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INTRODUCTION



Overview of Final Fantasy

Final Fantasy is a media franchise created by Hironobu Sakaguchi and owned by Square Enix that includes video games, motion pictures, and other merchandise. The series began in 1987 as an eponymous console role-playing game developed by Square, spawning a video game series that became the central focus of the franchise. The franchise has since branched out into other genres and platforms, such as tactical RPGs, portable games, MMORPGs, and games for mobile phones. As of March 2007, there are twenty-eight games in the franchise. The series has spurred the release of three animated productions, two full-length CGI films, and several literary adaptations.

Most Final Fantasy installments are independent stories (the numbers after the title refers more to volumes than sequels); however, they feature common elements that define the franchise. The series has popularized many features that are now widely used in console RPGs, and it is well known for its visuals, music, and innovation. Many titles in the series have been commercially and critically successful; it is the fourth-best-selling video game franchise, with more than 80 million units sold as of December 2007. In addition, the series was awarded a star on the Walk of Game in 2006.

Common Elements between the Games

Battle Systems and Limit Breaks

The Final Fantasy series has used four major battle systems: traditional turn-based fighting seen in most early RPGs; Active Time Battle (ATB), which uses gauges to determine when actions take place; Conditional Turn-Based (CTB), a modified version of traditional turn-based; and Real Time Battle (RTB) or Active Dimension Battle (ADB), which incorporates more action and real-time elements into the traditional RPG format.

Limit Break is a term commonly used to refer to powerful combat moves featured in various games of the Final Fantasy series. Limit Breaks generally occur when a character has taken a large amount of damage in combat, and offers the possibility of dealing large amounts of damage in return (or in some cases, buffing the party). The mechanic has appeared in various forms in Final Fantasy VI through Final Fantasy XII, although Final Fantasy VII and Final Fantasy VIII are the only games to refer to the mechanic as "Limit Break." The names given to the mechanic in other games include "Deathblow," "Special Arts," "Trance," "Overdrive," "Weapon Skills," "Desperation Attacks," and "Quickenings." In Final Fantasy IX,

the Limit Break mechanic, referred to as "Trance" in that game, played an important role in a number of plot points.

- NOTE: Whereas in previous Final Fantasy titles the character had to sustain damage (or in Final Fantasy VIII, use the spell "Aura"), Final Fantasy X introduced several variations on a character charging their Limit Break bar; these methods varied, depending on whether the character inflicted physical attacks, offensive magic, curative magic, or even restorative items.

Character Classes

In Final Fantasy, the player allocates permanent class selections to the four playable characters at the beginning of the game. Final Fantasy III and Final Fantasy V changed the formula by allowing the player to change a character's class, as well as acquire new and advanced classes and combine class abilities. In Final Fantasy Tactics and Final Fantasy Tactics Advance, classes are once again chosen by the player from one of the two starting jobs; however, characters must meet prerequisites before changing classes. Character classes were re-introduced in Final Fantasy X-2 as "dresspheres"; these classes are gradually acquired and can be changed at any point, including battle mode. The classes that appeared in Final Fantasy XI, the first MMORPG title in the series, have certain unique implementations that more closely follow MMORPG convention. Notably, in Final Fantasy XI a player can equip a secondary job, called a subjob, and have half the abilities of another class that way.

Other Final Fantasy installments deviate from the class system by allowing flexibility in character growth, or featuring pre-determined jobs. Characters in Final Fantasy II are molded according to their performance in battle. Final Fantasy IV introduced characters already locked into a class; abilities related to the character's class are learned as the character gains experience points. In Final Fantasy VI, VII, and VIII, characters begin with equipment and attack proficiencies similar to character classes, but the player can allocate magic and statistical bonuses. In other words, classes are not specifically defined in these installments. Final Fantasy IX have predetermined "dormant abilities" similar to IV; however, the characters in IX learn abilities by wearing equipment instead of gaining levels. Final Fantasy X introduced the sphere grid; characters began at certain areas of the grid, which represent traditional character classes by their statistical bonuses and abilities. In Final Fantasy XII, the player can mold characters into anything, without restriction of traditional classes. However, in the game's international version and sequel, the growth system is modified to have more clearly defined classes. Final Fantasy character classes have also made cameo appearances as hidden players in Mario Hoops 3-on-3 and as enemies in Kingdom Hearts II.

Individual Class Descriptions

Seeing as how most of The Dreaming revolves around the acquisition of Dreamshards, and the usage of the Jobs of Final Fantasy, I felt it appropriate that in this section there be a short description of each class and how they've been used in the Final Fantasy Multivers beginning with...

Physical Classes

The Warrior

The Warrior, formerly translated as the Fighter, is portrayed as an expert swordsman who uses some of the most powerful armors and weaponry. As such, it is a well-rounded physical combatant with high attack and defense statistics. Initially, the Knight was treated as an upgraded form of the Warrior class, but later games in the series began to use the two terms interchangeably. The Warrior has appeared in Final Fantasy, Final Fantasy III, Final Fantasy X-2, Final Fantasy Tactics Advance, and Final Fantasy XI; the Knight has appeared in Final Fantasy, Final Fantasy III, Final Fantasy V, and Final Fantasy Tactics. Final Fantasy Tactics features a Knight class and other classes similar to Fighter. Paine (Final Fantasy X-2) also starts off with Warrior as her default dressphere. Many games in the series feature specialized sword-wielding classes, such as Dark Knight, Paladin, or Holy Knight.

The Monk

The Monk is a master of martial arts who favors barehanded fighting, sometimes supplemented with claws. In some games, they can use meditative techniques, which improve their power or heal their wounds. They can often counterattack against physical attacks as well. In early English localizations of the series, the Monk was known as the Black Belt; in Final Fantasy III, the Black Belt is an upgraded form of the Monk. The Monk has appeared as a class in Final Fantasy, Final Fantasy III, Final Fantasy IV (as Yang Fang Leiden), Final Fantasy V, Final Fantasy VI (as Sabin Rene Figaro), Final Fantasy IX (as Amarant Coral), Final Fantasy XI, Final Fantasy Tactics, Final Fantasy Tactics Advance, and Hataraku Chocobo. In addition, Tifa Lockhart (Final Fantasy VII) and Zell Dincht (Final Fantasy VIII) both fight with gloved hands (the former can also use claws) as well as having hand-to-hand limit breaks, keeping the tradition of the monk class.

The Samurai

Samurai are Japanese-styled fighters who fight primarily with katana. They hold their weapons with both hands for increased damage. Some abilities often associated with Samurai are Coin Toss (sometimes Gil Toss, GP Rain, or Zeninage) which uses Gil to damage enemies, Fast Draw (also referred as Fdraw, Iainuki, Zantetsu or Oblivion/Cleave) an attempt to defeat the enemy in a single attack, and Blade Catch (Shirahadori), a supplementary evasion skill. Samurai are featured as classes in Final Fantasy V, Final Fantasy VI (as Cyan Garamonde), Final Fantasy X-2, Final Fantasy XI, and Final Fantasy Tactics. In Final Fantasy Tactics, Samurai can unleash the "spirit" of certain katana with their Draw Out skill. In Final Fantasy X, the character Auron uses the abilities that of a samurai and fighter. Samurai is also a type of enemy in Kingdom Hearts II, with similar powers and appearance.

The Dragoon

The Dragoon (also known as Dragon Knight or Lancer) uses spears and their Jump ability and usually wears heavy armor. Jump typically does double damage when the user is wielding a spear, and removes the Dragon Knight from combat for several rounds. While jumping, Dragoons either thrust downward with their spears to skewer enemies, or toss the weapon at the foe from above. In Final Fantasy VI, the "Jump" skill is a special ability conferred by the "Dragoon Boots" relic.

The English software localization of Final Fantasy IV, Final Fantasy XI and Final Fantasy Tactics Advance refers to Dragon Knights as Dragoons, and the English localization of Final Fantasy Tactics refers to them as Lancers. In addition, the characters Ricard Highwind (Final Fantasy II), Kain Highwind (Final Fantasy IV), Cid Highwind (Final Fantasy VII), and Freya Crescent (Final Fantasy IX) are identified as Dragoons. Alexander Highwind Tycoon (Final Fantasy V), though not specifically stated to be a Dragoon, shares the common Highwind surname and wears armor resembling the traditional Dragoon garb. Ward Zabac (Final Fantasy VIII) is similar to a Dragoon because he fights with harpoon-style weapons and features an aerial limit break ("Jump"-like attacks). Kimahri Ronso (Final Fantasy X) uses spears for weapons and features an overdrive called Jump. In Final Fantasy Tactics Advance, only Bangaa characters can become Dragoons. Dragoon is also a type of enemy in Kingdom Hearts II, with similar powers and appearance. Depending on which final fantasy game is being played the Dragoon always dons the similar helmet but in different games the colour of the armour is different. For instance in the 2007 release of final fantasy III the Dragoon Base armour colour is gold with a royal blue trim and uniquely coloured cape depending on the character.

The Thief

The Thief is generally a nimble and agile physical combatant. They usually have very high speed, accuracy, and evasion, but moderate strength and defense and known for being decent fighters. Steal is their trademark ability; it allows them to transfer an item or piece of equipment held by an enemy to the player's inventory. They can also disarm traps and detect hidden passages. The Thief has appeared as a class in Final Fantasy, Final Fantasy III, Final Fantasy V, Final Fantasy X-2, Final Fantasy XI, Final Fantasy Tactics, Final Fantasy Tactics Advance, and Hataraku Chocobo. Locke Cole (Final Fantasy VI) and Zidane Tribal (Final Fantasy IX) were stated to be Thieves in their respective games, although Locke insists that he is a treasure hunter. Rikku (Final Fantasy X-2) starts off with Thief as her default dressphere.

The Ninja

The Ninja is generally both fast and powerful; however, to achieve this level of dexterity, Ninja are unable to wear heavy armor. They can equip Ninja-specific weapons, such as Ninja Swords, Katanas, Knives, and Boomerangs. Ninja usually possess the Throw ability, which allows them to throw powerful, damage-dealing items like Shuriken and weapons from the inventory at the enemy. In many games, Ninja possess the ability to hold a weapon in each hand, sometimes known as Doublehand or Two Swords. There are various Ninjutsu effects that depending on the game appear as magic, throwable items, or commands. Specific to Final Fantasy XI, Ninja shares more in common with a spellcaster than a physical job with the line of Ninjutsu spells. In the original Final Fantasy, the Ninja class is a class change of the Thief. This association between the Thief class is a constant trend in latter Final Fantasy games. Edge in Final Fantasy IV has the Steal skill as well as the Ninjutsu abilities. In Final Fantasy VI Shadow's flashback sequences show him as thief prior to becoming a Ninja. While in Final Fantasy Tactics Advanced mastering skills in the "Thief" jobclass is a prerequisite to acquiring the "Ninja" class. They also appear in Final Fantasy III, Final Fantasy IV (as Edward

"Edge" Geraldine), Final Fantasy V, Final Fantasy VI (as Shadow), Final Fantasy Tactics, Final Fantasy Tactics Advance, and Final Fantasy XI. Yuffie Kisaragi, from Final Fantasy VII, has her job given as "Ninja". The Ninja class also appears in Mario Hoops 3-on-3 as a playable character.

The Archer

The Hunter (sometimes called Archer, Ranger, or Gunner) is a physical class specializing in ranged weapons—such as bows, crossbows and occasionally guns.[5] Aside from their bow attacks, some Hunters have buff abilities that temporarily raise their stats, such as Aim, which raises accuracy; or Charge, which increases the damage that arrows inflict. They can inflict status effects with specialized arrows, and sometimes can detect, capture, or hide from enemies. They have appeared as a class (in some form) in Final Fantasy III, Final Fantasy V, Final Fantasy XI, Final Fantasy Tactics, and Final Fantasy Tactics Advance. Some White Mages and Warriors throughout the series can use bows. Rosa from Final Fantasy IV, for example, is a White Mage with the "Aim" ability. In Final Fantasy Tactics, the Engineer, Mediator, and Chemist classes have the ability to shoot long-range guns. The Sniper is an upgraded class of the Archer in Final Fantasy Tactics Advance, and can use more advanced moves like Doubleshot. Yuna (Final Fantasy X-2) starts off with the Gunner as her default dressphere.

The Berserker

The Berserker is a pure physical class focussing on high strength and agility to defeat their opponents. In most appearances a Berserker is in a permanent "Berserk"-Status and as such not able to use other commands than "Attack". They first appeared in Final Fantasy V as a Job Class after acquiring the pieces of the Water Crystal. The yeti Umaro from Final Fantasy VI can also be considered as a berserker. In Final Fantasy X-2 the Berserker class appears again with the Berserker Dressphere. Berserker are controllable this time, but can use the berserk command to increase their power for less control. Berserker is also a type of enemy in Kingdom Hearts II, with similar powers and appearance. This job does not appear in the Dreamshard section, but you should have no trouble inventing your own version.

Magical Classes

The Black Mage

A Black Mage is a magic user specializing in attack magic, Black Magic. They are usually depicted wearing distinctive costumes consisting of a blue or black robe and a large conical, wide-brimmed hat which obscures their face, with two yellow eyes shining from within the shadow. The outfit of the Black Mages is similar to the typical iconic appearance of a wizard as popularized by the appearance of Gandalf, who in turn is designed after the Norse god Odin. While training in magic, Odin travelled the world of the mortals wearing long baggy robes and a large steepled hat to obscure his left eye. In the original NES game, the Black Wizard lacked the hat and obscured face that became the defining features of the Black Mage. This was changed in the WonderSwan remakes and Final Fantasy Origins so that he still looks like a traditional Black Mage after becoming a Black Wizard. In Final Fantasy IX, the Black Mage Village is a forested hamlet where many

mass-produced Black Mages have become self-aware. Final Fantasy IX is the only game that feature Black Mages as a distinct race.

The Black Mage is available as a class in Final Fantasy. Final Fantasy III, Final Fantasy V, Final Fantasy X-2, Final Fantasy XI, Final Fantasy Tactics, and Final Fantasy Tactics Advance. In the English localization of Final Fantasy Tactics, Black Mages were called Wizards. In Final Fantasy I, Black Mages can be upgraded into Black Wizards. Other black mages throughout the series are Rydia (who is also a Summoner and loses the ability to cast White Magic halfway through the game) and Palom of Final Fantasy IV, Vivi Orunitia from Final Fantasy IX, and Lulu from Final Fantasy X. In Kingdom Hearts, some of Donald Duck's rods have the figure head of a Black Mage. Statues of Black Mages are seen in various places at the magic academy in Geo in Legend of Mana. A Black Mage is a playable character in the PlayStation racing game Chocobo Racing. A Black Mage also appears in Dice de Chocobo, Chocobo Land: A Game of Dice and Mario Hoops 3-on-3, while enemy Black Mages appear in Chocobo's Dungeon 2. The Black Mages is the name of Final Fantasy music composer Nobuo Uematsu's band that plays remixes of Final Fantasy music.

The White Mage

A White Mage uses White Magic, which emphasizes defensive spells such as replenishing party members' hit points with spells such as Cure, reviving the fallen with spells such as Raise or Life, and curing status conditions with spells such as Esuna. Typically having a weak and limited repertoire of attack spells and an inability to use heavy weaponry or armor, their primary use is support for other members of a battle party. Usually their only offensive skill is the magic Holy, which deals heavy damage to a target, regardless of whether or not the target is undead. They often cast 'holy'-element spells, which are typically effective against undead or demonic enemies. Because of the limited use of the class in combat, the White Mage has occasionally been integrated with the Summoner class. The White Mage is typically depicted as wearing a white cloak or robe, which robe has long sleeves and a hood that covers the Mage's hair. Another feature of the robe is the red, triangular patterns on the cuffs of the sleeves and bottoms of the robes. In some games, female White Mages wear the hood over their hair, while male White Mages normally do not wear the hood at all. In Final Fantasy XI, the hood is a separate piece from the body and they can be worn independently, regardless of gender.

White Mages have appeared as a class in Final Fantasy, Final Fantasy III, Final Fantasy V, Final Fantasy X-2, Final Fantasy XI, Final Fantasy Tactics, and Final Fantasy Tactics Advance. Minwu of Final Fantasy II shares many similarities with White Mages, as do Rosa Farrell and Porom of Final Fantasy IV. Garnet Til Alexandros XVII and Eiko Carol (Final Fantasy IX) incorporate characteristics of the White Mage class and the Summoner class. Garnet also dons the classic White Mage garb as a disguise near the beginning of the game. Yuna's area of the sphere grid in Final Fantasy X almost exclusively contains abilities normally attributed to white mages. Some White Mage NPCs appear in various towns in Final Fantasy IV. In the English localization of Final Fantasy Tactics White Mages were referred to as Priests (but not in the introduction movie, oddly). Shirma, (or Shiroma) a pink-haired female White

Mage, is the partner of the main character Boco in Chocobo's Dungeon 2. Shiroma is also a playable character in Chocobo Racing and makes another appearance in the Nintendo DS game Final Fantasy Fables: Chocobo Tales. A White Mage is also playable in Dice de Chocobo, Chocobo Land: A Game of Dice, and Mario Hoops 3-on-3.

As white mages are forbidden from carrying bladed weapons, their primary weapon in most games has been a hammer or a staff. The relic weapon for white mage in Final Fantasy XI is the mythical hammer Mjollnir.

The Summoner

Summoners use Summoning Magic, which calls on powerful entities to attack enemies, protect the party, or render other forms of aid. As a magic-using class, summoners are typically shown to be physically frail as a trade-off for high magical potency, and can traditionally equip only light armaments such as clothing and robes. Summoners often use staves or rods for their offensive means; their potential in the use of melee weaponry is downplayed significantly in favor of their ability to use magic. Many summoners feature a horn on the forehead and green robes.

Summoners have appeared as classes in Final Fantasy III, Final Fantasy IV (as Rydia), Final Fantasy V, Final Fantasy XI, Final Fantasy Tactics, and Final Fantasy Tactics Advance. Rydia of Final Fantasy IV, Garnet Til Alexandros XVII and Eiko Carol of Final Fantasy IX, and Yuna of Final Fantasy X are identified as summoners, though there is usually also a strong White Mage element to the character. In games that lacked Summoners, various means of equipping the summon ability (Espers formed from magicite in Final Fantasy VI, Summon Materia in Final Fantasy VII, Guardian Forces in Final Fantasy VIII, Espers in Final Fantasy XII.) are provided. In Final Fantasy III, the lower-class name for a Summoner is called an "Evoker".

Contrary to popular belief. Final Fantasy consists of two different forms of summoning. Calling, or the ability to gain one attack from a creature before it leaves, and Summoning where the creature stays and fights with you. True Summoning wasn't represented until Final Fantasy X, and Kingdom Hearts.

The Time Mage

The Time Mage is a specialized wizard with the ability to manipulate the space-time continuum to speed up, slow down, or completely halt the passage of time; control celestial bodies; or influence the pull of gravity. Although it is referred to as Time Mage in English localizations of the series, some versions call it the Time/Space Mage. Time magic is also referred to as green magic and Time Mages as Green Mages to coincide with the black/white/red/blue mage theme. In actuality, the Japanese version specifically calls these mages "Time Mages". Time Mages have appeared as classes in Final Fantasy V, Final Fantasy Tactics, Final Fantasy Tactics Advance and Hataraku Chocobo, commonly depicted wearing tall, pointed wizard hats adorned with star and moon decorations.

The Geomancer

Geomancers channel the powers of the surrounding environment; therefore, their abilities differ depending on their

location. If in a forest, they will attack with vines and forest animals, if in a cave with rockslides, if in a desert with quicksand, and so on. Geomancers are featured either as a class or in loose association with a character's powers. They first appear in Final Fantasy III, and they reappear in Final Fantasy V and Final Fantasy Tactics. In the two first games, the Geomancers are depicted wearing green or blue fur-lined clothes and a fur-lined cap. In the Japanese versions, Geomancers are "(fūsuishi)," which specifically refers to Chinese geomancy or feng shui. The signature attack for a Geomancer has been called "Gaia" or "Earth" (Final Fantasy V), "Terrain" (Final Fantasy III), and "Elemental" (Final Fantasy Tactics). In Final Fantasy VI a moogle character called Mog can use dances that have the same effect as the Geomancer.

The Scholar

Scholars are a magic-based class introduced in Final Fantasy III. They are more powerful than the preliminary Black and White Mages but less so than White Wizards and Warlocks. They are capable of using both black and white magic. They use 'books', physical weapons with element-based damage and which are equally powerful from the front or back rows. Scholar was added as a job in the fourth expansion to Final Fantasy XI.

*Note: Scholar is another class that is not included in this supplement that can easily be made a job and dreamshard for.

Mixed Classes

The Red Mage

Red Mages use the abilities of Black Mages and White Mages and have the combat abilities of a Fighter, are not as good at any one ability as are any of the other classes. In general, they can only cast a handful of lower-level spells. In their later appearances, they were associated with the ability to cast two spells in one combat round (often called Dualcast or Doublecast). In Final Fantasy XI, Red Mages use additional special skills like the MP-restoring "Refresh" and the special ability Chainspell, which can be used every two hours, allowing the Red Mage for a limited time to Instant cast, and Recast instantly. Red Mages are often distinguishable from other classes for wearing a distinct red hat with a white feather. Other articles of clothing vary, though a red cape is common. Red Mages have appeared in Final Fantasy, Final Fantasy III, Final Fantasy V, Final Fantasy IX (as NPCs), Final Fantasy XI, Final Fantasy Tactics Advance (as a Viera job class), and Hataraku Chocobo. Red mages did not appear in Final Fantasy X, but the Doublecast ability is available. Confusingly Freya Crescent from Final Fantasy IX wears clothes very similar to a Red Mage but is in actual fact a dragoon.

This can be an idea of what magic red mages can do. In Final Fantasy 5, red mages are able to cast Lv3 White and Lv 3 Black being able to cast wide varieties of spells from {Scan} to {Bolt2} ({Libra} and {Thundara} in GBA version). As well as from {Cure2} to {Fire}. Red Mages are also available to use wide varieties of weapons and armor.

The Blue Mage

The Blue Mage is a practitioner of Blue Magic, which replicates the special attacks of monsters through learning or

observation. Originally, Blue Mages wore blue domino masks; throughout the series, however, they have not retained any distinct image like that of the White Mage and Black Mage. Blue Mages have appeared as classes in Final Fantasy V, Final Fantasy Tactics Advance, Final Fantasy X-2 (as Gun Mages who use the Blue Bullet ability), and the Final Fantasy XI: Treasures of Aht Urhgan expansion pack. In Final Fantasy V, Blue Mages may "Scan" an enemy for its statistical information. Strago Magus of Final Fantasy VI uses Lore, another name for Blue Magic. In Final Fantasy VII, the Enemy Skill materia allows a character to cast Blue Magic. Quistis Trepe (Final Fantasy VIII), Quina Quen (Final Fantasy IX), and Kimahri Ronso (Final Fantasy X) are other famous Blue Mages in the series. Quistis learns enemy skills by obtaining items, Quina devours enemies that use Blue Magic, and Kimahri draws the skills with his Lancet ability. Blue Magic in Final Fantasy XI is learned when a monster uses a said ability, and Blue Magic in FFXII is learned through the License Board.

The Bard/Dancer

Bards (also known as Songstress) use songs or dances to cause effects, often strengthening the party or weakening the opposition through temporary stat reduction via the Sing command. They generally equip harps as weapons. Some Bard incarnations, including Edward Chris von Muir from Final Fantasy IV, have the ability to Hide from the enemy. This command is mainly inserted due to the Bard's low physical abilities. A variation of the class, the Dancer, uses special Dances to cause status effects or damage to enemies on a battle field. Unlike songs, the result of a dance is usually random. Other variations include Moogles, Songstresses, and members of royalty. Bards in Final Fantasy XI have MP regeneration songs and stat boosting songs. The Bard class is seen in Final Fantasy III, Final Fantasy IV, Final Fantasy V, Final Fantasy XI, and Final Fantasy X-2 as the Songstress. In Final Fantasy Tactics, Bard and Dancer are the only male and female (respectively) unique classes held by generic units. In Final Fantasy V Bard and Dancer are separate classes. The Dancer class also appears in Hataraku Chocobo. Dancer is to be included in the latest expansion of Final Fantasy XI entitled Wings of the Goddess.

The Beast Master

Beast Master (also known as Tamer or Trainer) can control or even capture and train monsters. In Final Fantasy Tactics, the ability is adjusted for the job Mediator as learning an ability to communicate with and manipulate monsters. The class (or a variation thereof) has also appeared in Final Fantasy V,^[34] Final Fantasy X-2, Final Fantasy XI, and Final Fantasy Tactics Advance (restricted to the Nu Mou race).

The Dark Knight

Dark Knights are the embodiment of sorrow, regret, and mourning; they wield dark magic dedicated to stealing the health of an enemy. Their special attacks usually involve draining their own health — or, in some cases, sacrificing themselves — to inflict heavy damage on the enemy. Some of the most notable dark knights in the series include Leonhart (Final Fantasy II), Cecil Harvey (Final Fantasy IV), and Gaff Gafgarion (Final Fantasy Tactics). Dark Knights are also found in Final Fantasy III, Final Fantasy X-2, and Final Fantasy XI. In Final Fantasy XI, they are a damage dealing class with the

highest base attack in the game but have relatively weak black magic spells other than their dark magic. They do not appear in Final Fantasy VIII and Final Fantasy IX, but their trademark Darksides ability is learnable. In Final Fantasy XII, the Soul Eater ability and the Arcana class of magic are learnable off the License Grid. Also, In Final Fantasy Tactics: The War of the Lions, Characters can now choose the Dark knight class.

The Paladin

Paladins, the opposite of Dark Knights, are virtuous knights devoted to the good of the people; these "knights in shining armor" wield low-level white magic to aid the people. The Paladin can use Cover to temporarily redirect damage from an ally to itself. Notable Paladins in the series include Cecil Harvey (Final Fantasy IV), Beatrix (Final Fantasy IX), Agrias Oakes, and Delita Hyral (both of which are called Holy Knights in Final Fantasy Tactics). In Final Fantasy XI, they rely on curative magic and high defense bonuses to aid their parties in battle, they also have the highest sword and shield skills. Paladins also appear in Final Fantasy Tactics.

The Mystic Knight

Sorcerers, Magic Knights or Mystic Knight are warriors that can cast magic on their swords to perform attacks with the power of the spell for several rounds. They have also been called Mageknights or Biskmatars. In the pre-Game Boy Advance English localizations of Final Fantasy V, they are called Sorcerers. In Final Fantasy V, the magic knight can use any magic previously learned on their sword. In Final Fantasy Tactics Advance it is a Bangaa-exclusive class called Gladiator. The skill itself is called Magic Sword and Spellblade (Final Fantasy V Advance). Although their magic power is weaker than the mages', Mystic Knights use less MP (and generally pierce Reflect, which can stop certain mages from attacking). In Final Fantasy XI, Red Mages have "En-" spells, which imbue their weapons with elements. The Mystic Knight's ability appears in Final Fantasy IX in the form of the combo between Steiner and Vivi, where Vivi casts a spell on Steiner's sword, who attacks the enemy at the same time. In Final Fantasy VII, the Added Effect materia could be used in a combo slot with a Magic materia such as Bio or Transform or the Elemental Materia with other magic Materia such as Ice or Fire for the same results. Likewise, the same effect can be obtained in Final Fantasy VIII through the use of the Junction system, adding elemental or status-inflicting spells to their respective attack junctions.

*Note: The Dreamshard for this class is called Sword Mage.

The Chemist

Highly proficient in the use of items, Chemists are generally support units, who use special abilities such as Mix to cure party members and relieve status ailments. The Mix command allows the Chemist to combine two items from the player's inventory to produce a special effect. The Chemist has appeared as a class in Final Fantasy III, Final Fantasy V, Final Fantasy Tactics, Final Fantasy Tactics Advance, and Final Fantasy X-2 (as Alchemist in the latter two). Final Fantasy IX offers the ability Chemist which doubles the potency of items. In Final Fantasy Tactics, Chemists do not have the Mix ability; however, they are the only job that can use items, and throw them more than one space, without equipping a special ability.

In Final Fantasy X, Rikku uses the ability Mix when her overdrive is activated.

The Gambler

The Gambler uses a Slots system in battle. When the player selects the slots command, three slots like those of a slot machine are presented on screen. Each slot is then stopped by the press of a button. Certain combinations produce beneficial effects such as healing the party or dealing great damage, or even death, to the enemies. However, this is usually balanced with combinations that have disadvantageous effects, such as reducing the party's health, or instant game over. The first gambler was Setzer Gabbiani (Final Fantasy VI). In Final Fantasy VII, Cait Sith's limit break attack featured a slot machine or dice. In addition, Tifa Lockhart's limit break used a slot system to determine which techniques in a string of powerful moves hit or missed. Selphie from Final Fantasy VIII uses Slot as her limit break; in Final Fantasy X, Wakka's Overdrive uses slots as well. The gambler class has also appeared as in Final Fantasy X-2 as the Lady Luck dress sphere, using different Dice and Slots attacks. An evolution to the Gambler class has appeared in Final Fantasy XI, which has been dubbed Corsair. The Corsair class uses a card based game similar to Blackjack (or Twenty-One) to enhance party members' proficiency in battle. Gambler is also a type of enemy in Kingdom Hearts II, with similar powers and appearance.

*Note: Gambler is another Dreamshard that does not have representation in this supplement, but can be easily created should you wish to.

The Mimic

Mimes can replicate the previous action of another party member with the Mimic command. In Final Fantasy V, Mimes can equip most weapons and be given other previously learned abilities and commands. In addition to replacing their Fight command with the Mimic command, they also sacrifice their Item command for an extra custom ability slot, both commands can be added back just like others. In Final Fantasy VI, Gogo can be given up to three special commands that the other characters have. In Final Fantasy VII, the characters equipped with the "Mime" Materia can mimic the most recent action performed by another party member. In Final Fantasy Tactics, the Mime is the final unlockable class, available to a character once they unlock most other jobs and achieve certain levels in those other jobs. These Mimes are complimented by immense strength of their own, however, they cannot equip armor or weapons, and suffer from extreme vulnerability. Although the class does not appear in Final Fantasy X, players can learn a miming move called "Copycat".

