

The  
**ZODIAC**

Final Fantasy RPG  
Third Edition

Leave your world behind.

# TABLE OF CONTENTS

Foreword	3
Chapter I: Character Creation	4
Chapter II: Tech Creation System	8
Chapter III: Blue Magic	20
Chapter IV: Secondary Skills	23
Chapter V: Equipment	31
- Weapons	31
- Armor	35
- Relics	38
- Potions	40
Chapter VI: Combat	41
Appendix I: Monster Creation	49
Appendix II: Glossary	54
Appendix III: Complete Level Advancement Chart	60
Appendix IV: Total Tech Points Acquired	62

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## FOREWORD

Ah, the fabled Third Edition, where many RPGs before us have found the mythical Game Balance of legend. *ZODIAC* has gone through a lot in a very short amount of time to reach this point, and to be honest, it looks a lot different now than how I envisioned it almost a year ago- but if I may say so, it's better. We've seen two major revisions, the opening of the *ZODIAC* Mailing List, and a few fan-written submissions to the Optional Rules. As for the Third Edition; after a simple modification led to a complete rewrite of the system, which led us down more dead-ends and wrong turns than any of us could have predicted, we're finally finished. *ZODIAC* Third is quite a bit different than either the first or second editions, and it was a lot of work, but it was worth it. What you see now is a vast improvement over the original *ZODIAC*, with the greatest flexibility and ease of play, yet also the strongest game balance, we've seen thus far. The *ZODIAC* team has worked hard to bring you this new edition of the *ZODIAC Final Fantasy RPG*. I hope you enjoy playing it as much as I have enjoyed working on it.

-S. Ferguson  
Creator, Webmaster, and Head of Design  
December 20, 2001

# CHAPTER I:

## Character Creation

The core of any role-playing game is its characters. This chapter will shed some light on the character creation process, and how to build your counterpart in the *ZODIAC* world from the ground up.

### STEP 1: CHARACTER CONCEPT

It's always helpful to know what kind of character you want before you start. Take a minute to think about your playing style and the type of abilities you want to have. If you do this first, the rest of the creation process will be easier.

### STEP 2: BASE STATS

There are five different stats that define your character's strengths and weaknesses.

- *Strength* measures your character's physical power, and affects the damage you deal with weapons. Abbreviated STR.
- *Magic* measures your character's magical ability, and affects the strength of magical effects as well as the number of special abilities you can learn. Abbreviated MAG.
- *Vitality* measures your character's toughness and resistance to physical trauma, and affects the amount of damage you can withstand. Abbreviated VIT.
- *Spirit* measures your character's force of will and inner store of magical energy, and affects your capacity for using magic and other special powers. Abbreviated SPR.
- *Agility* measures your character's speed and quickness, and affects several factors, including accuracy, evasion, and speed in combat. Abbreviated AGI.

All stats have a starting value of 3. In addition, you have 25 points to allocate any way you choose among the five stats, but no starting score may be greater than 15.

### STEP 3: ARMOR USE

- *Armor* is the character's primary defense against monsters and other hostile forces. Some armor is enchanted, and improves the wearer's spellcasting ability. Defense Armor provides a large bonus to your Hit Points, while Enhance Armor has a low HP bonus but a sizeable Magic Point bonus. Balanced Armor falls somewhere between the two. Choose only one type of Armor for your character to wear.
- *Guards* is a catch-all term for the shields, bracers, and other defensive items typically worn on a character's arm. Unlike Armor, a Guard does not increase your Hit Points, but instead helps you to avoid damage.

You may only wear Armor of the type that you choose at character creation. If you choose Balanced Armor, you may not wear Defense or Enhance Armor. However, any character may use a Guard. See Chapter V: Equipment for more information about armor creation.

#### **STEP 4: WEAPON USE**

Each character can equip only ONE weapon at a time. All characters must choose one class of weapon at creation. The character may only wield weapons of that type. Different weapons will provide different bonuses to your AP and MAP. See Chapter V: Equipment for more information on weapon creation.

#### **STEP 5: DERIVED STATS**

Derived Stats are sub-stats that are affected by your Base Stats. A description of each Derived Stat is given here, followed by a table that shows the base value of each, along with how quickly they increase. Starting values for Derived Stats are simply the base value plus any bonuses for high Base Stats. For example, a character with 10 Agility begins the game with 7 Accuracy. Henceforth, for every 5 points of Agility he gains, his Accuracy will increase by 1.

- *Hit Points (HP)* represent the amount of damage you can withstand. Influenced by Vitality, experience level, and the armor you wear.
- *Magic Points (MP)* represent the amount of energy you have available for using spells and special abilities. Influenced by Spirit, experience level, and the armor you wear.
- *Attack Power (AP)* is added to the damage dealt with weapons. Influenced by Strength and the power of your weapon.
- *Magic Attack Power (MAP)* is added to the damage dealt with magic. Influenced by Magic and the power of your weapon.
- *Strength Dice* is the base number of dice you roll when attacking with a weapon. Influenced by Strength. ALL die rolls based on Strength Dice are multiplied by 10.
- *Magic Dice* is the base number of dice you roll when casting a magical attack spell. Influenced by Magic. ALL die rolls based on Magic Dice are multiplied by 10.
- *Accuracy* affects your chance to score a hit in combat. Influenced by Agility.
- *Magic Accuracy* affects the chance of success of many special effects, such as turning an enemy to stone. Influenced by Magic.
- *Evade* is your ability to dodge physical attacks. Influenced by Agility and the armor you wear.
- *Resist* is your ability to resist harmful effects, such as poison or paralysis. Influenced by Vitality and Spirit.
- *Critical* affects your chance to score a double-damage critical hit in combat. Influenced by Agility.
- *Max Tech Levels* is the maximum number of Tech Levels you can learn. In other words, the combined levels of all the Techs you know cannot be greater than this value. Influenced by Magic.

STAT NAME	BASE VALUE	INCREASES
Hit Points	75	+5 per 1 Vitality +4 per XP Level Modified by armor
Magic Points	5	+1 per 1 Spirit +1 per 2 XP Levels Modified by armor
Attack Power	0	+1 per 1 Strength Modified by Weapon
Magic Attack Power	0	+1 per 1 Magic Modified by Weapon
Strength Dice	1	+1 per 100 Strength
Magic Dice	1	+1 per 100 Magic
Accuracy	5	+1 per 5 Agility
Magic Accuracy	5	+1 per 5 Magic
Evade	25	+1 per 5 Agility
Resist	25	+1 per 10 Vitality +1 per 10 Spirit
Critical	98	-1 per 15 Agility
Speed	10	+1 per 15 Agility +1 per 10 XP Levels
Max Tech Levels	5	+1 per 2 Magic

### STEP 6: CLASS POWERS

Class Powers are your character's main set of special abilities- what he does best. There are two types of Class Powers that your character can choose from. Note that ALL powers require MP to use!

- *Tech* is the ability to learn a variety of spells and powers that you create using the Tech Creation System.
- *Blue Magic*, also called *Enemy Skill*, is the ability to use your enemies' power against them- learning the skills and techniques used against you in battle. Blue Magic often has very different effects than a normal Tech does.

If you choose to use Techs, your character will gradually learn the special abilities you choose for him using the Tech Creation System (see Chapter II). If you choose Blue Magic, the powers you learn are drawn from your enemies (see Chapter III).

### STEP 7: SECONDARY SKILLS

Secondary Skills are minor support skills, such as Cover and Health, that require no MP to use. All characters choose one Command Skill and one Support Skill from Chapter IV. It is a good idea to choose Secondary Skills that compliment your character's strengths or compensates for his weaknesses, as well as one that fit the character's personality.

## **STEP 8: STARTING EQUIPMENT**

You get 200 G to buy any weapons, armor, or items you want from Chapter V: Equipment. You keep any leftover money. You may use the Weapon Construction System in Chapter V to create your own unique weapons, or use one of the premade weapon lists from the Resources section of the *ZODIAC* home page.

## **STEP 9: FLESHING OUT YOUR CHARACTER**

If you haven't done so already, now is the time to add a face and personality to your character sheet. Your character might be human, dwarven, elven, or any other species you can think of. What does he look like? What has happened to him in the past? Does he have any hopes, dreams, or goals? What is his personality like? Is he distant and aloof, or friendly and amiable? Be creative! If you like, you can also name your character's Class- is he a Dark Knight, a Paladin, a Ninja, or a Scholar?

## **CHARACTER ADVANCEMENT**

As your character defeats powerful monsters and completes epic quests, he gains Experience Points, or XP. As you accumulate experience, your character becomes more powerful. *Experience Level* is a measurement of how strong your character is, and ranges from Level 1 to Level 99. Your character begins the game at Level 1, and must earn 50 XP to reach level 2. A complete level advancement chart can be found in Appendix III. When you gain a level, you gain the following benefits:

- Your Hit Points and Magic Points increase. You gain 4 HP per level, and 1 MP every even level (2, 4, 6...).
- Your stats increase. You gain three Bonus Points at each level-up that you may use to strengthen your character. One Bonus Point will increase any one of your Base Stats by 1 point. No more than two Bonus Points may be allocated to the same stat each level. Beginning at level 60, you gain an additional Bonus Point at each level-up, which may be spent on any of the five stats you choose. Note that the maximum value of any Base Stat is 250, but certain Relics can increase a stat beyond the normal maximum.
- At every fifth experience level (5, 10, 15, etc.) you gain a bonus of +2 to all five of your Base Stats. This bonus is in addition to the Bonus Points you receive every level. If this +2 bonus causes a stat to increase beyond 250, the stat does not increase and the point(s) may be re-allocated to any stat you choose.
- Your Derived Stats may improve depending on which Base Stats you increased. See the table in Step 5.
- Tech-users gain *Tech Points* used to learn new special abilities. See Chapter II for details.

## CHAPTER II: Tech Creation System

*Note: If you have chosen to use Blue Magic, skip this chapter.*

The Tech Creation System is used to create the set of special attacks and abilities, called Techs, that your character will learn over the course of his career. Characters receive Tech Points at every level-up that are used to learn new Techs or upgrade old ones into a more powerful form. When you gain a level, you gain a certain number of Tech Points as shown on the following table. You gain the listed bonus every time your level increases within a given range. For example, when you reach level 2, add 2 Tech Points to your total. Reaching level 28 would add 6 Tech Points to your total.

EXPERIENCE LEVEL ACHIEVED	TECH POINTS GAINED
1 (New Character)	12
2-10	2
11-20	4
21-30	6
31-40	10
41-50	20
51-60	30
61+	10

In addition to the Tech Points that you gain when your experience level increases, you also gain bonus points for increasing your Magic stat. Each time you increase your Magic by one point, you gain a number of Tech Points based on what your new Magic stat is, as shown below. For example, if your Magic stat increases from 8 to 9, you gain 1 Tech Point; if it increases from 9 to 10, you get two Tech Points. Increasing it to 11 would net you another two Tech Points. These are one-time bonuses that are added to your total Tech Points as soon as your Magic increases. A new character begins the game with all the Tech Points he would normally have earned by increasing his Magic to the value he starts with; a beginning character with 11 Magic would have 13 extra Tech Points in addition to the ten he started with (see the level-based table above).

MAGIC STAT ACHIEVED	TECH POINTS GAINED
1-10	+1
11-20	+2
21-30	+3
31-40	+4
41+	+6

As an example, a 3rd-level character with a Magic stat of 8 would have a grand total of 24 Tech Points (12 at first level, +2 at 2nd and 3rd level, and +1 for each of his eight points of Magic). For reference, tables listing the total number of Tech Points at each experience level and Magic level can be found in Appendix IV.

## USING TECHS

Each Tech has an MP cost required to activate it; if you cannot pay the cost, you cannot use the power. All Techs have a Power Level associated with them, which is different than Tech Level. Power Level determines the MP cost of the Tech. Some Techs, such as Magical Attack, have variable Power Levels, allowing you to use more powerful attacks in exchange for a higher MP cost. All Magic Point costs are given in the table below.

TECH LEVEL	MP COST (WEAK)	MP COST (MEDIUM)	MP COST (STRONG)
1	2	3	4
2	4	6	8
3	10	12	14
4	17	19	21
5	23	26	29
6	33	37	41
7*	45	49	53
8*	58	63	68

\*Maximum Tech Level is 6. Tech Levels 7-8 are provided to show MP costs for high-level powers with positive MP modifiers (see *Secondary Effects* below).

## LEARNING TECHS

To learn a new Tech, you must first decide what Tech Level you want the new power to be. Tech Level determines how powerful the new Tech will be, as well as the MP cost to activate it. In order to learn the Tech, you must spend some of the Tech Points you have earned. Each Tech has a Tech Point Cost, which must be paid in order to learn the Tech. A character may spend Tech Points to learn a Tech at any time. Learning a Tech is permanent- it cannot be unlearned. A character can have a maximum number of Tech Levels equal to  $5 + (\text{MAG} / 2)$ . A character may begin play with no more than 3 Techs, all of which must be Tech Level 1.

TECH LEVEL	TECH POINT COST
1	8
2	15
3	30
4	60
5	125
6	250

## CREATING THE TECH

When creating a Tech, you choose one Primary Effect and up to two Secondary Effects from the lists below, starting on page 14. Refer to the appropriate section for more information on Primary and Secondary Effects.

## UPGRADING A TECH

If you wish, you can upgrade an older Tech to make it more powerful, which is cheaper than learning a whole new Tech. To do so, simply pay the difference in Tech Points

between the power's current Tech Level and the level you wish to upgrade to. The upgraded Tech is identical to the old Tech, but the strength of its Primary Effect is increased appropriately.

