# Super Console

## The Saga Continues

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# INTRODUCTION

## WELCOME TO CONSOLE!

Have you ever wondered what kinds of adventures the characters in a console or computer RPG have once the game is over?

**Console** is a game that lets you play out the adventures of characters based on some of the more popular RPGs from the Sony PlayStation, Nintendo NES and SNES, and Sega Genesis. It has been inspired partly by those games and partly by the web-comics based on them. With two such different influences (the serious games and their silly parodies), you'll find **Console** to have a very tongue-in-cheek style.

**Console** is not the first of its kind — the first real, organized effort at a console-based tabletop RPG was the *FFRPG* (and now its descendant, the *Returner FFRPG*, currently working on their 3rd edition). Our only connection to them is our source material. However, they deserve recognition for leading the way and for generating such an *immense* amount of material. It's not easy to write that much!

### WHY SUPER CONSOLE?

There were four important reasons we released a new version of **Console**:

First, the original game had some compatibility and emulation problems. While character data from some games imported very well, others had glitches, and some just crashed and burned. Feedback from players told us that they wanted to be able to handle data from many different kinds of game, and we're glad to do just that.

Second, there was a need for optimization. Let's face it, the processor **Console** runs on (your brain) is a model that's over 15,000 years old, and it isn't getting any upgrades any time soon. Working with long numbers turned out to be an annoying problem (though not an insurmountable one). The more operations we cut down on, the more smoothly the game will run and the less lag you'll

have to worry about. In short, you shouldn't need to bring a calculator any more.

Third, several expansions to the original **Console** had been released. With the increase in bandwidth and storage size since our original release, there was no reason not to fold them into the main game.

Fourth, the author was short on cash.

### No, no, why the name?

Oh. It sounded better than **Console II**, and both **Console-16** and **Console-64** are misleading.

## WHY SHOULD I PLAY A TABLETOP GAME?

Some of you may be asking, "Doesn't this mean I have to do the math myself? Do I roll up some enemies and fight them every so often? This seems a little boring…". Well, no, that's not quite how it works.

Tabletop games are usually run by one person, whom other games call the Game Master, but whom we call the CPU. That person handles controlling all the monsters, describing the terrain, speaking for the townsfolk, etc. etc. The CPU rounds up a bunch of his friends to be Players, each controlling the actions of a single Main Character (or MC).

### WHAT'S A CONSOLE RPG?

A "console" is a gaming machine, such as are made by Nintendo (NES, SNES, N64, GameCube, etc.), Sony (the PlayStation and PS2), Sega (the Genesis and Saturn), Microsoft (the X-Box), and several others. A console RPG is a game wherein a few characters (usually three or four at a time) set out to save the world. In the process they meet and talk to lots of people, fight nasty monsters, and get more powerful by "gaining levels."

The main advantage that tabletop games have over console games is that they can accommodate much more imagination, while requiring less suspension of disbelief. For instance, many console games allow thief characters to literally steal peoples' shirts while they're wearing them. When you're playing a tabletop game, you can choose to keep that sort of thing just to have something to laugh at, or you can change things to be a bit more realistic. Tabletop RPGs are very flexible. If someone's getting away by climbing a wall, and your character has a leap attack, there's no reason you can't jump up to follow. A console game would never allow that kind of creativity.

The disadvantage is that, yes, you have to do the math yourself. In this game we've tried to simplify things as much as possible, so that the amount of math is cut down to a minimum. Computer chips are great at multiplying and dividing quickly; humans are not. Consider this a bit of optimization.

# WHAT DO I NEED IN ORDER TO PLAY?

To play **Console** every player needs a piece of paper, their favorite writing utensil (pen, pencil, PDA, etc), and a pair of ten-sided dice (easily found at a hobby or gaming store, and most comic book shops). That's about it.

You probably also want at least four people, so you can have one acting as the CPU and the other three as Players. You probably don't want more than about nine people, as a party of eight Main Characters is a lot for any CPU to handle. No one likes playing a game with lots of lag.

# GLOSSARY

The following words will show up a lot in this book, so you might want to read this. If you're an experienced tabletop gamer, you can probably skip this section. In the rest of the book we assume that you've played at least one RPG before (either tabletop or console), so you know what things like Hit Points are.

**1d10:** The result of a roll on a ten-sided die. If your die has a 0, read that as a 10.

**1d100:** A way to generate numbers from 1 to 100. This is the most common roll in the game. Pick up two different-colored ten-sided dice. Declare one to be the tens place and one to be the ones place. Roll and see what you get. Example: you have a white d10 and a green d10. You call the green as tens and the white as ones, and get a 5 on green and a 2 on white. You have rolled a 52. Treat 10s as zeroes, unless you rolled two 10s, in which case you rolled a 100.

