechanics (Int), Melee Strike (Str), Perception (Wis), Persuasion (Cha), Ranged Strike (Dex), Stealth (Dex), Thievery (Dex), Treat Injury (Wis), Use Computer (Int)

The mechanoid's skill points they receive at each level is based on their construct. Mechanoids cannot use Monster Skills.

SKILL PROFICIENCY BONUSES

The "Max Skill Proficiency Bonuses by Level" table details the maximum skill proficiency bonus a class skill and cross-class skill can have at each level for mechanoids (see Chapter 4 of the Core Rulebook, for more information of Skill Proficiencies and Skill Points).

MAX SKILL PROFICIENCY BONUSES BY LEVEL

LEVEL	CLASS SKILLS	CROSS-CLASS SKILLS	CHALLENGE CODE
1st – 5th	+5	+2	A
6th – 10th	+7	+3	B
11th – 15th	+10	+5	C
16th – 20th	+12	+6	D
21st – 25th	+15	+7	E
26th – 30th	+17	+8	F
31st – 35th	+20	+10	G
36th – 40th	+22	+11	H
41st – 45th	+25	+12	I
46th – 50th	+27	+13	J

CHALLENGE CODE

Every mechanoid has a **Challenge Code** to determine the difficulty of facing it, as well as the amount of XP characters are awarded for beating them. **Challenge Codes** are explained in detail in Chapter 11 of the **Core Rulebook**. Challenge Codes are based on the mechanoid's level, as shown in the "Max Skill Proficiency Bonuses by Level" table.

FEATS

Mechanoids gain a feat at 1st level. They gain another bonus feat at 2nd level, then one additional feat every four levels thereafter (6th, 10th, 14th, 18th, 22nd, 26th, 30th, 34th, 38th, 42nd, 46th, and 50th level). Alternatively, a mechanoid can increase one ability score by 2 instead of gaining a bonus feat.

MECHANOID TRAITS

Mechanoids share the following basic traits:

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

Thunder Susceptibility: As mechanical beings, mechanoids are susceptible to thunder-based attacks (such as the Thunder or Thunder Blade materias). As such, any attack the mechanoid receives that is thunder-based is dealt double damage.

Maintenance: Mechanoids do not sleep, eat, or breathe. However, they do need to enter shutdown mode and recharge for 1 hour after 100 hours of operation. If a mechanoid fails to do so, it must make a saving throw each hour or suffer a -5 penalty to all ability saving throws, ability checks, and skill checks. This persistent condition can only be removed by the mechanoid recharging for 1 hour.

Magic Phobic: Mechanoids are unable to equip and use materia, unable to use the Spellcasting skill, and unable to use Monster Skills.

Memory: A Mechanoid's skill proficiencies and feats can be reassigned with the Use Computer skill. If a mechanoid is ever subjected to a complete memory wipe, it becomes a basic model of its type, losing any levels and abilities gained.

Non-living: A mechanoid is immune to poison, disease, mako addiction, mind-affecting effects, and stunning effects. Mechanoids do not have a Constitution score, so they don't get bonus hit points for having a high Constitution, and they apply their Strength modifier to their Fortitude Defence.

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

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

MECHANOID SYSTEMS

Unlike characters and monsters, mechanoids are essentially collections of different equipment called systems. A mechanoid's systems can be upgraded, replaced, and modified many times throughout their operational lifetime.

MECHANOID APPENDAGE HIT RATE

MECHANOID SIZE	PROBE	TOOL	CLAW	HAND	TAIL LASER	SLAM
Tiny	1	1	1	1	1	1
Small	2	1	1	1	1	1
Medium	2	2	2	2	2	2
Large	2	2	3	2	3	3
Huge	3	3	4	3	4	4
Gargantuan	5	5	6	5	6	6
Colossal	7	7	8	7	8	8

LOCOMOTION

All mechanoids begin with a base movement speed determined by locomotion system. Mechanoids can have more than one locomotion system.

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

Wheeled Mechanoids: Wheeled mechanoids use one or two powered wheels to move and are generally designed to traverse smooth surfaces. Wheeled mechanoids can't use the Athletics skill, and the penalties of moving through difficult terrain are doubled.

MECHANOID LOCOMOTION

LOCOMOTION	--------------SPEED (BY MECHANOID SIZE)---------------		
	UP TO SMALL	MEDIUM	LARGE OR BIGGER
Walking	4 squares	6 squares	8 squares
Wheeled	6 squares	8 squares	10 squares
Tracked	4 squares	6 squares	8 squares
Flying	9 squares	12 squares	12 squares

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

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

EXTRA LEGS

Walking mechanoids are usually bipedal, but they can be built with three or more legs (usually four) to grant the mechanoid extra stability and carrying capacity. The mechanoid's carrying capacity is 50% higher than that of a bipedal mechanoids of the same Strength. In addition, the mechanoid gains a +5 stability bonus on checks to resist attempts to knock it *prone*.

MAGNETIC FEET

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

APPENDAGES

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

Mechanoids can use their appendages to make unarmed attacks. The damage dealt by an unarmed attack depends on the mechanoid's size and the type of appendage, as detailed in the "Mechanoid Appendage Hit Rate" table. A mechanoid can have any number of appendages, but this does not increase the number of actions or attacks the mechanoid can make in a round.

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

Tool: Tool appendages are sturdy. A mechanoid must make a DC 15 Dexterity check to lift, carry, or drag objects for which its tools were not designed. If the check fails, the mechanoid drops the object. Weapons mounted on a mechanoid are considered tool appendages unless otherwise noted.

Claw: Claws are an intermediate step between tools and hands. They are useful for grabbing onto objects to be moved, but aren't very good for tasks that require fine manipulation. A mechanoid using a claw to perform a task that normally requires a mechanical hand must make a

DC 15 Dexterity check to succeed at the task. If the check fails, the mechanoid drops the object it is attempting to manipulate.

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

Heuristic Processor: This type of processor allows a mechanoid to learn by doing, think for themselves, and to interpret instructions how they see it. Mechanoids with a heuristic processor is able to use skills without proficiency, just like any other character, and can wield weapons even if it is not proficient in its use (but still takes the normal -5 penalty on the relevant skill check).

MECHANOID DAMAGE DIE

CONSTRUCT	1ST LEVEL		16TH LEVEL		31ST LEVEL		46TH LEVEL	
	MELEE	RANGED	MELEE	RANGED	MELEE	RANGED	MELEE	RANGED
-I	1d6	1d4	1d10	1d8	2d8	1d12	2d12	2d10
-II	1d12	1d8	2d10	1d12	3d10	2d10	4d10	3d10
-III	1d8	1d6	1d12	1d10	2d10	2d8	3d10	2d12

Tail Laser: A mechanoid with a tail-like structure (such as the Guard Scorpion) can shoot a laser beam at all enemy targets within an 8-square range, burst 5, dealing energy damage. The mechanoid with this type of attack must recharge (one full-round) before they can use it again.

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

TELESCOPIC APPENDAGE

The mechanoid has an appendage that reaches farther from its body than normal. A telescopic appendage has twice the normal reach for the mechanoid's size.

PROCESSORS

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

Basic Processor: Basic Processors are not designed for creative thought and problem solving, making mechanoids to be limited in that they cannot perform tasks they are not programmed for. Because of this, mechanoids with a basic processor cannot perform skills without proficiency except for Perception. These mechanoids are also unable to use techniques with mind-affecting abilities. They are also unable to use weapons with which they are not proficient with.

Mechanoids with this type of processor can use techniques with mind-affecting abilities.

Remote Processor: The mechanoid's processor isn't located in its body; instead, the mechanoid is actually a drone for a remote processor. The processor is equipped with a transmitter that allows a mechanoid equipped with the appropriate telepathic receiver to operate as far away as 5km (for the least expensive model) to as much as 5,000 km (for the most expensive model).

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

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

HARDENED SYSTEMS

Mechanoids of Large or greater size can be designed to have internal armour and redundant systems that enable it to continue functioning despite heavy damage. This is represented by a multiplier that increases the bonus hit points based on the mechanoid's size.

For example, a Large-size mechanoid with hardened systems x2 would have +120 hit points instead of the usual +60 hit points.

Hardened Systems ranges from x2 to x5.

MECHANOID CONDITIONS

Unlike organic creatures, mechanoids are not affected by the conditions described in the Core Rulebook. Instead, the following section describes unique conditions, or slightly altered existing conditions, specifically for mechanoids.

CONFUSE
- ❖ You can only attack the nearest target from your position, regardless of it being an ally or enemy.
- ❖ You can't flank an enemy.

DISABLED
- ❖ You're at 0 or negative hit points.
- ❖ You are helpless
- ❖ You can't take any actions.

