



**3RD EDITION
DUNGEONS AND DRAGONS
CONVERSION**

**SQUIRE
KNIGHT
ARCHER
CHEMIST
PRIEST
WIZARD
MONK
THIEF
TIME MAGE
ORACLE
GEOMANCER
LANCER
MEDIATOR
SUMMONER
SAMURAI
NINJA
CALCULATOR
BARD
DANCER
MIME
SPECIAL ABILITIES
WEAPONS & ITEMS**

VERSION 1.1

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What is the Final Fantasy Tactics: 3rd Edition Dungeons and Dragons Conversion?

- This is an expansion of the Dungeons and Dragons 3rd Edition rules into the world of Final Fantasy Tactics.

What is inside this book?

- The most important addition is the twenty basic FFT character classes. There will be additional Prestige Classes added in the future, and a complete list of unique FFT weapons and items. Some other plans are to re-create all the creatures of Final Fantasy Tactics and give some advice on how to play.

What is new to this version?

- The most important things in this version are corrections. The most noticeable is in the Calculator class. Some minor details have been dealt with in the Priest and Weapons sections. The stat blocks for all of the weapons, armor, and shields are sketched into the back.

What is going to happen next?

- First off, the 126 weapons, 34 armors, and 15 shields will need descriptions and explanations. Secondly, most of the prices listed in the stat blocks reflect the price listed in the game, directly. This will change relatively soon. Thirdly, the spell-casters need some reviewing. Questions about arcane spell failure, spell lists, number of spells known, and spells per day have influenced me to change the way the character class is structured. After all this is done, I will push forwards into the items section and start work on the wondrous items and Ivalice.

What can the viewers of this packet do to help?

- If someone will take up the job of doing descriptions on a section of the weapons and armors list I would be very thankful. Just send me an email stating which section you would like to do. The sections are: Swords, Knight Swords, Bows, Crossbows, Knives, Sticks, Hammers, Axes, Katanas, Ninja Swords, Guns, Spears, Staffs, Rods, Dictionaries, Musical Instruments, Fabric, Bags, Shields, Armor, Robes, Clothes, Shurikens, and Balls. I could also use about 30 more backgrounds to add for the pages currently lacking one, and for the future pages of the weapons section. I have about 50 different backgrounds right now, but they are entirely of character classes and the NPC's of the game.



Squire

The Squire is the name used to describe a 1st Level multi-class character. This page describes how to create a 1st level multi-class character.

The chart below describes all of the normal, and cumulative, modifiers. Find the two classes that the character starts with on the table below. The character gains all benefits from both classes except when noted below. In addition to the standard and special abilities shown here, the character gets all weapon and armor skills from both classes. For hit points; choose one of the two classes to be primary

and take standard 1st-level hit points for that class. The other class is the secondary class, and the character uses that class's Hit Die for hit points upon gaining 2nd level. The character has skill points as if he were a 1st level member of his primary class. Skills purchased from the skill list are purchased as a member of the primary class. Maximum rank is calculated as if the character were 1st level: 4 for a class skill and 2 for a cross-class skill. The 1st level multi-class character has starting gear as his primary class.

Knight	1/2	1	0	0	1st Break Skill		0	0
Archer	1/2	1	0	0	Charge +1		0	0
Chemist	0	1	0	1	Chemist Items		0	0
Priest	0	0	0	1	Scribe Scroll		2	*0
Wizard	0	0	0	1	Scribe Scroll		2	*0
Monk	0	1	1	1	Unarmed	AC Bonus	0	0
Thief	0	0	1	0	Sneak Attack +1d6		0	0
Time Mage	0	0	0	1	Scribe Scroll		2	*0
Oracle	0	0	0	1	Scribe Scroll		2	*0
Geomancer	1	1	0	0	Elemental Animal Companion		0	0
Lancer	1/2	1	0	0	Jump Attack +1d6		0	0
Mediator	0	1	0	1	Monster Talk		0	0
Summoner	0	0	0	1	Scribe Scroll		2	*0
Ninja	0	1	1	1	Two Swords		0	0
Samurai	1/2	1	0	1	Two Hands		0	0
Calculator	0	0	0	1	1st Math Skill		0	0
Bard	0	0	1	0	1st Song		0	0
Dancer	0	0	1	0	1st Dance		0	0
Mime	0	0	0	0	Mimic		0	0

Variant Squire Class

For some games the normal Squire class does not fit. When playing with the Final Fantasy Tactics character classes some people prefer to have a scaling class system instead of a standard class system. The Scaling Class System requires that you gain levels in one class in order to advance into another. For the Squire Class to be used in that system the Squire must be a normal class. This variant Squire allows the player to gain a few basic abilities relatively quickly before moving on to become a Knight or Archer.

Abilities: The Squire is a basic class and should look towards further classes to determine what ability scores are important. Strength, however, is very useful when combined with the Squire's Accumulate ability.

Alignment: Any.

Hit Die: d8.

The Squire's class abilities are: Climb (str), Handle Animal (cha), Intimidate (cha), Jump (str), Ride (dex), and Swim (str).

Skill Points at 1st Level: (2 + int modifier) x4

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

Weapon and Armor Proficiency: The Squire is proficient in the use of all simple and martial weapons and Light and Medium Armor.

Dash: Dash allows a character to perform the Charge action. This action is normally not available when using the scaling class system unless a character has taken at least one level in the Squire class.

Throw Stone: The Squire, at fourth level, learns to use a sling or throw a stone by hand and cause 1d6 + strength modifier damage as a normal attack.

Heal: A Squire of seventh level or higher has a +10 competency bonus to heal checks.

Accumulate: A Squire of tenth level can take a partial action to Accumulate latent energy in the Squire's body. When the Squire Accumulates energy in such a way, the Squire increases the damage dealt on the Squire's next melee attack by 1d4 + the Squire's strength modifier. The Squire maintains the Accumulate for a number of rounds equal to the Squire's strength modifier or until the attack is used. If the Squire misses the Accumulated energy is still wasted.

Level	Base Attack	Fort	Ref	Will	Special Abilities
1	1	1	1	1	Dash
2	2	1	1	1	
3	3	2	2	2	
4	4	2	2	2	Throw Stone
5	5	3	3	3	
6	6	3	3	3	
7	7	4	4	4	Heal
8	8	4	4	4	
9	9	5	5	5	
10	10	5	5	5	Accumulate

Class	Prerequisite Classes
Squire	None
Chemist	None
Knight	Squire Level 2
Archer	Squire Level 2
Wizard	Chemist Level 2
Priest	Chemist Level 2
Monk	Knight Level 2
Thief	Archer Level 2
Oracle	Priest Level 2
Time Mage	Wizard Level 2
Geomancer	Monk Level 3
Lancer	Thief Level 3
Summoner	Time Mage Level 3
Mediator	Oracle Level 3
Samurai	Knight Level 3, Monk Level 4, Lancer Level 2
Ninja	Archer Level 3, Thief Level 4, Geomancer Level 2
Dancer	Geomancer Level 4, Lancer Level 4
Bard	Summoner Level 4, Mediator Level 4
Mime	Squire Level 8, Chemist Level 8, Geomancer Level 4,
Mime (con't)	Lancer Level 4, Summoner Level 4, Mediator Level 4

Knight

The Knight's main strength is his/her ability to break both the equipment and power of enemy troops. If you don't consider this a worthy skill to possess, just wait till the enemy tries to destroy your weapons and armor! This skill set is great when fighting against other Knights or NPCs with powerful sword dependant spells such as the Holy Knight. After all, if their weapons are broken, so is their attack power. Most characters, unless equipped with the monk's unarmed martial arts, are not very handy with their bare fists. A few tricks to be aware of: The range of the Knight's Battle Skill abilities depends on the weapon the character is using, which means breaking can be a short- or long-distance sport!

Abilities: Strength is especially important for Knights because it improves their melee attack and damage rolls. Constitution is important for giving Knights lots of hit points, which they'll need in their many battles.

Alignment: Any.

Hit Die: d10.

The Knight's class skills 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 1st level: (2 + int modifier) x4

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

Weapon and Armor Proficiency: The Knight is proficient in the use of all simple and martial weapons and all armors (heavy, medium, and light) and shields. The Knight is also proficient with the Exotic Weapon: Knight Sword.

Bonus Feats: The bonus feats available to the Knight are: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical, Improved Initiative, Mounted Combat (Trample, Ride-By-Attack, Spirited Charge), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse, Weapon Focus.

Break Attacks: The Knight can choose one Break Attack at first level, one additional Break Attack at second level, and one more each additional three levels. Some break attacks damage the opponent's ability scores in addition to normal damage. Some of the break attacks are used to damage equipment while still damaging the opponent's body. Using a break attack is a partial action. Attacking a weapon or armor provokes attacks of opportunity. Sunder negates this side effect. Break attacks have a maximum range of 30 ft. when used with a ranged weapon. The Knight can choose his Break Attacks from Head Break, Armor Break, Shield Break, Weapon Break, Magic Break, Speed Break, Strength Break, and Mind Break.

Level	Base Attack	Fort	Ref	Will	Special Abilities
1	1	2	0	0	1st Break Skill
2	2	3	0	0	2nd Break Skill
3	3	3	1	1	Bonus Feat
4	4	4	1	1	3rd Break Skill
5	5	4	1	1	Bonus Feat
6	6/1	5	2	2	4th Break Skill
7	7/2	5	2	2	Bonus Feat
8	8/3	6	2	2	5th Break Skill
9	9/4	6	3	3	Bonus Feat
10	10/5	7	3	3	6th Break Skill
11	11/6/1	7	3	3	Bonus Feat
12	12/7/2	8	4	4	7th Break Skill
13	13/8/3	8	4	4	Bonus Feat
14	14/9/4	9	4	4	8th Break Skill
15	15/10/5	9	5	5	Bonus Feat
16	16/11/6/1	10	5	5	9th Break Skill
17	17/12/7/2	10	5	5	Bonus Feat
18	18/13/8/3	11	6	6	10th Break Skill
19	19/14/9/4	11	6	6	Bonus Feat
20	20/15/10/5	12	6	6	11th Break Skill

Break Skills

Armor Break (Knight) – This Break skill allows the Knight to attack a target's armor while still inflicting damage. On an attack roll any attack that would hit the targets armor does so, and any roll that would inflict HP damage does so as well. Example: Target with AC 18 (10 + 8 Full Plate) is damaged on a roll that scores 18 or higher and damages armor on any attack that is 10 or higher.

Head Break (Knight) – The Knight can strike opponents head armor in an attempt to destroy or remove it. Light armor is considered to have no head protection by this attack. Medium armor considers the helmet to have an armor class of 1. Heavy armor considers the helmet to have an armor class of 2. On an attack roll any attack that would hit the targets body does so, and any roll that can inflict damage on the helmet does so. Example: Target with AC 18 (10 + 8 Full Plate) is damaged on a roll that scores 18 or higher and damages the targets helmet on any attack that is 16 or higher. Helmets are considered to have 1/10 the HP of the full armor.

Magic Break (Knight) – The Knights sword becomes able to damage magical energies embodied inside of spell-casters. Such an attack does not cause any physical damage, but if the attack hits it causes the spell-caster to lose 1d4 spell levels.

Mind Break (Knight) – This attack causes one point of temporary intelligence damage in addition to the normal attack damage.

Shield Break (Knight) – The Knight can attack an opponents shield and attack the target at the same time. This follows the same rule as the Armor Break and Helm Break skills. The Target's shield is subject to being struck on any attack roll that would hit the shield. On any attack roll that would cause damage to the target, damage is dealt.

Speed Break (Knight) – When using Speed Break, if the Knight strikes a target they lose their dexterity modifier to all rolls and AC for 1d4 rounds.

Strength Break (Knight) – The Knight can cause 1 point of strength damage in addition to the Knight's normal attack. This one point of strength damage is temporary ability damage. This is in addition to any one attack made by the Knight during a round.

Weapon Break (Knight) – This unique skill is the supreme break skill of the Knight. The Knight can attack a targets weapon as a full round action that does not provoke attacks of opportunity. Such an attack forces the weapon to make a fortitude-save (DC 10 + $\frac{1}{2}$ Knight's Level + Strength Modifier) or be shattered.

Archer

The Archer has the Charge skill. It works well with the Archer's bow because it amplifies the damage it can cause from a distance, but it can be used with any weapon. You can make a single charged attack as a full round action each round. At every level the number of charges you can perform increase as well.

Abilities: Dexterity is important for Archers who choose to use the bow. Constitution is important for increasing the amount of damage the Archer can take, and strength allows the Archer to cause more damage when using a bow that allows the strength modifier.

Alignment: Any.

Hit Die: d10

Search spot

The Archers class skills are Balance (dex), Climb (str), Craft (int), Handle Animal (cha), Hide (cha), Jump (str), Listen (wis), Move Silently (dex), Ride (dex), Swim (str), Use Rope (dex).

Skill Points at 1st Level: (4 + int modifier) x4

Skill Points at each additional Level: 4 + int modifier

Weapon and Armor Proficiency: The Archer is proficient in the use of all simple weapons, normal and composite longbows and short bows, daggers, all crossbows, light and medium armor, and shields.

Bonus Feats: The Archers bonus feats are: Ambidexterity, Blind-Fight, Combat Reflexes, Dodge (Mobility), Exotic Weapon proficiency, Expertise, Improved Critical, Improved Initiative, Mounted Combat (Mounted Archery, Ride-By-Attack), Point Blank

Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Weapon Finesse, Weapon Focus.

Speed Save: The Archer gets an additional partial action any round that he takes physical damage. This is not cumulative with any other effects such as haste and they do not stack. If the Archer loses his next round he does not carry over the partial action.

Arrow Guard: The Archer has free access to the deflect arrows feat, but does not need a free hand in order to use it.

Concentrate: The Archer gains the blind-fight feat. If the Archer already has taken this feat he gains the feat again- effectively getting to roll three times to see if he actually hit an invisible or otherwise concealed target.

Charged Shot: The Archer can fire a single arrow at a target within 30 feet and enhance the damage through sheer will and accuracy. The 1st level Archer has access to only charge +1 and is limited to one use per day. At second level the Archer gains charge +2 one time per day and charge +1 increases to two times per day. The Archer gains one additional charge per day of every charge he already has access to at each level. This does not count as a magical enhancement to damage. If the Archer scores a critical on a Charged Shot the Charged Shot damage is multiplied along with the base damage. The Charged Shot is a partial action and only one attack can be charged per round.

Improved Far Shot: The Archer gains the far-shot feat. If the Archer has already gained this feat the Archer gains a +2 attack bonus to negate ranged penalties only.

Level	Base Attack	Fort	Ref	Will	Special Abilities
1	1	0	2	0	Charge +1
2	2	0	3	0	Charge +2
3	3	1	3	1	Charge +3
4	4	1	4	1	Charge +4
5	5	1	4	1	Charge +5
6	6/1	2	5	2	
7	7/2	2	5	2	Charge +7
8	8/3	2	6	2	Concentrate
9	9/4	3	6	3	
10	10/5	3	7	3	Charge +10
11	11/6/1	3	7	3	Arrow Guard
12	12/7/2	4	8	4	
13	13/8/3	4	8	4	Bonus Feat
14	14/9/4	4	9	4	Speed Save
15	15/10/5	5	9	5	
16	16/11/6/1	5	10	5	Bonus Feat
17	17/12/7/2	5	10	5	Improved Far Shot
18	18/13/8/3	6	11	6	
19	19/14/9/4	6	11	6	Bonus Feat
20	20/15/10/5	6	12	6	Charge +20

Chemist

The Chemist is a skill based class with some unique item creation abilities and the ability to discover components actively.

Abilities: Intelligence is absolutely important to a chemist. Skill points are power. Dexterity and Constitution are important when a Chemist is in a tough fight, but are always secondary.

Alignment: Any.

Hit Die: d6.

The Chemist's class skills are Alchemy (int), Appraise (int), Craft (int), Decipher Script (int), Diplomacy (cha), Disable Device (int), Forgery (int), Heal (wis), Knowledge: Any (int), Open Lock (dex), Profession (wis), Listen (wis), Search (int), Sense Motive (wis), Spot (wis), Use Magic Device (cha), Use Rope (dex).

Skill Points at 1st Level: (8 + int modifier) x4

Skill Points at each Additional Level: (8 + int modifier)

Weapon and Armor Proficiency: Proficient with light armor, all crossbows, dagger, and guns.

Chemist Items: The Chemist has a list of items that can only be created by a chemist. The DC for the Alchemy check and the descriptions of the items are shown in the Weapons and Items section.

Bonus Feats: For Bonus Feats the Chemist selects from Exotic Weapon proficiency, Expertise, Improved Initiative, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Weapon Finesse, Weapon Focus, and Skill Focus.

Find Item: Chemists receive an active spot check to find any components for a Chemist-Only-Item.

Traps: Chemists and Thieves gain the rogue's abilities against traps.

Auto Potion: Never suffers attacks of opportunity when using a potion or Chemist-Only-Item.

