



SAVAGE FANTASY



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A Final Fantasy companion for Savage Worlds

Written by Enrique Vélez.

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Welcome!

You have in your hands (or screen) the result of years of devotion and months of work; a true labor of love. This is my attempt to mix my favorite pen-and-paper RPG with my favorite video games. I hope you find the result enjoyable.

I was introduced to RPGs (or JRPGs as they are known now) by my childhood best friend. At first I didn't quite get what was going on, but I was charmed by the world portrayed in Final Fantasy IV. I'd watch him play and followed along the story whenever I would visit. I was annoyed that the character's life was not measured in hearts or a bar, but in huge fractions. Nevertheless, I was intrigued.

When the first PlayStation came out I acquired Final Fantasy VII out of hype, but it ended up changing my life.

One or two years later I was introduced to pen-and-paper games by flipping through a Dungeons & Dragons book a coworker left on his desk. I wanted to play it so badly! Alas nobody else I knew shared that interest. Well, I know a bunch of people online who do, and we played through IRC and such a few times (I even game-mastered once!), but it's not the same. I didn't get to roll any fancy dice for about ten more years. When I was in training for the army I met a bunch of delightful nerds and I even got my first set of dice, but we never got to actually play. When I returned to civilian life, a friend at work mentioned a game and I practically invited myself. I've been playing ever since, every other weekend.

What I'm trying to do is convert the races, classes and general feel of the Ivalice setting of Square-Enix's Final Fantasy Series (Specifically the Tactics series and FFXII) into Pinnacle's Savage Worlds role-playing game in the simplest, most straightforward way possible. Unlike most Final Fantasy games, those in the Ivalice Alliance series are set in the same world, although they stick to the FF tradition of not being direct sequels of one another. So far it appears both concepts are quite compatible and have lots of potential.

My goal is to introduce SW fans to the FF world and vice-versa, and for them to be able to print just a few extra sheets of papers and be ready for a game. Savage Worlds is already a very flexible game system meant to adapt to any setting, so practically this companion is just a set of guidelines.

How to enjoy this book

If you've gotten to this page, you probably have it all figured out, but in case you were wondering, this is only a supplement to the Savage Worlds game.

If you want to play in this setting, use the gear, items, equipment, and arcane backgrounds from the conversion INSTEAD of the core rules. Use the trappings and resilience mechanic from this book, but keep in mind the core rules. And finally, add the edges here to the core list (some core edges may not be compatible).

If you are creating a character I suggest you read this book first, so you know the exceptions, then go to the core rules.

I wrote this based on Savage Worlds Explorer's Edition, but it should be compatible with further versions.

Races

Introduction

Players are introduced to heroes and villains of all kinds in the several worlds of Final Fantasy. Older iterations would have almost classical races such as dwarves and werewolves, but with their own twist. Later on races became more and more outlandish. In Final Fantasy VII there was a quadruped (with no opposable thumbs!) in the party. In Final Fantasy IX, half of the NPCs in any town would be anthropomorphic rats, birds and hippos!

I could sit down and convert each and every one of these races - Savage Worlds provides a ridiculously easy (and fun) system for this - but, besides the fact that I would be stealing half the fun from you, I'd like potential Game-Masters and players to consider making their own races.

There are many reasons Final Fantasy games seldom re-use character races, among them:

- Character races have to fit the story and setting
- The story and setting have to be entirely different from other games in the series.
- The races also have to fit the game play mechanics.
- Normally non-human characters are an exception in a party, probably so it's easier for the player to relate.

I suggest all players design their characters as humans and leave it to the GM to decide if any of them would make a good non-human and to offer the change to the player.

For convenience's sake, I've included the six basic races from the *Ivalice Alliance* series. For those not familiar, I'm talking about Final Fantasy Tactics, Tactics Advance, XII, XII: Revenant Wings and Tactics A2. These are the only Final Fantasy games that are inter-connected, so it didn't seem as sacrilegious to bring them into yet another game. I also picked these six because to me they appear to be very balanced among themselves. Just keep in mind that even throughout these sub-series they kept introducing new races, again, designed to highlight the differences in setting and game-play.

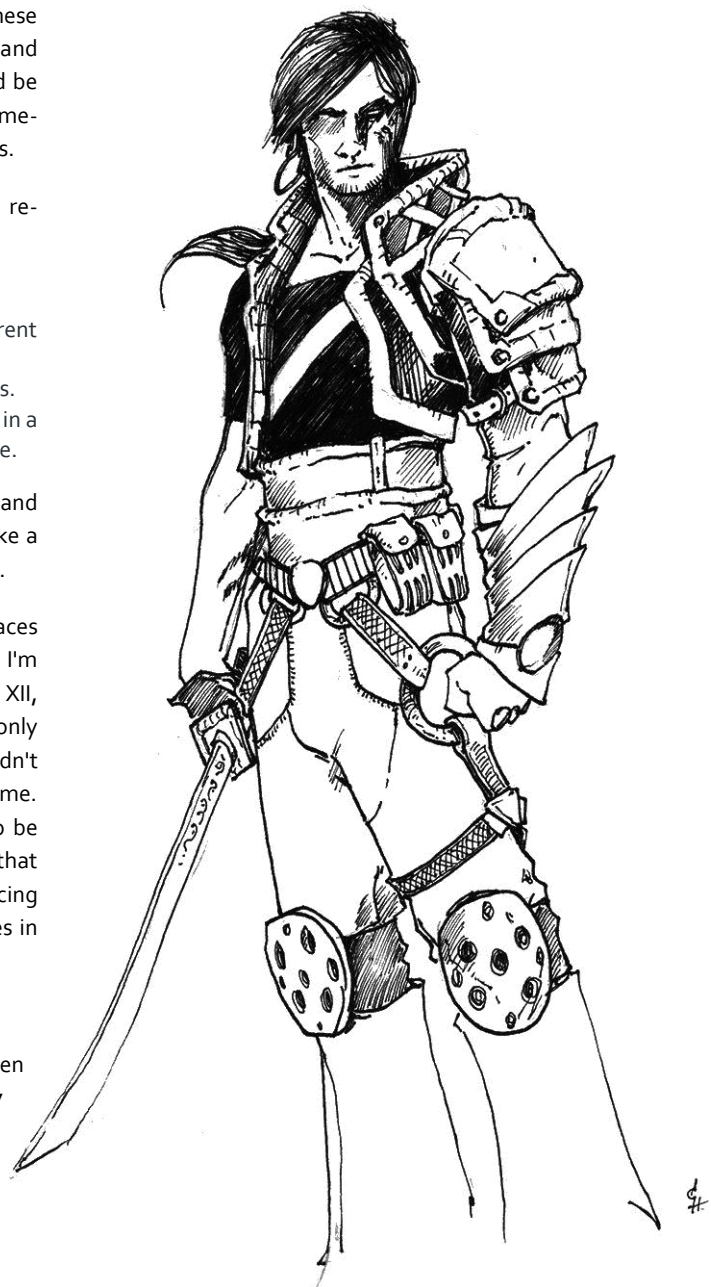
Credits

Part of the following Race descriptions was taken from the now defunct **The Returner's Final Fantasy RPG**. They worked really hard to compile all this data for their game, but somehow they lost their domain and I can't find them anymore.

Hume

On any given setting, hume-kind will inevitably be the dominant race; wildly diverse and infinitely tenacious, their ability to make a home in even the most inhospitable of environments has made them the standard against which all other races are measured. Other species refer to them as "Men" or "Hume-kind" while the word "people" covers all intelligent species.

- **Adaptable:** Humes are incredibly adaptable. All Hume characters get a free edge at creation without having to balance with a hindrance as long as they have the requisites.



Bangaa

Gruff, athletic lizardfolk renowned for their temperament. Bangaa are burly, muscular creatures caught in a permanent stoop; hard scales cover their bodies, while their snouts are jammed with razor-sharp teeth capable of rending and tearing with terrible ease. Though they may seem ponderous, Bangaa are surprisingly nimble, and can muster short bursts of speed where needed. Despite their reptilian ancestry, Bangaa tend to grow 'whiskers' or facial hair as they age; females have a prominent ruff of downy fur that covers their chests, the only significant difference between the two genders.

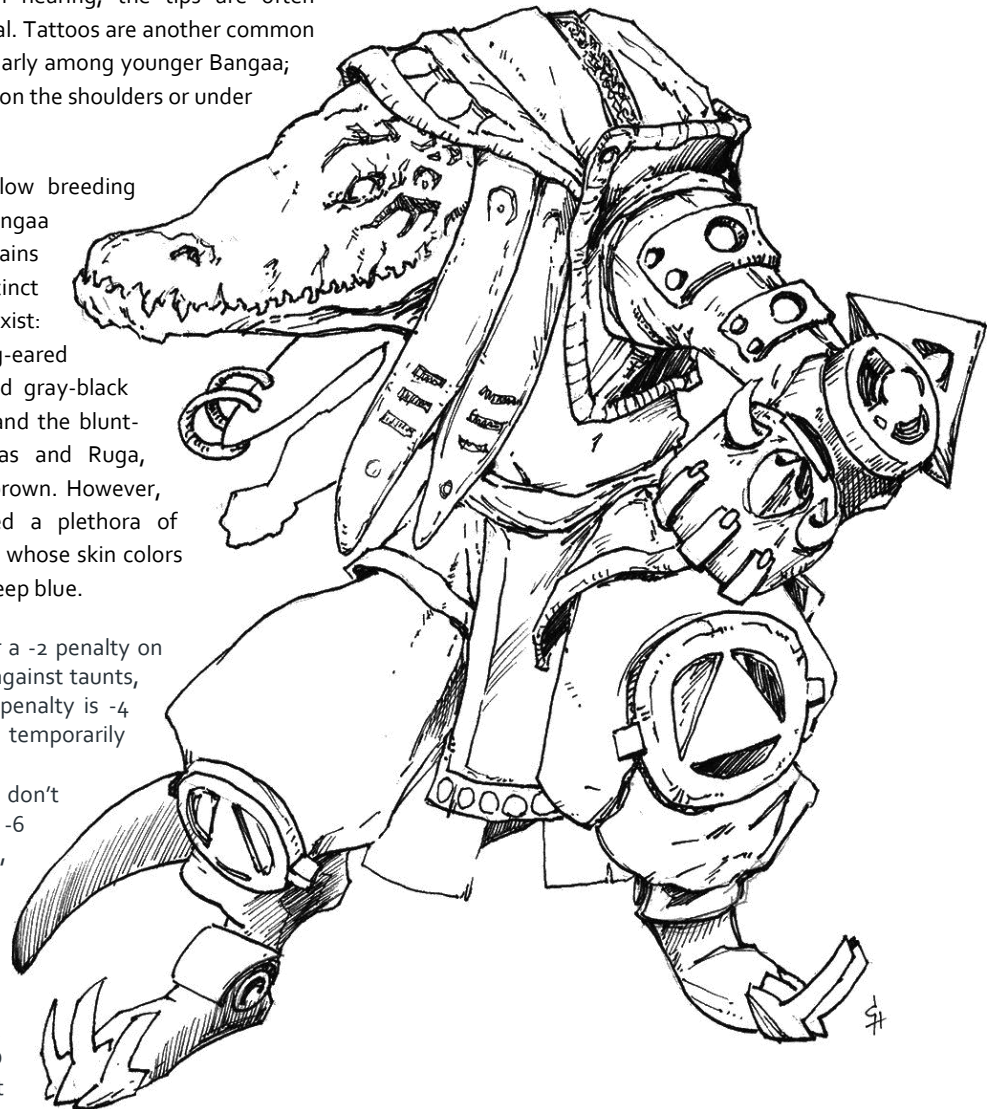
Bangaa are excellent scouts and trackers, favoring smell and hearing over sight. As a result, it is not uncommon to see Bangaa wearing blindfolds as a fashion statement. Their long, loose-hanging ears are split in two, giving them superior directional hearing; the tips are often pierced or encased in metal. Tattoos are another common decorative device, particularly among younger Bangaa; these are generally drawn on the shoulders or under the eyes.

