



D20 SYSTEM CAMPAIGN SETTING (VERSION 0.1)

INTRODUCTION

Final Fantasy Tactics (1997) is a role-playing game produced for the Sony Playstation by Squaresoft. The game intertwined strategy and story, and has become a classic piece of gaming that is still actively played by many today. Even with all the other titles that FFT had to compete with, this game remains as one of the most memorable titles to the lucky people who have played it.

Many remember the game because of the involved strategies and preparation that went into the heart of making this game fun. Every battle required planning and forethought, and there was always more than one way to accomplish a goal. With twenty normal classes, many unique characters, and the variety of options available to accomplish objectives, the game had everything that many people wanted out of it. The ability to make choices, and put the player in charge of the way a battle would be won, made this game a great turn based strategy title. Some remember the game's story so fondly; they can recite entire scenes from memory. The mystery behind the game was interesting of its own volition, but when combined with the setting of the game, it became it's own world. Every city had a description, often short, but always notable, and when the player wanted to search his diary to answer a question; the answer would always invite another question.

The most important aspect that ties this game together is the desire to do more. After every tavern job, you wanted to see where your friends had traveled. Before every battle, the player wanted to decide the best way to get into the battle and get out as quickly as possible. The story was focused on a single character, and it was disappointing to miss out on the rest of the development.

MIXING GAMES

This is the beginning of the combination of the Final Fantasy Tactics Playstation game, with the tabletop Dungeons and Dragons game. Final Fantasy Tactics is a solid game, with a full world, and a class based system that easily melds into the d20 system. Because the games are both designed for a high-fantasy world, it isn't that difficult to imagine the two as one whole. The primary differences between the two games are mechanical, as one game is written for a group of people to play together, and the other is written for one player to enjoy the game from a chair. The great thing about the current DnD game system is that it's versatile. It does not force a certain play style onto the game, and can be easily cobbled to fit any setting.

This document is the first half of the first chapter of the Final Fantasy Tactics d20 project. The goal is to take all of the best parts out of the original Playstation game, and meld them into the d20 rules system. There is also an influence to make the games symbiotic enough that they can flow with each other without creating too much of a disturbance in the play style.

The original Playstation game has many concepts that are being maintained because they are so important to the basis of this game. The ability to go between classes is key, and the flowing prestige classes system is retained. The integrity of the world of Final Fantasy Tactics is maintained by adjusting the

way the pen and paper game works, so that the world can be expressed appropriately.

As this project advances, it should become true that every step was taken to try and insure that this setting keeps the world true to itself, while working through the use of the d20 system.

ROLEPLAYING GAMES

If you have never played a pen and paper role-playing game, then you will probably be surprised. The game centers on a story, written by a group of players and a Gamemaster. Each player takes control of their own character, using the rules as guidelines for determining the outcome of the actions the player takes. Traditionally, the game is played by a group of friends sitting at a table with a large supply of snack food and as little distraction as possible. The goal is to tell a story in a way that keeps everyone interested, and expands on the group's imaginations, using the rules as guidelines.

The players become the actors in the story, and the Gamemaster acts as the director, controlling the scenery and the actions that take place around the actors. Everything that isn't directly under the control of a player is probably under the control of the Gamemaster. The characters are involved in a world as real as the imagination can create, made whole by the group's suspension of disbelief.

A set script of actions does not guide the game, but instead, the game is played through with a mix of improvisation and forethought. The GM controls what the world around the players is moving towards, and has control over everything as such. It is the player's responsibility to react to the world, and to see how the world reacts back. The Gamemaster may plan out the actions as much or as little as desired. Good judgment is required. The development of the story, including every character other than the players, is the responsibility of the GM. The players are just as responsible for the suspension of disbelief, and helping to provide their own goals and motivations.

What do you need?

Right now, since this book isn't quite completed, you need a Players Handbook, a Dungeon Master's Guide, and a Monster Manual (All 3rd Edition by Wizards of the Coast). When this project is complete it should be self-fulfilling, and should be independent of the Dungeons and Dragons books, but it should still function as a supplement.

Every player needs a least a standard set of dice. Dice can be purchased at gaming stores, comic shops, online, or through a large book retailer. As a minimum, the group should have at least one four-sided die (d4), four six sided dice (d6), an eight-sided die (d8), a single twelve-sided die (almost optional) (d12), a twenty-sided die (d20), and two ten sided dice (d10).

A copy of Final Fantasy Tactics helps to discover the story of the campaign setting, and since this book is still lacking the campaign-setting chapter, you should invest in either a copy of the game, or another campaign setting to hold you over till this project starts to get finalized.

CHEMIST

Apothecaries and alchemists study the science of chemistry. The chemist is the pinnacle of this science, and knows more about concocting and using potions than anyone else. As a chemist progresses, he gains proficiency in the crafting of certain useful items. The chemist is in control of his art, and does not suffer the limitations of a priest, making the chemist an excellent healer.

Adventures: Chemists are scientists at heart, always looking to further experiment, invent, and prove new theories. Every chemist has a million uses for every animal, vegetable, and mineral, sometimes adventuring just to find a new venue of research. Party chemists are healers, snipers, and experts. It is quite true that the chemist is one of the best all-around adventuring party members.

Characteristics: Chemists are as varied as the types of Wizards in Ivalice. The chemist can be a bookish researcher, a roguish trickster, a vile poison practitioner, or a deadly assassin. Because of the variety of skills available to the chemist, the chemist is a common class for many characters to take at least a few levels in, during the process of their training.

Brave/Faith: Because of the advantages having a low brave score has with alchemy, craft, profession, and search checks, the chemist tends to have a low brave score. Chemists training to be mages have high faith scores, but those that do not want such training tend to have low faith scores to reduce the damage they take from magic.

Background: A mentor is responsible for teaching an apprentice chemists. Because of the long-term process, there are few characters that ever take the time to completely master the class. Some chemists only train to become spell casters, and spend very few levels in this class. Chemists are just as common in small and large towns. Small town chemists are apothecaries, hermits, and traders. Chemists in large cities are researchers, rare item traders, and aristocrats.

Other Classes: Chemists work well with almost any other class, with the possible exception of the Priest and Oracle, who each tread into the chemists own venue of expertise through magic. Knights and Lancers love to have a chemist friend, who can react quickly to any problem.

GAME RULE INFORMATION

Chemists have the following game statistics.

Abilities: Intelligence is valuable to the chemist, and provides bonuses to most of the class skills chemists specialize in. Wisdom is important for the same reasons, and both abilities are important if a character plans to train as a mage. Constitution is the most important ability to many chemists, who need the hit points in order to survive working in the field or surviving an accidental poisoning.

Alignments: Any.

Hit Die: d8.

Class Skills

The chemist's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Forgery (Int), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Search (Int), Spellcraft (Int), Wilderness Lore (Wis), Use Rope (Dex).

Skill Points at 1st Level: $(8 + \text{Int modifier}) \times 4$

Skill Points at Each Additional Level: $(8 + \text{Int modifier})$

Class Features

All of the following are class features of the chemist.