Maintenance: Chemists can attempt to repair any mundane item damage. The Chemist gets a +1 per level to his roll on such a craft check. The DC for the craft check is 10 + damage taken. Against items with a magical property the DC becomes 10 + damage taken + magical modifiers. The DC to repair a +2 short sword with 6 points of damage would be 18 (10 + 6 damage + 2 magic modifier).

Skill Mastery: Select a number of skills equal to (3 + int modifier). When making skill checks with one of these skills you can always take 10 on the roll. The Chemist gains (3 + int modifier) skills masteries at level 12, level 15, and level 18.

Throw Item: The Chemist gains a +4 competence bonus to attack rolls throwing any grenade-like weapon. This ability includes throwing holy water, alchemist's fire, and flasks of acid.

Item Creation: The Chemist has the ability to craft certain Chemist only items with an appropriate alchemy check. The cost for ten attempts to make such an item is the DC squared. There are certain rare components that must be acquired in addition to the cost. An Alchemists Lab is required in order to create any of these items.

Level	Base Attack	Fort	Ref	Will	Special Abilities	
1	0	2	0	2	Find Item	Chemist Items
2	1	3	0	3	Bonus Feat	
3	2	3	1	3	Throw Item	
4	3	4	1	4		
5	3	4	1	4	Bonus Feat	
6	4	5	2	5	Auto Potion	
7	5	5	2	5		
8	6/1	6	2	6	Bonus Feat	
9	6/1	6	3	6	Maintenance	
10	7/2	7	3	7		
11	8/3	7	3	7	Bonus Feat	
12	9/4	8	4	8	Skill Mastery	
13	9/4	8	4	8		
14	10/5	9	4	9	Bonus Feat	
15	11/6/1	9	5	9	Skill Mastery	
16	12/7/2	10	5	10		
17	12/7/2	10	5	10	Bonus Feat	
18	13/8/3	11	6	11	Skill Mastery	
19	14/9/4	11	6	11		
20	15/10/5	12	6	12	Bonus Feat	

Chemist Only Items

Chemist Only Items: The Chemist Only Items table was condensed into the table below. All of the items below show their usage in their description. The DC is used to determine the cost and other statistics of the item. The cost for ten attempts to make such an item is the DC squared. There are certain rare components that must be acquired in addition to the cost. An Alchemists Lab is required in order to create any of these items.

Name	DC	Description
Potion	20	Recovers 1d8 hp.
Hi-Potion	25	Recovers 2d8 hp.
X-Potion	30	Recovers 3d8 hp.
Ether	30	Recovers 1 spell level
Hi-Ether	40	Recovers 2 spell levels
Elixir	50	Recovers all hp and 3 spell levels
Antidote	25	Restores 1d4 temporary ability damage and acts like a remove disease spell
Eye Drop	25	Cures non-magical non-permanent blindness
Echo Grass	30	Cures non-magical non-permanent mute
Maiden's Kiss	35	Cures Alter self, but not polymorph
Soft	40	Cures Petrification if used within one minute like a stone to flesh spell
Holy Water	20	Normal Holy Water
Remedy	40	Cures all temporary ability damage and acts as a remove disease/curse spell
Pheonix Down	50	Brings a character up to 0 hp if used within one minute of death

Potion – A simple potion can be made from many different types of herbs and naturally occurring substances. The items used in making a Potion are relatively common and should be available to any Chemist in a civilized region. Purchasing enough ingredients to make ten Potions cost around 400 gold.

Hi-Potion – A more complex potion that is brewed from distinct types of uncommon plants is called a Hi-Potion. The ingredients for a high potion are often sold in large cities, and it is common practice for herbalists to grow these plants. Purchasing enough ingredients to make ten Hi-Potions costs around 625 gold.

X-Potion – The most powerful potions are brewed from rare plants that never grow in patches, and extremely hard to find. In addition, these ingredients must be treated for at least 1d4 days before they become potent enough to drink. Purchasing enough ingredients to make ten X-Potions costs around 900 gold.

Ether – Ether is a chemical that must be processed from base materials in a Chemist's Lab. Using cruder equipment has a 5% chance of creating poisonous Ether that causes 1d4 temporary Constitution damage when imbibed. Purchasing ingredients to make ten vials of Ether costs 900 gold.

Hi-Ether – Stronger and more potent Ether is more dangerous to make. It is impossible to make a Hi-Ether without a Chemist's Lab and it always has a 5% change of causing 2d4 temporary Constitution damage when imbibed. Purchasing ingredients to make ten vials of Hi-Ether costs 1600 gold.

Elixir – Elixirs are a superior type of Potion/Ether that contains rare and extremely expensive materials. Elixirs are extremely potent and even if the material components are available, the cost of production of a single Elixir can run around 250 gold per vial.

Antidote – These universal cures are commonly made and stored in towns to protect against many different kinds of dangers. Antidotes

are invaluable to adventurers. Purchasing enough ingredients to make ten Antidotes costs around 400 gold.

Eye Drop – Eye drops are useful to clear up many kinds of infection, cuts, or poisons that affect eyes specifically. Eye drops cost around 40 gold per vial.

Echo Grass – Echo Grass is a major source of profit for some Herbalists. It grows fast, and plentifully, but it requires more water than usual grass. This potent cure for soar throats and even much more sever conditions costs around 625 gold for enough grass to treat ten subjects.

Maiden's Kiss – Some types of Maiden's Kiss are made from frog lips, others are made from a variety of natural herbs. The material used to make 10 Maiden's Kiss costs around 1225 gold.

Soft – Some adventurer's swear by Soft. In some areas of the world where creatures with powerful gaze attacks can turn flesh to stone the Soft is manufactured like Antidotes in other towns. Producing ten Soft costs around 1600 gold.

Holy Water – This blessed water has an affect on undead, and deals 1d6 points of holy damage to such creatures. Holy water is a grenade-like weapon and has the normal grenade weapon variation when thrown. Producing ten vials of Holy Water costs around 400 gold.

Remedy – The best chemists forego the production of antidote, eyedrop, and Soft to create Remedy. Remedy can cure many conditions, but its components often grow in hard to reach places. Creating 10 remedies costs around 1600 gold.

Pheonix Down – The rare feathers of baby Pheonix can bring back the lives recently defeated friends. Such an item is invaluable to most adventurers, and towns often have access to a few. The cost of such an item is not minor, and the feathers are exceptionally rare in the world. Producing ten Pheonix down costs around 2500 gold.

Priest

The Priest casts spells without preparation, and still is able to know as many spells as can be written down in a spell book. While some of these spells are arcane, the Priest never incurs a spell failure in any armor. The Priest learns Healing and Protection magic.

Abilities: Wisdom provides bonus spells. The DC for a spell is 10 + wisdom modifier + spell level. The Priest must have a wisdom of 10 + the spell level in order to work.

Alignment: Any.

Hit Die: d4

The Priest's skills class skills are Concentration (con), Craft (int), Diplomacy (cha), Heal (wis), Knowledge: Arcana (int), Knowledge: Religion (int), Profession (wis), Scribe (int).

Skill Points at 1st Level: (2 + int modifier) x4

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

Weapon and Armor Proficiency: A Priest is proficient in Light armor and simple weapons.

Magic Damage Reduction: From level two on, the Priest reduces all damage caused by any spell or spell like ability by one point. On future levels this Magic Damage Reduction increases to two points of damage at level six, three points of damage at level 10, four points of damage at level 14, and five points of damage at level 20.

Natural Regeneration: The Priests bond to healing magic gradually swells up and becomes a natural part of the Priests body. The Priest has regeneration of one from level four on. At level 8 this increases to a regeneration of 2. At level 12 the Priests Regeneration reaches 3, at level 16 regeneration reaches 4, and at level 20 the Priests regeneration reaches 5.

Level	Base Attack	Fort	Ref	Will	Special Abilities
1	0	0	0	2	Scribe Scroll
2	1	0	0	3	Magic Damage Reduction +1
3	1	1	1	3	
4	2	1	1	4	Natural Regeneration +1
5	2	1	1	4	
6	3	2	2	5	Magic Damage Reduction +2
7	3	2	2	5	
8	4	2	2	6	Natural Regeneration +2
9	4	3	3	6	
10	5	3	3	7	Magic Damage Reduction +3
11	5	3	3	7	
12	6/1	4	4	8	Natural Regeneration +3
13	6/1	4	4	8	
14	7/2	4	4	9	Magic Damage Reduction +4
15	7/2	5	5	9	
16	8/3	5	5	10	Natural Regeneration +4
17	8/3	5	5	10	
18	9/4	6	6	11	Magic Damage Reduction +5
19	9/4	6	6	11	
20	10/5	6	6	12	Natural Regeneration +5

Number of Spells Per Day										
CLvl	0	1	2	3	4	5	6	7	8	9
1	3	1	0	0	0	0	0	0	0	0
2	4	2	0	0	0	0	0	0	0	0
3	5	2	1	0	0	0	0	0	0	0
4	6	3	2	0	0	0	0	0	0	0
5	7	3	2	1	0	0	0	0	0	0
6	8	3	3	2	0	0	0	0	0	0
7	9	4	3	2	1	0	0	0	0	0
8	9	4	3	3	2	0	0	0	0	0
9	9	4	4	3	3	1	0	0	0	0
10	9	4	4	3	3	2	0	0	0	0
11	9	5	4	4	3	2	1	0	0	0
12	9	5	4	4	3	3	2	0	0	0
13	9	5	5	4	4	3	2	1	0	0
14	9	5	5	4	4	3	3	2	0	0
15	9	5	5	5	4	4	3	2	1	0
16	9	6	5	5	4	4	3	3	2	0
17	9	6	5	5	4	4	4	3	2	1
18	9	6	6	5	5	4	4	3	3	2
19	9	6	6	6	5	5	4	4	4	3
20	9	6	6	6	5	5	4	4	4	4

Priest Spells

1st Level Priest Spells

White- Cure Light Wounds
Inflict Light Wounds
Obscuring Mist
Blur

Divination- Comprehend Languages
Detect Secret Doors
Detect Undead
Identify
True Strike

2nd Level Priest Spells

White- Remove Blindness/Deafness
Silence
Resist Elements: Lightning
Invisibility

Divination- Detect Thoughts

3rd Level Priest Spells

White- Cure Moderate Wounds
Cause Moderate Wounds
Resist Elements: Fire
Healing Circle

Divination- Clairaudience/Clairvoyance
Tongues

4th Level Priest Spells

White- Remove Curse/Disease
Fear
Resist Elements: Ice
Restoration

Divination- Arcane Eye
Detect Scrying
Locate Creature
Scrying

5th Level Priest Spells

White- Cure Serious Wounds
Resurrection
Inflict Serious Wounds
Heal

Divination- Contact Other Plane
Prying Eyes
Rary's Telepathic Bond

6th Level Priest Spells

White- Stone to Flesh
Word of Recall
Wind Walk

Mass Invisibility

Divination- Analyze Dweomere
Legend Lore
True Seeing

7th Level Priest Spells

White- Death Ward
Mass Heal
Cure Critical Wounds
Cause Critical Wounds

Divination- Greater Scrying
Vision

8th Level Priest Spells

White- Holy Word
Prismatic Sphere
Power Word, Kill
True Resurrection

Divination- Discern Location

9th Level Priest Spells

White- Miracle
Mordenkainen's Disjunction
Time Stop

Divination- Foresight

Wizard

The Wizard, like the Priest, casts spells without preparation, and still is able to know as many spells as can be written down in a spell book. While some of these spells are arcane, the Wizard never incurs a spell failure in any armor. The Wizard is the Attack Mage.

Abilities: Intelligence determines Wizard Bonus Spells. The DC for a spell is 10 + intelligence modifier + spell level.

Alignment: Any

Hit Die: d4.

The Wizard's class skills are Alchemy (int), Concentration (con), Craft (int), Knowledge: Any (int), Profession (wis), Scry (int), and Spellcraft (int).

Skills Points at 1st Level: (2 + int modifier) x4

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

Weapon and Armor Proficiency: Light Armor and Simple Weapons.

Bonus Feats: The Wizard selects bonus feats from meta-magic feats or item creation feats.

Magic Attack Bonus: As the Wizard gains Magic Attack Bonus abilities he gains a bonus to elemental damage related spells and to spell penetration to overcome a targets spell resistance. At fourth level the Wizard gains a +1 to elemental damage spells and a +1 to rolls to overcome a targets spell resistance. As the Wizard advances in level, so does the Magic Attack Bonus. This is Supernatural Ability.

Level	Base Attack	Fort	Ref	Will	Special Abilities
1	0	0	0	2	Scribe Scroll
2	1	0	0	3	Bonus Feat
3	1	1	1	3	
4	2	1	1	4	Magic Attack Bonus +1
5	2	1	1	4	
6	3	2	2	5	Bonus Feat
7	3	2	2	5	
8	4	2	2	6	Magic Attack Bonus +2
9	4	3	3	6	
10	5	3	3	7	Bonus Feat
11	5	3	3	7	
12	6/1	4	4	8	Magic Attack Bonus +3
13	6/1	4	4	8	
14	7/2	4	4	9	Bonus Feat
15	7/2	5	5	9	
16	8/3	5	5	10	Magic Attack Bonus +4
17	8/3	5	5	10	
18	9/4	6	6	11	Bonus Feat
19	9/4	6	6	11	
20	10/5	6	6	12	Magic Attack Bonus +5

Number of Spells Per Day										
CLvl	0	1	2	3	4	5	6	7	8	9
1	3	1	0	0	0	0	0	0	0	0
2	4	2	0	0	0	0	0	0	0	0
3	5	2	1	0	0	0	0	0	0	0
4	6	3	2	0	0	0	0	0	0	0
5	7	3	2	1	0	0	0	0	0	0
6	8	3	3	2	0	0	0	0	0	0
7	9	4	3	2	1	0	0	0	0	0
8	9	4	3	3	2	0	0	0	0	0
9	9	4	4	3	3	1	0	0	0	0
10	9	4	4	3	3	2	0	0	0	0
11	9	5	4	4	3	2	1	0	0	0
12	9	5	4	4	3	3	2	0	0	0
13	9	5	5	4	4	3	2	1	0	0
14	9	5	5	4	4	3	3	2	0	0
15	9	5	5	5	4	4	3	2	1	0
16	9	6	5	5	4	4	3	3	2	0
17	9	6	5	5	4	4	4	3	2	1
18	9	6	6	5	5	4	4	3	3	2
19	9	6	6	5	5	5	4	4	4	3
20	9	6	6	6	5	5	4	4	4	4

Wizard Spells

1st Level Wizard Spells

Black-

Burning Hands
Shocking Grasp
Sleep

Ray of Enfeeblement

Evocation-

Magic Missile
Tenser's Floating Disk

2nd Level Wizard Spells

Black-

Cold Hands (Burning Hands)
Blindness/Deafness
Magic Weapon
Slow

Evocation-Continual Flame

Darkness
Daylight
Flaming Sphere
Shatter

3rd Level Wizard Spells

Black-

Fireball
Lightning Bolt
Hold Person
Enervation

Evocation-

Fireball
Gust of Wind
Leomund's Tiny Hut
Lightning Bolt
Wind Wall

4th Level Wizard Spells

Black-

Ice Storm
Haste
Confuse
Mass Sleep (5d4 HD)

Evocation-

Fire Shield
Ice Storm
Otiluke's Resilient Sphere
Shout
Wall of Fire
Wall of Ice

5th Level Wizard Spells

Black-

Delayed Blast Fireball
Greater Slow (-4 AC/Hit)
Teleport
Circle of Death

Evocation-

Bigby's Interposing Hand
Cone of Cold

Sending

Wall of Force

6th Level Wizard Spells

Black-

Chain Lightning
Finger of Death
Earthquake
Power Word, Stun

Evocation-

Bigby's Forceful Hand
Chain Lightning
Contingency
Otiluke's Freezing Sphere

7th Level Wizard Spells

Black-

Frozen Orb
Flesh to Stone
Greater Magic Weapon
Power Word, Blind

Evocation-

Bigby's Grasping Hand
Delayed Blast Fireball
Forcecage
Mordenkainen's Sword

8th Level Wizard Spells

Black-

Time Stop
Power Word, Kill
Weird
Nuke (20d10 Fire Damage)

Evocation-

Bigby's Clenched Fist
Otiluke's Telekin' Sphere
Sunburst

9th Level Wizard Spells

Black-

Wish
Symbol
Limited Wish
Permanancy

Evocation-

Bigby's Crushing Hand
Meteor Swarm

Monk

The Monk class is one of the best offensive line soldiers. Even without armor the Monk can produce some of the best defense as well. The Monk gains access to different Fist attacks in addition to many of abilities gained by training the mind and body to perfection.

Abilities: In this order: Wisdom is the base of many monk abilities. Dexterity provides ample AC and attacks of opportunity if Combat Reflexes is taken. Constitution, Strength, Intelligence, and Charisma are toss-ups depending on what type of Monk it is.

Alignment: Any Lawful.

Hit Die: d8.

The Monk's class skills are Balance (dex), Climb (str), Concentration (con), Craft (int), Diplomacy (cha), Escape Artist (dex), Hide (dex), Jump (str), Knowledge: Arcana (int), Listen (wis), Move Silently (dex), Perform (cha), Profession (wis), Swim (str), Tumble (dex).