HELPLESS
- ❖ You grant combat advantage.
- ❖ You can be the target of a coup de grace, which can cause destruction.

Note: Usually you're helpless because you're overloaded.

MARKED
- ❖ You take a -10 penalty to Melee Strike and Ranged Strike checks for any attack that doesn't target the creature that marked you.

OVERLOADED
- ❖ You are helpless.
- ❖ You move one-half your speed.
- ❖ You can only make one attack per round.
- ❖ You can't flank an enemy.
- ❖ You take a -5 penalty to all defences.

PETRIFY
- ❖ You can't take any actions.
- ❖ You gain resist 20 to all damage.
- ❖ You are unaware of your surroundings.

PRONE
- ❖ You grant combat advantage to enemies making melee attacks against you.
- ❖ You get a +5 bonus to Reflex Defence against ranged attacks from non-adjacent enemies.
- ❖ You cannot move.
- ❖ You take a -5 penalty to Melee Strike and Ranged Strike checks.

MODIFYING MECHANOIDS

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

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

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

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

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

Tool, Weapon, or Instrument Mounted on an Appendage: DC 15 Mechanics check, representing 10 minutes of work.

CHAPTER III —
VEHICLES

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

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

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

SCALE

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

CHARACTER SCALE

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

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

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

AIRSHIP SCALE

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

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

VEHICLE TYPES

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

AERIAL VEHICLES

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

GROUND VEHICLES

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

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

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

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

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

Track Vehicle: Track vehicles run on track lines, and are the fastest ground vehicles out of

VEHICLE SIZES						
VEHICLE SIZE	SIZE MODIFIER[1]	EXAMPLES	HIT POINTS MULTIPLIER	STRENGTH	DEXTERITY	INTELLIGENCE
Colossal	-5	Dragonfly, Highwind, Shera	x10	12d6 + 15 (32)	3d6 + 3 (11)	4d6 + 10 (19)
Gargantuan	-2	Gelnika, uV-type submarine	x5	9d6 + 10 (24)	4d6 + 5 (14)	3d6 + 7 (15)
Huge	-1	B1-Alpha, B1-Beta, S-MTH, Tiny Bronco	x2	7d6 + 7 (19)	5d6 + 7 (17)	2d6 + 5 (12)
Large	+0	Fenrir, Hardy Daytona, S-MTT	x1	5d6 + 5 (15)	6d6 + 9 (20)	2d6 + 3 (10)
1) Apply this size modifier to the vehicle's Reflex Defence and to Pilot checks.						

the two sub-categories. The only vehicles in this group are trains, which are capable of carrying considerable amount of passengers and cargo than a single truck could ever manage.

NAUTICAL VEHICLES

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

VEHICLE COMBAT STATISTICS

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

VEHICLE SIZE

Vehicles use similar size categories as monsters, as shown on the "Vehicle Sizes" table. A vehicle's size modifier applies to the vehicle's Reflex Defence, as well as to Pilot checks made by the vehicle's occupants.

ATTACKS

Any vehicle equipped with weapons can make attacks against enemies within range. An attack with a vehicle weapon uses the gunner's Ranged Strike skill to determine the outcome.

CRITICAL HITS

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

AUTOMATIC MISSES

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

DAMAGE

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

Weapon damage x damage multiplier

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

DEFENCES

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

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

Fortitude Defence = 10 + vehicle's Strength modifier

REFLEX DEFENCE (REF)

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

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

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

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

VEHICLE WEAPON RANGES				
	--CHARACTER SCALE (IN SQUARES)--		--AIRSHIP SCALE (IN SQUARES)--	
WEAPON TYPE	CLOSE	LONG	CLOSE	LONG
Beam cannon[1]	0-200	201-250	0-7	8-10
Machine gun turret	0-600	601-1,200	0-4	5-8
Mako cannon[2]	0-1,500	1,501-3,000	0-10	11-20
Missile or torpedo	0-2,250	2,251-4,500	0-15	16-30
Point-defence[1]	0-750	751-1,500	0-5	6-10
1 This weapon can only be mounted on a vehicle of Large- or Huge-size.				
2 This weapon can only be mounted on a vehicle of Gargantuan-size or larger.				

FORTITUDE DEFENCE (FORT)

Vehicles use their Fortitude Defence to determine their shield rating (see below).

Strength Modifier: A vehicle's Strength modifier represents its overall toughness and durability.

HIT POINTS

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

A vehicle's hit points are determined as follows:

Hit Points = Strength score + size multiplier

SHIELD RATING

Vehicles have a shield rating, calculated as follows:

Shield Rating = Fortitude Defence + size modifier

Size Modifier: Apply the following size modifiers to a vehicle's shield rating: Large, +1; Huge, +2; Gargantuan, +5; Colossal, +10.

A vehicle's shield rating works just like damage reduction as it determines how much it is protected from attacks. You subtract its shield rating from any damage dealt to the vehicle. If this subtraction reduces the damage to 0 or lower, no damage is dealt by the attack.

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

CREW QUALITY

Rather than providing statistics for every member of a vehicle's crew, most vehicle descriptions provide a general "crew quality" descriptor.

The chart below lists the crew quality for GM-controlled vehicle crews based on the vehicle's Challenge Code, along with the appropriate skill modifiers. These modifiers are already included in the vehicle statistics found in Appendix B.

For unique vehicles where the crew's statistics are included, this table is unnecessary. All crewmembers of a general crew quality are considered to only have Freelancer levels.

CHALLENGE CODE	SKILL MODIFIER
A	+2
B	+3
C	+5
D	+6
E	+7
F	+8
G	+10
H	+11
I	+12
J	+13

CREW COVER

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

The cover a vehicle provides to its passengers (if any) is included in its statistics.

SPEED

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

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

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

CHARACTERS IN VEHICLES

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

Pilot: The pilot of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be piloted. Piloting a vehicle is, at a minimum, a move action, which means that the pilot can do something else with

his standard action and swift action. A vehicle can have only one pilot at a time. The pilot adds the vehicle's size modifier and Dexterity modifier on all Initiative rolls and Pilot checks.

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

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

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

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

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

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

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

STARTING THE BATTLE

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

INITIATIVE

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

VEHICLE COMBAT ACTIONS

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

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

STANDARD ACTIONS

A standard action could be any one of the following:

ATTACK WITH MELEE WEAPON

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

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

ATTACK WITH VEHICLE WEAPON (Gunner Only)

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

❖ **Proficient Pilot:** If you are proficient in the Pilot skill, you gain a +2 bonus on all Ranged Strike checks made with any vehicle weapon identified as being crewed by the pilot.

ATTACK WITH RANGED WEAPON

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

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

ATTACK RUN (Pilot Only)

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

DOGFIGHT (Pilot Only)

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

- ❖ **Consequences of Dogfighting:** A vehicle engaged in a dogfight must select the dogfight action on every turn, and it cannot move out of its current square until it disengages (see below). While engaged in a dogfight, you cannot attack any target outside the dogfight.
- ❖ **Firing into a Dogfight:** If another vehicle fires into a dogfight, it takes a -5 penalty on its check unless the gunner has the Precise Shot feat.
- ❖ **Attacking in a Dogfight:** Make an opposed Pilot check as a standard action. If you win the opposed check, you may make a single attack with a vehicle weapon as a swift action. If you fail, you cannot attack the target, and any gunners on your vehicle take a -5 penalty on any Ranged Strike checks they make until your next turn.
- ❖ **Disengaging from a Dogfight:** Make an opposed Pilot check as a move action. If you win the opposed check, you successfully disengage from the dogfight and may move a number of squares equal to your speed. If you fail, you remain in the dogfight, and any gunners on your vehicle take a -5 penalty on any Ranged Strike checks they make until your next turn.

FIGHT DEFENSIVELY (Pilot Only)

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

- ❖ **Proficient Pilot:** If you are proficient in the Pilot skill, your vehicle instead gains a +5 dodge bonus to its Reflex Defence when you and your gunners take a -5 penalty on Ranged Strike checks, or a +10 dodge bonus if you choose to make no attacks on your turn.

MOVE ACTIONS

Move actions include the following:

MOVE (Pilot Only)

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

SWIFT ACTIONS

Swift actions include the following:

AIM (Gunner Only)

Just as in character combat, you can aim before making a ranged attack.

FULL STOP (Pilot Only)

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

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

INCREASE VEHICLE SPEED (Pilot Only)

If you are proficient in the Pilot skill, you make a DC 20 Pilot check as a swift action to push your vehicle beyond its normal limits. If the check fails, your vehicle's speed does not increase. If you succeed, your vehicle's speed increases by 1 square until the start of your next turn. For every 5 points by which you exceed the DC, you vehicle's speed increases by an additional 1 square.