The Ability to use Magic

Magic spells can have offensive, restorative or indirect effects on the target. Offensive and restorative usually affect the HP and/or MP of the target based on their magic resistance, and possibly their resistance to a given element. Indirect effect spells are spells that cause and cure status effects, affect speed of an opponent, modify a target's statistics, raise or dispel magical barriers and various other results depending on the game. By default, offensive and negative indirect spells target enemies, while restorative and supportive indirect spells

target party members, although in some games, it is possible to cast restorative spells against the enemy, or cast offensive spells against a party member for strategic purposes.

Within the boundaries of the series, offensive spells are generally classified as Black Magic, and restorative spells are generally classified as White Magic. The indirect spells are divided into different categories depending on the individual game. In addition to the above categories of magic, where the character casts the spell directly, some titles include Summon Magic, where the character calls another entity to perform the actual magic. Summon Magic can serve in either offensive or defensive capacity.

Spells can also be divided into elemental spells and non-elemental spells. Elemental magic is associated with a particular element of nature, such as Fire, Ice, Lightning, Water, Wind, and Earth. The number and names of the elemental spells vary from game to game. Sometimes three other elements, Poison/Bio, Holy/Light and Shadow/Dark are added. Non-elemental spells are not associated with an element. Examples include spells that affect the status of the target.

Each magic caster possesses a level of magic power, which affects the damage of a given spell. Characters with higher magic power will deal more damage than the same spell cast by someone with a lower magic power. Certain characters can have affinities to an element: for example, a Fire magic spell from a fire-based character will cause more damage than a wind-based character casting it. Each target possesses magic resistance, which lessens the effect of magic spells. In addition to the magic resistance of the target, certain targets have a different resistance (positive or negative) to certain elementals: they may receive more damage than usual from spells associated with that elemental (usually 200% damage) or less (usually 50%); they may nullify the damage (0%) or absorb it (usually 100% of the damage is converted to health gain). Non-elemental magic damage depends only on magic resistance.

In many games, only certain job categories can cast certain spells. For example, a White Mage can cast white spells, while a Black Mage can cast black spells. In some games, there is also a Red Mage that can cast spells from the Black and White magic. Usually a Red Mage cannot learn the highest spells, and often is not as powerful at casting spells from either class as its typical user.

Types of Magic and their use in Final Fantasy

Spell Levels

In most Final Fantasy games, certain types of magic are divided into various power levels. As the player progresses through the game, successively more powerful versions of basic spells become available. The series has developed a naming convention to identify second, third, and fourth level magic spells, which appends a specific suffix to the name of the first level spell, with possible minor variations in the root word. The suffixes are -ra for the second level; -ga for the third, and -ja for the fourth. For example, the name of the second level version of Thunder is named Thundara and the third is Thundaga. Likewise, the second and third levels of Fire become Fira and Firaga, respectively, and Blizzard becomes Blizzara and Blizzaga.

The fourth level suffix (-ja) is infrequently used; few games in the series feature magic spells with four power levels, the Cure spell being the only example in more recent titles. Other examples are the Dia and Heal spells. In the few times they are used, elemental spells such as Thundaja are extremely powerful.

The one exception to this rule is Final Fantasy II, which used a vastly different magic system from other games in the series. Spell names in Final Fantasy II were given in katakana, and rather than appending one of the above suffixes to signify a more powerful version of a spell, a simple numerical modifier was added to the end of the name. Each spell in Final Fantasy II could be raised to level 16. For example, if the spell Thunder were leveled up to level 16, it would be called Thunder 16. Enemy spells, however, used Latin number suffixes, such as 'XVI' for level 16.

In earlier English localizations of the Final Fantasy series, those prior to Final Fantasy VIII, translators decided not to use the above suffixes, using a simple numerical modifier instead. In other words, Firaga would become Fire 3. Thunder was shortened to Lit or Bolt, and Thundara would be denoted as Lit2 or Bolt2. Some re-releases of the earlier software (i.e. Final Fantasy Advance VI) have been restored to use the suffixes instead.

In Final Fantasy XI, spells tiers are distinguished from each other by Roman numerals (e.g., Thunder, Thunder II, Cure, Cure II). Fourth level spells (such as Cure IV and Thunder IV) are equivalent to the -ja suffix found in previous Final Fantasy games. The suffixes 'ra' and 'ga' denote area-of-effect magic. Some spells reach a fifth tier, although with the exception of Cure V, Protectra V, and Shellra V, they are mostly unavailable to players and even enemies.

Magic Items and Equipment

In most Final Fantasy games, a collection of items have effects similar to various magic spells. In some cases, items can have different levels that correspond to the level of the spell. For example, the item Bolt Plume in Final Fantasy VII casts Bolt 2 against all enemies, while Swift Bolt casts Bolt 3 against all enemies. These items can be useful for those characters who are incapable of casting a given spell, as well as when a character is temporarily unable to cast spells, such as when afflicted with the Silence status or a lack of Magic Points. Most items may only be used once, and some may only be used in battle, while others can only be used from the field menu. Menu-restricted items often cast spells such as Warp, which teleports the player's party out of a dungeon or region.

Armor can have elemental properties, generally protecting the wearer from certain elemental attacks. Armor also may have three levels, with varying effects: for the first level, the armor will lessen the effect of an elemental attack; for the second, the armor will eliminate the effect of the attack; for the third, the armor will absorb the attack, healing the wearer. Also, a character can wear a mixture of elemental armor, such as body armor that absorbs Fire, and a helmet that absorbs Thunder.

Some weapons can deal elemental attacks a certain percentage of the time, and/or inflict status effects. In early games in the series, weapons with elemental attack attributes

could be accessed from the item list in battle and used to cast certain magic spells (such as the Judgment Staff casting Flare in Final Fantasy I). Certain weapons (e.g. Healing Rod) can have restorative powers, although these same weapons would inflict damage on undead targets.

Types of Magic

Generally speaking, magic in the Final Fantasy series can be divided into distinct types: White Magic, used by White Mages, which heals or otherwise supports party members; Black Magic, used by Black Mages, which is used to attack enemies; Time/Space magic, used by Time Mages, which affects the flow of time (such as slowing down or speeding up a target's actions) or warps matter (Gravity spells, for example); Blue Magic, used by Blue Mages, which incorporates a variety of special attacks used by monsters; and Summon Magic, used by Summoners, in which spells are cast that call forth magical creatures who attack enemies or offer support to party members. Not every game necessarily classifies spells in this manner, and the specific classification of a spell can vary from game to game.

The following sections serve as a rough guide of the more prominent spells in the Final Fantasy series. Not every spell from the series is included. For more detailed information on the various spells in the Final Fantasy series, see the magic and summon magic lists at the Final Fantasy Wiki.

White Magic

Among the basic White Magic spells is the healing aid Cure and its enhancements, Cura, Curaga, and Curaja. Cure, together with spells that awakens a fallen party member (Life) or (Raise), that reduces damage received from physical attacks (Protect) or magical attacks (Shell), or that nullifies negative status ailments (Esuna), comprise the core group of White Magic spells for which the White Mage job class has gained its defensive-based connotation.

Other notable spells from this category include Reflect, a spell that will redirect most subsequent spells to a member of the opposing side, Dispel, which removes positive status enhancements, such as Haste and Regen, and Holy, one of the few offensive spells in this category, and one of the more powerful offensive spells in the Final Fantasy series; in English localizations of Final Fantasy, Final Fantasy IV and Final Fantasy VI, it was called "Fade," "White" and "Pearl," respectively, due to Nintendo's strict ban on religious items (such as churches) in US versions of games.

Black Magic

As with White Magic, Black Magic has a group of commonly associated spells, among which a set of element-based offensive spells — and their respective enhancements — figure prominently. These include notably Fire, Ice/Blizzard, Thunder/Bolt. The Black Magic category is also frequently associated with various spells that inflict status-altering abnormalities, such as Poison, which that causes HP to drop at a set rate; Toad, which that changes its target into a frog; Zombie, which usually used to render a target susceptible to damage from curative spells.

This magic class also often — but not consistently — includes

two of the most powerful offensive spells featured in the series: Flare, a generally non-elemental spell which appeared as Fire-based in Final Fantasy VII and Final Fantasy XI; and Ultima, a non-elemental spell that generally appears as the most powerful offensive spell accessible to the player. Flare was translated as Nuke in the initial US releases of Final Fantasy and Final Fantasy IV, along with a corresponding change to Bahamut's summon ability in the latter game.

Time/Space Magic

The Time/Space Magic category of magic broadly encompasses those spells which relate to spatial status (including outer space and the concept of teleportation) and the flow of time. In Final Fantasy VI, it is grouped under the alignment of "gray" along with what would become green magic. Spells implemented to affect the rate of activity for the playable characters and their opponents include Haste, a spell that increases how frequently a target takes turns; Slow, its opposite; Stop, a spell that immobilizes its target; and Quick, a spell that gives its target one or two turns instantly. Spells that affect their targets' spatial status include such spells as Teleport, also known as Warp, which usually appears as a spell that allows the playable characters to escape from battle or a dungeon; and Degen (also translated as ZAP!, X-Zone or XZone), a spell that removes an enemy by banishing it to an alternate plane of space/time. Other spells that occasionally fall under the Time/Space Magic classification are Gravity-based spells such as Demi, a spell which reduces its target's HP by 1/2 of its current HP; as well as Meteor, a spell in which a single large meteor or a cluster of smaller meteors are hurled at a target. Meteor featured heavily in Final Fantasy VII's storyline.

Time/Space Magic was not identified as a separate classification until Final Fantasy V, and has appeared only semi-regularly since then. Because of this, many spells associated with the classification are also associated with either White or Black Magic. As with White Magic and Black Magic, various Time/Space Magic spells have enhanced levels, to which may be applied the "-ra," "-ga" and "-ja" suffixes.

Blue Magic

Blue magic was introduced in Final Fantasy V, and operates slightly differently from other forms of magic. Blue magic spells are special attacks used by monsters, which are typically learned by Blue Mage characters through some form of observation, though the mechanics vary somewhat from game to game. They are not divided into levels like many other schools of magic, and several games in the series have referred to Blue Magic by some other name.

Blue Magic can provide a variety of abilities not accessible to other characters, but acquiring them can be difficult. In Final Fantasy VII the player often must be strong enough to be hit and survive the attack to use it, must control an enemy (or cast reflect) to get an ability never cast on an opponent, and is usually not told in the game which abilities can be learnt. Depending on the rarity of the enemy and the frequency the desired spell is cast, it can take a considerable amount of time to learn a given spell. Typical Blue Magics include White Wind (heals HP to entire party equal to the caster's HP), Mighty Guard (casts Shell and Protect on the party, sometimes with another effect like Haste or Float), and 1000 Needles (deals

exactly 1000 points of damage to the target, regardless of defenses).

Blue Mage appears as a playable job class in Final Fantasy V, Final Fantasy XI, Final Fantasy X-2 (as Gun Mage) and Final Fantasy Tactics Advance. Strago Magus from Final Fantasy VI and Quina Quen from Final Fantasy IX use Blue Magic as their unique character abilities, though Strago's Blue Magic is renamed Lores. Quistis Trepe from Final Fantasy VIII and Kimahri Ronso from Final Fantasy X use Blue Magic for their Limit Breaks. Blue Magic, renamed Enemy Skills, can be used in Final Fantasy VII by equipping the Enemy Skill Materia. Several high-level magic spells in Final Fantasy Tactics, including Ultima, Zodiac, Cure-4 and the level 4 elemental spells, may be learned in a way similar to Blue Magic, but not exclusively. With the expansion pack Treasures of Aht Urhgan for Final Fantasy XI, when players reach level 30 a sidequest is unlocked which, when completed allows players to use Blue Mage as a main or sub job.

Other types of magic

Spellblade: is the ability used by Mystic Knights in Final Fantasy V to endow an equipped sword with an offensive magic spell (as such both Flare and Holy can be used, even though they are from different magic classes), or with status-harmful spells (such as Poison or Sleep). When they strike the enemy with the enchanted blade it engulfs the enemy with the selected spell as well as slicing them. Spellblade is classified as a type of magic in Final Fantasy V, however, in another game featuring it, Final Fantasy IX, it is a combination attack between Vivi the black mage and Steiner the knight. In Final Fantasy XI Red Mages can cast En-spells (examples: Enfire, Enwater, etc.) onto their own weapons. In Final Fantasy Tactics Advance, the Gladiator class has the Spellblade ability. In Final Fantasy Tactics: War of The Lions, Templars Beowulf and Aliste have the Spellblade command. Spellblade has classically been translated as Magic Sword for the original North American PSX releases of Final Fantasy V and Final Fantasy IX.

Dark Arts: appearing only in Final Fantasy V Advance, is magic utilized by the secret Necromancer job class. To learn this magic, a Necromancer must defeat an enemy that knows the spell. The Dark Arts are often expensive to use, but they are among the strongest spells within the game.

Arcane Magic: was first introduced in Final Fantasy X-2 as the magic used by the Dark Knight dress sphere. It is also one of the five magic classes in Final Fantasy XII. This class of magic features unusual offensive and debilitating spells such as Death, Dark, Gravity, Bubble and Berserk. The first Arcane Mage appears in Final Fantasy Tactics A2 as a Nu Mou -specific job.

Green Magic: was introduced in Final Fantasy XII, and was formerly known as Yin-Yang magic in Final Fantasy Tactics. Green magic consists of spells that affect a character's status, with positive or negative effects. Green magic includes spells such as Protect, Shell, Blind, Silence, and Poison. There's a first true Green Mage as a job class for the Viera in Final Fantasy Tactics A2.

Magic-like abilities

Throughout the course of the series, there have been many magic-like abilities that are not strictly called magic. They usually do not require MP to use. In Final Fantasy III, many classes have a spell-like ability unique to that class. For example, Dark Knights can use Souleater/Darkness to attack all enemies at once at the cost of their own HP, and Warriors can Advance to increase their attack power while sacrificing defense. Magic-like abilities also include "special/skill" (Final Fantasy X) and "technicks" (Final Fantasy XII). Some examples are the command abilities "Devour", "Treatment" and "Recover" (Final Fantasy VIII) and certain abilities gained by equipping materia (Final Fantasy VII). Limit Breaks may also have effects similar to magic spells.

Ninjutsu, shown in both Final Fantasy IV and Final Fantasy XI, deals with ninja-related abilities. It is used by the character "Edge" in Final Fantasy IV and by adventurers sporting the Ninja class in Final Fantasy XI. It deals with both supportive and offensive magic, to assist the character in battle. Some of these abilities happen to be special abilities that are in the form of a spell. Ninjutsu has been seen in other games in the series, however in these cases it has usually referred to physical abilities rather than magic. This classification is also found in Final Fantasy Tactics Advance under the job class Ninja, although in the game itself, the naming is Ninja Skill.

Geomancy, used by the character class geomancer, comprises very different spells compared to the other classes. They can control the environment around them. Geomancers were first introduced in Final Fantasy III. In most of the games they appear in, the magic manifests itself as a single command (in Final Fantasy III the command was called Terrain) that uses the spell for the terrain the character is currently fighting in. Final Fantasy VI had a slightly different form of Geomancy with Mog's Dance command. Mog learned a dance for every terrain he fought in, and by performing that dance he could use the spells of that terrain. Geomancy also appeared in Final Fantasy Tactics Advance as a support ability that boosts a Black Mage's magical spells.

Songs are classified as magic in Final Fantasy V. Bards generally use magic for support, but Alluring Air confuses enemies, while Romeo's Ballad stops them, and Requiem damages undead. Bards are available in Final Fantasy XI and have MP regeneration songs and stat boosting songs. The job may not be as popular as some other advanced jobs, but Bards can be very powerful allies in large parties. The Songstress dressphere of Final Fantasy X-2 allows attribute-enhancing songs to be sung with the Sing command (such as the magic-boosting Esoteric Melody or the aid to evasion Matador's Song). Some of the status-inflicting dances can benefit the party as well.

Summoning Magic

Though this is a form of magic, it is so fast that it requires its own special section of text. Note that this game contains two types of Summoners. Callers and Summoners, each of whom have advantages and disadvantages over the other.

Summoning Magic calls forth magical creatures to attack enemies and/or heal or protect party members. The mechanics of Summon Magic vary from game to game, including which characters are capable of using it, how it is utilized, and how new summon spells are acquired. Despite the significant

differences in Summon Magic across the series, it has appeared in one form or another in most Final Fantasy titles in the main numbered series, as well as spin-off titles. Summons magic has appeared in the main titles since Final Fantasy III, as well as Final Fantasy Tactics, Final Fantasy Tactics Advance and Final Fantasy: Unlimited. Although Summon Magic is not used in Final Fantasy X-2 (due to the ending of Final Fantasy X), it is referenced throughout the game, referring back to the previous game.

In several titles, namely Final Fantasy III, Final Fantasy V, Final Fantasy VII, Final Fantasy Tactics and Final Fantasy Tactics Advance, Summon Magic has little to no role in the storylines, appearing only in the command list for the Summoner job class or as attacks provided by various Summon materia. However, summons have served as a key plot element in the rest of the series, notably Final Fantasy VIII and Final Fantasy IX, where they play a large role in certain parts to the story, and Final Fantasy X, where they are part of the main story.

Summon Magic took on a more central role in the plot of Final Fantasy IV, where one of the main characters, Rydia, was the last surviving child of Mist, an isolated mountain village of Summoners. Later, she would discover an underground kingdom of summon monsters presided over by King Leviathan and Queen Asura, and make allies of them. The missing god of summoned monsters named Bahamut resides on the Moon in a secret cavern watching over his people.

In Final Fantasy V, although no character necessarily gains the ability to use summon magic, a significant number of sidequests culminate in the acquisition of a summoned monster, usually by way of a boss battle versus the summoned monster. These are prominent in their relative difficulty, especially compared to other class-ability-sidequests, such as those for the Bard. Several summoned monsters are either obvious to the central plot, such as Leviathan, or related to central characters, such as Phoenix.

In Final Fantasy VI, summoned monsters are called "espers" in the North American localization play an even larger role in the storyline. They are described as humans that were transformed in the magical crossfire between gods, and who then created their own world, sealing the gate between it and the human world. One of the game's main characters, Terra Branford, is the daughter of an esper and a human woman. As a result, Terra has various magical powers and can transform into a esper-like form. With some notable exceptions, the remains of fallen esper, magicite, provided the means for characters to learn spells.

In Final Fantasy VIII, Summon Magic has a significant impact on one of the story's major plotlines. During the game, it is revealed that the powers of summoned monsters (called Guardian Forces or GFs) are dangerous to the human psyche, and that regular usage of such magic results in long-term memory loss. Due to this, all but one of the game's main characters have forgotten a significant portion of their early lives at the beginning of the game. Characters must 'junction' a GF to themselves before they can summon it, at which point the GF will give the character all of their power. Without the ability to summon the GFs, the characters would only be able to use their standard attack and limit breaks.

Final Fantasy IX was similar to Final Fantasy IV in that not all

party members were capable of using Summon Magic. Here called "Eidolons," summons are featured quite prominently, being utilized by the game's villains to render destruction around the world. Eidolons are learned through the attachment of precious minerals such as amethyst and diamond to the characters Garnet Til Alexandros XVII (alias Dagger,) the Princess of Alexandria who has a strange connection to "Eidolons" and Eiko Carol, a six-year-old girl living in Madain Sari, the lost village of the Eidolon summoners (which the player discovers late in the game is also Garnet's birthplace.)

In Final Fantasy X, summoned monsters (known in the game as Aeons) are playable for the first time. Aeons and their use play a key role in the workings of the planet Spira, specifically in regard to the Yevon religion, which psychologically controls the world. (For more information, please see Spira.)

In Final Fantasy XI, avatars (part of the game's summoning magic) are controlled by people with the main or support job of summoner. They learn new magic and physical attacks as the summoner progresses in level. The majority of them are obtained by fighting them either solo or in a group in their domain (Protocrystals in the case of the sleeping gods). Their special abilities are unlocked when the summoner activates the ability Astral Flow. At the cost of the Summoner's remaining MP, the avatars can use the special ability unlocked by Astral Flow. The avatars themselves are a major part of the Vana'diel storyline. The protocrystal avatars are of the original gods and each have a myth surrounding them. Then there are five terrestrial avatars born of Vana'diel to protect the five mothercrystals. The Federation of Windurst's storyline deals with the banned magic of summoning and the death of its greatest hero, Karaha-Baruha, a summoner who sacrificed himself to call forth Fenrir and destroy the Yagudo forces invading Windurst. The two most recent expansions have dealt heavily with avatars, Chains of Promathia with the terrestrial avatars (Phoenix, Diabolos, Fenrir, Carbuncle, and Bahamut), and Aht Urghan with the celestial Alexander and Odin. Not all avatars are available to the player - Phoenix, Bahamut, Odin, and Alexander only make story appearances. Summoners can also form pacts with elementals that rely more on magic and behave more on their own. It is explained that summoned avatars are only a portion of the avatar, with the exception of elemental summonings.

In Final Fantasy XII, Summon Magic appears once more with creatures known as Espers, as in Final Fantasy VI. Many of these espers are Lucavi monsters from Final Fantasy Tactics, Totemas from Final Fantasy Tactics Advance, and final bosses from earlier Final Fantasy games. In this game, they are scions created by the gods. The female esper, Ultima, convinced the other espers to rebel against the gods (except for Zodiark). The espers lost this war and their fate can be known as players acquire them. Characteristics of these espers are based on the thirteen Western astrology star signs, evident from the gems players can steal from them during their respective battles (e.g. Belias is characteristic of Aries, players can steal an Aries gem from him). Espers must be defeated in order to acquire them, and once defeated, one character will be selected to perform a pact with the said esper, thus becoming the only character to use it. Espers are controlled by A.I, except for the Final Fantasy XII Zodiac Job System release, where the player can opt to take control of an esper.

In Final Fantasy Tactics Advance, "Summon Magic" was used

by one class, the Summoner, but the game never explained exactly what the things being summoned were. Also, after the player defeats and obtains the first Totema, the Totema command becomes available to the characters whose race is eligible for the Totema (ex. A Viera-class character cannot use the Totema for the Humans, and vice versa).

Summon Magic also appears in the anime series, *Final Fantasy: Unlimited*. It is the central means of combat for two of the main characters, Kaze and Makenshi. Kaze's Summon Magic functions through his MaGun ("Magic Gun") by mixing three types of bullet that each contain a sandy material created from the lives of those who fought Chaos in vain (called "Soil") that represent qualities of the summon. When he then fires the MaGun, the summon associated with that Soil is called into action. Makenshi's own summon power comes from the Mist bottles he carries and unleashes their power by linear cuts from his MaSword. Another character, Lisa, can use her Kigen Arts for a summon, but the strain of the life energy needed could weaken her severely or kill her.

Among the more prominent summon spells featured in the series are Ifrit (a Fire-elemental Djinn), Shiva (a blue-skinned, Ice-elemental goddess), Bahamut (the "King of Dragons"), Odin (a mounted knight riding Sleipnir and often performing one-hit kills), Leviathan (a Water-elemental sea serpent), Tiamat (a Thunder-elemental wyrm), and Carbuncle (a green lizard or fox bearing a ruby on its forehead who bestows beneficial status effects on the party).

Status effects

Characters in *Final Fantasy* games are usually subject to a number of standard "status ailments" which cause often deleterious (but sometimes favorable) effects, including silence, stop, berserk, poison, petrification and confusion. While these are present in many console RPGs, *Final Fantasy* has a standard list of items which may be used to cure specific ailments, as well as magical spells. Some of the most common beneficial status effects are protect (defense increase), shell (magic defense increase), and haste (attack speed increase). In most cases, a status ailment can be cured by either an item or a spell.

Currency

Gil is the fictional currency used in every game in the *Final Fantasy* series, although English translations have occasionally replaced it with "GP" (short for "gold piece(s)") or simply "G". "Gil" is both the singular and plural term for the currency. *Final Fantasy IV* is the only game to explain the origin of the word; in that game, the word Gil is named after Gilbert, a common name for members of the royal family of Damcyan, and was originally used as the currency of Damcyan.

Gil can be used to buy weapons, armor, items, magic, and accessories at the many stores and vendors throughout the worlds of the *Final Fantasy* games. Gil is earned primarily (sometimes exclusively) through fighting and winning battles or the sale of unwanted items, but many games provide other ways of earning the currency; in *Final Fantasy VIII*, for example, the player receives periodic wages according to his or her rank in the "SeeD" organization; in *Final Fantasy XI* only a few monsters drop gil and only in very small amounts, so most gil comes from the selling of items that are dropped from

monsters or crafted to NPCs or (more commonly) other players; and in *Final Fantasy XII*, most enemies do not drop gil (though a few humanoid enemies do) but rather often drop loot, a type of item used almost exclusively for selling in shops to gain gil. Sometimes, the player can earn gil through minigames (such as those found in *Final Fantasy VII*'s casinos), or through completing various tasks or missions, or as treasure found in dungeons. Still other means of earning gil exist, but the majority of these methods usually yield negligible amounts. Some games in the series, starting with *Final Fantasy V*, have characters or abilities that lets the player toss gil at an enemy in order to inflict high amounts of damage.; this ability is known as "Coin Toss", "Gil Toss" or "Zeninage".

Items

"Items" are collected objects that may affect the status or health of a character or enemy. Many objects are one-use and include a limit to how many are stocked in the party's inventory. In every installment, the basic HP-recovering item is some form of potion. The items' names varied in earlier games, such as being called "Heal Potions" in the first game, "Cure Potions" in the English translation of *Final Fantasy IV* (called *Final Fantasy II*), and "Tonics" in the English translation of *Final Fantasy VI* (called *Final Fantasy III*). Other variants, which heal more HP, include the mid-level "Hi-Potion", the high-level "X-Potion", and the multi-target "Mega Potion". Since *Final Fantasy IV*, the lead MP-recovering item has been the "Ether". The name is derived from Aether, a classical term used in medieval times to describe a possible substance between air, earth, fire, and water. The English language localization of *Final Fantasy VI* renamed the Ether to "Tincture," and also featured a second-level MP-restoration item, "Hi-Ether", which was renamed simply "Ether" in the English localization. The Turbo Ether (also known as "Dry Ether") has appeared in recent games and restores either a significant or complete portion of a character's MP.

The "Elixir", which appears in most *Final Fantasy* games, is an HP and MP recovery item. Some games include the Megalixir (or Mega Elixir), which fully restores the party's HP and MP. Other items recover both HP and MP at specific locations. "Tents" are often used on field maps or at Save Points as replacements for an Inn as they restore some of the party's HP and MP. Variants such as Cabin, Cottage, and Sleeping Bag restore more or less HP and MP; sometimes to only one character. In *Final Fantasy IX*, Tents can be used during battle, although there is chance of being inflicted with abnormal status effects when used.

Status effect-curing items are also recurring. For example, "antidote" heals poison and venom, "echo screen"/"echo herbs"/"echo drops" removes silence, and "eye drops" cures blindness. "Phoenix Down" (also translated as "Phoenix Tail") is used in most *Final Fantasy* games to revive an unconscious party member with a small portion of their HP. In some of the earlier games, the word was translated as "FenixDown" because of size issues with fitting English letters in the space previously occupied by Japanese characters. Phoenix Down often instantly kills or inflicts maximum damage on undead and other creatures harmed by curative spells. The item is supposed to be the feather of a Phoenix, a common symbol of life and rebirth; "down" refers to the down feathers of a bird, the undercoat of feathers beneath the visible layer on top. Other

representations of Phoenix Down include the bottled tears of a Phoenix, bolted quivers and bead necklaces. Variants of this item include the Phoenix Pinion and Mega Phoenix, which revive all party members.

There are other basic items seen throughout the Final Fantasy series, including "Gyshal Greens", which can be used to summon Fat Chocobo, an item storage service, at specific locations in Final Fantasy IV, catch and feed chocobos in Final Fantasy VII, summon a pet chocobo in Final Fantasy VIII, or ride a chocobo in Final Fantasy IX and Final Fantasy XII. The "Rename Card" renames characters that have already been named. This first appeared in Final Fantasy VI, though the character Namingway had a similar function in Final Fantasy IV. In Final Fantasy VIII, a Rename Card renames Guardian Forces, and Pet's Nametag renames Rinoa's pet dog name. In Final Fantasy IX, the Namingway Card had effect to rename the characters in Daguerreo, and in Final Fantasy X, it was used to rename Aeons. All Final Fantasy games also have "key items", which must be acquired to further the game's story or complete a sidequest. Examples of key items include the "Nitro" from the original Final Fantasy, the "Huge Materia" from Final Fantasy VII, and the "Supersoft" from Final Fantasy IX. Some items or key items are/may be almost completely useless, like "Tissue" from Final Fantasy VII or "Une's Mirror" from Final Fantasy IX.

Weapons

Numerous weapons have seen recurring use throughout the series; others have been influenced by a variety of mythological and fantasy concepts. Interspersed between unique weapons are a graded scale of other, more common weapons, usually sold in shops. They are typically labeled according to the following progression, from weakest to strongest: Bronze, Iron, Steel, Mythril/Silver, Gold, Platinum, Diamond, Crystal, Adamantite (found in Final Fantasy I)/Adamantine. Armor typically follows the same alloy progression. Moreover, armors of "Genji" series are seen in Final Fantasy II, Final Fantasy IV, Final Fantasy V, Final Fantasy VI, Final Fantasy VII, Final Fantasy IX, Final Fantasy X, Final Fantasy Tactics, and most recently in Final Fantasy XII. "Wooden" weapons and "Leather" armor are also often seen throughout the series.