Despite their longevity, low breeding rates mean that Bangaa population size remains relatively static. Four distinct subspecies of Bangaa exist: the sharp-snouted, long-eared Sanga and Bista - colored gray-black and ochre respectively - and the blunt-snouted, short-eared Faas and Ruga, colored green and sand-brown. However, interbreeding has created a plethora of hybrids over the centuries whose skin colors can range from white to deep blue.

- **Proud:** Bangaa suffer a -2 penalty on smarts when rolling against taunts, if called "lizard" the penalty is -4 and the player temporarily becomes berserk.
- **Senses:** Bangaa don't suffer the standard -6 penalty to notice, shooting and similar tests if the target cannot be seen (darkness, camouflage, optical illusions), as long as it can be heard AND smelled. If the target is invisible but can be

either heard OR smelled, the penalty is -3. A bangaa is effectively blind (-6) if the target can only be seen, this includes text, signs, lighthouses, beacons and such.

- **Mean:** Bangaa are rough by nature.
- **Slurred Speech (minor):** Bangaas are built for working and fighting, not for talking. The shape of their snouts gives a -2 penalty to any Magick or Sagacity rolls.
- **Strong:** Although deceptively slender, bangaas start with a STR of d6.
- **Brawny:** Their hunched posture makes bangaas appear a bit broader. It also makes them really good at carrying things.
- **Free Combat Edge:** Regardless of trade, bangaas love a good fight. They may pick a free combat edge as long as they have the requisites.



Moogles

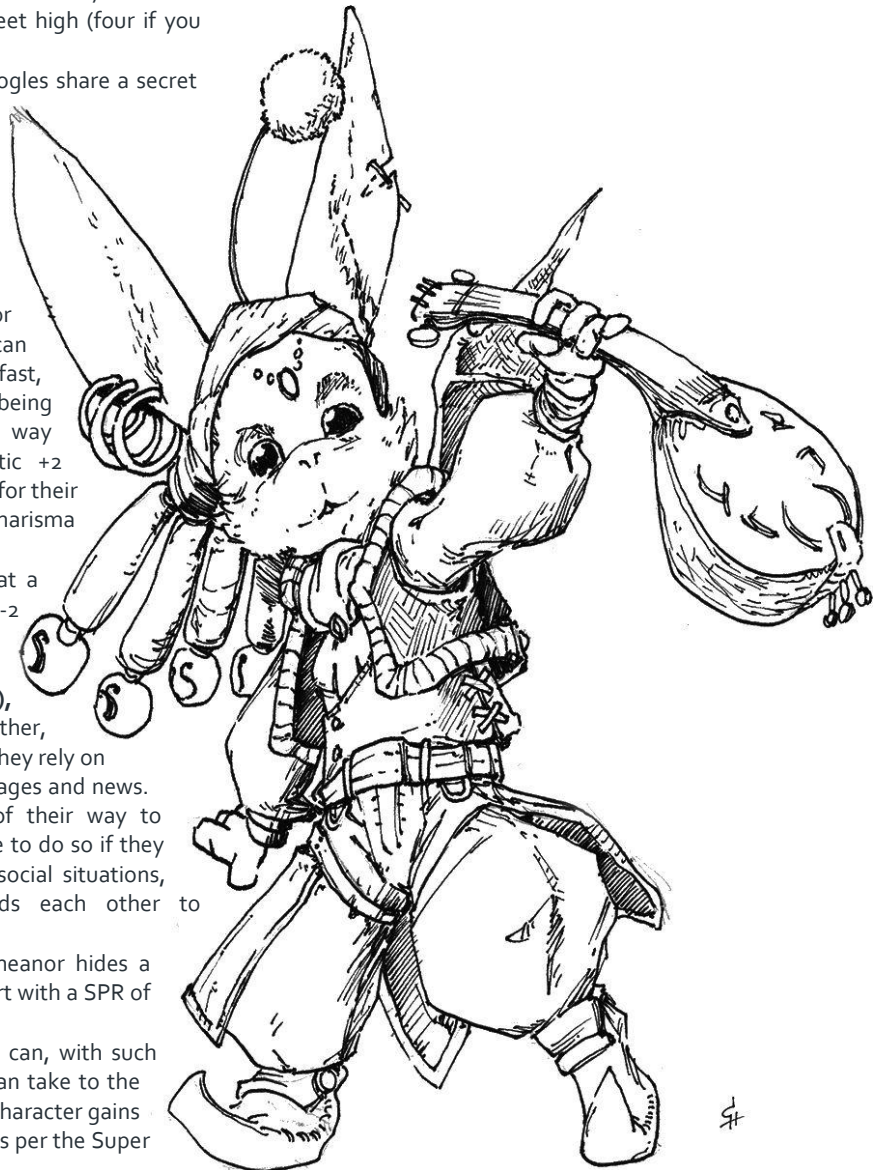
Moogles are furry little semi-magical creatures; a race for which the words "disarmingly cute" are all but tailor-made. A puzzle to naturalists, moogles are able to fly with only a flutter of a small set of vestigial bat-like wings on their backs. Wings aside, the Moogles' most distinguishing characteristic is the curious 'pom-pom' connected to the top of their heads by a small, thin stalk; its true purpose is unknown, though some speculate that it may have magical or telepathic properties.

Moogles fur is generally white and downy, though many mutations and variations exist in the world; striped, brown and purple are among the most common, but many others have arisen over the years.

- **Code of Honor, Loyal:** Moogles are kind by nature.
- **Small:** Moogles average three feet high (four if you count the pom pom).
- **Charismatic, Habit (minor):** Moogles share a secret dialect based entirely on hoots and whistles that they use to communicate over long distances or crowded cities, because of the melodic nature of this speech they at times use "kupo!" as a filler in conversation, as an expletive or even a placeholder name. This can get really annoying, really fast, thankfully they compensate by being having a near supernatural way around people. The Charismatic +2 bonus stacks with the -1 penalty for their habit, leaving them with a +1 charisma bonus.
- **Adorable:** You can't stay mad at a moogles! They all suffer a -2 penalty to all taunt and intimidate rolls.
- **Vow (minor), Investigator:** Moogles stick together, especially when they are apart! They rely on each other to carry letters, messages and news. Although they won't go out of their way to deliver a letter, they will promise to do so if they know their paths will cross. In social situations, Moogles will gravitate towards each other to exchange news and rumors.
- **Wise:** The moogles' playful demeanor hides a very sharp spirit. All moogles start with a SPR of d6 at creation.
- **Flight:** It is a mystery how they can, with such tiny wings, but some moogles can take to the skies in extreme situations. The character gains the "Fly" power as a skill at d4 (As per the Super

Powers core Arcane Background) at character creation regardless of arcane background. If (and only if) the character does not have an arcane background he may use five "natural" power points that are charged normally.

- **Knack:** All moogles get a +2 bonus on all repair and lock-picking rolls, they also receive a bonus to common knowledge rolls related to machinery.