Skill Points at 1st Level: (4 + int modifier) x4

Skill Points at each Additional Level: (4 + int modifier)

Weapon and Armor Proficiency: The Monk is proficient with the club, crossbow (light or heavy), dagger, hand axe, javelin, kama, nunchaku, quarterstaff, shuriken, siangham, and sling. The Monk is proficient with no armor.

Unarmed Attack Bonus: The Monk gains the PHB Monk's unarmed damage.

Natural Development: Monks gain the PHB Monk's normal Unarmed Attack Bonus, Unarmed Damage, AC Bonus, and Unarmored Speed. The Monk also gains the natural AC bonus from Wisdom when unarmored.

Normal Monk Abilities: The Monk gains many abilities from the PHB Monk. These follow the same rules listed in the PHB.

Unique Monk Abilities: Spin Fist, Repeating Fist, Wave Fist, Earth Fist, Secret Fist, Stigma Magic, Chakra, and Revive are all unique Monk skills covered in the Special Abilities section.

Level	Base Attack	Fort	Ref	Will	Special Abilities	
1	0	2	2	2	Spin Fist	Unarmed Strike
2	1	3	3	3	Repeating Fist	Stunning Attack
3	2	3	3	3	Evasion	Deflect Arrows
4	3	4	4	4	Still Mind	Slow Fall (20 ft.)
5	3	4	4	4	Wave Fist	Purity of Body
6	4	5	5	5	Slow Fall (30 ft.)	Improved Trip
7	5	5	5	5	Wholeness of Body	
8	6/1	6	6	6	Earth Slash	Slow Fall (50 ft.)
9	6/1	6	6	6	Leap of the Clouds	
10	7/2	7	7	7	Improved Evasion	Ki Strike (+1)
11	8/3	7	7	7	Secret Fist	Diamond Body
12	9/4	8	8	8	Abundant Step	
13	9/4	8	8	8	Diamond Soul	Ki Strike (+2)
14	10/5	9	9	9	Stigma Magic	
15	11/6/1	9	9	9	Quivering Palm	
16	12/7/2	10	10	10	Ki Strike (+3)	
17	12/7/2	10	10	10	Chakra (3/day)	Timeless Body
18	13/8/3	11	11	11	Tounge of Sun and Moon	
19	14/9/4	11	11	11	Empty Body	Slow Fall (Any)
20	15/10/5	12	12	12	Revive (1/day)	Perfect Self

Punch Arts

Chakra (Monk) – A concentration of Ki and strikes to the 7 Chakras of the Monk restores both HP and spell levels to the user and those directly surrounding him or her. Anyone within a 5-foot radius of the Monk recover 1d8 hit points per Monk level of the caster (maximum 20d6) and one spell level per Monk level of the caster (maximum 20 spell levels).

Earth Slash (Monk) – A line of energy flowing through the ground causes damage to enemies standing in its path. The attack range for this skill covers a 40-foot line 5 feet wide. This attack does not effect targets flying or floating or in any other way not in contact with the ground. The attack is considered earth-elemental and does not harm some creatures. Earth Slash is a partial action and does damage equal to the Monk's unarmed damage. A Monk can perform this attack as a partial action at any time once the Monk reaches level 8.

Repeating Fist (Monk) – The Monk gains the PHB Monk's Flurry of Blows.

Revive (Monk) – The Monk can perform a True Resurrection 1/day at no cost to the monk. This is a supernatural ability.

Secret Fist (Monk) – If the Monk has more Hit Dice than the target that is vulnerable to critical hits, the Monk can perform the Secret Fist attack. The Secret Fist can be performed one time per week and is in addition to the Monk's Quivering Palm attack gained at 15th level. The Secret Fist forces the target to make a fortitude-

save (DC 10 + 1/2 Monk's Level + Wisdom Modifier) or be killed. The Target can remain conscious for up to 1d4 rounds before death, but during each consecutive round, the target gets a -2 modifier to all rolls made. This increases to -4 the second round, -6 the third round, and -8 the fourth round.

Spin Fist (Monk) – The Monk can use the Whirlwind Attack Feat for free when unarmed and unarmored.

Stigma Magic (Monk) – The Monk has a supernatural ability to remove curses and poison from the Monk and a few allies. Targets within 5 feet of the Monk gain a +10 to saving throws against all types of poison and curse affects. The Monk gains a natural +20 to such rolls.

Wave Fist (Monk) – The Monk can make a single ranged attack in a round while unarmed. This Ki oriented strike causes normal damage for the Monk and does not provoke attacks of opportunity. This is a partial action. This attack can be used against any target within 15 feet of the Monk.

Thief

The Thief is capable of stealing items, gold, and even the hearts of opponents. The Thief can steal weapons and money from an opponent outright, steal the hearts of the opposition, or even steal levels from his opposition. Warriors who can steal anything from anyone, their skill and boldness is legendary.

Abilities: Dexterity, Charisma, and Intelligence are vital to the theft skills of the Thief.

Alignment: Any non-lawful.

Hit Die: d6.

The Thief's class skills are: Appraise (int), Balance (dex), Bluff (cha), Climb (str), Craft (int), Decipher Script (int), Diplomacy (cha), 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), Read Lips (int), Search (int), Sense Motive (wis), Spot (wis), Swim (str), Tumble (dex), Use Magic Device (cha), Use Rope (dex).

Skill Points at 1st Level: (8 + int modifier) x4

Skill Points at each Additional Level: (8 + int modifier)

Level	Base Attack	Fort	Ref	Will	Special Abilities	
1	0	0	2	0	S-Attack +1d6	Steal Coins
2	1	0	3	0	Evasion	Steal Heart
3	2	1	3	1	Uncanny Dodge (Dex bonus to AC)	
4	3	1	4	1	Steal Helmet	
5	3	1	4	1	S-Attack +2d6	
6	4	2	5	2	Uncanny Dodge (can't be flanked)	
7	5	2	5	2	Steal Armor	
8	6/1	2	6	2	Steal Shield	
9	6/1	3	6	3	S-Attack +3d6	
10	7/2	3	7	3	Special Ability	
11	8/3	3	7	3	Uncanny Dodge (+1 vs. Traps)	
12	9/4	4	8	4	Steal Weapon	
13	9/4	4	8	4	S-Attack +4d6	Special Ability
14	10/5	4	9	4	Uncanny Dodge (+2 vs. Traps)	
15	11/6/1	5	9	5	Steal Accessory	
16	12/7/2	5	10	5	Special Ability	
17	12/7/2	5	10	5	S-Attack +5d6	
18	13/8/3	6	11	6	Uncanny Dodge (+3 vs. Traps)	
19	14/9/4	6	11	6	Steal Experience	
20	15/10/5	6	12	6	Uncanny Dodge (+4 vs. Traps)	

Weapon and Armor Proficiency: Proficient with crossbow (hand or light), dagger (any type), dart, light mace, sap, short bow (composite and normal), club, heavy crossbow, heavy mace, morning star, quarterstaff, rapier and light armor.

Sneak Attack: If an opponent is denied his Dexterity Bonus to AC, or when the rogue flanks the target, the rogue deals the extra damage. This only works with sneak attacks within 30 feet with a ranged weapon. Creatures immune to critical hits are immune to Sneak Attack damage.

Traps: Chemists and Thieves gain the rogue's abilities against traps.

Rogue Abilities: The Thief gains many rogue abilities. Besides sneak attack, he gains evasion, uncanny dodge (various qualities), and Rogue special abilities. The Thief can select from any of the Rogue Abilities normally provided.

Thief Abilities: The Steal skills are covered in the Special Abilities section later on. All Steal skills provoke an attack of opportunity. The Steal skills are: Gil Taking, Steal Heart, Steal Helmet, Steal Armor, Steal Shield, Steal Weapon, Steal Accessory, and Steal Experience.

Steal Skills

Get Taking (Thief) – If the enemy has coins, you know how to take them. If the enemy is carrying coins on them, no matter how well they have hidden them. The target must make a reflex save (DC $10 + \frac{1}{2}$ Thief's Level + Charisma Modifier) then the Thief succeeds at taking 1d6/Level coins of the lowest grade type carried by the target. If the target is aware, this provokes an attack of opportunity.

Steal Accessory (Thief) – The Thief can attempt to disarm and grab any openly visible accessory in a targets possession. The Target gets a + to their reflex save equal to the items magical enhancement modifier for this roll only. The Target must make a reflex save (DC $10 + \frac{1}{2}$ Thief's Level + Dexterity Modifier) or the thief takes the item.

Steal Armor (Thief) – The Thief can attempt to unbuckle, untie, and take a targets armor off their backs. The Target gets a + to their reflex save equal to the items magical enhancement modifier for this roll only. The Target must make a reflex save (DC $10 + \frac{1}{2}$ Thief's Level + Dexterity Modifier) or the thief takes the item.

Steal Experience (Thief) – The Thief gains the ability to steal the energy latent in opponents. The Thief must make a successful touch attack and this attack provokes attacks of opportunity. The Thief causes 2d4 negative levels to the target as if an Energy Drain spell had been cast on them. The Thief gains 1d8 temporary hit points for each negative level incurred on the subject.

Steal Heart (Thief) – When dealing with targets that could become attracted to the Thief the Thief gains a +10 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive dealing with this subject. This is not cumulative with Talk Skill abilities.

Steal Helmet (Thief) – The Thief can attempt to loosen and disarm a targets helmet off their head. The Target gets a + to their reflex save equal to the items magical enhancement modifier for this roll only. The Target must make a reflex save (DC $10 + \frac{1}{2}$ Thief's Level + Dexterity Modifier) or the thief takes the item. Targets are considered to be unfazed if their helmet is removed in light armor, however in medium armor they suffer a –1 to AC and in heavy armor they suffer a –2 to AC.

Steal Shield (Thief) – The Thief can attempt to attack and disarm a targets shield out of their hand. The Target gets a + to their reflex save equal to the items magical enhancement modifier for this roll only. The Target must make a reflex save (DC $10 + \frac{1}{2}$ Thief's Level + Dexterity Modifier) or the thief takes the item.

Steal Weapon (Thief) – The Thief can attempt to disarm a target of their weapon. After a successful disarm attempt the Thief can grab the weapon immediately. The Target gets a + to their reflex save equal to the items magical enhancement modifier for this roll only. The Target must make a reflex save (DC $10 + \frac{1}{2}$ Thief's Level + Dexterity Modifier) or the thief takes the item.

Time Mage

The Time Mage spell list is the best at manipulating energy around them.

Abilities: The Time Mage needs Intelligence to power spells. The DC to save is 10 + int modifier + spell level. The Time Mage gets bonus spells from Intelligence. The Time Mage needs an Intelligence of 10 + spell level in order to cast a spell.

Alignment: Any.

Hit Die: d4.

The Time Mage's class skills are: The Wizard's class skills are: Alchemy (int), Concentration (con), Craft (int), Knowledge: Any (int), Profession (wis), Scry (int), and Spellcraft (int).

Skill Points at 1st Level: (4 + int modifier) x4

Skill Points at each Additional Level: (4 + int modifier)

Weapon and Armor Proficiency: Light Armor and Simple Weapons.

Critical Quick: The Time Mage takes his next round immediately if damaged with a critical attack. The Time Mage misses the next round.

Magic Switch: The Time Mage can sacrifice one spell level per hit point as protection from HP damage. This can be used against ability damage as well.

Short Charge: The Time Mage gains the meta-magic Feat: Quicken Spell. If the Time Mage already has earned this feat the Time Mage casts these spells as a spell slot 3 higher instead of 4.

Personal Teleport: The Time Mage can cast Dimensional Door with a range of 25ft. +5ft. Per level instead of a normal move.

Float: The Time Mage floats one foot above the ground constantly. The Time Mage can choose to deactivate this ability as a free action.

Initiative Bonus: Gains a natural initiative bonus.

Bonus Feats: The Time Mage selects bonus feats from meta-magic feats or item creation feats.

Level	Base Attack	Fort	Ref	Will	Special Abilities
1	0	0	0	2	Scribe Scroll
2	1	0	0	3	
3	1	1	1	3	Initiative Bonus +1
4	2	1	1	4	
5	2	1	1	4	Bonus Feat
6	3	2	2	5	
7	3	2	2	5	Critical Quick
8	4	2	2	6	
9	4	3	3	6	Initiative Bonus +2
10	5	3	3	7	Bonus Feat
11	5	3	3	7	
12	6/1	4	4	8	Magic Switch
13	6/1	4	4	8	
14	7/2	4	4	9	Initiative Bonus +3
15	7/2	5	5	9	Bonus Feat
16	8/3	5	5	10	
17	8/3	5	5	10	Short Charge
18	9/4	6	6	11	
19	9/4	6	6	11	Initiative Bonus +4
20	10/5	6	6	12	Personal Teleport Bonus Feat

Number of Spells Per Day										
CLvl	0	1	2	3	4	5	6	7	8	9
1	3	1	0	0	0	0	0	0	0	0
2	4	2	0	0	0	0	0	0	0	0
3	5	2	1	0	0	0	0	0	0	0
4	6	3	2	0	0	0	0	0	0	0
5	7	3	2	1	0	0	0	0	0	0
6	8	3	3	2	0	0	0	0	0	0
7	9	4	3	2	1	0	0	0	0	0
8	9	4	3	3	2	0	0	0	0	0
9	9	4	4	3	3	1	0	0	0	0
10	9	4	4	3	3	2	0	0	0	0
11	9	5	4	4	3	2	1	0	0	0
12	9	5	4	4	3	3	2	0	0	0
13	9	5	5	4	4	3	2	1	0	0
14	9	5	5	4	4	3	3	2	0	0
15	9	5	5	5	4	4	3	2	1	0
16	9	6	5	5	4	4	3	3	2	0
17	9	6	5	5	4	4	4	3	2	1
18	9	6	6	5	5	4	4	3	3	2
19	9	6	6	5	5	5	4	4	4	3
20	9	6	6	6	5	5	4	4	4	4

Time Mage Spells

1st Level Time Mage Spells

Illusion- Change Self
Color Spray
Nystul's Magical Aura
Silent Image
Ventriloquism

Trans- Animate Rope
Burning Hands
Enlarge
Erase
Expeditious Retreat
Feather Fall
Jump
Magic Weapon
Message
Reduce
Shocking Grasp
Spider Climb

2nd Level Time Mage Spells

Illusion- Blur
Hypnotic Pattern
Invisibility
Leomund's Trap
Magic Mouth
Minor Image
Misdirection

Trans- Alter Self
Blindness/Deafness
Bull's Strength
Cat's Grace
Darkvision
Endurance
Knock
Levitate
Pyrotechnics
Rope Trick
Whispering Wind

3rd Level Time Mage Spells

Illusion- Displacement
Illusory Script
Invisibility Sphere
Major Image

Trans- Blink
Fly
Gaseous Form
Greater Magic Weapon
Haste

Keen Edge
Secret Page
Shrink Item
Slow
Water Breathing

4th Level Time Mage Spells

Illusion- Hallucinatory Terrain
Illusory Wall
Improved Invisibility
Phantasmal Killer
Rainbow Pattern
Shadow Conjuration

Trans- Bestow Curse
Dimension Door
Polymorph Other
Rary's Mnemonic Enhancer

5th Level Time Mage Spells

Illusion- Dream
False Vision
Greater Shadow Conjuration
Mirage Arcana
Nightmare
Persistent Image
Seeming
Shadow Evocation

Trans- Animal Growth
Fabricate
Passwall
Stone Shape
Telekinesis
Teleport
Transmute Mud to Rock
Transmute Rock to Mud

6th Level Time Mage Spells

Illusion- Greater Shadow Evocation
Mislead
Permanent Image
Programmed Image
Shades

Trans- Control Water
Control Weather
Disintegrate
Eyebite
Flesh to Stone
Mass Haste
Mordenkainen's Lucubration

Time Mage Spells (continued)

Move Earth

Stone to Flesh

Tenser's Transformation

7th Level Time Mage Spells

Illusion- Mass Invisibility

Shadow Walk

Simulacrum

Trans- Ethereal Jaunt

Plane Shift

Reverse Gravity

Statue

Teleportation

Vanish

8th Level Time Mage Spells

Illusion- Screen

Trans- Etherealness

Iron Body

Polymorph any Object

9th Level Time Mage Spells

Illusion- Weird

Trans- Refuge

Shapechange

Teleportation Circle

Temporal Stasis

Time Stop

Oracle

The Oracle has more health than other spell-casters and gains access to powerful necromantic and status affecting spells.

Abilities: The Oracle relies heavily on Wisdom. The rest of the abilities are toss-ups depending on how you would like to build them.

Alignment: Any.

Hit Die: d6.

The Oracle's class skills are Concentration (con), Craft (int), Diplomacy (cha), Heal (wis), Knowledge: Arcana (int), Knowledge: Religion (int), Profession (wis), Scry (int).