Armor and Weapon Proficiency:

Chemists are proficient with light armor. Chemists are proficient with all knives and guns. In Dungeons and Dragons, chemists are proficient in all simple melee weapons, light crossbows, light armor, and firearms. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick

Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Bonus Feats: At 1st level, the chemist gets a bonus feat in addition to the feat that any 1st-level character gets and the bonus feat granted to humans. The chemist gains an additional bonus feat at 3rd level and ever two levels thereafter (5th, 7th, 9th). These bonus feats must be drawn from the following list: **(Will be added later)**

Craft Items: As a chemist progresses, he gains additional items that can be created with an appropriate alchemy, craft, or profession check. Each item has it's own special cost and requirements, and creates it's own affect.



Chemists use alchemy at a faster rate than normal. Find the item's market price, and convert it into silver pieces. The chemist must pay the material cost before starting any work. Make a skill check to represent one hour's work; the DC is listed in the description. If the check succeeds, multiply the check result by the DC. If the result x the DC equals the price of the item in silver pieces, then you have completed the item. (If the result x the DC equals double or triple the price of the item in silver pieces, then you've completed the task in one-half or one-third the time, and so on.) If the result x the DC doesn't equal the price, then it represents progress you've made this hour. Record the result and make a check for the next hour. Each hour you make more progress until your total reaches the price of the item in silver pieces.

If you fail the check, you make no progress that hour. If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

Potions (Ex): At 1st level the chemist learns how to craft a simple healing potion that heals 1d8-hit points. This concoction is cheap and simple to make, taking only a few days to make enough for an adventuring party. These same potions can be purchased quite readily in most locations, and the market is relatively lucrative. Against undead, these potions cause 1d8+5 points of damage when delivered as a ranged touch attack, but any splash affect is worthless. *Alchemy DC: 15; Market Price: 50 gp. Material Cost: 15 gp.*

Antidotes (Ex): The chemist can create a potion to stop the affects a poison is having on a person. This potion, when ingested, stops any secondary affects a poison has. This mixture counteracts any secondary poison affect immediately, but does not cure any temporary ability damage already caused by the original affect of the poison. *Alchemy DC: 17; Market Price: 50 gp. Material Cost: 15 gp.*

Eye Drops (Ex): This item cures any temporary blindness affects. Any character that has been blinded will be cured immediately of this ailment with the use of these eye

drops. Any permanent blindness is not affected. *Alchemy DC: 17; Market Price: 50 gp. Material Cost: 15 gp.*

Phoenix Down (Su): A Phoenix Down is a feather that revives a wounded creature on contact. Successful application of a phoenix down requires a touch attack against a character with negative hit points (including death at -10). If applied to a dead body, it restores to life with 1d8 total hit points. If applied to an undead body, the creature must make a fortitude saving throw (DC 19) or be reduced to 0 hit points, and therefore destroyed. *Alchemy DC: 19; Market Price: 300 gp. Material Cost: 90 gp.*

Echo Grass (Ex): This herbal mixture soothes soar throats; treats tooth aches, and removes magical silence affects from the patient. This grass removes any non-permanent silence or mute affects on a target, and treats non-permanent deafness affects. *Alchemy DC: 21; Market Price: 50 gp. Material Cost: 15 gp.*

Hi-Potions (Ex): A Hi-Potion is a larger, more concentrated blue tonic that restores 2d8+5 hit points to the imbiber, or 2d8+10 damage to any undead struck with the potion, when used as a grenade-like weapon. *Alchemy DC: 20; Market Price: 200 gp. Material Cost: 60 gp.*

Maiden's Kiss (Su): The Maiden's Kiss is a special tincture that when used restores a character who has been poly-morphed or changed by an alter-self spell. They return to their natural form. Maiden's Kiss can be delivered with a touch attack to any target that has been poly-morphed. *Alchemy DC: 20; Market Price 50 gp. Material Cost: 15 gp.*

X-Potions (Ex): This super-concentrated syrup restores most major wounds a character has been victim of. The imbiber recovers 4d8+20 total hit points immediately after drinking this heavy concentrate. This potion, like its cousins, can be delivered as a grenade-like weapon with a ranged touch attack causing 4d8+20 hit points of damage to undead. *Alchemy DC: 30; Market Price 700 gp. Material Cost: 210 gp.*

Table I-I: The Chemist

Base Level	Attack Bonus	Fort Save	Ref Save	Will Save	Will Craft Items
1	+0	+2	+0	+2	Chemist Feat, Craft Potions, Antidotes, and Eye Drops
2	+1	+3	+0	+3	Craft Phoenix Downs and Echo Grass
3	+2	+3	+1	+3	Chemist Feat
4	+3	+4	+1	+4	Craft Hi-Potions and Maiden's Kiss
5	+3	+4	+1	+4	Chemist Feat
6	+4	+5	+2	+5	Craft X-Potions, Soft, and Ethers
7	+5	+5	+2	+5	Chemist Feat
8	+6	+6	+2	+6	Craft Hi-Ethers, and Holy Water
9	+6	+6	+3	+6	Chemist Feat
10	+7	+7	+3	+7	Craft Remedies and Elixirs

Soft (Su): This needle is meant to deliver a special petrification-curing drug into a petrified victims skin, restoring them to completely normal status, instantly. This item cures any petrification, flesh to stone spells, or other types of polymorph that turn characters to stone with a single touch. Soft has no affect on creatures that are normally made of stone, and only works to revert creatures that have been transformed. *Alchemy DC: 25; Market Price 100 gp. Material Cost: 30 gp.*

Ethers (Su): An appropriate chemical balance can create a truly potent lime green dilute, that restores $1d8+5$ MP to the imbiber. This liquid is incredibly useful for mages that need to be able to cast another spell. *Alchemy DC: 30; Market Price 200 gp Material Cost: 60 gp..*

Hi-Ether (Su): The Hi-Ether, like its cousin, restores spell-casting power to a mage. This strong mixture restores $2d8+10$ MP to the imbiber, giving them the ability to cast spells for a longer duration. Most high-level mages will pay the cost to have access to as much of this potent fuel as possible. *Alchemy DC: 40; Market Price 600 gp. Material Cost: 180 gp.*

Holy Water (Su): Holy water is an incredibly expensive substance to manufacture. It cures undead in all forms. Subjects afflicted with vampirism or any other undead status in the last year, if willing, is restored to their original form. The special change affects willing undead with no saving throw needed, but undead that desire to resist the affect get a fortitude save (DC 40) to resist the affect. This cure cannot affect targets that have been afflicted for more than one full year. *Alchemy DC: 40; Market Price 2000 gp. Material Cost: 600 gp.*

Remedies (Su): Remedies act as antidotes, eye drops, echo grass, maiden's kiss, and a soft all wrapped up in one simple dose of herbs and medicines. Delivering this drug with a touch heals all of the status affects that its partners would, and also functions to make the recipient feel fully healthy, recovering from ability damage, being fatigued, paralyzed, or stunned. *Alchemy DC: 70; Market Price 350 gp. Material Cost: 105 gp.*

Elixirs (Su): Elixirs act as a complete heal spell, restoring all lost hit points, all ability damage, and restoring any MP spent this day. The elixir is a simple concoction, made from relatively easy to find ingredients, but the process to create an elixir is almost impossible to reproduce. The illusive creation process is beyond the scope of almost anyone, and normally such a substance is only found, not purchased. Note that when used against undead, Elixirs reduce the target to $1d4$ total hit points unless they make a fortitude saving throw (DC 90). *Alchemy DC: 90; Market Price: At least 3000 gp. Material Cost: 1000 gp.*

SQUIRE

Adventures: Squires are, in essence, the quintessential adventurer of Ivalice. They train to become the knights, archers, monks, thieves, geomancers, lancers, samurai, and ninjas that Ivalice knows. This basic class is not specialized, but instead learns skills that can be applied to any other class. Oftentimes squires are adventuring simply to impress their superiors. Squires quest to learn, and to become something greater.