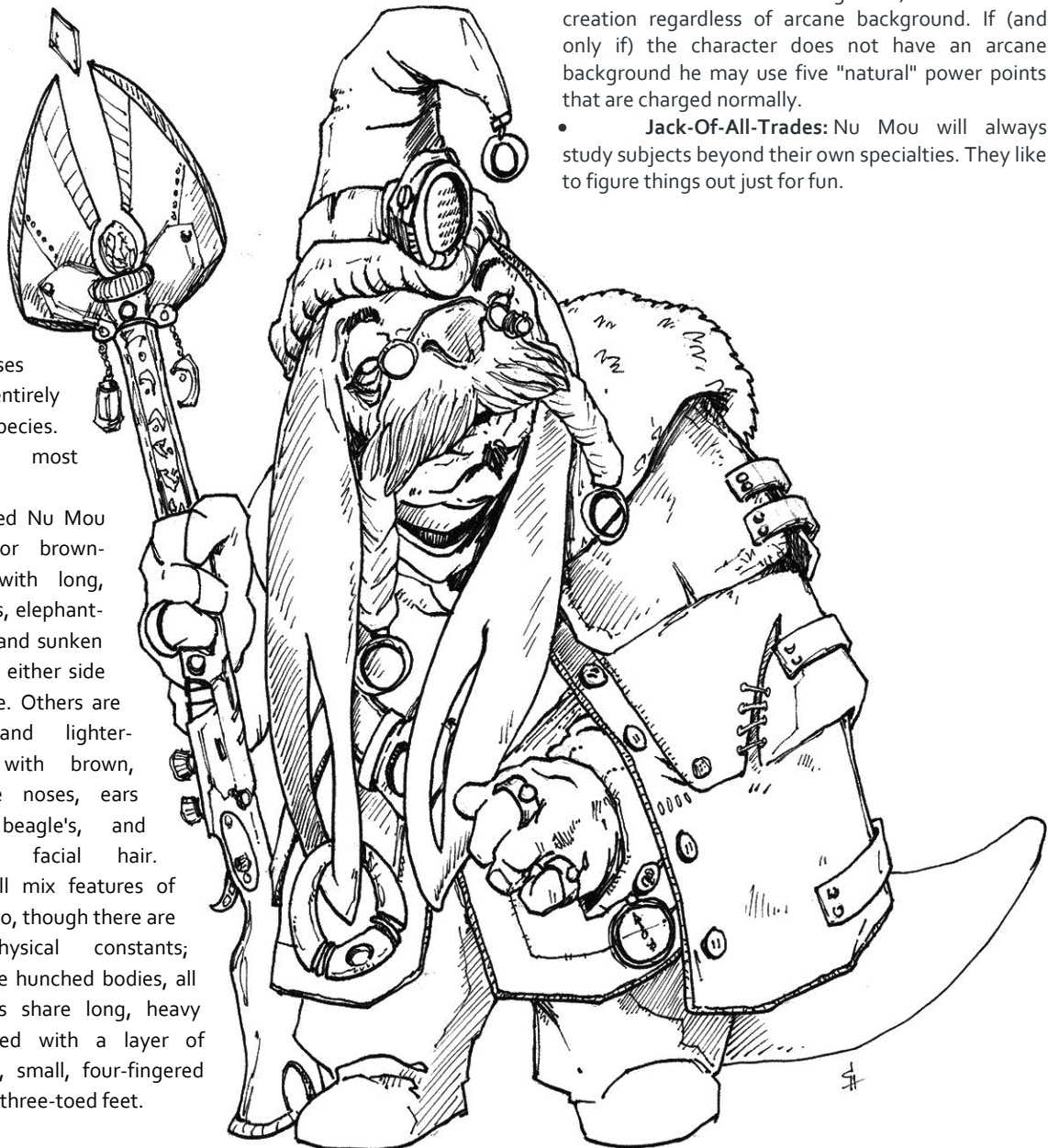


Nu Mou

The Nu Mou are an elusive group of hunched, doglike creatures. They are among the longest-lived races, but age early; as they approach adolescence, Nu Mou quickly lose suppleness and muscular flexibility, gradually becoming crooked, stooped adults incapable of moving faster than a shuffle. Bound by these physical limitations, they have become first-rate sages and intellectuals, channeling the energy other races put into honing their bodies into sharpening their minds.

Though they share a single name, there is a significant amount of physical variety among the Nu Mou - to such an extent that some naturalists believe the race

encompasses two entirely separate species. The most commonly encountered Nu Mou are gray-or brown-skinned, with long, floppy ears, elephant-like hides and sunken nostrils on either side of the face. Others are smaller and lighter-skinned, with brown, button-like noses, ears like a beagle's, and prominent facial hair. Others still mix features of the first two, though there are some physical constants; beyond the hunched bodies, all sub-species share long, heavy tails topped with a layer of coarse fur, small, four-fingered hands and three-toed feet.



- **Elderly:** Nu Mou age fast, and not gracefully.
- **Pacifist (minor):** Nu Mou will try to negotiate and debate their way out of any conflict. When push comes to shove, they tend to fall behind the frontlines and take an indirect approach to combat.
- **Big Mouth:** What is the point of knowing all kinds of stuff if you can't share it? Nu Mou tend to get carried away when engaged in conversation.
- **Smart:** Nu Mou may be weak and slow, but they are brilliant creatures. All nu mou start with a SMA of d6.
- **Magick Sense:** The Nu Mou have a near supernatural understanding of magick and can tell if something is magicked even when they don't understand the magick behind it. The character gains the "Detect Arcana" power as a skill at d4 (As per the Super Powers core Arcane Background) at character creation regardless of arcane background. If (and only if) the character does not have an arcane background he may use five "natural" power points that are charged normally.
- **Jack-Of-All-Trades:** Nu Mou will always study subjects beyond their own specialties. They like to figure things out just for fun.

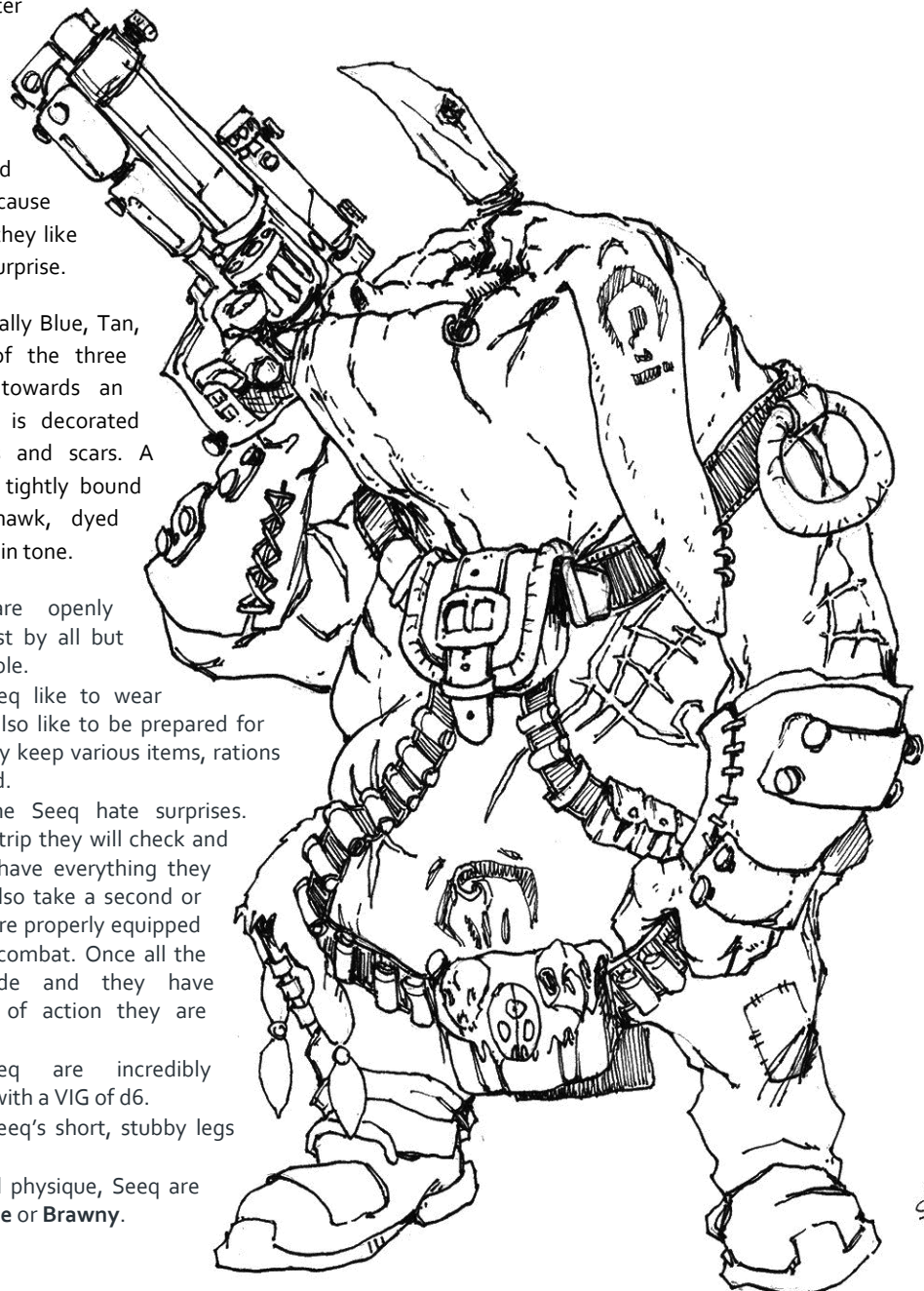
Seeq

Slow witted, simple and ponderous, the Seeq are generally pitied at best, and reviled at worst. Due to their pig like appearance, people often refer to them derogatively with terms like "Hamshanks". They spend most of their time trying to avoid learning new skills, and often rely on performing menial labor and thievery to survive.

Because of their great bulk, they are commonly believed to be slow. But while it's true they lack grace and style, they can move much faster than most people realize. This misconception is common because they don't go running around all the time, maybe because they're lazy, or because they like to keep that element of surprise.

Their thick hides are usually Blue, Tan, Green or a blending of the three colors, always fading towards an ochre underbelly which is decorated with impressive tattoos and scars. A Seeq's hair is kept in a tightly bound short ponytail or Mohawk, dyed vibrantly to offset their skin tone.

- **Outsider:** Seeq are openly discriminated against by all but the humblest of people.
- **Greedy (minor):** Seeq like to wear shiny things. They also like to be prepared for any occasion, so they keep various items, rations and weapons at hand.
- **Cautious, Quick:** the Seeq hate surprises. Before leaving on a trip they will check and double check they have everything they need. They would also take a second or two to check if they're properly equipped before engaging in combat. Once all the decisions are made and they have formulated a plan of action they are surprisingly quick.
- **Vigorous:** The Seeq are incredibly resilient. Seeq start with a VIG of d6.
- **Fleet-footed:** the Seeq's short, stubby legs are built for running.
- Despite their rotund physique, Seeq are not considered **Obese** or **Brawny**.



Viera

The enigmatic Viera are slender, silver-haired forest-dwellers, almost physically identical to Humes save for a few notable differences. The most prominent of these is also the most visible: the large rabbit-like ears that protrude from the top of a Viera's head, granting them hearing keen enough to hear the voices of spirits, of nature itself. Combined with unusually sharp vision, this allows the Viera to track movement as far as away as ten kilometers with unerring accuracy - a feat most other races can only dream of. They also have about twice the lifespan of a healthy Hume.

Other distinctive features include limber legs, long fingers, and three-toed, paw-like feet with an arch large enough to make high-heeled shoes an orthopedic necessity. Viera skin colors can range from tan to brown. There is no record of a male Viera in existence.