*Example: Amos the Valiant already knows Cure, a first-level Medium Healing Tech, and he wants to upgrade it to a level 2 Healing Tech. According to the Tech Point Cost chart, Amos needs to spend 7 TP to upgrade the power. He does so, and Cure becomes a second-level Medium Healing Tech. It's now a full level stronger than before, but its MP cost also increases from 3 to 6.*

## **CLONED POWERS**

Cloned Powers are a way to improve your character's flexibility without spending a large number of Tech Points. A Cloned Power is a Tech that has exactly the same Tech Level and Primary and Secondary Effects as the original, except ONE of the following:

- 1) The clone has a different Elemental attached, OR
- 2) The clone deals damage of a different type (Physical or Magical).

Only one degree of difference may be chosen for the clone. Cloned Powers are learned in the same way as normal Techs, but the Tech Point cost of the power is halved. The same goes for upgrading a Cloned Power, as long as the original power is of a higher Tech Level than the clone. If upgrading the clone would make it a higher Tech Level than the original, the upgrade costs full price. The reverse is also true- the original power may be upgraded for half cost if the clone is of a higher Tech Level. A single Tech may have multiple clones, but a Cloned Power may not be cloned. Finally, all Cloned Powers are considered one Tech Level lower for purposes of the character's maximum learnable number of Tech Levels. Note that Cloned Powers are supposed to be modifications of existing powers, so they should be similar in some way to the original. The Master may rule against a nonsensical clone- for example, cloning Bazooka to create Sword Dance.

*Example: Merlin the Mage needs a new Ice-elemental spell, so he decides to clone his Fireball attack. It's a fourth-level, medium-strength Magical Attack, with Area Effect and Fire Elemental attached. It has a Tech Point cost of 60, but since Merlin is cloning it, the new power only costs 30 Tech Points. Merlin pays the cost, and learns the new power immediately. It's a fourth-level, medium-strength, Area Effect Magical Attack with an Ice Elemental. Merlin calls the new spell Ice Storm. Later, Merlin upgrades Ice Storm to a level 5 power. It's a clone, but the original is still the same Tech Level, so he pays full price- 65 Tech Points. He later decides to upgrade Fireball as well. Because its clone, Ice Storm, is a higher Tech Level than Fireball is, Merlin pays only 33 Tech Points to upgrade it.*

## **PRIMARY EFFECTS**

Primary Effects are the various powers and special effects that define the Tech's main function. Each Tech has one, and only one, Primary Effect. The Tech Level of the power determines how strong the Primary Effect is. Different Tech Levels have different effects on different powers; the description of each Primary Effect details its exact function at a particular Tech Level. Primary Effects that list a percentage chance of

success have a total chance of success of (Base Chance + Magic Accuracy) – (Target's Resist). Others, such as Power Attacks, will always succeed. After choosing a Primary Effect for your new Tech, you may enhance it with Secondary Effects (see below).

### **Attack Magic**

*(Power Level: Variable)*

Attack Magic is the magical complement of Power Attack. Rather than elaborate blade dances or crushing axe blows, you use the power of magic to burn, freeze, disintegrate, or otherwise destroy your foes in spectacular ways. Attack Magic functions exactly the same way as Power Attack- the only difference is that you use your Magic Dice and Magic Attack Power to determine the damage dealt, rather than Strength Dice and Attack Power. Also, Attack Magic always deals magical damage, rather than physical damage. See the description of Power Attack, below, for more information.

### **Break Arts**

*(Power Level: Medium)*

Similar to Status Effects, Break Arts damage an opponent's stats in battle. Multiple Break Arts of the same type are not cumulative.

- *Power Break* reduces Strength-based damage dealt by the target.
- *Magic Break* reduces Magic-based damage dealt by the target.
- *Speed Break* reduces the Agility, for purposes of combat speed, of the target.
- *Armor Break* increases the physical damage taken by the target.
- *Spirit Break* increases the magical damage taken by the target.

All Break Arts have a Tech Level of 2, 4, or 6. Level 2 Break Arts have an effect of 25%, Level 4 Break Arts have an effect of 33%, and Level 6 Break Arts have an effect of 50%. Thus, a Level 4 Armor Break would increase all physical damage done to the victim by 33%, or one third. Break Arts may not be cloned.

### **Demi Attack**

*(Power Level: Medium)*

Attacks a single opponent with an attack that reduces the enemy's HP by either 33% (Tech Level 2) or 50% (Tech Level 5) of its current value.

### **Fatal Blow**

*(Power Level: Strong)*

The attack is an attempt to destroy the target in a single blow. Fatal Blow has a minimum Tech Level of 2. Make a magical attack roll; Fatal Blow has a base modifier of -60, with a +15 bonus for each additional Tech Level beyond 2. For example, a third-level power would have a modifier of -45. If the attack fails, nothing happens.

### **Healing**

*(Power Level: Variable)*

The skill is used to heal yourself or an ally. The Tech heals a total amount of HP equal to the Tech's base healing value plus a bonus dependent on your Magic stat.

TECH LEVEL	WEAK	MEDIUM	STRONG	BONUS
1	20	30	40	MAG / 2
2	50	60	70	MAG / 2
3	80	90	100	MAG
4	120	130	140	MAG
5	140	160	180	MAG * 1.5
6	200	220	250	MAG * 2

### Near-Fatal Attack

*(Power Level: Medium)*

Similar to, but less powerful than, a Fatal Blow, a Near-Fatal Attack attempts to reduce the target to 1 HP in a single blow. Make a magic attack roll; if successful, the target's Hit Points drop to 1. Near-Fatal Attack has a base modifier of -60 to your attack roll. For each Tech Level of the power beyond the first, the modifier is increased by +15. For example, a third-level power would have a modifier of -30. If the attack fails, no damage is done.

### Power Attack

*(Power Level: Variable)*

The Tech is designed to inflict heavy damage on the target, using your equipped weapon. Power Attacks always deal physical damage, and use your Strength Dice and Attack Power to determine how much damage is dealt. The type of dice rolled is determined by your equipped weapon- if your sword uses d10s for physical attacks, your Power Attacks use d10s as well. You can modify the die type by choosing a Power Level for the Tech. A Medium Power Attack rolls damage as normal, a Weak Power Attack uses one die class lower, and a Strong Power Attack uses one die class higher- thus, you can get a stronger attack for a little more MP, or reduce the price in exchange for lower damage. Die classes are ranked, from lowest to highest: d4, d6, d8, d10, d12. In addition, Power Attacks modify your Strength Dice and Attack Power as shown below:

TECH LEVEL	BONUS DICE	MULTIPLY AP BY...
1	+1 die	x1
2	+1 die	x1.5
3	+2 dice	x1.5
4	+2 dice	x2
5	+3 dice	x2
6	+3 dice	x2.5

The complete formula is (Die Roll \* 10) + (Modified AP).

*Example: Diff the Biffer uses his powerful Biff attack, which is a level 6 Strong Tech, giving it an MP cost of 41. Diff has 2 Strength Dice, a base Attack Power of 170, and a tenth-level, d10 weapon with a +230 to Attack Power, giving him a total AP of 400. Diff's Biff gives him +3 dice of damage, and an AP multiplier of x2.5. Diff rolls 5d12 (his*

*d10 is upped by one class, since it's a Strong Tech) and scores a 38. The Biff deals 1380 points of damage (38 \* 10 is 380, and 400 \* 2.5 is 1000).*

It may be helpful to calculate your modified AP before the game and write it down on your character sheet- that way, you'll save some time while you're playing.

### **Quadra Slam**

*(Power Level: Variable)*

The Quadra Slam attack allows you to strike randomly four times, with each strike dealing half damage. May not be combined with Area Effect or Backfire. May be combined with the -2 Tech Level version of Random Target, but not the -1 Tech Level version. Quadra Slam has a Tech Level of 3.

### **Revenge**

*(Power Level: Strong)*

A Revenge attack deals greater damage as your health declines. At Tech Level 2, it deals an amount of damage equal to **half** the difference between your max HP and your current HP- i.e., half the amount of damage you have taken so far. At Tech Level 4, the damage dealt is equal to the total damage you have taken.

### **Revive**

*(Power Level: Strong)*

This Tech revives a character whose Hit Points have been depleted, returning him to consciousness and restoring a portion of his HP. A Tech Level 3 Revive restores 10% of the character's max HP; Tech Level 5 restores 50%, and Tech Level 6 restores the target to full health.

### **Stat Booster**

*(Power Level: Medium)*

Stat Boosters are Techs that augment the subject's normal abilities, making him stronger, faster, and more powerful. Multiple Stat Boosters of the same type are not cumulative.

- A *Strength Boost* increases all Strength-based damage dealt by the subject.
- A *Magic Boost* increases all Magic-based damage dealt by the subject.
- A *Speed Boost* increases the Agility, for all purposes, of the subject.

Level 2 Stat Boosters have an effect of 25%, Level 4 Stat Booster have an effect of 33%, and Level 6 Stat Boosters have an effect of 50%. Thus, a Level 4 Strength Boost would increase the power of the subject's weapon attacks by 33%, or one third. May not be combined with Backfire. Stat Boosters may not be Cloned for different stats.

### **Status Effect**

*(Power Level: Medium)*

The Tech bestows one or more positive or negative status effects on the target. The minimum Tech Level of the power is equal to the sum of the levels of all the chosen effects. Positive effects will always work, but negative effects require a successful magic attack roll. Each negative status effect has a base modifier to the attack roll, as listed below. For each Tech Level of the power, you have 10 additional points to divide

between the attack modifiers of all the chosen effects. For example, a fourth-level power might have Stun at -20 and Seal at -35. All temporary effects, such as Curse and MBarrier, last for 3 rounds. See Chapter VI: Combat for more information on Status Effects.

STATUS EFFECT	TECH LEVEL	BASE ATTACK MODIFIER
Stun, Poison	1	-40
Berserk, Curse, Dsentence	1	-45
Blind, Slow, Sleep, Seal	2	-55
Frog, Mini, Confuse	3	-65
Stop, Stone, Charm, Venom	4	-70
Haste, Barrier, Mbarrier	3	-----
Regen, Reraise	4	-----
Wall	5	-----

## SECONDARY EFFECTS

Secondary Effects are modifiers to the primary function of the power. Most Secondary Effects raise or lower the MP cost of the Tech in exchange for extra functionality or some sort of deficiency. The total Tech Level modifier is applied to the Tech Level of the power for purposes of figuring MP cost ONLY- the Tech Point cost of the power is not affected. Unless otherwise noted, any Primary Effect may be combined with any Secondary Effect. No Tech can have more than two Secondary Effects. If a Tech has enough Secondary Effects to reduce its effective Tech Level to 0 or lower, the power costs 1 MP.

### Area Effect

*(MP Adjustment: +1 Tech Level)*

The special ability affects either all enemies or all allies. Tech Levels 1-2 have half their normal effect (numerical values or chance of success, whichever is appropriate), while Tech Levels 3-6 have full effect. May not be used in conjunction with Self-Only.

### Backfire

*(MP Adjustment: -1 Tech Level)*

The Tech is dangerous to its user as well as to his enemies, for every time the power is used, there is a 15% chance that it backfires, affecting the user instead of its intended target. May not be combined with beneficial Primary Effects such as Healing, and may not be used in conjunction with Random Target.

### Charge Power

*(MP Adjustment: Special)*

Instead of consuming MP, the user of the Tech must focus his energy for a certain amount of time before unleashing the Tech. Normally a Tech requires 8 Speed Points to use, just like any other action, but a Charge Power requires a higher expenditure of Speed Points. If a character does not have sufficient Speed Points, he may wait, taking no

actions and expending no Speed Points, until he has enough points to execute the Tech. A Charge Power has an MP cost of 0. If combined with other Secondary Effects, the amount of SP required increases or decreases in the same way as MP cost normally would. A Charge Power consumes SP according to its effective Tech Level and its Power Level as follows:

<b>TECH LEVEL</b>	<b>WEAK</b>	<b>MEDIUM</b>	<b>STRONG</b>
0	9	9	10
1	9	10	11
2	11	12	13
3	14	15	16
4	17	18	19
5	20	21	22
6	23	24	25
7	26	27	28
8	29	30	31

### **Drain Attack**

*(MP Adjustment: Special)*

The Tech, which must deal damage of some type to the opponent, drains a portion of the damage dealt back to the user, restoring his HP. For +1 Tech Level of MP, the power drains 25% of the damage dealt; for +2 Tech Levels, the drain is 50%. If combined with MP Attack, the Tech damages and drains MP instead of HP. If combined with Area Effect, choose one of two effects when the Tech is created:

- 1) Damage all enemies, and drain ONLY from the target that took the most damage.
- 2) Damage a single enemy, and divide the drained HP or MP between all allies.

HP Drain may NOT be combined with Sacrifice, but MP Drain may. Neither version may be combined with Healing.

### **Elemental**

*(MP Adjustment: None)*

The attack carries a certain element with it- Fire, Ice, etc. If the Tech is used with a weapon that has an elemental property, the element of the Tech overrides the element of the weapon. Elemental does not count towards the limit of two Secondary Effects per Tech; any Tech may carry an Elemental regardless of how many other Secondary Effects it has. May only be combined with damage-dealing Techs.

### **Inaccurate**

*(MP Adjustment: -1 Tech Level)*

The Tech is less accurate than most, and requires an attack roll. May only be combined with Techs that do not normally require attack rolls, such as Weapon Techs, Magical Attacks, and Break Arts. If combined with Quadra Slam, each of the four attacks makes its own attack roll. Inaccurate Techs cannot score critical hits.

### **Limited Uses**

*(MP Adjustment: -1 Tech Level)*

The Tech may only be used once per battle. Even if the user is knocked unconscious after using the power once, and is later revived, the Tech may not be used again during that battle.