Characteristics: Squires are oftentimes swordsmen, but they are not limited simply to the use of the dagger and long sword. Squires train to become archers and knights first, but some earn the right to become some of the most coveted classes, like the Holy Swordsman. Squires come from virtually any background, are trained universally, and comprise every type of soldier in Ivalice. Some characters train specifically as a squire, because it provides some of the most universal combat skills, and things that can be applied to almost any given situation.

Brave/Faith: Squires enjoy high brave scores, to increase their potential to deal damage and resist melee damage. Faith is of little importance to melee combat, and keeping faith low allows a squire to resist taking damage from magic attacks. Some

squires have higher faith scores, and cross-train as mages. The highest tiers of martial development, those of the noblest Knightly orders, have high faith scores in order to qualify for their class training.

Background: Squires come from almost any background. Some are self-educated, but most are taught by one of the many knightly orders of Ivalice. Some are trained as city guards, rogues, or in monk orders. Squires may be self-taught, and although uncommon, more than one street thug has mastered the class without any help from others. Every province has at least one major training location for squires. Trade cities often train squires to patrol the streets, and protect the merchants and community. Squires are the bread and butter soldiers of Ivalice, and are more common than any other warrior class.

Other Classes: Most anyone tolerates a squire. As such, squires tend to be one of the most accepted classes, never turned down because of their training. A squire can be a helpful support party member, or a hero in training. Some more experienced groups may not accept a squire, but most likely this is to protect him, not spite him. The average squire starts at the age of 14, sometimes even younger. Most characters in the squire class are younger soldiers who train under a mentor, oftentimes a knight.

GAME RULE INFORMATION

Squires have the following game statistics.



Abilities: Squires value strength above all else, as it provides them with their most basic combat abilities. Dexterity is valuable if a squire intends to train as an archer or thief, and Constitution is always important. Intelligence helps the squire to learn skills that they can apply to any class, and Wisdom improves the saving throw of the squire. Charisma is important if a squire plans to become a leader, or plans to join a higher order of knights.

Alignments: Any.

Hit Die: d8.

Class Skills

The squire's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Jump (Str), Ride (Dex), and Swim (Str). See Chapter 2: Skills for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) x 4

Skill Points at Each Additional Level: (4 + Int modifier)

Class Features

All of the following are class features of the squire.

Armor and Weapon Proficiency: The squire is proficient in light and medium armor, knives, swords, hammers, and axes. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick

Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor or equipment carried.

Bonus Feats: At 1st level, the squire gets a bonus feat in addition to the feat that any 1st-level character gets and the bonus feat granted to humans. The squire gains an additional bonus feat at 2nd level and every two levels thereafter (4th, 6th, 8th, 10th). These bonus feats must be drawn from the following

list: **(Will be added later)**

Dash (Ex): A dash is a partial action, which can only be used to strike a target within 5 feet. The squire makes a normal unarmed melee attack, incurring no penalties if the squire is not proficient. On a successful hit, the squire deals his regular unarmed damage + his strength modifier. This damage is never sub-dual, and incurs no penalties for dealing normal damage. The target cannot use a reaction ability to counter-attack the squire on a dash. Targets struck by a dashing squire must make a reflex save (DC 10 + the squire level) or be pushed back 5 feet away from the direction the squire is dashing in. Creatures larger than the squire get a +4 bonus to this saving throw per size class above the squire.

Throw Stone (Ex): Squires of 4th level or higher are never without a ranged weapon, and can draw and throw a stone as a normal ranged attack. The stone uses the squire's normal ranged attack bonus. If the stone strikes an opponent it inflicts 1d4 + the squire's strength modifier in damage. Struck targets must make a reflex save (DC 10 + the squire's base attack bonus) or the target is pushed back 5 feet away from the squire throwing the stone. Using throw stone is a standard action. Creatures larger than the squire get a +4 bonus to this saving throw per size class above the squire.

Heal (Su): After reaching 7th level, the squire learns how to treat common ailments. As a standard action, a squire can remove any blindness, mute or silence affects, or poison that a target is suffering from. There is no check if the target is willing, but the target must be within reach for the squire to treat. If the target is unwilling, a touch attack is required.

Accumulate (Su): The pinnacle of a squire's training is the ability to accumulate latent energy in the body in order to increase damage dealing ability. As a partial action, the squire can accumulate this energy, and gains a +2 morale bonus to normal damage rolls. This bonus lasts for a number of rounds equal to the squire's strength modifier. The squire cannot gain the benefit from multiple accumulation attempts.

Table I-2: The Squire

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Basic Skills
1	+1	+2	+0	+0	Dash, Squire Feat
2	+2	+3	+0	+0	Squire Feat
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Squire Feat, Thrown Stone
5	+5	+4	+1	+1	
6	+6	+5	+2	+2	Squire Feat
7	+7	+5	+2	+2	Heal
8	+8	+6	+2	+2	Squire Feat
9	+9	+6	+3	+3	
10	+10	+7	+3	+3	Accumulate, Squire Feat

ARCHER

Archers are some of the best-trained soldiers that are considerably common in Ivalice. Squires that choose to take up the archer class tend to take up the rear ranks of a battle, but because of the ample hit dice and the ability to use their abilities in melee; archers tend to fight whatever fight they must. Some archers are poachers, hunting for the next big game that will pay for a new quiver and a meal, while others are mercenaries for hire, or even professional knights.

Whenever an archer is encountered, most people expect to see a gallant and handsome robin hood, but they are often disappointed to find a gruff marksman. Some archers are loners, and act entirely independent of any organization, sometimes even befriend wild creatures as allies. Other times, an archer is a member of a mixed group of adventurers, making up the rear ranks and waiting to strike at an appropriate time. The archer is a versatile character, that can be the bane of a group of knights, but more often than not the archer is willing to strike up a conversation rather than an encounter.

Hit Die: d10

Requirements

Base Attack Bonus: +2

Feats: Must have taken at least two feats from the squire list.

Class Skills

The archer's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Wis), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Swim (Str), Spot (Wis), Use Rope (Dex).

Skill Points at Each Additional Level: (2 + Int modifier)

Table I-3: The Archer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Charge
1	+1	+0	+2	+0	Archer Feat, Maximum Charge +1
2	+2	+0	+3	+0	Maximum Charge +2
3	+3	+1	+3	+1	Archer Feat, Maximum Charge +3
4	+4	+1	+4	+1	Maximum Charge +4
5	+5	+1	+4	+1	Archer Feat, Maximum Charge +5
6	+6	+2	+5	+2	Maximum Charge +7
7	+7	+2	+5	+2	Archer Feat
8	+8	+2	+6	+2	Maximum Charge +10
9	+9	+3	+6	+3	Archer Feat
10	+10	+3	+7	+3	Maximum Charge +20

Class Features

Weapon and Armor Proficiency – In addition to any proficiency acquired through a previous class, the archer gains proficiency in light and medium armor and shields. The archer is proficient in all bows and crossbows. Note that armor check penalties for armor heavier than robes apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Bonus feats: The archer can choose bonus feats from (Will be added later)

Charged Shot (Ex): Through timing and focus, you can increase the overall effectiveness of an attack. To begin a charge, you declare a target and take at least a full round action to hold the attack. For every round the attack is held, the attack deals one additional point of damage, up to the maximum set by the charge bonus. For instance, a 3rd level archer with a crossbow can hold his attack for three rounds to add three points of damage to his attack, because the maximum bonus is set at Charge +3. This damage only applies against targets within 30 feet. If the archer is dealt damage, he must make a concentration check with a DC of 10 + the damage taken, or lose the charge. Holding an attack does not provoke any attacks of opportunity until the round the attack is made.