Most Viera live in amazon-like tribes on elaborate villages far above the ground in thick jungles, with which they form a symbiotic bond. They protect the forest by patrolling and driving off any threats and in return the trees themselves share their wisdom with the villagers. To avoid confrontation with travelers they use powerful magicks to form illusions that make the villages appear only to the sworn protectors of the jungles. Those who abandon their pact are shunned by the

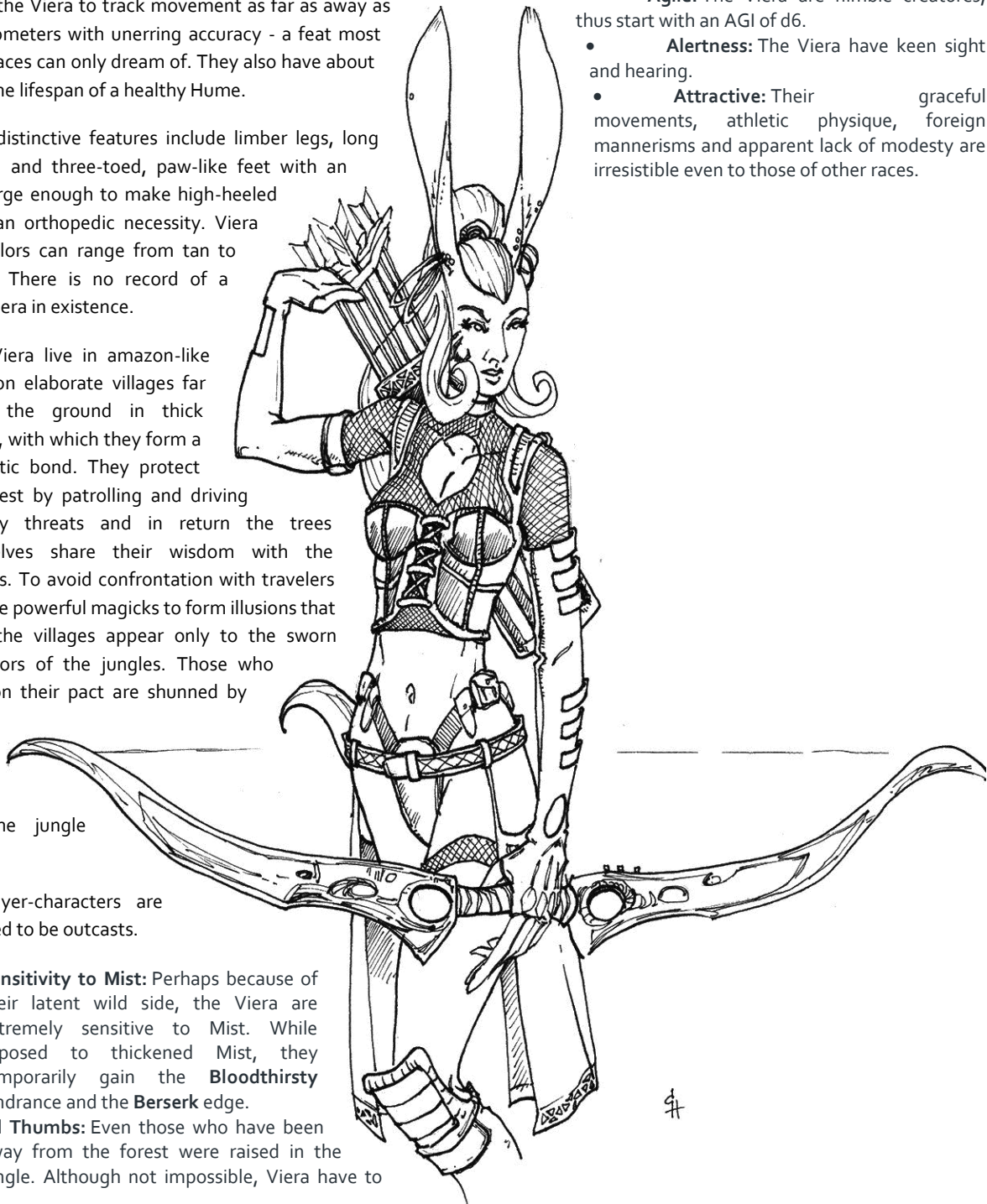
village and the jungle itself.

All player-characters are assumed to be outcasts.

- **Sensitivity to Mist:** Perhaps because of their latent wild side, the Viera are extremely sensitive to Mist. While exposed to thickened Mist, they temporarily gain the **Bloodthirsty** hindrance and the **Berserk** edge.
- **All Thumbs:** Even those who have been away from the forest were raised in the jungle. Although not impossible, Viera have to

train very hard if they want to become machinists.

- **Outcast:** While travelers may come and go through the sacred jungles as long as they behave, outcast Viera will almost certainly meet aggression from their kind and the jungle itself as she may reveal the jungles' secrets to her party.
- **Poverty:** Their longevity and humble upbringing result in little regard for wealth or personal belongings.
 - **Agile:** The Viera are nimble creatures, thus start with an AGI of d6.
 - **Alertness:** The Viera have keen sight and hearing.
 - **Attractive:** Their graceful movements, athletic physique, foreign mannerisms and apparent lack of modesty are irresistible even to those of other races.



Magick

Mist

Ever since the advent of Mist, scholars have dedicated their lives to its manipulation; this art is generally known as Magick. Although its origin remains unknown, many believe Mist to be the spiritual essence of the elements that compose the physical world.

Mist is a supernatural fog-like substance that can be found almost everywhere around the world of Ivalice. In most places it cannot be seen and can only be sensed by those sensitive to its presence. However, in some places it becomes thick, and can be seen swirling, bending light into a ghastly, colorful mirage. Mist normally flows freely, but tends to condense around - and eventually permeate - living things, particularly if there's pain, suffering, and violence involved.

Characters recover **power points** as Mist gradually accumulates in their bodies. Recharging is twice as fast in places where the Mist is thickened. High concentrations of Mist will also affect the behavior of those sensitive to it; beasts and monsters exposed for extended periods will be far more aggressive.

Arcane backgrounds in FF

Since their beginnings, Final Fantasy games have allowed for character customization, over the years, the different "classes" carried over from game to game. With each iteration these classes (or jobs) become more defined, and developed an attitude behind them. On the other hand, arcane backgrounds in Savage Worlds are designed to be as vague as possible, and by no means define a character's play style. I believe I have achieved a mechanic that encompasses both by reverse-engineering both concepts. The arcane backgrounds that follow allow for character customization and don't always subscribe to a specific job class. If you wish to mimic a specific job class just find the arcane background that fits best and customize its trappings, just like you would do with the core rules.

For example, a paladin might want to pick up White Magick along the way, thieves and snipers might find Ninjitsu quite useful and a monk might dabble in dancing (Charm) to make her fists twice as deadly. An Alchemist might want to maximize his power points and learn every

power, or he might pick only a few favorites to focus on being the ultimate sharpshooter, thrower, or gadgeteer. A Red Mage can truly embrace the spirit of classic Red Mages, or he can explore other aspects of being a jack-of-all trades.

One of the most important strategies on any Final Fantasy game is building a balanced party. Not all magick users in are expected to rely entirely on magicks and stay behind the frontlines, and not all melee or ranged types are expected to go by sheer brute force. No character is entirely independent, and those who try to do everything end up stretching themselves too thin. To determine which background is entitled to which powers, they are categorized as follows:

- **Attack:** Blast, Bolt, Burst
- **Deterring:** Dispel, Entangle, Fear, Obscure, Puppet, Stun, Lower Trait
- **Healing:** Greater Healing, Healing
- **Miscellaneous:** Barrier, Beast Friend, Burrow, Detect/Conceal Arcana, Speak Language, Telekinesis, Zombie
- **Protective:** Armor, Boost, Deflection, Environmental Protection, Invisibility
- **Support:** Elemental Manipulation, Fly, Light, Quickness, Shape Change, Smite, Speed, Teleport

Arcane Background (Magick)

Arcane Skill: White/Black/Green/Red Magick (Smarts)

Starting Power Points: 15

Starting Powers: 3

A mage studies and memorizes several magicks in accordance to his or her field of expertise. However they do not see themselves as scholars; to a mage, magick is a philosophy and a way of life. Magicks that contradict their philosophy are completely elusive to them.

- The **White Mage's** philosophy is that of healing and aiding. They may cast all **healing, protective** and **miscellaneous** powers.
- Also known as combat mages, the **Black Mage's** way is that of aggression. They use all **attack, deterring, and support** powers.
- Jack of all trades, master of none, **Red Mages** try to strike a balance between the previous two. They can use all **healing, attack** and **miscellaneous** powers
- The **Green Mage's** goal is harmony. They study all **support, deterring, and protective** powers.
- A **Blue Mage** can learn **any** power, but learning them is tricky. She may purchase "blank" power slots to fill whenever she observes a monster perform a power

she wants (as long as it is within her rank). More specifically the player has to decide at character creation whether she learns by being hit by a power, or by weakening (non-lethal KO) the creature and then capturing, studying, or eating it. Players may also choose Beast Friend and/or Shape Change at character creation.

Trappings: wearing robes, wielding rods, uttering spells, use of elemental powers

Restrictions: A mage that is unable to speak cannot cast magicks. A speech impediment will cause a -2 penalty on all rolls.

Failure: There is no real cost for failure except for the wasted Power Points and time.

Core rules equivalent: None.

Arcane Background (Sagacity)

Arcane Skill: Sagacity (Smarts)

Starting Power Points: 10

Starting Powers: 3

The Sage is the closest thing to a generic fantasy wizard. Unlike mages, they take pride in their scholarliness and devote their lives to memorizing every magick spell possible. However, this reliance in sheer brain power makes them prone to mistakes, dangerous mistakes. Refusing to acknowledge the spiritual nature of mist also makes them less efficient with its use.

Trappings: reciting spells, carrying books or scrolls, freakishly long beards

Restrictions: Sages need to be able to speak freely in order to cast magicks. Also, if conditions make it difficult to concentrate the GM may add a modifier to the Sagacity check.

Blunder: Sagacity is more of a science than an art, and even the slightest mistake can have dire consequences. A failed Sagacity roll (regardless of Wild Die) will cause the caster to become shaken, this can cause a wound.

Core rules equivalent: Magic.

Arcane Background (Alchemy)

Arcane Skill: Alchemy (smarts), Fighting (agility), Shooting (agility), Throwing (agility), Repair (smarts),

Starting Power Points: 10 per power

Starting Powers: 2

Alchemy is the study of different chemicals' reaction to Mist and probably one the most ancient forms of magick. Alchemy has the advantage of being a generally fail-proof science. Once the *Item* is ready, the magicks within always work. Another advantage to alchemy is that anyone can use these *Items*, in fact, alchemists generally share with their parties and some even sell spare *items* for profit! Because of this, mages and sages often disregard alchemists as simple artisans.

One disadvantage is that if any alchemists intend on using *items* in the heat of battle, they need to train on how to use them effectively.

Trappings: The player must decide and accord with the GM how each power will work based on this list:

- Potions are usually consumed by the users or poured over inanimate objects, making them perfect for touch or self-ranged powers. Touch-ranged Powers with adverse effects usually need to be smeared on the target (see Touch Attack Rule). A raise on a grappling roll is required to force-feed a potion to an unwilling ally (trying to heal a crazed friend, for example). A clever enemy will attempt to interrupt (see Initiative rules) these actions, and even knock the phial right off the alchemist's hands (see called shot rules), so it's always good (but not necessary) to pick up some **fighting** skills on the way.
- Liquids in glass phials can be thrown at targets or areas. The splashing of the contents and the exposure to mist causes a burst reaction, making them suitable for area-effect powers. A failed **throwing** roll will result in the potion being wasted; a critical failure will result on hitting the wrong target.
- Alchemic powders are used to prime black-powder guns, where a spark triggers the alchemic reaction, aimed by the barrel. This is perfect for Bolt, Boost/Lower Trait and Stun and other long-ranged powers. Powder should be the method of choice for attack and deterring powers. A failed **shooting** roll means the powder is wasted, a critical fail may hit a friendly target. This does not consume regular ammunition.
- Any powers that don't fall comfortably within the above are perfect candidates for gadgets. For example, a remote-controlled flying construct makes more sense than splashing a table with Telekinesis goop to make it move at your command. The alchemist needs to make fuel for these gadgets, so they recharge just like all other powers. Gaining the power constitutes the player effectively inventing, building or finding the device; if it is somehow destroyed or stolen the power is lost. The player uses the alchemy skill to activate the device and from,

then on it acts on its own. A failed Alchemy roll means the gadget did not respond, and a critical failure will damage the machine. Some **repair** skills might come in handy if the gadget is broken. Only the owner may repair the item.