### **Lesser Status Attack**

*(MP Adjustment: +1 Tech Level)*

Causes a negative status effect in addition to the primary effect of the Tech. The effect requires a magic attack roll, and has a base modifier to the attack roll as listed. The modifier is increased by +5 per Tech Level of the power, to a maximum of -30. Temporary effects such as Curse last for 1d3 rounds. Only one Status Effect may be chosen, but Lesser Status Attack can be chosen twice on one Tech, adding two possible status effects. May not be combined with Healing.

STATUS EFFECT	BASE ATTACK MODIFIER
Stun, Poison, Curse	-60
Berserk, Blind, Sleep, Slow, DSentence	-65
Frog, Mini, Seal, Confuse	-75
Stop, Stone, Charm, Venom	-80

### **MP Attack**

*(MP Adjustment: +1 Tech Level)*

Rather than damaging the target's Hit Points, the Tech is designed to destroy magical strength. The Tech deals no damage, but reduces the target's Magic Points by 1 / 10 of its damage roll; if the Tech normally deals no damage (for example, a Magic Break), make a damage roll as per a normal attack. Alternately, you may deal half damage to the target's HP and 1 / 20 to its MP. May not be combined with Healing. If combined with Revenge, the damage dealt to the target's MP is instead based on your own MP. At Tech Level 2, the damage is half the amount of MP you have lost; at Tech Level 4, the damage is equal to that amount. This damage is calculated prior to deducting the MP cost of the Tech.

### **Random Target**

*(MP Adjustment: Special)*

The Tech is chaotic in nature and cannot be completely controlled. For -1 Tech Level, the Tech targets a random enemy (or ally, if the Tech is beneficial). For -2 Tech Levels, the target is completely random, and may be either an enemy or a friend.

### **Sacrifice**

*(MP Adjustment: Special)*

Sacrifice allows a character to partially or completely convert the MP cost of a power into lost Hit Points. There are three variants, chosen at creation.

- 1) The power uses no MP, and instead drains (Original MP Cost \* 5) HP from the user.
- 2) The power requires half the normal amount of MP, and drains (Original MP Cost \* 3) HP from the user.

If combined with Healing, the Tech CANNOT affect the user, even if Area Effect is also chosen. This also means that a Healing Tech may not be combined with both Sacrifice and Self-Only.

### **Self-Only**

*(MP Adjustment: -1 Tech Level)*

The Tech, which must be beneficial in nature, works in such a way so that it can only affect its user- no other ally may be targeted. May not be used in conjunction with Area Effect.

### **Short Range**

*(MP Adjustment: -1 Tech Level)*

Normally, all Techs are considered long-ranged, meaning they can target flying creatures without penalty. However, with this Secondary Effect, the Tech is restricted to melee range, suffering penalties to hit at long range.

### **Steal As Well**

*(MP Adjustment: +1 Tech Level)*

In addition to the normal effects of the Tech, the user makes an additional attack roll at -60. If successful, he steals one of the target's items, as per the Steal Minor Ability. If used in conjunction with Area Effect, the attack receives an additional penalty of -20. May not be combined with Healing or other beneficial Techs.

## **UNIQUE POWERS**

Unique Powers are unusual abilities that do not fit into any other category. Unless otherwise stated, Unique Powers may not be combined with any Secondary Effects except Sacrifice and/or Limited Uses.

### **Absorbency**

*(Tech Level: 6)*

*(Power Level: Strong)*

Grants one target Absorbency to one element for 2 rounds. All damage dealt by that element is reversed, restoring HP instead of reducing it. The element must be chosen when the ability is learned. May be combined with Self-Only.

### **Debilitate**

*(Tech Level: Variable)*

*(Power Level: Medium)*

Debilitate infuses the enemy with a random elemental weakness. Roll 1d8 and consult the following table to determine which one. If cast a second time, the new weakness will replace the first. The caster also has a base 30% chance to force an element of his choice. Debilitate has a base Tech Level of 3, and the chance to force an element may be increased at a rate of +10 per extra Tech Level. Lasts until the battle ends or the weakness is overridden by a new attempt to Debilitate. If the target already possesses a Weakness, Resistance, Immunity or Absorbency to the resultant element, roll again.

DIE ROLL (1d8)	INFLECTED WEAKNESS
1	Fire
2	Ice
3	Water
4	Lightning
5	Earth
6	Wind
7	Holy
8	Shadow

### **Dispel**

*(Tech Level: Variable)*

*(Power Level: Weak)*

The Dispel power removes the effects of negative status conditions from the target. The power may remove up to 2 status effects per Tech Level. However, more severe conditions require a more powerful Dispel. The Tech may remove any Dispellable Effects of a level equal to or lower than the power's Tech Level. May be combined with Self-Only or Area Effect.

TECH LEVEL OF DISPEL	DISPELLABLE EFFECTS
1	Poison, Sleep, Curse
2	Berserk, Blind, Slow
3	Frog, Mini, Seal, Confuse, Charm, Zombie
4+	Stop, Stone, Venom, DSentence

### **Esuna**

*(Tech Level: 6)*

*(Power Level: Medium)*

A more powerful version of Dispel, Esuna removes ALL negative status conditions from the target. May be combined with Self-Only.

### **Immunity**

*(Tech Level: 4)*

*(Power Level: Medium)*

Grants one target Immunity to one element for 2 rounds, reducing damage from that element to zero. The element must be chosen when the ability is learned. May be combined with Area Effect or Self-Only.

### **Invulnerability**

*(Tech Level: Variable)*

*(Power Level: Strong)*

The subject of this spell becomes completely invulnerable to either Physical or Magical damage for a limited amount of time. For Tech Level 4, the subject is protected for one round; at Tech Level 6, the protection lasts two rounds. A character may not be under the effects of both types of Invulnerability at once. May be combined with Self-Only, and the Level 4 version may be combined with Area Effect.

### **MP Steal**

*(Tech Level: 3)*

*(Power Level: Special)*

MP Steal drains an amount of MP from the target equal to  $5 + (\text{MAG} / 10)$  and bestows it upon the caster. MP Steal has an MP cost of 1, and may not be combined with ANY Secondary Effects.

### **Neutralize**

*(Tech Level: 2)*

*(Power Level: Strong)*

Neutralize removes all Weaknesses and Resistances from the target, and reduces all Immunities to Resistances.

### **Resistance**

*(Tech Level: 2)*

*(Power Level: Medium)*

Grants one target Resistance to one element for 3 rounds, reducing damage from that element by half. The element must be chosen when the ability is learned. May be combined with Area Effect or Self-Only.

### **Scan**

*(Tech Level: 1)*

*(Power Level: Weak)*

This Tech allows the user to discern the following information about the target monster: Current / Max HP, Current / Max MP, Weaknesses, Resistances, Immunities, and Absorbencies. You can also spot any items the monster may be carrying. At the Master's option, Scan may also be used to find traps, secret doors, and other hidden things.

### **Steal Gold**

*(Tech Level: Variable)*

*Power Level: Weak*

The character attempts to steal money from the target. To do so, you must make an attack roll at -40. For every Tech Level of the power beyond the first, your attack modifier is increased by +10. The amount of gold stolen is 100% of the target's GP value (see Appendix I: Monster Creation). Once a particular target has been stolen from, additional attempts provide only 1 / 10 the normal amount of gold. The monster still yields the same amount of money when it is defeated. If combined with Area Effect, the attack modifier receives an additional penalty of -25.

### **True Neutralize**

*(Tech Level: 5)*

*(Power Level: Strong)*

True Neutralize removes all Weaknesses, Resistances, Immunities, Absorbencies, and Greater Absorbencies from the target.

## CHAPTER III: Blue Magic

*Note: If you have chosen to use Techs, skip this section.*

Blue Magic is the art of learning and using the attacks used on you by your enemies. Practitioners of Blue Magic often wield exotic powers with very strange effects, far different than anything used by more traditional fighters and mages. A small list of sample Enemy Skills is provided below, as a demonstration of what Blue Magic is all about, but Masters should feel free to invent completely new and unusual powers.

### LEARNING ENEMY SKILLS

There are three different methods of learning Blue Magic. You must choose one, and only one, at character creation. A character can have a maximum number of Tech Levels equal to  $5 + (\text{MAG} / 2)$ . Learning an Enemy Skill is permanent- it cannot be unlearned. Unlike Techs, Enemy Skills may never be upgraded.

#### Memory

Characters who choose the Memory method learn their powers by experiencing them directly. A Memory character who is struck by a monster's special ability automatically has the option of learning that power- assuming he survives the blow! In addition, a Memory character has a 20% chance to learn any power that he observes, but is not targeted with directly- for example, an attack on an ally, or a monster's healing magic.

#### Lore

Characters who choose the Lore method learn their powers by study and observation, rather than placing themselves directly in harm's way. As a normal action, a character with Lore can study a monster, and has a 50% chance to learn one of its special powers- selected randomly or chosen by the Master. He may also choose to single out a particular power that he has already seen, with a 70% chance to learn that specific power.

#### Assimilate

Characters who choose the Assimilate method learn their powers by somehow assimilating or consuming the monster itself. An Assimilate character may eat the monster, drain its life force, or, in some cases, such as with cyborgs, attach some part of the monster to himself. To Assimilate a monster, the character makes a normal attack, dealing 1/5 of his normal damage. If the blow is enough to kill the monster, the assimilation is successful, and the character may select one of its special powers to learn. Only one power may be learned from an individual monster, but the character can Assimilate multiple monsters of the same species in order to learn several different powers.

## **SAMPLE ENEMY SKILLS**

Some of the sample skills listed here are simply Power Attacks or Attack Magic, as explained in Chapter II: Tech Creation. Notation for these skills is given as #PX or #MX. The number indicates the level of the attack. Find this number on the appropriate chart in Chapter II to determine the amount of damage dealt. Following the number is a letter- a P indicates that the skill is a Power Attack; an M indicates that the skill is Attack Magic. Finally, there is another number that indicates the Power Level of the attack. A 1 indicates Weak, 2 indicates Medium, and 3 indicates Strong.

### **1,000 Needles**

MP: 6

Deals exactly 100 points of damage to a single target.

### **Angel's Breath**

MP: 49

All allies are cured of all negative status effects.

### **Aqualung**

MP: 19

A violent maelstrom deals 3M2 points of Water damage to all enemies.

### **Beta**

MP: 29

An explosion of fire deals 4M3 points of Fire damage to all enemies.

### **Black Hole**

MP: 23

Removes all status effects- positive and negative- from all combatants, and cancels any other effects such as Break Arts.

### **Goblin Punch**

MP: 3

You assault a single enemy with your equipped weapon, dealing 1P2 damage. If the target is exactly the same experience level as you, the damage is doubled.

### **Hug**

MP: 17

An unusual skill sometimes used by medusae, Hug restores the target to full HP, but petrifies it as well.

### **Level 5 Death**

MP: 26

ALL combatants whose experience level is a multiple of 5 are instantly killed.

### **Limit Glove**

MP: 26

If your HP is below 10%, Limit Glove deals 8M3 points of physical, non-elemental damage to a single target. Otherwise, nothing happens.

### **Lucky Seven**

MP: 6

Roll 1d10. If the result is a 7, a random enemy target takes 999 damage; otherwise, the target takes 1 damage.

### **Magic Hammer**

MP: 4

Reduces the target's current MP by 1 / 5, and restores the caster's MP by the same amount.

### **Mighty Guard**

MP: 49

All allies are placed under the effects of Barrier and MBarrier for 1d4+1 rounds.

### **Pumpkin Head**

MP: 21

Deals damage to one enemy equal to your maximum HP minus your current HP.

### **Roulette**

MP: 14

One randomly chosen combatant- friend, foe, or the caster himself- is instantly reduced to zero HP and eliminated.

### **Suicide**

MP: 0

The aggressive Bombs and their Exploder attack have made this last-resort tactic infamous among adventurers. The user of Suicide sacrifices himself, dropping to zero HP, to deal an amount of damage to a single target equal to twice the amount of HP he had remaining.

### **Trine**

MP: 12

Electrocutes a single enemy with three bolts of lightning, dealing 3M2 points of Lightning damage.

### **White Wind**

MP: 21

Releases a soothing wind that blows around and through the area, restoring an amount of HP to all allies equal to your current HP.

## CHAPTER IV: Secondary Skills

Secondary Skills are lesser, supporting abilities that all characters learn. There are two types of Secondary Skills: Command Skills and Support Skills. Command Skills are active commands that a character may execute for no MP; they range from special attacks to minor healing to defensive maneuvers. Support Skills are passive skills that boost a character's natural capabilities; they may increase his Speed, make him more resistant to damage, or let him counter an enemy's attacks. Characters choose one Command Skill and one Support Skill at character creation.

### COMMAND SKILLS

#### **Capture**

You can capture and train monsters to assist you in battle. The Capture command will only work if the target is below 50% of its maximum HP. Once Captured, you may Release the monster at any time during a future battle. It will use any ability it knows on the target of your choice. Once Released, the monster is gone permanently. Only one monster may be Captured at a time.

#### **Coin Toss**

Hurls a quantity of gold coins at extremely high velocity, dealing heavy damage to the enemy. For every 1 G thrown, 1 damage is dealt. The damage may target a single enemy, or be divided equally among all enemies. A maximum of  $10 + (\text{Level} * 10)$  G may be thrown in a single turn.

#### **Chakra**

Chakra restores the HP and MP of one person by an amount equal to 25% and 10% of the user's maximums, respectively.

#### **Clone**

This trick, often used by artists, creates an exact duplicate of a single monster to fight on his side. Make a magical attack roll at -40; if successful, the clone fights to the best of its ability on the side of its master. The cloner does not control the clone, and still acts normally in combat. The clone vanishes when killed or when the battle ends. Clone does not work on boss monsters.