**Console:** If it's in retro font and looks like this: **Console**, it's the name of this game. Otherwise it refers to those little box things you hook up to the TV.

**CPU:** The person who controls the game. Known in other tabletop games as the Game Master, Storyteller, Dungeon Master, Hollyhock God, etc. ad nauseam. Every game seems to have their own name for it, so we made up our own too. Now we get to be cool too, right guys?

**ISB:** Intergame Standard Bucks. Money in the game. You can call it gold pieces, gill, zenny, munny, whatever. It's bucks.

**Main Character (or MC):** A character controlled by one of the Players.

**NPC or Secondary Character:** NPC stands for Non-Player Character. Someone like a townsperson or a king, controlled by the CPU. Everyone who isn't a Main Character or a monster is an NPC.

**9999:** This is the largest number in the game. 10,000 and any larger numbers are only nasty rumors spread by those who believe in ultimate weapons. All damage caps out at 9999. Hit Points and Mana (for those of you using the backwards-compatible rules) cannot rise above 9999. Attributes, inventory numbers, and Levels can never exceed 99 except in temporary situations (e.g. the Initiative of someone under the effects of the Haste spell).

# STARTING THE GAME

Assuming you have all the materials mentioned in "What do I need in order to play" (see above), you're ready to start.

Most people who play tabletop games play about once a week, so you need to set up a time and location that all the Players and the CPU can agree on. While crashing in the living room works just fine for most people, places like public libraries, gaming shops, student centers, and dorm lounges are also fine places to play (as long as you have permission, and don't get too loud and disturbing).

The first session of play should be reserved for character creation. That way the CPU can understand who all of the characters are, and the characters can meet each other too. While most console games start off with the main character adventuring alone for a little while, it's best to keep that to a minimum in a tabletop game. After all, you're *all* playing Main Characters, and no one should get more play time than anyone else if you can help it.

Before the Players start creating their characters, the CPU should lay down the law as to what genre and time period the game will be in, what sort of characters are allowed, and any other important details (such as starting above 1st level). If your CPU forgets to do this, remind him or her. It's important stuff.

Character creation usually takes some time consulting with the CPU. You don't have to wait for other people to create their characters before you work on yours — you should probably try to put some ideas down on paper while you wait.

## TIPS FOR PLAYERS

Here are a few things which will hopefully make things easier for you, the other Players, and the CPU:

➢ Know the rules that apply to your character. Everyone should know the basic game mechanics, but you should especially know your own character's capabilities.

➢ Try to be understanding when bad things happen to your character, as they inevitably will. It happens to everyone, even those with a high Luck score.

➢ Remember that if your CPU says something that contradicts the rules, you can bring up the rules, but your CPU has the right to change them. Don't argue — the CPU's word is law within the game.

➢ Bring snacks. Everyone likes food.

➢ Most importantly, be polite. Your character can be a rude bastard to everyone else's character, but you should be nice to the other players or people will start taking it personally. And remember: if your character is a rude bastard, the other characters aren't necessarily going to be nice to him or her.

## TIPS FOR THE CPU

➢ Be descriptive! You don't have to talk about every little thing, but mention what's important and make people feel like they're really there.

➢ Be fair. This is more important than any other rule, even the next one.

➢ If you don't like the rules, change them. Just make sure you tell the Players about the changes.

➢ Read through the whole book before playing. It will speed things up later.

## CHANGES IN SUPER CONSOLE

At the beginning of each major section you'll find these sidebars. They discuss the differences between the original game (**Console**) and the current version (**Super Console**), with the intent being to help old hands relearn the game and know what parts have changed the most. Since such comments only matter to those who own the older version, those of you reading this for the first time can safely ignore these sidebars.

# GENRE AND STYLE

**Console** is designed to be altered to fit a particular CPU's taste. Some people enjoy mixing elements of technology and magic within the same game; others do not. Some enjoy having utterly absurd things in their game alongside serious themes; others do not. As one of my friends said, "I like chocolate and I like pepperoni pizza, but I don't like chocolate-and-pepperoni pizza."

To help people keep their pepperoni and chocolate separate, there are a few comments running through the book regarding Style and Genre, two basic settings that the CPU will want to define for each game. More info on styles of play is available on page 108, and more information on genres is available on page 109. Players can feel free to look though these sections, especially the section for the era in which their game is set.