Power points are "charged" at the time of preparation as the components used have already been infused with Mist. If a power is not entirely used up, the player must discard what is left before making a new "batch". Divide the player's total power points by the cost of a single use to determine how many items are made. The player needs to decide if extra power points will be spent at this moment.

Preparation: Whenever players are resting, the alchemist may set up his lab, refill his potions and refuel his gadgets. He or she will need a series of tools (Alchemist's trunk or an actual lab), proper illumination and components. These components may be purchased on any civilized location at 1d6 Gil per power point (roll once, and then multiply).

Raise: A raise on the throwing, shooting, fighting or alchemy roll will make the item more powerful according to the power's original rules.

Core rules equivalent: Weird Science.

Arcane Background (Ninjitsu)

Arcane Skill: Ninjitsu (Agility)

Starting Power Points: 10

Starting Powers: 2

Ninjitsu was developed by assassins that needed magick to be performed silently. Ninjas have access to all magicks except Healing, Miscellaneous, and Attack Magicks. This form of magick is favored by thieves, assassins, bounty hunters or anyone who appreciates stealth.

Trappings: Quick hand gestures, power pose, shaking fists, smoke bombs

Restrictions: In order to perform a Jutsu the caster must have both hands empty. If the Ninja has his or her weapons drawn, has the *one arm* hindrance or happens to be hanging from a cliff, magick is simply out of the question.

Dud: A failure on the Ninjitsu roll result in lost power points and will expose the user's location; a critical failure will cause the user to become shaken as well (this can cause a wound).

Core rules equivalent: None.

Arcane Background (Charm)

Arcane Skill: Charm (Spirit)

Starting Power Points: 10

Starting Powers: 3

There are many ways to influence Mist. Mages use their voices, Ninjas use their hands, and Alchemists use their potions. There are also those who know how to change a person's disposition with a smile and a wink of an eye as if magically, "charmners" they call them. They rely on gracefulness instead of wits to manipulate the Mist. These tricks are favored by bards, dancers, tricksters and gamblers, among others.

The Charm ability is tied to the Spirit attribute, and receives all bonuses (and penalties) to Charisma the character may have on the target.

Trappings: A wink of an eye, a swing of the hips, a cheery melody, a card trick.

Gaffe: A failed Charm roll will only result in lost power points, but a critical failure will also cause great embarrassment, this gives the charmer a -2 charisma penalty against the target (which in turn affects all subsequent Charm rolls against it).

Core rules equivalent: Miracles.

Arcane Background (Technique)

Arcane Skill: Special (Agility)

Starting Power Points: 20

Starting Powers: 1

There are many legends mighty warriors capable of inexplicable feats of strength and dexterity. Combining discipline, strength and the Mist cursing through their bodies, these mighty warriors have unlocked powers beyond the simple swing of a sword.

Each technique is its own skill, and while this makes it more difficult for players to diversify, the user can use any Technique more often, making it the discipline of choice of barbarians, pugilists, sword masters, dragoons and samurai.

Trappings: A war cry, dragon's breath, stirring up a tornado with a sword, burning rage, a feat of strength. Technique is not a subtle art.

Core rules equivalent: Super Powers.

Ally Arcane Backgrounds

There's always one gimmicky character in every Final Fantasy game. I'm talking about the summoner who picks up powerful attacks occasionally, the blue mage who made you go to that isolated island to pick up that really neat attack, the mime, the morpher, the occasional Chocobo Knight...

Some players may be tempted to ask for such powers. But after some consideration, I've decided it may not be a good idea to let players use these kinds of characters. The main reason is that these characters gain (or lose) power at a seemingly random pace. This completely throws off Savage World's delicate balance, in which no player is more powerful than his companions. Another reason is that these gimmicky characters are meant to encourage the player to go on side quests to obtain power, when you think about it, it would be unfair for the other players to have to follow one player around only so he or she can be better than them. Finally, converting some of those to Savage Worlds is just too much work!

But don't worry, I have a proposal! I suggest you introduce any such characters as Allies that the entire group can control, and benefit from equally. Since the character is an ally, you can fudge the stats or powers, much like you would do with a monster, without fear of breaking the game.

I included Blue Magick in my arcane backgrounds, just keep in mind that by choosing this arcane background you will have very little control over what powers you gain and when, be considerate of others when seeking them out, and pick up some decent fighting skills so you're not entirely useless while you learn.

As for summons, instead of altering the core powers, try designing a particularly strong ally that any player can call to the battlefield under certain circumstances. It may require a full round of prayer, an amulet, or even expending a Bennie. The summoned creature would then appear and wreak havoc along with the players for a set number of rounds.

Resilience

Final Fantasy games usually separate physical and magical damage. To the point where you'll see Defense, Evasion,

Magic Defense and Magic Evasion stats! A good mechanic you might want to try is something I call resilience, based on the Final Fantasy Tactics Advance series. Resilience is a derived statistic, much like toughness and parry, and is calculated off the Spirit attribute ($SPI/2 + 2$). You can make this the stat to beat with arcane rolls to determine if a creature fends off a status effect.

Since resilience is not physical in nature, there are no called shots, in fact, if multiple items give bonuses to resilience, only the best bonus is added to the character's resilience. For example, if a wizard has a +1 res hat, and a +2 res robe, he gets a total of +2 resilience.

Use Resilience instead of an opposed spirit roll to resist Puppet or Telekinesis.

For example, use the arcane power as per the core rules, then see if that roll also beats the target's Resilience. If it does, the victim gets an added effect depending on the trapping.

Trappings

Introduction

Trappings are an essential part of this setting. In final Fantasy, all moves except the simplest swing of a sword are accompanied with exciting visual effects. The following is a list of traditional Final Fantasy trappings with some ideas on how to implement them. Just make sure you're following the core rules when it comes to trappings.

Traditionally, there are three basic elements: Fire, Lightning, and Ice. Eventually players gain access to more varied elements: Earth, Wind, Water, Holy (light), Dark, Poison (Bio) and Gravity. Powers used by magick casters are direct representations of the element (fire=fireball, ice=blizzard). Non-magick characters just use flashy combat moves that might be attached to a certain element. There are also the classical status effects, which would also translate to trappings under Savage Worlds rules. Many special attacks will do more than just hurt, inflicting effects such as blind, silence, confuse or berserk. Because of these, there is underlying "rock-paper-scissors" mechanic when choosing what kind of attack to use against a certain enemy.

If you're comfortable with Final Fantasy Lore you should be able to guess what trapping an enemy is weak against or immune to in most cases, but not all. In the "Tactics Advance" sub-subseries (of Ivalice sub-series) you are always shown the enemy's elemental alignment whereas

in other iterations you must observe or use a special skill to scan your enemies. No particular element is stronger or weaker against another at all times, neither are any strengths tied to particular weaknesses (for example, an enemy that is vulnerable to ice may not be immune to fire). You might want to double check your references on the web when replicating existing in-game monsters to get the elements straight.

For combat powers, elemental variations are separate from each other and *must be mastered independently*. The powers in question are: **Burst, Bolt, Blast, Stun, Boost/Lower Trait, Fear, Entangle, Dispel, Armor, Boost/Lower Trait, Deflection, Elemental Manipulation** and **Smite**. Any mage worth his or her salt will learn at least two iterations of their most important magicks in case the enemy happens to be impervious or vulnerable to a certain element, these powers should also have different status effects to minimize redundancy. For all other powers, the elemental trapping is purely aesthetic and will only come into play when the GM deems necessary.

There should be a version of **Elemental Manipulation** for all elements in your setting. Light and Obscure should be the Light/Darkness versions.

Finally, there is a set naming convention for magicks, simply change the last syllable for a suffix. For example: Fire, Fira, Firaga and Firaja in ascending order by destructive capability.

Novice Elements

Fire

One of the three basic elements. Useful against plants, undead and creatures from cold climates. Catching flames is not a common occurrence on Final Fantasy games, but if you want it, just be sure to observe the core rules in terms of enemies and surroundings catching fire.

If the damage beats the targets' resilience it could be overheated or catch fire.

Common trappings: fireballs, flame walls or dragon's breath

Ice (Blizzard)

Another basic element. Effective against enemies from warm climates, water based creatures.

If the damage beats the target's resilience it can also be used to slow down or even freeze (entangle) enemies.

Common trappings: a sudden drop in temperature, being hit by huge chunks of ice.

Lightning

The last basic element. Useful against armored foes and water-based creatures. Some machines are greatly damaged by the power surge, while others absorb the energy.

Common trappings: from sudden lightning bolts to sudden storms.

Seasoned Elements

Earth

Airborne creatures are unaffected by this trapping as it manipulates the earth below. Plant enemies will absorb these attacks.

Common trappings: earthquakes, mudslides, boulders.

Oil

Oil is mostly used to enhance fire magick (based on resilience), but can also be used to make floors slippery and other tricks.

Common trappings: Globes of black oil.

Poison (Bio)

Effective only against living creatures.

Can cause enemies to take damage over time. If the damage beats the target's resilience, it becomes poisoned until healed. The poisoned character must do a vigor check (-2 if there is a raise) on every turn and suffer a wound when failed.

Common trappings: bees, green or purple goo.

Water

Pointless against aquatic creatures. Effective against fire and lightning-based enemies including some machines. Great for putting out fires.

If the damage beats the targets' resilience it can enhance the effects of lightning attacks or cause fatigue.

Common trappings: tsunamis, giant bubbles

Wind (Aero)

Useful against airborne enemies and earth-based enemies.

If the damage beats the targets' resilience it may be used to blow away enemies.

Common trappings: Gusts of wind, tornadoes

Veteran Elements

Dark (Shadow)

Another high-level trapping. Encompasses shadows and evil in general. Does not necessarily make the user evil.

May impair the victim's vision if the damage beats the targets' resilience.

Common trappings: shadows, demons, grim reapers.

Light (Holy)

Represents light and all things nice. Normally available to high-level casters, paladins and monks. The trapping is inherently attached to healing powers; therefore healing an undead creature will most likely harm it.