Skill Points at 1st Level: (4 + int modifier) x4

Skill Points at each Additional Level: (4 + int modifier)

Weapon and Armor Proficiency: Light Armor and Simple Weapons.

Absorb Used Magic: If the Oracle successfully counter-spells he can absorb an equal amount of spell levels as the spell cast, effectively counter-spelling for free. The Oracle cannot absorb more spell levels than he can normally cast per day.

Natural Defense Up: As the Oracle becomes more powerful; he can create a barrier of natural armor for the Oracle.

Any Weather: The Oracle becomes able create a field of personalized weather right around him. This has the natural effects the weather has. This field has a five-foot radius. It is possible to travel through areas where breathing is impossible inside of a personal bubble. This effect can be used on any plane. This effect cannot damage anything enough to be noticeable.

Mobile Magician: The Oracle always has spell components of insignificant cost available, up their sleeve, under their hat, or deeply imbedded in a toenail. This is always active.

Bonus Feats: The Time Mage selects bonus feats from meta-magic feats or item creation feats.

Level	Base Attack	Fort	Ref	Will	Special Abilities
1	0	2	0	2	Scribe Scroll
2	1	3	0	3	
3	2	3	1	3	Natural Defense +1
4	3	4	1	4	
5	3	4	1	4	Bonus Feat
6	4	5	2	5	
7	5	5	2	5	Natural Defense +2
8	6/1	6	2	6	Mobile Magician
9	6/1	6	3	6	
10	7/2	7	3	7	Bonus Feat
11	8/3	7	3	7	
12	9/4	8	4	8	Natural Defense +3
13	9/4	8	4	8	Any Weather
14	10/5	9	4	9	
15	11/6/1	9	5	9	Bonus Feat
16	12/7/2	10	5	10	
17	12/7/2	10	5	10	Natural Defense +4
18	13/8/3	11	6	11	Absorb Used Magic
19	14/9/4	11	6	11	
20	15/10/5	12	6	12	Bonus Feat ND +5

CLvl	Number of Spells Per Day									
	0	1	2	3	4	5	6	7	8	9
1	3	1	0	0	0	0	0	0	0	0
2	4	2	0	0	0	0	0	0	0	0
3	5	2	1	0	0	0	0	0	0	0
4	6	3	2	0	0	0	0	0	0	0
5	7	3	2	1	0	0	0	0	0	0
6	8	3	3	2	0	0	0	0	0	0
7	9	4	3	2	1	0	0	0	0	0
8	9	4	3	3	2	0	0	0	0	0
9	9	4	4	3	3	1	0	0	0	0
10	9	4	4	3	3	2	0	0	0	0
11	9	5	4	4	3	2	1	0	0	0
12	9	5	4	4	3	3	2	0	0	0
13	9	5	5	4	4	3	2	1	0	0
14	9	5	5	4	4	3	3	2	0	0
15	9	5	5	5	4	4	3	2	1	0
16	9	6	5	5	4	4	3	3	2	0
17	9	6	5	5	4	4	4	3	2	1
18	9	6	6	5	5	4	4	3	3	2
19	9	6	6	6	5	5	4	4	4	3
20	9	6	6	6	5	5	4	4	4	4

Oracle Spells

1st Level Oracle Spells

Ench- Charm Person
Hypnotism
Sleep
Magic Missile
Necro- Cause Fear
Chill Touch
Ray of Enfeeblement

2nd Level Oracle Spells

Ench- Tasha's Hideous Laughter
Necro- Ghoul Touch
Scare
Spectral Hand

3rd Level Oracle Spells

Ench- Hold Person
Suggestion
Necro- Gentle Repose
Halt Undead
Vampiric Touch

4th Level Oracle Spells

Ench- Charm Monster
Confusion
Emotion
Lesser Geas
Necro- Contagion
Enervation
Fear
Bestow Curse

5th Level Oracle Spells

Ench- Dominate Person
Feeblemind
Hold Monster
Mind Fog
Necro- Animate Dead
Magic Jar

6th Level Oracle Spells

Ench- Geas/Quest
Mass Suggestion
Necro- Circle of Death

7th Level Oracle Spells

Ench- Insanity
Necro- Control Undead

Finger of Death

8th Level Oracle Spells

Ench- Antipathy
Binding
Demand
Mass Charm
Otto's Irresistible Dance
Sympathy
Necro- Clone
Horrid Wilting

9th Level Oracle Spells

Ench- Dominate Monster
Necro- Astral Projection
Energy Drain
Soul Bind
Wail of the Banshee

Geomancer

The Geomancer class uses the earth's intrinsic magic to attack its foes. The Geomancer is a strong all around fighter and has access to different elemental attacks. The effects off all of these spells vary based on the Geomancer's level. The Geomancer also has an elemental companion that can change its form at will.

Abilities: The Geomancer needs Wisdom to power his elemental attacks. The Geomancer also needs Strength if plans include going into melee. The high hit dice is enough, but a strong Constitution can provide even more ample protection.

Alignment: Any Neutral.

Hit Die: d12.

The Geomancer's class skills are Animal Empathy (cha), Climb (str), Craft (int), Diplomacy (cha), and Jump (str), Handle Animal (cha), Heal (wis), Intuit Direction (wis), Knowledge: Nature (int), Profession (wis), Swim (str), and Wilderness Lore (wis).

Skill Points at 1st Level: (4 + int modifier) x4

Skill Points at each Additional Level: (4 + int modifier)

Weapon and Armor Proficiencies: The Geomancer is proficient with the hand-axe, short sword, battleaxe, rapier, scimitar, trident, great-axe, shields, light armor, and medium armor.

Geomancy: These special attacks are described in the Special Abilities section. The different Geomancy attacks are: Pitfall, Water

Level	Base Attack	Fort	Ref	Will	Special Abilities
1	1	2	0	0	1st & 2nd Geomancy
2	2	3	0	0	3rd Geomancy
3	3	3	1	1	
4	4	4	1	1	4th Geomancy
5	5	4	1	1	
6	6/1	5	2	2	5th Geomancy
7	7/2	5	2	2	Any Ground
8	8/3	6	2	2	6th Geomancy
9	9/4	6	3	3	
10	10/5	7	3	3	7th Geomancy
11	11/6/1	7	3	3	
12	12/7/2	8	4	4	8th Geomancy
13	13/8/3	8	4	4	Move on Lava
14	14/9/4	9	4	4	9th Geomancy
15	15/10/5	9	5	5	
16	16/11/6/1	10	5	5	10th Geomancy
17	17/12/7/2	10	5	5	
18	18/13/8/3	11	6	6	11th Geomancy
19	19/14/9/4	11	6	6	Movements of the Earth
20	20/15/10/5	12	6	6	12th Geomancy

Ball, Hell Ivy, Carve Model, Local Quake, Kamaitachi, Demon Fire, Quicksand, Sand Storm, Blizzard, Gustly Wind, and Lava Ball.

Counter Geomancy: The Geomancer can counter any Geomancy that the Geomancer shares. This is done the same way a spell-caster counters a spell.

Attack Up: The Geomancer is the only FFT character class that can take weapon specialization. The prerequisites and description are the same as that in the PHB.

Any Ground: The Geomancer affects the terrain within 5 ft. The terrain can be moved to aid the Geomancer in ways such as constructing a land bridge over a stream. The terrain cannot be used to damage, bury, or harm anything. The Geomancer still takes damage from dangerous terrain other than lava as usual. The Geomancer cannot change the type of terrain to effect geomancy spells.

Move On Lava: The Geomancer is immune to lava's damage. The Geomancer could still drown in lava.

Movements of the Earth: When the Geomancer is actively touching a grounded plant, running water, or fertile soil the Geomancer regains health at a rate of 1 hit point per minute per level of the Geomancer.

Geomancy

Blizzard (Geomancer) – This Geomancy is an ice elemental attack that can be used while standing on snow or ice. The Geomancer causes an ice storm dealing 1d8 ice damage per three Geomancer levels (maximum 4d8). The blast has a radius of 5 ft around the target and can be projected up to 25 ft away. Targets in the effective range must make fortitude save (DC 19 + $\frac{1}{2}$ the Geomancer's character level) or be silenced from the freezing of the targets vocal cords.

Carve Model (Geomancer) – This Geomancy is an earth elemental attack that can be used while standing on gravel, stone, or mud. The Geomancer strikes out and the material around the target begin to cut and encase all things in the effected radius causing 1d8 damage per Geomancer level (maximum 6d8). The blast has a radius of 5 ft around the target and can be projected up to 25 ft away. Targets in the effective range must make fortitude save (DC 17 + $\frac{1}{2}$ the Geomancer's character level) or be petrified as if a flesh to stone spell had been cast on the target.

Demon Fire (Geomancer) – This Geomancy is a fire elemental attack that can be used while standing on wood, carpet, fur, or similar combustibles. The Geomancer ignites the ground within a 5-foot radius of the target causing 1d4 fire damage per Geomancer level (12d4 maximum) and can be projected up to 25 feet away. Targets in the effective range must make a fortitude-save (DC 20 + $\frac{1}{2}$ the Geomancer's character level) or be lulled into a demonic sleep (as the spell sleep).

Gusty Wind (Geomancer) – A strong wind elemental attack strikes out at the enemy. If the Geomancer is in a sufficiently open and high area such as a roof, in the sky, or on a chimney the Geomancer sends a wave of wind dealing 1d6 damage per two Geomancer levels (10d6 maximum). This wind travels at 30 + 10mph/level. The Geomancer can affect the wind within 25 feet and creates a small whirlwind 5 feet around the target when using this Geomancy. Targets inside the whirlwind must make a successful fortitude save (DC 12 + $\frac{1}{2}$ Geomancer's character level) or be prevented from taking their next action.

Hell Ivy (Geomancer) – This Geomancy can be used while standing on Grasslands, in a thicket, near water foliage, or near any type of Ivy. Hell Ivy causes 1d6 damage per two Geomancer levels and targets must make a fortitude-save (DC 16 + $\frac{1}{2}$ the Geomancer's character level) or be magically held in place for the next 1d4 rounds. The Geomancer can target anything within 25-feet. The grass, thicket, foliage, or ivy within 5-feet of the target attack anything they can reach.

Kamaitachi (Geomancer) – This is a Geomancy that attacks with a wave of sharp objects created by breaking the materials the Geomancer stands on. Such materials can include books, trees, bricks, wooden bridges, furniture, iron plates, moss, or a coffin. This attack has a range of 25-feet and creates a field of whirling sharp objects 5 feet around the target. Targets in this field suffer 1d6 damage per Geomancer level (8d6 maximum) and targets must succeed at a fortitude-save (DC 15 + $\frac{1}{2}$ the Geomancer's character level) or be dazed for one round after the attack.

Lava Ball (Geomancer) – This fire elemental attack can only be used while standing on lava or a similar fluid heat source. The Lava ball can be aimed at any target within 25 feet and expands to hit all targets within 5 feet of the aim. Struck targets are dealt 2d6 fire damage per round of exposure. Exposure lasts for 1d3 rounds.

Targets struck must succeed at a fortitude-save (DC 22 + $\frac{1}{2}$ the Geomancer's character level) or be struck dead instantly by the lava.

Local Quake (Geomancer) – The Geomancer creates an earth elemental effect sends boulders rolling at enemies. If the Geomancer is standing on a rocky cliff, lava rocks, or similar terrain he can throw such an attack at any target within 25 feet. The boulder also strikes anything within 5 feet of the target area. A target takes 1d10 damage per three geomancer levels (maximum 3d10) and targets that fail a fortitude-save (DC 20 + $\frac{1}{2}$ the Geomancer's character level) are affected for 1d4 rounds as if a confusion spell were cast on them.

Pitfall (Geomancer) – Pitfall is a Geomancy that can be used while standing in any open wasteland, well-traveled road, or other worn and hardened surface. This Geomancy causes the land to split open briefly and bite the targets. This opens up a hole up to 25 feet from the Geomancer that bites all targets within a 5-foot radius of the target area. This bite causes 2d4 damage plus 1d4 damage per two geomancer levels (11d4 maximum) and targets caught in the bite must succeed at a fortitude-save (DC 12 + $\frac{1}{2}$ the Geomancer's character level) or be stuck into the ground from the knees down. This attack does not affect targets that are floating or otherwise not in contact with the ground.

Quicksand (Geomancer) – The ground of a swamp or marsh is suitable to provide both soft enough ground and enough moisture to support the Quicksand Geomancy. The Geomancer can cause a quicksand whirlpool to appear up to 25 feet away and affects everything within a 5-foot radius of the target. This attack causes 2d10 crushing damage per round as long as the target cannot move. The target can leave freely as long as the target succeeds at the fortitude save. If the target fails a fortitude-save (DC 21 + $\frac{1}{2}$ the Geomancer's character level) the target becomes helpless and will die if unaided in escaping within the next 1d4 rounds.

Sand Storm (Geomancer) – When the Geomancer is near any sandy area, dry cave, or salt formation the Geomancer can summon a sand storm. This storm causes 1d6 damage plus 1d6 damage per two geomancer levels. Targets struck must make a fortitude-save (DC 14 + $\frac{1}{2}$ the Geomancer's character level) or become blinded for the next 1d4 rounds. The sand storm is capable of being thrown anywhere within 25 feet of the Geomancer but only targets within 5 feet of the target location are damaged and affected by the fortitude save.

Water Ball (Geomancer) – If some form of waterway, river, lake, ocean, waterfall, or other actively moving body of water is available the Geomancer can throw a ball of water with an odd mutating effect. This ball of water does 1d8 damage per 4 Geomancer levels (5d8 maximum). This ball can be launched up to 25 feet away from the Geomancer and damages all targets within 5 feet of the target. Targets struck must make a fortitude-save (DC 18 + $\frac{1}{2}$ the Geomancer's character level) or be subject to a polymorph that transforms targets into frogs of two sizes smaller than their current form.

Lancer

The Lancer takes its action abilities from the attacks of Dragons, jumping up in the air to crush their enemies below. These attacks can do a lot of damage if timed correctly. Lancers are hearty fighters and can make use of reach weapons with their jump attacks. The Lancer has the ability to shove off fear and gains a natural advantage when fighting dragons as it begins to level up.

Abilities: The Lancer favors Strength, Constitution, and Dexterity.

Alignment: Any Lawful.

Hit Die: d12.

The Lancer's class skills are Climb (str), Craft (int), Handle Animal (cha), Jump (str), Ride (dex), Swim (str), Listen (wis), Search (int), and Spot (wis).

Skill Points at 1st level: (2 + int modifier) x4

Skill Points at Each Additional Level: 2 + int modifier

Weapon and Armor Proficiency: The Lancer is proficient in the use of all simple and martial weapons and all armors (heavy, medium, and light) and shields.

Bonus Feats: Blind-Fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical, Improved Initiative, Mounted Combat (Trample, Ride-By-Attack, Spirited Charge), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Weapon Finesse, Weapon Focus.

Jump: The Lancer is not affected by the normal maximum jump limitations based on height. This ability is negated in heavy armor.

Jump Attack: The distances the Lancer may jump are listed in the chart below. The Lancer must succeed at an attack roll with a +2 circumstance bonus or suffer falling damage equal to his jump distance. A successful attack in this manner will add the extra damage

based on his level. Whether the Attack Roll succeeds or not, The Lancer can land on any square within his weapons reach of the target. If the Lancer lands in a square threatened by an opponent he suffers an attack of opportunity. The Lancer is winded after this attack and cannot attempt it again for 1d4 rounds. Spells like haste or jump do not affect the distance of this ability.

Dragoon Spirit: The Lancer becomes immune to fear (magical or otherwise), and grants all allies within 10' a +4 morale bonus on saving throws against fear. Dragon Spirit's immunity against fear is always active and is considered an extraordinary ability. Dragon Spirit's ability to grant a morale bonus to allies is a supernatural ability.

Ignore Height: For purposes of jumping the Lancer can ignore his height.

Favored Dragon: The Lancer must select a specific type of Dragon by individual race such as red or gold, but not general groups like chromatic or metallic. The Lancer gains the Rangers favored enemy bonus against these dragons becomes immune to any fear effects they have, and gets a +4 competence bonus to save vs. breath weapon.

Spirit of Bahamut/Tiamat: The Lancer can either have the Spirit of Bahamut or the Spirit of Tiamat (must speak to respective dragon Personally). The Spirit of Bahamut gives the Lancer the ability to recover from death one time per day. The Lancer recovers one hit die plus his constitution modifier of hit points over zero. If a Lancer selects to learn the Spirit of Tiamat he can perform a death attack against any of his favored dragons once per day during a jump attack. The fortitude save to resist death is the Lancer's level plus the damage dealt.