Special – This ability is not restricted to range weapons, and can be used with melee weapons, although it is very difficult to keep an opponent within reach for more than one full round. This damage can also be applied to some ranged attack spells (flame arrow, magic stone, produce flame, and so on) that require a ranged attack, if the attack is made from within 30-feet. Also, rays benefit from this additional damage, as long as the attack is made at a target within 30 feet of the archer.

KNIGHT

Knights are the iconic symbol of valor in Ivalice. There are many different orders of knights, and many teach unique fighting styles. A knight can be the best front-line party member of any group, because they can take a hit, and then disarm their opponent's ability to deal any more damage.

Most knights come from some type of noble background, whether it is the son of a wealthy merchant, the heir to a kingdom, or the strongest son of a pauper. Most orders expect knights to be endlessly rich in character, and willing to fight for what they believe in. Some groups, however, care little for a knight's code, and only for their brutal power in combat.

Hit Die: d10.

Requirements

Base Attack Bonus: +2

Feats: Must have taken at least two feats from the squire list.

Class Skills

The knight's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Points at Each Additional Level: (2 + int modifier)

Class Features

All of the following are class features of the knight class.

Weapon and Armor Proficiency: The knight is proficient in the use of all swords and knight Swords and all armors (heavy, medium, and light) and shields. Note that armor check penalties for armor heavier than robes apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Bonus Feats: The bonus feats available to the knight are: **(Will be added later)**

Break Attacks: The knight can choose one Break Attack at first level, one at second, and one at third. The knight continues to gain one additional Break Attack every level other than 4th and 8th. Some break attacks damage the opponent's ability scores directly, while others are used to damage equipment.

Using a break attack is a partial action, which does not provoke an attack of opportunity. A break attack is like a normal sunder attempt, or melee attack, but it deals some special type of affect instead of dealing normal damage. No break attack is affective beyond a range of 30 feet.

Armor Break (Ex): After a normal sunder attempt against a target's armor deals damage successfully, the knight forces the target to make a fortitude saving throw (DC 11 + ½ Knight Level) or the armor is shattered, and rendered useless.

Head Break (Ex): After a normal sunder attempt against a target's head protection deals damage successfully, the knight forces the target to make a fortitude saving throw

(DC 11 + Knight Level) or the head protection is shattered, and rendered useless.

Magic Break (Su): The knight resolves a normal melee attack, but instead of dealing damage to a target's hit points, the damage is dealt directly to a target's MP.

Mind Break (Su): The knight resolves a normal melee attack, but instead of dealing damage, the target suffers a penalty to their will saving throw equal to ½ the Knight level of the attacker. This penalty is cumulative, and lasts till the end of an encounter.

Shield Break (Ex): After a normal sunder attempt against a target's shield deals damage successfully, the knight forces the target to make a fortitude saving throw (DC 11 + Knight Level) or the shield is shattered, and rendered useless.

Speed Break (Su): The knight resolves a normal melee attack, but instead of dealing damage, the target suffers a penalty to their reflex saving throw equal to ½ the Knight level of the attacker. This penalty is cumulative, and lasts till the end of an encounter.

Strength Break (Su) The knight resolves a normal melee attack, but instead of dealing damage, the target suffers a penalty to their fortitude saving throw equal to ½ the Knight



Table I-4: The Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Battle Skill
1	+1	+0	+2	+0	Break Skill, Knight Feat
2	+2	+0	+3	+0	Break Skill
3	+3	+1	+3	+1	Knight Feat
4	+4	+1	+4	+1	Break Skill
5	+5	+1	+4	+1	Break Skill, Knight Feat
6	+6	+2	+5	+2	Break Skill
7	+7	+2	+5	+2	Knight Feat
8	+8	+2	+6	+2	Break Skill
9	+9	+3	+6	+3	Break Skill, Knight Feat
10	+10	+3	+7	+3	Break Skill

level of the attacker. This penalty is cumulative, and lasts till the end of an encounter.

Weapon Break (Ex): After a normal sunder attempt against a target's weapon deals damage successfully, the knight forces the target to make a fortitude saving throw (DC 11 + Knight Level) or the weapon is shattered, and rendered useless.

PRIEST

Priests are healers and masters of white magic. The average priest is a trained chemist who has chosen to master the art of white magic in order to best master the healing arts. Some priests are in training to become a higher divine mage, the oracle. White magic is one of the two 'core' magic types. The other is black magic, mastered by the wizard. The highest white magic is some of the most powerful, and the lack of offensive spells at lower levels hinders the priest, so they work with other classes in order to maximize their potential.

In Ivalice, there are few priests outside of the church. Those priests that do not follow Saint Ajora are not considered heretics, but the church does not support their efforts to promote general good and health in the world. It is difficult to learn white magic without proper training, but many students of the art to pull it off, albeit slowly.

Hit Die: d6.

Requirements

Special: Must be able to craft a phoenix down.

Feats: Must have taken at least two feats from the chemist list.

Class Skills

The priest's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive

skill), and Spellcraft (Int). See Chapter 2: Skills for skill descriptions.

Skill Points at Each Additional Level: (2 + int modifier)

Class Features

All of the following are class features of the priest.

Weapon and Armor Proficiency: The priest is proficient in light armor and the use of staves. Note that armor check penalties for armor heavier than robes apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A priest casts white magic. The DC for priest's spells is dependant on intelligence. The DC for a spell is 10 + spell level + the priest's intelligence modifier. A priest must have an intelligence equal to 10 + the spell's level in order to cast spells of that level.

Priests gains a certain amount of MP every level gained in the priest class. A priest's selection of spells is extremely limited. The priest knows only one first level spell at first level, however, the priest gains additional knowledge of new spells at every level, as indicated on table I-5: The Priest.

(Note: The number of spells a priest can know may be common spells chosen from the white magic spell list, or they can be unusual spells that the priest has gained through study. For example, a priest with a scroll or spellbook detailing an unusual white magic spell, one not on the white magic spell list, could select that spell as one of his new spells for achieving a new level, provided the spell is the right level. In any case, the priest can't learn spells at a faster rate due to this means.)

A priest has a limited supply of MP, which can be used to cast any spell known spontaneously. Spontaneous spellcasting means that the priest does not need to prepare any spells

beforehand, and can cast any spells known as long as the priest has enough MP in reserve, and any appropriate components. The priest can cast any spell known by expending an amount of MP detailed in the spell description as long as that cost does not exceed the usual maximum cost for the priest. That MP is burned, but is restored after a full rest period. For example a fifth level priest, with a reserve MP total of 75, can cast a spell with a casting cost of 25 MP three times per day, or seven spells costing 10 MP, and one spell costing 5 MP.