*Example: Arty Artiste decides to use his own version of the Clone power to sketch out the troll his party is battling. His Magic Accuracy is 10, and the troll has a Resist of 35. He rolls a 66, adds his Magic Accuracy (10) and subtracts 40 for the Clone penalty. His total is a 36, barely enough to beat the troll's resistance. His drawing comes to life, an exact replica of the troll, and fights on Arty's side for the rest of the battle.*

#### **Deathblow**

You attempt to strike an opponent in a vital spot to deal extra damage. Make an attack roll with a penalty of -40. Note that a natural 90 or higher does NOT automatically hit when using Deathblow. If your attack hits, it is automatically critical, dealing double

damage. At the Master's option, a successful natural roll that exceeds the attacker's Critical may deal triple damage instead of double.

### **Dice**

Dice is an unpredictable ability that deals a random amount of damage. At character creation, choose either Strength or Magic to affect your Dice damage. When you use Dice, roll 5d6 and consult the following chart. The damage dealt is done to all enemies.

<b>5d6 RESULT</b>	<b>DAMAGE DEALT</b>
5	1
6-8	Stat / 10
9-12	Stat / 5
13-19	Stat / 2
20-26	Stat * 2
27-29	Stat * 5
30	Stat * 10

### **Draw Out**

Draw Out is the ability to release the spirit or latent mystical power within a weapon. When a weapon is Drawn Out, it releases this power, causing a variety of different effects. However, there is a 20% chance each time a weapon is Drawn Out that the power within will escape or consume itself. When this happens, the weapon will remain serviceable in combat, but can never again be Drawn Out. Artifact-level weapons will never lose their power, but if the die roll indicates a "break," that weapon cannot be Drawn Out for the rest of the battle. Draw Out can be used with any weapon the character possesses, not just the one he is currently equipped with. See Chapter V: Equipment for details on Draw Out.

### **Health**

The Health ability restores the HP of all allies by 20% of their maximums.

### **Jump**

You jump high into the air, putting you out of reach of weapons and other effects. On your next turn, you come down on a single enemy, dealing double damage with a normal attack.

### **Kick**

You can deliver a flying kick or other area attack, dealing 1 / 3 normal damage to all enemies. Other possible uses of this power include Leo's Shock and Cecil's Dark Wave. If the Master allows it, you may attach an elemental to your attack.

### **Manipulate**

You attempt to control one opponent's body and mind. To Manipulate a target, you must make a successful magic attack roll at -40. You no longer take any actions in combat- instead, you control the Manipulated target. Manipulation ends when the victim takes

damage from a spell or attack, or when you choose to release the monster. Releasing a Manipulated monster is a Free Action, and is executed on the monster's turn.

*Example: Dastardly Dan attempts to Manipulate one of the ogres that is attacking him. His Magic Accuracy is 17, and he's got to beat the ogre's Resist score of 31. Dan rolls a 65, adding 12 for his Magic Accuracy and subtracting 40 for the power's penalty, and succeeds with a total of 37. On Dastardly Dan's next turn, he is busy Manipulating the ogre, and can't do anything himself. Instead, he forces the ogre to attack one of its cohorts!*

### **Mimic**

You copy the last attack or special ability used by the target. The effect of the power is the same, but uses your Strength and Magic dice and bonuses. You choose the target of the power, but you must pay any costs associated with the power. You may Mimic any target, friend or foe.

### **Morph**

You are able to morph into a more powerful form. Doing so requires one action. While transformed, your Strength and Magic are doubled. In addition, your Hit Points are maxed out upon transformation. If you so desire, and the Master allows it, your alternate form may have a different set of Techs and a different Minor Ability than you normally do. At the end of each of your turns- not counting the turn in which you activate Morph- you lose 15% of your maximum MP. If this loss reduces you to 0 MP, you immediately revert to your original shape. You may also choose to revert as your action for the round. Doing so negates the loss of MP for that round. In either case, your HP- but not your MP- is restored to what it was before your transformation. If you are reduced to 0 HP while transformed, you immediately revert with 1 HP remaining. You may Morph only once per battle.

An alternate use for this power is to have several different forms, each of which may have its own set of powers. However, these variant forms do NOT gain bonuses to Strength or Magic, and your HP does not change when your morph or revert. If your HP is reduced to 0 while in one of these forms, you revert immediately and are knocked unconscious. Note that these forms may have various alternate uses outside of combat- a druid that can transform into different animals could fly, breathe under water, or run at high speed, depending on the form he uses at a particular moment.

*Example: Arlek the Frightening is facing a tough boss, and decides to Morph into his alternate form. He currently has 100 of his 500 HP remaining, and 27 of his 100 MP remaining. When his turn comes, he activates Morph, and changes into a powerful dragon. His HP is restored to 500, and his Strength and Magic, which are both normally 100, are boosted to 200 each. On his next turn, he attacks with a breath weapon Tech that costs 12 MP. At the end of his turn, he loses 15% of his max MP, which comes out to 15. The loss brings him down to 0 MP, and he reverts to normal, with 100 HP, 0 MP, and 100 Strength and Magic.*

### **Peep**

You can examine a monster and discern its strengths and weaknesses. You discover the monster's Current / Maximum HP, Current / Maximum MP, Weaknesses, Resistances,

and Absorbencies. You can also spot any items the monster may be carrying. At the Master's option, Peep may also be used to find traps, secret doors, and other hidden things.

### Peril

A powerful attack that leaves the user more vulnerable to attack, Peril deals twice the damage of a normal attack, but all damage dealt to the character until his next turn is increased by 50%.

### Rage

When you enter a Rage, you go berserk. Until the end of the battle, you can take no actions other than normal attacks. While berserk, you gain a +25% bonus to the damage you deal with weapons. During the round in which you activate Rage, you also immediately make a normal attack. However, because you can feel no pain, the Master will keep track of your HP- you will not know how much damage you take or how close you are to dying!

### Runic

You can use your weapon to attract the energy of magical attacks. Generally, this means an attack that deals magical damage and uses Magic as its relevant stat (if any), but the Master may make exceptions. Any such attack that is directed against you or your allies between the time you use Runic and your next turn has no effect. Instead, you gain an amount of HP equal to 1 / 10 of what the damage would have been, and an amount of MP equal to 1 / 5 the amount of HP gained. Runic cannot absorb attacks that automatically target an area.

*Example: Amos the Valiant and his friends are up against dire odds. An entire group of powerful evil wizards has surrounded them and are preparing to burn them alive. Amos raises his sword and activates Runic. One of the wizards smugly casts a powerful Firaga spell, and rolls 500 points of damage against Amos' friend Luke the Lucky. To the wizard's surprise, his spell fizzles, and Amos the Valiant regains 50 HP and 10 MP.*

### Slots

Slots is the ultimate gamble for those who like a little excitement. When invoked, Slots produces a random effect that may be helpful or harmful to the user and his allies. When you use Slots, roll 3d6 and consult the following chart. Players may create new effects for Slots, subject to the Master's approval.

3d6 RESULT	EFFECT
3	<b>Chaos:</b> One randomly-chosen status effect, which may be positive OR negative, targets each combatant with a 50% chance of success.
4-5	<b>Roulette:</b> One randomly-chosen combatant is immediately reduced to zero HP.*
6-9	<b>Single Magic</b> (See Below)
10-13	<b>Lagomorph:</b> The lagomorph appears and restores 10% of each ally's maximum Hit Points.
14-16	<b>Multi-Magic:</b> As Single Magic, but strikes all enemies

17	<b>Reset:</b> ALL combatants are revived and restored to maximum HP and MP.
18	<b>Victory:</b> All enemies are completely destroyed.*

\* Has no effect on Boss Monsters.

Single Magic invokes a Magical Attack of a random Tech Level, as follows.

EXPERIENCE LEVEL	TECH LEVEL
1-9	1d2
10-19	1d3
20-29	1d4
30+	1d6

The elemental and damage type (Physical or Magical) may be randomly chosen or selected by the Master. Also, at the Master's option, there is a 10% chance that the attack backfires and hits an ally instead!

### **Steal**

You attempt to steal from your target in the heat of combat. Make an attack roll at -25; if successful, you steal one of the target's Steal Items. The item may be the one of lowest G value, or may be chosen randomly, at the Master's option. Steal can only capture Steal Items, not Drop Items.

### **Throw**

You can throw a single weapon with devastating force. Roll damage as for a normal attack with the chosen weapon, but double the resultant damage. The weapon is destroyed in the process.

### **Wish**

You may sacrifice any number of HP you wish to restore one ally's HP by three times that amount. For example, if you chose to give up 100 HP, your ally would regain 300 HP. You may not target yourself with Wish, and may not sacrifice more HP than you currently have. If Wish reduces you to 0 HP, you may either heal ALL allies instead of one, or choose one ally whose HP and MP are completely restored.

### **X-Magic**

X-Magic (or X-Tech, if you prefer) allows you to burn MP more rapidly in exchange for a much greater attack rate. You may use two Techs (and no more) in a single turn, one after the other, but you must pay an additional amount of MP equal to 50% of the total spent. For example, if you use X-Magic to cast Flare (26 MP) followed by Fire 3 (19 MP), which have a combined MP cost of 45 MP, you must spend an additional 23 MP for a grand total of 68 MP.

## SUPPORT SKILLS

### Attack Up

The character possesses great physical strength. His starting Attack Power is increased by 5. In addition, for every 5 points of Strength the character has, he gains an additional +1 bonus to his Attack Power. For example, a character with a Strength stat of 50 would have +10 AP added to his base AP.

### Concentrate

The character has a sixth sense when it comes to attacking with weapons. His physical attacks ALWAYS hit their target, and his Critical drops by -2 per 15 Agility, rather than -1. In addition, a critical hit by a character with Concentrate deals TRIPLE its normal damage, rather than double. The effects of Concentrate do **not** apply to the Deathblow Command Skill.

### Counter

You have a chance to counter an enemy's attack with one of your own. At creation, you must choose whether you want to counter attacks made with weapons or special attacks. Weapon attacks include all attacks made with weapons, including unarmed attacks, Weapon Techs, and weapon-related Command Skills such as Jump or Deathblow. Special attacks include various other Command Skills and Techs, such as Slots, Stat Breaks, and Magic Attack Techs. Special attacks may also include other forms of attack as the master sees fit- for example, a rod that fires bolts of energy may be considered a special attack, rather than a weapon attack. You must also choose one of the following methods to counter with:

- Normal attack (30% chance): You make a normal attack roll, dealing damage as normal if you hit.
- Command Skill (30% chance): Choose ANY Command Skill. It may be the Command Skill your character normally knows, or it may be a completely different one; the only restriction is that Chakra and Health are not allowed as Counter Skills. When the counter is activated, the Command Skill takes effect as it normally would.
- Tech (20% chance): You counter with a Tech, paying the MP cost as normal. You must either choose a specific Tech that you always counter with, or you may counter with any Tech you choose- this decision is up to the Master.
- Mirror Tech (20% chance): The attack you counter with is exactly the same as the one used by the attacker, but uses your Strength or Magic to determine its effects. You must pay any MP cost associated with the power. At the Master's option, a Mirror Tech may carry a different elemental affinity than the original attack, or it may automatically be of the opposing element. Mirror Techs cannot counter normal attacks.

Using a Counter skill requires no expenditure of Speed Points. You do not have to counterattack if you do not wish to do so. Note that counterattacks cannot be countered in return.

**Cover**

When any ally is at 25% or lower of his maximum HP, you will automatically take all damage that would otherwise have struck your wounded ally. It is possible to be Covering multiple allies at once. Cover does not protect the wounded ally against Area Affect powers.

**Flight**

The gift of Flight is a rare ability usually possessed only by winged races or powerful psychics. The character is considered a Flying character, as per the rules for flight in Chapter VI: Combat.

**Lucky**

The character is blessed with unnatural luck. Once per battle, the character may choose to reroll any one die roll. The roll may be one that he makes himself, or one made by another combatant that targets him specifically. He may choose which of the two results to use.

**Magic Up**

The character possesses great magical power. His starting Magic Attack Power is increased by 5. In addition, for every 5 points of Magic the character has, he gains an additional +1 bonus to his Magic Attack Power. For example, a character with a Magic stat of 50 would have +10 MAP added to his base MAP.

**Mental Strength**

The character possesses great mental stamina. His starting MP is increased by 5. In addition, for every 5 points of Spirit the character has, he gains an additional +1 MP. For example, a character with a Spirit stat of 50 would have +10 MP added to his base MP.

**Natural Resistance**

The character has developed a resistance to one of the eight natural Elements. He takes only half damage from attacks of that element.

**Quickness**

The character is unusually fast and agile, granting him a +2 bonus to Speed.

**Secret Hunt**

Characters with this skill are experienced at scavenging, and can sometimes fashion useful items from the remains of fallen monsters. Any monster defeated by a character with Secret Hunt has a 100% chance to yield any Drop Items they have, and a 30% chance to drop any Steal Items they still possess.

**Toughness**

The character possesses great physical stamina. His starting HP is increased by 35. In addition, he gains +6 HP per point of Vitality, instead of the normal +5.

**Weapon Guard**

The character has learned to parry attacks with his weapon, granting him +2 Evade per level of the weapon he is equipped with.

## CHAPTER V: Equipment

No adventurer is complete without arms and armor. This chapter contains lists of weapons, armor, items, and relics, complete with price listings for each piece of equipment. If you upgrade your equipment and wish to sell your old weapons and armor, you may sell them for half the listed price.

### WEAPONS

There are two ways to purchase weapons for your character. The first is to use the Weapon Construction System to custom-build a set of 10 weapons of any type that your character will use. The second is to simply use a premade weapon list. Several premade weapons can be found in the Resources section of the *ZODIAC* home page. Your character may only equip one weapon at a time. You may describe him as using two daggers, for example, but for game purposes he is considered to be wielding one weapon.