Level	Base Attack	Fort	Ref	Will	Special Abilities
1	1	2	0	0	Jump Attack +1d6 (5 ft.)
2	2	3	0	0	Ignore Height
3	3	3	1	1	Jump Attack +1d6 (10 ft.)
4	4	4	1	1	
5	5	4	1	1	Jump Attack +2d6 (15 ft.)
6	6/1	5	2	2	1st Favored Dragon
7	7/2	5	2	2	Jump Attack +2d6 (20 ft.)
8	8/3	6	2	2	
9	9/4	6	3	3	Jump Attack +3d6 (25 ft.)
10	10/5	7	3	3	2nd Favored Dragon
11	11/6/1	7	3	3	Jump Attack +3d6 (30 ft.)
12	12/7/2	8	4	4	
13	13/8/3	8	4	4	Jump Attack +4d6 (35 ft.)
14	14/9/4	9	4	4	3rd Favored Dragon
15	15/10/5	9	5	5	Jump Attack +4d6 (40 ft.)
16	16/11/6/1	10	5	5	Dragoon Spirit
17	17/12/7/2	10	5	5	Jump Attack +5d6 (45 ft.)
18	18/13/8/3	11	6	6	4th Favored Dragon
19	19/14/9/4	11	6	6	Jump Attack +5d6 (50 ft.)
20	20/15/10/5	12	6	6	Spirit of Bahamut/Tiamat

Mediator

Mediators are a talkative bunch who fights through persuasion more than with brawn. This is good if you're interested in adding a few monsters to your army. The Mediator's Invitation skill is unique to this class and can come in very handy- especially if you're looking to reap the benefits of this class.

Abilities: Charisma is the basis of this class. Charisma, Intelligence, and Wisdom are the key abilities of the Mediator.

Alignment: Any.

Hit Die: d6.

The Mediator's class skills are: Animal Empathy (cha), Appraise (int), Bluff (cha), Diplomacy (cha), Disguise (cha), Forgery (int), Gather Information (cha), Handle Animal (cha), Innuendo (wis), Intimidate (cha), Knowledge: Any (int), Listen (wis), Perform (cha), Read Lips (int), Ride (dex), Sense Motive (wis), Speak Language (none), Spot (wis), Swim (str), and Wilderness Lore (wis).

Skill Points at 1st Level: (8 + int modifier) x4

Skill Points at each Additional Level: (8 + int modifier)

Talk Skills: The Mediator can use any one Talk Skill when performing Bluff, Diplomacy, Intimidate, and Sense Motive. These are described in the Special Abilities section. They are: Invitation, Persuade, Praise, Threaten, Preach, Solution, Death Sentence, Negotiate, Insult, and Mimic Daravon.

Weapon and Armor Proficiency: Proficient with light armor, all crossbows, dagger, and guns

Bonus Feats: For Bonus Feats the Mediator selects from Expertise, Improved Initiative, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Weapon Finesse, Weapon Focus, and Skill Focus.

Finger Guard: For any Talk Skill the Mediator has the Mediator and any animal companions under the Mediator, are immune to those Talk Skills.

Train: The Mediator can train creatures that have been successfully coaxed by the Invite Talk Skill. The Mediator can maintain up to twice the Mediator's level in HD of creatures. The typical adventurer should be able to maintain animal companions whose Hit Dice total half the maximum. If the character spends most of the time in the animals' home territory and treats them well, the total can approach and even achieve the maximum Hit Dice.

Monster Talk: The Mediator can communicate with creatures without languages through Animal Empathy. The mediator does not incur the normal -4 penalty for talking with beasts or magical beasts. The Mediator can only communicate simple phrases or one word commands, but the Mediator can use any of the Talk Skills already learned along with this skill.

Level	Base Attack	Fort	Ref	Will	Special Abilities	
1	0	0	0	2	1st Talk Skill	Monster Talk
2	1	0	0	3	2nd Talk Skill	Bonus Feat
3	2	1	1	3		
4	3	1	1	4	Bonus Feat	
5	3	1	1	4	3rd Talk Skill	
6	4	2	2	5		
7	5	2	2	5	Bonus Feat	
8	6/1	2	2	6	4th Talk Skill	
9	6/1	3	3	6		
10	7/2	3	3	7	Bonus Feat	
11	8/3	3	3	7	5th Talk Skill	
12	9/4	4	4	8		
13	9/4	4	4	8	Bonus Feat	
14	10/5	4	4	9	6th Talk Skill	
15	11/6/1	5	5	9		
16	12/7/2	5	5	10	Bonus Feat	
17	12/7/2	5	5	10	7th Talk Skill	
18	13/8/3	6	6	11		
19	14/9/4	6	6	11	Bonus Feat	
20	15/10/5	6	6	12	8th Talk Skill	

Talk Skills

Death Sentence (Mediator) – The Mediator sentences the target to death. This talk skill can only be used once per week on one target within 20 feet that is both helpless and shares a language with the Mediator. The target must succeed at a will save (DC 10 + Charisma modifier) or be compelled to end its life in the next 1d4 rounds.

Insult (Mediator) – The Mediator enrages an enemy causing him to attack wildly, lowering their ability to fight. One target within 20 ft. of the Mediator can be insulted. An insulted foe must make a will save (DC 10 + $\frac{1}{2}$ Mediator's Level + Charisma modifier) or be driven to attack the Mediator wildly. Such targets have a -4 to AC and a -4 to hit the Mediator because of their lack of control. Such foes make an additional will save each round till either the Mediator is dead or the will save is made and ends the berserk.

Invitation (Mediator) – The Mediator has a talent to turn enemies into allies. Any target that you honestly want to befriend (the spell fails otherwise) can be coaxed to join you. If the target fails a will save (DC 10 + $\frac{1}{2}$ Mediator's Level + Charisma Modifier) then the Mediator has successfully invited the target. The Mediator can teach animals, beasts, and magical beasts up to three simple tricks per intelligence point the creature has.

Mimic Daravon (Mediator) – Droning on like Professor Daravon, an infamously long-winded professor from Gariland Magic Academy, puts the target to sleep. If the Target fails a will save (DC 10 + $\frac{1}{2}$ Mediator's Level + Charisma Modifier) then the target falls into a non-magical coma that lasts as long as the spell sleep would.

Negotiate (Mediator) – The Mediator knows the value of his money and gains a +10 to Appraise checks at all times for taking Negotiate as a Talk Skill.

Persuade (Mediator) – The Mediator has a talent for persuading targets to believe the impossible. The Mediator gains a +10 competency bonus to the Bluff skill.

Praise (Mediator) – Once per day, the Mediator can raise the spirits of allies by praising the ally's own personal skills, such as a monk's incredible willpower and finesse in the battlefield. Targets affected by this ability gain a +5 Moral bonus to all skill checks made for the next hour. Targets that choose to make a will save against this ability must make the save at a DC of 10 + $\frac{1}{2}$ the Mediator's level + the Mediator's Charisma modifier. The Mediator can Praise to up to one target per Mediator level. This Talk Skill can be taken more than once, each time raising the number of times per day this skill can be used by one.

Preach (Mediator) – Once per day, the Mediator can raise the spirits of allies by preaching some kind of supernatural force, such as a god that favors the target of the Preach, that will aid the target in combat. This preaching gives a +2 Moral bonus to attack rolls for the next hour after Preach is used. Targets that choose to make a will save against this ability must make the save at a DC of 10 + $\frac{1}{2}$ the Mediator's level + the Mediator's Charisma modifier. The Mediator can Praise to up to one target per Mediator level. This Talk Skill can be taken more than once, each time raising the number of times per day this skill can be used by one.

Solution (Mediator) – Solution provides the Mediator with a +10 competency bonus to Sense Motive.

Threaten (Mediator) – The Mediator gains a +10 competency modifier to Intimidate.

Summoner

The Summoner is a powerful mage with the power to summon different kinds of creatures ranging from the rare (and believed to be extinct) Moogles to the incredible Platinum Dragon Bahamut.

Abilities: The Summoner must have a strong Intelligence score in order to power the normal Summon Magic the Summoner gains access too. Charisma and Wisdom can aid the Summoner in making contact with, and gaining aid from, the much more powerful Summon Magic that brings out unique creatures to aid.

Alignment: Any.

Hit Die: d4.

The Summoner's class skills are Bluff (cha), Diplomacy (cha), Concentration (con), Craft (int), Gather Information (cha), Innuendo (wis), Intimidate (cha), Knowledge: Any (int), Profession (wis), Scribe (int), Sense Motive (wis), and Spell-craft (int).

Skill Points at 1st Level: (4 + int modifier) x4

Skill Points at each Additional Level: (4 + int modifier)

Level	Base Attack	Fort	Ref	Will	Special Abilities	
1	0	0	0	2	Scribe Scroll	Halved Magic
2	1	0	0	3		
3	1	1	1	3		
4	2	1	1	4	Magic Restore 1/day	
5	2	1	1	4	Bonus Feat	
6	3	2	2	5		
7	3	2	2	5		
8	4	2	2	6	Magic Restore 2/day	
9	4	3	3	6		
10	5	3	3	7	Bonus Feat	
11	5	3	3	7		
12	6/1	4	4	8	Magic Restore 3/day	
13	6/1	4	4	8		
14	7/2	4	4	9		
15	7/2	5	5	9	Bonus Feat	
16	8/3	5	5	10	Magic Restore 4/day	
17	8/3	5	5	10		
18	9/4	6	6	11		
19	9/4	6	6	11		
20	10/5	6	6	12	MR 5/day	Bonus Feat

CLvl	Number of Spells Per Day									
	0	1	2	3	4	5	6	7	8	9
1	3	1	0	0	0	0	0	0	0	0
2	4	2	0	0	0	0	0	0	0	0
3	5	2	1	0	0	0	0	0	0	0
4	6	3	2	0	0	0	0	0	0	0
5	7	3	2	1	0	0	0	0	0	0
6	8	3	3	2	0	0	0	0	0	0
7	9	4	3	2	1	0	0	0	0	0
8	9	4	3	3	2	0	0	0	0	0
9	9	4	4	3	3	1	0	0	0	0
10	9	4	4	3	3	2	0	0	0	0
11	9	5	4	4	3	2	1	0	0	0
12	9	5	4	4	3	3	2	0	0	0
13	9	5	5	4	4	3	2	1	0	0
14	9	5	5	4	4	3	3	2	0	0
15	9	5	5	5	4	4	3	2	1	0
16	9	6	5	5	4	4	3	3	2	0
17	9	6	5	5	4	4	4	3	2	1
18	9	6	6	5	5	4	4	3	3	2
19	9	6	6	6	5	5	4	4	4	3
20	9	6	6	6	5	5	4	4	4	4

Weapon and Armor Proficiency: Light Armor and Simple Weapons.

Magic Restore: At fourth level once per day the Summoner can choose to suffer 1d4 negative levels (if the Summoner would fall below one, the Summoner takes one permanent constitution damage per level) in order to restore his spell levels (as if the Summoner were the effective level). This increases to twice per day at level 8, three times per day at level 12, and so on.

Halved Magic: If the Summoner has spells from other classes, the Summoner can trade in two spells per day from one class in order to gain one spell per day in the Summoner Class. This is a permanent trade in and cannot ever be reversed.

Bonus Feats: The Summoner selects bonus feats from meta-magic feats or item creation feats.

Unique Creatures: The Summoner uses the Summoning Individual Monsters variant from the DMG (pg 96). Stats are generated with 28 Point Buy.

Summoner Spells

1st Level Summoner Spells

Abjur-	Alarm
	Endure Elements
	Hold Portal
	Protection (Alignment)
	Shield
Conj-	Grease
	Mage Armor
	Mount
	Obscuring Mist
	Summon Monster I
	Unseen Servant

2nd Level Summoner Spells

Abjur-	Arcane Lock
	Obscure Object
	Protection from Arrows
	Resist Elements
Conj-	Fog Cloud
	Glitterdust
	Melf's Acid Arrow
	Summon Monster II
	Web

3rd Level Summoner Spells

Abjur-	Dispel Magic
	Explosive Runes
	Magic Circle (Allignment)
	Nondetection
	Protection from Elements
Conj-	Flame Arrow
	Phantom Steed
	Sepia Snake Sigil
	Sleet Storm
	Stinking Cloud
	Summon Monster III

4th Level Summoner Spells

Abjur-	Dimensional Anchor
	Fire Trap
	Minor Globe of Invulnerability
	Remove Curse
	Stoneskin
Conj-	Evard's Black Tentacles
	Leomund's Secure Shelter
	Minor Creation
	Solid Fog
	Summon Monster IV

5th Level Summoner Spells

Abjur-Dismissal

Conj-	Cloudkill
	Leomund's Secret Chest
	Lesser Planar Binding
	Major Creation
	Mordenkainen's Faithful Hound
	Summon Monster V
	Wall of Iron
	Wall of Stone

6th Level Summoner Spells

Abjur-	Antimagic Field
	Glove of Invulnerability
	Greater Dispelling
	Guards and Wards
	Repulsion
Conj-	Acid Fog
	Planar Binding
	Summon Monster VI

7th Level Summoner Spells

Abjur-	Banishment
	Sequester
	Spell Turning
Conj-	Drawmij's Instant Summons
	Mordenkainen's Magnificent Mansion
	Phase Door
	Power Word, Stun
	Summon Monster VII

8th Level Summoner Spells

Abjur-	Mind Blank
	Prismatic Wall
	Protection from Spells
Conj-	Greater Planar Binding
	Incendiary Cloud
	Maze
	Power Word, Blind
	Summon Monster VIII
	Trap the Soul

9th Level Summoner Spells

Abjur-	Freedom
	Imprisonment
	Mordenkainen's Disjunction
	Prismatic Sphere
Conj-	Gate
	Power Word, Kill
	Summon Monster IX
	Foresight

Samurai

The Samurai is well armored and can perform a variety of Draw attacks. The Samurai class also has a variety of Draw attacks that can cure or harm the opposition. The Samurai is able to fill any role in combat, which makes the Samurai the center of many confrontations.

Abilities: The Samurai needs power of mind and body. Draw attacks are powered by the Samurai's Charisma, but the Samurai cannot fight with his Draw alone. The Samurai needs Strength and Constitution because of this.

Alignment: Any Lawful.

Hit Die: d10.

The Samurai's class skills 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 1st Level: (4 + int modifier) x4

Skill Points at each Additional Level: (4 + int modifier)

Weapon and Armor Proficiency: All simple and martial weapons, light, medium, and heavy armor, and Exotic Weapon: Katana.

Bonus Feats: Dodge (Mobility, Spring Attack), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Initiative, Quick Draw, Skill Focus, Toughness, Weapon Focus.

Draw Sword: The Samurai selects a Draw Sword skill from Asura, Koutetsu, Bizen Boat, Murasame, Heaven's Cloud, Kiyomori, Muramasa, Kikuichimoji, Masamune, and Chijiraden. The Samurai must be holding a Katana in order to use these abilities. Each Draw

type attack causes a certain amount of damage to the weapon used during the attack. When using Chijiraden 20 damage is normally incurred on a weapon (this damage always hardness), but if the weapon has a +5 enhancement bonus the damage is reduced by 5, causing only 15 points of damage to the weapon. These skills are listed in the special ability section.

Meatbone Slash: The Samurai can max out the damage on a successful critical hit a number of times per day as indicated. At seventh level the Samurai may max out the damage on a successful critical hit once per day. At thirteenth level this increases to two times per day, and at nineteenth level this increases to three times per day.

Blade Grasp: The Samurai gains the Expertise feat for free. If the Samurai already has earned Expertise the Samurai no longer is limited on how much he can subtract from his base attack bonus to add to his AC like you normally would when using Expertise. If the Samurai is unarmed he can grasp the opponents blade by making a reflex save (DC 20) to negate the attack by grabbing the blade between the Samurai's palms.

Two Hands: When the Samurai uses a weapon with two hands, he doubles his normal strength modifier bonus to damage instead of gaining the normal 1.5 multiplier bonus to damage.

Walk on Water: The Samurai becomes able to move across water at normal speed. The Samurai can walk, run, dance, pray, or just stand.

Level	Base Attack	Fort	Ref	Will	Special Abilities	
1	1	2	0	2	1st Draw Skill	Two Hands
2	2	3	0	3	2nd Draw Skill	Bonus Feat
3	3	3	1	3		
4	4	4	1	4	3rd Draw Skill	Bonus Feat
5	5	4	1	4		
6	6/1	5	2	5	4th Draw Skill	
7	7/2	5	2	5	1x Meatbone Slash	Bonus Feat
8	8/3	6	2	6	5th Draw Skill	
9	9/4	6	3	6		
10	10/5	7	3	7	6th Draw Skill	Bonus Feat
11	11/6/1	7	3	7		
12	12/7/2	8	4	8	7th Draw Skill	
13	13/8/3	8	4	8	2x Meatbone Slash	Bonus Feat
14	14/9/4	9	4	9	8th Draw Skill	
15	15/10/5	9	5	9		
16	16/11/6/1	10	5	10	9th Draw Skill	Bonus Feat
17	17/12/7/2	10	5	10		
18	18/13/8/3	11	6	11	10th Draw Skill	
19	19/14/9/4	11	6	11	3x Meatbone Slash	Bonus Feat
20	20/15/10/5	12	6	12	Walk on Water	Blade Grasp

Draw Skills

Asura (Samurai) – The slashing of an invisible blade causes damages to enemies. This attack causes two points of damage to the Samurai's weapon. An invisible weapon causing 1d6 slashing damage damages every enemy within a 15-foot radius.