RAISE OR LOWER SHIELDS (System Operator Only)

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

RECHARGE SHIELDS (System Operator Only; 3 swift actions)

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

FULL-ROUND ACTIONS

Full-round actions include the following:

ALL-OUT MOVEMENT
Pilot Only

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

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

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

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

FULL ATTACK (Gunner Only)

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

RAM (Pilot Only)

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

Make a Pilot check at a -10 penalty against the target's Reflex Defence. If the check succeeds, your vehicle, the target, and all passengers aboard vehicles involved in the collision (including you) take the amount of damage listed in the "Collision Damage" table. Assuming you're alive and conscious, you can continue moving through the target's fighting space if your vehicle has any movement left. Otherwise, your vehicle is pushed out of the target's fighting space and into the nearest available squares, and your turn ends.

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

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

Vehicular Evasion: If you have the Vehicular Evasion feat, you can reduce or negate the damage your vehicle and its passengers take when rammed by another vehicle.

REACTIONS

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

AVOID COLLISION (Pilot Only)

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

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

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

SPECIAL VEHICLE COMBAT RULES

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

AREA ATTACKS

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

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

AUTOFIRE

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

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

You cannot make a strafe attack in airship scale.

COLLISION DAMAGE	
SIZE OF COLLIDING VEHICLE OR HAZARD	DAMAGE[1]
Colossal (skyscraper)	20d10 + Str modifier
Colossal (structure)	10d10 + Str modifier
Colossal	8d10 + Str modifier
Gargantuan	6d10 + Str modifier
Huge	4d10 + Str modifier
Large	2d10 + Str modifier
1) *Double the damage if the colliding vehicle is using all-out movement.*	

COLLISIONS

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

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

passengers aboard vehicles involved in the collision take the amount of damage listed on the "Collision Damage" table. If the check fails, reduce the damage by half.

Mobile Hazards: When the source of the collision is a mobile hazard of Large size or greater (such as a boulder or unguided vehicle), the colliding hazard makes a ranged attack against the target's Reflex Defence. The hazard's attack is resolved by rolling 1d20 and adding a flat modifier based on its size: Large, +2; Huge, +5; Gargantuan, +10; Colossal, +20. If the attack hits, the colliding hazard, the target, and all passengers aboard vehicles involved in the collision take the amount of damage listed in the "Collision Damage" table. If the attack fails, reduce the damage by half.

MISSILES AND TORPEDOES

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

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

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

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

MODIFYING VEHICLES WITH MATERIA

The following section details the effects of materia when equipped to a vehicle. Only one piece of materia can be equipped to a single vehicle, and only vehicles of large- and Huge-size can have materia equipped.

When a piece of materia is equipped to a vehicle, the materia is considered equipped to a character for purposes of using AP to increase materia level.

The following materia, along with its effect, can be equipped to vehicles and are detailed in the following table.

MATERIA EFFECTS ON VEHICLES	
MATERIA	**EFFECT**
Barrier	The vehicle's shield rating increases by +1. Increases by a further +1 for each materia level.
Contain	The vehicle's crew gain a +1 bonus to Intelligence-based skill checks while in vehicle combat. Increases by an additional +1 for each materia level.
Control	The vehicle's pilot gains a +2 bonus on Pilot checks made to avoid collisions. Increases by a further +1 for each materia level.
Dark	A vehicle weapon's long range capacity increases by 1 square in airship scale. Increases by a further 1 for each materia level.
Destruct	The critical hit range of a vehicle's weapon increases by 1 (19-20) increases by a further 1 for each materia level.
Earth	The vehicle's Fortitude Defence increases by 2. Increases by a further 1 for each materia level.
Fire	When the vehicle is attacked in melee by another vehicle or character, the assaulting target receives half-damage as well.
Gravity	The vehicle's speed increases by 1 square in airship scale. Increases by a further 1 for each materia level.
Ice	The vehicle's Initiative roll modifier increases by 1. Increases by a further 1 for each materia level.
Lightning	The vehicle's Reflex Defence increases by 2. Increases by a further 1 for each materia level.
Restore	The vehicle's hit points increases by 5. Increases by a further 5 for each materia level.
Revive	The vehicle and its crew only takes half damage (rounded down) when involved in a collision.

APPENDIX A: MECHANOID STATISTICS

The following section details various mechanoids seen across the *Compilation of Final Fantasy VII*.

CONSTRUCT-I MECHANOIDS

Construct-I are generally spy or detective mechanoids.

SHINRA SPYBOT

The Shinra Spybot are small robots, capable of hiding in hard-to-reach areas and seek out information quietly. The only known Spybot is the Saucer.

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

CONSTRUCT-II MECHANOIDS

Construct-II are generally security or war mechanoids.

WD-1 "GUARD" SERIES

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

SHINRA SPYBOT "SAUCER"				Tiny Mechanoid 4	
DEFENCES Ref 20; **Fort** 10; **Will** 16; **Mag** 14					
HIT POINTS 20 (3d10 + 7)				**INITIATIVE:** +5	
SPEED 4 squares				**FIGHTING SPACE** 1	
STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	---	15 (+2)	14 (+2)	12 (+1)
SKILLS Perception +9, Ranged Strike +10, Stealth +20					
MELEE DIE			RANGED DIE		
1d6			1d4		
FEATS Improved Hit, Skill Focus (Perception)					

ATTACKS

    Electromagnetic Shock Probe: *Ranged Attack*: +10 to hit; Hit Rate: 2; one target; Range: 10; Hit: 7 *thunder* damage (2d6).

Systems

    Walking locomotion, magnetic feet, remote processor

Spell Immunity

    Saucer is immune to *poison* damage.

Visionary

    Saucer has darkvision (4 squares)

Thunder Vulnerability

    Saucer receives double damage when hit by the *thunder* damage type.

Challenge Code A (250 XP)

GUARD SCORPION				Huge Mechanoid 5	
DEFENCES Ref 15; **Fort** 24; **Will** 13; **Mag** 11					
HIT POINTS 197 (4d10 + 173)				**INITIATIVE:** +3	
SPEED 8 squares				**FIGHTING SPACE** 3x3	
STR	DEX	CON	INT	WIS	CHA
33 (+11)	17 (+3)	---	7 (-2)	12 (+1)	8 (-1)
SKILLS Melee Strike +16, Perception +6, Ranged Strike +16					
MELEE DIE			RANGED DIE		
1d12			1d8		
FEATS Improved Hit, Range Training (Strength)					

ATTACKS

    Machine Gun: *Ranged Attack*: +16 to hit; Hit Rate: 4; one target; Range: 10; Hit: 11 *piercing* damage (4d8).

    Tail Laser: *Ranged Attack*: +16 to hit; Hit Rate: 5; one target; Range: 8; Hit: 12 *energy* damage (5d8).

Systems

    Walking locomotion, magnetic feet, remote processor, hardened systems (x2)

Spell Immunity

    Guard Scorpion is immune to *poison* damage.

Visionary

    Guard Scorpion has darkvision (5 squares)

Thunder Susceptibility

    Guard Scorpion receives double damage when hit by the *thunder* damage type.

Challenge Code A (250 XP)

GUARD SPIDER				Huge Mechanoid 17	
DEFENCES Ref 21; **Fort** 30; **Will** 19; **Mag** 20					
HIT POINTS 349 (16d10 + 253)				**INITIATIVE:** +6	
SPEED 8 squares				**FIGHTING SPACE** 3x3	
STR	DEX	CON	INT	WIS	CHA
33 (+11)	18 (+4)	---	10 (+0)	12 (+1)	10 (+0)

SKILLS Athletics +21, Perception +16, Ranged Strike +26

MELEE DIE	RANGED DIE
2d10	1d12

FEATS Improved Hit, Improved Initiative, Range Training (Strength), Skill Focus (Perception, Ranged Strike)

ATTACKS

    Machine Gun: *Ranged Attack*: +26 to hit; Hit Rate: 5; one target; Range: 10; Hit: 16 *piercing* damage (5d12).

    Probe: *Melee Attack*: +26 to hit; Hit Rate: 5; one target; Hit: 19 *piercing* damage (10d10).

Systems

    Walking locomotion, magnetic feet, remote processor, hardened systems (x3)

Spell Immunity

    Guard Spider is immune to *poison* damage.

Multiattack (4/encounter)

    Can use its machine gun attack twice as a full-round action. Can use one additional time per encounter every fifth level (20th, 25th, 30th, 35th, etc.).

Visionary

    Guard Spider has darkvision (7 squares)

Thunder Susceptibility

    Guard Spider receives double damage when hit by the *thunder* damage type.