The amount of MP a character gains from a single spellcasting class grows every level. At first level, spellcasters gain five points of MP. At every other level, the priest gains a new amount of equal to her new level x5. For example, a second level spellcaster has a total MP of 5 from her previous levels, and 10 additional points of MP from the new level. The total MP gained from multiple classes stacks, however multiple classes that add MP track their total MP gained from a new level separately. So, a Chemist 2/Wizard2/Priest 2 will only have a total MP of 30 (15 from each class), not 50 for being a fourth level spellcaster. Base MP can never be 1000 points or greater.

There is also a maximum amount of MP a spellcaster can spend on a single spell. For first level spellcasters the maximum is one. The cap on MP expenditure increases by the sum of the old total and the priest's new level. For example, a spellcaster who gains second level gains the sum of his old maximum (1), and the priest's new level (2) for a total MP of 3. The capacity ceases to increase at 10th level, and does not stack with other spellcasting classes. The limit for first through tenth levels is 1, 3, 6, 10, 15, 21, 28, 36, 44, and 55.

Bonus Feats: The priest gains bonus feats at 1st level, and every 3 levels thereafter (4th, 7th, 10th). The priest may choose bonus feats from: **(Will be added later)**



Table I-5: The Priest

Level	Base	Fort	Ref	Will	Special	Magic Points	Spells Known							
	Attack Bonus	Save	Save	Save			I	2	3	4	5	6	7	8
1	+0	+0	+0	+2	Priest Feat	+5	1							
2	+1	+0	+0	+3		+15	2	1						
3	+1	+1	+1	+3		+30	3	2	1					
4	+2	+1	+1	+4	Priest Feat	+50	3	3	2	1				
5	+2	+1	+1	+4		+75	3	3	2	2	1			
6	+3	+2	+2	+5		+105	3	3	3	2	2	1		
7	+3	+2	+2	+5	Priest Feat	+140	3	3	3	3	2	2	1	
8	+4	+2	+2	+6		+180	3	3	3	3	2	2	2	1
9	+4	+3	+3	+6		+225	3	3	3	3	3	3	2	2
10	+5	+3	+3	+7	Priest Feat	+275	3	3	3	3	3	3	3	3

WIZARD

Wizards are mages that master black magic. Most wizards are trained chemists who master black magic as the natural study of the way things work. Black magic represents magic that causes damage, summons the elements, transmutes a target, or destroys life. The elements are also present in many black magic spells, and each element has a different affect on certain creatures. The pinnacle of black magic is so incredibly dangerous, that virtually no mage has ever had access to such a spell, because of the inflated MP cost.

Most large groups train some black mages to augment their usual power, however it is also more common to run into an untrained wizard than an untrained priest. The average wizard was interested more in the power obtained from the raw elements in a chemists repertoire, and has studied the elements within more deeply, and on a fundamentally magical level.

Hit Die: d6.

Requirements

Special: Must be able to make echo grass

Feats: Must have taken at least two feats from the chemist list

Class Skills

The wizard's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Hide (Dex), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 2: Skills for skill descriptions.

Skill Points at Each Additional Level: (2 + int modifier)

Class Features

All of the following are class features of the wizard.

Weapon and Armor Proficiency: The wizard is proficient in light armor and the use of rods. Note that armor check penalties for armor heavier than robes apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Spells: A wizard casts black magic. The DC for a wizard's spells is dependant on intelligence. The DC for a spell is 10 + spell level + the wizard's intelligence modifier. A wizard must have an intelligence equal to 10 + the spell's level in order to cast spells of that level.

Wizards gain a certain amount of MP every level. A wizard's selection of spells is extremely limited. A first level wizard knows only one first level, however the wizard gains additional knowledge of new spells at every level, as indicated on table I-6: The Wizard.

(Note: The number of spells a wizard can know may be common spells chosen from the black magic spell list, or they can be unusual spells that the wizard has gained through study. For example, a wizard with a scroll or spellbook detailing an unusual black magic spell, one not on the black magic spell list, could select that spell as one of his new spells for achieving a new level, provided the spell is the right level. In



any case, the wizard can't learn spells at a faster rate due to this means.)

A wizard has a limited supply of MP, which can be used to cast any known spell known spontaneously. Spontaneous spellcasting means that the wizard does not need to prepare any spells beforehand, and can cast any spells known as long as the priest has enough MP in reserve, and any appropriate components. The oracle can cast any spell known by expending an amount of MP detailed in the spell description as long as that cost does not exceed the usual maximum cost for the wizard. That MP is burned, but is restored by a full rest period. For example, a fifth level wizard, with a reserve MP total of 75, can cast a spell with a casting cost of 15 spells per day at a cost of 5 MP each, or any other combination as long as the wizard does not expend more MP than is available. The amount of MP a character gains from a single spellcasting class grows every level. At first level, spellcasters gain five points of MP. At every other level, the priest gains a new amount of equal to her new level x5. For example, a second level spellcaster has a total MP of 5 from her previous levels, and 10 additional points of MP from the new level. The total MP gained from multiple classes stacks, however multiple

Table I-6: The Wizard

Level	Base	Fort	Ref	Will	Special	Magic Points	Spells Known							
	Attack Bonus	Save	Save	Save			I	2	3	4	5	6	7	8
1	+0	+0	+0	+2	Wizard Feat	+5	1							
2	+1	+0	+0	+3		+15	2	1						
3	+1	+1	+1	+3		+30	3	2	1					
4	+2	+1	+1	+4	Wizard Feat	+50	3	3	2	1				
5	+2	+1	+1	+4		+75	3	3	2	2	1			
6	+3	+2	+2	+5		+105	3	3	3	2	2	1		
7	+3	+2	+2	+5	Wizard Feat	+140	3	3	3	3	2	2	1	
8	+4	+2	+2	+6		+180	3	3	3	3	2	2	2	1
9	+4	+3	+3	+6		+225	3	3	3	3	3	3	2	2
10	+5	+3	+3	+7	Wizard Feat	+275	3	3	3	3	3	3	3	3

classes that add MP track their total MP gained from a new level separately. So, a Chemist 2/Wizard2/Priest 2 will only have a total MP of 30 (15 from each class), not 50 for being a fourth level spellcaster. Base MP can never be 1000 points or greater.

There is also a maximum amount of MP a spellcaster can spend on a single spell. For first level spellcasters the maximum is one MP point per spell. The cap on MP expenditure increases by the sum of the old total and the wizard's new level. For example, a spellcaster who gains second level gains the sum of his old maximum (1), and the priest's new level (2) for a total MP of 3. The capacity ceases to increase at 10th level, and does not stack with other spellcasting classes. The limit for first through tenth levels is 1, 3, 6, 10, 15, 21, 28, 36, 44, and 55.

Bonus Feats: The wizard gains bonus feats at 1st level, and every 3 levels thereafter (4th, 7th, 10th). The priest may choose bonus feats from: **(Will be added later)**



MONK

The unarmed warriors, trained to fight without under any circumstances, are called monks. They are powerful in melee, and capable of using their own inner strength to cause extreme damage to their enemies. The best trait about the monk is that they are never victim to many of the disadvantages that plague other classes.