### WEAPON CONSTRUCTION SYSTEM

There are 9 normal weapons that can be bought from weapon shops, and one artifact-level weapon. This is an extremely powerful, one-of-a-kind weapon that can only be found or given- never bought. When creating a set of ten weapons for your character, you are given 6 points to split between the physical and magical strength of the type of weapon you are creating. The following chart shows the cost of each level of power. Choose one column for your weapons' physical power and one for its magical power. These numbers are added to your character's AP and MAP, respectively, when you equip the weapon. Also shown in the table is the amount of gold you must spend to purchase a weapon of the indicated level. Keep in mind that the points you spend here apply to the *entire* weapon list, not each individual weapon.

*Example: Diff the Biffer thinks swords are cool, so he wants the biggest swords he can get. He decides to put 5 points- the maximum- into his swords' Attack Power bonuses, leaving the 1 leftover point for the wimpy Magic Attack Power bonuses. Now, all the swords that Diff uses grant him a bonus to his AP according to the 5-point column, and a bonus to his MAP according to the 1-point column.*

WEAPON LEVEL	1 POINT	2 POINTS	3 POINTS	4 POINTS	5 POINTS	COST IN GOLD
1	+0	+10	+15	+20	+30	75
2	+0	+15	+25	+30	+45	150
3	+0	+20	+30	+40	+60	400
4	+0	+30	+40	+50	+80	800
5	+10	+40	+55	+70	+100	1,200
6	+20	+50	+70	+90	+120	2,000
7	+30	+60	+85	+110	+140	3,000
8	+40	+70	+100	+130	+160	5,000
9	+50	+80	+115	+150	+180	8,000
10	+70	+100	+150	+200	+230	-----

The number of points you spend on physical and magical strength also affects the type of die that you roll to determine damage from an attack of that type. Spending 1 point sets your damage die to d6, 2-4 points sets it to d8, and 5 points grants you a d10. In the example above, Diff the Biffer would roll d10's for all of his physical attacks, and d6's for all of his magical attacks. See Chapter VI: Combat for more information on damage-dealing.

Some weapons have special abilities above and beyond the ability to deal damage. These abilities are bought from a pool of 10 points that is divided among the 9 regular weapons in the list. Each individual weapon can have only two different abilities, and cannot have more points of abilities than half its Weapon Level. Thus, an 8th-level sword could have no more than 4 points of abilities. The 10th-level artifacts have their own separate pool of 4 points.

## **WEAPON ABILITIES**

### **Dedicated Weapon**

*Point Cost:* 2

The weapon is designed to kill a certain type of monster- dragons, demons, etc. Damage is doubled against that type of creature.

### **Drain Weapon**

*Point Cost:* 3

The wielder of the weapon absorbs 20% of the damage done to restore his own HP. The amount restored cannot exceed the current hit points of the target.

*Example:* Diff the Biffer is wielding a Drain Sabre. He attacks a dragon, and scores a critical hit for 300 points of damage, regaining 60 HP in the process.

### **Elemental**

*Point Cost:* 0

The weapon deals damage from one particular element- Fire, Ice, etc. Any one weapon may only have one element.

### **Keen Edge**

*Point Cost:* 2

The weapon has a greater chance to cause critical hits. Subtract 10 from your Critical.

### **Long Range**

*Point Cost:* Special

ALL weapons of this type are ranged or projectile weapons, granting them a long-range attack and allowing the wielder to attack flying creatures without penalty. This ability takes 2 points off of the TOTAL number of points the weapon set has, and does not count towards individual weapon limits. Thus, a standard set of Long-Range Weapons would have 8 points to divide amongst the individual weapons.

### Spell Effect

*Point Cost:* 2

The weapon has a 15% chance of casting a particular spell on the target after a successful attack roll. The actual effect is a first-level Magical Attack Tech of any element. The wielder may also choose to cast the spell directly from the item, with a 15% chance to destroy the item. Artifact-level weapons will never be destroyed by releasing the spell within; however, there is a 15% chance that the spell ceases to function for the remainder of the battle, nullifying both random and purposeful activation. Any one weapon may only have one Spell Effect.

### Stat Bonus

*Point Cost:* 2

The weapon improves its wielder's abilities. The exact amount of the increase depends both on the chosen stat and the weapon's level. No weapon may increase Strength.

STATISTIC	AMOUNT OF INCREASE
Magic	Base +3, +2 per Weapon Level
Agility	Base +3, +2 per Weapon Level
Vitality	Base +1, +1 per Weapon Level
Spirit	Base +1, +1 per Weapon Level

### Status Effect

*Point Cost: Variable*

The weapon has a 30% chance to cause a status effect. With the exception of Stun and Death Sentence, effects last 1d2 rounds.

STATUS EFFECT	POINT COST
Blind, Death Sentence, Poison, Sleep, Stun	2
Charm, Curse, Seal, Venom	3

### DRAW OUT

*Note: If your character does not have the Draw Out minor ability, skip this section.*

Draw Out is an extraordinary ability that allows a character to draw hidden power from his weapon and release it in a variety of ways. This power can come from many things. Most wands and staves, for example, are highly charged with magical energy, whereas other weapons may be inhabited by ancient and powerful spirits. All weapons have a unique set of properties that can be tapped by a sufficiently talented individual. The abilities that can be Drawn Out are determined in a method similar to the weapon creation process. Every weapon in the set has one, and only one, of the following special properties that is activated upon using Draw Out. Beware, however, for all weapons have a 20% chance per Draw Out to lose their draw powers forever. Such a weapon is still useable in combat and retains all of its special properties, but it can never again be Drawn Out by anyone. However, a new instance of the same weapon may be found or purchased, and subsequently Drawn Out. Artifact weapons will never lose their draw

powers, but there is a 20% chance per Draw Out that the weapon cannot be Drawn Out for the remainder of the battle.

### **Break**

The weapon reduces the Strength, Magic or Agility of each enemy by one fifth (Weapon Level 1-3), one fourth (Weapon Level 4-6), or one third (Weapon Level 7-10) for the remainder of the battle.

### **Demi Attack**

All enemies have their HP reduced by one fourth (Weapon Level 1-5) or one third (Weapon Level 6-10) of their current values.

### **Healing**

The weapon suffuses the party in healing energy, restoring  $10 + (25 * \text{Weapon Level})$  HP to all allies.

### **Immunity**

All allies gain Immunity to one element for  $(\text{Weapon Level} / 3)$  rounds, rounded up.

### **Magical Attack**

The weapon deals magical damage to ALL enemies. The attack has a die class the same as the weapon, and rolls a number of dice equal to  $(\text{Weapon Level} / 3) + \text{User's Magic Dice}$ , with additional damage equal to your Magic Attack Power. The attack may be of any element, or non-elemental.

### **MP Attack**

The weapon deals damage as a Magical Attack to all enemies. However, instead of damaging the enemies' HP, the attack reduces their MP by  $1 / 10$  of the damage rolled.

### **Resistance**

All allies gain Resistance to one element for  $1 + (\text{Weapon Level} / 3)$  rounds, rounded up.

### **Stat Booster**

All allies get +5 per Weapon Level to Strength, Magic, or Agility for  $1d3+1$  rounds.

### **Status Effect**

The weapon can either cause negative status effects to the wielder's enemies, or bestow positive effects on his allies. The weapon can have up to two status effects, and they must either both be positive or both be negative. For every level of the Weapon, you have 5 points to divide between the success rates of all the chosen effects, to a maximum of 85%. For example, a fourth-level weapon might have a 40% chance of Stun and a 35% chance of Seal. Up to two Status Effects may be chosen, and the combined Level cannot exceed the level of the weapon. The effect targets all of the user's enemies. Temporary effects such as Curse and MBarrier last for  $1d2+1$  rounds.

STATUS EFFECT	LEVEL	CHANCE OF SUCCESS
Stun, Poison	1	35%
Berserk, Curse, DSentence	2	30%
Blind, Slow, Sleep, Seal	3	20%
Frog, Mini, Confuse	4	10%
Stop, Stone, Charm, Venom	5	5%
Instant Death	7	0%
Haste, Barrier, MBarrier	4	-----
Regen, Reraise, Wall	5	-----

## ARMOR

The protective equipment worn by soldiers and adventurers is divided into two types: Armor and Guards. You may equip only one of each type of armor at a time. Armor grants a bonus to Hit Points and Magic Points; simply add these values on to your base HP and MP. Guards grant a bonus to your Evade score, helping you defend against attacks.

There are two ways to purchase armor for your character. The first is to use the Armor Creation System to custom-build a set of 10 Armors and Guards of any type that your character will use. While taking a bit more time, this path allows for the maximum amount of flexibility in armor types (maybe Scarfs and Smocks for your Artist character, or even Spoons and Aprons for your Pasta Chef). The second is to simply use a premade armor list. Several premade Armors can be found in the Resources section of the *ZODIAC* web site.

## ARMOR CONSTRUCTION SYSTEM

There are 9 normal armors that can be bought, and 1 artifact-level armor that can only be found or given to a character (with the GM's discretion). Some armors have powers that make them slightly more effective at resisting damage. Some armors are endowed with extra defenses against status abilities and elementals, some raise statistics, and others still have special protection against physical or magical attacks. These abilities are bought from a pool of points that is divided among the first 9 Armors in the list. By default, Armor has a pool of 10 points, and Guards have a pool of 5 points- but you may choose for your Armor to only have 5 points, and your Guards 10, if you wish. Each individual Armor cannot have more points of abilities than half its Armor Level. Thus, an 8th-level Armor could have no more than 4 points of abilities. Furthermore, the 10th-level armor of each set- the Artifact- has its own separate pool of points. The set that has a 'normal' pool of 10 points gets an 'Artifact' pool of 5 points, and the set that has a 'normal' pool of only 5 points gets an 'Artifact' pool of 3 points.

*Example: You decide that your Armor will have a pool of 5 points, and your Guards will have a pool of 10 points. Your Artifact Armor gets 3 points automatically, and your Artifact Guard gets 5 points.*

The following charts list the costs and basic effects of each class and level of Armor and Guards. The first chart lists the HP and MP bonuses, respectively, for Armor of each type- Defense, Enhance, and Balanced. The second chart lists the Evade bonus of Guards.

Armors and Guards of level 10 are 'artifacts.' These are extremely powerful, one-of-a-kind armors that can only be found or given- never bought.

ARMOR LEVEL	HP / MP (ENHANCE)	HP / MP (BALANCED)	HP / MP (DEFENSE)	PRICE
1	+10 / +3	+15 / +2	+20 / +0	75
2	+15 / +4	+20 / +3	+30 / +0	150
3	+20 / +8	+40 / +4	+60 / +0	400
4	+35 / +12	+70 / +6	+100 / +0	800
5	+50 / +20	+100 / +10	+150 / +0	1,200
6	+65 / +25	+130 / +14	+200 / +0	2,000
7	+80 / +30	+160 / +18	+250 / +0	3,000
8	+100 / +40	+200 / +20	+300 / +0	5,000
9	+125 / +50	+250 / +25	+375 / +0	8,000
10	+175 / +65	+350 / +35	+500 / +0	-----

GUARD LEVEL	EVASION BONUS	PRICE
1	+2	30
2	+4	75
3	+6	200
4	+8	400
5	+10	600
6	+12	1,000
7	+14	1,500
8	+16	2,500
9	+18	4,000
10	+23	-----

## ARMOR ABILITIES

### Defense / Magic Defense

*Point Cost:* 3

The armor reduces physical or magical damage (choose ONE) by 25%. No armor may be resistant to both types of damage.

### Physical / Magical Weakness

*Point Cost:* Special

The wearer of the armor takes an extra 25% damage from physical or magical attacks (choose only ONE). This weakness will pay up to three points towards any special ability on the same piece of armor.

### **Elemental Absorbency**

*Point Cost: 3*

Similar to Elemental Resistance, only the attack is not only nullified (does no damage whatsoever), but the armor's wearer recovers HP equal to the full damage of the attack.

### **Elemental Immunity**

*Point Cost: 2*

Similar to Elemental Resistance, only the attack is nullified (does no damage whatsoever).

### **Elemental Resistance**

*Point Cost: 1*

Can be for any one of the eight basic elements: Ice, Fire, Lightning, Earth, Water, Wind, Holy and Shadow. The armor is especially good at repelling attacks of that elemental affinity, and as such, all damage from them is halved (50%).

### **Elemental Weakness**

*Point Cost: Special*

The opposite of an Elemental Resistance, the armor's wearer takes double damage from one of the eight basic elements, chosen when the armor is created. This weakness will pay one point towards any special ability on the same piece of armor.

### **Stat Bonus**

*Point Cost: 2*

Increases an attribute by a certain amount, as shown below. Only one type of stat bonus per armor.

<b>STATISTIC</b>	<b>AMOUNT OF INCREASE</b>
Strength	Base +3, +2 per Armor Level
Magic	Base +3, +2 per Armor Level
Agility	Base +3, +2 per Armor Level
Resist	Base +2, +1 per Armor Level
Vitality*	Base +1, +1 per Armor Level
Spirit*	Base +1, +1 per Armor Level

\* May ONLY be selected for Guards- Armor may NOT increase Vitality or Spirit.

### **Status Immunity**

*Point Cost: Special*

The armor totally cancels the effect of one or more of the below Status Effects, rendering the wearer unable to be affected by them. When purchasing Status Immunities, pay the cost of the highest-level Immunity you wish to have on the armor. Additional Status Immunities cost 1 point each.

<b>STATUS IMMUNITY</b>	<b>POINT COST</b>
Stun, Poison, Berserk, Slow, Blind, Death Sentence	1 Point
Zombie, Sleep, Venom, Mini, Curse, Confuse	2 Points
Stop, Stone, Frog, Charm, Seal	3 Points

## RELICS

Relics are special items that grant various beneficial effects to their wearer, ranging from stat bonuses to protection from the elements. You can equip only one relic at a time. Relics are created with a point-buy system, much as with weapons and armor.