Challenge Code D (2,000 XP)

WD-2 "PROPELLER" SERIES

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

HELI GUNNER				Large Mechanoid 9	
DEFENCES Ref 18; **Fort** 22; **Will** 15; **Mag** 15					
HIT POINTS 177 (8d10 + 129)				**INITIATIVE:** +3	
SPEED 12 squares (flying)				**FIGHTING SPACE** 2x2	
STR	DEX	CON	INT	WIS	CHA
24 (+7)	17 (+3)	---	10 (+0)	12 (+1)	8 (-1)

SKILLS Melee Strike +14, Perception +5, Ranged Strike +13

MELEE DIE	RANGED DIE
1d12	1d8

FEATS Improved Hit, Skill Focus (Ranged Strike), Toughness

ATTACKS

    Machine Gun: *Ranged Attack*: +13 to hit; Hit Rate: 3; one target; Range: 10; Hit: 10 *piercing* damage (3d8).

    Slam: *Melee Attack*: +14 to hit; Hit Rate: 4; one target; Hit: 15 *bludgeoning* damage (4d12).

Systems

    Flying locomotion, remote processor, hardened systems (x2)

Spell Immunity

    Heli Gunner is immune to *force* damage and *poison* damage.

Multiattack (2/encounter)

    Can use its machine gun attack twice as a full-round action. Can use one additional time per encounter every fifth level (10th, 15th, 20th, 25th, etc.).

Visionary

    Heli Gunner has darkvision (9 squares)

Thunder Susceptibility

    Heli Gunner receives double damage when hit by the *thunder* damage type.

Challenge Code B (500 XP)

MOTH SLASHER				Large Mechanoid 6	
DEFENCES Ref 16; **Fort** 21; **Will** 13; **Mag** 14					
HIT POINTS 150 (5d10 + 125)				**INITIATIVE:** +3	
SPEED 12 squares (flying)				**FIGHTING SPACE** 2x2	
STR	**DEX**	**CON**	**INT**	**WIS**	**CHA**
25 (+7)	14 (+2)	---	10 (+0)	10 (+0)	10 (+0)
SKILLS Acrobatics +6, Melee Strike +11, Perception +7					
MELEE DIE			**RANGED DIE**		
1d12			1d8		
FEATS Improved Initiative, Improved Hit, Skill Focus (Perception)					

ATTACKS

Slam: *Melee Attack*: +11 to hit; Hit Rate: 4; one target; Hit: 15 *piercing* damage (4d12).

Tool (speed slash): *Melee Attack*: +11 to hit; Hit Rate: 3; one target; Hit: 14 *piercing* damage (3d12).

Systems

Flying locomotion, remote processor, hardened systems (x2)

Spell Immunity

Moth Slasher is immune to *force* damage and *poison* damage.

Multiattack (2/encounter)

Can use its slam attack twice as a full-round action. Can use one additional time per encounter every fifth level (10th, 15th, 20th, 25th, etc.).

Visionary

Moth Slasher has darkvision (9 squares)

Thunder Susceptibility

Moth Slasher receives double damage when hit by the *thunder* damage type.

Challenge Code B (500 XP)

WD-3 "BARRIER" SERIES

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

CUTTER MACHINE				Medium Mechanoid 7	
DEFENCES Ref 16; **Fort** 17; **Will** 13; **Mag** 15					
HIT POINTS 73 (6d10 + 37)				**INITIATIVE:** +1	
SPEED 6 squares				**FIGHTING SPACE** 1	
STR	**DEX**	**CON**	**INT**	**WIS**	**CHA**
17 (+3)	12 (+1)	---	13 (+1)	10 (+0)	9 (-1)
SKILLS Melee Strike +13, Perception +10, Ranged Strike +8					
MELEE DIE			**RANGED DIE**		
1d12			1d8		
FEATS Improved Hit, Skill Focus (Melee Strike, Perception)					

ATTACKS

Tool (razor blade): *Melee Attack*: +13 to hit; Hit Rate: 3; one target; Hit: 14 *piercing* damage (3d12).

Systems

Walking locomotion, remote processor

Spell Immunity

Cutter Machine is immune to *poison* damage.

Poison Gas

Cutter Machine can exhale a poisonous smog through its vents, dealing 3d8 (10) *poison* damage on a successful Ranged Strike check against all enemy targets in close burst 6 from its position. If the check exceeds by 5 or more, the target is infected with the *poisoned* condition.

Multiattack (2/encounter)

Can use its razor blade attack twice as a full-round action. Can use one additional time per encounter every fifth level (10th, 15th, 20th, 25th, etc.).

Visionary

Cutter Machine has darkvision (7 squares)

Thunder Susceptibility

Cutter Machine receives double damage when hit by the *thunder* damage type.

Challenge Code B (500 XP)

SWEEPER				Medium Mechanoid 4	
DEFENCES Ref 14; **Fort** 13; **Will** 13; **Mag** 14					
HIT POINTS 44 (3d10 + 31)				**INITIATIVE:** +4	
SPEED 6 squares				**FIGHTING SPACE** 1	
STR	**DEX**	**CON**	**INT**	**WIS**	**CHA**
11 (+0)	18 (+4)	---	12 (+1)	12 (+1)	10 (+0)

SKILLS Perception +8, Ranged Strike +8, Stealth +8

MELEE DIE	RANGED DIE
1d12	1d8

FEATS Improved Hit, Skill Focus (Perception)

ATTACKS

 Machine Gun: *Ranged Attack*: +8 to hit; Hit Rate: 3; one target; Range: 10; Hit: 10 *piercing* damage (3d8).

Systems

 Walking locomotion, remote processor

Spell Immunity

 Sweeper is immune to *poison* damage.

Poison Gas

 Sweeper can exhale a poisonous smog through its vents, dealing 3d8 (10) *poison* damage on a successful Ranged Strike check against all enemy targets in close burst 6 from its position. If the check exceeds by 5 or more, the target is infected with the *poisoned* condition.

Visionary

 Sweeper has darkvision (4 squares)

Thunder Susceptibility

 Sweeper receives double damage when hit by the *thunder* damage type.

Challenge Code A (250 XP)

LAUNCHER MACHINE				Medium Mechanoid 16	
DEFENCES Ref 26; **Fort** 21; **Will** 20; **Mag** 21					
HIT POINTS 127 (15d10 + 42)				**INITIATIVE:** +6	
SPEED 6 squares				**FIGHTING SPACE** 1	
STR	**DEX**	**CON**	**INT**	**WIS**	**CHA**
12 (+1)	18 (+4)	---	12 (+1)	15 (+2)	10 (+0)

SKILLS Perception +17, Ranged Strike +19, Stealth +16

MELEE DIE	RANGED DIE
2d10	1d12

FEATS Improved Hit, Improved Initiative, Skill Focus (Perception, Ranged Strike), Toughness

ATTACKS

 Machine Gun: *Ranged Attack*: +19 to hit; Hit Rate: 4; one target; Range: 10; Hit: 15 *piercing* damage (4d12).

 Missile: *Ranged Attack*: +19 to hit; Hit Rate: 11; all targets in blast 15; Range: 20/40; Hit: 22 *slashing* damage (11d12).

Systems

 Walking locomotion, remote processor

Spell Immunity

 Launcher Machine is immune to *poison* damage.

Silence Gas (3/encounter)

 Launcher Machine can exhale a smog through its vents, inflicting the *silence* condition all enemy targets in close burst 6 from its position.

Multiattack (4/encounter)

 Can use its machine gun attack twice as a full-round action. Can use one additional time per encounter every fifth level (20th, 25th, 30th, 35th, etc.).

Visionary

 Launcher Machine has darkvision (10 squares)

Thunder Susceptibility

 Launcher Machine receives double damage when hit by the *thunder* damage type.

Challenge Code D (2,000 XP)

WD-4 "HEAD" SERIES

The Head-series were designed for close-combat warfare and are built for frontline purposes. The models described below are the prototypes of the series of which all other models within the series are modified versions of.

CANNON HEAD			Medium Mechanoid 37		
DEFENCES Ref 45; **Fort** 36; **Will** 31; **Mag** 35					
HIT POINTS 272 (36d10 + 56)			**INITIATIVE:** +18		
SPEED 6 squares			**FIGHTING SPACE** 1		
STR	**DEX**	**CON**	**INT**	**WIS**	**CHA**
16 (+3)	30 (+10)	---	14 (+2)	14 (+2)	10 (+0)
SKILLS Melee Strike +35, Perception +27, Ranged Strike +35					
MELEE DIE			**RANGED DIE**		
3d10			2d10		

FEATS Improved Defences, Improved Hit, Improved Initiative, Melee Training (Dexterity), Skill Focus (Melee Strike, Perception, Ranged Strike), Toughness

ATTACKS

 Machine Gun: *Ranged Attack*: +35 to hit; Hit Rate: 6; one target; Range: 10; Hit: 21 *piercing* damage (12d10).