Bizen Boat (Samurai) – The spirit of a sword attacks the souls of its wielder's enemies. This causes 4 points of damage to the katana. All spell casters within a 15-foot radius lose 1d6 spell levels. The affected spell caster may select which spells to lose.

Chijiraden (Samurai) – A powerful katana attack sends a blue flame to attack enemy units. The weapon suffers 20 points of damage when using this attack. Everything except for the caster within 15 feet suffers multiple types of damage. Targets suffer 1d6 +1/level damage of each: Fire, Cold, Electricity, and Physical damage.

Heaven's Cloud (Samurai) – A Magic Katana strikes our causing damage to the creator's enemies. All targets within 15 feet of the Samurai are attacked by a crippling katana. This attack deals 2d4 + 1/Samurai's Level and targets must make a Fortitude Save (DC 14) or be slowed as the spell.

Kikuichimoji (Samurai) – A vengeful spirit makes a beeline towards the enemy. This blast creates a 5-foot wide 5-foot high line over a 40-foot range causing 1d6 damage per Samurai level (15d6 maximum). Using Kikuichimoji causes 14 points of damage to the Katana being used.

Kiyomori (Samurai) – A spirit appears from inside the katana and protects allied units. This creates a Magic Circle against opposing alignments of the Samurai casting this ability with a radius of 15 feet. If the Samurai has a lawful good alignment Kiyomori would create a 15-foot wide circle of protection against both chaos

and evil. Using Kiyomori causes 12 points of damage to the katana being used.

Koutetsu (Samurai) – The wailing of a ghost causes damage to the enemy. This attack causes 3d6 sonic damage to targets within 15 feet. Using Koutetsu causes 4 points of damage to the katana being used.

Muramasa (Samurai) – Ghosts from the Samurai's ancestors make the enemy act unpredictably and in some cases sentences them to death. Targets within 15 feet of the samurai must make a will-save (DC 18) or be affected as if they were struck with a confusion spell. Targets that fail the will save have a 5% chance that they will die in 1d4 rounds.

Murasame (Samurai) – The tears of a spirit flow out of the katana restoring health of allied units. Targets within 15 feet of the katana user recover 1d8 hp per Samurai Level (8d8 maximum). Using this attack causes 8 points of damage to the katana.

Masamune (Samurai) – A healing spirit is released that gradually restores allies and makes them faster. Allies within 15 feet are affected as if the spell haste was cast on them. Allies that are hasted also regain 1d8 +1 hp for every Samurai level of the Samurai who used Masamune. This healing continues for 1 round per level of the Samurai who used Masamune. Using Masamune causes 18 points of damage to the Katana that was used.

Ninja

The Ninja is fast, and gains the Monk's unarmored speed bonus. The Ninja also has the ability to use two handed fighting skills without waiting to reach a higher level like most classes would. The Ninja can throw weapons with incredible skill, having the Monk's unarmed base attack bonus when using throwing weapons.

Abilities: The Ninja needs Dexterity to improve throwing weapons accuracy. Strength helps to add a little bit of damage to the combat of the Ninja as well. If the Ninja can spare it, having a good intelligence increases the number of skills the Ninja has.

Alignment: Any non-lawful.

Hit Die: d6.

The Ninja's class skills are: Balance (dex), Bluff (cha), Climb (str), Diplomacy (cha), Disable Device (int), Disguise (cha), Escape Artist (dex), Gather Information (cha), Hide (dex), Innuendo (cha), Intimidate (cha), Jump (str), Listen (wis), Move Silently (dex), Open Locks (dex), Pick Pockets (dex), Sense Motive (wis), Spot (wis), and Tumble (dex).

Skill Points at 1st Level: (6 + int modifier) x4

Skill Points at each Additional Level: (6 + int modifier)

Weapon and Armor Proficiency: Proficient in light armor, all throwing weapons, all types of daggers, hand crossbows, and Exotic Weapon: Ninja-to. The Ninja can throw any weapon the Ninja can wield in one hand, but the Ninja is not normally proficient (-4 to attack roles).

Bonus Feats: Blind-Fight, Dodge (Mobility, Spring Attack), Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Initiative, *Prone Attack, Quick Draw, Weapon Focus. Prone Attack is covered in the Feats section.

Sunken State: The Ninja can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, a ninja spy can hide himself from view in the open without anything to

actually hide behind. The Ninja cannot hide in a shadow created by the Ninja.

Abandon: The Ninja gains the Rogue's Slippery Mind skill, Evasion, and Improved Evasion at different levels.

Two Swords: The Ninja gains a +2 competency bonus to negate using multiple weapons only.

Move in Water: The Ninja can swim without disturbing the water in any noticeable way at the Ninja's normal movement speed.

Natural Development: The Ninja gains the PHB Monk's AC Bonus, and Unarmored Speed.

Throwing Bonus: The Ninja has the PHB Monk's unarmed base attack bonus when using throwing weapons.

Poison Use: Ninja's never risk accidentally poisoning themselves when applying poison to the blade.

Ki Breath: The Ninja learns to focus ki to increase the ability to hold breath. The Ninja adds its level to the constitution check to continue holding the Ninja's breath.

Slow fall: The Ninja gains the PHB Monk's slow fall ability at the given level.

Acrobatics: At level 10 the Ninja gains a +10 competence bonus to Balance, Climb, Jump, and Tumble. At level 16 this bonus increases to +20. The Ninja can take 10 on these checks even when threatened.

Leap of the Clouds: The Ninja spies jumping distance is no longer limited by height.

Ki Critical: The Ninja gains the improved critical feat with all weapons, and any weapons the ninja already has improved critical in gain a +2 to their threat range.

Level	Base Attack	Fort	Ref	Will	Special Abilities	
1	0	2	2	2	Two Swords	Poison Use
2	1	3	3	3	Ki Breath	Bonus Feat
3	2	3	3	3		
4	3	4	4	4	Slow Fall (20 ft.)	Bonus Feat
5	3	4	4	4	Evasion	
6	4	5	5	5		
7	5	5	5	5	Sunken State	Bonus Feat
8	6/1	6	6	6	Slow Fall (40 ft.)	
9	6/1	6	6	6		
10	7/2	7	7	7	Acrobatics +10	Bonus Feat
11	8/3	7	7	7	Leap of the Clouds	
12	9/4	8	8	8		
13	9/4	8	8	8	Move in Water	Bonus Feat
14	10/5	9	9	9	Improved Evasion	
15	11/6/1	9	9	9		
16	12/7/2	10	10	10	Acrobatics +20	Bonus Feat
17	12/7/2	10	10	10	Poison Immunity	
18	13/8/3	11	11	11		
19	14/9/4	11	11	11	Slow Fall (any)	Bonus Feat
20	15/10/5	12	12	12	Ki Critical	Slippery Mind

Calculator

The Calculator uses Math and Magic to its peak proficiency. The Calculator gains an incredible ability to use magic without worrying about the number of spells per day or the number of targets in range.

Abilities: The Calculator needs intelligence to increase the value of spell mastery and other ability scores based on their spell-casting class.

Alignment: Any.

Hit Die: d4.

The Calculator's class skills are Alchemy (int), Appraise (int), Concentration (con), Decipher Script (int), Gather Information (cha), Handle Animals (cha), Heal (wis), Knowledge: Any (int), Perform (cha), Profession (wis), Scry (int), Speak Language (none), Spell-craft (int), and Use Magic Device (cha).

Skill Points at First Level: (4 + int modifier) x4

Skill Points at each Additional Level: (4 + int modifier)

Weapon and Armor Proficiency: None.

Caster Level Bonus: The Calculator continues training in magic as well as gaining power from arcane magic. At 2nd, 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th level, the Calculator gains new spells per day as if the Calculator had also gained a level in whatever spell-casting class the Calculator belongs to in addition to being a calculator. The Calculator does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of Calculator Caster Level bonus to the level of whatever other spell-casting class the character has, and then determines spells per day accordingly.

If a character had more than one spell-casting class in addition to being a Calculator, the character must decide to which class to add the level of bonus acquired.

Math Skill: A Math Skill is a way to use spells without having to worry about number of spells per day or arcane spell failure. A Math Skill consists of the Target Ability, the Numeric Ability, and a spell memorized through spell mastery.

Target Abilities include: Total Hit Dice, Base Attack Bonus, Total Will Save, Total Reflex Save, and Total Fortitude Save.

The Numeric Abilities include: Prime Numbers, Multiples of 3, Multiples of 4, and Multiples of 5.

The formula for a Math Skill is determined by the targets statistics. For Example: a 3rd Level Fighter has three Hit Dice so any Calculator that uses the Target Ability: Hit Dice and the Numeric Ability: Multiples of 3 or Prime Number will hit the Target Fighter.

Distribute: The Calculator can take a 5-foot step to avoid an attack, forgoing the Calculators attack of opportunity for that round. This ability can only be used once per round even if the Calculator has more Attacks of Opportunity from Combat Reflexes.

Damage Split: The Calculator gains the Evasion ability for free at level seven.

Experience Bonus: The Calculator gets an experience bonus (5xp x HD of creature) for each new creature the Calculator adds to the Calculators dictionary. Each type of creature can only be cataloged a single time, but creatures that are far from the base creature, such as creatures with a template added count as a new creature.

Monster Dictionary: When the Calculator has seen a creature in its original form, not subject to a polymorph or shape-changing spell, the Calculator can write a page, taking one minute of time, to record information that normally is not available. Such information includes the stat block and advancement of a creature or race. This ability allows the Calculator to better narrow which of the Calculators Math Skills will successfully hit a target.

Trading Dictionary Entries: Calculators trade dictionary information page for page. Though its generally unc customary, dictionary pages can be traded for roughly 100gp x HD of the creature, though this varies in cost depending on the situation.

Spell Mastery: The Calculator gains the Spell Mastery feat for free at levels 6, 12, and 18. The Calculator can take Spell Mastery for the Calculators feat at any time.

Level	Base Attack	Fort	Ref	Will	Special Abilities
1	0	0	0	2	1st Math Skill
2	1	0	0	3	2nd Math Skill
3	1	1	1	3	
4	2	1	1	4	Distribute
5	2	1	1	4	3rd Math Skill
6	3	2	2	5	Spell Mastery
7	3	2	2	5	Evasion
8	4	2	2	6	4th Math Skill
9	4	3	3	6	
10	5	3	3	7	Caster Level +1
11	5	3	3	7	5th Math Skill
12	6/1	4	4	8	Spell Mastery
13	6/1	4	4	8	
14	7/2	4	4	9	6th Math Skill
15	7/2	5	5	9	
16	8/3	5	5	10	Caster Level +1
17	8/3	5	5	10	7th Math Skill
18	9/4	6	6	11	Spell Mastery
19	9/4	6	6	11	
20	10/5	6	6	12	8th Math Skill

Calculator Spells

The Calculator uses a combination of magic and science in order to power the Calculator's spells. The Calculator requires three components in order to cast a calculation. These three components include the Target Ability, the Numeric Ability, and a spell that has been memorized through Spell Mastery. After these three components are set, the Calculator takes a full round action in order to cast the Calculation. Calculation spells target every creature meeting the requirements set by the Target Ability and the Numeric Ability as long as they are within the normal spell range.

The five Target Abilities are: Hit Dice, Base Attack Bonus, Base Fortitude Save, Base Reflex Save, and Base Will Save.

Hit Dice: This target ability uses the targets cumulative total Hit Dice to determine whether a spell will affect a target. All targets with a total Hit Dice that falls under the selected numeric ability, and within the normal spell range, are subject to being affected by the selected spell. For example, a level five human fighter has 5 Hit Dice. If a Calculator tries to use the Target Ability: Hit Dice, and the Numeric Ability: Multiples of 5 or Prime Numbers will cast the spell Charm Person against the Fighter. The Fighter still is entitled to a normal will save, and the spell is not changed in any way.

Base Attack Bonus: This Target ability uses the targets Base Attack Bonus to determine whether a spell will affect a target. All targets with a Base Attack Bonus that falls under the selected numeric ability, and within the normal spell range, are subject to being affected by the selected spell. For example, a level five human fighter has a Base Attack Bonus of 5. When the Calculator uses the Charm Person Spell in conjunction with the Target Ability: Base Attack Bonus, and the Numeric Ability: Multiples of 5 or Prime Numbers the Fighter is affected as if a Charm Person Spell had been cast. Targets affected by any Calculated Spell are still entitled to all normal saving throws as if the spell had been cast normally.

Base Reflex/Fortitude/Will Save: These target abilities all use the same method, but applied to the three different ability scores. All targets with a Base Saving Throw, which is the saving throw a character has before adding ability modifiers, items, or temporary affects, that falls under the numeric ability selected are subject to be affected. The targets must be within the normal range of the spell. For example, a Monk of first level has a base reflex, fortitude, and will save of 2. When A Calculator selects the Target Ability: Base Reflex Save, and the Numeric Ability: Prime Numbers, the target is subject to the spell. The Monk is entitled to a saving throw, if applicable, and the spell is not changed in any way.

The Five Numeric Abilities are: Prime Numbers, Multiples of Three, Multiples of Four, and Multiples of Five.

Prime Numbers: A Prime Number is any number that cannot be evenly divided by any numbers other than one and itself. The number one is not considered "Prime" when using a calculation. Such numbers are: 2, 3, 4, 5, 7, 11, 13, 17, 19, 23, 31, 37, 41, 43, 47, 51, 53, 57, 59, 61, 67, 71, 73, 79, 81, 83, 89, 91, 97, and so on.

Multiples of Three: Any number that can be evenly divided by three is a multiple of three. Such numbers are: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, 42, 45, 48, 51, 54, 57, 60, 63, 66, 69, 72, 75, 78, 81, 84, 87, 90, 93, 96, 99, and so on.

Multiples of Four: Any number that can be evenly divided by four is a multiple of four. Such numbers are: 4, 8, 12, 16, 20, 24, 28, 32, 36, 40, 44, 48, 52, 56, 60, 64, 68, 72, 76, 80, 84, 88, 92, 96, 100, and so on.

Multiples of Five: Any number that can be evenly divided by five is a multiple of five. Such numbers are: 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75, 80, 85, 90, 95, 100, and so on.

Spells in Calculations: Only spells that the Calculator has Spell Mastery in can be used in Calculations. Only spells that have duration of instant and a casting time of a full round action or less can be used in a Calculation. When casting a Calculation, the Calculator does not use up any spells per day. However, the Calculator cannot be sure if a Calculation will work on the target the Calculator wishes to target. Calculations require experimentation to be affective, and they can also be dangerous. Both enemies and allies are affected by the Calculation. This can be severely painful, when a fireball detonates on the Undead Dinosaur, and at the same time it blows up in the face of the Calculator's Knight bodyguard. This same affect can be of great aid to the Calculator as well. A Calculator that casts a Cure Major Wounds spell and has it strike the Knight along with the Undead Dinosaur can be of great use.

Using The Monster Dictionary: The Monster Dictionary appears mundane to the eyes of a Knight. In reality, the Monster Dictionary is as useful to a Calculator as the sword is to the Knight. The Monster Dictionary is used to record information that only a Calculator can deduce. After defeating an opponent the Calculator can choose to add a new page to his personal Monster Dictionary. Scribing a page takes a hour at the least, depending on the size, structure, and rarity of the creature. Imagine that the Calculator's Monster Dictionary is like an incomplete Monster Manual, but is available to the characters, for in game use. It contains information on the average hit dice, saving throws, and base attack bonus of a creature. Alternately, the Calculator could write out the stat block of the creature from the Monster Manual (or other source) and then must fill in the description and other information based on what the player can actually deduce from the actions taken, in game. The Calculator must make a successful knowledge check (DC 10 + Creatures Hit Dice) in order to scribe accurate information. The DM rolls this check in secret so that the Calculator does not know if the information is accurate or not, and the Calculator should be able to assume it is correct. The Knowledge check varies between the different types of creatures. The creature's type is the Knowledge check that is applicable. For an Aberration the check is Knowledge: Aberrations.

Bard

The Bard's skills are very effective at providing friends with buffing. The Bard has access to a few different abilities, each of which can provide you with a certain type of buffing. As a rule some DM's will choose to throw out, the FFT Bard is Male only, while the Dancer is Female only.

Abilities: The Bard uses Charisma to perform, dexterity to keep add some protection, and intelligence to gain tons of skills.

Alignment: Any Non-Lawful.

Hit Die: d6.

The Bard's class skills are Alchemy (int), Appraise (int), Balance (dex), Bluff (cha), Climb (str), Craft (int), Decipher Script (int), Diplomacy (cha), Disguise (cha), Escape Artist (dex), Gather Information (cha), Hide (dex), Intuit Direction (wis), Jump (str), Knowledge: Any (int), Listen (wis), Move Silently (dex), Perform (cha), Pick Pocket (dex), Profession (wis), Sense Motive (wis), Speak Language, Swim (str), Tumble (dex), and Use Magic Device (cha).

Skill Points at 1st Level: (4 + int modifier) x4

Skill Points at each Additional Level: (4 + int modifier)

Weapon and Armor Proficiency: The Bard is proficient with all simple weapons, light armor, medium armor, and shields.

