

THE **MARVEL**<sup>®</sup>  
**UNIVERSE**  
ROLEPLAYING GAME

**ERRATA**

**FINAL FANTASY**  
**THE DREAMING**



# SUPPLEMENTAL RULES AND CLARIFICATIONS

It seems, true believers, that even I can make mistakes in judgment from time to time. This document contains clarifications and errata to make sure that you are getting the full experience of what I intended for this system.

## SUMMONERS AND CALLERS

As written, Summoning and Calling can be used at the same time, making someone essentially twice as powerful as a normal summoner. While this may seem like something that's overpowered, it was intended, but not exactly as you see there.

If you use a Dreamshard to gain either Summoning or Calling, you have to purchase the other action normally, and cannot apply the "+1 to another magic" to the other. This is to prevent people from grabbing the Summoner Dreamshard or Caller Dreamshard, placing the +1 to the other form of summoning, and having both jobs from one dreamshard.

That's not to say that you can't Summon and Call, it's saying that you can get one from a Dreamshard, and have to learn the other.

What happens when you use both actions in one round you ask? Well, it depends on the order you use them. Should you Summon then Call, the Summon duration will be immediately up at the end of your panel, but you get both actions that your Summon would take on that panel. Should you Call then Summon, You only get the Calling action that panel, but the Summon stays out for subsequent rounds.

## BLACK MAGIC NON ELEMENTAL SPELLS

In the original supplement version of Black Magic, you could buy spells other than the Elemental ones are available for 20 lines of experience. This isn't what's changing, what's changing is a clarification on implications that I did not realize.

When buying Non-Elemental spells, you cannot buy spells from another school of magic. For example, if you placed 20 lines in Black Magic, you could not learn Haste from Time Magic, or Holy from White Magic. The one exception of this is Demi, as it is a crossover spell, and counts as a Gravity Elemental attack.

### Examples Spells of a Non-Elemental Nature

- **Osmoste:** As Energy Drain with Range of 2, At Action Number 7 this improves to Improved Energy Drain with a Range of 3.
- **Sleep:** Attack vs Durability to Paralyze, Duration equals stones that overcome Durability.
- **Bio:** Attack vs Durability to Poison. If damage occurs, the target loses an amount of red stones of health per panel equal to the stones that were over the Durability.
- **Animal:** As Transform others by Touch, only into a small animal, chosen when this is acquired. Unlike most other Black Magic spells, this requires you to touch your target ignoring Toughness.



- **Aspir:** Attack vs Intelligence to deal stun damage
- **Drain:** As Energy Drain, but drains Red stones of Health instead and transfers them to the user. Durability counts as a Defense
- **Delta:** A purely non-elemental attack, 2x damage or area effect (excludes allies)]
- **Antipode:** Not truly a non-elemental attack, Antipode uses two elements at once. One half of the damage is one element, the other is the other element. Choose which two elements are mixing when launching Antipode
- **Silence:** Attack vs Intelligence to make a target unable to use any school of Magic for a number of panels equal to the stones that got through.
- **Confuse:** Attack vs Intelligence to make a target not realize who is friend or foe. Lasts one panel per stone that got through.
- **Berserk:** Attack vs Intelligence if target is unwilling. Puts a target in a state where they only get one action per turn; putting their stone regeneration rate of stones in a purely Close Combat attack. The Target gains one free stone from the general pool per 3 stones of attack, but can only rely on automatic defenses.
- **Ultima:** The only Magical Attack that cannot be gained with a Dreamshard. Ultima must be gained with a Nightshard, but does 2x Damage in an Area Effect.
- **Reflect:** As Energy Reflect, cannot be used vs Area Effects, and ONLY against Black Magic spells.
- **Aura:** Each Panel counts as if you had taken your Durability in Red Stones of Damage for Limit Breaks. Lasts panels equal to stones played to cast.
- **Scan:** Use the Concentration Option: Observe
- **Meltdown:** Cannot be chosen before AN 7, Causes one half stones played in non-elemental damage, and the other half reduces a target's Toughness by that amount (Min 0).

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# ERRATA

- 25 Different Jobs, Equip a Dreamshard
- Three Levels of Promotions
- Revamped Health System, for epic battles
- Materia! To support and add extra abilities
- 20 different pre-created summons.
- 7 Different and unique breeds of Chocobo
- Dozens of pre-created allies and enemies
- Unique equipment system.
- And much more!

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