Common trappings: Angels, light

Heroic Elements

Death

Instant death attacks are a common factor in Final Fantasy games. Death Wounds are separate from regular wounds and non-lethal wounds. Death wounds cause no penalties, but once incapacitated the creature is dead.

Similar to petrify, some darkness-based attacks can inflict "doom" status if the target's resilience is met, the victim would then need to make a vigor check to avoid a death wound.

Common trappings: skulls, grim reapers

Petrify

Wounds caused by petrify are separate from regular wounds and non-lethal wounds. Each wound causes the usual penalties, but increases toughness by 2 points. Penalties stack with regular wound and fatigue penalties. Four of these wounds mean the target is as good as dead. Incapacitation rules do not apply. If the entire party is petrified the game is over.

Depending on the trapping, some earth based attacks can cause the victim to catch "Slow petrify" as a status effect if the damage beats the target's resilience, meaning it

must make a successful vigor check on every turn to avoid a petrify wound.

Common trappings: rocks, turning into a statue

Other useful spell conversions

- Blink = Deflection
- Float = Fly
- Haste = Quickness, Speed, Boost Trait
- Invisible (vanish) = Invisibility
- Protect, Shell, Reflect = Armor, Deflection
- Berserk = Boost Trait
- Blind (Darkness) = Obscure, Lower Trait
- Charm, Confuse = Puppet, Fear
- Disable, Immobilize, Freeze = Entangle
- Silence = Entangle, Lower Trait
- Sleep = Fear, Entangle, Stun

Magicite

It has been observed that Mist can, under extreme conditions, crystalize into stones known as Magicite. This is the only circumstance in which Mist can be physically manipulated. Magicite will naturally dissolve over the course of years, and can be used to power machines as well as to "carry" Mist to areas where it doesn't normally go. Magicite cannot be manipulated the way Mist can, in fact, when solidified, mist "sticks" to a certain element. Fire Magicite will feel warm or even hot, and will have a red glow to it. Ice Magicite will feel cool and has a blue glow to it; it is particularly useful for refrigeration. Skystones, depending on their purity, are weightless or even float; they are a key element in the construction of airships. Light Magicite is used to light city streets.

Limit Breaks

Here's a mechanic you might want to try: Limit breaks (Inspired by the "Trance" mechanic in Final Fantasy IX). Whenever a Wild Card character is wounded, he or she earns a chip of a different color than a Benny. The chip is not lost if the character is healed or incapacitated, nor is it lost between sessions. The player can carry a maximum of 3 chips, but this cap can be increased via edges.

When the character draws a Joker, the player may use the chip to hold on to the Joker for the next round, effectively entering a trance state where the character is temporarily much more powerful.

You might still want to give the cards a quick shuffle while a Joker is in play, unless both jokers are in play, in which case there is no point.

Edges

Libra

Requirements: Novice, Wildcard, Sm d8+

Knowing your enemy is the greatest weapon. With this edge a character can observe an enemy and learn its strengths and weaknesses. The player must make a notice roll subject to regular multi-action penalties; with a success the player can ask the referee or game master one piece of information from the creature. Each raise adds an extra piece of information.

Questions include: Agility, Smarts, Spirit, Strength, Vigor, Pace, Parry, Toughness, Armor, level of one particular skill, affinity to a specific element, held items, among others.

Be aware that some creatures, particularly "bosses", are immune to this and will yield no information.

Limit up

Requirements: Wild Card

Mist always appears to gather wherever there's life, but some scholars believe it is actually attracted to pain, suffering, and violence.

Perhaps this would explain why Mist takes years to clear after there's been a battle, even after everybody has left or died.

Upon acquiring this edge a character's Limit Break chip maximum increases by one, meaning they can now hold one extra limit chip.

This edge can only be bought once per rank.

Limitless

Requirements: Legendary, Wild Card

Upon purchasing this edge, a character can hold unlimited Limit Break chips.

Professional Edges

Introduction

Finding your place in combat is a key element of most Final Fantasy titles. The following professional edges, together with the right arcane background and

equipment, should allow you to mimic almost any character in the series, combat wise.

Chocobo Knight

Requirements: Novice, Fighting d8, Riding d6, Race (Moogles), Beast Bond

Chocobos and Moogles can form a very special, almost magical bond.

With this edge a Moogles can use a successful riding check to make a war chocobo use the "Kick" ability while still riding it.

A riding check at -2 can be used to make a special (colored) chocobo cast a Blue Magick it already knows.

Combat Healer

Requirements: Novice, Arcane Background (Magick), White Magick: d8+, Healing d8+

A White Mage was never meant to go headfirst into a brawl. Characters with this edge can use close-ranged healing powers (touch) at a range equal to their Smarts. Must be wielding a rod to utilize this edge.

Counter

Requirements: Seasoned, St d6+, Fighting: d10+

A skilled fighter doesn't just stand there while being pummeled. With this skill, a character gets a free attack action per round against a foe actively attacking at melee range. This attack is always an unarmed strike, (normally a kick, elbow or head-butt). The edge does not work against surprise or stealth attacks.

Doublecast

Requirements: Heroic, Arcane Background (Magick), Red Magick d10+, Fighting d10+

This edge allows a Red Mage to cast two Magicks on the same round under regular multi-action penalties. The user must be wielding a rapier to utilize this edge.

Doubleshot

Requirements: Seasoned, Shooting d8+

One of the side effects of an archer's constant target practice is the penchant for developing different trick shots. With this edge an archer can shoot two arrows at once with a bow (see Double-tap)

Flee

Requirements: Novice, Arcane Background: (Charm), Pace: 6"+, Song d6+, Fighting D6+, Stealth d6+

A skilled bard can slip away from deadly confrontations while whistling a nonchalant tune. This edge saves a bard from the Withdrawing From Close Combat rule (see core rulebook).

Gambler

Requirements: Seasoned, A d8+, Throwing D8+, Gambling d8+, Arcane Background: (Charm)

When you're used to getting caught cheating and you've lost your weapons on a wager more than once, you learn that a deck of hands can become quite deadly.

The effect of the "Smite" power can be doubled at double the power point cost when used on a deck of cards.

Gunslinger

Requirements: Seasoned, A d8+, Shooting d8+, Repair d6+

True gun enthusiasts know their guns better than the back of their hands. It takes one less action to reload a "Black Powder" gun with this edge.

Hunter

Requirements: Seasoned, Aim, Survival 10d+, Stealth d6+

Hunters know the wilderness as well as their bow. With this edge the user inflicts +1d6 Damage when using the Aim maneuver against animals and monsters.

Martial Arts

Requirements: Seasoned, St d6+, V d6+, Fighting d10+

When you are a martial artist your fists are your weapons. Players with this edge are immune to the Unarmed Defender rule (see Core Rules) and they may also perform an extra attack per round (kick, head-butt) under regular multi-action penalties.

Monkey Grip

Requirements: Seasoned, Str d10+, Fighting d8+

A warrior with this edge can comfortably wield a two-handed weapon with one hand.

Morpher

Requirements: Veteran, Sp d8+, Power: Shape Change (any arcane background), Beast Master

Morphers don't just observe beasts, they *become* beasts. With this edge a hero may turn into any non-intelligent creature he or she has slain personally (see Finishing Move rule) after gaining this edge, regardless of the normal limitations of the Shape Change power in terms of availability. In terms of PP cost, keep in mind the average Final Fantasy mook would be between heroic or legendary on the Shape Change chart.

Quicken

Requirements: Veteran, Arcane Background (Magick), Power: Quickness, Green Magick d10, Level Headed

Some green mages specialize in manipulating the flow of time to their party's advantage, becoming the ultimate support mage: the Time Mage. With this edge, the player may give up his or her turn, allowing an ally who has not acted during the round to act instead. The user may take a movement action before utilizing this edge. Must be wielding a rod to utilize this edge. The ally does not act again on the originally drawn initiative.

Trapmaster

Requirements: Seasoned, Arcane Background (Alchemy), Repair d8+, Survival d8+, Stealth d4+

A professional ranger can place deadly traps to turn the battlefield into a weapon. The user must expend one alchemic item and make a successful repair roll to place a trap in any adjacent space. Traps are inconspicuous but a successful notice roll may suffice to find it if the target has a reason to be looking. Upon landing on that grid space, the item bursts and affects the target and surrounding spaces. Area effect powers only.

Tripleshot

Requirements: Veteran, Doubleshot

With this edge an archer can load and shoot three arrows at once (see three-round burst).

Weapon Toss

Requirement: Seasoned, St d8+, Throwing d8+, Arcane Background (Ninjitsu)

A ninja knows when to keep his distance, even when he runs out of shurikens. This edge allows the character to

use any melee weapon as one of the "throwing" variety (with a range of 3/6/12) Use the throwing skill to determine if it hits and the weapon's damage rate. The player has to figure out how and when to get the weapon back. A critical fail on the throwing roll means the weapon was thrown out of reach and lost forever.

Game Master Section

Introduction

The following are a set of general guidelines to give your Savage Worlds game a more Final Fantasy-ish feel.

Finding the right mood

Make sure you take a good look at the Game Master's section in the Core Rulebook before talking to your players about the game. Besides those basic preparations, take a moment to ask each of your players what FF games they have actually played, which was their favorite, and what kind of character they'd like to play. If the players never played any of the games, lend them one of yours or your copy of FFXIII Advent Children. Or if (however unlikely) they didn't really like the ones they tried, make sure to ask why so you know what to avoid in your game or if simply this game is not for them.

The game's attitude can be as sterile as Final Fantasy IV, as girly as X-2 or as gritty as VII. It can be about knights in shining armor fighting evil wizards, a band of thieves/actors rescuing a princess, environmentalist terrorists fighting corporations, sky pirates looking for treasure, or a group of youths trained from childhood to hunt all-powerful witches. I'm positive you'll find something for all of your players. Just remember it's still a Savage Worlds game you're running, and there should be a certain degree of badassery involved.

Your own world

Remember all Final Fantasy games are separate entries. I strongly believe you should start from scratch to keep your players guessing, but if you want to do a spinoff or even reenact an existing installment, go ahead, and tell me how it went!

Just make sure you keep a good balance between direct conversions and original material, because, let's be realistic, half of the "strategy" of FF games is remembering what weaknesses a certain monster had in previous iterations.

If you're reading this, it is probable that you and at least one of your players are FF fans. In that case, recognizing places, monsters or characters should be a gratifying experience; never say, "A Tonberry appears!", instead, give them a nice description of the creature. Otherwise, the non-fans will feel left out, the fans will get instant instructions as of how to defeat it, and the overall mood of the game will be ruined. Don't be afraid of a little metagaming here and there, just as long as the players don't "break character" whenever they know the answer to a puzzle.

Currency

Gil is the currency used in all Final Fantasy games. Usually it is portrayed as gold coins. Gil comes in one denomination only: 1. Gil has the same value throughout the game, everywhere in the world.