## RELIC CONSTRUCTION SYSTEM

Each relic created may have up to 8 points of abilities built into it. Each character has 30 points to create a maximum of 8 relics. In addition, each character may design 2 artifact relics, which contain 16 points of abilities each.

The powers that relics may have are divided into separate categories. A relic may only have one option from each category. The only exception to this is Status Immunity - any number of Status Immunities may be added to a relic (you must still pay full cost for each).

Only one relic may be equipped at a time, though a player may swap equipped relics at any time, including during combat, as a standard action (8 SP).

Non-artifact relics have a price equal to 500 G times the point value. For example, a relic that adds +10 Strength costs 1000 G. When the player wishes to purchase a relic from a shop, it is up to the Master to decide whether that particular relic is available (generally, if the character has enough money, he should be allowed to purchase any relic from his list).

A list of premade classic relics can be found on the ZODIAC web site.

## ELEMENTAL PROTECTION

Provides elemental resistance, immunity or absorption.

LEVEL	POINT COST
Resistance (one element)	2 points
Immunity (one element)	3 points
Absorption (one element)	6 points
Resistance (one element)	10 points

## STAT BOOST

Increases the wearer's stats (Strength, Magic, Vitality, Spirit, Agility). Bonus stat points may be distributed in any manner, chosen when the relic is created.

BONUS STATS	POINT COST
+10 stats	2 points
+15 stats	3 points
+20 stats	6 points
+25 stats	10 points

+30 stats	13 points
+40 stats	16 points

### STATUS IMMUNITY

Completely protects the wearer against one or more negative status effects. The listed point value is the cost to add immunity to ONE of the associated status effects.

- **(1 PT)** Berserk, Blind, Charm, Confusion, Curse, Frog, Mini, Poison, Seal, Sleep, Slow, Stop, Stun, Venom, Zombie)
- **(2 PT)** Death, DSentence, Stone
- **(16 PT)** Immune to ALL negative status

### COMBAT BONUSES

The wearer of the relic experiences one of two enhancements to his combat ability.

- **Elemental Boost:** Choose one element. The wearer's Strength Dice or Magic Dice, whichever is appropriate, is increased by +1 (4 points) or +2 (6 points) when using any Tech that is aligned with the matching element. This includes a non-elemental Power Attack when wielding an appropriate elementally-charged weapon, but does not include normal attacks with such weapons.
- **Critical Boost:** The wearer's Critical is reduced by 5 (4 points) or 10 (8 points).

## POTIONS

The average adventurer isn't invulnerable. Sooner or later, he's going to get hurt. Fortunately, there are many types of potions that can rejuvenate the body, giving you the edge you need to push through the last floor of the dungeon or hold out for another few rounds against that boss. All potions can be used on any target, and disappear after one use. Some rare and powerful potions cannot be bought from shops.

POTION TYPE	EFFECT	COST
Potion	Restores 70 HP	25
Hi Potion	Restores 300 HP	200
Super Potion	Restores 500 HP	600
X-Potion	Restores all HP	-----
Ether	Restores 15 MP	75
Hi Ether	Restores 60 MP	600
Super Ether	Restores 100 MP	1,800
X-Ether	Restores all MP	-----
Elixir	Restores all HP / MP	-----
Phoenix Down	Restores life, 10% HP	350
Phoenix Pinion	Restores life, full HP	-----
Annointment	Cures 'Curse'	50
Antidote	Cures 'Poison'	25
Cornucopia	Cures 'Mini'	50
Echo Screen	Cures 'Seal'	75
Eyedrops	Cures 'Blind'	50
Maiden's Kiss	Cures 'Frog'	75
Remedy	Cures all negative status	350
Revivify	Cures 'Zombie'	75
Soft	Cures 'Stone'	100
Tranquilizer	Cures 'Berserk'	25
Vaccine	Cures 'Venom'	75

## CHAPTER VI: Combat

What kind of Final Fantasy game doesn't have combat? Combat is an integral part of *ZODIAC*, whether against lowly goblins, armored knights, or evil mages. This chapter delves into the intricacies of monster-bashing.

### A NOTE ON ROUNDING

Although we at *ZODIAC* have tried to make combat math as simple as possible, the numbers may still be a bit overwhelming at times. Feel free to round off numerical values as much as you like in order to speed up combat- if you don't feel like subtracting 591 minus 358, make it 600 minus 350. We're here to have fun, after all- it doesn't matter if your math isn't 100% accurate!

### COMBAT SEQUENCE

At the beginning of each round of combat, all combatants receive a number of Speed Points (SP) equal to their Speed. At the beginning of the **FIRST** round of combat, each combatant receives an additional 1d8 Speed Points.

Each round of combat is made up of multiple segments called "ticks." During a single tick, combatants take their turns in order of the number of Speed Points remaining. If two combatants have the same amount of SP, the one with the highest Speed stat goes first. If the two have the same Speed, their actions are considered simultaneous. In other words, both actions will take effect, regardless of what the other action actually did- for example, a character can kill a monster and be knocked unconscious by that monster during the same round.

Taking an action requires a character to spend 8 Speed Points, and a character may only take ONE action and one Free Action during his turn. Free Actions require no SP to use. Actions such as speaking or looking around are even faster than Free Actions; you may take as many such actions as you like, though if you spend too long at it the Master may require you to act.

After everyone has taken their turn, one tick has passed. At this time, status effects like Poison and Regen take effect, and any special effects with timed durations count down by one tick. Then, if anyone has enough Speed Points remaining to take another action, a new tick begins. This continues until no one has enough Speed Points to take any actions. Then a new round begins, and each combatant refreshes his Speed Points, adding his Speed to any Speed Points he may have left over from the previous round.

*For example, Keef the Thief has 20 Speed. He gets into a fight with an ogre, who has 11 Speed. At the beginning of combat, they each roll 1d8. Keef gets a 3, while the ogre gets a 1- they begin combat with 23 Speed Points and 12 Speed Points, respectively. Keef goes first, since his Speed is higher. He attacks the ogre with his poisonous dagger, using 8 Speed Points. He hits, and the ogre is Poisoned. Then the ogre takes his turn, also*

*burning 8 Speed Points. Keef and the ogre are the only two combatants, so one tick has passed, and the ogre suffers poison damage. Now Keef has 15 Speed Points remaining, but the ogre only has 4. Keef takes another turn, and burns 8 Speed Points to attack again. Since the ogre can't do anything else this round, another tick passes, and the ogre again takes damage from the poison. Keef now only has 7 Speed Points, and the ogre has 4. Neither of them have enough Speed Points for another action, so the round ends. On the next round, Keef gains 20 more Speed Points, bringing him up to 27- enough for three attacks this round. The ogre only gets 11 more points, for a total of 15- not quite enough to attack twice this round.*

During your turn, you may make an Attack with your equipped weapon, use any special powers available to you such as Techs or Command Skills, use a Potion, or Defend yourself. You may also take a Free Action, if you have one available.

## **ATTACKING**

To make a normal attack, roll 1d100 and add your Accuracy to the result. If the total is greater than the target's Evade, you hit. However, no matter how high the target's Evade is or what penalties you have to your attack roll, a natural roll of 90 or higher ALWAYS hits. If you make a successful strike, and the natural number you roll is equal to or greater than your Critical stat, you score a critical hit, doubling the damage dealt. Weapon damage is rolled with the following formula:

*(Weapon Damage Roll \* 10) + Total Attack Power*

Thus, a character with a total Attack Power of 25 and one Strength Die, attacking with a Long Sword (d8 die class), would roll  $(1d8 * 10) + 25$  for his damage roll. The attack would deal from 35-105 points of damage. The total damage dealt is subtracted from the target's Hit Points.

Magic Dice and MAP typically only come into play when using Techs such as Attack Magic, but the formula is the same. See Chapter II: Tech Creation for details.

When asked to make a magical attack roll, typically when trying to inflict negative Status Conditions on an enemy, simply roll 1d100 and add your Magic Accuracy. If the total is equal to or greater than the target's Resist, the effect is successful.

Some situations, mainly elemental Weaknesses and Resistances, call for effects such as "half damage" or "double damage." In this case, simply apply the appropriate modifier to the total damage dealt.

*Example: Diff the Biffer scores a critical hit with his powerful sword Biffcalibur. His total damage is 200. Because he critically hit, his damage is doubled to 400. Later, Merlin the Mage casts his powerful Meltdown spell, dealing 700 points of Fire damage. Unfortunately, the target has Fire Resistance, and the damage is halved to 350.*

## **UNARMED ATTACKS**

Occasionally, an adventurer will find himself staring down an opponent without a weapon to defend himself. A character who attacks with no weapon equipped rolls his attack as normal, but the die class is only d4, and his Strength is cut in half for purposes of that attack, which affects both Strength Dice and Attack Power. Needless to say, fighting unarmed is not recommended if it can be avoided.

## **USING TECHS**

Techs require MP to use. When you execute a Tech, subtract the MP cost from your current MP. If you do not have enough MP, you can't use that ability. Note that Weapon Techs and Magical Attack Techs will increase your damage dice and attack power.

## **WEAPON RANGE**

Clearly, a bow and arrow are much more useful for attacking distant opponents than a broadsword. Weapon range mainly comes into play when fighting flying monsters. As these creatures will rarely come into melee range, characters attacking them with short-range weapons suffer a penalty of -60 to their attack roll. Characters with long-range weapons ignore this penalty. Note that ALL Techs, even Weapon Techs made with melee weapons, are considered long-range.

## **POTIONS**

Potions take one round to use, and may be used on any target. They take effect immediately. All Potions are gone after one use.

## **DEFENDING**

If you choose to Defend, you can take no action during the round, but all damage dealt to you, regardless of their source, is reduced by half. The exception is damage from the Poison or Venom status effects, which deal their normal damage. This is in addition to elemental weaknesses and resistances, but does NOT affect Absorbencies.

## **FREE ACTIONS**

Some actions, such as choosing to end the Cover effect, are considered Free Actions. This means you may make them without sacrificing your turn for the round. However, you can only make one Free Action per turn.

## **DAMAGE AND DYING**

When you take damage, you lose HP. When your hit points reach 0, you are incapacitated, and can only be revived through the use of a Phoenix Down, Phoenix Pinion, or Life spell. If you are lucky enough to be under the effects of a Reraise spell, your HP is immediately restored to 10% of its maximum value, and the Reraise effect ends. Note that a character whose Hit Points are depleted is not dead. Characters in *ZODIAC* typically only die under extreme circumstances- character death should be rare and only occur in dramatic, plot-related situations. Death is permanent, and only the most powerful magic can return a dead character to life- magic that is very likely beyond the reach of mortal beings.

### **OPTIONAL: DAMAGE LEVELS**

Normally, combat damage in *ZODIAC* is on a fairly small scale- most of the time, damage is in the three-digit range. However, you can easily achieve a more *Final Fantasy*-ish feel by simply adding a zero- or multiple zeroes, if you wish- to HP and damage rolls for all players and monsters.

### **OPTIONAL: THE DAMAGE CAP**

Unlike the *Final Fantasy* series, damage in *ZODIAC* can normally get as high as the dice will let it. If the Master wishes, he can impose a damage cap- a limit on the maximum amount of damage that can be dealt with a single blow. Any attack that would otherwise deal over 999 damage- after figuring in weaknesses, resistances, etc- instead deals 999 damage.

### **NEGATIVE STATUS EFFECTS**

There are many different things that can happen to a character besides taking damage. Negative Status Effects can do anything from inconvenience your character to completely crippling him. Status effects with a duration of "Temporary" wear off after a certain amount of time, indicated in the attack that inflicted them. Effects with a duration of "Permanent" can only be cured by the appropriate Potion or by a Dispel Tech. If your character is knocked unconscious, any "Temporary" negative status effects disappear immediately, but "Permanent" effects remain. All "Temporary" effects vanish when the battle is over.

#### **Berserk**

*Duration: Temporary*

*Cure: Tranquilizer*

You go berserk, and can do nothing on your turn but attack the nearest enemy.

#### **Blind**

*Duration: Permanent*

*Cure: Eyedrop*

You are blinded, and suffer a penalty of -30 to your attack rolls.

#### **Charm**

*Duration: Temporary*

*Cure: Receive Damage*

You fight on your enemy's side until the effect wears off. The player retains control of the character, but will battle against his former allies. This is up to the Master to enforce.

#### **Confusion**

*Duration: Temporary*

*Cure: Receive Damage*

You are confused and disoriented, causing you to take random actions each round. You may attack your friends, heal your enemies, or perform completely nonsensical actions, such as trying to Manipulate a tree or using a Phoenix Down on yourself. The Master may determine the character's random actions, or he may allow the player to do so.

### **Curse**

*Duration: Permanent*

*Cure: Anointment*

All your attacks, both physical and magical, deal minimum damage. In other words, instead of actually rolling your Strength Dice or Magic Dice, treat them as if they had all come up as 1's.

### **Death Sentence**

*Duration: Temporary*

*Cure: None*

You have until the end of the next combat round to destroy all enemies, ending the battle. If you fail, your HP will immediately drop to zero.

### **Frog**

*Duration: Permanent*

*Cure: Maiden's Kiss*

You are transformed into a frog. You cannot use Techs, and all damage you deal- physical AND magical- is divided by ten.

### **Mini**

*Duration: Permanent*

*Cure: Cornucopia*

You are shrunk to a very small size. All damage you deal with weapons, including Power Attacks, is divided by ten. In addition, all damage dealt to you is increased by 50%.

### **Poison**

*Duration: Temporary*

*Cure: Antidote*

When poisoned, you lose 10% of your max HP at the end of each tick. This can reduce your HP to zero.

### **Seal**

*Duration: Permanent*

*Cure: Echo Screen*

Your special abilities are sealed. You cannot use Techs or Blue Magic, but can still use Command Skills and take other actions.