 Slam: *Melee Attack*: +35 to hit; Hit Rate: 6; one target; Hit: 27 *bludgeoning* damage (18d10).

Systems
 Tracked locomotion, remote processor

Spell Immunity
 Cannon Head is immune to *poison* damage.

Multiattack (8/encounter)
 Can use its machine gun attack twice as a full-round action. Can use one additional time per encounter every fifth level (40th, 45th, and 50th).

Visionary
 Cannon Head has darkvision (10 squares)

Thunder Susceptibility
 Cannon Head receives double damage when hit by the *thunder* damage type.

Challenge Code H (32,000 XP)

ESCORT HEAD			Medium Mechanoid 19		
DEFENCES Ref 30; **Fort** 23; **Will** 21; **Mag** 24					
HIT POINTS 150 (18d10 + 42)			**INITIATIVE:** +8		
SPEED 6 squares			**FIGHTING SPACE** 1		
STR	**DEX**	**CON**	**INT**	**WIS**	**CHA**
12 (+1)	23 (+6)	---	14 (+2)	12 (+1)	10 (+0)
SKILLS Melee Strike +18, Perception +13, Ranged Strike +18					
MELEE DIE			**RANGED DIE**		
2d10			1d12		

FEATS Improved Defences, Improved Hit, Improved Initiative, Melee Training (Dexterity), Toughness

ATTACKS

 Missile: *Ranged Attack*: +18 to hit; Hit Rate: 11; all targets in blast 15; Range: 20/40; Hit: 22 *slashing* damage (11d12).

 Slam: *Melee Attack*: +18 to hit; Hit Rate: 4; one target; Hit: 17 *bludgeoning* damage (8d10).

Systems
 Tracked locomotion, remote processor

Spell Immunity
 Escort Head is immune to *poison* damage.

Visionary
 Escort Head has darkvision (10 squares)

Thunder Susceptibility
 Escort Head receives double damage when hit by the *thunder* damage type.

Challenge Code D (2,000 XP)

WD-5 "SECURITY" SERIES

The Security-series are designed for securing and protecting high-important areas, such as the Shinra HQ building, as well as guarding restricted zones.

MIGHTY GRUNT (ARMOURED)					
Medium Mechanoid 6					
DEFENCES Ref 18; Fort 14; Will 14; Mag 15					
HIT POINTS 56 (5d10 + 31)					INITIATIVE: +3
SPEED 3 squares					FIGHTING SPACE 1
STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	---	13 (+1)	12 (+1)	10 (+0)

SKILLS Perception +10, Ranged Strike +12, Stealth +9

MELEE DIE	RANGED DIE
1d12	1d8

FEATS Improved Hit, Skill Focus (Perception, Ranged Strike)

ATTACKS

Machine Gun: *Ranged Attack*: +12 to hit; Hit Rate: 3; one target; Range: 10; Hit: 10 *piercing* damage (3d8).

Systems

Walking locomotion, remote processor

Spell Immunity

Mighty Grunt is immune to *poison* damage.

Multiattack (2/encounter)

Can use its machine gun attack twice as a full-round action. Can use one additional time per encounter every fifth level (10th, 15th, 20th, 25th, etc.).

Visionary

Mighty Grunt has darkvision (6 squares)

Thunder Susceptibility

Mighty Grunt receives double damage when hit by the *thunder* damage type.

Challenge Code B (500 XP)

GRUNT				Medium Mechanoid 3	
DEFENCES Ref 16; Fort 14; Will 11; Mag 13					
HIT POINTS 36 (2d10 + 34)					INITIATIVE: +3
SPEED 6 squares					FIGHTING SPACE 1
STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	---	13 (+1)	10 (+0)	8 (-1)

SKILLS Melee Strike +5, Perception +3, Ranged Strike +9

MELEE DIE	RANGED DIE
1d12	1d8

FEATS Improved Hit, Skill Focus (Ranged Strike)

ATTACKS

Beam Gun: *Ranged Attack*: +9 to hit; Hit Rate: 2; one target; Range: 10; Hit: 9 *energy* damage (2d8).

Claw: *Melee Attack*: +5 to hit; Hit Rate: 2; one target; Hit: 14 *slashing* damage (3d12).

Systems

Walking locomotion, remote processor

Spell Immunity

Mighty Grunt is immune to *poison* damage.

Visionary

Mighty Grunt has darkvision (6 squares)

Thunder Susceptibility

Mighty Grunt receives double damage when hit by the *thunder* damage type.

Challenge Code A (250 XP)

MIGHTY GRUNT (UNARMOURED)
Medium Mechanoid 6

DEFENCES Ref 19; **Fort** 17; **Will** 13; **Mag** 14

HIT POINTS 41 (5d10 + 36)	**INITIATIVE:** +4
SPEED 8 squares	**FIGHTING SPACE** 1

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	---	10 (+0)	10 (+0)	9 (-1)

SKILLS Acrobatics +13, Melee Strike +12, Perception +6

MELEE DIE	RANGED DIE
1d12	1d8

FEATS Improved Hit, Skill Focus (Acrobatics, Melee Strike)

ATTACKS

    Roller Dash: *Melee Attack*: +12 to hit; Hit Rate: 2; one target; Hit: 13 *bludgeoning* damage (2d12).

    Rollerspin: *Melee Attack*: +12 to hit; Hit Rate: 2; one target; Range: 10; Hit: 13 *bludgeoning* damage (2d12).

Systems

    Walking locomotion, remote processor

Spell Immunity

    Mighty Grunt is immune to *poison* damage.

Visionary

    Mighty Grunt has darkvision (6 squares)

Thunder Susceptibility

    Mighty Grunt receives double damage when hit by the *thunder* damage type.

Challenge Code B (500 XP)

APPENDIX B: VEHICLE STATISTICS

The following section details various vehicles seen across the *Compilation of Final Fantasy VII*.

VEHICLE DESCRIPTIONS

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

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

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

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

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

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

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

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

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

AERIAL VEHICLES

Aerial Vehicles are generally seen within the military forces of Shinra, the WRO, and DEEPGROUND. Capable of transporting large numbers of troops as well as being used in combat.

B1-ALPHA

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

B1-ALPHA	Huge Aerial Vehicle (helicopter)	
DEFENCES Ref 16; **Fort** 22; +3 armour bonus		
HIT POINTS 68	**INITIATIVE:** +4	**SHIELD RATING** 24
SPEED 16 squares (flying; max. speed 150 knots); 5 squares (flying; airship scale)		
FIGHTING SPACE 3x3; 1x2 squares in airship scale		
STR	**DEX**	**INT**
34 (+12)	18 (+4)	14 (+2)
SKILLS Mechanics +8, Perception +6, Ranged Strike +10, Pilot +9		
WEAPONS **Machine Gun:** *Ranged Attack*: +10 to hit; one target; Range: 8; Hit: 26 *piercing* damage (4d10x2). **Torpedoes:** *Ranged Attack*: +10 to hit; all targets in burst 8; Range: 30; Hit: 36 *slashing* damage (9d10x2).		
Crew 2; max 4 passengers		
Cover Total		
Cargo 30 kg; consumables for 1 day		
Payload 6 torpedoes		
Availability 60,000 (new); 25,000 (used)		
Challenge Code D (2,000 XP)		

B1-BETA

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

DRAGONFLY

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

DRAGONFLY	Colossal Aerial Vehicle (airship)	
DEFENCES Ref 21; **Fort** 33; +13 armour bonus		
HIT POINTS 560	**INITIATIVE:** +3	**SHIELD RATING** 43
SPEED 12 squares (flying; max. speed 324 knots); 4 squares (flying; airship scale)		
FIGHTING SPACE 5x20; 3x8 squares in airship scale		
STR	DEX	INT
56 (+23)	16 (+3)	17 (+3)
SKILLS Mechanics +10, Perception +7, Ranged Strike +10, Pilot +5		
WEAPONS		
Machine Gun: *Ranged Attack*: +10 to hit; one target; Range: 8; Hit: 26 *piercing* damage (4d10x2).		
Torpedoes: *Ranged Attack*: +10 to hit; all targets in burst 8; Range: 30; Hit: 36 *slashing* damage (9d10x2).		
Crew		
4; max 50 passengers		
Cover		
Total		
Cargo		
520 kg; consumables for 4 days		
Payload		
14 missiles		
Availability		
Not available for sale		
Challenge Code E (4,000 XP)		