The Final Fantasy installments feature several types of projectile weapons, including bows, balls, guns, boomerangs, and launchers. Gunblades have a gun-like handle which contains a firing mechanism but are not considered projectile as the firing mechanism only makes the blade vibrate causing extra damage, and does not fire any actual shells, with the exception of Yazoo's gunblades from Final Fantasy VII Advent Children. In some installments, such as Final Fantasy IV, ammunition (bullets and arrows) is limited; others, like Final Fantasy XII, have unlimited ammunition, only requiring the player to actually have it. Other installments, like Final Fantasy VII, omit ammunition completely. Some of the common recurring projectile weapons include Yoichi's Bow, the Full Moon boomerang,[3] various shuriken, and projectile launchers with names similar to boomerangs, like the Rising Sun in Final Fantasy VIII.

Swords are commonly seen throughout the series, and come in various forms. Elemental swords, which include a certain element, such as fire or wind, during the attack, are seen

almost every installment in the series. Some elemental swords launch an additional magical attack during battle, such as the Lightbringer in Final Fantasy VI. Elemental swords have had many names, fire-elemental swords usually named 'Flame Saber' or 'Flametongue', ice-elemental swords named 'Blizzard' or 'Ice Brand', thunder-elemental swords are 'Thunderblade' or 'Coral Sword' and on one occasion in Final Fantasy I, a 'Vorpall Sword'. A water-elemental sword hasn't been used often, but in Final Fantasy X the main character obtains one, that has minor relevance to the story, and in Final Fantasy X-2, Paine uses a water-elemental sword attack named 'Liquid Steel'. 'Ancient Sword' and 'Excalibur'(Holy-elemental) are also recurring swords in the series. A fake version of the powerful Excalibur sword, called Excalipur or Excalipoor, appeared in Final Fantasy V, Final Fantasy VI (Game Boy Advance version), Final Fantasy VIII, and Final Fantasy Tactics and deals very low damage during battle. The Masamune also appears as a sword in several games, and is one of the most powerful weapons in the early installments. Another sword is the Ragnarok, which shares a name with the Norse word, Ragnarök, meaning "Twilight of the Gods". The Blood Sword is common throughout the series, with a frequent trait of the weapon being its ability to drain HP from enemy targets.

The most powerful weapon used by the main character is often known as Ultima Weapon. (Note: In Final Fantasy VI, it was translated as "Atma Weapon," though this was corrected in the revised translation in Final Fantasy VI Advance.) It appears in the Final Fantasy I portion of Final Fantasy I & II: Dawn of Souls as a weapon that causes damage depending on how much HP the user has. In Final Fantasy VI, the title of "Ultima (also known as Atma) Weapon" is given to a boss and a sword, the power of the sword is based on the hit points (HP) of the wielder; the more HP the character has, the stronger the power of the weapon. The weapon's size changes according to the amount of HP the wielder has {both minimum and maximum}. The Ultima Weapon sword also appeared in Final Fantasy VII as Cloud Strife's ultimate weapon. In addition to the types of weapons above, Final Fantasy includes whips, dice, staffs/rods, lances, axes, knives, daggers, swords and other common weapons.

Armor and accessories

Many pieces of armor and accessories from the series appear in multiple titles. One of the most common sets of equipment is Genji, which consists of a shield, helmet, body armor, and sometimes gloves. Some armor featured in the series is named after metals or stones, such as bronze, iron, silver, mythril, gold, emerald, diamond, and crystal; others are based on colors or spells. Armor and accessories used in the series consist of bracers, shields, rings, bangles, shoes, helmets, body armor, robes, and dresses. However, not all games in the series have an armor system; for example, Final Fantasy X-2 uses the equipping of dress spheres instead of armor. Final Fantasy VIII uses stats increases from equipping Guardian Forces, a form of summoning in the game, than the use of armor.

Several individual pieces of armor and accessories recur throughout the series. Two of the most common are the Aegis shield and the Protect Ring, which provide various effects for the character, depending on the game. The Golden Hairpin almost always benefits the spellcasters in the party. For example, in Final Fantasy VI and Final Fantasy V, they were

accessories that reduced spell costs by half; in Final Fantasy Tactics, they were head armor that gave a significant boost to the maximum MP value and nullified the silence status effect. The Ribbon is an item in most Final Fantasy games that allows the equipped user to become immune to all status ailments. Most times, it appears as a helmet; in some games, such as Final Fantasy VI, it is an accessory or a special item.

Recurring Design Elements of Final Fantasy

Character design

A character named "Cid" has been present in every Final Fantasy game since Final Fantasy II. While he was not mentioned in the original Final Fantasy game, he is mentioned in the remake of that game. Although he is rarely the same individual, he is usually presented as an owner, creator, and/or pilot of airships and sometimes plays a political role in the story. In a similar vein, characters named Biggs and Wedge (homages to the Star Wars characters Biggs Darklighter and Wedge Antilles) have appeared in most games since Final Fantasy VI. In Final Fantasy XII, they appear as Gibbs and Deweg (anagrams of Biggs and Wedge) during a sidequest. Other names appear in several games. The protagonists of the Nomura-designed Final Fantasy games usually have a name alluding to or directly related to meteorological phenomena or celestial bodies - in basic terms, names linked to the sky and weather. Examples include Cloud Strife, Aeris/Aerith (from a Japanese transliteration of "Earth"), Squall Leonhart (meaning a sudden, sharp increase in wind), Rinoa (meaning "(sun)light"), Tidus (meaning "Sun"), Yuna (meaning "Moon"), and Lightning.

In some Final Fantasy titles, some characters appear with real or symbolic wings. Kefka from Final Fantasy VI gained real wings after he ascended to Godhood in the form of Kefka Palazzo. Final Fantasy VII's villain Sephiroth ascended to the form of Safer Sephiroth, in which he had one wing on his right shoulder, as well as 3 pairs of wings where his abdomen should be. The one-sided wing is the source of his nickname as the "One Winged Angel". Sephiroth has appeared in Final Fantasy VII Advent Children and Kingdom Hearts with one wing on his right side. Cloud Strife, his antithesis, also appears in Kingdom Hearts with one wing, although it is non-feathered and comes from his left side. Final Fantasy VIII used the depiction of two white wings on the back of Rinoa Heartilly's vest. Rinoa also grows literal wings temporarily during her "Angel Wing" limit break during battle. She also transforms a petal that she catches in the wind into a single white feather in the opening sequence of the game. In contrast, the game's antagonist, Ultimecia, sports a pair of feathered black wings, and Seifer Almsy, her "knight," is shown blasting into black feathers at the stroke of Squall Leonhart's final gunblade strike in the opening FMV. Final Fantasy IX brought back physical wings in the form of ornaments that Eiko Carol wears on her back. Her wings were a gift, and they enlarge in her trance form. Yuna from Final Fantasy X wears a wedding dress that has white wings incorporated into its design. In Final Fantasy XI, Selphie gains multicolored wings upon merging with the soul of Phoenix near the conclusion of the Chains of Promathia storyline. In Final Fantasy XII, Penelo has leather wing-like projections incorporated into her armor.

Music

Several musical tracks have been in just about every Final Fantasy game to date. In most games in the series, the same simple melody is used at the opening screen, and a very noticeable musical cue is the victory music which is played after the player wins a battle. This cue is so well known it has become a ring-tone for cellular phones; in fact it makes a 'cameo' of sorts in the full-length movie Final Fantasy VII Advent Children as Loz's ring-tone. These songs were written in majority by composer Nobuo Uematsu.

Plot elements

Many entries in the Final Fantasy series involve broadly similar plot points, such as rebellion against a major economic, political, or religious power; a struggle against an evil which threatens to overtake or destroy the world; and nature versus technology. Many of the main protagonists in the series have as such found themselves thrust unwillingly to the forefront of wide-reaching global affairs which they believed previously did not concern them.

The love between major characters, and in some cases rivalry between characters, as well as the desertion or death of major (and sometimes playable) characters, often drives the plot as well. Other recurring situations that drive the plot include amnesia (Desch in Final Fantasy III, Galuf in Final Fantasy V, Terra in Final Fantasy VI, and the main characters of Final Fantasy VII), mind control (Kain in Final Fantasy IV, or again Terra in Final Fantasy VI), and altruistic suicide (Tellah in Final Fantasy IV, King Zeza, Zezat in the Game Boy Advance release, in Final Fantasy V).

The Gaia hypothesis permeates several titles of the Final Fantasy series: Final Fantasy VII, Final Fantasy X and Final Fantasy X-2, Final Fantasy Adventure, and both of the animated movies Final Fantasy: The Spirits Within and Final Fantasy VII Advent Children.

Recurring Game Elements within Final Fantasy

Airships

Airships have appeared in every game in the series and in most spin-offs. Only Final Fantasy VI, Final Fantasy VII and Final Fantasy IX feature craft that resemble real-world airships or dirigibles, lifted by lighter than air gas. The term when used in Final Fantasy refers instead to conventional looking wooden or metal ships that fly. Some titles have specific battles that involve airships which are used to advance the plot, while a few games have random encounters with an optional monster. In many games, most notably Final Fantasy IV, Final Fantasy VI and Final Fantasy IX, the presence of airships is a key component to the story itself. In most of the titles, airships generally have the appearance of flying sailing ships with a series of propellers instead of sails. However, in some of the later games they look more technological, appearing to be zeppelins or even ornate space ships. In the games in which the player has full control over the airship and can fly throughout the overworld, the game map wraps on both its X and Y axis.

Final Fantasy X's airship does not allow free-roaming around a world map unlike previous games in the series. Instead, the player selects an available destination from a list and the ship takes them there directly and instantaneously. This method of

airship piloting is repeated in Final Fantasy X-2. In Final Fantasy II, Final Fantasy XI, and Final Fantasy XII airships cannot be controlled, but are rather ridden as a commercial flight, requiring a fee to be paid for each flight, with the exception of XII's Strahl airship, which is free and has a system similar to Final Fantasy X. In Final Fantasy VIII, the 'Airship' theme arrived in 2 forms. Balamb Garden and Galbadia Garden were capable of limited flight over land and water, akin to a hovercraft, since they were engineered originally to be mobile shelters; it is unknown whether Trabia Garden, decimated by a missile onslaught mid-game, had the same ability. Final Fantasy VIII also made available the Ragnarok, a spaceplane created by Esthar. In Final Fantasy II, Cid's airship can only be paid for to use, until his death later on in the game in which the heroes receive it from him to use it at their disposal.

Crystals

Elemental crystals have appeared in over half of the titles of the series. Almost all Final Fantasy installments have a theme of an increase in monster activity, often caused by an imbalance of nature forces, caused by Mist or Crystals. Also, most of the games' plots seem to involve large-scale destruction at some point in the game, often near the end.

The four elemental crystals appear in Final Fantasy, Final Fantasy III, Final Fantasy V and Final Fantasy: Mystic Quest. Four elemental crystals also appear in Final Fantasy IV along with four more "dark" crystals that are not stated to be any particular element, though only two of them are seen in the game. In addition to the eight crystals of the Earth, there are eight on the moon that balance with them. However, the moon crystals are not explored in detail. Furthermore there is a "Crystal of Flight", and Golbez wields an 18th crystal against Zeromus, but the nature of this crystal is never explained. It is most likely, however, a "Crystal of Light", as only Cecil can use it properly by channelling his own energy into it, and Golbez, by contrast, cannot. In Final Fantasy IX, a single, giant crystal lies in Memoria, which as Garland describes as 'The root of all memories' inclining that it is the first crystal to have appeared and probably where the elemental crystals come from. In Final Fantasy XII, The SunCryst is a single, giant crystal which is tied to the game's plot as are the Auraliths in the game's sequel.

In Final Fantasy: Unlimited there are two types of crystals that are prevalent. The first type is only a crystal in appearance, and greatly resembles the classical shape of the crystals. This is a large crystal that, when deposited produces a large monster. Its function in the series is completely unlike the crystals in any other continuity. The second type of crystals is the Omega Crystals. Omega is an enormous, destructive creature that was long ago split into many pieces and scattered across Wonderland. The pieces of Omega are seemingly sentient, and when defeated revert to an Omega Crystal which is a small, star-shaped reddish crystal. When Omega recovers an Omega Crystal, it absorbs the crystal, and the part of Omega's body corresponding to the crystal is regenerated. Like Omega itself, the Omega Crystals have the ability to break down the dimensional barrier and travel between worlds. The subway "Elizabeth" was built by Cid with an Omega Crystal to give it the ability to travel between different worlds.

In spin-off game Final Fantasy Tactics Advance, four elemental sigils and their respective guardians appear in tribute to the

crystals and fiends in the original Final Fantasy.

Chocobos

A Chocobo is a large, normally flightless galliforme/ratite bird capable of being ridden and is a staple of the Final Fantasy series. The onomatopoeia for a chocobo's call is "Kweh". "Kweh" is sometimes replaced with "Wark" in English translations. Most chocobos dwell in forests. While timid in the wild, and vicious if threatened, they tame rather easily and make good transports. Chocobos have occasionally been sighted as lightly armored war mounts in which case they can assist their riders with beak and claw. Most often they can be caught in the wild and ridden without fear of random encounters, escaping after the player dismounts. Overall, the species is a very versatile and useful bird, which comes in handy as horses are untamed or non-existent in Final Fantasy games. While ordinary Chocobos are yellow, certain rare breeds are of different colors and have special abilities, such as crossing mountains or flight. An even rarer, more extreme variant is the Fat Chocobo (or Chubby Chocobo), which resembles a morbidly obese yellow chocobo.

The Chocobo signature theme is an immediately recognizable upbeat ditty that is present in one form or another in all Final Fantasy games since Final Fantasy II. Chocobos have a spin-off series dedicated to them. Chocobos are also a common sight in other Squaresoft and Square Enix games, notably in the Mana series.

Moogles

Moogles are small creatures that appear throughout several Square Enix game series, including the Final Fantasy series, the Seiken Densetsu series, the Chocobo game series, and the Kingdom Hearts series. The Japanese name is a portmanteau of the Japanese words mogura (mole) and kōmori (bat).

Moogles have small eyes and red, pink, or purple bat-like wings. A single black antenna sticks up from their heads, with a small colorful ball (usually red or yellow) at the end called a "pompom". Their ears are usually shaped like a cat's and their fur is white or light pink. However, in Crystal Chronicles they have a different body shape, lacking a distinct head and torso, while in Tactics Advance and Final Fantasy XII they have longer, rabbit-like ears and beige to gray fur. When they first appeared, in Final Fantasy III, Moogles generally ended their sentences with the word "nya", the Japanese equivalent of a cat's "meow". In the later games, they use the word "kupo" instead; some games briefly mention a Moogle language formed out of various permutations of "kupo". In the Final Fantasy III Nintendo DS remake, the word "nya" was replaced with "kupo".

Moogles run an in-game message delivery service in Final Fantasy IX and Final Fantasy Crystal Chronicles. In the Final Fantasy III remake, the Moogles' message delivery service allows to send real e-mails to other players' games using the Nintendo DS Wi-Fi function. In Final Fantasy XI, a Moogle is assigned to each player to take care of their house and change their jobs, and "Festive" Moogles run the holiday events in the game. In Final Fantasy XII, the Moogles are known to be skillful in mechanics and engineering; they were the first pioneers of airship construction.

Several Moogle characters of the Final Fantasy series are named Mog, including a playable character in Final Fantasy VI, a character from an arcade game in Final Fantasy VII, a form of the Eidolon Madeen in Final Fantasy IX, and the single player's companion in Final Fantasy Crystal Chronicles. In the spin-offs Chocobo no Fushigina Dungeon, Chocobo's Dungeon 2, and Chocobo Racing, a Moogle named Mog is friend with the main character Chocobo. Moogles appear as summoned creatures in Final Fantasy VII where a Moogle appears riding a Chocobo, in Final Fantasy VIII with a young Moogle called MiniMog, and in Final Fantasy Tactics. Eiko in Final Fantasy IX had a Moogle guardian named Mog, she later became the Summon Madeen or Guardian Mog in the English version. Other notable Moogles include Stiltzkin from Final Fantasy IX and Final Fantasy Crystal Chronicles, and Montblanc from Final Fantasy Tactics Advance and Final Fantasy XII.

Moogles first appear in the Final Fantasy series in Final Fantasy III and are present in all subsequent numbered installments except Final Fantasy IV, in addition to Final Fantasy Tactics, Final Fantasy Tactics Advance, Final Fantasy Crystal Chronicles, and Final Fantasy: Unlimited. They were used as Save Points in Final Fantasy IX. Moogles appear only as stuffed dolls in Final Fantasy X, Final Fantasy X-2, Final Fantasy VII Advent Children and Dirge of Cerberus. Moogles make an appearance in the Seiken Densetsu series as a race and/or as a status condition in Final Fantasy Adventure, Secret of Mana, and Seiken Densetsu 3, and are mentioned in Sword of Mana. They make an appearance in the Chocobo series in Chocobo no Fushigina Dungeon, Chocobo's Dungeon 2, Chocobo Racing, and Chocobo Land: A Game of Dice. They also appear in all three games of the Kingdom Hearts series, which includes Moogles named after many famous characters from the series. Finally, a Moogle appears in Egg Monster Heroes, while one is an unlockable character in Mario Hoops 3-on-3. Moogles have appeared as characters in numerous webcomics, such as Ren from Mac Hall. In Exploitation Now there is a character named Ralph who is known as "a walking copyright infringement waiting to happen" and appears very similar to a moogle.

Monsters

Certain fictional monsters reappear frequently throughout the series, including Goblins, Oni/Ogres/Gigas/Giants, Bombs, Behemoths, Tonberries, Malboros and Cactuars. Summoned monsters - such as Bahamut - as well as the elemental monsters - Shiva (ice) and Ifrit/Efreeti (fire) - have appeared in almost every title in the series. The lightning elemental has been represented by a variety of creatures, principally Ramuh but also Quezacotl and Ixion. In Final Fantasy Tactics Advance, the elemental monsters are not enemies but rather represent spells cast by Summoners (either the player's own, or those of rivals)

The Reaccuring Mosnters of Final Fantasy

Introduction

The original Final Fantasy borrowed several monster types from the Dungeons & Dragons RPG; these monsters appear throughout the series (see section). Although the original Final Fantasy had a handful of humanoid bosses and pirates, Final Fantasy II expanded the humanoid bestiary with soldiers and other servants to the Empire; this expanse into humanoid

enemies can be seen in the remainder of the games in the series.[citation needed] Beginning in Final Fantasy III, some enemies and bosses talked during battles.

Several entries in the series provide backstories on the origins and motives behind monsters. In Final Fantasy VII, monsters are solely innocent humans who have been exposed to a high degree of Mako. In Final Fantasy VIII, monsters are sent to the game world from one of its moons via a burst of energy from the moon called the "Lunar Cry". In Final Fantasy IX, monsters are spawned from the Mist, which is comprised of the souls of the dead unable to pass on. In Final Fantasy X and Final Fantasy X-2 these hostile monsters are better known as fiends, which are monsters manifested from the restless spirits of the dead and driven by malice to devour those alive. In FFX-2, these Fiends are classified by type. In Final Fantasy XII, the monsters have differing origins; however, most are the result of a mutation caused by an overdose of any exposure to the Mist.

Common Reaccuring Monsters

Adamantoise

The Adamantoise, sometimes simply named Land Turtle, is a large tortoise. Its shell provides it with a strong defense to its body. Its name is a portmanteau of the words tortoise and adamant, referring to the resistant material composing its shell. The Adamantoise is often explicitly related to Adamantite, otherwise known as Admantium, one of the strongest metals in several games of the series, which is used to make strong weapons such as Final Fantasy I's Excalibur. Such a metal is often found in many other games, console and computer alike. Traditionally the Adamantoise is a mid to high level solitary monster appearing on beaches or in the final dungeon.

The Adamantoise and sometimes other variously named turtle monsters have appeared in all numbered installments of the series except the first and the sixth, in addition to Mystic Quest, Tactics Advance, Chocobo's Dungeon 2 and Final Fantasy Fables: Chocobo Tales. They also appear in Itadaki Street Portable, and are featured as a Gummi Ship model in Kingdom Hearts. Other names include Adamantaimai, Adamantortoise, Grass Turtle, Land Turtle, Tortoise, Carapace, Turtle, etc.

The Ahriman

The Ahriman traditionally appears as a floating creature with a predominant single eye. The appearance of the monster leads to alternative names such as Evil Eye or Float Eye. The word Ahriman is an alternative name of Angra Mainyu, a spiritual foundation in Zoroastrianism, which appeared in Final Fantasy X-2 as a superboss and in Final Fantasy XI in Dynamis. this creature also appears in final fantasy X, it is an eye with wings attaced on either side.

Ahriman first appeared in the series as one of the final bosses in Final Fantasy III for the Nintendo. In Final Fantasy IV, an alternate form of Ahriman called "Plague" appears in the final dungeon as a boss. In Final Fantasy X, a monster named One Eye can be created through the Monster Arena. In the Final Fantasy remake Final Fantasy I & II: Dawn of Souls, the Ahriman from Final Fantasy III was selected with the other three Black Crystal Guards as optional bosses in one of the new special dungeons added to the game. Lastly, Ahriman appears as a ghost-like boss in Final Fantasy XII. Ahriman has

appeared in all numbered games in the series except II, V, and VIII. They have also appeared in Chocobo's Dungeon 2, Final Fantasy Tactics, Final Fantasy Fables: Chocobo Tales and Itadaki Street Portable. They are featured as a Gummi Ship model in Kingdom Hearts. Alternative names include Buer, Float Eye, Evil Eye, Veteran, etc.

The Behemoth

The Behemoth is named after a Biblical creature from the Book of Job. In many of the Final Fantasy games, the Behemoth is a large, purple beast that uses its horns and magic to kill its opponents. It first appeared as a boss in Final Fantasy II's Coliseum, and has been a series staple ever since. Behemoths are estimated to be ten to twelve feet tall when standing. When attacking, it normally dashes on all fours, but when returning to an idle state it will usually stand upright. In battle, it will counterattack with a powerful horn rush and Thunder magic attacks. A more powerful version of the Behemoth, King Behemoth (Sr. Behemoth in the original US translation), is a major enemy in the latter stages of many Final Fantasy games; they are often characterized by their large size (25ft when standing) and grey color. Behemoths are noted in later games as having a final powerful strike, usually Meteor, that is performed as they die.

In Final Fantasy Mystic Quest, Behemoth is uncharacteristically the opponent in the game's introductory battle. In Final Fantasy VI, the Intangir is an invisible variation of Behemoth that cannot be attacked physically; moreover, the creature uses sleep magic, because its name denotes a creature of sleep. In the same game, Behemoth King (known as SrBehemoth in the previous American SNES version) is a boss in the World of Ruin that will continue to fight in zombie form after its defeat. In Final Fantasy VIII, the boss Catoblebas is a variation of Behemoth[9], and in Final Fantasy X a special monster called Catoblepas could be created through the Monster Arena.[13] In Final Fantasy II: Soul of Rebirth, a secondary story for Final Fantasy II Dawn of Souls on the Game Boy Advance, A palette swap of Behemoth is used for the Ultima Weapon, which guards the Ultima Tome. In Final Fantasy XII, Behemoths are a class of monsters, generally similar to previous incarnations except that they are bipedal and more humanoid looking. Only the Behemoth King and Fafnir bear similarity to the previous games' depictions. Catoblepas returns in Final Fantasy XII, bearing the crown as Behemoth once more. In Dirge of Cerberus: Final Fantasy VII, we encounter Azul the Cerulean as the Arch Azul in the underground world of Midgar, who transforms into a form similar to a Behemoth. Behemoth has been seen in all numbered installments except the first one[8] [9], in addition to Chocobo's Dungeon 2, Chocobo Racing, Chocobo Land: A Game of Dice, Final Fantasy Fables: Chocobo Tales, Kingdom Hearts and Itadaki Street Portable. Alternative names include King Behemoth, Alteci, etc. The Behemoth makes an appearance in the opening movie of Final Fantasy XI and it also appears in the game as a Notorious Monster. The Behemoth is one of the largest Heartless in Kingdom Hearts.

In Final Fantasy IV, Behemoths guard Bahamut and Zemus, appear to more closely resemble Eastern Dragons. They rarely attack the party, but counter-attack with devastating power to any melee or magical attack.

Bombs

The Bomb and its counterparts' names are related to similar real-world explosive or explosive-esque items. Their trademark skill is a self-destruct attack; after the Final Fantasy series moved to a 3D engine, the Bomb picked up a new habit of growing and becoming more powerful each time it is attacked until finally exploding.

In Final Fantasy IV, Bomb was a secret summon for Rydia. There also exists a dummied sprite nicknamed K. Higuchi after one of the game's battle programmers, Katsuhisa Higuchi, identical in appearance to the regular Bomb seen in the hidden Developers Room as an Easter Egg. In Final Fantasy IV, the Mom Bomb (in the English version) is a boss that consists of several bombs fused together. In Final Fantasy V, the boss Byurobolos is a Bomb variation with teamwork traits. In Final Fantasy X, a special monster called Bomb King could be created through the Monster Arena. In Final Fantasy XII, the Bomb King also returns as a boss, and a bomb is used as an icon for the berserk status. In this installment of the Final Fantasy series, Bombs introduce a new devastating self-destruct called "Chain-Reaction", where one bomb can make all the surrounding bombs self-destruct with it; this was previously seen in FFXIV, when using a Thunder spell on certain Bomb-type enemies also in some of the series like Final Fantasy XII and Final Fantasy Tactics Bombs have the ability to use Oil so their attacks most of them Fire Elemental can deal bigger damage. The first time the origin of the Bomb is given is also in FFXII, where it is described as a creature created specifically to fight wizards. Bomb has appeared in all Final Fantasy installments except for the first one. as well as in Chocobo's Dungeon 2, Chocobo Land: A Game of Dice, Final Fantasy Fables: Chocobo Tales, and Itadaki Street Portable. It was also an obstacle in Mario Hoops 3-on-3, and was featured as a Gummi Ship model in Kingdom Hearts. Alternative names include Balloon, Purobolos, Grenade, Mine, Pineapple, etc.

Cactuar

The name Cactuar is the western localization of the original Japanese Sabotender, a portmanteau of "Saboten Pretender", "saboten" meaning "cactus" in Japanese. The Cactuar are a race of creatures that physically resemble cacti and are typically depicted in a distinct running pose with stiff arms and legs, three black dots on their faces (representing two eyes and an oblong mouth) and three yellow quills at the top of their heads. According to an article in the 15 February 1997 issue of V-Jump, Cactuar was designed by Tetsuya Nomura based on a doodle he drew on a notebook when he was a highschool student. They bear a resemblance to Japanese clay figures called "Haniwa", a type of clay figures made for ritual and funerary uses.

The Cactuar is known for its characteristic "1,000 Needles" attack, able to bypass an opponent's defense stat and which always deals exactly 1,000 points of damage. Cactuars are usually worth a substantial amount of currency, experience points, ability points (there are a lot of variations) or a special item and have generally low HP, but their high evasion and defense stats and tendency to flee make them difficult prey. There is sometimes a giant variety of Cactuar that displays a characteristic mustache. "Jumbo Cactuars" as they are called also have a "10,000 Needles" attack which has the effect of causing instant death being one point higher than a character's maximum possible Hit Points. Another variant of the attack is

basically "1000 Needles" ten times consecutively, to multiple targets. This variant is especially deadly, as it can decimate an already weakened party, and, when done effectively, can even take out fairly high level party members.

Cactuars appear in Final Fantasy VI (previously called "Cactrot"), Final Fantasy VII, Final Fantasy VIII, Final Fantasy IX, Final Fantasy X, Final Fantasy X-2, Final Fantasy XI, Final Fantasy XII (with the alias 'Cactoid'), Final Fantasy Crystal Chronicles, Dirge of Cerberus: Final Fantasy VII, Final Fantasy: Unlimited, and Chocobo's Dungeon 2. Cactuars appear as a summon in Final Fantasy VI remade for the Game Boy Advance, and Final Fantasy VIII[14]. Cactuars appear as a stuffed doll in Final Fantasy X and Final Fantasy X-2 as Lulu's weapons and monsters with the alias quactuar.

Cactuars also appear in Chocobo Racing, Chocobo World, Final Fantasy Fables: Chocobo Tales, Itadaki Street Special, Itadaki Street Portable and Mario Hoops 3-on-3. In The Bouncer, Volt Krueger has a Cactuar on the back of his jacket with a red line through it. "Cactuar" is a featured Gummi Ship model in Kingdom Hearts and Kingdom Hearts II. When the cactus opponent in Dragon Quest Heroes: Rocket Slime gets run over by a cart, it resembles a Cactuar. It features the eyes, mouth and the position the Cactuar usually has. A cactuar starred alongside a Tonberry in series of Flashplayer animations made by a man known as Crazy Boris, such as Final Fantasy Gil Quest and its sequels, Final Fantasy Fugitive and Resident Cactuar. A Cactuar named Cornwall is the main character of the comic strip "The Lesson Of The Day". A Cactuar appears in the webcomic called Origami Lad's Superhero Society as a main character alongside his best friend Foldman and a group of other superheroes. The Ironclaw April Fools' Day supplement "Time of Monsters" includes a monster named 'Millaghi Moltogrande, the Mysterious Merchant.' The character is physically identical to a Cactuar, although he dresses in a period-appropriate outfit with a hat impaled on his head-quills and a mustache. He has his "1,000 Needles" attack, and his motivations are listed as "1. Survive; 2. Make money." The listing for the character appears reprinted in the supplement "Onandon," along with the rest of the "Time of Monsters" material. There are also numerous Funvideos circling through the internet about Cactuars.