Training to be a monk takes years, and a great deal of discipline. Most monks are knights who either decided to put away their weapon, felt they needed to master unarmed combat, or desired to retire to a simpler life. Because of this, there is a vast degree of diversity in the monks of Ivalice. Some master the fist, while others master their own self through long-term discipline.

There are few official monk schools, but every group has at least a few. Most monks are self-taught, and they have trouble accepting a mentor after spending the time and effort on improving themselves in this class. In the far off lands outside of Ivalice there are many more monks, who are likely to be training to become a master of the elements, a ninja, or a samurai. The rigors of the years of training in the far distant schools can be shown by the supernatural abilities that the foreign classes all share.

Hit Die: d8.

Requirements

Special: Must be able to perform two break attacks

Feats: Must have taken at least two feats from the knight list

Class Skills

The monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Escape Artist (Dex), Hide (Dex), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex). See Chapter 2: Skills for skill descriptions.

Skill Points at Each Additional Level: (4 + Int modifier)

Class Features

All of the following are class features of the monk.

Weapon and Armor Proficiency: The monk is proficient in light armor, and as a monk, the character gains an additional bonus to her armor class as long as she is wearing no armor or light armor. The monk adds her Wisdom bonus (if any) to AC. The Wisdom bonus represents a danger sense that the monk does not lose, even in a situation when she loses her Dexterity modifier due to being unprepared, ambushed, stunned, and so on. (Monks do lose these AC bonuses when immobilized.) Note that armor check penalties for armor heavier than robes apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Bonus Feats: The monk gains bonus feats at 1st level, and every 2 levels thereafter (3rd, 5th, 7th, and 9th). The priest may choose bonus feats from: **(Will be added later)**

Unarmed Strike (Ex): Monks are highly trained in fighting unarmed, giving them considerable advantages when doing so. They deal more damage than normal. A monk fighting unarmed does not provoke attacks of opportunity from armed opponents for fighting unarmed. The unarmed damage the monk deals scales with level, as shown below.

Unarmored Speed (Ex): When a character with monk levels is unarmored, her speed is much higher than normal. It takes multiple levels before this increased speed comes into play, but eventually it allows a character that has mastered the monk class to move at twice her normal speed.

Level	Unarmed Damage	Unarmored Speed	Punch Arts
1	1d6	30 ft.	Spin Fist
2	1d8	30 ft.	Repeating Fist
3	1d8	30 ft.	
4	1d10	40 ft.	Wave Fist
5	2d6	40 ft.	Earth Slash
6	2d6	40 ft.	Secret Fist
7	2d8	50 ft.	
8	2d10	50 ft.	Stigma Magic
9	2d10	50 ft.	Chakra
10	2d12	60 ft.	Revive

Punch Arts: The monk progressively learns how to perform many different types of combat, and further develops the use of the body and mind. As a monk progresses, she learns eight different punch arts, each of which allow the monk a new method to use her own body to her benefit.

Spin Fist (Ex): The monk gains the whirlwind feat for free with unarmed attacks. This is a partial action that does not provoke attacks of opportunity, and allow the monk to fight multiple opponents at ease. Whirlwind is covered in Chapter 3: Feats, and is a normal Dungeons and Dragons feat.

Repeating Fist (Ex): Repeating fist is an attack method that allows the monk to perform more attacks than usual in a round. Repeating fist allows the monk to make one additional unarmed attack at her best attack bonus, but all attacks suffer a -2 penalty. This allows the monk to strike more often with less accuracy. This is a partial action that does not provoke attacks of opportunity.

Wave Fist (Su): As a partial action, the monk can make a single melee attack at any target within 15 feet. This attack is a release of ki in a ranged attack form that deals the monk's normal unarmed damage. Using wave fist provokes attacks of opportunity from the target, but not from any other opponents.

Earth Slash (Su): The monk can strike the ground, and cause a sudden 5-foot wide pulse with her fist. This strike causes the monk's normal unarmed damage to any target

within the 40 ft. long, 5 ft. wide ray. The monk does not add her strength modifier to the attack's damage. This strike only affects targets that are touching the ground, and forces them to make a reflex saving throw (DC 13 + Monk Level) or be knocked prone.

Secret Fist (Su): The monk can perform secret fist only one time each day. As a partial action, the monk strikes her opponent normally with an unarmed attack normally, dealing normal damage, and declares a Secret Fist attack. The target must make a fortitude saving throw (DC 15 + the Monk's level) or suffer the dangers of this attack. A target struck this way will die in 1d4+1 rounds, as the strike slowly takes its toll on the target. Such an opponent does not know that he will die until after the time has passed.

Stigma Magic (Su): The monk gains the ability to treat dangerous affects of poisons, blindness, non-magical diseases, from her and allies as a partial action that provokes attacks of opportunity. The Monk can use this ability 3/day. This affect treats ability damage caused by poison, and prevents secondary affects at the same time. This ability affects all allies within a 5 ft. range of the monk.

Chakra (Su): As a partial action that provokes attacks of opportunity, the monk can bring about new energy in himself and anyone within 5 feet. All targets within range regain 1d4 HP and 1d4 MP per monk level of the character using the ability. This ability can only be used a number of times per day equal to ½ the Monk level of the character using the ability.

Revive (Su): As a partial action the monk can raise a wounded ally. This ability can only be used on a character that has died in the past 1d4+1 days. The monk must lay his hands on the body of the recipient, and in turn the wounded character recovers, with 2d8+20 total hit points. This ability drains the monk of ki, and can only be used once every day.



Table I-7: The Monk

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Punch Art
1	+0	+2	+2	+2	Spin Fist
2	+1	+3	+3	+3	Repeating Fist
3	+2	+3	+3	+3	
4	+3	+4	+4	+4	Wave Fist
5	+3	+4	+4	+4	Earth Slash
6	+4	+5	+5	+5	Secret Fist
7	+5	+5	+5	+5	
8	+6	+6	+6	+6	Stigma Magic
9	+6	+6	+6	+6	Chakra
10	+7	+7	+7	+7	Revive

ORACLE

Practitioners of the foreign magic, Oracles are considerably rare in Ivalice. Many oracles learn spells that would be called necromancy in other cultures, draining life force and creating negative energy. Because of this, there are very few oracles in Ivalice. They are few and far between, as they practice the strange and unruly magic. Though some oracles are born in Ivalice, they often do not progress far into the deeper studies of the strange divine magic that is so rarely practiced.

The devout study of good and evil as it associates to the elements is an important practice to an Oracle. They must master strange incantations that seem similar black magic at times, and similar to white magic at others. The magic that an oracle must understand in order to progress has strong status affects, and can cripple an opponent's ability to fight. Some magic is beneficial, while other spells cause a great deal of pain to the target.

Hit Die: d6.

Requirements

Special: Must be able to cast at least two different white magic spells

Feats: Must have taken at least two feats from the Priest list

Class Skills

The oracle's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcane) (Int), Knowledge (Religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive, and Spellcraft (Int). See Chapter 2: Skills for skill descriptions.

Skill Points at Each Additional Level: (4 + Int modifier)

Class Features

All of the following are class features of the oracle.

Weapon and Armor Proficiency: The oracle is proficient in the use of light armor, staves, and sticks. A stick is a reach weapon that is used by spellcasters. Note that armor check penalties for armor heavier than robes apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Bonus Feats: The oracle gains bonus feats at 2nd level, 4th level, and every 3 levels thereafter (7th and 10th). The priest may choose bonus feats from: **(Will be added later)**

Spells: An oracle casts yin yang magic. The DC for an oracle's spells is dependant on wisdom. The DC for a spell is 10 + spell level + the oracle's wisdom modifier. An oracle must have a wisdom equal to 10 + the spell's level in order to cast spells of that level.