GELNIKA

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

B1-BETA	Huge Aerial Vehicle (helicopter)	
DEFENCES Ref 15; **Fort** 26; +3 armour bonus		
HIT POINTS 84	**INITIATIVE:** +3	**SHIELD RATING** 28
SPEED 16 squares (flying; max. speed 150 knots); 5 squares (flying; airship scale)		
FIGHTING SPACE 3x3; 1x2 squares in airship scale		
STR	DEX	INT
42 (+16)	16 (+3)	14 (+2)
SKILLS Mechanics +8, Perception +6, Ranged Strike +9, Pilot +8		
WEAPONS		
Machine Gun: *Ranged Attack*: +9 to hit; one target; Range: 8; Hit: 26 *piercing* damage (4d10x2).		
Torpedoes: *Ranged Attack*: +9 to hit; all targets in burst 8; Range: 30; Hit: 36 *slashing* damage (9d10x2).		
Crew		
2; max 6 passengers		
Cover		
Total		
Cargo		
45 kg; consumables for 1 day		
Payload		
8 torpedoes		
Availability		
80,000 (new); 30,000 (used)		
Challenge Code D (2,000 XP)		

GELNIKA	Gargantuan Aerial Vehicle (aeroplane)	
DEFENCES Ref 19; **Fort** 29; +7 armour bonus		
HIT POINTS 240	**INITIATIVE:** +4	**SHIELD RATING** 34
SPEED 16 squares (flying; max. speed 432 knots); 4 squares (flying; airship scale)		
FIGHTING SPACE 4x12; 2x4 squares in airship scale		
STR	DEX	INT
48 (+19)	18 (+4)	18 (+4)
SKILLS Mechanics +11, Perception +7, Ranged Strike +11, Pilot +9		
WEAPONS		
Machine Gun: *Ranged Attack*: +11 to hit; one target; Range: 8; Hit: 26 *piercing* damage (4d10x2).		
Torpedoes: *Ranged Attack*: +11 to hit; all targets in burst 8; Range: 30; Hit: 36 *slashing* damage (9d10x2).		
Crew		
2; max 40 passengers		
Cover		
Total		
Cargo		
300 kg; consumables for 5 days		
Payload		
10 torpedoes		
Availability		
100,000 (new); 35,000 (used)		
Challenge Code E (4,000 XP)		

HIGHWIND	Colossal Aerial Vehicle (airship)	
DEFENCES Ref 20; **Fort** 30; +13 armour bonus		
HIT POINTS 500	**INITIATIVE:** +2	**SHIELD RATING** 40
SPEED 12 squares (flying; max. speed 386 knots); 4 squares (flying; airship scale)		
FIGHTING SPACE 4x20; 2x8 squares in airship scale		
STR	DEX	INT
50 (+20)	14 (+2)	14 (+2)
SKILLS Mechanics +8, Perception +6, Pilot +3		
WEAPONS		
None		
Crew		
4; max 34 passengers		
Cover		
Total		
Cargo		
380 kg; consumables for 3 day		
Availability		
Not available for sale		
Challenge Code D (2,000 XP)		

S-MTH

The S-MTH (Shinra Military Transport Helicopter) series of helicopters is a huge-sized helicopter used by Shinra Electric Power Company to transport personnel and various materials across distances in the *Compilation of Final Fantasy VII*. Much like the B1-Alpha Helicopter, this helicopter possesses a forward gun under the nose while retractable side doors on either side of the vehicle allow for easy mass entry and exit.

HIGHWIND

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

S-MTH		Huge Aerial Vehicle (helicopter)
DEFENCES Ref 16; **Fort** 27; +3 armour bonus		
HIT POINTS 88	**INITIATIVE:** +4	**SHIELD RATING** 29
SPEED 16 squares (flying; max. speed 150 knots); 5 squares (flying; airship scale)		
FIGHTING SPACE 3x3; 1x3 squares in airship scale		
STR	**DEX**	**INT**
44 (+17)	18 (+4)	13 (+1)
SKILLS Mechanics +7, Perception +6, Ranged Strike +10, Pilot +9		
WEAPONS **Machine Gun:** *Ranged Attack*: +10 to hit; one target; Range: 8; Hit: 26 *piercing* damage (4d10x2).		
Crew 2; max 15 passengers		
Cover Total		
Cargo 85 kg; consumables for 3 day		
Availability 95,000 (new); 40,000 (used)		
Challenge Code D (2,000 XP)		

SHERA

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

SHERA		Colossal Aerial Vehicle (airship)
DEFENCES Ref 20; **Fort** 34; +13 armour bonus		
HIT POINTS 580	**INITIATIVE:** +3	**SHIELD RATING** 44
SPEED 12 squares (flying; max. speed 357 knots); 3 squares (flying; airship scale)		
FIGHTING SPACE 4x20; 2x8 squares in airship scale		
STR	**DEX**	**INT**
58 (+24)	16 (+3)	17 (+3)
SKILLS Mechanics +8, Perception +6, Pilot +3		
WEAPONS *None*		
Crew 6; max 30 passengers		
Cover Total		
Cargo 420 kg; consumables for 2 day		
Availability Not available for sale		
Challenge Code D (2,000 XP)		

GROUND VEHICLES

Ground vehicles are the most common type of vehicles seen across the Planet. Ranging from the everyday car, truck, and motorcycle used by the general public to military vehicles used to transport troops and supplies.

PEGASUS HOVERBIKE

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

PEGASUS HOVERBIKE Large Ground Vehicle (bike)

DEFENCES Ref 18; **Fort** 18; +3 armour bonus

HIT POINTS 27	**INITIATIVE:** +5	**SHIELD RATING** 19

SPEED 8 squares (flying; max. speed 100 knots);
4 squares (flying; airship scale)

FIGHTING SPACE 2x2; 1 square in airship scale

STR	DEX	INT
27 (+8)	20 (+5)	14 (+2)

SKILLS Mechanics +5, Perception +3, Ranged Strike +8, Pilot +8

WEAPONS
    Beam Cannon: *Ranged Attack*: +8 to hit; one target; Range: 20; Hit: 20 *piercing* damage (3d8x2).

Crew
    1

Cover
    Total

Cargo
    12 kg; consumables for 1 day

Payload
    6 energy capsules

Availability
    80,000 (new); 35,000 (used)

Challenge Code B (500 XP)

S-MTT

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

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

S-MTT   Large Ground Vehicle (truck)

DEFENCES Ref 15; **Fort** 14; +1 armour bonus

HIT POINTS 18	**INITIATIVE:** +5	**SHIELD RATING** 15

SPEED 4 squares (max. speed 70 mph)

FIGHTING SPACE 2x2

STR	DEX	INT
18 (+4)	18 (+4)	12 (+1)

SKILLS Mechanics +3, Perception +2, Pilot +6

WEAPONS
    None

Crew
    1; max 12 passengers

Cover
    +10

Cargo
    40 kg; consumables for 1 day
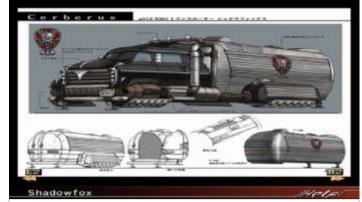
Availability
    20,000 (new); 7,000 (used)

Challenge Code A (250 XP)

SHADOWFOX

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

SHADOWFOX   Large Ground Vehicle (truck)

DEFENCES Ref 16; **Fort** 16; +2 armour bonus

HIT POINTS 22	**INITIATIVE:** +4	**SHIELD RATING** 17

SPEED 4 squares (max. speed 70 mph)

FIGHTING SPACE 2x2

STR	DEX	INT
22 (+6)	18 (+4)	12 (+2)

SKILLS Mechanics +4, Perception +3, Ranged Strike +7, Pilot +7

WEAPONS
    Machine Gun Turret: *Ranged Attack*: +7 to hit; one target; Range: 20; Hit: 18 *piercing* damage (2d8x2).

Crew
    1; max 26 passengers

Cover
    +10

Cargo
    75 kg; consumables for 2 day

Availability
    20,000 (new); 7,000 (used)

Challenge Code B (500 XP)

NAUTICAL VEHICLES

Nautical vehicles are common sights in the resort harbours of Costa del Sol and Mideel in the form of yachts and cruises. The Shinra navy incorporates an arson of submarines, which are also nautical vehicles.