And yes, at a certain point in every game, you will find yourself carrying millions of gold coins in your pockets, though it's never clear who in the party is carrying it. The money is always available to your entire party.

When running a game in a Final Fantasy setting, you might be tempted to use a more realistic form of currency. You might think it would be cool if different countries had different coins. Perhaps the team should open a bank account and just carry a checkbook? Encumbrance? Don't.

Money in RPGs should be like eating, going to the bathroom and other mundane tasks. Only bring it up if it affects the narrative or a gameplay mechanic.

Non-linear gameplay

The core rulebook has some very useful guidelines as of how to run your campaign, story-wise. To make the flow of the game more FF-like, I suggest you mimic the flow of things in FFXII; there is the story, and then there are all kinds of "missions" you can pick at local pubs and from NPCs. Just make sure your players know when they can afford the luxury of running errands for cash. Sometimes these side-quests turn out to be part of the plot and necessary to advance. This gives the players a sense of exploration and freedom.

Draw a "world map" and slowly give your players access to different areas. First they'll have to walk (or find chocobos), and then they get a land vehicle, then a limited airship... Older games literally let players roam the entire planet (and then the moon, and the underworld and even alternate "planes" AKA world of illusion) while newer establishments focus on a single continent or even a

kingdom. It's entirely up to you what the scope of your "world" will be, but I believe the "continent" approach makes it a lot simpler on the GM's side and provides a bit more depth.

The planetary line of thought calls for more improvised battles, as the GM can't draw a battle map for the entire world. This is good for players who like narrative battles without actual maps or miniatures.

The continental approach allows the GM to make battle maps for all places of interest and a few quasi-randomized "fields" in between for those long walks. These maps can be stored and re-used on the way back.

Make sure players always get an opportunity to explore places. Give clues as of where treasure may be hidden, have NPCs approach and greet players and strike up conversations, let them eavesdrop, or better yet, lure them into entering random houses without even knocking!

Time your battles

Final fantasy is a combat-heavy series. In older iterations, they would use random encounters to make an otherwise short journey feel epic. In newer versions your path is simply littered by wild beasts and roaming bandits that you could dodge (though in the end you know you will need that experience).

I suggest whenever your characters are on a journey on foot, occasionally make notice checks to detect predators,

and give them the option to try a stealth check to either sneak away or try to ambush the enemy. Plan a couple generic "wilderness" choke points for when they're not seeing enough action.

Make sure the climax of every game session involves a particularly interesting battle. Not always a straightforward "boss" battle, but maybe a battle on a bridge, on a collapsing dungeon, against a giant creature whose appendages you have to defeat in a certain order or a group of monsters that are vulnerable to only one type of attack. After that climactic battle, throw in some narration, hand out experience and wrap it up.

Strategic retreats

Do not be afraid to put your players in a fight that's too difficult. They should always be encouraged find creative ways to resolve conflicts and to be aware of the effects of their actions on their surroundings as well as their enemies. When all else fails, it's an honored Final Fantasy tradition to turn around and run like the wind.

Never take yourselves too seriously

On a final note, remember humor is a big part of any Final Fantasy game. There will always be a silly NPC, a quirky villain, a stuttering moogler, an overacting ally, and on occasion, even the toughest EX-SOLDIERS need to dabble in cross-dressing. Reward your players when they make the session more enjoyable at their own character's expense. There will always be time to be a badass.

Appendix: Items

The following is a list of items compiled from different Savage Worlds sources, including the core rules. I've made some additions to match the setting, chiefly Chocobos and Oversized weapons.

Weapons

Oversized Weapons

Oversized weapons made their debut in Final Fantasy VII, but have been an anime and JRPG trope for a while. I've integrated them based on my experience with Monster Hunter games, where larger weapons are dangerous to use. The notes column includes more details for each. Below, you'll see them labeled as "HW", or Heavy Weapon, a term already used in the core rules. Just as a reminder, beasts or vehicles with heavy armor can only be damaged by these.

Heavy weapons cannot be drawn and used in the same round, are difficult to conceal and can't be "worn" normally.

On a failed fighting roll, the user becomes shaken, though this does not stack into a wound. This is simply what happens when a weapon that weighs almost as much as you

Bladed Melee

Name	Gil	Damage	Weight	Notes
Axe	200	Str+d6	2	
Battle Axe	300	Str+d8	10	
Great Axe	500	Str+d10	15	AP 1, Parry -1, 2 hands
Ogre Axe	630	Str+d12	22	Oversized weapon. AP 2 Parry -1, 2 hands, cannot be drawn and used in same round, wielder becomes shaken on failed fighting roll
Wakizashi	500	Str+d4+2	3	Protects against front and off-hand side attacks. +1 Parry
Katana	1000	Str+d6+2	6	AP 2
Ōdachi	2000	Str+d8+2	12	Oversized weapon. AP 3, about a meter long, cannot be carried on waist, cannot be drawn and used in same round, wielder becomes shaken on failed fighting roll
Dagger	25	Str+d4	1	melee or thrown at 3/6/12 range
Rapier	150	Str+d4	3	Parry +1
Short sword	200	Str+d6	4	Includes cavalry sabers
Long sword	300	Str+d8	8	Includes scimitars
Great sword	400	Str+d10	12	Parry -1, 2 hands
Buster sword	500	Str+d12	16	Oversized weapon. AP 1, Parry -1, 2 hands, cannot be drawn and used in same round, wielder becomes shaken on failed fighting roll

Blunt melee

Name	Gil	Damage	Weight	Notes
Light flail	150	Str+d4	6	Ignores 1 point of Shield/Weapon Parry or Cover bonus
Flail	200	Str+d6	8	Ignores Shield/Weapon Parry or Cover bonus
Great Flail	600	Str+d8	25	Oversized weapon. AP 2 vs. rigid armor, -1 Parry, 2 hands, ignores Shield/Weapon Parry or Cover bonus

Name	Gil	Damage	Weight	Notes
Warhammer	250	Str+d6	8	AP 1 vs. rigid armor (plate mail)
Maul	400	Str+d8	20	AP 2 vs. rigid armor, Parry -1, 2 hands
Sledgehammer	550	Str+d10	32	Oversized weapon. AP 3 vs. rigid armor, Parry -1, 2 hands, cannot be drawn and used in same round, wielder becomes shaken on failed fighting roll
Gloves/Knucklers	20	Str+d4	1	Reinforced gloves to protect the hands while fighting unarmed. Unarmed defender rule applies. User may hold other items or weapons, but cannot use both at once. -2 Agility when handling small items.
Instrument	500	Str+d4-2	1	A reinforced musical instrument made of sturdier materials to withstand the occasional skirmish. Can be anything from a lute to an ocarina
Staff	10	Str+d4	8	Parry +1, Reach 1, 2 hands
Rod	200	Str+d4	1	Favored weapon of mages. May be mistaken for a cane or walking stick.

Polearms

Name	Gil	Damage	Weight	Notes
Spear	100	Str+d6	5	Parry +1, Reach 1, 2 hands, can be thrown at 3/6/12 range
Halberd	250	Str+d8	15	Reach 1, 2 hands
Lance	300	Str+d8	10	AP 2 when charging, Reach 1, 2 hands.
Pike	400	Str+d8	25	Reach 2, requires 2 hands

Ranged

Name	Gil	Damage	Range	Weight	Shots	Min Str	Notes
Bow	250	2d6	24/12/48	3	1	d6	
Long Bow	300	2d6	15/30/60	5	1	d8	
Composite Bow	500	2d6	15/30/60	4	1	d6	A little ingenuity makes this bow lighter, vulnerable to moisture.
Mini-crossbow	200	2d4	6/12/24	3	1	-	AP 1
Crossbow	500	2d6	15/30/60	10	1	d6	AP 2, 1 action to reload
Pump crossbow	1200	2d6	10/20/40	12	6	d6	AP 2, It takes one action to prep the chamber for reloading, and then one action per quarrel to reload. Only available from Moogle Machinist shops.
Flintlock Pistol	700	2d6+1	5/10/20	3	1	-	2 actions to reload
Musket	900	2d8	15/30/60	11	1	-	2 actions to reload
Flintlock Rifle	1100	2d8	30/60/120	8	1	-	AP 2, 3 actions to reload, normally used by sharpshooters

Name	Gil	Damage	Range	Weight	Shots	Min Str	Notes
Revolver	5000	2d6+1	12/24/48	300	6	-	6 actions to reload (1 per bullet). Not suitable for alchemy. Rare. Advanced technology.
Sling	10	Str+d4	8/4/16	1	1		
Playing Card (54)	1	d4	30/60/120		1		Thrown. Not quite lethal, useful for performing tricks, not suitable for melee or defense. +2 bonus to hit enemies under partial cover
Shuriken	25	Str+d4	6/12/24		1		Throwing knives or stars, not suitable for melee or defense.
4-point Shuriken	500	Str+d4	4/8/16	6	*		Oversized weapon. Ap 1. The weapon will return to the user on the same turn upon a successful roll. A failed attack will delay the weapon's return until next turn. A critical failure means the weapon landed far away and can be recovered after conflict is resolved. Can be used as a melee weapon. Rare.
Axe, throwing	75	Str+d6	3/6/12	2	1		Not suitable for melee
Gatling (.45)	Special	2d8	24/48/96		100		Ship mounted only. AP 2, May not move, RoF: 3
Cannon (shot)	Special	3d6+1	50/100/200		1		Ship mounted only. AP 4, See notes, HW
Shrapnel shell	Special	3d6	50/100/200		1		Ship mounted only. Medium Burst Template
Canister 24"	Special	2d6	flame		1		Ship mounted only. See core rules

Guns

There are no automatic weapons in this setting. The best you can get is a six-shooter if you know the right people. Therefore rate of fire (RoF) is always assumed to be 1 unless specified in the notes.

Sure, you've seen assault rifles in most Final Fantasy games, but keep in mind Final Fantasy games usually portray gun-wielders as weaker than swordfighters, with the right set of skills and edges this could be done, but it'll still be hard. Keep that in mind.