Level	Base Attack	Fort	Ref	Will	Special Abilities
1	0	0	2	0	1st Song
2	1	0	3	0	2nd Song
3	1	1	3	1	Fly 1/day
4	2	1	4	1	Evasion
5	2	1	4	1	3rd Song
6	3	2	5	2	Fly 2/day
7	3	2	5	2	
8	4	2	6	2	4th Song
9	4	3	6	3	Fly 3/day
10	5	3	7	3	Improved Evasion
11	5	3	7	3	5th Song
12	6/1	4	8	4	Fly 4/day
13	6/1	4	8	4	
14	7/2	4	9	4	6th Song
15	7/2	5	9	5	Fly 5/day
16	8/3	5	10	5	Slippery Mind
17	8/3	5	10	5	7th Song
18	9/4	6	11	6	Fly 6/day
19	9/4	6	11	6	
20	10/5	6	12	6	8th Song Faith

Bardic Music: The Bard has the same Bardic Music ability as the PHB Bard in addition to Bard Songs.

Bard Songs: The Bard learns additional Bardic Music skill from Angel Song, Life Song, Cheer Song, Battle Song, Magic Song, Nameless Song, and Last Song. The Bard can choose any song desired, but the Bard can only play songs that he has a high enough rank in perform to use. All of the Bards Songs are shown in the Special Abilities section.

Faith: The Bard gains the ability to call his deity or power he calls upon for guidance as if a Miracle spell was cast by a 20th level Cleric once per year. In the Final Fantasy Tactics characters there is little to no way to get a Wish (exclusive to some Hero Level prestige classes) or a Miracle, making this an important and unique ability.

Fly: The Bard can cast the spell Fly with a caster level equal to the Bard's level. This ability can be used 1/day at level 3, 2/day at level 6, 3/day at level 9, 4/day at level 12, 5/day at level 15, and 6/day at level 18. This is a supernatural ability.

Magic Save: The Bard gains the Rogues Evasion at level four, Improved Evasion at level ten, and Slippery Mind at level sixteen

Bard Songs

Angel Song (Bard) – A Bard with 3 or more ranks in perform can restore the spells of allies within a 30 ft. radius. Angel Song restores one spell level per level of the Bard. The Bard can spread out the spells to as many spell casters as are within the 30 ft. radius, but never more than one spell level per Bard level can be restored.

Battle Song (Bard) – A Bard with 6 or more ranks in perform can send allies within 30 ft into a rage. Allies within this radius are affected by a Rage as a 3rd level barbarian but are not winded afterwards. Any Character in a rage leaving the field may continue to rage until the Song ends. The Bard may maintain this field for up to 10 rounds.

Cheer Song (Bard) – A Bard with 6 or more ranks in perform can send allies within 30 ft into haste. Allies within this radius are affected as if the spell Haste were cast on them by a spell-caster of equal level to the Bard. Any hasted character leaving the field may continue to be hasted until the song ends. The Bard may maintain this field for up to 10 rounds.

Last Song (Bard) – A Bard with 10 or more ranks in perform can use the Last Song. This song requires incredible speed of vocal cords or fingers and can rip either. Performing the Last Dance makes allies within 30 feet of the Bard almost invulnerable to all attacks. Targets gain damage reduction 25/+5 and spell resistance 25. All attacks that are made against such targets have a 50% chance to miss and always provoke an attack of opportunity. The Bard must succeed at a fortitude-save (DC 10 + ½ Bard's Level + Charisma Modifier) each round or be dealt 1d6 damage. The bard can maintain the Last Song for up to 10 rounds.

Life Song (Bard) – A bard with 6 or more ranks in perform can start the Life Song. Life Song restores a small amount of life to allies on the field. Targets within 30 feet of the Bard that the bard chooses gain 1d6 hit points per round for up to 10 rounds.

Magic Song (Bard) – A Bard with 9 or more ranks in perform can increase the potency of allied spell-casters. This song must be played to its completion to have any effect. If the song is interrupted it is lost for the day. Over 8 hours while the song is played, spell-casters within 30 feet that prepare spells (or just sit through the song if there is no preparation necessary) can cast spells for the next 24 hours as if they were four levels higher. This allows spell-casters to have access to spells that they may not even have access to yet.

Nameless Song (Bard) – This Song causes various magical enhancements to all allied units within 30 feet. This Song can randomly cause any of the status anomalies on the table below. These enhancements last for 10 minutes after being started. Only one enhancement can affect an individual during the Nameless Song. The Bard can maintain this song for up to 10 rounds.

<u>Enhancement</u>	<u>Roll d%</u>
Fast Healing (+5)	1-25
Damage Reduction 5/-	26-50
Spell Resistance 15	51-75
Hasted	76-99
Revived	100

Dancer

This class is noted for its ability to cast spells that effect large groups of enemy units. Dances range from distracting and alluring, to painful and debilitating. The Dancer has a variety of dances to choose from. The Dancer is similar to the Bard, but the Dancer is Female only and the Bard is Male only, at the DM's discretion.

Abilities: The Dancer needs Charisma to keep the perform score high, intelligence for a bounty of skills, and dexterity to add some degree of protection.

Alignment: Any Non-Lawful.

Hit Die: d6.

The Dancer's class skills are Alchemy (int), Appraise (int), Balance (dex), Bluff (cha), Climb (str), Craft (int), Decipher Script (int), Diplomacy (cha), Disguise (cha), Escape Artist (dex), Gather Information (cha), Hide (dex), Intuit Direction (wis), Jump (str), Knowledge: Any (int), Listen (wis), Move Silently (dex), Perform (cha), Pick Pocket (dex), Profession (wis), Sense Motive (wis), Speak Language, Swim (str), Tumble (dex), and Use Magic Device (cha).

Skill Points at 1st Level: (4 + int modifier) x4

Skill Points at each Additional Level: (4 + int modifier)

Weapon and Armor Proficiency: The Dancer is proficient with all simple weapons, light armor, medium armor, and shields.

Bardic Music: The Dancer has the same Bardic Music ability (used as a dance) as the PHB Bard in addition to Dances learned from this class.

Level	Base Attack	Fort	Ref	Will	Special Abilities
1	0	0	2	0	1st Dance
2	1	0	3	0	2nd Dance
3	1	1	3	1	Fly 1/day
4	2	1	4	1	Evasion
5	2	1	4	1	3rd Dance
6	3	2	5	2	Fly 2/day
7	3	2	5	2	
8	4	2	6	2	4th Dance
9	4	3	6	3	Fly 3/day
10	5	3	7	3	Improved Evasion
11	5	3	7	3	5th Dance
12	6/1	4	8	4	Fly 4/day
13	6/1	4	8	4	
14	7/2	4	9	4	6th Dance
15	7/2	5	9	5	Fly 5/day
16	8/3	5	10	5	Defensive Roll
17	8/3	5	10	5	7th Dance
18	9/4	6	11	6	Fly 6/day
19	9/4	6	11	6	
20	10/5	6	12	6	8th Dance Brave

Dances: The Dancer learns additional Bardic Music skill from Witch Hunt, Wiznaibus, Slow Dance, Polka Polka, Disillusion, Nameless Dance, and Last Dance. The Dancer can choose any Dance desired, but the Dancer can only perform Dances that she has a high enough rank in perform to use. All of the Dances are shown in the Special Abilities section.

Attack Save: The Dancer gains the Rogues Evasion at level four, Improved Evasion at level 10, and Defensive Roll at level sixteen.

Brave: The Dancer can call a Zodiac Brave (Ramza or Orlando sure sound good...) from the past to help the Dancer. The Braves are covered in the Creature/Character Compendium to the FFT World. The request is stated first, and then the DM selects a Brave who would be likely to help with this act. If no Brave would be willing then the request is denied, but does not use up the Dancer's once per year limitation. This ability can be used only once per year. If a Brave's quest results in the Brave's death the Brave returns to its origin, but the Dancer that called the Brave will die immediately as if the Dancer was filling their place in death. No Zodiac Brave can stay for longer than one year, and most of the time a Brave will only stay for a few days.

Fly: The Dancer can cast the spell Fly with a caster level equal to the Dancer's level. This ability can be used 1/day at level 3, 2/day at level 6, 3/day at level 9, 4/day at level 12, 5/day at level 15, and 6/day at level 18. This is a supernatural ability.

Dancer Dances

Disillusion (Dancer) – Dancers with 9 or more ranks in perform may take this Dance Skill. The Dancer becomes an incredible distraction to spell-casters by creating figments of both fear and attraction to affect their minds. This affect covers a 60-foot radius. Spell-casters attempting to cast a spell in this field must make a successful concentration check (DC 20) or lose their spell. The Dancer can maintain this field for up to 10 rounds.

Last Dance (Dancer) – Dancer's with 12 ranks or more in perform can perform Last Dance. Last Dance is an excruciatingly painful dance to perform. The movements can break the bones and tear the muscle of the Dancer. Performing the Last Dance sends enemy targets that fail a will save (DC 10 + $\frac{1}{2}$ Dancer's Level + Charisma Modifier) within 120 feet of the dancer are left helpless for the entire course of the dance. The Dancer must succeed at a fortitude-save (DC 20) each round or be dealt 1d6 damage. The Dancer can maintain the Last Dance for up to 10 rounds.

Nameless Dance (Dancer) – This Dance causes various abnormal statuses to all enemy units within 30 feet. Targets that fail a will save (DC 10 + $\frac{1}{2}$ Dancer's Level + Charisma Modifier) are subject to roll on the table below and are affected continuously until treated. Targets can only be affected one time per dance. The Dancer can maintain the Nameless Dance for up to 10 rounds.

<u>Status Effect</u>	<u>Roll d%</u>
Blinded	1-15
Deafened	16-25
Confused	26-35
Silenced	36-40
Polymorph - Frog	41-50
1d6 Primary and Secondary Con	51-60
Slowed (Partial Actions Only)	61-70
Paralysis	71-80
Non-Magical	81-90
Sleep	91-100

Polka Polka (Dancer) – A Dancer with 6 or more ranks in perform can use the Polka Polka. The Polka is a distracting dance that interferes with the senses. When used, this Dance causes all

targets within 30 ft. of the dancer must make a will save (DC 10 + $\frac{1}{2}$ Dancer's Level + Charisma Modifier) or become distracted. A foe distracted in this way suffers a -4 modifier to attack rolls, concentration checks, and reflex saves and loses their dexterity modifier to AC while within the 30 ft. radius. The Dancer can maintain this field for up to 10 rounds.

Slow Dance (Dancer) – A Dancer with 6 or more ranks in perform can perform the Slow Dance. The Dancer's incredibly slow movements while performing this dance can confuse and weaken enemy abilities. This is the only Dance that allows the dancer to make completely normal movements while being performed. This allows the Dancer to attack, cast spells, and do anything else the Dancer would normally be able to do during the dance. During the Slow Dance if the Dancer attacks, the Dancer receives her charisma modifier as a bonus to hit the target and as a bonus to damage (not multiplied for using two hands.) If attacked the Dancer receives her Charisma modifier to AC in addition to her normal Dexterity and Armor Class. The Dancer can keep the Slow Dance up for 20 rounds before ending it.

Witch Hunt (Dancer) – A Dancer with 3 or more ranks in Perform can perform the Witch Hunt. During this song targets within 30 feet of the Dancer are affected as if an anti-magic field were set up. This field acts as a normal Anti-Magic field but cannot be dispelled by normal magic. During this dance the Dancer can take no other actions. The Dancer can maintain this dance for up to 5 rounds.

Wiznaibus (Dancer) – A Dancer with 3 or more ranks in perform can perform the Wiznaibus. This Dance causes targets within 30 ft. of the dancer to suffer 1d6 sonic damage per round (this includes allies). The hard crashing of the Dancer's feet onto the ground creates the sound. The Dancer can maintain this field for up to 10 rounds.

Mime

It is hard to classify the Mime as a character class. The Mime gains no new special abilities after first level, has a weak base attack bonus, weak saving throws, few skill points, no spells, and a weak hit die. Mimes do have a limitless potential, however. A Mime can mimic almost any spell, spell like ability, or class ability of any other unit on the battlefield. These skills are based on the Mimes perform score, which is its only defense.

Abilities: The Mime gets very few skill points, but needs many skills, so intelligence is a prerequisite. Charisma, Wisdom, and Constitution help some of the skills and provide a little more padding for the Mime.

Alignment: Any.

Hit Die: d6.

The Mime's class skills are: Concentration (con), Disguise (cha), Innuendo (wis), Move Silently (dex), Perform (cha), Spell-craft (int), and Use Magic Device (cha).

Skill Points at 1st Level: $(2 + \text{int modifier}) \times 4$

Skill Points at each Additional Level: $(2 + \text{int modifier})$

Weapon and Armor Proficiency: The Mime is proficient with no weapons and no armor.

Mime Limitations: The Mime must swear a code of silence. All Mimes must follow this code of conduct at all times. If the Mime breaks his code he loses all class based abilities for a period of time at the DM's discretion.

Mimic: Mimic has a wide variety of uses. All of these uses are based on the Mime's ability to discern the movements, thoughts, and

actions of a target and then mimic them. The Mimic skill is divided up into many separate types. To mimic a spell a Mime must make a different check using different skills than if the Mime wanted to mimic an attack. Mimic always provokes an attack of opportunity. The Mime must take a readied action and select a target that the Mime is going to attempt to mimic. The Mime makes concentration checks as a spell-caster would if grappled or attacked.

Mimic an Attack: To mimic an attack a Mime must roll a perform check $(DC 10 + \text{targets base attack bonus})$. The mime must attack in the same direction as the target attacked. The Mime makes an attack role with the targets base attack bonus in that direction. The Mime does the exact amount of damage dealt by the attacker with whatever weapon the mime is using.

Mimic a Spell: To mimic a spell the Mime must have a ranks in perform equal to $10 + \text{spell level}$. The spell must be performed without verbal components (such as "at will"). The Mime must make a spell-craft check $(DC 10 + \text{Spell Level})$ in order to identify the spell. After both of these requirements have been met the Mime attempts to mimic the spell with a use magic device check $(DC 10 + \text{Target's Caster Level} + \text{Spell Level})$. The spell acts as it normally would, but it must have the same target as the spell-caster selected, even if out of range.

Mimic a Skill: The Mime can mimic any skill at the targets rank by making a perform check $(DC 10 + \text{rank})$. If the skill is class exclusive then Mime must make a perform check $(DC 20 + \text{rank})$.

Level	Base Attack	Fort	Ref	Will	Special Abilities
1	0	0	0	0	Mimic
2	1	0	0	0	
3	1	1	1	1	
4	2	1	1	1	
5	2	1	1	1	
6	3	2	2	2	
7	3	2	2	2	
8	4	2	2	2	
9	4	3	3	3	
10	5	3	3	3	
11	5	3	3	3	
12	6/1	4	4	4	
13	6/1	4	4	4	
14	7/2	4	4	4	
15	7/2	5	5	5	
16	8/3	5	5	5	
17	8/3	5	5	5	
18	9/4	6	6	6	
19	9/4	6	6	6	
20	10/5	6	6	6	