UV-TYPE SUBMARINE

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

UV-TYPE SUBMARINE		
Gargantuan Nautical Vehicle (submarine)		
DEFENCES Ref 19; Fort 26; +7 armour bonus		
HIT POINTS 210 INITIATIVE: +4 SHIELD RATING 31		
SPEED 8 squares (swimming; max. speed 27.3 knots); 6 squares (swimming; airship scale)		
FIGHTING SPACE 2x12; 3 squares in airship scale		
STR	DEX	INT
42 (+16)	18 (+4)	18 (+4)
SKILLS Mechanics +11, Perception +7, Ranged Strike +11, Pilot +9		
WEAPONS **Torpedoes:** *Ranged Attack*: +11 to hit; all targets in burst 8; Range: 30; Hit: 36 *slashing* damage (9d10x2).		
Crew 22; max 15 passengers		
Cover Total		
Cargo 150 kg; consumables for 4 days		
Payload 10 torpedoes		
Availability 120,000 (new); 70,000 (used)		
Challenge Code E (4,000 XP)		

APPENDIX C: NPC CHARACTERS

The following section expands on the NPC statistics found on page 165 of the Core Rulebook.

BLACK BELT

Black Belts are specially trained martial artists that combine hand-to-hand physical prowess with mastery of elemental magic. Some black belts specialise in infecting their enemies with deadly ailments before delivering blows.

MONK 19

DEFENCES Ref 17; **Fort** 23; **Will** 21; **Mag** 18

HIT POINTS 180 (18d12 + 63)	**BLOODIED** 90
MAGIC POINTS 73 (18d6 + 10)	**INITIATIVE** +2

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	8 (-1)	10 (+0)	15 (+2)

SKILLS Acrobatics +14, Athletics +17, Melee Strike +17, Perception +12, Spellcasting +17, Survival +12

MELEE DIE	RANGED DIE	MAGIC DIE
2d8	1d8	2d8

CLASS FEATURES
Streetfighting Specialist (push target 3 squares/inflict *slow* if Melee Strike check exceeds by 5 or more; -8 penalty to all other skill checks)
Evasion (4/encounter)
Boost (20 temporary hit points; 1/encounter)
Focus (1/encounter)

FEATS Combat Glove Mastery, Improved Focus, Magic Mastery, Magic Training (Strength), Technique Specialist, Warmage

TECHNIQUES
Dancing Zolom (4d8 + 2; 1/encounter)
Rush Assault (3d10 + 19; 2/encounter)
Thunderbolt (2d8 + 19 *thunder*; 2/encounter)

MATERIA
Weapon: Thunder (Level 2) – All (Level 3), Fire (Level 3)
Armour: Ice (Level 2), Gravity (Level 1)

WEAPONS
Diamond Knuckle: *Melee Weapon Attack*: +22 to hit; Hit Rate: 5; one target; Hit: 22 (10d8 + 5); bludgeoning damage; *Materia Slots*: 2 x linked, 1 x single

ARMOUR
Cloth: +1 to Reflex Defence; 2 kg; *Materia Slots*: 2 x single

Challenge Code D (2,000 XP)

DARK KNIGHT

FIGHTER 19

DEFENCES Ref 22; **Fort** 27; **Will** 20; **Mag** 14

HIT POINTS 159 (18d10 + 60)	**BLOODIED** 79
MAGIC POINTS 66 (18d4 + 30)	**INITIATIVE** +0

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	14 (+2)	12 (+1)	12 (+1)	15 (+2)

SKILLS Athletics +17, Knowledge (tactics) +13, Melee Strike +17, Spellcasting +17, Stealth +12, Treat Injury +13

MELEE DIE	RANGED DIE	MAGIC DIE
1d12	1d6	2d8

CLASS FEATURES
Greater Weapon Specialist (no penalty when wielding large-size weapons or bigger; +3 class bonus to melee damage rolls)
Fighter's Mark (4/encounter)
Cleave (2 additional targets)
Focus (1/encounter)

FEATS Greater Cleave, Improved Focus, Magic Mastery, Magic Training (Strength), Technique Specialist, Warmage

TECHNIQUES
Blade Beam (3d10 *energy*; 2/encounter)
Gauntlet (3d8 x number of enemy targets *necrotic*; 2/encounter)
Meteorain (19 x 1d4 *necrotic*; 1/encounter)

MATERIA
Weapon: Destruct (Level 2), Gravity (Level 2)
Armour: Dark (Level 3) – All (Level 1), Poison (Level 2) – All (Level 1)

WEAPONS
Apocalypse: *Melee Weapon Attack*: +22 to hit; Hit Rate: 8; one target; Hit: 19 (8d12); slashing damage; *Materia Slots*: 3 x single

ARMOUR
Plate: +10 to Reflex Defence; +4 to Fortitude Defence; 40 kg; *Materia Slots*: 3 x linked

Challenge Code D (2,000 XP)

Dark Knights combine the art of black magic with mastery of sword fighting to unleash devastating punishments upon their foes. Rarely would you see multiple dark knights working together as they believe in helping themselves above all else.

Snipers of DEEPGROUND seem to be slightly more powerful versions of normal Shinra MP. They are both male and female, generally use firearms as weapons, and wear helmeted uniforms reminiscent of those worn by the Genesis clones.

DG SNIPER

RANGER 8

DEFENCES Ref 17; **Fort** 18; **Will** 16; **Mag** 15

| HIT POINTS 67 (7d8 + 36) | | BLOODIED 33 |
| MAGIC POINTS 25 (7d6 + 10) | | INITIATIVE +4 |

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	10 (+0)	15 (+2)	10 (+0)

SKILLS Acrobatics +11, Athletics +4, Perception +9, Ranged Strike +11, Stealth +11, Streetwise +7, Survival +9

MELEE DIE	RANGED DIE	MAGIC DIE
1d4	1d12	1d4

CLASS FEATURES
    Greater Weapon Specialist (no penalty when wielding large-size weapons or bigger; +3 class bonus to ranged damage rolls)
    Barrage (2/encounter)
    Aim (+4; 3/encounter)

FEATS Firearm Mastery, Point Blank Shot, Quick Draw

TECHNIQUES
    Bite the Bullet (2d10 + 4; 2/encounter)

WEAPON
    Sniper CR: *Ranged Weapon Attack*: +13 to hit; range 15/30; Hit Rate 7; one target; Hit: 26 (7d12 + 8); piercing damage; *Materia Slots*: 2 x linked

ARMOUR
    Leather: +1 to Reflex and Fortitude Defence; 3 kg; *Materia Slots*: 1 x linked, 1 x single

Challenge Code B (500 XP)

DG SOLDIER

FIGHTER 8

DEFENCES Ref 14; **Fort** 18; **Will** 14; **Mag** 18

| HIT POINTS 76 (7d10 + 39) | | BLOODIED 38 |
| MAGIC POINTS 20 (7d4 + 10) | | INITIATIVE +4 |

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	14 (+2)	10 (+0)	10 (+0)

SKILLS Acrobatics +4, Athletics +11, Knowledge (tactics) +9, Melee Strike +11, Perception +6, Stealth +8, Survival +3

MELEE DIE	RANGED DIE	MAGIC DIE
1d10	1d4	1d4

CLASS FEATURES
    Greater Weapon Specialist (no penalty when wielding large-size weapons or bigger; +3 class bonus to melee damage rolls)
    Fighter's Mark (2/encounter)

FEATS Greater Cleave, Quick Draw, Skill Focus (Perception)

TECHNIQUES
    Reckless Strike (3d12 + 8; 2/encounter)

WEAPON
    Force Stealer: *Melee Weapon Attack*: +13 to hit; Hit Rate 5; one target; Hit: 14 (5d10); slashing damage; *Materia Slots*: 3 x single

ARMOUR
    Leather: +1 to Reflex and Fortitude Defence; 3 kg; *Materia Slots*: 1 x linked, 1 x single

Challenge Code B (500 XP)

Soldiers of DEEPGROUND seem to be slightly more powerful versions of normal Shinra MP. They are both male and female, generally use swords as weapons, and wear helmeted uniforms reminiscent of those worn by the Genesis clones.

The **Holy Dragoon** is a soldier of faith; choosing to bolster their comrades from the rear while taking advantage of foes in ranged combat. The holy dragoon will take the fight up-close if the situation calls for it.