Armor

Name	Gil	Armor	Resilience	Weight	Notes
Robes	100	0	2	0	worn instead of clothes, infused with alchemic protection
Leather Armor	50	1	1	15	Covers torso, arms, legs
Leather Skullcap	10	1	1	2	Protects head

Name	Gil	Armor	Resilience	Weight	Notes
Plate Corselet	400	3		25	Covers torso
Plate Greaves	300	3		15	Covers legs
Plate Vambace	200	3		10	Covers arms
Helm	150	3		8	Metal headgear
Large Shield	200	0		20	Large enough to duck behind it. +2 Parry, +2 Armor to ranged shots that hit
Medium Shield	50	0		12	Protects only against front and off-hand side attacks. +1 Parry, +2 Armor to ranged shots that hit
Buckler	25	0		8	Protects only against front and off-hand side attacks. +1 Parry
Cape	20	0	1	5	Provides additional protection from magicks, can be worn over clothes and armor.
Chainmail	300	2		25	Covers torso, arms, legs, can be concealed under heavy robes

Gear

Name	Gil	Weight	Notes
Soap	1	5-Jan	
Candle	1	1	Provides light in 2" radius
Whistle	2	0	
Oil	2	1	For lantern; 1 pint
Flint and steel	3	1	
Bottle	5	1	Handy for making Molotov cocktails. Lighting a fuse requires 1d6 rounds with flint and steel (1 round with open flame), so it's best to light the fuse before a fight starts (a fuse stays alight for 10 minutes). Thrown a 3/6/12 range.
Torch	5	1	1 hour, 4" radius
Waterskin	5	1	
Whetstone	5	1	
Hammock	5	2	
Umbrella	5	2	
Pick or Shovel	5	5	Str+d6 damage and -1 parry if used as a weapon
Hammer	10	1	
Crowbar	10	2	
Blanket	10	4	
Rope squares) (10	10	15	Rope (20 yards): The rope can safely handle 300 pounds. For every 50 pounds over that, roll 1d6 every minute or whenever the rope suffers a sudden stress. On a 6, the rope breaks under the strain.
Handcuffs (manacles)	15	2	

Name	Gil	Weight	Notes
Parchment (20 sheets)	20	1	
Quiver	25	2	Holds 20 arrows / bolts
Lantern	25	3	Provides light in 4" radius
Bedroll	25	4	
Tent	30	10	A waterproofed leather canvas shaped into a V with three poles to form a basic frame. It sleeps two in comfort. It won't fully heal you overnight.
Rucksack	50		
Grappling hook	100	2	
Lockpicks	200	1	A character who tries to pick a lock without these tools suffers a -2 penalty to his roll.
Tool Kit	200	5	
Alchemist's Tools	500	30	Required by Alchemists
Alchemist's Chest	1000	15	Portable version
Boots	20	0	
Normal clothing	20	0	
Hunter's clothing	25	0	Camouflaged, +1 to stealth
Winter boots	30	1	
Winter clothing	35	3	
Formal clothing	60	0	
Tailored clothing	100		Elegant, +1 to charisma if relevant

Ammunition

Name	Gil	Weight	Notes
Sling stone (20x)	1	0	Stones can also be found for free with a Notice roll and 1d10 minutes searching, depending on terrain
Mini-crossbow quarrels	1	0	AP 1
Arrow (dozen)	6	1/5	See core rules for rules on recovering arrows
Bangaa Arrow (dozen)	1	1/5	+1 damage, rare
Quarrel	2	1/5	AP 2 (standard crossbow bolt)
Shot (w/powder)	3	0	For black powder weapons
Bullets	9		For revolvers. rare

Chocobos and Tack

Name	Gil	Weight	Notes
Saddle	10	10	
Elaborate saddle	50	10	
Chocobo Rental	50		A well-trained chocobo. Will return to its stable upon dismount.

Name	Gil	Weight	Notes
Chocobo	300		Will not run away. Can be trained further.
Chocobo Egg	100	5	For sale when it's about to hatch (in 1d6 days). The chick will imprint on the owner and can be kept as a pet for about two years until it starts to belong in a stable.
War Chocobo	750		Trained for combat.
Plate barding	1250	30	Armor For Chocobos, +3 armor
Gyshal Greens	5	10	Keeps a Chocobo very happy for a week, raises trainability and loyalty, does not supplement rations or grazing, reduces odors. Can also be used to lure wild chocobos.
Red Pepper	1	1	Doubles your Chocobo's pace for 3 rounds
Choco-Ration	1	1	A day's worth of feed. For when exploring areas where Chocobos cannot graze
Chocobo Stable (Rent)	1		Chocobo is kept safe and fed overnight, but not necessarily happy.

Chocobo, Riding

For all intents and purposes a chocobo is dealt with as with a horse, with a few exceptions. Chocobos have a near-supernatural ability to repel monsters (or perhaps it's their foul odor?).

Attributes: Agility d10, Smarts d8(A), Spirit d8, Strength d12, Vigor d8

Skills: Fighting d4, Guts d6, Notice d6

Pace: 10; Parry: 4; Toughness: 8

Special Abilities

- Fleet Footed: Chocobos roll a d8 when running instead of a d6.
- Peck: Str+d4
- Flightless Bird: Chocobos can flap their wings to soften a fall or to jump a bit higher when unburdened,

Chocobo, War

War chocobos are trained for combat; they will fiercely peck at foes in front of them right after the rider's turn unless the rider is performing any tricky maneuvers on that round.

Attributes: Agility d10, Smarts d8(A), Spirit d8, Strength d12, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6

Pace: 10; Parry: 6; Toughness: 9

Special Abilities

- Fleet Footed: Chocobos roll a d8 when running instead of a d6.
- Peck: Str+d4
- Beak: Upon a successful riding check from the rider, the chocobo will peck at an enemy's weapon. They fear no harm from grabbing a sword by the blade, so they gain a +2 to these rolls.
- Kick: An unburdened chocobo can leap and repeatedly kick a foe for Str+d6 damage, this can be combined with a peck at no penalty
- Flightless Bird: Chocobos can flap their wings to soften a fall or to jump a bit higher when unburdened,

Chocobo, Wild

Chocobos are quite dangerous to approach in the wild.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12, Vigor d8

Skills: Fighting d6, Guts d6, Notice d8

Pace: 10; **Parry:** 5; **Toughness:** 8

Special Abilities

- **Fleet Footed:** Chocobos roll a d8 when running instead of a d6.
- **Peck:** Str+d4
- **Kick:** An unburdened chocobo can leap and repeatedly kick a foe for Str+d6 damage, this can be combined with a peck at no penalty
- **Flightless Bird:** Chocobos can flap their wings to soften a fall or to jump a bit higher when unburdened,

Others

There are many legends of specially bred chocobos with differently colored feathers. A riding, war, or wild chocobo retains its stats plus some extra abilities, for example:

- **Black:** Flight, even while burdened
- **Blue:** Semi-aquatic, can carry people or cargo over shallow water
- **Deep Blue:** Aquatic, can carry people or cargo over oceans, can dive
- **Brown:** Usually wild chocobos, can cast defensive Blue Magicks
- **Green:** Suffers no penalty from difficult terrain, can cast healing Blue Magicks
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- **Red:** Suffers no penalty from difficult terrain, can cast attack Blue Magicks
- **White:** Can use Healing, Deflection. Invisibility and Teleport Blue Magicks

Foods and Services

Name	Gil	Weight	Notes
Water 1qt	1	2	1 day's worth
Street vendor	5	0	Single serving, may cause indigestion.
Pub	10	5	Nice meal
Restaurant	15	0	Fancy meal
Trail rations	25	5	5 meals; keeps 1 week
Bath	2		Hot water, soap, and maybe even a little privacy.
Inn (6 beds)	2		Shared with other people, usually weirdos
Shared Room	4		Price can be split if staying with a stranger
Private room	8		
Caravan	3		per day, can ride for free in exchange of guard duty
Ship passage	5		per day, Includes one cheap meal and space on the deck.
Airship passage	20		per day, normally considered a luxury, food and bed always included

Alchemic Items and potions

Potions grant the user access to an arcane power that never fails. There are no requisites to use a potion.

Name	Gil	Power
Turtle Shell	450	Armor
X-Turtle Shell	675	Armor with raise
X-Speed Drink	675	Boost (Agility with raise)
Speed Drink	450	Boost (Agility)
X-Wizard's Drink	675	Boost (Smarts with raise)
Wizard's Drink	450	Boost (Smarts)

Name	Gil	Power
X-Faerie Tonic	675	Boost (Spirit with raise)
Faerie Tonic	450	Boost (Spirit)
X-Hero Drink	675	Boost (Strength with raise)
Hero Drink	450	Boost (Strength)
X-Giant's Tonic	675	Boost (Vigor with raise)
Giant's Tonic	450	Boost (Vigor)
Angel Wings	650	Fly (Pace 12)
Remedy	1000	Greater Healing (any and all non-lethal status ailments)
Phoenix Down	2000	Greater Healing (injuries AND wounds), only works on incapacitated creatures. Does not bring people back from the dead.
Bandage	1000	Greater Healing (injuries)
Gold Needle	1000	Greater Healing (petrify)
Maiden's Kiss	1000	Greater Healing (toad)
X-Potion	500	Greater Healing (wounds only)
Eye Drops	150	Healing (blind)
Echo Screen	150	Healing (mute)
Antidote	150	Healing (poison)
Alarm Clock	50	Healing (sleep)
Potion	150	Healing (wounds)
Hi-Potion	225	Healing with raise (wounds)
Lunar Curtain	700	Invisibility
Light Curtain	1050	Invisibility with raise
Love Potion	550	Puppet
Bacchu's Cider	900	Quickness
Bacchu's Wine	1350	Quickness with raise
Rosetta Stone	500	Speak Language
Chocobo Feather	400	Speed
Teleport Stone	150	Teleport (10" range)
Ether	Priceless	N/A. Rare. Restores 5 power points
Turbo Ether	Priceless	N/A. Legendary. Restores 5 power points
Phoenix Pinion	Priceless	N/A. Can revive a dead person within an hour an untimely (violent) death. Subject comes to life with 3 wounds. Does not heal injuries, illnesses.

Revision History

12/20/2012

Version 0.9: First Print!

12/23/2012

Version 0.091: Minor formatting corrections, introduction to Items section, one more item!

1/17/2013

Version 1.0: Finally

- Major aesthetic changes.
- Fine-tuned the Seeq description.
- Added revolvers to the weapons selection.
- Added the official art for the Races section!

5/24/2013

Version 1.1: Some sections have been re-organized based on player feedback.

- Items are neatly arranged and divided in sub-tables.
- Trappings section has been redone.
- Added alchemic items and potions.
- Added Blue Magick to Arcane Background (Magick).
- Chocobos! (Kweh)
- Added Libra, Chocobo Knight and Gambler as professional edges.
- Adjusted natural powers for Moogles and Nu Mou.
- Minor corrections throughout.

7/7/2013

Version 1.2 because OCD!

- Now featuring custom-made cover art by Waned Malavé!
- Table of contents!
- More detail added to Resilience.
- More detail added to Trappings, including potential status effects, and rank requirements.
- Simplified the Bangaa race.
- Wrote a quick note on currency in the game-master's section.
- "How to enjoy this book" section.
- "Limit Breaks" section.
- Minor corrections throughout.
- Formatting adjustments for better readability.