Oracles gain a certain amount of MP every level. An oracle's selection of spells is extremely limited. A first level oracle knows only one first level, however the oracle gains additional knowledge of new spells at every level, as indicated on table I-6: The Oracle.

(Note: The number of spells an oracle can know may be common spells chosen from the yin yang magic spell list, or they can be unusual spells that the oracle has gained through study. For example, a oracle with a scroll or spellbook detailing an unusual black magic spell, one not on the black magic spell list, could select that spell as one of his new spells for achieving a new level, provided the spell is the right level. In any case, the oracle can't learn spells at a faster rate due to this means.)

An oracle has a limited supply of MP, which can be used to cast any known spell known spontaneously. Spontaneous spellcasting means that the oracle does not need to prepare any spells beforehand, and can cast any spells known as long as the

Table I-8: The Oracle

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Magic Points	Spells Known							
1	+0	+0	+0	+2	Oracle Feat	+5	1							
2	+1	+0	+0	+3		+15	2	1						
3	+1	+1	+1	+3		+30	3	2	1					
4	+2	+1	+1	+4	Oracle Feat	+50	3	3	2	1				
5	+2	+1	+1	+4		+75	3	3	2	2	1			
6	+3	+2	+2	+5		+105	3	3	3	2	2	1		
7	+3	+2	+2	+5	Oracle Feat	+140	3	3	3	3	2	2	1	
8	+4	+2	+2	+6		+180	3	3	3	3	2	2	2	1
9	+4	+3	+3	+6		+225	3	3	3	3	3	3	2	2
10	+5	+3	+3	+7	Oracle Feat	+275	3	3	3	3	3	3	3	3

priest has enough MP in reserve, and any appropriate components. The oracle can cast any spell known by expending an amount of MP detailed in the spell description as long as that cost does not exceed the usual maximum cost for the oracle. That MP is burned, but is restored by a full rest period. For example, a fifth level oracle, with a reserve MP total of 75, can cast a spell with a casting cost of 15 spells per day at a cost of 5 MP each, or any other combination as long as the oracle does not expend more MP than is available.

The amount of MP a character gains from a single spellcasting class grows every level. At first level, spellcasters gain five points of MP. At every other level, the priest gains a new amount of equal to her new level x5. For example, a second level spellcaster has a total MP of 5 from her previous levels, and 10 additional points of MP from the new level. The total MP gained from multiple classes stacks, however multiple classes that add MP track their total MP gained from a new level separately. So, a Chemist 2/Priest 2/Oracle 2 will only have a total MP of 30 (15 from each class), not 50 for being a fourth level spellcaster. Base MP can never be 1000 points or greater.

There is also a maximum amount of MP a spellcaster can spend on a single spell. For first level spellcasters the maximum is one MP point per spell. The cap on MP expenditure increases by the sum of the old total and the oracle's new level. For example, a spellcaster who gains second level gains the sum of his old maximum (1), and the priest's new level (2) for a total MP of 3. The capacity ceases to increase at 10th level, and does not stack with other spellcasting classes. The limit for first through tenth levels is 1, 3, 6, 10, 15, 21, 28, 36, 44, and 55.



THIEF

Picking someone's pocket while they are not aware can be done by anyone with the right training. Actually getting away with it takes some luck. The thief, however, has mastered the ability to steal everything possible from a person, right in front of their eyes.

Thieves come from certain select backgrounds. A guild, or mercenary group oftentimes trains a thief. Knightly orders train a few thieves, because the talents a thief learns can play a major role in mastering the ability to use the lancer's fighting styles. On the other side of the coin, many thieves are young men and women who desired the ability to pilfer their enemies. There are many different types of thieves, and they are each different in their own unique ways.

Many times a thief spends more time increasing the abilities other than those that the class draws its name from. Poaching unique creatures is a thief skill, and tracking down different artifacts are some thief's primary focus. The movement advantage the thief class offers is a skill that many other classes value, and the fact that being a thief is a pre-requisite for training as a lancer is very often the only reason to take the class.

Hit Die: d8.

Requirements

Special: Must be able to perform charge attack +2.

Feats: Must have taken at least two feats from the archer list

Class Skills

The thief's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Wilderness Lore (Wis), and Use Rope (Dex).

Skill Points at Each Additional Level: (4 + Int modifier)

Class Features

All of the following are class features of the thief.

Weapon and Armor Proficiency: The thief is proficient in the use of light armor and knives. Note that armor check penalties for armor heavier than robes apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, swim checks suffer a -1 penalty for every 5 pounds of armor and equipment carried.

Sneak Attack (Ex): Once per round, the thief gains the benefit of adding sneak attack damage to one attack as long as the opponent is currently susceptible to a sneak attack. This bonus damage starts at first level, and increases at every other level.

If an opponent is denied the Dexterity Bonus to AC, or an opponent is flanked, the thief deals the extra damage. This only works for attacks made within 30 feet of the target. This

Table I-8: The Thief

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Steal
1	+0	+0	+0	+2	Gil Taking, Thief Feat
2	+1	+0	+0	+3	Steal Heart
3	+1	+1	+1	+3	Thief Feat
4	+2	+1	+1	+4	Steal Helmet
5	+2	+1	+1	+4	Steal Armor, Thief Feat
6	+3	+2	+2	+5	Steal Shield
7	+3	+2	+2	+5	Thief Feat
8	+4	+2	+2	+6	Steal Weapon
9	+4	+3	+3	+6	Steal Accessory, Thief Feat
10	+5	+3	+3	+7	Steal Experience

bonus damage is also added in to rays and ranged attack spells that require an attack roll, as damage of the appropriate type (such as fire damage for a fire spell, or negative energy damage for a spell that causes negative levels). Creatures that are immune to critical hits are immune to Sneak Attack damage.

Steal: The thief's primary class ability is the ability to steal. All steal abilities are partial actions that provoke attacks of opportunity from any opponent that threatens the thief, other than the target. These abilities make use of certain skills (like pick pocket) that are difficult to perform in combat, and allow for maximum success.

Gil Taking (Ex): If the enemy has coins, the thief can take them. The thief must make a pick pocket check against the target's spot check. If the thief's pick pocket check exceeds her opponent's spot check, it appears to the target that the thief has attempted to attack, and failed. In reality, the thief has pilfered any coins the target was carrying (maximum 10 coins per thief level). If the target spots the thief, the target gets an attack of opportunity, and makes a reflex saving throw (DC 10 + the thief's level) to avoid the theft.

Steal Accessory (Ex): The Thief can attempt to disarm and grab any accessory in a targets possession. This can be the target's belt, gauntlet, glove, ribbon, glasses, boots, or any other item that the target is carrying that is not a weapon, armor, helmet, or shield. The thief must make a disarm attempt against the opponent normally, ignoring any difference in size class of the items being used for the attempt. If the thief is successful, and the thief has an open hand, she can grab the item immediately after the disarm attempt. The item remains in the thief's off hand until she takes a move equivalent action to ready the item or store it.