## STYLES

There are four basic Styles that Console can be run in: Silly, Console, Mixed, or Brutal.

A Silly game is one that intentionally plays up the more ridiculous aspects of console games, such as a Thief being able to steal things that people are currently wearing or some spells simply not working outside of combat.

A straight Console-style game is one which keeps all the trappings of our source material, but doesn't go out of its way to point out the silly parts. Such things are simply taken as part of the game world.

Mixed games tend towards the more realistic, combining the scope and plotlines of console games with some more realistic physics and social systems.

Brutal games are plain old death-fests. They can be used to simulate some of the more violent computer games. They also serve as a reminder that total realism isn't what we're trying to accomplish here, and it's not even really desirable.

## GENRES

The game's Genre is typically a statement about what era the game occurs in. This is typically a continuum from the Timeless Time through the Ancient Times, the Golden Age, the Ice Age, the Medieval Era, the Magitech Era, the Post-Magitech Era, and finally the Space Age. Each of these has its own unique character, and either have had many console games set in them or are referenced in nearly every game.

Genre can have a big impact on which character types are available, and what sort of person you should be using for your Main Character. Some of the higher-tech Classes, in particular, would be inappropriate for a game set in the Ancient Times when dinosaurs ruled the planet.

Of course, there are many possible settings within each era. A game set in a European Medieval background will be very different from one set in a Japanese Medieval background. Some of the classes can be used in both settings without any change, while others would require a complete rewrite. All of this is part of the CPU's job. You can always offer to help out, and most CPUs will appreciate that, but they're the ones who get the final say as to what classes and character concepts are available.

# BASIC CHARACTER INFO

## CREATION

When creating a character for **Console**, the first thing you should do is check with your CPU. He or she will tell you important things like what the world is like, what sorts of characters will be important, whether you'll be using Tasked characters or Classed characters, and a whole host of other helpful information. This is more or less the last time the CPU is required to be helpful, so don't be afraid to ask questions.

From there, you should come up with a character concept. Think about your character's personality and capabilities. Develop a little bit of backstory for him or her — where does your character come from? What are his or her parents like? Are they still alive? What are his or her reasons for fighting evil? Some of this can wait until later in the game, when your CPU decides to do some more plot development. However, it's always nice to have someplace to start, so you can tell the other Main Characters more than just "I'm the Fighter. Watch me fight things. Yeah."

Once you have the basic concept down, you can move on to either the Classed Character section (page 26) or the Tasked Character section (page 44), as appropriate. Classed characters are ones with a defined job, such as Fighter, Mage, Monk, or Bard. They are often more specialized, and better in one particular area, than Tasked characters. Tasked characters are more or less ordinary people who are granted amazing powers by some kind of spirit, enchanted object, magical joining, or other outside influence. They are typically less powerful, but more flexible, than Classed characters.

## ATTRIBUTES

Also known as "stats," your character's attributes describe his or her capabilities before any armor, weapon, or magic is added on. All characters and monsters are rated with the same stats.

### PRIMARY ATTRIBUTES:

You can find these on the bottom of your character sheet. They describe your character's innate capabilities in the absence of any gear.

**Strength:** Affects your ability to hit your foes in hand-to-hand combat and dish out damage. Important for Fighters and other front-line powerhouses. In a game where there are no front-line fighters (for instance, where everyone uses guns), this will be replaced by Accuracy, serving the same function.