The Chimera

The Chimera is usually based on the monster from Greek mythology or the science term denoting of an artificial being created from combining organisms. In the series, it is usually depicted as a beast with the head of a lion, the body of a she-goat, and the tail of a dragon or serpent, sometimes with multiple heads. Each head had access to a different element of spell.

In Final Fantasy V, the Chimera sprite called Kimaira was dummied out in the final version, leaving three other monsters (Chimera Brain, Quadrharpy, and Maximus) as the only Chimeras actually featured in the game. In Final Fantasy X a powerful monster called Chimerageist can be created through at Monster Arena. In "Final Fantasy XI" and "Final Fantasy XII", chimeras were created by combining various monsters. In Final Fantasy Mystic Quest, Gidrah was renamed Chimera during its Japanese localization. The monster appears in all core Final Fantasy games, as well as Mystic Quest and Crystal Chronicles. They also appear in Itadaki Street Portable. Its

variations include Chimera Brain, Gorgimera, Chimera Mage, etc.

The Cocatrice

The Cockatrice is a legendary creature about the size and shape of a dragon or wyvern, but in appearance resembling a giant rooster, with some lizard-like characteristics, although they were chameleon-like in Final Fantasy III. It was supposed to be a combination of a Cock and a toad or serpent. A baby Cockatrice is, by analogy, sometimes termed a Chickatrice. Its reputed magical abilities include turning people to stone by either looking at them, touching them, or sometimes breathing on them, like a dragon breathing fire. The Cockatrice is similar to another legendary creature, the Basilisk. Its name may come from a folk etymology for crocodile.

In early Final Fantasy games, the Cockatrice looks far more like an eagle than it does a cockerel and attacks from above using petrifying touches; however, in later games it resembles the legendary cockatrice. In Final Fantasy X, a special monster could be created called Pteryx through the Monster Arena, which is a variation of the bird-specie monsters that can petrify sometimes. In Final Fantasy XII, Cockatrice are a species of birds with the habit of moving around by rolling their bodies into a ball. There is also an optional mini-boss in Final Fantasy XII called Cluckatrice and a Rare Monster called Nekhbet. Cockatrice and its variations appear in all numbered Final Fantasy games, in addition to Tactics, Mystic Quest, Crystal Chronicles, as well as in Chocobo's Dungeon 2, Dice de Chocobo and Chocobo Land: A Game of Dice. They also appear in Itadaki Street Portable.

In addition to the Cockatrice, other creatures have the power to petrify. For instance, the Basilisk, which appears in every Final Fantasy except XI, and Crystal Chronicles is based on a creature in European folklore that was said to be able to kill with a simple glance. In Final Fantasy, the petrify-inflicting Basilisk traditionally appears as a horned lizard with large chameleon-like eyes; however, it sometimes appears more serpentine, particularly in later titles.

The Flan

The Flan, also called Pudding, is a small, magical creature, with a shape and motion reminiscent of the Spanish dessert of the same name (unlockable text in Final Fantasy XII reveals that in their fictional world, the dessert is named after the monster). They usually possess an affinity to a certain element, making them vulnerable to opposing elemental magic. Physical attacks seem almost worthless in breaking the Flan's squishy defense. In Final Fantasy X, a special flan called the Jumbo Flan could be created via the Monster Arena. In Final Fantasy X-2, the Flan's names are accompanied with a Spanish name relating to its color and element. They are Amarillo (yellow), Azabache (jet [black]), Azul (blue), Blanco (white), Palido (pale; "pearl" in the Japanese version), and Rojo (red). They bear the same appearance as their respective counterparts in Final Fantasy X based on color. In Final Fantasy XI flan are named after various puddings and custards. In the remake Final Fantasy IV Advance for Game Boy Advance, an optional boss has been added named Master Flan who will summon other Flans to her aid in battle. On the whole, Flans have appeared in all numbered Final Fantasy installments, as well as in Tactics Advance, Mystic Quest, Crystal Chronicles, Chocobo

World, and Chocobo's Dungeon 2. Variations include Jelly, Cream, Mousse, Slime, Ochre Jelly, Bavarois, Pudding, Tofu, Flan, etc.

The Four Fiends

The Four Fiends are a set of four stock demons used in several Final Fantasy installments. They represent the negative aspects of the classical elements and are usually summoned by the main villain as part of an attempt to destroy the world. They are associated with the Four Crystals that appear in some Final Fantasy games and the Fiends either guard them or attempt to destroy them.

In Final Fantasy, the Four Fiends are the Lich, Marilith, Kraken, and Tiamat of Earth, Fire, Water, and Wind, respectively. The Warriors of Light must seek out each of the Fiends and destroy them so balance can be restored. These Fiends reappear in Final Fantasy IX as the Chaos Guardians who protect the gate to Terra, and again in Memoria. They also appear in Final Fantasy Tactics Advance, as the "Falgabirds". Tiamat also appears in Final Fantasy II as a boss in Castle Pandemonium, and in Final Fantasy VIII as a corrupt Guardian Force serving the final villain, but the other fiends are absent.) Tiamat makes another appearance in Final Fantasy XII as an early boss. Kraken is also a boss in Final Fantasy III. In Final Fantasy XI Tiamat is one of Bahamut's minions, while the kraken and lich are regular monsters. Marilith appeared as a Mark in the bounty-hunting sidequests in Final Fantasy XII, looking like a large red snake.

Final Fantasy IV includes a new set of Four Fiends (now known as the Elemental Lords), this time serving Golbez. They are Rubicante of Fire, Barbariccia of Wind, Cagnazzo of Water, and Scarmiglione of Earth. However, unlike the original Four Fiends, they are given more characterization and are not depicted as demonic creatures craving for chaos. They are named after demons in The Divine Comedy. Final Fantasy Mystic Quest introduces another set of Four Fiends called the Vile Evils, who serve the Dark King. They are the Flamerous Rex of Earth, Ice Golem of Water, Duelhead Hydra of Fire, and Pazuzu of Wind. Like the original Four Fiends, they lay waste to the planet by draining the energy of the crystals. In Doom Castle, their doubles—Skullerex Rex, Stone Golem, Twinhead Wyvern, and Zuh—make an appearance.

In the FF parody webcomic 8-Bit Theater, all of the Fiends have appeared as primary antagonists. Marilith appears in her original North American name, Kary, Kraken is mostly known as Ur (short for Jnn'efur), and Tiamat is mostly known as Muffin.

The Garuda

The Garuda is an enemy depicted as an avian humanoid in the Final Fantasy Series. It first appeared in Final Fantasy III as a boss monster. As with other bird enemies like Zuu and Cockatrice, Garuda isn't always featured as a boss, but is more commonly a regular enemy, such as in Final Fantasy VII, IX, X and X-2. In most of the encounters against Garuda it is usually an easily defeated enemy. There is an exception in IX with a "friendly" version in addition to the standard hostile monster. The former is one of a number of "friendly" monsters that appear in Final Fantasy IX and which do not attack on encounter but instead ask to be "fed" various gemstone items

for considerable AP (Ability points - see Final Fantasy IX gameplay for more details). The two look the same except for the colour: the regular Garuda is predominantly red and green, while the friendly version in rainbow-coloured. In X/X-2 it has a new attack called Sonic Boom, which it uses often, and is highly similar in appearance to a number of other bird monsters. In XI Garuda is a summonable avatar (summon) if the player completes certain quests and defeats her in battle. Garuda is the avatar of the element "wind", and as such all of her abilities are wind-based. In Final Fantasy XII it appears first as a boss and then later as a regular enemy, by the name of Garuda-Egi.

The Iron Giant

The Iron Giant appears as a towering, oversized armor who often possesses an equally oversized sword. In Final Fantasy Tactics, Iron Giant makes its appearance under the name Steel Giant, sharing the same appearance with the characters Worker 8 and Worker 7 - New whose character class is Iron Giant. There is also Wolfmeister who is a red-plated version of Iron Giant. The iron giant was a secret last boss in FFIII DS accesable through the wifi email A boss variation of this form was used in Final Fantasy VIII, under the name Red Giantanother variation of Iron Giant appeared in Final Fantasy X called Gemini. The Iron Giant has appeared in Final Fantasy II, III (DS), IV, V, VII, VIII,IX, X, X-2, Crystal Chronicles, Tactics, Chocobo Tales and Itadaki Street Portable.

The Malboro

The Malboro is a mutanous form of plant that feeds on other creatures to survive. The Malboro is a fearsome foe most despised due to its horrible "Bad Breath" attack which inflicts a vast amount of status effects, capable of obliterating an entire party in a matter of seconds. The Malboro as seen in the various Final Fantasy titles developed by Square Enix is a powerful enemy often encountered in middle to late parts of the game. (The name 'Malboro' may be a joke within the Final Fantasy series, naming it after the cigarette brand Marlboro as it uses the ability 'Bad Breath'. It is also possible it was comprised from Latin Mal, meaning bad, and Greek Boros, meaning breath.)

Malboros have appeared in Final Fantasy I, II, III(DS), IV, VI through XII, Tactics, Tactics Advance, and Crystal Chronicles. They also appear in Chocobo's Dungeon 2, in Chocobo Racing, in Dice de Chocobo, in Final Fantasy Fables: Chocobo Tales, in Legend of Mana, Itadaki Street Portable, in Mario Hoops 3-on-3 during the Malboro Garden stage, and as a "Marboro Stew" in episode Eight of Final Fantasy Unlimited. In the GBA remake of Final Fantasy VI, there is an optional boss in a hidden dungeon called "Worst Marlboro", which, in addition to normal Malboro attacks, uses Blaster, an instant kill move, and later, in the battle, the player has to battle four at the same time (due to the monster dividing whenever the party "defeats" it until that point).

The Tonberry

A Tonberry, also localized as Pug, is quite small, usually no larger than two or three feet (sixty to ninety centimeters) tall. It has green skin and a round head with a small snout and round

yellow eyes; it walks on two legs and resembles, to some small degree, a bipedal lizard. However, it always wears a hooded cloak, usually plain brown or grey in color, and its dolphin-like tail can be seen peeking out from beneath the hem. A Tonberry always carries two things: a lantern in one hand to light its way through the caves, and a long, sharp chef's knife in the other.

While a Tonberry's foes are attacking it, it will walk slowly towards them. Once the Tonberry has come close enough to its enemy, it will then attack with its knife. Most of their incarnations possess the ability to deal extreme damage or instant death (usually by a short stab, accompanied with the "Doink" sound effect) to one or all members of the player's party. This, combined with their weak appearance, has earned them their notorious reputation. They sometimes also use abilities like "Karma" (also referred to as "Everyone's Grudge") that deal damage based on the number of enemies slain throughout the game, either by the party or the individual party member targeted. Tonberries are often found in caves or ruin structures. Generally Tonberries drop very small amounts of EXP or Gil, but in some games have been known to have large amounts of EXP or Gil and sometimes drop the most rare or powerful items in the game. Powerful versions of the Tonberry include Tonberry King, Mega Tonberry, Master Tonberry and Don Tonberry.

Tonberries have appeared in Final Fantasy V, Final Fantasy VI, Final Fantasy VII, Crisis Core: Final Fantasy VII, Final Fantasy VIII, Final Fantasy IX, Final Fantasy X, Final Fantasy X-2, Final Fantasy XI, Final Fantasy Tactics Advance, Final Fantasy Crystal Chronicles, Chocobo's Dungeon 2, Chocobo Land: A Game of Dice, Final Fantasy Fables: Chocobo Tales and Itadaki Street Portable. Tonberries can be morphed into the very useful 'ribbon' in Final Fantasy VII, which protects from all status ailments. Tonberries have appeared as a summon in Final Fantasy VIII and Final Fantasy: Unlimited. In Final Fantasy X-2 Paine's Mascot Dresssphere is a Tonberry costume holding a Cactuar doll. "Tonberry" is also a Gummi Ship model in Kingdom Hearts and Kingdom Hearts II. In the Satellaview-exclusive game DynamiTracer, a Tonberry is featured as one of the playable characters. The first boss in Final Fantasy XII was a flying machine piloted by an Archadian soldier named Tonberry. The lack of a true Tonberry in the game contradicts Final Fantasy XII's strong tendency to utilize monsters from prior games -- at least in name -- but the free-moving format of battle in this game prevents the faithful reproduction of the Tonberry's classic "slow approach leading to deadly attack" tactic.

Ultima Weapon and Omega Weapon

The Weapon or Ultimate creatures and Omega are entities (some biomechanical and others entirely organic) in the Final Fantasy series. They have been a main feature in the series since the fifth installment. They are generally very powerful and have massive amounts of hit points, sometimes numbering in the millions, and are usually presented as powerful optional superbosses.

Weapons have appeared in the first Final Fantasy of Final Fantasy I & II: Dawn of Souls, Final Fantasy IV, Final Fantasy V, Final Fantasy VI, Final Fantasy VII, Final Fantasy VIII, Final Fantasy X, Final Fantasy X-2, Final Fantasy XI, Final Fantasy XII, Final Fantasy: Unlimited, and Final Fantasy Fables: Chocobo Tales. WarMech, a powerful and rare enemy from the

NES Final Fantasy I, shares characteristics with Weapon.

'Omega' and 'Ultima' (sometimes 'Ultimate') weapons are more often than not side quests that can be followed late into the games. Final Fantasy VII and Final Fantasy VI are two of the few titles in the series that breaks this rule as the player has to fight the Ultimate Weapon in order to progress the story.

Ultima Weapon will generally drop (or lead to) one of the most powerful weapons available in the game. Final Fantasy XII varies slightly, with Omega MK XII dropping a medallion that, when sold with two others, allows the player to buy one of the most powerful swords in the game through the bazaar, while Ultima is the name of one of the most powerful summons in the game.

In the US version of Final Fantasy VI on the Super Nintendo Entertainment System (released as 'Final Fantasy III'), the name of the 'Ultima Weapon' was translated to 'Atma' in English. Final Fantasy X-2's character viewer reflects this factoid when viewing the monster 'Ultimate Weapon'. In Final Fantasy X, the hardest boss in the monster arena, Nemesis, has an identical appearance to Ultima Weapon barring the color. Other distinctive Weapons besides Ultima and Omega can be found in Final Fantasy VII.

Other Notable Final Fantasy Monsters

Dragons, legendary creatures traditionally depicted as large and powerful reptiles or serpents with magical or spiritual qualities, are featured in all of the Final Fantasy games in the main series as well as most spin-offs and related material. Final Fantasy VI includes the dragon as a subplot; eight Dragons exist in the World of Ruin, without counting some ordinary Dragons encountered on the field. There was a Dragon called CzarDragon intended to be in Final Fantasy VI, but it was eventually cut out of the game; however, they left the sprite in the game. The CzarDragon was renamed the Kaiser Dragon (and given wings) and made a superboss for the Game Boy Advance version. In Final Fantasy V, two dragons serve as means of transportation: Hyruu, which transports the party through the air, and Syltra (Hydra) who is a sea dragon who initially serves as transportation, but is heavily injured later on. He later rescues the party when the Walse Tower sinks into the sea, where he soon dies due to his injuries. Both dragons will turn into optional summons late in the game.

Other creatures rooted in folklore include the Lamia (a being from Greek legend, featured in Final Fantasy I through V, IX, XI, Crystal Chronicles, Mystic Quest, Tactics Advance, Chocobo's Dungeon 2, Chocobo Land: A Game of Dice, Final Fantasy Fables: Chocobo Tales, and as a Gummi Ship model in Kingdom Hearts), Cerberus (a three-headed beast appearing Final Fantasy Dawn of Souls, III, VIII, IX, XI, Mystic Quest, and Crystal Chronicles), Catoblepas (an Ethiopian hybrid of buffalo and boar featured in most games in the series), and the Minotaur (a bull-headed humanoid appearing in Dawn of Souls, III, V, VIII, XI, Tactics, and Mystic Quest, sometimes named Sekhmet, from the name of the lion-headed Egyptian goddess). Additionally, Zu, a Akkadian bird god, has appeared as a flying or Griffin-like enemy in Final Fantasy I, IV through VII, IX through XII, Mystic Quest and Crystal Chronicles, as well as in Itadaki Street Portable. Giant demihumans, such as Gigas and Ogres, are also common in the series; in Final Fantasy XI, they appear as a race of beastmen. Mandragorgas (plantlike

enemies appearing in all installments except I and VIII), are small, manlike plants based on Mandrakes (See also Mandragora). Tiamat, a primeval goddess in Babylonian mythology and a central figure in the Enûma Elish creation epic, appears as a draconic being (a la her D&D incarnation) in Final Fantasy I, II, IV, VIII, IX, XI, XII, and Tactics. Lastly, the Biblical Abaddon appears under several distinct designs in Final Fantasy VIII, IX, X, XII, and Crystal Chronicles.

Final Fantasy creatures are also influenced by folklore and science-fiction. The Dullahan, featured in Irish folklore, is an undead, headless monster featured in Final Fantasies III, VI IX, XII, and Mystic Quest. Imps (and their incarnations) are sprinkled throughout the series as flying, magic-wielding monsters. Goblins, Golems, and Gargoyles — three legendary monsters — make several appearances in the series; their appearances do not change significantly from their real-life counterparts. The Goblin from Final Fantasy V also appears under its typical design in the Square title Romancing SaGa 3. The Bandersnatch, taken from Lewis Carroll's poems Jabberwocky and The Hunting of the Snark, appears as a canine monster in Final Fantasy V, VII, VIII, IX, X, and XI. The Coeurl (a panther-like alien predator appearing in all Final Fantasies except the first, in addition to Itadaki Street Portable) is a near carbon copy of a race of predators featured in works by science fiction author A. E. van Vogt.

Several desert-dwelling creatures have made appearances throughout the series. The Sand Worms in Final Fantasy (appearing in all games in the series except XII) are similar to the Sandworm in Frank Herbert's Dune series in that they swallow and regurgitate characters (in this case, party members). The Antlion, an oversized arthropod-based on the smaller legendary creature called Myrmecoleo, have appeared in all numbered games in the series except I, VII, VIII, X, and X-2. Antlions attack from underground sand traps, much like the Mandragorgas of Final Fantasy X.

Other monsters are based on creatures in the real world, such as wolves (seen in most installations in the series[8]), wasps (the Bite Bug in Final Fantasy VIII[9] and the wasp and bird classifications in Final Fantasy X), and deadly fish (Piranha in Final Fantasy I, VI, X and XII). In a dissertation study by Glen Spoons about Final Fantasy X, he states that these monsters rooted in nonfiction are "physically excessive"; that is, they appear larger than their real-world counterparts.

Final Fantasy borrows four creature types directly from the original Dungeons and Dragons RPG: Beholder, Mindflayer, Ochu, and Sahagins. Although Beholders (green, tentacle-laden creatures similar to Malboros) appeared as such only in the first Final Fantasy's Japanese version and in Mystic Quest, it is similar to the Ahriman monster seen in the other installments. The other three creatures borrowed from Dungeons and Dragons have appeared in numerous titles. Mindflayers (also known as Illithids) are squidlike mages who have appeared in Final Fantasies I, IV, V, IX, XI, XII, and Tactics. Ochu (also called Otyugh) are subterranean plant-like creatures with large, whiplike tentacles who have appeared in Final Fantasy I, VII, VIII[9], IX, X, X-2, and Tactics. Lastly, Sahuagins (water-dwelling creatures, originally from Dungeons & Dragons, based on sea hags from European folklore) have appeared in Final Fantasy I, III, IV, V, VII, IX, X, X-2, XI, Crystal Chronicles, Mystic Quest, Chocobo's Dungeon 2, Chocobo Land: A Game of Dice, Final Fantasy Fables: Chocobo Tales,

as well as in Itadaki Street Portable.

Other creatures are not necessarily harmful, such as the Magic Pot and the Mover. The Magic Pot is the name of the creature which inhabits a pot and chooses to fight inside the pot using it to its defense. Because of its general immobility, it favours magical attacks. Final Fantasy V and Final Fantasy VI use the same sprite for this monster. Most incarnations of the Magic Pot reward the player with bonuses in exchange for items or luck. Magic Pots have appeared in Final Fantasy V, VI, VII, X, XI, XII, Chocobo's Dungeon 2, Dice de Chocobo, Final Fantasy Fables: Chocobo Tales and Itadaki Street Portable. The Movers, on the other hand, are extremely powerful but rare and tend to avoid battles; they appear in Final Fantasy V, VI, VII, IX and XI in groups of three units and provide significant monetary or experience bonuses for the player.

Development

History

In the mid 1980s, Square entered the Japanese video game industry with a string of simple RPGs, racing games, and platformers for Nintendo's Famicom Disk System (FDS). By 1987, declining interest in the FDS had placed Square on the verge of bankruptcy. Meanwhile, Square designer Hironobu Sakaguchi began work on a new fantasy role-playing game for the cartridge-based Famicom, inspired in part by Enix's popular Dragon Quest. Sakaguchi planned to retire after completing the project, so it was named Final Fantasy. The name has also been attributed to the company's hopes that the project would solve their financial troubles. Final Fantasy indeed reversed Square's lagging fortunes, and it became their flagship franchise.

Following the success of the first game, Square immediately developed a second installment. Unlike a typical sequel, Final Fantasy II features a world bearing only thematic similarities to its predecessor. Some of the gameplay elements, such as the character advancement system, were also overhauled. This approach to has continued throughout the series; each major Final Fantasy game features a new setting, cast of characters, and battle system.

Design

The first five games were directed by Hironobu Sakaguchi, who also provided the original concept. He served as a producer for subsequent games until he left Square in 2001. Yoshinori Kitase took over directing the games until Final Fantasy VIII, and has been followed by a new director for each new title. Hirozuki Itō has designed several gameplay systems, including Final Fantasy V's Job System, Final Fantasy VIII's Junction System and the Active Time Battle concept, which was used from Final Fantasy IV until Final Fantasy IX. Itō also co-directed Final Fantasy VI with Kitase.

Kenji Terada was the scenario writer for the first four games; Kitase took over as scenario writer for Final Fantasy V through Final Fantasy VII. Kazushige Nojima became the series' primary scenario writer from Final Fantasy VII until his resignation in October 2003; he has since formed his own company, Strevista. Nojima partially or completely wrote the stories for Final Fantasy VII, Final Fantasy VIII, Final Fantasy X, and Final Fantasy X-2. He has also worked as the scenario

writer for the spin off series, Kingdom Hearts. Square Enix continues to contract story and scenario work to Nojima and Stellavista.

Artistic design, including character and monster creations, was handled by Japanese artist Yoshitaka Amano from Final Fantasy through Final Fantasy VI. Amano also handled title logo designs for all of the main series and all of the image illustrations from Final Fantasy VII onward. Following Amano's departure, he was replaced by Tetsuya Nomura, who worked with the series through Final Fantasy X; for Final Fantasy IX, however, character designs were handled by Shukou Murase, Toshiyuki Itahana, and Shin Nagasawa. Nomura is also the character designer of the Compilation of Final Fantasy VII, and all three installments of the upcoming Fabula Nova Crystallis: Final Fantasy XIII. Other designers include Nobuyoshi Mihara and Akihiko Yoshida. Mihara was the character designer for Final Fantasy XI, and Yoshida served as character designer for Final Fantasy Tactics, Final Fantasy XII, the Square-produced Vagrant Story, and the Final Fantasy III remake.

Graphics and technology

Final Fantasy debuted on the Nintendo Entertainment System in 1987. It featured small sprite representations of the leading party members on the main world screen because of graphical limitations, while in battle screens, more detailed, full versions of all characters would appear in a side-view perspective. The Super Famicom installments used updated graphics and effects, as well as higher quality music and sound than in previous games, but they were otherwise similar to their predecessors in basic design.

In August 1995, Square showed an interactive SGI technical demonstration of Final Fantasy for the next generation. Articles in GameFan and Nintendo Power led fans to believe that the demo was of a new Final Fantasy title for the Nintendo 64 video game console. However, 1997 saw the release of Final Fantasy VII for the Sony PlayStation and not the Nintendo 64 as many had originally anticipated. This was due to a dispute with Nintendo over its use of faster and more expensive cartridges, as opposed to the slower, cheaper, and much higher capacity compact discs used on rival systems. Final Fantasy VII introduced 3-dimensional graphics with fully pre-rendered backgrounds. It was because of this switch to 3D that a CD-ROM format was chosen over a cartridge format.

Starting with Final Fantasy VIII, the series adopted a more photo-realistic look. Like Final Fantasy VII, some full motion video sequences would have video playing in the background, with the polygonal characters composited on top. Final Fantasy IX returned briefly to the more stylized design of earlier games in the series. It still maintained, and in many cases slightly upgraded, most of the graphical techniques utilized in the previous two games in the series. Final Fantasy X was released on the PlayStation 2, and made use of the much more powerful hardware to render many cutscenes in real-time, rather than in pre-rendered FMV sequences. Rather than having 3D models moving about in pre-rendered backgrounds, the game featured full 3D environments, giving it a more dynamic look, though the camera angle was fixed. It was also the first Final Fantasy game to introduce voice acting, occurring throughout the majority of the game, even with many minor characters. This aspect added a whole new dimension of depth to the character's reactions, emotions, and development.

Taking a temporary divergence, Final Fantasy XI used the PlayStation 2's online capabilities as an MMORPG. Initially released for PlayStation 2 with a PC port arriving 6 months later, Final Fantasy XI was also released on the Xbox 360 nearly four years after its first release in Japan. This was the first Final Fantasy game to use a free rotating camera. Final Fantasy XII was released in 2006 for the PlayStation 2 and utilizes only half as many polygons as Final Fantasy X in exchange for more advanced textures and lighting. It also retains the freely rotating camera from Final Fantasy XI. Final Fantasy XIII was shown at E3 2006 and is slated to be the first game in the main series for PlayStation 3. The game will make use of Crystal Tools, a middleware engine developed by Square Enix.



NEW ACTIONS

The *Marvel Game Guide* has all the information you need to make up any Actions or Modifiers you could want. Of course, why work any harder than you have to, right? So here is a helping of new Actions and Modifiers, plus new Options for existing Actions and Modifiers, that we've developed to go along with the new characters in this Final Fantasy: The Dreaming Supplement.

Alchemy

Cost = Action Number + 3 Levels

DESCRIPTION

Alchemy, or the art of mixing chemicals is as old as the knowledge of such chemicals. At the beginning of the art, it was believed that you could change Lead into Gold by use of chemicals. While that application never materialized, several others did. Including modern medicine and ancient herbology.

In a Final Fantasy setting we see it take on a different tone. Alchemy is the mixing of chemicals to produce magical results. Be it a potion that Heals the body, or the mind. Makes the user float above the ground or seem to move faster than normal, Alchemical products are the bread and butter of Final Fantasy items from the Potion to the mythical Phoenix Down.

Taking this action means that you have the ability to create these items. This is a rather short process. For each action number you have you know how to make 5 items of your relative power level (IE at AN 1: Potion, Eye Drops, Softs, Antidotes and Echo Screen. You could not however create a Phoenix Down or Hi-Potion till AN 3). Divide the Gil cost of an item by 100 to determine the action number at which it can be aquired. The exception to this rule is the Ether family of products that are divided by 200 rounded up instead of 1 due to their unusually high Gil cost. All calculations are based on the Item's power level, not the Alchemist.

Once you have determined the items you can create, you simply must invest stones equal to their creation factor to make one. The Creation Factor is equal to their Power Level multiplied by the number of items you wish to create at once. Also, if you wish to augment an item use the following.

- Double the effect of an item. (Doubles the cost of the item)
- Create higher level item (Three times that item's Power Level in stones)
- Additional effects (Add the Power Levels of both items together and double that cost)

The creation process only takes as long as you take to invest the stones. Making a Potion is a relatively simple process.

COMMENTS

A useful power if you've got the intelligence to use it. Alchemy is a must for Chemists as it is their bread and butter. There are several items with costs very much higher than a Power Level of 10. Remember, there is no maximum power level. Once you reach a 10 AN, you can learn any item for 1 line of experience each. Nifty when trying to create the Power Level 80 Stardust item.

Rules for Action Box

- Intelligence Bonus
- Power Level = Item Cost/100
- May learn items above 10 Power level at AN 10 for 1 line of experience each.

Beast Taming

Cost = Action Number + 3 Levels

DESCRIPTION

Beast taming is a step above Horsemanship shown in *"The Guide to the Hulk and The Avengers"* book. This is the ability to train an animal to do things that it normally wouldn't do, such as training a Chocobo to fight a Dragon, or teaching a Moomba to fire a blast of electricity from it's paws.

When you buy this action, you automatically gain the services of an Animal Companion with a Durability no more than your Action Number. You may choose this creature from either the Bestiary or the *"Spider-man and the City of New York"* supplement written by Tomisina and his team at: <http://ozbot.typepad.com/spideyguide/>

When you gain your Animal Companion, you begin to teach it specialties and actions. No animal can know more specialties than you have action numbers in this action.

You may only teach your animal

companion a new action if you have an action number of 3 or above, and then only one action per 3 action numbers you possess. The total levels of all taught actions may not exceed your Action number plus your durability.



If you wish to you may gain a second or even a third animal companion. Your animal companion's total Durability can never exceed your own multiplied by two. But each gains training from you separately and those limitations apply to each individually.

To teach a specialty, you must expend stones over time. The number of stones is related to just how close to natural instinct the specialty is and the Durability of the companion.

- Very Close to Natural Instinct (Self Defense, Claw Swipes etc.): Action's Cost x 4
- Closer to Natural Instinct than not (Acrobatic Attack, Pack Tactics for non Pack Animals, etc): Action's Cost x 6
- Not an Animal Instinct (Ground Vehicles, Hand Guns, etc): Action's Cost x 10

Teaching an Action is much harder. Firstly you must compare it to the Specialty chart. Then, it is further modified by the Action Number of the Action to be taught, and the complexity of the action.