Steal Armor (Ex): The Thief can attempt to disarm and grab any armor that an opponent is wearing. The thief must successfully grapple an opponent in order to do so. This grapple must be held until the opponent would normally be pinned. When the opponent would be pinned, instead, the

thief strips the target of their armor, and holds it in the thief's off hand. The armor is often too much to bother equipping in combat, and it is hard to hold on too. The thief can take a full round action to store light armor, but it takes a full minute to store medium and heavy armors so that they do not interfere with combat. The thief suffers the armor check penalty of the armor to attack rolls until the armor is dropped or stored.



FINAL FANTASY TACTICS

Steal Experience (Su): The Thief gains the ability to steal the energy latent in opponents. This is a partial action that provokes attacks of opportunity. The thief makes a normal melee attack, but instead of dealing damage, the thief causes 1 negative level as if the target had been struck with an enervation spell. The Thief gains 1d8 temporary hit points and a +1 morale bonus to attack rolls and saving throws till the end of the encounter. Additionally, if the target fails the fortitude save to resist the negative level becoming permanent, the thief gains an amount of experience equal to 10% of what the target needs to regain the lost level. Only creatures that gain class levels are subject to the affects of this ability.

Steal Heart (Su): As a partial action that provokes attacks of opportunity, the thief can attempt to charm an opponent. The thief must make charisma check and the target makes a will save against it. If the thief is successful, the target becomes affected as if they were targeted with a charm person spell. The thief receives a –10 penalty against targets of the same gender as the thief.

Steal Helmet (Ex): The Thief can attempt to loosen and disarm a targets helmet. The thief must make a disarm attempt against the opponent normally, ignoring any difference in size class of the items being used for the attempt. If the thief is successful, and the thief has an open hand, she can grab the item immediately after the disarm attempt. The item remains in the thief's off hand until she takes a move equivalent action to ready the item or store it.

Steal Shield (Ex): The Thief can attempt to attack and disarm a targets shield out of their hand. The thief must make a disarm attempt against the opponent normally, ignoring any difference in size class of the items being used for the attempt. If the thief is successful, and the thief has an open hand, she can grab the item immediately after the disarm attempt. The item remains in the thief's off hand, and functions normally as a shield.

Steal Weapon (Ex): The Thief can attempt to disarm a target of their weapon. After a successful disarm attempt the Thief can grab the weapon immediately. If the thief is successful, and the thief has an open hand, she can grab the item immediately after the disarm attempt. The item remains in the thief's off hand, and functions normally as an off-hand weapon.

TIME MAGE

The ebb and flow of time move around most people without any noticeable change. Those few mages who choose to research the arcane mastery of time find it to be one of the most powerful and intriguing subjects. Research into chronomancy, as it is sometimes called, can produce rather devastating results. The incredible power of time magic is one of the most sought after in all of Ivalice.

There are more time mages than oracles, but there are still relatively few. In order to understand time magic, you must understand the underlying black magic that is the gateway into this magical science. As such, there are still a few different magic colleges that support training

as a time mage. The well-known Gariland Magic Academy is just one of many. Sometimes a black mage will learn their way into time magic, but it does happen less frequently than most other classes. Study at a magic school often covers the pre-requisite knowledge of what it takes to be a time mage, and many students of black magic try to make sure they are capable of taking further training in chronomancy.

Hit Die: d6.

Requirements

Special: Must be able to cast at least two different white magic spells

Feats: Must have taken at least two feats from the Priest list

Class Skills

The oracle's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcane) (Int), Knowledge (Religion) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive, and Spellcraft (Int). See Chapter 2: Skills for skill descriptions.

Skill Points at Each Additional Level: (4 + Int modifier)

Class Features

All of the following are class features of the oracle.

Weapon and Armor Proficiency: The time mage is proficient in the use of light armor, staves, and sticks. A stick is a reach weapon that is used by spellcasters. Note that armor check penalties for armor heavier than robes apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Bonus Feats: The time mage gains bonus feats at 2nd level, 4th level, and every 3 levels thereafter (7th and 10th). The priest may choose bonus feats from: **(Will be added later)**

Spells: A time mage casts yin yang magic. The DC for a time mage's spells is dependant on wisdom. The DC for a spell is 10 + spell level + the time mage's wisdom modifier. A time mage must have a wisdom equal to 10 + the spell's level in order to cast spells of that level.

Time mages gain a certain amount of MP every level. A time mage's selection of spells is extremely limited. A first level time mage knows only one first level, however the time mage gains additional knowledge of new spells at every level, as indicated on table 1-6: The Time mage.

(Note: The number of spells an time mage can know may be common spells chosen from the yin yang magic spell list, or they can be unusual spells that the time mage has gained through study. For example, a time mage with a scroll or spellbook detailing an unusual black magic spell, one not on the black magic spell list, could select that spell as one of his new spells for achieving a new level, provided the spell is the right level. In any case, the time mage can't learn spells at a faster rate due to this means.)

A time mage has a limited supply of MP, which can be used to cast any known spell known spontaneously. Spontaneous

spellcasting means that the time mage does not need to prepare any spells beforehand, and can cast any spells known as long as the priest has enough MP in reserve, and any appropriate components. The time mage can cast any spell known by expending an amount of MP detailed in the spell description as long as that cost does not exceed the usual maximum cost for the time mage. That MP is burned, but is restored by a full rest period. For example, a fifth level time mage, with a reserve MP total of 75, can cast a spell with a casting cost of 15 spells per day at a cost of 5 MP each, or any other combination as long as the time mage does not expend more MP than is available.

The amount of MP a character gains from a single spellcasting class grows every level. At first level, spellcasters gain five points of MP. At every other level, the priest gains a new amount of equal to her new level x5. For example, a second level spellcaster has a total MP of 5 from her previous levels, and 10 additional points of MP from the new level. The total MP gained from multiple classes stacks, however multiple classes that add MP track their total MP gained from a new level separately. So, a Chemist 2/Wizard 2/Time mage 2 will only have a total MP of 30 (15 from each class), not 50 for being a fourth level spellcaster. Base MP can never be 1000 points or greater.

There is also a maximum amount of MP a spellcaster can spend on a single spell. For first level spellcasters the maximum is one MP point per spell. The cap on MP expenditure increases by the sum of the old total and the time mage's new level. For example, a spellcaster who gains second level gains the sum of his old maximum (1), and the priest's new level (2) for a total MP of 3. The capacity ceases to increase at 10th level, and does not stack with other spellcasting classes. The limit for first through tenth levels is 1, 3, 6, 10, 15, 21, 28, 36, 44, and 55.



Table I-10: The Time Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Magic Points	Spells Known							
1	+0	+0	+0	+2	Time Feat	+5	1							
2	+1	+0	+0	+3		+15	2	1						
3	+1	+1	+1	+3		+30	3	2	1					
4	+2	+1	+1	+4	Time Feat	+50	3	3	2	1				
5	+2	+1	+1	+4		+75	3	3	2	2	1			
6	+3	+2	+2	+5		+105	3	3	3	2	2	1		
7	+3	+2	+2	+5	Time Feat	+140	3	3	3	3	2	2	1	
8	+4	+2	+2	+6		+180	3	3	3	3	2	2	2	1
9	+4	+3	+3	+6		+225	3	3	3	3	3	3	2	2
10	+5	+3	+3	+7	Time Feat	+275	3	3	3	3	3	3	3	3