### **Sleep**

*Duration: Temporary*

*Cure: Receive Damage*

You are magically put to sleep, and can do nothing until the effect ends. Any physical attacks automatically hit, dealing the maximum possible damage, but also waking you up.

### **Slow**

*Duration: Temporary*

*Cure: None*

Your Speed is reduced by half. This does not affect your current Speed Points.

### **Stone**

*Duration: Permanent*

*Cure: Soft*

You are transformed into a stone statue. You are completely immobile and can take no action. However, nothing can harm you while you are petrified- all damage dealt to you is reduced to zero, and you are immune to all negative status effects.

### **Stop**

*Duration: Temporary*

*Cure: None*

You are frozen in time. Your Speed is reduced to zero, and you can take no actions- not even Free Actions- until the effect wears off. Stop does not affect your current Speed Points.

### **Stun**

*Duration: Special*

*Cure: None*

You are knocked off balance or temporarily held in place. During your next turn ONLY, you lose 8 Speed Points and can take no action.

### **Unconscious**

*Duration: Permanent*

*Cure: Phoenix Down / Phoenix Pinion*

When your HP reaches zero, you are completely incapacitated. You can take no actions until revived by a Phoenix Down, Phoenix Pinion, or Revive Tech. Curative Potions and Healing Techs will have no effect. When you are knocked unconscious, your Speed Points immediately drop to zero. This is the only status effect that cannot be cured by a Dispel Tech- only a Revive Tech will work.

### **Venom**

*Duration: Permanent*

*Cure: Vaccine*

You are infected with a very powerful poison that drains 20% of your HP and 10% of your MP at the end of your turn each round. This can reduce your HP and MP to zero.

### **Zombie**

*Duration: Permanent*

*Cure: Revivify*

Your body is infused with negative energy, partially transforming you into a creature of darkness. All curative spells, effects, and potions are reversed, dealing damage instead of healing it.

## **POSITIVE STATUS EFFECTS**

Luckily, not all status effects are bad. Positive status effects, often granted by white magic, can bestow great advantages on your character- while they last. If your character is knocked unconscious, any positive status effects disappear immediately.

**Barrier**

All physical damage dealt to you is halved for the duration of the effect.

**Haste**

Your Speed is increased by 50%. This does not affect your current Speed Points.

**MBarrier**

All magical damage dealt to you is halved for the duration of the effect.

**Regen**

You regenerate 10% of your maximum HP per tick. Lasts until the end of the battle or until you are knocked unconscious.

**Reraise**

If your HP is reduced to 0 while under a Reraise spell, you are immediately revived with 10% of your maximum HP.

**Wall**

ALL magic that would otherwise effect you is instead reflected back at the caster.

OPTIONAL: At the Master's option, magic that strikes a Wall may instead be bounced towards a random target on the opposite side of combat. This means that casting Cure on a Walled ally will result in healing your enemy!

**ELEMENTALS**

Many creatures, weapons, and relics have an affinity to a particular element. This means that they draw strength from that element, and often have a weakness to an opposing element. There are eight different elemental types in *ZODIAC*. They are:

- *Earth* is the essence of the planet itself. Electricity-using monsters are typically weak against Earth.
- *Fire* is the essence of heat and flame. Plants, insects, undead, and cold-using monsters are typically weak against Fire.
- *Water* is the essence of the ocean and of healing. Flame-using creatures are typically weak against Water.
- *Wind* is the essence of the sky and movement. Flying creatures are typically weak against Wind.
- *Ice* is the essence of cold and frost. Reptiles and flame-using monsters are typically weak against Ice.
- *Lightning* is the essence of electricity and energy. Metallic and water-dwelling creatures are typically weak against Lightning.
- *Holy* is the essence of light and goodness. Undead, demons, and strongly evil creatures are typically weak against Holy.
- *Shadow* is the essence of darkness and evil. Angels and other strongly good creatures are typically weak against Shadow.

## ELEMENTAL AFFINITIES

Sometimes, a monster is so strongly aligned with a particular element that it is impervious to harm from that element, or even grows stronger from exposure to it. On the other hand, such a monster is often at the mercy of the opposing element. Certain Relics can also grant elemental affinities to player characters. There are five levels of elemental affinities:

- *Weakness* means the character takes double damage from attacks of that element.
- *Resistance* means the character takes half damage from attacks of that element.
- *Immunity* means the character takes no damage from attacks of that element.
- *Lesser Absorbency* means the character takes no damage from attacks of that element, and instead regains an amount of HP equal to half the damage rolled.
- *Greater Absorbency* means the character takes no damage from attacks of that element, and instead regains an amount of HP equal to the damage rolled.

# APPENDIX I:

## Monster Creation

An important part of any RPG is combat, and you can't have combat without monsters for the characters to fight against. This section is intended for use by the Master to create the zombies, demons, and war machines that the characters must overcome.

### STEP 1: CONCEPT

As with creating a character, the first step in building a monster is to decide what it is. Is it a small, quick fairy with magical attacks? Or is it a hulking Behemoth with incredible strength and power?

### STEP 2: BASE STATS

All monsters get a total of  $25 + (\text{Level} * 5)$  points to allocate between the five stats.

### STEP 3: DERIVED STATS

*Hit Points* are equal to  $30 + (\text{VIT} * 20) + (\text{Level} * 10)$ .

*Magic Points* are equal to  $(\text{SPR} + \text{Level}) / 2$ .

*Attack Power* is equal to  $(\text{STR} * 2)$ .

*Magic Attack Power* is equal to  $(\text{MAG} * 2)$ .

All other derived stats are calculated the same way as for players.

### STEP 4: ATTACK DAMAGE

The Master may decide how powerful the monster's normal attacks should be- either d6, d8, or d10. The number of dice rolled is equal to the monster's Strength Dice. All physical and magical damage is calculated in the same way as for players-  $(\text{Die Roll} * 5) + \text{Attack Power}$ .

### STEP 6: MONSTER POWERS

Monsters, like characters, have special and unique powers, and more powerful monsters have stronger, more powerful abilities. Monsters use a simplified version of the Tech Creation System. Monster Techs are created as normal, but monsters do not have Tech Points. Instead, they have a number of Tech Levels equal to  $1 + (\text{MAG} / 5)$ . The powers that a monster has access to may be normal Techs, a special, monster-only power from the list below, or a new and unusual power of the Master's devising. Level \* Powers on the Monster Power List have a variable Tech Level. Level 0 Powers are free for any monster to use.

## MONSTER POWER LIST

### LEVEL \* POWERS

#### Combination Attack

May only be chosen by a monster with Multiple Parts. Power Level is equal to the number of Multiple Parts possessed. If ALL parts are intact, they may all combine their actions for the round into one powerful attack or Tech that deals 50% more damage than normal. The attack costs no MP.

### **Exceptional Stats**

The monster gains 10 additional stat points per Tech Level of the Exceptional Stats power. Increasing MAG with this power does NOT affect the monster's total Tech Points.

### **Final Attack**

When killed, the monster unleashes a powerful final attack. The attack can only be used when the monster dies, takes no MP, and has a level equal to the level of Final Attack plus one. A level 1 monster with Final Attack as its first power would get a Level 2 power as its Final Attack. An alternate version of Final Attack is that the monster can use the power at any time, but sacrifices himself to do so- such as a Bomb's Exploder attack.

### **Multiple Parts**

The monster, usually a boss, is made up of several separate parts- the main body, which has normal HP, and up to three other parts. The total HP of the extra parts adds up to half the HP of the main body. The monster dies if the main body is destroyed, but the additional parts can often make this difficult. The level of this power is equal to twice the number of extra parts the monster has. Each additional part has access to one power. The Tech Level of this power is equal to half the Tech Level of the most powerful Tech the main monster knows. If one part is destroyed, the monster may revive it as a normal action after at least 1d3+1 rounds have passed.

## **LEVEL 0 POWERS**

### **Undead**

The monster is undead. All drain-type attacks are reversed, meaning the user loses HP or MP and the monster gains it. The monster gains Absorbency to Shadow damage, and a Weakness to Holy damage. Cure spells and Healing Techs deal damage instead of restoring HP.

### **Unusual Defense**

Due to some racial characteristic, the monster takes either half damage from Physical attacks and double damage from Magical attacks, or vice versa. As an alternate form of this power, the monster will automatically reverse its defenses every 1d2 rounds- it shifts from being weak against Physical and strong against Magical, to being strong against Physical and weak against Magical.

### **Weakness**

The monster has a Weakness to one element. Each Weakness that the monster has grants 1 additional Tech Level to the maximum that the monster can learn.

## **LEVEL 1 POWERS**

### **Flight**

The monster is capable of flight, putting it out of reach of most weapons. Short-range weapons suffer a penalty to hit flying creatures; see Chapter VI: Combat for details.

### **Item Use**

The monster possesses either one Potion or one Ether it may use during combat. Note that the characters will not necessarily find this item if the monster dies without using it.

**Lesser Counterattack**

The monster has a 10% chance to counterattack any physical attack against it with a normal attack.

**Lesser Magical Counterattack**

The monster has a 10% chance to counterattack any magical attack against it with a magical Tech of its own.

**Command Skill**

The monster has learned one Command Skill from Chapter IV, which it can use for a cost of 4 MP. Note: Not all Command Skills are appropriate for monsters, such as Capture or Coin Toss.

**Resistance**

The monster has a Resistance to one element.

**Weak Status Touch**

The monster can inflict a negative status condition with its normal attack. Treat Weak Status Touch as a Level 1 Status Effect with no MP cost and half the normal chance of success.

**LEVEL 2 POWERS****Agile**

The monster's Evade is doubled.

**Call Minions**

The monster can take one turn to call for one of its minions, who arrives at the end of the round to join the battle. The monster that is called must be at least 10 levels lower than the caller.

**Immunity**

The monster has an Immunity to one element.

**Weak Regeneration**

The monster has a lesser form of regeneration, regaining 5% of its maximum HP per round.

**LEVEL 3 POWERS****Controlled Defense**

As the Level 0 Power Unusual Defense, but the monster may shift forms at will as a free action.

**Counterattack**

The monster has a 25% chance to counterattack any physical attack against it with a normal attack.

**Lesser Absorbency**

The monster has a Lesser Absorbency to one element.

**Magical Counterattack**

The monster has a 25% chance to counterattack any magical attack against it with a magical Tech of its own.

**Major Item Use**

The monster possesses either one Hi Potion or one Hi Ether it may use during combat. Note that the characters will not necessarily find this item if the monster dies without using it.

**Status Touch**

The monster can inflict a negative status condition with its normal attack. Treat Status Touch as a Level 3 Status Effect with no MP cost and half the normal chance of success.

**LEVEL 4 POWERS****Call for Help**

The monster calls for another monster of the same type, who arrives at the end of the round to join the battle. Because the monster must be the same type as the one that calls for help, boss monsters cannot choose this power.

**Fear**

The monster is so powerful that at the beginning of each round, all of its enemies have a 10% chance to be Stunned for that round.

**Greater Absorbency**

The monster has a Greater Absorbency to one element.

**Regeneration**

The monster regenerates injuries quickly, regaining 10% of its maximum HP per round.

**LEVEL 5 POWERS****Force of Will**

The monster's Level 5 power is actually a level 2 or lower Tech that it may use for no MP cost. Use this power responsibly!

**Powerful Item Use**

The monster possesses either one Super Potion or one Super Ether it may use during combat. Note that the characters will not necessarily find this item if the monster dies without using it.

**Strong Status Touch**

The monster can inflict a negative status condition with its normal attack. Treat Strong Status Touch as a Level 5 Status Effect with half the normal chance of success.

## **LEVEL 6 POWERS**

### **Call for Superiors**

The monster summons a more powerful monster to aid it in battle. The monster arrives at the end of the round to join the battle. The called monster must be no more than 10 levels higher than the caller.

### **Greater Counterattack**

The monster has a 50% chance to counterattack any physical attack against it with a normal attack.

### **Greater Fear**

The monster is so powerful that at the beginning of each round, all of its enemies have a 20% chance to be Stunned for that round.

### **Greater Force of Will**

The monster's Level 6 power is actually a level 3 or lower Tech that it may use for no MP cost. Use this power responsibly!

### **Greater Magical Counterattack**

The monster has a 50% chance to counterattack any magical attack against it with a magical Tech of its own.

## **STEP 8: REWARDS**

Monsters have an Experience Point value equal to  $(\text{Level} * 35)$ , and an amount of gold equal to  $(\text{Level} * 15)$ . Both values are divided up between all surviving characters when the monster is defeated. Many monsters also leave behind items when they are defeated, or have items that may be stolen. Usually, the item is related to the monster or its abilities. For example, while a goblin may drop a short sword when defeated, a giant bird most likely will not. If a monster has a Drop Item, it has a 30% chance to give up the item when defeated. Steal Items can only be found by using the Steal Minor Ability. A monster may have one, neither, or both types of items, and may have more than one of each.

## **BOSS MONSTERS**

Some monsters are bigger and tougher than their fellows. These monsters are called Boss Monsters, and are often the leaders of other, lesser monsters. Boss Monsters should generally be of a higher level than the characters. In addition, all bosses have TEN TIMES the normal amount of Hit Points, and DOUBLE the normal amount of Magic Points. Bosses give  $(150 * \text{Level})$  Experience Points and  $(\text{Level} * 75)$  Gold when defeated. All Boss Monsters are immune to Stone, Demi, Death Sentence, and instant death attacks, and many bosses are immune to other effects as well. Boss Monsters with Drop Items will ALWAYS drop them when killed, but Steal Items must be stolen normally.

## APPENDIX II: Glossary

**Accessory-** see Relic.

**Accuracy-** your base chance to score a hit in combat. Influenced by Agility.

**Action-** what a character does during his turn in combat, whether it be attacking, defending, drinking a potion, etc. A character gets only one action during his turn.