- Action that feels natural to a creature (Has a Physical Attribute Bonus such as Strength or Agility) : Action is Purchased at +4cl
- Action that doesn't feel natural

(Has no Ability Bonus, but isn't overly complex): Action Bought at a +6cl

- Action feels foreign, and complex (Has an Intelligence Bonus, or has multiple bonuses): Action Bought at a +8cl
- Action is completely foreign (Force Blasts, Masteries, Force Field etc): Action bought at a +10cl

Now, take the new Cost and multiply it by the appropriate natural instinct modifier. That is how many stones it will take to teach the modifier. You can spend stones over time, and the effect accumulates till the count is finished.

You may not spend more stones in this action per day than your AN + Durability.

COMMENTS

A nice power if you want a powerful companion to help you in times of need. Even better if you can gain the services of creatures that already have actions that you don't have to teach, such as a Behemoth with it's Black Magic of 7. But a Behemoth has a Durability of 8, so good luck there.

Rules for Action Box

- Gain an Animal Companion
- Durability Bonus
- Teach Animals Specialties and actions
- Actions taught cannot have a total above your Action Number + Durability.

Black Magic

Cost = Action Number+5 Levels

DESCRIPTION

The prototypical ability in all Final Fantasy games to deal out large quantities of damage. Black Magic is one of the most powerful actions you can possess in a game. Not counting its automatic Intelligence Bonus, it can quickly damage foes.

For each Action number you have in Black Magic you may choose one element (Fire, Ice, Water, Wind, Lightning, or Earth) and deal damage with that element. For each 3 action numbers you have you learn a new level of spells (IE You learn Fire at AN 1, Fira at AN 4, Firaga at AN 7 and Flare at AN 10).

Each time you learn a new element, you take a situational penalty when using that element to render it down to an AN of 1. You must use it a certain amount of times to gain its new levels. For every 10 uses of a new element, place a Line of Use in a separate place. At 10 lines of use advance a new element one virtual level, reducing that element's situational penalty by 1, up to your current action number. Once it has reached that action number, it increases as your Action Number does.

This is done because just learning a new form of magic is weaker than the ones you've dealt with for a long time. Just because you have Black Magic at a 7, doesn't mean that Lightning Magic you just picked up has the same skill applied. As such it must be used and made better.

For 20 lines of Experience, you may choose other spells than the elemental options listed in this entry.

COMMENTS

A multi-use action if ever there was one. Not one to scoff at. Having even 1 level in this action could turn the tide of a battle in your favor, thus justifying the expense.

Rules for Action Box

- Intelligence Bonus
- Choose 1 element per Action Number
- Elements chosen after Character Creation have a situational penalty attached reducing its effective Action Level to 1
- Each element chosen after action number 1 can be upgraded by using it often. 10 uses = 1 line. 10 lines = 1 virtual level up to action number.

NOTE: The Level up of an Element (IE Fire to Fira) is in name only and is added as Flavor. It in no way changes the way the element is handled game wise.

Break

Cost = Action Number + 5 Levels

DESCRIPTION

In most Final Fantasies, the Break, or Item Break was used to destroy specific equipment on a person's bodies. This is true of this game as well, but it has extra options known as ability breaks.

Item Breaks are accomplished differently

than in previous Final Fantasy games where you had specific slot break abilities. These have been rolled up into one Item Break ability. The way Item Break works is; if you spend more stones in this action and close combat (must be spent together) than your target's defense + the Item's bonus, you break the item, unless it's Indestructible.

Ability Breaks are different. You have to specify which you are using, and if you defeat the target's defense and ability score, you produce the desired effect. The effects are as follows.

- **Intellect Break:** Lower Magical Actions by Damage Dealt. Must target Head.
- **Strength Break:** Lower Close Combat by Damage Dealt. Must target Arms.
- **Agility Break:** Lower Agility bonus actions or Reflexive Dodge by Damage Dealt. Must target Back.
- **Speed Break:** Lower Speed Bonus actions by Damage Dealt. Must Target Legs
- **Durability Break:** Lower Toughness or Flexible Skeleton by Damage Dealt. Must Target Neck.
- **Energy Break:** 2x Stun Damage. Must Target Sternum.
- **Health Break:** Lower Healing Factors by 1 level. Must target a major artery.

All effects last panels of damage.

COMMENTS

A useful ability if you're fighting opponents with large amounts of armor. Also useful for those overpowered bosses. The Knight Dreamshard does not gain a bonus to this ability as it gains its bonus to Close Combat instead.

Rules for Action Box

- May add to Close Combat
- Must target a part of the victim's body
- Must choose effect before shot.
- Effects last for Damage in panels except for Energy Break, which is just stun damage.

Calling Magic

Cost = Action Number + 5 Levels

DESCRIPTION

The power to call mighty beasts to attack your enemies. For as far back as Final Fantasy II, this has been a staple of the genre. In Final Fantasy there are two schools of Summoning. This is the Calling

School.

When you gain this action, you gain 1 name of a summon for each action numbers you have in Calling Magic. Names of Summons available in the world of the Dreaming can be found in Appendix 2: Summons. When you call upon these beings they show up, and fire off their special effect up to their action number in that ability (IE Bahamut has a Force Blast of 6, he will fire off a 6 stone attack).

A Caller has the unique ability to Boost these attacks by up to their action number, making Callers originally more powerful than Summoners. When a caller calls a summoned creature, The creature temporarily takes damage meant for the Caller, making the Caller practically invulnerable for 1 panel.

Certain Summoned Creatures cannot be gained through just gaining the Calling Action, and must be found and either bargained with, or defeated in combat. A special circumstance is that even though Ifrit and Shiva are available from AN 1, once you choose one, you have to find and defeat the other, as they will not work together without subjugation.

COMMENTS

A very powerful ability for a very high price. Normally choosing one style of summoning over the other prevents you to learn the other, but there's no hard and fast rule about it. And, just because there's not a summon you want, doesn't mean you can't make up a summon and present it to your GM. In the end, it's really his world, even if he's playing in mine.

Rules for Action Box

- Intelligence or Durability Bonus
- Gain 1 Summoned Creature for each AN
- Summons last 1 panel
- Immune to Damage on that panel
- Improve Summon's special Action by AN
- List Summons Known below

Chocopower!

Cost = Action Number + 5 Levels

DESCRIPTION

Chocopower!, the prototypical ability of the ChocoKnight. These powerful cavalymen spur their Chocobo companions to great heights, teaching

them special magical abilities that they perform together.

When you first gain this action, you gain Chocopower! abilities for every 2 action numbers you have. Some, like ChocoMeteor have action number requirements because of their sheer power. The abilities are as follows

- **ChocoMeteor:** 3x Damage, Limited Area Effect, Requires AN 6 or higher
- **ChocoNova:** 2x Damage, Area Effect, Requires AN 8 or higher
- **ChocoHeal:** As Magical Healing, Area = 2 Requires AN 4 or higher
- **ChocoDevour:** Attack vs Durability to devour target, gaining the Chocobo +1 to all abilities and actions for duration of encounter. Multiple ChocoDevours stack. Requires AN 10.
- **ChocoKick:** Normal Damage attack, Armor Penetrating.
- **ChocoEnsuna:** Remove status effects targeting one ally
- **ChocoBall:** 2x Damage, Stun and Damage.

Using Chocopower! abilities requires you to split the red stone cost between yourself and your Chocobo up to your Chocopower! Action Number.

COMMENTS

An eclectic power to say the least. It can create some immensely entertaining scenes. Some old favorites return, such as ChocoMeteor, and new abilities emerge such as ChocoDevour. You can create new Chocopower! Abilities. Ask your GM though, because he may impose an action number requirement.

Rules for Action Box

- Gain one Chocopower! Per 2 Action Numbers
- Split red stone costs between Chocobo and Rider
- A Yellow Chocobo comes into your service when you take this power. See Bestiary.

Draw Out

Cost = Action Number + 1 Level

DESCRIPTION

One of the signature abilities of the Samurai Job of Final Fantasy Tactics, Draw Out destroys an item in your inventory and releases it's energy over an area. Any item can be broken, and it's effects spewed over an area equal to it's modifier.

Weapons with Weapon Modifiers deal their damage to all enemies within the area.

Armor broken in the area give all of the Samurai's allies a force field at one half the Defense Bonus of the armor (Minimum 1) for a number of panels equal to the number of stones placed in this action.

Items broken have their effect placed on proper targets in an area equal to 2 per 3 stones placed in Draw Out.

Key Items, those marked with a golden key, cannot be broken, unless it the key within is itself engraved with a lightning bolt within. These items are of exceptional power, doubling whatever effect they would normally have on allies, enemies or the area in general.

COMMENTS

Another eclectic power to say the least. The one bad thing about Draw Out is that you have to sacrifice items in your inventory to use the action. Once you use an item in this way, it's gone whether your tactic works or not. But, in a pinch, that Thunder Rod could be turned into a devastating weapon, and that X-Potion could be the savior of an entire army.

Rules for Action Box

- Break Items in Inventory
- Weapons Deal their Damage (and other effects) to enemies within their modifier in area.
- Armor gives one half their modifier (minimum 1) to all allies within it's defense bonus in area as a force field for stones played in rounds.
- Items do their effect to all appropriate targets in an area equal to 2 per 3 stones played.

Geomancy

Cost = Action Number + 5 Levels

DESCRIPTION

Geomancy is defined as the ability to bend nature to your will. This is only half true. While Geomancers bend Nature to their will, they are restricted by what nature provides.

Geomancy is a Mastery of Elements, encompassing all naturally occurring elements within the world. It automatically comes with a Force Blast that is wholly

dependent on the terrain surrounding the Geomancer at the time.

In a watery area, the Geomancer might gain the ability to deluge their enemy. In a swamp, maybe they'll be able to poison. The specific effects are up to the GM. The Geomancer merely puts in stones of effect, and the GM makes up what happens in general.

COMMENTS

A power not for the feint of heart, Geomancy is one of the more random powers in any system. Walk in from a dirt road to a city street and it's effects change, even if you could possibly take one step backward and be in a different environ. Geomancers are one of the hardest jobs in all of Final Fantasy to truly grasp and master, so take with care, and a grain of salt.

Rules for Action Box

- Place Stones for effect.
- GM creates effect based on terrain, normally a Force Blast of appropriate type.
- Add Mastery Options



Mediation

Cost = Action Number + 3 Levels

DESCRIPTION

Mediation is more or less a poor man's Statecraft. When you take this action, you gain specialties as if you had taken Social Skills or Statecraft itself.

Mediation can act as Leadership if need be, and for a +2 cost level, you may add an intelligence bonus.

An interesting effect of Mediation is the ability to talk someone out of a mental controlled situation or Paralyzation. This requires you to beat the person who either is in control of the victim, or who paralyzed the victim's stones in the action to break it's control.

Mediation also automatically comes with the Strategist advantage, meaning once you give orders with the Leadership option, they can be held up to your AN in rounds before they're used.



COMMENTS

A useful action if you want to remove status effects without the use of Magic, though it takes more effort to do so. Also Mediation is good for the leader in everyone.

Rules for Action Box

- Use as Leadership
- Use as Social Skills
- May Remove Mental Effects and Paralyzation by playing more stones then are holding the victim.
- List Specialties

Summon Magic

Cost = Action Number + 5 Levels

DESCRIPTION

Summoning Magic, the second school of summons believes that working in concert with your Summoned Creature, you can improve them and have a valuable ally against your enemies instead of a tool to be exploited like they believe Callers do.

When you gain this action, you gain 1 name of a summon for each action numbers you have in Calling Magic. Names of Summons available in the world of the Dreaming can be found in Appendix 2: Summons. When you call upon these beings they show up, and fight by your side until you either Dismiss them, the Battle ends, or they are defeated, at which time they need one hour per durability to recover before being called again.

Summoners have the ability to improve their summons slowly over time, making them truly stronger instead of merely adding power to one attack. Summons that participate in battle alongside a Summoner, gain the same Lines of experience that the Summoner did for the issue. Summoners may also take on new challenges to directly improve their summons, sacrificing the stones to the creature, instead of themselves.

While a summoner is working in concert with their summon, The summoned creature actively defends the summoner, to the best of their ability, but the summoner can still be effected as normal. The summon just counts as an ally on the battlefield.

As with Callers, certain Summoned Creatures cannot be gained through gaining the Summoning Magic Action, and must be found and either bargained with, or defeated in combat. A special circumstance is that even though Ifrit and Shiva are available from AN 1, once you choose one, you have to find and defeat the other, as they will not work together without subjugation.

A Summoner may attempt to Banish another summoner's summoned creature. To do this each player pays for the Durability of the summoned creature, then adds stones until one can't anymore. That person wins the battle, and if it's the banisher, the summon they targeted is sent back to the nether.

COMMENTS

A favorite of Final Fantasy fans around the world, the separation of Summoners

and Callers became apparent in Final Fantasy X when the summoners of that world didn't merely call their summoned creatures, they brought them as allies to battle, truly becoming one with their summons. It's a truly powerful action for those that want to put the time and effort into practically raising a Summon from bare bones to something truly powerful.

Comments for Action Box

Rules for Action Box

- Intelligence or Durability Bonus
- Gain 1 Summoned Creature for each AN
- Summons last until creature is dismissed, end of encounter, or defeated
- Immune to Damage while summon is out, may only direct creature.
- Improve Summon's actions, and modifiers by using your own lines of experience and challenge stones
- List Summons Known below

Sword Magic

Cost = Action Number + 3 Levels

DESCRIPTION

Sword magic is the ability of the Mystic Knight to imbue his weaponry with the power of the elements, changing them into more damaging weapons of war.

If a Sword Mage knows White or Black Magic, they automatically gain access to any Elements that are accessed by those two schools (White Mages of sufficiently high Action Number gain Holy, which is then added to a Sword Mage's repertoire)

For each Action Number gained, choose one element from the following list and you gain it's effects plus an additional +1 to the weapon's modifier for each 2 stones of effect you play. Creatures weak to your element of choice have that number doubled, creatures resistant to that element have that number halved.

Available Elements and their effects.

- **Fire** (2x Damage)
- **Ice** (Attack vs Agility to Paralyze, Damage = Panels of Paralysis)
- **Air** (Attack vs Durability to Stun, Damage = Stones of Stun)
- **Water** (Reduces automatic defenses by 1 stone per 2 stones of damage for damage in panels)
- **Earth** (Armor Penetration)
- **Light** (Attack vs Intelligence, Target

believes caster is an ally if Damage occurs, Effect = Damage in Panels)

- **Darkness** (Attack vs Intelligence, Target is Blinded if Damage occurs)
- **Non-Elemental** (Limited Armor Penetration [Double your Weapon Mod vs Toughness])
- **Gravity** (Successful attack reduces a foe's white stones of health by half. Cannot be used to kill.)
- **Drain** (Energy Drain, Refills caster's Health as healing)
- **Esper** (Energy Drain, turns into Red Stones to the caster's pool)

It takes 1 stone per panel to maintain Sword Magic, and 3 stones to play it initially.

COMMENTS

A very versatile action. One with many applications and uses. A very powerful option to any sword or magic user.

Rules for Action Box

- Gain 1 element per action number
- Follow special rules above for elements
- Gain 1 extra Weapon Mod per 2 stones played above starting cost
- 3 stones to begin.



Time Magic

Cost = Action Number + 6 Levels

DESCRIPTION

One of the most powerful forms of magic, Time Magic consists of the ability to alter time and space itself to help and hinder.

When you gain this action, you must choose 1 effect that you can cast that has no prerequisite. Ever 2 action numbers (including AN 2) you gain an extra effect chosen from the list below.

After AN 10, you may choose a new effect for each 10 lines of experience that you dedicate to this ability.

Available Spells and their effects

- **Haste:** Raise Target's initiative ability by 1/2 stones played.
- **Regen:** Target gains an Accelerated Healing factor for Stones played in Panels
- **Quick:** Gain first initiative for stones played in panels. Effects self only
- **Drag:** Attack vs initiative ability. If damage occurs, target acts last for damage in panels
- **Comet:** Bend time so that a celestial body comes into contact with the planet at the exact spot a target are is. 2x Damage, Limited Area Effect. Requires AN 5
- **Stop:** Attack vs Defense + Speed. If damage occurs, target is frozen in Time for panels of damage.
- **Demi:** Attack vs Durability + Defenses. If damage occurs, automatically half the target's white stones of health. Cannot be used to kill.
- **Teleport:** As Teleportation Action, may only teleport to specially prepared white circles that the user has encountered before. (Write such circles down in LoE)
- **Speed:** Increase target's flow through time increasing their speed by 1/2 stones played
- **Age:** Attack vs Durability. If damage occurs reduce all physical abilities by 1 per 4 stones played as the being becomes older
- **Degen:** Attack vs Durability if damage occurs, gain a reversed Accelerated Healing Factor (take 1 white stone of damage per 2 panels) for damage in panels
- **Meteor:** Bend time so a larger celestial body comes in contact with the area you are aiming for. 2x Damage, Area Effect. May not gain if has not yet gained Comet

COMMENTS

An incredible power for the mage in all of us. The ability to control time to any degree is something that not a great deal of GM's will allow, but Time Magic has been a staple of Final Fantasy from day one, thus it's included at such a high cost.

Rules for Action Box

- Intelligence Bonus

- Gain 1 effect from the list at AN 1
- Gain 1 additional effect from list at AN 2 and each even numbered AN
- May only produce 1 effect per turn

Two-Stepping

Cost = Action Number + 5 Levels

DESCRIPTION

More than Dance, Two-Stepping is the ability to place supernatural effects on enemies and allies.

When gain Two-Stepping, you begin with 2 of the options listed below, and gain a new one every 2 action numbers.

Two-Stepping has two modes. Dance and Attack. Using it as Dance, uses it as the Dance action listed in *"The Guide to the Hulk and The Avengers"*. The second, attack is the equivalent of a Force Blast with an Area Effect of 3 with the desired effect only.

You may only use one effect a panel, and if you wish to have an area greater than 3, you must pay extra stones that do not go towards any effects besides area.

The Effects

- **2x Damage**
- **3x Stun Damage**
- **Reduce Speed** by Damage Dealt (minimum 1) Deals no actual damage, effect lasts damage in panels
- **Reduce Ability** tied to Close Combat by Damage Dealt (Minimum 1) Deals no actual damage. Effect lasts damage in panels
- **Reduce Magic AN** by Damage Dealt (Minimum 1) Deals no actual damage. Effect lasts Damage in Panels
- **Attack vs Durability to Paralyze**, Damage = Panels paralyzed

COMMENTS

A good power for attractive heroes. Deadly in the hands of those that can take full advantage of it's versatility. It also makes a great undercover power. Who can say no to a scantily clad woman shaking her hips to soft music?

Rules for Action Box

- Use as Dance or Attack
- Gain 2 Effects at AN 1
- Gain 1 extra effect each 2 AN

After

- Use 1 Effect a turn
- Effects are Area 3 + stones played for Area
- List Specialties for Dance

Warsong

Cost = Action Number + 5 Levels

DESCRIPTION

The polar opposite of Two-Stepping, This can be used as Dance (but using singing instead of dancing) or as a Defensive option in most cases, helping allies and bolstering their morale and effectiveness

When you gain Warsong you choose 2 effects to gain. Every 2 Action numbers gained thereafter you may choose another effect. The effects are listed below.

All effects, like Two-Stepping, are in an area of 3 unless you pay separately for area above 3.

The Effects

NOTE: Round Fractions Up

- **Refill Ally's Energy Pool** equal to stones played. May not give more stones than the target's normal energy pool maximum.
- **Use as Healing**, but costs two times as many stones to use.
- **Raise target's speed** by stones played divided by 2. Effect lasts damage in panels
- **Raise Ability** tied to Close Combat by stones played divided by 2. Effect lasts damage in panels
- **Raise Magic AN** by stones played divided by 2. Effect lasts damage in panels
- **Raise Target's Initiative** on subsequent rounds by stones played divided by 3. Effect lasts damage in panels

COMMENTS

Another good power for attractive heroes. Especially ones you want to have a dramatic flair. Warsongs can be anything you imagine them to be, from the classic bard strumming a mandolin, to the wardrummer beating his chest while letting out a dirge of madness and death. This is also another good undercover power. What person turns away good entertainment?

Rules for Action Box

- Use as Dance (Singing) or Effect
- Gain 2 Effects at AN 1
- Gain 1 extra effect each 2 AN

after

- Use 1 Effect a turn
- Effects are Area 3 + stones played for Area
- List Specialties for Singing

White Magic

Cost = Action Number + 5 levels

DESCRIPTION

The opposite of Black Magic, the power to harm, is White Magic, the power to Heal, Protect and Enhance allies.

White Magic comes in three sections. The first of which is Healing. You may heal as many white stones per day as you have Action Number. Every three stones played to heal gives back health equal to the target's Durability plus Toughness. You may remove status effects by playing 3 stones of effort for most effects. Reviving a KO'ed character however requires an Action Number of 5 or better.

The second part of White Magic is Protection. You may put up two different Force Fields (gaining their typical extra stone of protection per stone played). The first is only good vs Magic, the second is only good vs Normal Attacks (which includes non magical energy). You may choose to place both over your targets, but you must spend stones separately for each effect.

Lastly, there is the ability of enhancement. A White mage may use her magic to imbue others with the ability to be better than themselves. They cannot imbue an ability, action or modifier that is not there in the first place, and cannot more than double any ability, action or modifier. They may enhance weapons and armor the same way. White Mages enhancing a person must pay for duration separately.

The Final part of White Magic comes at Action Number 8. White Mages have one attack spell in their repertoire, but it is draining. It is called Holy. It is a 3x Area Attack (Area = 3, 2x vs Non-evil creatures, Normal Damage vs Good Creatures) that must be played at maximum power (8 minimum) The White Mage is stunned that many stones on their next panel of action.

COMMENTS

An awesome ability for those that wish to be the heart and soul of a party. No one gets away from a battle unscathed, and

the White Mage can give the party a better chance of survival, and serve as moral compass.

Rules for Action Box

- Use as Healing
- Place Force Field vs Magic OR
- Place Force Field vs Normal
- Enhance a Target's Abilities, Actions or Modifiers, must pay for Duration, may not more than double anything.
- Enhance Weapons and Armor, must pay for duration, may not more than double the weapon or defense bonus
- At AN 8 gain Holy Spell as stated above.



NEW ACTION OPTIONS

Concentration

NEW OPTIONS

- **Scan:** Sense a target's remaining Health, and Energy Pool (+1 Cost Level)
- **Observe:** Sense a target's full White Health, Energy Pool and any Super-powered abilities the target has (+2 Cost Level)
- **Menu Screen:** Always see party's general wellbeing if they are with you. (+1 white stone)

Mastery of Kung Fu/ Ninja

The following are new options for both Mastery of Kung Fu from the "Spiderman and the City of New York" supplement and the action Ninja. They are included here together for ease of print.

NEW OPTIONS

- May attack at Range 2 with Melee attack (+1 Cost Level)
- May attack in Area 2 (+2 Cost Levels)
- May choose to do Stun Damage in addition to Normal damage (+2 Cost Levels)
- May release self or others from Paralyze effects by spending stones vs panels of paralyze (+1Cost Level)

TELEPORTATION

NEW OPTIONS

- Must use specially prepared circle as an end point, to teleport anywhere. Circles can either exist from an earlier time, or prepared by the user. (-2 cost levels)

NEW MODIFIERS

Limit Break

Cost = Modifier Number + 4 Levels

DESCRIPTION

When you buy a Limit Break, you choose one action to which you have currently have access. You may add your Modifier in stones to that attack once per encounter.

These stones may come in three different forms.

The first is direct addition (*IE Cloud has a Limit Break of 4 on his Close Combat, he turns it on, and adds 4 to his next attack*)

The second is the addition of options listed in any supplement that your GM would approve (*Tifa has Limit Break on her Mastery of Kung Fu. She uses her 4 stones of Limit Break to add 3x damage to the attack spending one stone per extra cost level of the advantage*).

Finally, you may use your limit break stones to, for that one panel, turn your

attached action into another action of that Action number divided by 2 + your Modifier Number (*IE Yuffie's final Limit Break is tied to her Ninja action, which she has at a rank 6. Her limit break comes up and she decides to use her Force Blast option. She divides her Ninja by 2 to an AN of 3, and adds her Limit Break of 7 to it for a massive Force Blast of 10*) When designing a Limit Break in this fashion you must specify the secondary action you are attaching to your main action. Remember, if you have a special option on your tied action, you gain it to your Limit Break (*IE if Yuffie's Ninja had Armor Penetration on it, her massive energy blast would also be Armor Penetrating*)

You may only have one of these effects, and once chosen, that "Limit Break" is locked in and cannot be changed. It can however be improved by lines, if you spend twice the normal fee. A person may have more than one limit break, naming and learning each one individually.

To use a Limit Break, you must take damage equal to your current highest action number times 3 in white stones, regardless of your true health. If you are KO'ed before this happens your "Limit Gauge" falls to 0 and you must start again. Once that happens you may unleash your Limit Break at any time, but only once per encounter, unless you are healed completely to full, and again take the same damage as before.

COMMENTS

A must for any self respecting Final Fantasy character, the Limit Break ensures that you have a dramatic moment at least once per encounter. It is dangerous to play "Rope-a-Dope" with enemies as you can never be sure when your Healer will run out of mojo.

Rules for Action Box

- List Type of Limit Break from options above
- List What the Limit Break does
- Each Limit Break is a separate modifier

Blue Magic

Cost = 15 white stones

DESCRIPTION

Blue Magic is the art of turning your foe's strengths into your own. This is a very special version of Mimic

Ability/Action/Modifier that has it's own rules and regulations.

Firstly, you may not use Blue Magic to duplicate Abilities or Modifiers, only Actions. Secondly, you must have a way of the ability effecting you. There are four options of this, each modifies the above cost.

The first is allowing the Blue Magic you wish to gain effect you directly. This lowers the cost of Blue Magic by 3 stones.

The second method of gaining Blue Magic spells is to find items that have properties similar to the effect you wish to garner. This raises the cost of Blue Magic by 5 stones, but is the easiest way to get Blue Magic.

The third way to gain Blue Magic is to draw it out of a subject with an attack that drains energy. This lowers the cost of Blue Magic by 5 stones as you are forced to buy some sort of Energy Draining attack to even use this version.

Lastly, the fourth and final version of blue magic. If you learn this way, you must spend time (garnering 10 LoE) with the creatures you wish to emulate. When you use Blue Magic this way, you literally become a copy of that creature. This raises the price of Blue Magic by 10 stones, as this allows you to copy abilities, actions and modifiers.

Once you have a Blue Magic in your inventory, you must list them in your Lines of experience as to what they do, what they cost to perform (all Blue Magic has a special cost) and what circumstances they can be performed under. Once you have a Blue Magic it is yours permanently.

COMMENTS

A useful modifier to have if you are craving a different style of magic. Blue magic is at once both extremely powerful and extremely dangerous to the user. Monsters are generally intelligent in the world of The Dreaming and seeing one use their race's special move is probably going to enrage them.

Rules for Action Box

- Gain Actions from Enemies by either having it hit you, Finding a related item, or drawing it out.
- List which option you took
- Place Blue Magic spells in Lines of Experience for later use.



SUPPLEMENTAL RULES AND CLARIFICATIONS

Ok, this isn't what you're thinking true believers. This supplemental rules and clarifications section is dedicated to the various changes that have been wrought in the Marvel Universe Role Playing game to ensure that the Final Fantasy system works seamlessly.

CHARACTER CREATION IN FINAL FANTASY THE DREAMING

Normally, character creation in the Marvel Universe Role Playing Game is restricted to 40 stones plus unlimited flaws. We here at The Dreaming have seen this and because of the starting power level of characters, are restricting the acquisition of Flaws to 10 stones before the game starts.

This isn't done to rain on anyone's parade, it is done because Final Fantasy characters, while starting out stronger than average, are much weaker than the threats that come for them, and as such cannot have 30+ stones of flaws floating around to allow them to take on a "mid-game boss" in the beginning. Call it a small amount of control factor, but that's what it is.

STRENGTH RULES IN THE DREAMING

Strength in The Dreaming is more useful to players than in normal MURPG. This comes in two automatic abilities.

The first, is the fact that if an object is 2 stones less than your maximum Strength, the resistance only increases 1 stone per 2 panels. If the object is 4 or more stones less than your Maximum Strength then the resistance never increases.

Also, Throwing an Object that weighs less than your Maximum Strength has its Resistance reduced by the amount of stones less than your Maximum strength it is.

The second automatic ability that Strength confers onto Final Fantasy: The Dreaming characters is the fact that it ALWAYS combines with Acrobatics and other Leaping actions (So Acrobatics in this Universe gains BOTH Strength and Agility Bonus)

Aerial Combat in The Dreaming

Should you find yourself falling with an enemy, you're in luck, you may just save each other from dying. As you fight, your blows launch each of you back up short distances lessening the force of the fall.

Each attack you and your opponent launch on each other lowers your falling damage by $\frac{1}{2}$ the stones played. Stones that break your defense still do damage to you, but you take less falling damage than normal.

Should you play enough stones to completely negate the falling damage, you actually remain aloft with your opponent for that panel.

DEATH SPIRAL IN THE DREAMING

You regenerate energy per panel equal to your durability regardless of your current health.



Dreamshards and Jobs

One of the central power structures in the world of The Dreaming is the acquisition of Dreamshards. Iconic objects of power that allows a normally good practitioner of their art to become truly masterful.

Each adds a bonus on certain abilities, actions and modifiers, but takes its toll on others. Normally they are diametrically correct. Physical jobs take away from magical actions, Magical jobs take away from physical etc.

Below are a list of the Dreamshards available in The Dreaming and their effects on Abilities, Actions and Modifiers. Once you put on a Dreamshard, you gain the adjustments listed. If you do not have the action itself, you gain it at an action number equal to the bonus given.

You may spend lines of experience to increase an action you are using purely through a Dreamshard. Should you take off the Dreamshard however, you immediately lose that action, but you regain it at full power if you put the Dreamshard back on.