HOLY DRAGOON

DRAGOON 19		
DEFENCES Ref 23; **Fort** 27; **Will** 23; **Mag** 21		
HIT POINTS 138 (18d8 + 57)		**BLOODIED** 69
MAGIC POINTS 77 (18d4 + 50)		**INITIATIVE** +1

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	14 (+2)	10 (+0)	15 (+2)

SKILLS Acrobatics +13, Athletics +16, Melee Strike +16, Perception +12, Ranged Strike +13, Spellcasting +14

MELEE DIE	RANGED DIE	MAGIC DIE
1d10	1d10	2d8

CLASS FEATURES
  Armour Specialist (no speed penalty when wearing armour; apply either one-half level or the armour's bonus to Reflex, whichever is higher)
  Aerial Lunge (4/encounter)
  Cover (two allies within line of sight gain +9 bonus to Reflex until start of next turn; receive a -9 penalty to Melee Strike checks)
  Channel Magic (1/encounter)

FEATS Extended Cover, Force of Lances, Gift of the Goddess, Magic Mastery, Minerva's Devotion, Technique Specialist

TECHNIQUES
  Boost Jump (10 + 3d6; 2/encounter)
  Healing Wind (2d12 + target's Con modifier *healing;* 3/encounter)

MATERIA
  Weapon: Restore (Level 3) – All (Level 2)
  Armour: Heal (Level 1), Control (Level 3), Mystify (Level 2)

WEAPONS
  Scimitar: *Melee Weapon Attack*: +21 to hit; Hit Rate: 7; one target; Hit: 16 (7d10); piercing damage; *Materia Slots*: 1 x linked

ARMOUR
  Plate: +10 to Reflex Defence; +4 to Fortitude Defence; 40 kg; *Materia Slots*: 3 x linked

Challenge Code D (2,000 XP)

PALADIN

SAMURAI 19		
DEFENCES Ref 22; **Fort** 23; **Will** 23; **Mag** 25		
HIT POINTS 139 (18d10 + 40)		**BLOODIED** 69
MAGIC POINTS 84 (18d8 + 50)		**INITIATIVE** +1

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	14 (+2)	14 (+2)	15 (+2)

SKILLS Acrobatics +13, Athletics +15, Melee Strike +15, Perception +14, Persuasion +14, Ranged Strike +10, Spellcasting +14

MELEE DIE	RANGED DIE	MAGIC DIE
1d12	1d6	2d8

CLASS FEATURES
  Armour Specialist (no speed penalty when wearing armour; apply either one-half level or the armour's bonus to Reflex, whichever is higher)
  Octaslash (4/encounter)
  Magic Break (Target loses 10 magic points on a successful Persuasion vs Will check; 3/encounter)
  Channel Magic (1/encounter)

FEATS Gift of the Goddess, Magic Mastery, Minerva's Devotion, Power Break, Skill Focus (Ranged Strike), Technique Specialist

TECHNIQUES
  Healing Wind (2d12 + target's Con modifier *healing;* 3/encounter)
  Radiant Blow (2d8 x one-half level *radiant* damage and target is dazed until start of next turn; 2/encounter)

MATERIA
  Weapon: Control (Level 3), Heal (Level 1)
  Armour: Restore (Level 3) – All (Level 2), Revive (Level 2)

WEAPONS
  Rune Blade: *Melee Weapon Attack*: +20 to hit; Hit Rate: 5; one target; Hit: 16 (5d12); slashing/piercing damage; *Materia Slots*: 4 x single

ARMOUR
  Mystic: +9 to Reflex Defence; +3 to Fortitude Defence; 30 kg; *Materia Slots*: 2 x linked, 1 x single

Challenge Code D (2,000 XP)

The **Paladin** is a holy warrior, seeking to protect those in need and to rid the Planet of injustice. They are the true guardians of good, and uphold their faith through any conflict.

SHINRA MP

FREELANCER 3					
DEFENCES Ref 15; **Fort** 12; **Will** 13; **Mag** 12					
HIT POINTS 9 (3d6)				**BLOODIED** 4	
MAGIC POINTS 0				**INITIATIVE** +3	
STR	**DEX**	**CON**	**INT**	**WIS**	**CHA**
8 (-1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)	15 (+2)

SKILLS Perception +7, Ranged Strike +5, Treat Injury +4

MELEE DIE	RANGED DIE	MAGIC DIE
1d4	1d4	1d4

FEATS Firearm Mastery, Skill Focus (Perception)

WEAPONS

    Shortbarrel: *Ranged Weapon Attack*: +5 to hit; range 10/20; Hit Rate 2; one target; Hit: 7 (2d4 + 5); piercing damage; *Materia Slots*: 2 x linked, 1 x single

ARMOUR

    Leather: +1 to Reflex and Fortitude Defence; 3 kg; *Materia Slots*: 1 x linked, 1 x single

Challenge Code A (250 XP)

Although hardly having as much of a reputation as SOLDIER, the Shinra security department's Military Police (MP) still makes up the majority of Shinra's force, and is deployed far more often than SOLDIER. The department seems to have somewhat of a rivalry with SOLDIER and has been known to extend challenges in the form of training sessions. The Security Department also serves as a fall-back for SOLDIER hopefuls who are deemed unfit to go through the Mako infusion procedure that all SOLDIER members must go through.

SHINRA OFFICER

FREELANCER 6					
DEFENCES Ref 17; **Fort** 14; **Will** 15; **Mag** 15					
HIT POINTS 12 (6d6)				**BLOODIED** 6	
MAGIC POINTS 0				**INITIATIVE** +3	
STR	**DEX**	**CON**	**INT**	**WIS**	**CHA**
8 (-1)	16 (+3)	10 (+0)	14 (+2)	14 (+2)	15 (+2)

SKILLS Perception +8, Persuasion +5, Ranged Strike +9, Treat Injury +5

MELEE DIE	RANGED DIE	MAGIC DIE
1d4	1d4	1d4

FEATS Firearm Mastery, Skill Focus (Perception, Ranged Strike)

WEAPONS

    Shortbarrel: *Ranged Weapon Attack*: +9 to hit; range 10/20; Hit Rate 2; one target; Hit: 9 (2d4 + 5); piercing damage; *Materia Slots*: 2 x linked, 1 x single

ARMOUR

    Leather: +1 to Reflex and Fortitude Defence; 3 kg; *Materia Slots*: 1 x linked, 1 x single

Challenge Code B (500 XP)

The **Shinra officer** is slightly better trained in combat than the normal MPs and has more experience on their side. They lead their men into battle with only their skills to get them through. They generally are not satisfied until they get positive results.

WRO SOLDIER

FREELANCER 12					
DEFENCES Ref 21; **Fort** 17; **Will** 18; **Mag** 18					
HIT POINTS 18 (12d6)					**BLOODIED** 9
MAGIC POINTS 0					**INITIATIVE** +4
STR	**DEX**	**CON**	**INT**	**WIS**	**CHA**
10 (+0)	18 (+4)	10 (+0)	14 (+2)	14 (+2)	15 (+2)
SKILLS Athletics +5, Mechanics +7, Perception +10, Persuasion +7, Ranged Strike +12, Stealth +9, Treat Injury +7					

MELEE DIE	RANGED DIE	MAGIC DIE
1d6	1d6	1d6

FEATS Firearm Mastery, Rapid Shot, Skill Focus (Perception, Ranged Strike)

WEAPONS
    Griffon: *Ranged Weapon Attack*: +12 to hit; range 20/40; Hit Rate 5; one target; Hit: 16 (5d6 + 5); piercing damage; *Materia Slots*: 3 x single

ARMOUR
    Leather: +1 to Reflex and Fortitude Defence; 3 kg; *Materia Slots*: 1 x linked, 1 x single

Challenge Code C (1,000 XP)

The basic foot soldiers of the voluntary army, the **WRO soldier** is well-rounded and diverse; ready for any situation that may arise. They prefer to be on the front lines, defending their homes and families from the DEEPGROUND threat.

WUTAI SOLDIER

FREELANCER 3					
DEFENCES Ref 14; **Fort** 13; **Will** 10; **Mag** 13					
HIT POINTS 12 (3d6 + 3)					**BLOODIED** 6
MAGIC POINTS 0					**INITIATIVE** +2
STR	**DEX**	**CON**	**INT**	**WIS**	**CHA**
16 (+3)	15 (+2)	12 (+1)	14 (+2)	8 (-1)	10 (+0)
SKILLS Acrobatics +4, Athletics +5, Melee Strike +8, Perception +1, Ranged Strike +4, Stealth +4, Treat Injury +1					

MELEE DIE	RANGED DIE	MAGIC DIE
1d4	1d4	1d4

FEATS Polearm Mastery, Skill Focus (Melee Strike)

TECHNIQUES
    The Serpent's Burst (push back all targets 5 squares that are in close burst 2; 1/day)

WEAPONS
    Viper Halberd: *Melee/Ranged Weapon Attack*: +8/+4 to hit; Hit Rate: 4; one target; Hit: 12 (4d4 + 5); piercing damage; *Materia Slots*: 4 x single

ARMOUR
    Leather: +1 to Reflex and Fortitude Defence; 3 kg; *Materia Slots*: 1 x linked, 1 x single

Challenge Code A (250 XP)

The baseline **Wutai soldier** makes up the bulk of Godo's forces. They fight for honour and for the protection of their homeland; all in the name of Wutai and their god Leviathan.

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