**Adventure-** a single scenario or quest.

**Agility-** measures your character's speed and quickness, and affects several factors, including accuracy, evasion, and speed in combat. Abbreviated AGI.

**Armor-** equipment ranging from enchanted robes to heavy steel plate mail. Armor increases the wearer's Hit Points and Magic Points, and may have other abilities as well.

**Armor Class-** Defensive, Enhancing, or Balanced. Used to describe the weight of a particular piece of armor, which affects its HP and MP bonuses.

**Attack Power-** greatly affects the damage dealt with weapons. Influenced by Strength and the power of your weapon. Abbreviated AP.

**Attack Roll-** Used to see if a normal attack hits or misses. If  $(1d100 + \text{Accuracy})$  is greater than the target's Evade, the attack is a hit.

**Base Stat-** One of the five statistics (Strength, Magic, Vitality, Spirit, and Agility) that define your character's strengths and weaknesses.

**Blue Magic-** the ability to learn and use special skills from one's enemies. Blue Magic often gives a character access to strange and powerful techniques that he could never learn otherwise.

**Bonus Points-** discretionary points awarded upon gaining a level that may be used to increase your Base Stats. See Chapter I: Character Creation for more information.

**Boss Monster-** an extremely tough monster who is much more powerful than ordinary creatures. Boss Monsters are typically plot-related and show up near the end of the adventure.

**Campaign-** a long series of adventures, often with a continuing storyline.

**Chance of Success-** the percentage chance of a particular effect or event successfully occurring.

**Character-** the persona that you, the player, take on in the game world. The difference between a player and a character is that a player is the actual person playing the game, and a character is the player's representative in the ZODIAC world.

**Class-** a word or phrase such as Fighter, Thief, or Wizard that describes your character and what he does best. There are no "official" classes that you must choose from- your character's class is unique, created by you.

**Class Power-** your character's primary set of special abilities, either Techs or Blue Magic.

**Cloned Power-** a modification of a Tech the character already knows. The effect is the same, but the elemental affinity or damage type may be different. See Chapter II: Tech Creation System.

**Counterattack-** an attack made immediately in response to being attacked by an opponent.

**Critical Chance-** your chance to score a double-damage critical hit in combat. Influenced by Agility.

**Critical Hit-** a lucky or especially powerful blow that deals twice as much damage as usual. Critical hits are scored when the attacker's Attack Roll is equal to or lower than his Critical Chance.

**Damage-** injury against a character, subtracted from his Hit Points.

**Derived Stat-** One of the twelve statistics that are determined by your character's Base Stats. Derived Stats usually have a more direct effect on the game than Base Stats do.

**Drop Item-** one or more items sometimes carried by monsters, which the monster may drop when defeated.

**Duration-** how long a particular special effect will last. Most status durations are measured in rounds, but some may last until the end of combat, or even persist after combat has ended.

**Element-** one of the eight elemental forces of the world. Fire, water, lightning, and so on are all elements. For information on elements, see Chapter VI: Combat.

**Elemental Affinity-** the alignment of an attack or piece of equipment with a particular elemental force, be it fire, lightning, wind, etc. For information on elemental affinities, see Chapter VI: Combat.

**Enemy Skill-** a Tech used by a monster that may be learned by a character with Blue Magic.

**Evade-** your ability to dodge physical attacks. Influenced by Agility and the armor you wear.

**Experience Level-** the most general measure of a character's or monster's capabilities. The higher the character's Experience Level, the more powerful he is. Usually abbreviated as Level. See Chapter I: Character Creation for information on the benefits of gaining experience levels.

**Experience Points-** a running tally that keeps track of how experienced a character is; after gaining sufficient Experience Points, the character's Experience Level will rise, increasing his strength and confidence. Experience Points are usually gained by defeating monsters. Abbreviated XP.

**Free Action-** certain actions are classified as Free Actions; characters may take one Free Action per turn in addition to their normal actions.

**Gold-** the standard unit of currency in the ZODIAC system; the Master may use Dollars, Gilder, Zorkmids, or whatever type of currency he chooses for his game world. Abbreviated G.

**Guard-** shields, bracers, parrying daggers, and other defensive equipment that helps the wearer dodge enemy attacks.

**Hit Points-** represent the amount of damage you can withstand. Influenced by Vitality, experience level, and the armor you wear. When your Hit Points drop to zero, you are knocked unconscious. Abbreviated HP.

**Level-** see Experience Level.

**Magic-** measures your character's magical ability, and affects the strength of magical effects as well as the number of special abilities you can learn. Abbreviated MAG.

**Magic Accuracy-** affects the chance of success of many special effects, such as turning an enemy to stone. Influenced by Magic.

**Magic Attack Power-** greatly affects the damage dealt with magic. Influenced by Magic and your experience level. Abbreviated MAP.

**Magic Attack Roll-** Used to see if a special effect such as a status attack succeeds or fails. If  $(1d100 + \text{Magic Accuracy})$  is greater than the target's Resist, the attack is successful.

**Magic Dice-** the base number of dice you roll when casting a magical attack spell. Influenced by Magic. As with Strength Dice, ALL die rolls based on Magic Dice are multiplied by 5.

**Magic Points-** represent the amount of energy you have available for using spells and special abilities. Influenced by Spirit, experience level, and the armor you wear. Abbreviated MP.

**Magical Damage-** one of the two types of damage that a character can receive. Magical damage usually either has no physical form, or has a form that has been magically conjured. Fire spells and energy bolts typically inflict magical damage.

**Master-** the “referee” of the game. The Master writes the story and controls the actions of the monsters and characters that the players will meet over the course of the campaign.

**Max Tech Levels-** the maximum number of Tech Levels you can learn. In other words, the combined Tech Levels of all the Techs you know cannot be greater than this value. Influenced by Magic.

**Minor Ability-** a special skill that is not as powerful as a Tech, but may be used for no cost in Magic Points. All characters have one Minor Ability. For information on specific Minor Abilities, see Chapter IV.

**Monster-** generic name for characters created using the Monster Creation System. Monsters are usually, but not always, hostile to the PCs.

**Normal Action-** see Action.

**Normal Attack-** an ordinary attack made with the character’s equipped weapon. Requires an Accuracy roll to succeed.

**NPC-** non-player character; a character, often with no defined combat stats, controlled by the Master.

**PC-** player character; a character controlled by a human player.

**Physical Damage-** one of the two types of damage that a character can receive. Physical damage usually affects a character through direct physical impact, such as damage from weapons or falling rocks.

**Player-** the person reading this rulebook right now. The difference between a player and a character is that a player is the actual person playing the game, and a character is the player’s representative in the ZODIAC world.

**Potion-** generic name for expendable, one-shot items that generally restore a character’s health or remove status effects. There is also a potion named “Potion;” whenever the rules refer to potions, they are referring to the potion list as a whole. For information on specific potions, see Chapter V: Equipment.

**Power Level-** Weak, Medium, or Strong. Used to describe how powerful a Tech is compared to other Techs of its level, and affects the MP cost of the Tech.

**Race-** more precisely “species,” your character’s race is the type of creature he is, whether it be human, elf, dwarf, imp, sprite, or something even more exotic. Your character’s race has no effect on gameplay.

**Range-** a general indicator of how far a target is from its attacker, either short or long. Short-range weapons have difficulty attacking long-range targets.

**Relic-** rings, boots, amulets, and other magical items that grant a character strange and powerful abilities. A character may equip two Relics at a time.

**Resist-** is your ability to resist harmful effects, such as poison or paralysis. Influenced by Vitality and Spirit.

**Round-** one round of combat is defined as all combatants taking a single turn.

**Session-** a single period of game play, be it thirty minutes or eight hours. A single session is often, but not always, comprised of one complete adventure.

**Skills-** normal, everyday things that a character knows how to do, such as cooking or swimming. There are normally no set rules for using Skills, but an Optional Skill System is provided for those who wish to use it.

**Speed-** measures your character’s ability to act and react in combat. Influenced by Agility and experience level. Abbreviated SPD.

**Speed Points-** a pool of points used during combat to perform actions, such as attacking with weapons or casting spells. Not to be confused with Speed. Abbreviated SP.

**Spirit-** measures your character’s force of will and inner store of magical energy, and affects your capacity for using magic and other special powers. Abbreviated SPR.

**Status Effect-** an abnormal, temporary effect placed on a character, which may be positive or negative. For information on specific status effects, see Chapter VI: Combat.

**Steal Item-** one or more items sometimes carried by monsters, which may be captured by characters using the Steal Command Skill.

**Strength-** One of the five Base Stats, Strength measures your character’s physical power, and affects the damage you deal with weapons. Abbreviated STR.

**Strength Dice-** the base number of dice you roll when attacking with a weapon. Influenced by Strength. ALL die rolls based on Strength Dice are multiplied by 5; if your Strength Die roll was an 8, you deal 40 points of damage.

**Tech-** a special ability requiring an expenditure of Magic Points- or, occasionally, other resources- to use. Techs have many varied effects, but the most common type is a special attack that deals much more damage than a normal attack would. For definitions of specific Techs, see Chapter II: Tech Creation System.

**Tech Level-** a number used to describe the general power of a Tech.

**Tech Points-** special points used to learn new Techs or upgrade old ones. Tech Points can be acquiring by gaining levels or increasing your Magic stat.

**Tick-** a subphase of a combat round, during which all combatants with sufficient Speed Points take one turn and status effects are resolved.

**Turn-** the space of time during combat in which one combatant takes one action.

**Unarmed Attack-** an attack made without a weapon equipped. Unarmed attacks receive heavy penalties to damage.

**Vitality-** measures your character's toughness and resistance to physical trauma, and affects the amount of damage you can withstand. Abbreviated VIT.

**Weapon-** equipment used to inflict damage on one's opponents. Swords, spears, axes, crossbows, and magic wands are all weapons, which increase the wielder's Attack Power and Magic Attack Power to varying degrees.

**Worldbook-** a compendium of information pertaining to a specific campaign world. In ZODIAC, online worldbooks will usually be based on one of the Final Fantasy games. Worldbooks detail the events that have occurred in the world, as well as important characters and various towns and other locations.

## APPENDIX III: Complete Level Advancement Chart

### LEVELS 1-50

LEVEL	XP REQUIRED	LEVEL	XP REQUIRED
1	0	26	31,250
2	50	27	33,800
3	200	28	36,450
4	450	29	39,200
5	800	30	42,050
6	1,250	31	45,000
7	1,800	32	48,050
8	2,450	33	51,200
9	3,200	34	54,450
10	4,050	35	57,800
11	5,000	36	61,250
12	6,050	37	64,800
13	7,200	38	68,450
14	8,450	39	72,200
15	9,800	40	76,050
16	11,250	41	80,000
17	12,800	42	84,050
18	14,450	43	88,200
19	16,200	44	92,450
20	18,050	45	96,800
21	20,000	46	101,250
22	22,050	47	105,800
23	24,200	48	110,450
24	26,450	49	115,200
25	28,800	50	120,050

## LEVELS 51-99

<b>LEVEL</b>	<b>XP REQUIRED</b>	<b>LEVEL</b>	<b>XP REQUIRED</b>
51	125,000	76	281,250
52	130,050	77	288,800
53	135,200	78	296,450
54	140,450	79	304,200
55	145,800	80	312,050
56	151,250	81	320,000
57	156,800	82	328,050
58	162,450	83	336,200
59	168,200	84	344,450
60	174,050	85	352,800
61	180,000	86	361,250
62	186,050	87	369,800
63	192,200	88	378,450
64	198,450	89	387,200
65	204,800	90	396,050
66	211,250	91	405,000
67	217,800	92	414,050
68	224,450	93	423,200
69	231,200	94	432,450
70	238,050	95	441,800
71	245,000	96	451,250
72	252,050	97	460,800
73	259,200	98	470,450
74	266,450	99	480,200
75	273,800	---	

## APPENDIX IV: Total Tech Points Acquired

### LEVELS 1-50

LEVEL	TOTAL TECH POINTS	LEVEL	TOTAL TECH POINTS
1	12	26	106
2	14	27	112
3	16	28	118
4	18	29	124
5	20	30	130
6	22	31	140
7	24	32	150
8	26	33	160
9	28	34	170
10	30	35	180
11	34	36	190
12	38	37	200
13	42	38	210
14	46	39	220
15	50	40	230
16	54	41	250
17	58	42	270
18	62	43	290
19	66	44	310
20	70	45	330
21	76	46	350
22	82	47	370
23	88	48	390
24	94	49	410
25	100	50	430

### LEVELS 51-99

LEVEL	TOTAL TECH POINTS	LEVEL	TOTAL TECH POINTS
51	460	76	890
52	490	77	900
53	520	78	910
54	550	79	920
55	580	80	930
56	610	81	940
57	640	82	950
58	670	83	960
59	700	84	970
60	730	85	980
61	740	86	990
62	750	87	1000
63	760	88	1010
64	770	89	1020
65	780	90	1030
66	790	91	1040
67	800	92	1050
68	810	93	1060
69	820	94	1070
70	830	95	1080
71	840	96	1090
72	850	97	1100
73	860	98	1110
74	870	99	1120
75	880	---	

This table will show you how to determine the number of Tech Points granted by your Magic stat at any possible range of values. To use the table, look up the range of values that your Magic falls into, and simply do what the table says to do.

IF YOUR MAGIC IS...	DO THIS...
1-10	Add MAG to your Tech Points.
11-20	Add 10 to your Tech Points. Also add 2 * (MAG - 10) to your Tech Points.
21-30	Add 30 to your Tech Points. Also add 3 * (MAG - 20) to your Tech Points.
31-40	Add 60 to your Tech Points. Also add 4 * (MAG - 30) to your Tech Points.
41+	Add 100 to your Tech Points. Also add 6 * (MAG - 40) to your Tech Points.