If you have the action to be boosted by the Dreamshard and you increase it with lines of experience you only lose the listed bonus for un-equipping the Dreamshard.

You may never have more than one Dreamshard on at one time. You MAY however, have actions listed on each Dreamshard as your own if you learn them independently of the Dreamshard itself. Dreamshards cannot be destroyed

You begin play with the following Dreamshards: Alchemist,

Archer, Black Mage, Thief, Warrior and White Mage. All others must be gained through either Killing an enemy with that Dreamshard, or by finding a Dreamshard after a Boss fight.

- **Alchemist: Form: Backpack, Effect:** All items used by an Alchemist gain a +2 situational modifier to all effects.
- **Archer: Form: Bow, Effect:** +2 to Ranged Combat, +1 Targeting, -1 to all Magical Actions
- **Bard: Form: Instrument of Choice, or Songbook, Effect:** +2 to Warsong, +1 to one magical action, -1 to all physical actions
- **Beast Tamer: Form: Whip, Effect:** +1 Beast Taming, +1 Close Combat with Whips, +1 Toughness, -1 all Magical Actions.
- **Black Mage: Form: Steeped Hat, Effect:** +2 to Black Magic, -2 to all Physical Actions
- **Blue Mage: Form: Domino Mask, Effect:** Gains Blue Magic Modifier



Rydia, a Caller from Final Fantasy IV is one of the most endearing characters in the series

- **Caller: Form: Red Hat or Small Horn, Effect:** +2 to Calling Magic, +1 to Any 1 other Magic, -2 to all Physical Actions
- **Chocobo Knight: Form: Chocobo Shaped Helm, Effect:** Gain Chocobo if didn't have one before, +1 to Horsemanship in regards to Chocobos, +1 to Chocopower!, +1 to Reflexive Dodge while on a Chocobo. -2 all Magical Actions
- **Dancer: Form: Dancing Shoes, Effect:** +3 to Dance, +1 to Two-Stepping, +1 to Reflexive Dodge -1 to all Magical Actions
- **Dragoon: Form: Spear, Effect:** Add jump height to Damage Dealt if jumping more than DnR 3 high.

- **Geomancy: Form: Bell, Effect:** +2 to Geomancy, +1 to Toughness OR Reflexive Dodge, -1 to all Magical Actions
- **Knight: Form: Shield, Effect:** +2 to Close Combat, +2 to Toughness -2 to all Magical Actions
- **Magic Knight: Form: Turban, Effect:** +2 to Sword Magic, +1 to Toughness OR Reflexive Dodge, -1 to all other Magical Actions
- **Mediator: Form: Scales, Effect:** +1 to Mediation, +1 to Social Skills, +1 to Leadership
- **Monk: Form: Handwraps, Effect:** +1 to Mastery of Kung fu or Close Combat, +2 to Reflexive Dodge, increase healing factors by 1 step (If no healing factor gain Rapid Recovery)
- **Ninja: Form: Face Mask, Effect:** +1 to Ninja, +1 to Reflexive Dodge, +1 to Flexible Skeleton
- **Paladin: Form: Breastplate, Effect:** +1 to all Combats, +1 to Magical Healing, +1 to White Magic
- **Red Mage: Form: Red Cape, Effect:** +1 to Black Magic, +1 to White Magic, -1 to all Physical Actions
- **Samurai: Form: Ceremonial Flag, Effect:** +1 to Draw Out, +1 to Break, +1 to Toughness, -1 to all Magical Actions
- **Squire: Form: None, Effect:** Base Class, no modifiers. Squire is actually the absences of any Dreamshard
- **Summoner: Form: Staff, or Unicorn Horn, Effect:** +2 to Summon Magic, +1 to Any 1 other Magic, -2 to all Physical Actions
- **Thief: Form: Twin Daggers, Effect:** +1 to Close Combat, +2 to Reflexive Dodge, +1 to Black Ops, -1 to All Magical Actions
- **Time Mage: Form: Pocketwatch, Effect:** +2 to Time Magic, +1 Reflexive Dodge, -1 All Physical Actions
- **Warrior: Form: Greaves, Effect:** +1 to Close Combat, +1 to Toughness, +1 to Reflexive Dodge, -1 to All Magical Actions
- **White Mage: Form: White Robe with Red Triangular Patterns, Effect:** +2 to White Magic, -2 to all Physical Actions

Should you be defeated by a Boss level monster, you immediately risk losing one of your Dreamshards. You can regain that Dreamshard by defeating your defeater, but it will be that much harder.

STONES OF HEALTH IN FINAL FANTASY

While normally in the Marvel Universe Role Playing Game each White Stone of Health stood for 3 Red stones of Health, this just isn't true in a world that works on Final Fantasy physics. Instead of having them equal 3 red stones of Health each, they equal your Durability + any Stones you have in Toughness in Red Stones (IE if Cloud has a 5 Durability and a Toughness of 2, Each White stone of Health is worth 7 red stones of health)

Losing Red stones of health is also not the same as in normal MURPG rules. Each Red stone of Health lost, is just that, a Red stone of health lost. White Mages still heal White Stones of Damage on a 3 to 1 basis, making healing of high Durability characters much more efficient.

Energy however, remains unchanged from the normal Marvel Universe Roleplaying Game rules.

NEW CHALLENGES

(Apply to character "as a whole" at creation)

Description

Extra Stones

Inferiority Complex	1-3 stones
Jenova Cells (You are subject to the mental control of another who has control of Jenova Cells, or of Jenova itself. May replace for any applicable appalling alien entity)	3 stones
Minor Obsession (Such as Hot-dogs for instance)	1-2 stones
Goo-fball Personality (You automatically take a 1 stone situational penalty in any Social Situation where serious is the order of the day)	2 stones
Reformed Villain	1-3 stones
Repressed Memories (These have a tendency to expose themselves in game)	1-5 stones
Repressed Emotions	1-3 stones
False Belief (such as in a false god, or that someone did something to you that they didn't)	1-3 stones
Innocent (represents a direct situational modifier to Social Skills to discern lies)	1-3 stones
Taken Memories (Or some other form of amnesia that doesn't encompass your entire being.)	1-4 stones

NEW ADVANTAGES

(Apply to Appropriate Action or Modifier)

Efficient: Add 1 stone from the GP for each 2 stones played up to Action Number. +1 Cost Level

Super-Efficient: Add 1 stone from the GP for each 1 stones played up to Action Number +2 cost Levels

May do Stun AND Normal Damage simultaneously +3 Cost Levels

Limited Area Effect: Apply Reflexive Dodge to dodge +1 Cost Level

Limited Armor Penetration: Double a Weapon's Modifier vs Toughness +2 Cost Levels

NEW DISADVANTAGES

(Apply to Appropriate Action or Modifier)

Inefficient: For every 3 stones played, you receive a 1 stone resistance to that action -1 Cost Level

Only Stun Damage -1 Cost Level

Maliciously Artificially Intelligent: Action does it's best to get you into trouble -3 Cost Levels

Restricted Use: May only use once per encounter -1 Cost Level

Very Restricted Use: May only use once per game session -2 Cost Levels



Bahamut, almost always the most deadly of summons rises from the fires of Alexandria in Final Fantasy IX

Equipment and Other Appendix

In this section, which is broken up into the sub sections: "Acquisition of Gil, Building Towns in a Final Fantasy Universe, Improving Modifiers through Lines, Promotions, Secondary Promotions, Tertiary Promotions, Summons, Materia, Friends and Enemies, and, Equipment and Items", we will detail the items, beasts and other such forces at work in the world of The Dreaming.

Acquisition of Gil

Gil is appropriated in two fashions. The first, is your Wealth Modifier. This represents your ability to generate Gil when not actively adventuring. Divide the Issue stipend by 10 to determine the true amount of Gil you have each issue.

The second is in battle as each enemy will drop gil in an amount equal to their total red stones of health times 10. Some will drop more, some less, but that is up to the GM.

Boss Characters generally drop 10 times the normal Gil load. Wealth Modifiers cannot go above 3 at the beginning of the game. This represents an extremely wealthy person. As you acquire wealth however, you may increase your Wealth Modifier automatically when you reach the required amount. (IE If you ever have a total of 1,000,000 Gil, you automatically gain a Wealth Modifier of 4, this represents the fact that you can acquire more gil than before on a regular basis.)

Building Towns in an Final Fantasy Universe.

No Final Fantasy would be complete without Towns. Below we offer a simple guide to building towns, and a Sample town, Atlantis. Towns are broken up into five sections

Size: This is the general amount of people living in the town. Generalizations include Thorpe, Hamlets, Small and Large Towns, Small and Large Cities, and Metropolises.

Gil: This is the amount of the most expensive item within the town itself available for Purchase. This generally doesn't go above 4,000 gil.

Power Structure: This tells you how the town is governed, and local laws to watch out for within the town itself.

Population Breakdown: In a Final Fantasy game where Humans aren't the only race around, this section lists the percentages within the town in question of the other races.

Issues: This would be any pre-existing condition that is public knowledge, such as frequent monster attacks, or typhoons every six months.

SAMPLE TOWN: ATLANTIS

Atlantis is a town forged by people who have been displaced from the real universe and have come to live in a Final Fantasy style Universe. It's population is almost exclusively human, as humans that have come here are not used to seeing anything but themselves, and are quite Xenophobic if you are not human.

Population: Small City, 1,300 residents

Gil Limit : 500 gil

Power Structure: Mayor and City Council. The town of Atlantis functions on many levels like a small town in the United States of America. It has bi-yearly elections to replace the Mayor and Council Members, unless they can't get re-elected.

The Current Mayor of Atlantis is James Thorpe, a Democrat from Huston, Texas. His rule has been generally fair, and he's created enough trade and business in the town to enact some of the Social programs that humans from our world are used to such as Disability and Social Security for the poor elderly that have been transposed over.

Population Breakdown: 99% Human, 1% other

Issues: Atlantis was built in a very monster dense area, and as such is the victim of almost daily monster attacks. They have a number of skilled soldiers however that have crossed over that make up a makeshift militia lead by Lt. General Harvey Jenkins of Boston Mass. and Colonel Keith Sunter of New York. Lt. Gen. Jenkins is an accomplished warrior and has been displaced longer than most of the others, and as such he has most of the Physical combat Dreamshards including the rare Samurai one. Col. Sunter has just arrived, but has already claimed the Paladin dreamshard as his own from a dark paladin that tried to raise an army of zombies to kill them all.

A town can be as intricate or as vague as you wish. Just remember to populate them with Stores, or at least a general shop.

Improving Modifiers through Lines

This is a very special case. Normally, once you have modifiers, they are set in stone. That isn't true in a Final Fantasy world. To reflect this, you may increase modifiers gained through Dreamshards. Other Modifiers are set (unless of course you gain extra character generation stones).

To increase a Modifier being used through a Dreamshard, it costs it's new modifier number x10 in Lines of Experience (IE: While wearing the Warrior Dreamshard, Skatter's normal +1 toughness increases to a +2. He's been sitting on 18 lines of experience and at the end of the game session he receives two more. He may put all 30 lines of experience into the Toughness granted by the Warrior Dreamshard, and now when he puts it on, it grants him [and only him for this effect], a bonus to Toughness of +2 instead of +1 like normal.

Another special case is Healing Factors. If you do not have a Healing factor at Character Creation, you must begin with Rapid Recovery and work your way up. To purchase Rapid Recovery you must spend your Durability x 10 in Lines of Experience. Each improvement, costs the same plus 10 lines per cost level of the Healing Factor (IE: If you had a 4 Durability, and were improving Healing Factor to Accelerated Healing Factor, you would have to pay 80 lines of experience [4+4]10 = 80))

PROMOTIONS

There comes a time in every adventurer's life, where they must move onto a higher calling. Promotions are just that. When a player uses a Dreamshard to garner a 10 action number to their related actions (Black Magic for Black Mage, Close Combat for Warriors), The Dreamshard expands, duplicating itself.

The offspring is a fresh Dreamshard, with no modifications by you. The old Dreamshard has grown to a more powerful Form. These mastered Dreamshards are known as Nightshards and can only be garnered in this fashion.

When you equip a Nightshard, you'll notice it's name has changed (Black Mage becomes Wizard, White Mage becomes Cleric, Warrior becomes Fighter, etc). This effect occurs because you gain several incredible effects while using a Nightshard.

First and foremost, all actions associated with your Dreamshard give you one stone from the General Pool for each three stones you play up to your action number. This makes you spend less on a spell, or makes it easier for you to attack, but not incredibly easier.

Secondly, while you have a Nightshard on, you are always treated as using a specialty in your associated actions. This is above and beyond normal specialty stones to overcome resistance. This makes it easier to get things done, but it's not overtly powerful.

Finally, for every four stones you place in an associated action that panel, you regenerate one extra red stone of energy the next panel. This makes it easier for you to recuperate as long as you are doing something you are trained to do.

SECONDARY PROMOTIONS

There are secrets in every Final Fantasy. One secret of the dreaming, is that the Nightshard is not the final level of power for Dreamshards. While the Nightshard is a powerful addition to your arsenal. It pales in comparison to the Midnightshard. The Midnightshard births from a Nightshard when you complete an arduous task associated with your class. This is different for every class, and is open to GM creation. The only hard and fast rule of the Midnightshard Trial is the fact that the player has to embark on the final leg of the journey alone, and it has to tax them to their limit. If they succeed, they gain the Midnightshard, if they fail, they must begin again.

The reason for this is because the Midnightshard is to the Nightshard what the Nightshard is to the Dreamshard. It's just that much more powerful. Midnightshards change their name once again upon birth (Wizard becomes Archmage, Cleric becomes High Priest, Fighter becomes Champion, etc)

Firstly, for every two stones you play in any of your associated actions, you gain a free stone from the general pool up to your action number. This effectively gives all associated actions of your Midnightshard the Efficient Advantage. This replaces the effect of the Nightshard

Secondly, while you gain the benefit of a free specialty use, like with the Nightshard, your normal specialties become more powerful. If you use a normal specialty in a turn, you gain three

stones to overcome resistance rather than two.

Thirdly, you gain the extraordinary ability that for each five stones you play into your associated actions, you regenerate 1 red stone of health. This keeps you in the fight longer, and makes you less reliant on healing. Be warned this does not include playing free stones from the general pool for the Efficient advantage.

Lastly, for each three stones you place into an associated action this panel, you regenerate one bonus red stone of energy on your next panel. This replaces the ability of the Nightshard.

TETRIARY PROMOTIONS

Unlocking the Midnightshard isn't the final step on the evolutionary ladder of the Dreamshard. There's also the Dawnshard trials. These quests, similar in application to the Midnightshard trials, are much larger in scope than their predecessors. These are again, up to the GM, but the person undergoing the Dawnshard Trial should do the entire thing alone. Once again the name of your shard changes (Archmage to Magister, High Priest to Demagogue, Champion to Legend, etc.) And you gain the following effects that subsume the Midnightshard effects unless noted.

Firstly, you gain one free stone from the general pool for every stone of effort you put into any of your associated actions up to your action number. This effectively gives all your associated actions, the Super Efficient advantage.

Secondly, for each four stones you play into any of your associated actions, up to your action number, and not including free stones from the general pool, you regenerate one red stone of health.

Lastly, for each two stones of effort placed into any of your associated actions this panel, you regenerate an extra stone on your next panel. This does not include free stones from the general pool.

Summons

INTRODUCTION

In this section we will examine the 18 original summons created by the writers of this supplement. They are all original barring returning must-haves such as Shiva and Ifrit, and include all the information you will need to use them in your game.

The reason we have created specific summons is because every game needs a starting off point. There is no hard and fast rule that states that you cannot create your own summons. Especially if you are just starting out.

Within these pages however, you will find a wide array of niches and Summons to fill them. If you wish to create your own summon, it should have no more than 40 stones with no more than 5 stones of flaws. A good amount of those stones should go into creating their Special Move (Ifrit's Hellfire, Shiva's Diamond Dust etc) as they will be their most powerful action, and will be the one Callers call upon when they summon a creature.

There are more powerful summons in here than 40 stones, but they are summons that have existed for centuries, if not millennium and they have had time to improve. When creating a starting summon, make sure to run it by your GM, in the end, it might be a good summon, but if it doesn't fit within your GM's world, it might be a game killer.

Specific Summons

In this section, we have listed the summons that have been pre-created. Those marked with a double asterisk are approximately 40 stones plus flaws (flaws are not listed) and are available to any starting summoner. The others are too powerful to be just given freely and must be found, reasoned with, bargained with, bought or defeated. Shiva and Ifrit are special cases. Choosing one, means defeating the other.

The Summons listed have the following information.

Game Information: Their Abilities, Actions and Modifiers are listed with appropriate bonuses. As the fact that every summon is different from every other, there are no specialties listed. In bold, with a single asterisk, there is the Summon's ability that is directly utilized by a Caller at it's maximum Action Number.

Caller Addition: This is the action that Callers can add to when they call a Summon to help them. Each has their own rules as to how much power can be lent. Some, such as the base summons merely enhance their power on a 1 stone per 1 stone basis, but some of the more powerful ones have lesser additions becoming 1 stone bonuses for every 2 and even 3 stones.

Summoning Description: This is a general description of how the Summon appears and what the Summoner looks like as they call, or summon a creature.

If Caller: The "If Caller" section lists the actual action the Summon takes when called by a caller. True Summoners do not gain this effect as they have the summon stay around. Callers have the summon perform the action listed, and then the summon departs. Each summon speaks a line in a distinctive voice that also denotes a part of their personality. Some are gruff, like the animalistic Ifrit, some are arrogant like the incredibly powerful Magnus, others just want to help like the friendly playful Carbunckle.

Pre-Created Summons

**Gold Chocobo:

Int: 2, Str: 2, Agi: 3, Spd 5, Dur 4: Actions: ***Close Combat 3 (Speed Bonus)**, Flight 3(Limited Maneuverability) Modifiers: Reflexive Dodge +2: Gold Chocobo will not accept Riders and as such cannot be used in the Chocopower! action.

Caller Addition: Adds Stones of Attack to Close Combat or for 3 stones you may call Fat Chocobo instead sacrificing Attack Power for Area Effect

Summoning Description: A Golden Chocobo feather appears from nowhere. Then two, they fall upon the ground as if it were made of water, sending ripples out. A final feather falls, and the Golden Chocobo rises from the ground with a golden aura around it. **IF CALLER:** The Chocobo then charges your intended target, and leaps into the air landing upon the target raking viciously with it's talons before taking off into the air and disappearing.

**Sylph:

Int: 2, Str: 2, Agi: 5, Spd: 4, Dur: 3: Actions: Close Combat 3 (Agility Bonus), ***Energy Drain 3 (or 1 white stone transferred from 1 enemy to party)**: Modifiers: Shrink 6(as modifier)
Caller Addition: Each Red Stone Played is another Sylph siphons off.

Summoning Description: From the sky several faerie like creatures come, streaking towards you and your friends. You can hear jovial laughter coming from their forms as they come to a halt.

IF CALLER: The streaks then twirl around your target, laughing as you see red beads of energy draining from them and passing to you and your friends.

**Shiva:+

Int: 3, Str: 2, Agi: 5, Spd: 3, Dur: 5: Actions: Close Combat 3 (Agility Bonus), ***Diamond Dust 3, 3x Damage, Area Effect**, Modifiers: Toughness +4, Reflexive Dodge +2, Absorb Cold and Ice 2

Caller Addition: Adds to Diamond Dust

Summoning Description: A cold chill comes in from the north as the area around you begins to steam as it cools. A piece of ice floats down from the heavens, clear and crystal there appears to be a beautiful blue woman inside, trapped for all eternity, her features forever frozen in slumber. But then the eyes open, an icy glare that freezes your heart as the ice liquefies from her, forming a suit of revealing armor. She walks forward, watching your enemies with icy disdain.

IF CALLER: She then tilts her head to the side, as if contemplating what to do. She smiles, but it's one without mirth, though she lets out a short laugh, a single "Heh". Her hands come up as a blue ball forms in each palm. Placing her palms together, she pushes forward and blue energy courses from her, freezing the area to her front, catching all your enemies in it's grip. As the beam ends, she pulls back her hand, and the moisture in the air congeals in it in the shape of a spear, which she throws into the now frozen landscape causing it to shatter apart.

+Note: If you choose Shiva, you must find and defeat Ifrit before he will join you

**Ifrit:+

Int: 3, Str: 5, Agi: 3, Spd: 2, Dur: 5: Actions: Close Combat 3 (Strength Bonus) ***Hellfire 3, 3x Damage, Area Effect**: Modifiers: Reflexive Dodge +4, Toughness +2, Absorb Fire and Heat 2, Animal Senses +3

Caller Addition: Adds to Hellfire

Summoning Description: The air around you begins to get hot as you see the ground in front of you boil to liquid molten. Rising from it Ifrit makes his presence known by rising in the air, and letting off a bestial roar, he then drops down looking like he's about to attack.

IF CALLER: Ifrit then leaps forward screaming "No Mercy for the weak!", trailing fire in his wake. as he passes through your opponents with the fire trail, he twirls upward into the sky and pulls back his hands. On each palm there is a ball of light. Bringing them together he points them downward as the entire area is bathed with a glow like the sun.

+Note: If you choose Ifrit, you must find and defeat Shiva before she will join you

**Ramuh:

Int: 5, Str 2, Agi: 3, Spd: 3, Dur: 5: Actions: Close Combat 3 (Intelligence Bonus), ***Lightning Blast 3, 3x Damage, Area Effect**: Modifiers: Force Field 3(As Modifier), Absorb Electricity
2

Caller Addition: Adds to Lightning Blast

Summoning Description: The sky darkens as from the area behind you an old man in a robe walks forward. You cannot see his eyes, but his staff glows with power. It's as if he doesn't even notice you, but as he passes you, you see his eyes look over at you for a moment, a knowing smile on his face. He throws back his cloak hood, and reveals the ancient face of Ramuh.

IF CALLER: His staff continues to brighten as he waves his hand around it, tendrils of electricity flowing from it like water from a cistern. Then, for the first time he looks at your opponents, and states *"If only you knew the error of your ways..."* then all the energy from the staff coalesces in his hand as he lances it forward in a spray of electricity that can be seen for hundreds of yards, and the sound of a thunderclap that can be heard for miles.

****Goliath:**

Int: 1, Str: 5, Agi: 1, Spd: 1, Dur: 6: Actions: ***Close Combat 1 with +5 Stone Slab:** Modifiers: Toughness +6, Absorb Earth 2
Caller Addition: Adds to Close Combat

Summoning Description: The very earth underneath you rumbles as if it is going to break. It builds and builds until you think the entire world is coming apart, that's when you see him. In the distance, a giant walks towards you. His huge frame making the most muscular men you've ever seen seem small by comparison. He stops in front of you.

IF CALLER: Looking at your opponents, his hands dive into the ground ripping up a huge chunk of ground. His muscles strain, as he moves forward towards his goal. The slab raises up in his hands as he states *"You no harm Friends anymore!"* And then he slams the piece of ground down upon your enemies heads.

****Carbunckle:**

Int: 1, Str: 1, Agi: 6, Spd: 3, Dur: 4: Actions: Close Combat 1 (Agility Bonus), ***Ruby Light (Force Field) 2 (effective vs Magic and Psionics) on party and self.** Modifiers: Reflexive Dodge +2

Caller Effect: Each 2 stones played adds to Force Field. If used by a Caller, Force Field has a Duration of 2 (10 rounds) + Stones spent in Panels specifically for Duration

Summoning Description: Your shirt suddenly ripples, and you feel little paws on your skin as a head pops out of the top of your shirt. Carbunckle looks around and leaps out onto your shoulder, nuzzling up to you.

IF CALLER: He then leaps into the air, and in a light airy voice states *"Hope this helps guys!"* The area around you suddenly is filled with a ruby light that seems to make you feel safer.

****Moogle Bomber**

Int: 8, Str: 1, Agi: 1, Spd: 1, Dur: 3: Actions: White or Black Magic 4, ***Ranged Combat 3 (Weapon Modifier, If called, Mad Moogle Bomb, if Summoned, Moogle Bomb).** Modifiers: Fluffy Body +3 (As Flexible Skeleton) Equipment: Mad Moogle Bomb (+5 Area Effect, 2x Damage, Only if called), Moogle Bombs (+2 Area Effect Bombs, Only if Summoned), Moogle Knight Armor (+3 to Defense, Energy Defense 3, Mental Defense 3, Magical Defense 3)

Caller Effect: Adds to Ranged Combat

Summoning Description: In the distance you can hear mad laughter as the roar of an engine accompanies it. Suddenly as you look for the noise, a green furred Moogle with a purple poof for it's plume, riding what can only be described as a jet engine flies into view laughing hysterically while it pulls out a bomb

from it's satchel.

IF CALLER: It's laughter reaches a crescendo as it looks at the bomb, marked with a smiley face and angry eyes, but for some reason, on the reverse side is written "Peace, Love and Rock'n'Roll!" He rides over your enemies, and drops the bomb, and as he careens off into the distance he screams *"Merry Christmas to all and to all a good night!"* as a mushroom cloud can be seen behind him.

Bahamut:

Int: 5, Str: 5, Agi: 2, Spd: 3. Dur: 6: Close Combat 5 (Durability Bonus), ***Mega Flare 6, 3x Damage, Area Effect, Flight 7** (Limited Maneuverability) Modifiers: Toughness +5(no ap, no 2x)

Caller Effect: Adds to Mega Flare

Summoning Description: You hear a roar from somewhere out of your visual range. Suddenly a glint of light is seen in the distance, and a sonic boom is heard as the gigantic dragon lands in front of you rearing back roaring once again shaking the ground around you. He growls low as he looks at your opponents as though they were insects to be destroyed at his leisure.

IF CALLER: He looks back at you for an instant, and at your pointing towards your enemies, he turns towards them again, and leaps into the air about twenty feet screaming *"If that is your desire!"* The next thing you see is a ball of light nearly the size of Bahamut himself. It breaks and a beam of pure power impacts the ground where your enemies once were.

Leviathan:

Int: 2, Str: 6, Agi: 4, Spd: 4, Dur: 5: Tentacle Whip 4 (Strength Bonus), ***Tsunami 5, 3x Damage, Area Effect,** Modifiers: Reflexive Dodge +4, Toughness +2 (no 2x damage), Absorb water based attacks that are not Ice.

Caller Addition: Adds to Tsunami

Summoning Description: As you chant to summon mighty Leviathan, water begins to pour in from the sky, and the ground begins to open in front of you filling with the liquid. When it fills, the great snake of legend rises up from the deep, his massive head stopping half way out of the water to look at his victims. His mighty roar can be heard for miles as he rises fully out of the water, reaching almost to the sky.

IF CALLER: He rears back his head then, and the rain begins again in earnest. The ground continues to part and it's as if all the water that's falling is going into the ground below. A second scream and the water begins to rise in a tidal wave. It passes over Leviathan with no ill effects, and as it crests he states *"Begone foul beasts!"*

Phoenix:

Int 1, Str: 3, Agi: 3, Spd 3, Dur: 4: Wing Slap(As Tentacle Whip) 4(Strength Bonus), ***Firey Rebirth 2, 2x Damage, Area Effect, Revives KO'ed Characters,** Flight 5 (Limited Maneuverability): Modifiers: Reconstitute Self (hour), Toughness +3, Reflexive Dodge +3

Caller Addition: Adds to Firey Rebirth, Each extra stone spent to add to Force Blast is an extra red stone the KO'ed characters revive with. Otherwise they revive with 1 white stone of health.

Summoning Description: Fire lances from the sky, as if something crashes to earth in front of you. The light dies and all that is there is a pile of ash. As you reach down and touch it, it glows with light causing you to recoil as you feel a small bit of your life-force being ripped away to power this mighty transfiguration. Suddenly flames leap from the ashes as a

vague bird form becomes present. The light becomes blinding for a moment, and when it does die down, the form of mighty Phoenix can be seen by those brave enough to look.

IF CALLER: With a screech, he Lunges at your opponents, landing in the middle of them and exploding, dying sacrificing his life so you may live. One of his feathers lands on each of your fallen comrades, and as they disappear, your friends wake, feeling as if they just slept the full night. Then an explosion is heard, as Phoenix is reborn screaming "*Never shall I die! And as long as I live, so too do you!*"

Odin:

Int: 5, Str: 4, Agi: 1, Spd: 2, Dur: 5: Actions: ***Close Combat 3 (Strength Bonus) with a +2 Weapon, Deadly Effect (If not enough to kill, no effect)** If he comes for a summoner he comes out with the Gunginir weapon instead (+4 Spear, Limited Area Effect), Horsemanship 6: Has Warhorse with +2 to all Abilities, Actions and Modifiers. Use Horse's Agility for Initiative. Odin is a special Summon that may not be Called or actively Summoned. Odin comes on his own (*Each panel you are in combat, put your [Intelligence and {Current Health converted to red stones}] in Red Stones into a bag along with 1 white stone for each of Odin's Health Stones. If you choose one of the white stones, he appears.*) Callers have him for one round, He stays for Summoners.

Caller Addition: Adds to Close Combat for 1 per 3 stones played

Summoning Description: A horse's neighing can be heard in the distance. Then the thunder of one hundred hooves. The glint of a sword is seen next as Odin leaps over your party landing in front with his sword at in it's sheath, mighty Gunginir at his side. As he lands, he reaches for one of them.

IF CALLER: He never stops his charge as he dives directly into combat, slashing at every one of your foes with mighty strokes of his sword. As he goes he shouts "*Evil shall be forever banished from my sight!*"

Griffin:

Int: 3. Str: 5. Agi: 3, Spd: 3, Dur: 5: Actions: Close Combat 1 (Strength Bonus) with +2 Claws, ***Teleportation 10(Party must have been to the place before)**, Flight 5(Limited Maneuverability)

Caller Addition: None.

Summoning Description: The sky parts to the screech of a mighty bird of prey. You can see it on wing above you circling, descending to land. As it reaches the apex of it's landing trajectory, you notice it's fine fur coat, and mighty golden beak.