Weapons of Ivalice

<u>Swords - (Martial)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Broad Sword (Medium)	200	1d8	19-20 x2	5 ft.	4 lb.	Slashing
Long Sword (Medium)	500	1d8*	19-20 x2	5 ft.	4 lb.	Slashing
Iron Sword (Large)	900	1d10	19-20 x2	5 ft.	15 lb.	Slashing
Mythril Sword (Large)	1600	1d10*	19-20 x2	5 ft.	8 lb.	Slashing
Blood Sword (Medium)	2500	1d8+1d4*	19-20 x2	5 ft.	4 lb.	Slashing
Coral Sword (Medium)	3300	1d8+1d4*	19-20 x2	5 ft.	4 lb.	Slashing
Ancient Sword (Medium)	5000	1d8+1d6*	19-20 x2	5 ft.	4 lb.	Slashing
Sleep Sword (Medium)	5000	1d8+1d6*	19-20 x2	5 ft.	4 lb.	Slashing
Diamond Sword (Large)	8000	2d8	19-20 x2	5 ft.	15 lb.	Slashing
Platinum Sword (Large)	11000	2d8*	19-20 x2	5 ft.	8 lb.	Slashing
Ice Brand (Medium)	14000	2d8+1d4*	19-20 x2	5 ft.	4 lb.	Slashing
Rune Blade (Medium)	20000	2d8+1d4*	19-20 x2	5 ft.	4 lb.	Slashing
Nagra Rock (Medium)	Minor	1*	x2	5 ft.	4 lb.	Bludgeon
Materia Blade (Large)	Major	2d10	19-20 x2	5 ft.	15 lb.	Slashing
<u>Knight Swords - (Exotic)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Defender (Medium)	40000	2d10	19-20 x2	5 ft.	10 lb.	Slashing
Save the Queen (Medium)	Major	4d8	19-20 x2	5 ft.	10 lb.	Slashing
Excalibur (Medium)	Minor	6d6	19-20 x2	5 ft.	10 lb.	Slashing
Ragnarok (Medium)	Major	8d4	19-20 x2	5 ft.	10 lb.	Slashing
Chaos Blade (Medium)	Major	10d6	19-20 x2	5 ft.	10 lb.	Slashing
<u>Bows - (Martial)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Long Bow (Large)	800	1d8	20 x3	100 ft.	5 lb.	Piercing
Silver Bow (Large)	1500	1d8*	20 x3	100 ft.	3 lb.	Piercing
Ice Bow (Large)	2000	1d8+1d4*	20 x3	100 ft.	5 lb.	Piercing
Lightning Bow (Large)	3000	1d8+1d4*	20 x3	100 ft.	5 lb.	Piercing
Windslash Bow (Large)	8000	2d6	20 x3	100 ft.	5 lb.	Piercing
Mythril Bow (Large)	5000	2d6*	20 x3	100 ft.	3 lb.	Piercing
Ultimus Bow (Large)	22000	2d6+1d4*	20 x3	100 ft.	5 lb.	Piercing
Yoichi Bow (Large)	Major	2d6+1d4*	20 x3	100 ft.	5 lb.	Piercing
Perseus Bow (Large)	Major	2d8+1d4*	20 x3	100 ft.	5 lb.	Piercing
<u>Crossbows - (Simple)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Bow Gun (Tiny)	400	1d4	19-20 x2	60 ft.	1 lb.	Piercing
Knight Killer (Tiny)	1500	1d4*	19-20 x2	80 ft.	1 lb.	Piercing
Crossbow (Small)	2000	1d6	19-20 x2	100 ft.	6 lb.	Piercing
Poison Bow (Small)	4000	1d6*	19-20 x2	120 ft.	6 lb.	Piercing
Hunting Bow (Medium)	8000	1d8	19-20 x2	150 ft.	12 lb.	Piercing
Gastrifitis (Medium)	20000	1d12	19-20 x4	200 ft.	25 lb.	Piercing
<u>Knives - (Simple)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Dagger (Tiny)	100	1d4	19-20 x2	5 ft.	1 lb.	Piercing
Mythril Knife (Tiny)	500	1d4*	19-20 x2	5 ft.	1 lb.	Piercing
Blind Knife (Tiny)	800	1d6	19-20 x2	5 ft.	1 lb.	Piercing
Mage Masher (Tiny)	1500	1d6*	19-20 x2	5 ft.	1 lb.	Piercing
Platina Dagger (Tiny)	1800	1d8	19-20 x2	5 ft.	1 lb.	Piercing
Main Gauche (Tiny)	3000	1d8*	19-20 x2	5 ft.	1 lb.	Piercing
Orihalcum (Tiny)	4000	2d4	19-20 x2	5 ft.	1 lb.	Piercing
Assassin Dagger (Tiny)	5000	2d4*	19-20 x2	5 ft.	1 lb.	Piercing
Air Knife (Tiny)	8000	2d4+1d6*	19-20 x2	5 ft.	0 lb.	Piercing
Zorlin Shape (Tiny)	12000	2d4+1d6*	19-20 x2	5 ft.	1 lb.	Piercing
<u>Sticks - (Simple)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Cypress Rod (Large)	1000	1d4/1d4	x2	5 ft.*	3 lb.	Bludgeon
Battle Bamboo (Large)	1400	1d6/1d6	x2	5 ft.*	6 lb.	Bludgeon

Musk Rod (Large)	2400	1d8/1d8	x2	5 ft.*	6 lb.	Bludgeon
Iron Fan (Large)	4000	2d4/2d4	x2	5 ft.*	10 lb.	Bludgeon
Gokuu Rod (Large)	7500	1d10/1d10	x2	5 ft.*	10 lb.	Bludgeon
Ivory Rod (Large)	10000	1d12/1d12	x2	5 ft.*	15 lb.	Bludgeon
Octagon Rod (Large)	20000	2d6/2d6	x2	5 ft.*	15 lb.	Bludgeon
Whale Whisker (Large)	37000	2d8/2d8	x2	5 ft.*	10 lb.	Slashing
<u>Hammers - (Simple)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Hammer (Medium)	1200	1d6	x2	5 ft.	6 lb.	Bludgeon
Flame Whip (Medium)	4000	1d6+1d4*	x2	5 ft.	6 lb.	Bludgeon
Morning Star (Medium)	9000	2d6	x2	5 ft.	8 lb.	B/P
Scorpion Tail (Medium)	40000	2d6+1d4*	x2	5 ft.	8 lb.	B/P
<u>Axes - (Martial)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Battle Axe (Large)	1500	1d12	x3	5 ft.	10 lb.	Slashing
Giant Axe (Large)	4000	2d10	x3	5 ft.	20 lb.	Slashing
Slasher (Large)	12000	4d8	x3	5 ft.	25 lb.	Slashing
<u>Katanas - (Exotic)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Asura Knife (Medium)	1600	1d8	19-20 x2	5 ft.	10 lb.	Slashing
Koutetsu Knife (Medium)	3000	1d8	19-20 x2	5 ft.	10 lb.	Slashing
Bizen Boat (Medium)	5000	1d10	19-20 x2	5 ft.	10 lb.	Slashing
Murasame (Medium)	7000	1d10	19-20 x2	5 ft.	10 lb.	Slashing
Heaven's Cloud (Medium)	8000	1d12	19-20 x2	5 ft.	10 lb.	Slashing
Kiyomori (Medium)	10000	1d12	19-20 x2	5 ft.	10 lb.	Slashing
Muramasa (Medium)	15000	2d8	19-20 x2	5 ft.	10 lb.	Slashing
Kikuichimoji (Medium)	22000	2d8	19-20 x2	5 ft.	10 lb.	Slashing
Masamune (Medium)	Major	2d10	19-20 x2	5 ft.	10 lb.	Slashing
Chijiraiden (Medium)	Major	2d10	19-20 x2	5 ft.	10 lb.	Slashing
<u>Ninja Swords - (Exotic)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Hidden Knife (Tiny)	3000	1d6	18-20 x2	5 ft.	3 lb.	Slashing
Ninja Knife (Tiny)	5000	1d6+1d4*	18-20 x2	5 ft.	3 lb.	Slashing
Short Edge (Small)	7000	1d8	18-20 x2	5 ft.	3 lb.	Slashing
Ninja Edge (Small)	10000	1d8+1d4*	18-20 x2	5 ft.	3 lb.	Slashing
Spell Edge (Small)	16000	2d4*	18-20 x2	5 ft.	3 lb.	Slashing
Sasuke Knife (Small)	Major	2d4+1d6*	18-20 x2	5 ft.	3 lb.	Slashing
Iga Knife (Small)	Major	2d4+1d6*	18-20 x2	5 ft.	3 lb.	Slashing
Koga Knife (Small)	Major	2d4+1d6*	18-20 x2	5 ft.	3 lb.	Slashing
<u>Guns - (Exotic)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Romanda Gun (Small)	5000	1d10	x3	50 ft.	3 lb.	Piercing
Mythril Gun (Small)	10000	1d10*	x3	50 ft.	3 lb.	Piercing
Stone Gun (Small)	Minor	1d10*	x3	50 ft.	3 lb.	Piercing
Blaze Gun (Small)	Major	1d10+4d6*	x3	50 ft.	3 lb.	Piercing
Glacier Gun (Small)	Major	1d10+4d6*	x3	50 ft.	3 lb.	Piercing
Blast Gun (Small)	Major	1d10+4d6*	x3	50 ft.	3 lb.	Piercing
<u>Spears - (Martial)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Javelin (Large)	1000	1d6	x3	30 ft.*	5 lb.	Piercing
Spear (Large)	2000	1d8	x3	20 ft.*	10 lb.	Piercing
Mythril Spear (Large)	4500	1d8*	x3	10 ft.	5 lb.	Piercing
Partisan (Large)	7000	1d10	x3	10 ft.	10 lb.	Piercing
Oberisk (Large)	10000	1d10*	x3	10 ft.	5 lb.	Piercing
Holy Lance (Large)	36000	2d4+2d6*	x3	10 ft.	10 lb.	Piercing
Dragon Whisker (Large)	44000	2d4+2d6*	x3	10 ft.	10 lb.	Piercing
<u>Staffs - (Simple)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Oak Staff (Medium)	120	1d6	x2	5 ft.	5 lb.	Bludgeon
White Staff (Medium)	800	1d6*	x2	5 ft.	5 lb.	Bludgeon

Healing Staff (Medium)	4000	1d6+2d4*	x2	5 ft.	5 lb.	Bludgeon
Rainbow Staff (Medium)	2200	2d4	x2	5 ft.	5 lb.	Bludgeon
Wizard Staff (Medium)	4000	2d4*	x2	5 ft.	5 lb.	Bludgeon
Gold Staff (Medium)	7000	2d6	x2	5 ft.	5 lb.	Bludgeon
Mace of Zeus (Medium)	Major	2d6*	x2	5 ft.	5 lb.	Bludgeon
Sage Staff (Medium)	Minor	2d6+2d4*	x2	5 ft.	5 lb.	Bludgeon
<u>Rods - (Simple)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Rod (Medium)	200	1d6	x2	3 ft.	3 lb.	Bludgeon
Thunder Rod (Medium)	400	1d6+1d4*	x2	3 ft.	3 lb.	Bludgeon
Flame Rod (Medium)	400	1d6+1d4*	x2	3 ft.	3 lb.	Bludgeon
Ice Rod (Medium)	400	1d6+1d4*	x2	3 ft.	3 lb.	Bludgeon
Poison Rod (Medium)	500	1d6+1d4*	x2	3 ft.	3 lb.	Bludgeon
Wizard Rod (Medium)	8000	1d6*	x2	3 ft.	3 lb.	Bludgeon
Dragon Rod (Medium)	12000	1d6*	x2	3 ft.	3 lb.	Bludgeon
Faith Rod (Medium)	Minor	1d6*	x2	3 ft.	3 lb.	Bludgeon
<u>Dictionaries - (Simple)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Battle Dictionary (Tiny)	3000	1d4*	x2	5 ft.	3 lb.	Bludgeon
Monster Dictionary (Tiny)	6000	1d4*	x2	5 ft.	6 lb.	Bludgeon
Papyrus Plate (Tiny)	10000	1d4*	x2	5 ft.	10 lb.	Bludgeon
Madlemgen (Tiny)	30000	1d4*	x2	5 ft.	30 lb.	Bludgeon
<u>Musical Instruments - (**)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Ramia Harp (Medium)	5000	1d6*	-	15 ft.	3 lb.	Sonic
Bloody Strings (Medium)	10000	1d6+1d4*	-	15 ft.	3 lb.	Sonic
Fairy Harp (Medium)	Major	3d6*	-	15 ft.	3 lb.	Sonic
<u>Fabric - (***)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Persia (Medium)	7000	1d6*	x2	10 ft.	1 lb.	Slashing
Cashmere (Medium)	15000	1d6+1d4*	x2	10 ft.	1 lb.	Slashing
Ryozan Silk (Medium)	40000	3d6*	x2	10 ft.	1 lb.	Slashing
<u>Bags - (****)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
C Bag (Small)	53000	1d4*	x2	5 ft.	3 lb.	Bludgeon
FS Bag (Small)	60000	1d4*	x2	5 ft.	3 lb.	Bludgeon
P Bag (Small)	52000	1d4*	x2	5 ft.	3 lb.	Bludgeon
H Bag (Small)	58000	1d4*	x2	5 ft.	3 lb.	Bludgeon
<u>Shuriken - (Exotic)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Shuriken (Tiny)	50	1d6	x2	10 ft.	-	Slashing
Magic Shuriken (Tiny)	300	1d8	x2	10 ft.	-	Slashing
Yagyu Darkness (Tiny)	1000	1d10	x2	10 ft.	-	Slashing
<u>Balls - (Exotic)</u>	<u>Cost</u>	<u>Damage</u>	<u>Critical</u>	<u>Range Increment</u>	<u>Weight</u>	<u>Type</u>
Fire Ball (Tiny)	250	3d6*	-	10 ft.	-	Fire
Water Ball (Tiny)	250	3d6*	-	10 ft.	-	Water
Lightning Ball (Tiny)	250	3d6*	-	10 ft.	-	Electricity

Armors of Ivalice

<u>Shields - (Extra)</u>	<u>Cost</u>	<u>Armor Bonus</u>	<u>Dex Bonus</u>	<u>Check Penalty</u>	<u>Spell Failure</u>	<u>Speed (30 ft.)</u>	<u>Weight</u>
Escutcheon	400	+1	-	-2	5%	-	3 lb.
Buckler	700	+1	-	-1	5%	-	3 lb.
Bronze Shield	1200	+2	-	-3	15%	-	5 lb.
Round Shield	1600	+2	-	-2	15%	-	5 lb.
Mythril Shield	2500	+2	-	-1	5%	-	5 lb.
Gold Shield	3500	+2*	-	-2	15%	-	5 lb.
Ice Shield	6000	+2*	-	-2	15%*	-	5 lb.
Flame Shield	6500	+2*	-	-2	15%*	-	5 lb.

Aegis Shield	10000	+2*	-	-2	15%	-	5 lb.
Diamond Shield	12000	+2*	-	-2	15%	-	5 lb.
Platina Shield	16000	+2*	-	-1	5%	-	3 lb.
Crystal Shield	21000	+2*	-	0	0%	-	3 lb.
Genji Shield	Minor	+3*	-	-2	20%	-	5 lb.
Kaiser Plate	Major	+4*	-	-2	25%	-	5 lb.
Venetian Shield	Major	+5*	-	-2	30%	-	5 lb.
<u>Armor - (Heavy)</u>	<u>Cost</u>	<u>Armor Bonus</u>	<u>Dex Bonus</u>	<u>Check Penalty</u>	<u>Spell Failure</u>	<u>Speed (30 ft.)</u>	<u>Weight</u>
Leather Armor	200	2	+6	-0	10%	20 ft.	5 lb.
Linen Cuirass	600	3	+4	-2	15%	20 ft.	15 lb.
Bronze Armor	800	4	+3	-4	20%	20 ft.	25 lb.
Chain Mail	1300	6	+2	-6	30%	20 ft.	25 lb.
Mythril Armor	2000	6	+3	-4	20%	20 ft.	15 lb.
Plate Mail	3000	8	+1	-8	40%	20 ft.	50 lb.
Gold Armor	3600	8	+0	-10	40%	20 ft.	80 lb.
Diamond Armor	6000	10	+0	-9	45%	20 ft.	40 lb.
Platina Armor	9000	10	+1	-8	40%	20 ft.	30 lb.
Caribini Mail	13000	10	+2	-7	35%	20 ft.	35 lb.
Crystal Mail	19000	10	+3	-6	25%	20 ft.	40 lb.
Genji Armor	Minor	13	+4	-5	35%	20 ft.	45 lb.
Reflect Mail	18000	10*	+0	-10	100%*	20 ft.	50 lb.
Maximillion	Major	15	+5	-5	50%	20 ft.	120 lb.
<u>Robes - (Medium)</u>	<u>Cost</u>	<u>Armor Bonus</u>	<u>Dex Bonus</u>	<u>Check Penalty</u>	<u>Spell Failure</u>	<u>Speed (30 ft.)</u>	<u>Weight</u>
Linen Robe	1200	1	+8	-0	15%	20 ft.	5 lb.
Silk Robe	2400	2	+6	-1	10%	20 ft.	5 lb.
Wizard Robe	4000	2*	+6	-2	5%	20 ft.	15 lb.
Black Robe	5000	2*	+4	-3	0%*	20 ft.	15 lb.
Light Robe	13000	2*	+4	-3	0%*	20 ft.	15 lb.
Robe of Lords	Major	5*	+2	-5	0%*	20 ft.	25 lb.
<u>Clothes - (Light)</u>	<u>Cost</u>	<u>Armor Bonus</u>	<u>Dex Bonus</u>	<u>Check Penalty</u>	<u>Spell Failure</u>	<u>Speed (30 ft.)</u>	<u>Weight</u>
Clothes	150	0	+0	-0	0%	30 ft.	-
Leather Outfit	300	0	+0	-0	0%	30 ft.	-
Leather Vest	500	1	+5	-0	15%	30 ft.	-
Chain Vest	900	2	+5	-1	25%	30 ft.	15 lb.
Mythril Vest	1500	3	+5	-1	15%	30 ft.	15 lb.
Adamantine Vest	1600	4*	+5	-2	25%	30 ft.	15 lb.
Wizard Outfit	1900	4*	+5	-2	15%	30 ft.	-
Brigandine	2500	6	+4	-3	25%	30 ft.	15 lb.
Judo Outfit	4000	6	+5	-3	15%	30 ft.	5 lb.
Power Sleeve	7000	6*	+5	-2	25%	30 ft.	5 lb.
Earth Clothes	10000	6*	+5	-2	15%	30 ft.	5 lb.
Secret Clothes	Major	10*	+5	-1	25%	30 ft.	-
Black Costume	12000	8*	+5	-1	15%	30 ft.	-
Rubber Conscious	48000	8*	+5	-0	25%	30 ft.	5 lb.