IF CALLER: Griffin looks to you, and you hear him state "*To where shall I take you friend?*" He looks at you tilting his head waiting for an answer.

Succubus:

Int: 4, Str: 2, Agi: 4, Spd: 2, Dur: 4: Actions: Close Combat 2 (Agility Bonus) with +1 Whip, ***Pheromones 3 (Enemies caught by Succubus' effect believe they are fighting for her)**, Flight 4 (Limited Maneuverability): Modifiers: Reflexive Dodge +3, Accelerated Healing Factor

Caller Addition: Adds stones to Pheromones

Summoning Description: The tinkling of chimes can be heard in the distance as you hear a laugh that makes you tingle. You don't know whether it's from delight or fear as a cloud of brimstone smoke appears in front of you. When it clears you can see the beautiful female form of Succubus standing there watching you, waiting for your orders.

IF CALLER: She watches you for a moment more, walks over

to you and kisses you on the cheek stating "*You're too cute...*" Before she wheels on your opponents and holds out her hands. Hearts appear and float over to each enemy popping into a glittery spray that twinkles down upon them.

Black Moomba:

Int: 3, Str: 4, Agi: 4, Spd: 2, Dur: 5: Actions: ***Cuteness 6 (As Dance and Attack vs Durability to Paralyze, Damage=Panels of Paralysis)**, Close Combat 2 (Agi Bonus) Modifiers: Fluffy Body +2, Teeth and Claws +2, Toughness +2, Reflexive Dodge +3

Caller Addition: Add Stones to Cuteness

Summoning Description: A moomba comes rushing out, stopping suddenly in front of you as if it were on the run from something, but now it's found safe harbor. Turning towards your foes, it becomes more and more angry as it pulls out several dreamshards. You recognize them as all the Mage dreamshards. White, Black, Red, Blue, Time, Summoning and Calling all swirl around him as he floats into the air and lets out a scream as white light fills the area. When the light dies, he's different than before. A golden aura licks at him as his orange fur has become black, his white fur golden. His formerly blue eyes have become red. He floats just above the ground looking ready to attack

IF CALLER: As his anger seems to reach it's peak, he suddenly reaches behind him and pulls out... a Boombox! Dropping it onto the ground he shouts to your enemies "*Come on! Do the Monkey with me!!!*" As he begins dancing in the cutest manner you have ever seen.

Behemoth

Int: 6, Str: 8, Agi: 2, Spd: 2, Dur: 6: Actions: ***Black Magic(Ultima if Called in Magic Mode) 7, *Close Combat 3 (Strength Bonus and Weapon Modifier)**, Meteor Counter 6(2x Damage, Limited Area Effect, May only use as a counter attack). Modifiers: Toughness +5, Energy Battery +2, Horns + 4 **Caller Addition:** If summoned in Combat Mode, Adds to Close Combat. If summoned in Magic Mode, Adds to Black Magic by 1 for every 2 stones played.

Summoning Description: A crown appears on the ground, but as you go to pick it up, it seems to grow horns. It begins to grow, slowly taking on a more and more imposing shape as Behemoth takes form. Finally when the crown seems like it's taken on the form of a Behemoth Statue, it begins to crack, and glow, until it shatters, revealing the real Behemoth beneath.

IF CALLER (In Combat Mode): As it's called it rushes towards your opponents shouting "*I am the king of beasts! None shall come before me!*" As it reaches towards your opponents, it lowers it's head and skewers one of them on it's massive horns and shaking ferociously.

IF CALLER (In Magic Mode): It looks back at you, and you can see it's eyes regarding you with a superior disdain. It rears back onto it's haunches as it states "*A spell you can never hope to learn! Ultima!*" as it weaves it's hands in an impossible pattern for such large, seemingly cumbersome paws. Suddenly over by your enemies, a small orb of green light appears. It grows larger to encompass the closest to it, but it's too late for them. Your other enemies scramble to get away from the now rapidly expanding ball of power, but Behemoth merely stomps the ground, and the ball suddenly encompasses your entire enemy group, bathing all of them in unearthly power.

Toonberry:

Int: 2, Str: 3, Agi: 3, Spd: 1, Dur: 4: Actions: ***Close Combat 2 (Str Bonus and Weapon modifier) with a +2 Doink!**, Lantern

Call 3 (3x Damage, Stun Damage only): Modifiers: Extra Dimensional Home (If not in Combat, Toonberry is invulnerable.)

Caller Addition: Add stones to Close Combat.

Summoning Description: You look behind you suddenly, as you feel a chill in your spine. Behind you, you see a lantern a few yards away. As it gets larger you see the form holding it. It's Toonberry, he walks past you slowly, lantern tilting this way and that at his strange gait. **IF CALLER:** He continues to your target, and looks at them as he looks down. It wasn't there before you swear, but a knife larger than your arm is now sticking out the back of your opponent. As he pulls it out and begins to walk away he states in a gruff tone "*Doink...*" Your opponent is bathed in dark energies writhing from the ground, like tendrils of pure night ripping at their soul.

White Cactuar:

Int: 2, Str: 1, Agi: 6, Spd: 2, Dur: 4: Actions: Close Combat 2 (Strength Bonus),

***10,000 Needles 4 (2x Damage, Area Limited Area Effect, Does BOTH Stun and Normal Damage, do full damage to each):** Modifiers: Claws +3, Reflexive Dodge +4, Accelerated Healing Factor if in Water

Caller Addition: Adds stones to 10,000 Needles, effects both Normal and Stun damage

Summoning Description: You feel the sun on your back intensifying. The heat begins to get to you, and off in the distance you suddenly see a mirage. It can't be real, a bone white dancing cactus? Then, just as you feel as if you're about to pass out, the white cactuar waddles up and catches you, holding you up for a moment as the sun becomes more kind to you.

IF CALLER: As he helps you back to your feet, he turns to your opponents, and his hands shift positions, but nothing moves, it's as if the image of him merely reversed itself. Suddenly one of his arms grows to twice his total body length, and clicks forward like a ratchet, till it's pointing at your enemies. Cactuar then states "*Order up, 10,000 Needles!*" And thousands of small thorns lance into your opponents.

Madeen:

Int: 3, Str: 4, Agi: 4, Spd: 2, Dur: 6: Actions: ***Holy Light 6 (Area Effect)**, Close Combat 4 (Agility Bonus or Weapon Modifier), White Magic 5: Modifiers: Toughness +2, Reflexive Dodge +3, Claws +2

Caller Addition: Adds to Holy Light

Summoning Description: As you bring your hands into a prayer position, you hear a roar behind you. As your head lowers in prayer, a beast that looks like a lion with the body of a man leap over you and land to your front one hand on the ground for balance, legs spread apart a bit to cushion the landing. He lets out another roar to scare your opponents.

If Caller: As the roar subsides, a small light appears in the middle of your opponents. Madeen spreads his hands wide shouting "*Die for your sins!*" causes the ball to expand into a wide net of holy wrath that catches your opponents in it's grip.

Mindy Magus:

Int: 2, Str: 3, Agi: 5, Spd: 2, Dur: 4: Actions: Close Combat 3 (Agility Bonus or Weapon Modifier), Energy Drain 3 (Improved), ***Delta Attack 9 (Area Effect, Requires Sandy and Cindy):** Modifiers: Reflexive Dodge +4

Caller Addition: Nothing, you barely have control of them in the first place.

Summoning Description: Mindy arrives shortly followed by

her sisters Cindy and Sandy. She pouts a bit before looking at you, giggling a bit as she makes fun of your obvious weakness. She readies her lance and prepares to attack.

IF CALLER: See Sandy's Description.

Cindy Magus:

Int: 2, Str: 6, Agi: 1, Spd: 1, Dur: 7: Actions: Close Combat 3 (Strength Bonus or Weapon Modifier), Force Field 3, ***Delta Attack 9 (Area Effect, requires Mindy and Sandy):** Modifiers: Toughness +8

Caller Addition: Nothing, you barely have control of them in the first place.

Summoning Description: Arriving last out of the three sisters, Cindy hears her sister's laughter at your weakness and joins in. It's not until Sandy clears her throat that she becomes serious.

IF CALLER: See Sandy's Description.

Sandy Magus:

Int: 6, Str: 4, Agi: 4, Spd: 4, Dur: 5: Actions: Close Combat 3 (Intelligence Bonus or Weapon Modifier), Black Magic 5 (Fire, Ice, Lightning), ***Delta Attack 9 (Area Effect, requires Mindy and Cindy):** Modifiers: Toughness +2, Reflexive Dodge +3

Caller Addition: Nothing, She respects the summoner, but isn't beholden to her/him.

Summoning Description: Seeing Mindy making fun of the summoner, she ands, and watches for a moment. Cindy lands just afterward and joins in. Annoyed at their disrespect, she clears her throat, bringing them both back to the topic at hand.

IF CALLER: As the other two come into their senses, Sandy states "All right girls, you know what we have to do..." In a stoic voice, Cindy responds "You got it!" In her deep baritone, and Mindy responds "Whatever, I'm hungry" in her sing song child's voice. They leap into the air, and bolts of light head from one to the other as they prepare the delta attack. The power increases as they begin funnelling it into the middle. The huge ball of energy is then fired down at your opponents most likely destroying them.

Alexander:

Int: 6, Str: 6, Agi: 1, Spd: 1, Dur: 8: Actions: ***Holy Judgment 7**, Close Combat 3 (Durability Bonus or Weapon Modifier), White Magic 6. Modifiers: Toughness +8 (No 2x, No Ap), Arms +4 (as Claws)

Caller Addition: Adds to Holy Judgment

Summoning Description: In the distance you see a Castle. It's beautiful, as you can see it in detail, with sweeping archways and marvelous towers. Something incredible happens then as the castle itself begins to turn, and face you with a face that seems to be built into the very walls itself. It lumbers towards you and settles down in front of you.

IF CALLER: As it settles, several of it's ramparts separate showing several, what seem like, archer-holes. It's voice rings out, monotone and grand at the same time "*Judgment be upon you!*" And all the holes glow with white energy as streaks of magical might stream from them impacting your enemies with holy power.

Magnus:

Int: 5, Str: 6, Agi: 2, Spd: 2, Dur: 7: Actions: Close Combat 1 (No bonus, 3x damage), ***Genesis Cannon! or Genesis Wave! 9, 3x Damage or 3x Healing if used on a friendly target**, Flight 9 (Interstellar Travel): Modifiers: Toughness +8, Enhanced Healing Factor. Magnus is a special Summon that can bear the Party aloft in his Magnus Wing, a ship that he loans the Party as soon as he is found.

Caller Addition: Adds to Genesis Cannon!

Summoning Description: You and your party place certain items on the ground. An X-Potion, a Turbo Ether, a Stardust, a Crystal Sword, a Golden Harp, an Echo Screen and an Elixir. The items begin glowing with golden light as the sky becomes dark as you say the incantation to bring Magnus to you, and thunder echoes in the distance. Suddenly the glow becomes terrible as a lightning bolt shoots from the seven items into the sky. The dark sky parts to reveal a man of large proportions wearing a black and red outfit that seems to be cut from the very essence of life itself. His cape doesn't fully touch him as if it's suspended in mid air. He lowers to the ground and looks at you through a mask that seems to have infinite depth.

IF CALLER (Used as Damage): As he looks from you to your opponents, his head pulls back as he lets out a hearty laugh *"As if you're inferior stock could ever stop those such as us! Suffer! GENISIS CANNON!"* his hands part, palms downward, as if reaching for something. Suddenly mechanical parts fly towards him, forming something huge, something colossal, then it comes into view. It's a cannon that is strapped to Magnus himself over his shoulders and around his waist. The end of the cannon glows a strange purplish black color as it charges to fire, Magnus grasping twin handles that seem to have triggers on them, the barrel shaking to contain the power. Just as you think the barrel is going to explode from the pent up force, it fires out as a colossal beam into your opponents, making the battlefield look more like a graveyard.

IF CALLER (Used as Healing): As above, but he states *"As if I would allow one of my own to fall to such inferior opponents. Genesis Wave!"* He forms the cannon, but the energy is a orange-ish white color, and the target hit by it feels as if they just had a good night's sleep.

Materia

INTRODUCTION

Final Fantasy VII introduced us to Materia, solidified orbs of planetary energy that was the source of all magic in their world. Final Fantasy: The Dreaming takes this concept and twists it a bit, changing Materia into three categories.

Expansion Materia enlarges what happens to you in a combat round.

Enhancement Materia enhances your abilities in some way, shape or form.

Addition Materia gives you access to abilities you don't normally possess.

Most Materia, especially Enhancement Materia, need to be linked to an action. If that is needed it will be noted in the Materia's description.

Materia is equipped using Slots cut into equipment you gain through stores, travel and battle. A great deal of equipment doesn't even have Materia slots, and a piece of equipment will

never have more than 3 Materia Slots making your choices very important.

All Materia grow, gathering ambient magical energies as you use them. At the end of every battle, you gain AP, or Ability Points. These points are like currency, you spend them to add AP to a chosen Materia. Once spent they don't come back. Normally a battle will give you 1 AP. Some pieces of extremely rare equipment give you abilities to enhance that.

Double Growth: You gain double the noted AP after a battle.

Triple Growth: You gain triple the noted AP after a battle.

Dead Growth: No AP is gained after a battle.

Also, Boss rank monsters (Boss rank monsters are members of normal species that have been enhanced, or mutated in some way to become tougher, and more dangerous than normal members of their species.) Give more AP than normal battles. With a single growth piece of equipment, a Boss monster gives you AP equal to it's Durability times 3.

Each level of a Materia that has Level Ups is separate. Materia that does not level up, "Masters" At 10,000 AP. A Mastered Materia has grown as far as it can, and buds off a new Materia of the same type. This new Materia has no invested AP and begins at level 1.

Created Materia

We've created a number of sample Materia that fill a number of niches in the Final Fantasy world. Feel free to add your own Materia, but make sure if you create one, to get your GM's approval. Materia are potent, powerful and precariously rare pieces of equipment. Having one that's out of balance with the game your in can result in catastrophic results.

Expansion Materia

As stated before, Expansion Materia adds powerful side abilities and options onto your actions. Some are small bonuses, but some are very powerful bonuses that result in



stun the next round. Created Materia in the Expansion category are as follows.

Added Cut

When Equipped: While using a Magical Action, you may also make a Close Combat attack without using a second action that round.

Level Up: None

Master: 10,000 AP

HP Absorb

When Equipped: For every 5 stones of damage you deal at once, you regain 1 red stone of health

Level Up: None

Master: 10,000 AP

MP Absorb

When Equipped: For every 5 stones of damage you deal at once, you regain 1 energy to your pool

Level Up: None

Master: 10,000 AP

MP Turbo

When Equipped: For every 3 stones you spend in a Magical Action, you may add 1 stone from the general pool above and beyond your action number. Should you choose to do so however, you are stunned that many stones on your next panel.

Level Up: None

Master: 10,000 AP

Combat Turbo

When Equipped: For every 3 stones you spend in a Physical Combat Action you may add 1 stone from the general pool above and beyond your action number. Should you choose to do so however, you are stunned that many stones on your next panel.

Level Up: None

Master: 10,000 AP

Preemptive

When Equipped: At the beginning of a combat place your Initiative Ability in red stones, your fastest opponent's Initiative Statistic in white stones, and a single stone of any other color into a bag. Pull a stone. If you choose red, you automatically go first no matter your Initiative normally. If you draw a white stone you go last regardless of your normal initiative. If you choose the other colored stone, Initiative resumes as normal.

Level Up: None

Master: 10,000 AP

Enhancement Materia

Enhancement Materia gives bonuses to your various abilities for various purposes. Most level up several times, mastering at varying levels. Enhancement Materia are rarer than Expansion Materia. Created Enhancement Materia are as follows.

HP Plus

When Equipped: Add the level of this Materia to your Durability to determine your total red stones of Health.

Level Up

2: 50 AP

3: 200 AP

4: 800 AP

5: 3,200 AP

Master: 12,800 AP

MP Plus

When Equipped: Add the level of this Materia to your Energy generating Ability to determine your energy pool and energy regeneration rate.

Level Up

2: 75 AP

3: 300 AP

4: 1,200 AP

5: 4,800 AP

Master: 19,200 AP

EXP Plus

When Equipped: For every 3 lines of experience you earn (Keep track) you gain an extra line.

Level Up: None

Master: 10,000 AP

Luck Plus

When Equipped: All actions you have gain the Efficient advantage

Level Up

2: 10,000 AP: *All actions you have gain the Super-Efficient advantage*

Master: 40,000 AP

Magic Plus

When Equipped: Add the level of this Materia to a chosen Magical Action as a bonus from the General Pool. Must choose a Magical Action when this is equipped.

Level Up

2: 200 AP

3: 800 AP

4: 3,200 AP

5: 12,800 AP

Master: 51,200 AP

Speed Plus

When Equipped: Add the level of this Materia to your Initiative Ability to determine your Initiative in combat.

Level Up

2: 150 AP

3: 600 AP

4: 2,400 AP

5: 9,600 AP

Master: 36,400 AP

Addition Materia

This type of Materia adds new abilities with strange powers to your repertoire always keeping your enemies guessing as to what you'll pull out next. The most rare type of Materia, Addition Materia have been known to start wars to gain their possession. Created Addition Materia.

Manipulate

When Equipped: Place your intelligence in red stones, and your target's intelligence and Mental Defense in white stones into a bag. Pull a stone. If you pull a red stone, your target becomes your ally unless one of your other allies strikes them, at which point they revert to their natural tendencies.

Level Up: None

Master: 10,000 AP

Morph

When Equipped: Changes an enemy you kill into an item relevant to their being. You take a 1 stone situational penalty per 2 stones you spend in the attack to create the item.

Level Up: None.

Master: 10,000 AP

Double Cut

When Equipped: You may use the Acceleration option from Photographic Reflexes ("*Guide to the Hulk and the Avengers*") for your Close Combat actions only.

Level Up: None

Master: 10,000 AP

W-Magic

When Equipped: Choose a Magical Action (Black, White, Time, Summon, Calling, Red or Blue) when you cast a spell from this action, you may cast a second spell in the same action. You must pay for both spells.

Level Up: None

Master: 10,000 AP

Mime

When Equipped: Repeat the last action performed by an ally even if you cannot normally perform that action. You pay for the action out of your own energy reserve. If the action is one that you do not possess, you gain the action at half the action number of the original target being Mimicked.

Level Up: None.

Master: 10,000 AP

Friends and Enemies

INTRODUCTION

NPCs and Mobs have been a part of Roleplaying games since their inception. NPCs are defined as any being in the world that is not a player, or player controlled being. They can range the gambit from Good to Evil, valued friend to worst enemy. Some can even become Mobs.

Mobs are any being that you fight in a battle. A mob can be as simple as a single Goblin, or as complex as an NPC you just talked to that went severely awry. An example of an NPC becoming a Mob would be Sephiroth from Final Fantasy VII. He begins the game a bad memory for Cloud and someone you converse with throughout the game, though in angry terms, and in the end becomes a Mob.

In this part of the Appendix, we detail out several sample Mobs and NPC style creatures for your perusal. It's easy to create your own monsters using the above rules and the core rules found in the "*Marvel Universe Role Playing Game*", "*Marvel Universe: Guide to the X-Men*" and "*Marvel Universe: Guide to the Hulk and the Avengers*" books.

Animals and "More or Less" Friendly Animals

Animals and "More or Less" Friendly Animals are creatures to which are usually friendly to PCs and players, but can be, in very rare cases used as enemies, in improved versions.

Cactuar

Int: 2, Str: 1, Agi: 4, Spd: 2, Dur: 3: Actions: Close Combat 2 (Strength Bonus), 1,000 Needles 3 (2x Damage, Area Limited

Area Effect): Modifiers: Claws +1, Reflexive Dodge +2, Accelerated Healing Factor if in Water

Personality: An incorrigible prankster, Cactaur generally wait underground to feel the soft rumble made by people's feet, then jumping out to scare them. This sometimes leads to battles, but it never takes much for a Cactaur to run away.

Chocobo

Int: 2, Str: 2, Agi: 3, Spd 3-5, Dur 2-4: Actions: Close Combat 2 (Strength Bonus), Flight 3 (If Gold[5 spd, 4 dur] or Black[4 spd, 3 dur]) Modifiers: Reflexive Dodge +2

Personality: Wild and free, Chocobos are found perusing the plains of the world, free from the constraints of life. That's how they like it, and unless you've got some greens, that's how they'll stay. Most Chocobos are ardently free-spirited and will leave if you so much as unmount. Only those born and raised in captivity will remain loyal to you. There are seven kinds of Chocobos in the world.

- **Yellow Chocobos:** Normal Chocobos, and the slowest and least functional of the lot. They are also the most populous and easiest to raise, requiring less attention than most others
- **Blue Chocobos:** These Chocobos are garnered by raising yellow Chocobos by the water, and immersing them, and allowing them to swim in water during mating season. Blue Chocobos have an aura around them that makes them able to allow their rider to breath underwater.
- **Red Chocobos:** One of the more powerful brands of Chocobos, Red Chocobos, besides being immune to all heat based attacks, can cast powerful Fire Magic if treated right. (Most have Black Magic 1 at birth, but gain an additional 1 as they age into childhood, then 1 as they gain young adult, then 1 as they gain adulthood, 1 as they become old, then 1 as they become ancient). Gaining a Red Chocobo is a reaction to when a Yellow Chocobo in the water rejects it on a fundamental level, thus mutating the egg being fertilized.
- **White Chocobos:** White Chocobos can move on any surface, be it Land, or Sea, but cannot fly. They are gained by mating Red and Blue chocobos together at the light of the full moon.
- **Green Chocobos:** Green Chocobos have the uncanny ability to burrow deep into the soil with their rider attached and unharmed. This is useful in many ways, but Green Chocobos are the third least populous of the Chocobos because of the difficulty to create. To create one you must first mate a Yellow and Blue chocobo together while they are buried under at least a DnR 4 of dirt and soil. This is usually dangerous, but some have found that if you mate them in caves, you occasionally gain the same results.
- **Black Chocobos:** Penultimate Chocobos of awesome power, Black Chocobos are one of two flying breeds. The Black Chocobo cannot however go into orbit. Gaining a Black Chocobo requires some doing, and special herbs to be fed to a mating pair of Blue and White Chocobos. They must also mate under a new moon.
- **Gold Chocobos:** Mating two Black Chocobos together during the apex of noon creates a Gold Chocobo. Gold Chocobos are the ultimate Chocobo (so far) as they not only can fly, but can become space-bound,

creating an atmosphere around them so their rider is secure. They also have the abilities of all the other Chocobos except Green.

Moogles

Int: 2-8, Str: 1, Agi: 1, Spd: 1, Dur: 2-3: Actions: White or Black Magic 4, Close Combat 2 (Str Bonus). Modifiers: Fluffy Body +3 (As Flexible Skeleton)

Personality: Moogles are generally innocent and good natured, especially to travelers whom they give hearty advice to. Moogles refer to their advice as their Tutorial, unwilling to change the subject until they have dispensed all their information. After that, they are most agreeable, even cute to most people. They won't hesitate to offer Moogle Cookies, which are made with a special hallucinogenic that allows for full health regeneration during sleep. Most Inns have a steady supply of these cookies and offer them to their customers free of charge.

Moomba

Int: 1, Str: 1-4, Agi: 2-4, Spd: 2, Dur: 2-3: Actions: Cuteness 6 (As Dance), Close Combat 2 (Agi Bonus) Modifiers: Fluffy Body +2, Teeth and Claws +1, Reflexive Dodge +1

Personality: A very cute race from the far north, it was once feared that their kind had become extinct after a cataclysm. When they were found, they were just as friendly as ever. Most Moombas spend their days dancing away, trying to make everyone around them feel good.

Standard Human

Int: 2-9, Str: 1-3, Agi: 1-3, Spd: 1-3, Dur: 1-3: Actions: Close Combat 1 (Ability Bonus or Weapon Modifier) or Ranged Combat 1 (Weapon Modifier). Modifiers: None

Personality: Humans, like we need to tell you, run the gambit from good to evil, intelligent to insane.

Standard Elf

Int: 2-8, Str: 1-2, Agi: 2-4, Spd: 2-4, Dur: 1-2: Actions Close Combat 1 (Agility Bonus or Weapon Modifier) or Ranged Combat 2 (Weapon Modifier), White or Black Magic 2 (Intelligence Bonus): Modifiers: Does not Age

Personality: Haughty and seemingly arrogant, elves are the self styled guardians of Magic. It helps their self image that magic fairly courses through their veins from childhood, and that they are practically immortal. Most often, Male children are Black Mages, and female children are White Mages, exceptions in that natural talent do happen however.

Standard Dwarf

Int: 2-8, Str: 2-4, Agi: 1-2, Spd: 1-2, Dur: 2-4: Actions: Close Combat 2 (Strength Bonus or Weapon Modifier) or Ranged Combat 1 (Weapon Modifier): Modifiers: Toughness +1, Slow Aging

Personality: Gruff and Taciturn, dwarves are not nearly as long lived or as magically inclined as Elves, but they are long lived, and have a natural resistance to injury that makes them wonderful in a fight. To a Dwarf three things matter. Firstly their Family, their Clan, which they hold in such high regard that most stay with them their entire lives. Secondly is Law, Dwarves are sticklers for law and order, and strive to achieve that in their daily lives. Lastly, but to some, most importantly, is their beards, which since times of old, has been a marker of strength and virility in a dwarf. A Dwarf without a beard is like an elf without his pointed ears. They just don't look right, and are generally outcasts.

Standard Gnome

Int: 3-9, Str: 1-2, Agi: 2-4, Spd: 1-2, Dur: 2-4: Actions: Close Combat 1 (Agility Bonus or Weapon Modifier) or Ranged Combat 1 (Weapon Modifier), Technology 4 (Intelligence Bonus) and 1/10 Gnomes have Inventing 1 (Intelligence Bonus), Modifiers: Slow Aging

Personality: Curious and outgoing, the Gnome is an apt travelling companion to those that never want to run out of things to talk about. Most Gnomes know a great deal about the ancient arts of Technology, which have been either lost during the ages, or hoarded by the greedy (whichever you happen to be using as your Tech base...) and will talk about it for hours. One out of ten gnomes also has some crazy idea about some new form of technology. They also have very bad work practices that leads to several explosions before they get their inventions right. The last thing you ever want to hear is a Gnome saying "oops..."

Standard Winged Race

Int: 2-6, Str: 1-2, Agi: 3-5, Spd 1-3, Dur: 1-3, Actions: Close Combat 1 (Agility Bonus or Weapon Modifier), or Ranged Combat 2 (Weapon Modifier), Flight 1-5 (Strength Bonus, Max Speed 5, Max Speed 2 when carrying others, Limited Maneuverability and Depending on your setting they may have "May only ride air currents): Modifiers: Reflexive Dodge +1

Personality: Winged humanoids in Final Fantasy have had several attitudes. Some have been hateful of non-winged races, and actively worked to destroy them, while some have been quite curious about their non flying cousins. Winged races generally run the gambit as Humans do. They can look like any standard race except they have wings coming off their back. These wings can take any form from Feathers, to Bat/Dragon to even Insect wings depending on your ideas. It's your world, feel free to add flavor.

Standard Bangaa

Int: 1-6, Str: 2-5, Agi: 1-4, Spd: 1-3, Dur: 2-4: Actions: Close Combat 1 (Strength Bonus or Weapon Modifier), Ranged Combat 1 (Weapon Modifier): Modifiers: Toughness +1

Personality: Bangaa are temperamental lizard folk from the lands of Ivalice. They are stout warriors, and make good fighters, but never, ever call one a lizard, unless you want to meet their true fury.

Standard Viera

Int: 2-7, Str: 1-3, Agi: 2-4, Spd: 1-3, Dur: 2-4: Actions: Close Combat 1 (Agility Bonus or Weapon modifier), Ranged Combat (Weapon Modifier: Modifiers: Reflexive Dodge +1

Personality: Viera are rabbit eared people from the land of Ivalice. Generally friendly, they tend towards revealing outfits due to a combination of their general good looks, and their mildly overactive libido. They are however, fierce warriors, using their natural grace to bound and leap through combat.

Reoccurring Enemies

The enemies listed below make up a small bestiary of reoccurring monsters that have been in practically every Final Fantasy game, and can be repeated here for your enjoyment. Feel free to make up whatever monsters you like, Final Fantasy is a rich tapestry of beings that not only bend the laws of evolution, but those of the imagination.

Adamantoise

Int: 1-3, Str: 6-8, Agi:1, Spd: 1, Dur: 5: Close Combat 4

(Strength Bonus): Modifiers: Toughness +6 (No 2x, No AP), Claws +3 (AP)

Description: The Adamantoise, sometimes simply named Land Turtle, is a large tortoise. Its shell provides it with a strong defense to its body. Its name is a portmanteau of the words tortoise and adamant, referring to the resistant material composing its shell. The Adamantoise is often explicitly related to Adamantite, one of the strongest metals in several games of the series, which is used to make strong weapons such as Final Fantasy I's Excalibur. Such a metal is often found in many other games, console and computer alike. Traditionally the Adamantoise is a mid to high level solitary monster appearing on beaches or in the final dungeon.

Personality: Adamantoise is a creature of instinct on most occasions, generally attacking with heavy Close Combat attacks as often as possible. They are ornery, and generally cannot be tamed (though this may not be true in your campaign)

Ahriman/Eye Monster

Int: 1, Str: 4, Agi: 2, Spd: 2, Dur: 4: Close Combat 1 (Strength Bonus or Weapon Modifier), Flight 4, Darkness Eye 5 (Attack vs Durability to Paralyze, Damage = Panels): Modifiers: Toughness +1, Reflexive Dodge: +2, Claws +2

Description: The Ahriman traditionally appears as a floating creature with a predominant single eye. The appearance of the monster leads to alternative names such as Evil Eye or Float Eye. The word Ahriman is an alternative name of Angra Mainyu, a spiritual foundation in Zoroastrianism, which appeared in Final Fantasy X-2 as a superboss and in Final Fantasy XI in Dynamis. This creature also appears in final fantasy X, it is an eye with wings attached on either side.

Personality: An evil creature of legend, the Ahriman attacks first with its talons, then judges if it hurt its opponents. If the opponents remain unharmed, it then tries its Darkness Eye technique.

Behemoth

Int: 6, Str: 8, Agi: 2, Spd: 2, Dur: 6: Actions: Black Magic 6, Close Combat 3 (Strength Bonus or Weapon Modifier), Meteor Counter 4 (2x Damage, Limited Area Effect, May only use as a counter attack). Modifiers: Toughness +4, Energy Battery +2, Horns + 3

Description: The Behemoth is named after a Biblical creature from the Book of Job. In many of the Final Fantasy games, the Behemoth is a large, purple beast that uses its horns and magic to kill its opponents. It first appeared as a boss in Final Fantasy II's Coliseum, and has been a series staple ever since. Behemoths are estimated to be ten to twelve feet tall when standing. When attacking, it normally dashes on all fours, but when returning to an idle state it will usually stand upright. In battle, it will counterattack with a powerful horn rush and Thunder magic attacks. A more powerful version of the Behemoth, King Behemoth (Sr. Behemoth in the original US translation), is a major enemy in the latter stages of many Final Fantasy games; they are often characterized by their large size (25ft when standing) and gray color. Behemoths are noted in later games as having a final powerful strike, usually Meteor, that is performed as they die.

Personality: Behemoths believe themselves superior to most other creatures, often proclaiming themselves the King of Beasts. They hit hard, in any arena, but with perseverance, they can be overcome. Usually, Behemoths are one of the toughest creatures listed here because they are usually a very much later encounter in any game. A Behemoth should never

be an easy victory.

Bomb

Int 1: Str: 1 Agi: 3, Spd: 2, Dur: 4, Actions: Close Combat 1 (Agility Bonus), Black Magic 4 (Fire only). Modifier: Self Destruct (If takes more than 3 stones of damage, the Bomb detonates doing damage equal to a full power Magic Attack with 2x damage) Toughness +2

Description: The Bomb and its counterparts' names are related to similar real-world explosive or explosive-esque items. Their trademark skill is a self-destruct attack; after the Final Fantasy series moved to a 3D engine, the Bomb picked up a new habit of growing and becoming more powerful each time it is attacked until finally exploding.

Personality: Bombs generally are not the brightest of the bright enemies. They tend to just attack until they explode, as it seems that's their lot in life. They live to die, and die to explode.

Chimera

Int: 2-3, Str: 4, Agi: 3, Spd: 3, Dur: 4, Actions: Close Combat 3 (Strength and Agility Bonus), Fire Blast 4, Ice Blast 4, Lightning Blast 4, Flight 4. Modifiers: Triple Headed (On any turn, the Chimera can perform three actions instead of two. These actions must be in the form of each of its elemental blasts, or two blasts and a bite) Claws and Beak +2.

Description: The Chimera is usually based on the monster from Greek mythology or the science term denoting of an artificial being created from combining organisms. In the series, it is usually depicted as a beast with the head of a lion, the body of a she-goat, and the tail of a dragon or serpent, sometimes with multiple heads. Each head had access to a different element of spell.

Personality: Generally territorial, Chimera are intelligent enough to not attack unless they feel threatened. They make good use of their Triple Headed Modifier, generally attacking with its blasts on every third turn, usually defending the rest of the time.

Cockatrice

Int: 2, Str: 3, Agi: 4, Spd: 4, Dur: 4, Actions: Close Combat 3 (Agility Bonus), Stone Gaze 8(Attack vs Agility or Durability to Paralyze a victim [automatic defenses count]. Permanent unless White Magicked away), Modifiers: Reflexive Dodge +2, Immunity to Petrification/Paralyze

Description: The Cockatrice is a legendary creature about the size and shape of a dragon or wyvern, but in appearance resembling a giant rooster, with some lizard-like characteristics, although they were chameleon-like in Final Fantasy III. It was supposed to be a combination of a Rooster and a toad or serpent. A baby Cockatrice is, by analogy, sometimes termed a Chickatrice. Its reputed magical abilities include turning people to stone by either looking at them, touching them, or sometimes breathing on them, like a dragon breathing fire.

Personality: Another mainly territorial creature. It will attack if it feels threatened or if it feels you are threatening its young. Its first instinct is to rip weak opponents to bits, but if that doesn't work in one or two panels, it will attack with its Stone Gaze attack with impunity.

Dragon (Full Grown...)

Int: 5-9, Str: 5-9, Agi: 1-3, Spd: 1-4, Dur: 5-8, Actions: Close Combat 6 (Ability Bonus or Weapon Modifier), Black or White Magic 6, Flight 4 (Limited Move), Elemental Breath (choose one element, or Non Elemental) 7 (Area Effect, 2x Damage): Modifiers: Toughness +5, Reflexive Dodge +1, Natural Magic

Plus +2, Immortal, 2x Damage from Opposing Element if they have one.

Description: Dragons, legendary creatures traditionally depicted as large and powerful reptiles or serpents with magical or spiritual qualities, are featured in all of the Final Fantasy games in the main series as well as most spin-offs and related material. Many possess elemental qualities and affinities, but there are those that don't.

Personality: Each Dragon varies from specimen to specimen. Some Dragons are benevolent and kind, some will talk your ear off or have a strong sense of justice. Others are evil, or ravenous. All dragons covet wealth and evil dragons site that as reason enough to pillage. Whatever the Dragon's moral orientation, they are a powerful, powerful avatar of the might of the world around them.

Flan

Int: 1, Str: 2, Agi: 1. Spd: 1, Dur: 7, Actions: Close Combat 2 (Durability Bonus), Black Magic (1, 4 or 7)(Their element only): Modifiers: Spongy Body(Flex Skeleton) 6, Elemental Weakness 3x damage from opposing element.

Description: The Flan, also called Pudding, is a small, magical creature, with a shape and motion reminiscent of the Spanish dessert of the same name. They usually possess an affinity to a certain element, making them vulnerable to opposing elemental magic. Physical attacks seem almost worthless in breaking the Flan's squishy defense.

Personality: Bad-Tempered, Flans often attack out of spite alone. They readily pummel a victim into jelly with their powerful fists and magics.

Garuda

Int: 1-3, Str: 3, Agi: 3, Spd: 4, Dur: 4, Actions: Close Combat 4 (Agility Bonus), Flight 4 (Limited Move), Aero (1, 4 or 7)(2x Damage, Intelligence Bonus), Modifiers: Reflexive Dodge +2, Toughness +1

Description: The Garuda is an enemy depicted as an avian humanoid in the Final Fantasy Series. As with other bird enemies like Zuu and Cockatrice, Garuda isn't always featured as a boss, but is more commonly a regular enemy. Garuda is the avatar of the element "wind", and as such all of her abilities are wind-based.

Personality: Depending on the type, they can range from being territorial loners, to tribal societies. Either way they can be easily disturbed if you aren't careful and first attack with a barrage of Aero attacks.

Goblin/Imp

Int: 1-2, Str: 1-2, Agi: 2-4, Spd: 2-3, Dur: 1-2: Actions: Close Combat 1 (Agility Bonus or Weapon Modifier): Modifiers: Goblin Punch (Learnable by Blue Magic): Add damage taken (without being KO'ed to Damage dealt. Stunned for that many stones the next panel)

Description: Small and physically unimposing to the naked eye, Goblins and Imps are born survivors. They do whatever they have to to make sure that they survive an encounter, unless however, they are coerced into believing that the person in general is attacking their warren. Goblin and Imp Warrens are breeding grounds of the races, and they will fight to the last man to protect them. Goblin punch is their ultimate technique because they have had centuries to turn the pain that everyone inflicts on them against them at their most confident.

Personality: The weakest monster of all Final Fantasy, the Goblin, sometimes known as the Imp tend to be knife wielding psychopaths that resort to their Goblin Punch when near death.

Iron Giant

Int: 1, Str: 7, Agi: 1, Spd: 1, Dur: 8, Actions: Close Combat 5 (Strength Bonus and Weapon Modifier)(+3 Limited Area Effect Giant Sword), Modifiers: Toughness +6 (No 2x, No Ap), Natural HP Plus +3

Description: The Iron Giant appears as a towering, over-sized armor who often possesses an equally over-sized sword. Slow and powerful they swing their sword with devastating effect, often leaving craters in their midst. It is unknown if there is anyone inside the Iron Giant, but if there is, no one has ever attempted to look.

Personality: Silent and deadly, the Iron Giant attacks relentlessly until either it or it's victims fall over. The Iron Giant's over average HP gives it a decisive advantage in combat as does it's sword with limited area effect.

Malboro

Int: 1, Str: 5, Agi: 3, Spd: 0, Dur: 5, Actions: Tentacle Whip 4 (Strength Bonus), Bad Breath (Attack vs Durability to Paralyze, Attack vs Intelligence to Confuse as Pheromones, Attack vs Agility to Stun), Modifiers: Tentacles +3, Tremorsense +3, Heat Sense +3

Description: The Malboro is a mutated form of plant that feeds on other creatures to survive. The Malboro is a fearsome foe most despised due to its horrible "Bad Breath" attack which inflicts a vast amount of status effects, capable of obliterating an entire party in a matter of seconds.

Personality: Near mindless engines of destruction, Malboros crave only one thing. Food. They sense prey by using tremorsense and an advanced form of heat detection, and go in for the kill murderously using Bad Breath and their Tentacle Whip to deadly effect.

Toonberry:

Int: 2, Str: 3, Agi: 3, Spd: 1, Dur: 4: Actions: *Close Combat 2 (Str Bonus and Weapon Modifier) with a +2 Knife!, Lantern Call 3 (3x Damage, Stun Damage only): Modifiers: None

Description: A Tonberry, also localized as Pug, is quite small, usually no larger than two or three feet (sixty to ninety centimeters) tall. It has green skin and a round head with a small snout and round yellow eyes; it walks on two legs and resembles, to some small degree, a bipedal lizard. However, it always wears a hooded cloak, usually plain brown or grey in color, and its dolphin-like tail can be seen peeking out from beneath the hem. A Tonberry always carries two things: a lantern in one hand to light its way through the caves, and a long, sharp chef's knife in the other.

Personality: Quiet and Morose, a Tonberry's face is the picture of near depression. While a Tonberry's foes are attacking it, it will walk slowly towards them. Once the Tonberry has come close enough to its enemy, it will then attack with its knife. Most of their incarnations possess the ability to deal extreme damage or instant death (usually by a short stab, accompanied with the "Doink" sound effect) to one or all members of the player's party. This, combined with their weak appearance, has earned them their notorious reputation. They sometimes also use abilities like "Karma" (also referred to as "Everyone's Grudge") that deal damage based on the number of enemies slain throughout the game, either by the party or the individual party member targeted. Tonberries are often found in caves or ruin structures.

Ultima and Omega Weapons

Int: 1(o), 8(u), Str: 10+, Agi: 5, Spd: 4, Dur: 10+: Actions: Close

Combat 6 (Strength Bonus and Weapon Modifier), Light's Pillar 10 (3x damage, one target only), Omega Countdown 10 (3x damage, Area effect, Omega Weapon Only), Black Magic 10 (Intelligence Bonus), Modifiers: Toughness 7+ Natural HP Plus +5, Natural MP Plus +5

Description: The Weapon, or Ultimate creatures and Omega are entities (some bio-mechanical and others entirely organic) in the Final Fantasy series. They have been a main feature in the series since the fifth installment. They are generally very powerful and have massive amounts of hit points, sometimes numbering in the millions, and are usually presented as powerful optional superbosses.

Personality: Ultima Weapon, the more intelligent of the two beings is content to live his life practicing swordplay. If it is interrupted, it will lash out with all its prodigious strength. Omega Weapon, the stronger of the two begins strikes out in mindless fury at anyone and everyone in reach. These two beings are impossibly strong, and are included here to show an incredibly high powered enemy. Generally if you are going to include Ultima and Omega weapons in your game, Omega Weapon has a strength of 15 or 16, and a Durability to Match. Ultima Weapon isn't that strong, but makes up for it with a prodigious intellect.

Zuu

Int: 1, Str: 5, Agi: 4, Spd: 4, Dur: 6, Actions: Close Combat 2 (Strength Bonus), Aero 4 (Intelligence Bonus), Flight 5 (Limited Maneuverability), Modifiers: Toughness +3, Claws and Beak +3
Description: Zuus are enormously large birdlike creatures modeled after a Sumerian deity. Generally pictured as a large bird with a more reptilian face, Zuus are powerful avatars of the sky.

Personality: Zuus attack anyone that comes near their territories. This could be something of over 100 square miles of space. They first engage in Close Combat, generally landing in front of their victims to tear them to shreds. If they live past the first couple of panels, they begin to use their Aero special ability.

Equipment

INTRODUCTION

Final Fantasies of the past have had several systems of Equipment. Some have allowed several pieces of equipment to be implaced at once. Some only allowed a weapon, a piece of armor and an accessory. The world of the Dreaming follows the following rules. You have seven slots to which you can place equipment. They are:

- **Head:** Your head holds helmets and hats of various kinds.
- **Torso:** Armor and clothing goes here
- **Right Arm:** May hold a weapon or shield
- **Left Arm:** May hold a weapon or shield
- **Legs:** Pants and lower armor goes here
- **Feet:** Shoes and Greaves go here
- **Accessory:** Any equipment that does not go into one of the other slots goes here.

Most armor gives a small amount of protection each, more likely than not totaling a significant boost to defense. Weapons give bonuses to hit and damage, and some may even have after effects upon them.

Accessories run the gambit from the Eye Glasses that keeps you from becoming blinded to the mighty Ribbon that protects you from every status effect in the game. Listed Below are

several basic pieces of equipment. Feel free to create your own. Normally armor comes in sets if bought, and as such they will be listed by set.

Example Armors

Cloth Outfit

Head: Hat +0 to Defense
Torso: Shirt +1 to Defense
Legs: Pants +1 to Defense
Feet: Shoes +0 to Defense

Description: Cloth outfits are generally sold very cheaply, and provide minimal protection against damage. They come with your choice of Hat, Shirt, Pants and Shoes.

General Price: 50-100 Gil

Other: None

Leather Armor

Head: Leather Skull Cap +1 to Defense
Torso: Leather Armor +1 to Defense
Legs: Leather Pants +1 to Defense
Feet: Leather Boots +0 to Defense

Description: Hardened Leather armor for those that like wearing light armor. A little more expensive than Cloth, but it's worth it.

General Price: 200-400 Gil

Other: 1 Materia Slot

Training Outfit

Head: Hat +0 to Defense
Torso: Weighted Shirt +2 to Defense
Legs: Weighted Pants +1 to Defense
Feet: Shoes +0 to Defense

Description: Cloth made from heavy materials and laden with iron filaments. Offers better protection than a Cloth shirt, but still leaves the wearer vulnerable.

General Price: 75-250 Gil

Other: 1 Materia Slot

Fighter's Chain Armor

Head: Chain mail Coif: +1 to Defense
Torso: Chain mail Shirt: +2 to Defense
Legs: Chain mail Pants: +1 to Defense
Feet: Chain mail Shoes: +1 to Defense

Description: The first piece of metal armor, chainmail, while articulate, is cumbersome taking away from its usefulness for spellcasters.

General Price: 600-1000 Gp

Other: -3 to all Magical Actions

Caster's Chain Armor

Head: Chainmail Neck Guard +1 to Defense
Torso: Chainmail no sleeve Shirt +1 to Defense
Legs: Chainmail Shorts +1 to Defense
Feet: Chainmail Shoes +1 to Defense

Description: A more friendly model for spellcasters, the Caster's Chain Armor offers less protection, but for the bonus of getting rid of the Magical Penalty.

General Cost: 625-1050 Gil

Other: 1 Materia Slot

Bronze Armor

Head: Bronze Helm +1 to Defense
Torso: Bronze Breastplate +2 to Defense
Legs: Bronze Leggings +2 to Defense
Feet: Bronze Greaves +2 to Defense

Description: Before the smelting of iron, Bronze was the metal

of choice. Some of these, inferior, but less expensive suits are still being made today.

General Cost: 1000-1500 gil

Other: -3 to Magical Actions, 1 Materia Slot

Iron Plate

Head: Iron Helm +2 to Defense

Torso: Iron Breastplate +3 to Defense

Legs: Iron Leggings +2 to Defense

Feet: Iron Greaves +2 to Defense

Description: Armor made out of strong iron, this suit offers a great deal of protection. Spellcasters beware however, it'll cost you on the casting front.

General Cost: 1600 Gil – 3000 gil

Other: -4 to Magical Actions, 1 Materia Slot

Steel Plate

Head: Steel Helm +2 to Defense

Torso: Steel Chestpiece + 3 to Defense

Legs: Steel Leggings + 3 to Defense

Feet: Steel Greaves + 2 to Defense

Description: The step up from Iron is the alloy known as Steel. As such, steel offers superior protection, and equal restriction on Magic.

General Cost: 3500-5000 gil

Other: -4 to Magical Actions, 2 Materia Slots

Magus Robes

Head: Steeped Hat + 1 to Defense

Torso: Robes + 2 to Defense

Legs: Pants + 2 to Defense

Feet: Fancy Shoes + 1 to Defence

Description: One of the better protection devices for the Caster, the Magus Robes are imbued with magic.

General Cost: 4000-6000 gil

Other: +2 to Magical Actions, +2 Magical Defense, 2 Materia Slots

Other armors are possible. Use your imagination when creating them. Remember, Materia Slots are powerful, so give them out sparingly.

Now we move onto weapons. Generally weapons, are just modifiers to Combat. Some weapons, such as Mage Staffs, also give small bonuses to Magic Based Actions, this bonus, like the Magic Plus Materia, should never go above a +5.

Sample Weapons

Below are some sample starting weapons. Generally, each weapon will have 10-30 links down a chain, leading to an ultimate weapon, which can only be gained through some sort of very hard side quest.

Definition of Terms

Long Range: Weapon has a Range Increment of 4 unless otherwise noted. Notations will be in parenthesis. The number within the parenthesis is the range of the item.

Doublegrip: If you hold the weapon in two hands instead of one, it deals 2x damage unless otherwise noted.

Two Weapon: This weapon is small enough to be gripped in both hands. You take a -1 situational penalty for each weapon however, this penalty applies only to damage.

Magic Sword: Weapons that can be imbued with the Sword Magic ability. Some weapons don't have the right makeup to generate the effect of sword magic.

Runic: A Runic weapon is magical in and of itself, usually having a bonus to damage of an element.

Basic Sword

Weapon Bonus: +2

Description: A standard short sword made of low quality metals. This is a starting weapon for many a warrior or other melee type job.

Normal Price: 100-250 gil

Other: None, Magic Sword

Basic Dagger

Weapon Bonus: +1

Description: A small weapon meant for the sneakier jobs, such as Thief and Ninja.

Normal Price: 50-150 gil

Other: None

Basic Staff

Weapon Bonus: +1

Description: A cleric's staff, this weapon is a good starting weapon for a White Mage, or other class with healing ability.

Normal Price: 50-150 gil

Other: None

Basic Rod

Weapon Bonus: +1

Description: A staff meant for a wielder of Black Magic, definitely a good choice for Black or Red Mages

Normal Price: 50-150 gil

Other: None

Basic Club

Weapon Bonus: +1

Description: A weapon of brute force and little guile, this weapon is very effective at it's job.

Normal Price: 30-120 gil

Other: None

Basic Bow

Weapon Bonus: +1

Description: A Bow for Archers. Simple, elegant, and deadly.

Normal Price: 75-135 gil

Other: Long Range (4), 2x Damage

Basic Harp

Weapon Bonus: +1

Description: For those more, performance inclined, the harp offers a long range attack of sonic damage.

Normal Price: 90-145 gil

Other: Long Range (2)

Basic Bell

Weapon Bonus: +1

Description: Like the Harp, but meant for Geomancers and Beast Tamers, the Bell produces sonic vibrations harmful to most creatures.

Normal Price: 90-145 gil

Other: Long Range (1)

Basic Whip

Weapon Bonus: +1

Description: A weapon that stands in between short and long range, the whip is a good weapon to those that train beasts, or to those that just like to surprise their foes

Normal Price: 50-150 gil

Other: None

Basic Spear

Weapon Bonus: +2

Description: A long weapon meant to impale an opponent, the Dragoon's favorite

Normal Price: 95-150 gil

Other: Long Range (1), May be used in a Jump

Basic Katana

Weapon Bonus: +2

Description: An exotic weapon from across the seas, the Katana is a balanced, two or one handed weapon that is curved to allow precise slicing, and has a blood groove to make sure the weapon itself does not get stuck.

Normal Price: 150-300 gil

Other: None, May only be equipped by Samurai or Ninja, Magic Sword

Weapon modifiers can go as high as you wish them to. Ultimate Weapons generally have strange abilities on them such as "Does more damage the healthier the user is" or "Does more Damage the closer you are to your Limit Break." Don't be afraid to go willy nilly with Ultimate Weapons, they are ultimate for a reason. Also, equipping Weapons with materia slots should go on the same ground rules as Armor.

Accessories

Accessories are items that generally don't fit into any of the other groups. They are things that may seem mundane, but are imbued with powerful protective magics.

Some general Accessories are listed below.

Silver Glasses

Effect: Target cannot be Blinded

General Price: 400-600 gil

Elemental/Status Ring

Effect: Choose an Element or up to 2 status effects. This ring offers protection from them.

General Price: 2,000-5,000 gil

Cat's Bell

Effect: Your existing Healing Factor increases by 1 step. If you do not have a Healing Factor, gain one.

General Price: 5,000+ gil

Circlet

Effect: Gives a +3 to Magical Actions and Energy Battery 3

General Price: 30,000+ gil

Championship Belt

Effect: Increase Strength and Durability by 2

General Price: 40,000+ gil

Chocobo Feather

Effect: Increase Agility by 1

General Price: 20,000+ gil

Earrings

Effect: +1 to Magical Actions

General Price: 10,000+ gil

Headband

Effect: Cannot be put to Sleep

General Price: 500+ gil

Ribbon

Effect: Protects against ALL status effects except KO'ed

General Price: Not for Sale, must find.

General Items

General items are items that are mostly used in battle, or out of battle to heal damage, remove status effects or change the conditions of battle. Below is listed a large selection of general items. Feel free to create your own. Each one has a Price associated with them. This does not mean you can purchase every item on the list. They are there to give a Power Level to an Alchemist for the Alchemy action.

Name: Antarctic Wind

Effect: Ice2 (Ice Force Blast 4), Area Effect

Cost: 1,500 gil

Power Level: 15

Name: Antidote

Effect: removes poison status from one target

Cost: 80 Gil

Power Level: 1

Name: Bird Wing

Effect: Aero2 (Wind Force Blast 4), Area Effect

Cost: 1,500 gil

Power Level: 15

Name: Bolt Plume

Effect: Bolt2 (Electric Force Blast 4). Area Effect

Cost: 1,500 gil

Power Level: 15

Name: Curiel Greens

Effect: 100 Fed greens = +1 Durability

Cost: 1,000 gil

Power Level: 10

Name: Dazers

Effect: +4 Attack vs Intelligence to Paralyse.

Cost: 800 gil

Power Level: 8

Name: Deadly Waste

Effect: Bio2 on all enemies

Cost: 1,500 gil

Power Level: 15

Name: Dragon Fang

Effect: Electricity Force Blast 5, Area Effect

Cost: 2,000 gil

Power Level: 20

Name: Dragon Scales

Effect: Water Force Blast 5, Area Effect.

Cost: 2,000 gil

Power Level: 20

Name: Dream Powder
Effect: Attak vs Durability to put Enemies to sleep,+3 Area Effect
Cost: 1,500 gil
Power Level: 15

Name: Earth Drum
Effect: Quake2 (Earth Force Blast 4), Area Effect.
Cost: 1,500 gil
Power Level: 15

Name: Earth Mallet
Effect: Quake3 (Earth Force Blast 7), Area Effect
Cost: 5,000 gil
Power Level: 50

Name: Echo Screen
Effect: remove silence Status
Cost: 100 gil
Power Level: 1

Name: Elixir
Effect: Restore all Health and Energy to one target, cures multiple status effects too.
Cost: 3,000 gil
Power Level: 30

Name: Ether
Effect: Restores regeneration rate in Energy to target
Cost: 1,500 gil
Power Level: 15

Name: Eye Drop
Effect: Removes Situational Penalty for being Blinded
Cost: 50 Gil
Power Level: 1

Name: Fire Fang
Effect: Fire2 (Fire Force Blast 4), Area Effect
Cost: 1,500 gil
Power Level: 15

Name: Fire Veil
Effect: Fire3 (Fire Force Blast 7), Area Effect
Cost: 5,000 gil
Power Level: 50

Name: Ghost Hand
Effect: Drain Energy 4
Cost: 1,500 gil
Power Level: 15

Name: Graviball
Effect: Attack vs Durability to reduce HP by half, +4, Area Effect
Cost: 1,500 gil
Power Level: 15

Name: Grenade
Effect: Concussive Force Blast 2, Area Effect
Cost: 80 gil
Power Level: 1

Name: Hero Drink
Effect: Raises all Abilities by 1 for a duration of 2

Cost: 5,000 gil
Power Level: 50

Name: Hi-Potion
Effect: Recover 3 White Stones of Health
Cost: 300 gil
Power Level: 3

Name: Holy Torch
Effect: Attack vs Stones of Positive Magical Effect to dispel, +4 Area Effect.
Cost: 1,500 gil
Power Level: 15

Name: Hourglass
Effect: Attack vs Speed to Paralyse +4 Area Effect
Cost: 1,500 gil
Power Level: 15

Name: Ice Crystal
Effect: Ice3 (Ice Force Blast 7), Area Effect
Cost: 5,000 gil
Power Level: 50

Name: Ink
Effect: Attack vs Durability to cause Blinded Status (-3 sit penalty to attack and defense), +3
Cost: 600 gil
Power Level: 6

Name: Krakka Greens
Effect: For every 100 greens fed to chocobo = Intelligence +1
Cost: 250 gil
Power Level: 3

Name: Light Curtain
Effect: Force Field 3 (Only Effective vs Non Magic) for Duration 2
Cost: 1,500 gil
Power Level: 15

Name: Lunar Curtain
Effect: Force Field 3 (Only Effective vs Magic) for Duration 2
Cost: 1,500 gil
Power Level: 15

Name: M-Tentacles
Effect: Bio3 (Poison Force Blast 7), Area Effect
Cost: 5,000 gil
Power Level: 15

Name: Megalixir
Effect: Recover all Health and Energy and some statuses for ALL Allies
Cost: 10,000 gil
Power Level: 100

Name: Mimett Greens
Effect: 100 greens fed to Chocobo = +1 Speed
Cost: 1,500 gil
Power Level: 15

Name: Molotov
Effect: Concussive/Fire Force Blast 3, Area Effect
Cost: 1,000 gil

Power Level: 10

Name: Pahsana Greens

Effect: 100 Greens fed to Chocobo = +1 Agility

Cost: 800 gil

Power Level: 8

Name: Phoenix Down

Effect: removes KO status from one character (leaves them at 1 White Stone)

Cost: 300 gil

Power Level: 3

Name: Potion

Effect: Recover 1 White Stone of Health to one character

Cost: 50 gil

Power Level: 1

Name: Reagan Greens

Effect: 100 Greens fed to Chocobo = +1 Strength

Cost: 3,000 gil

Power Level: 30

Name: Remedy

Effect: removes all status [not KO] from one target

Cost: 900 gil

Power Level: 9

Name: Right Arm

Effect: Concussive Force Blast 4, Area Effect

Cost: 1,000 gil

Power Level: 10

Name: S-Mine

Effect: Concussive Force Blast 7, Area Effect

Cost: 1,500 gil

Power Level: 15

Name: Shrapnel

Effect: Concussive/Fire Force Blast 5, Area Effect

Cost: 1,500 gil

Power Level: 15

Name: Soft

Effect: Removes Paralyzed status

Cost: 150 gil

Power Level: 2

Name: Speed Drink

Effect: Adds +2 to Initiative statistic for Duration 2

Cost: 500 gil

Power Level: 5

Name: Spider Web

Effect: Attack vs Speed, Reduce Speed by Damage (Min 1), +4, Area Effect

Cost: 1,000 gil

Power Level: 10

Name: Stardust

Effect: Casts Comet2 (Earth/Fire Force Blast 10), Limited Area Effect

Cost: 8,000 gil

Power Level: 80

Name: Swift Bolt

Effect: Bolt3 (Electricity Force Blast 7), Area Effect

Cost: 5,000 gil

Power Level: 50

Name: Sylkis Greens

Effect: 500 Greens fed to Chocobo = +1 all Abilities and Actions

Cost: 5,000 gil

Power Level: 50

Name: T/S Bomb

Effect: Attack vs Durability to leave one target with 1 white stone of health, no weapon modifier

Cost: 10,000 gil

Power Level: 100

Name: Tantal Greens

Effect: 100 Greens fed to Chocobo = +1 Speed

Cost: 400 gil

Power Level: 4

Name: Tent

Effect: Restore all Health and Energy to allies. May only be used outside, and not in battle

Cost: 500 gil

Power Level: 5

Name: Turbo Ether

Effect: Recover all Energy for one target

Cost: 2,000 gil

Power Level: 20

Name: Vampire Fang

Effect: Energy Drain 6, For each 3 stones of energy drained, heal 1 white stone of damage

Cost: 5,000 gil

Power Level: 50

Name: X-Potion

Effect: Recover maximum Health for one target

Cost: 15,000 gil

Power Level: 150

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