anatomy of a hero

anti-gravity hair
puzzle cortex
pointy ears
EXP desire centre
treasure receptor
nice clothing
amnesia/personality
weapon          disorder gland
automatic instinct corrector
microscopic nonsense detection lobe
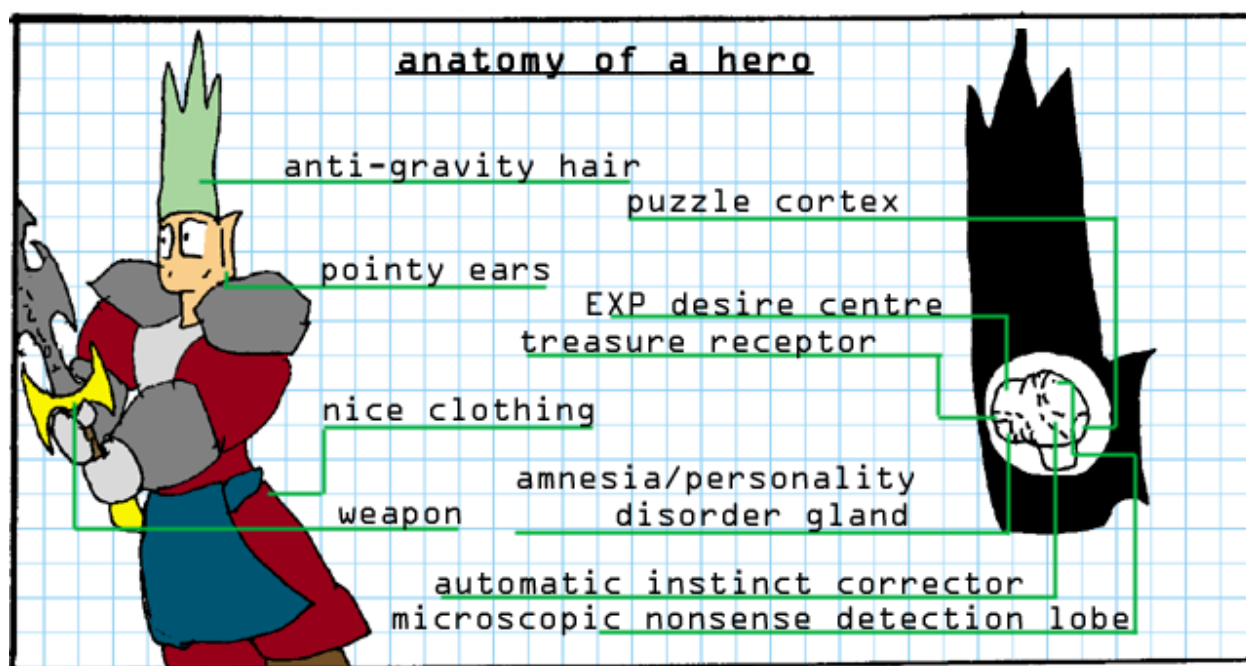
**Speed:** Affects how often you can take actions, and your ability to hit with old-style ranged weapons (bows, thrown weapons, etc). Important for every single character. Note that this has nothing to do with your ability to evade attacks — that's based on Luck.

**Vitality:** Affects your Health Bar. The higher your Vitality, the less damage you take from an attack. Useful for everyone, but absolutely vital for front-liners. Some games call this Stamina, Constitution, or Health.

**Intelligence:** Affects your resistance to damaging magics. If you're in a game where some people have guns and others don't, this will also affect your chance to hit someone with a gun. Useful for technically oriented characters like Chemists and Mechanists. Some games call this Reason or Mind.

**Spirit:** Affects your resistance to dangerous conditions (such as poison, paralysis, doom, and other status effects). In games with a social component, Spirit is also the primary social attribute, improving your ability to relate to others and reducing the cost of items when you can bargain for them. Useful for support spellcasters, such as White Mages and Bards.

**Magic:** Affects your ability with magic, increasing both your Mana and your spell effectiveness. Useful for artillery spellcasters, such as Black Mages and Summoners. In high-tech games this is often replaced with Psi, which serves the same function.

**Luck:** Affects your ability to evade attacks. Also useful for some minigames based on chance rather than skill. Useful for sneaky characters, such as Thieves and Ninja. Some games prefer to call this Evasion instead, but we have a secondary attribute with that name.

## SECONDARY ATTRIBUTES:

These are things calculated from the primary attributes put together, often with equipment bonuses added in. You'll use them much more often than the primary attributes, since they factor in the effects of your Level and equipment. That's why they're at the top of the character sheet.

**Initiative:** This is the average of your Speed and Level. The higher your Initiative, the faster you can act in combat. It determines your Recovery Time, which you'll write down on your character sheet.

**Attack Skill:** This is the average of your Strength and Level (or Speed and Level for ranged weapons). It determines how accurate your attacks are.

**Damage:** This is the average of your Level, your Strength, and your weapon's Damage Rating. It determines how deadly your physical attacks are.

**Defense:** This is the average of your Level, your Vitality, and the sum Defense Values from all your protective gear. Defense reduces the amount of damage you take from physical attacks.

**Toughness:** This is the average of your Level, your Vitality, and the number zero. Think of it as your Defense without your armor, or how tough your character is naturally. Used to determine

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## OTHER SKILLS?

If there is one thing that all console RPGs agree on, it's that you don't need any skills beyond what your class and your upbringing give you. If people in your culture can drive a car, so can you. If you ever need to roll anything it's treated like a Contested action (see page 8) based on Level and Speed. If people in your culture can cook, so can you, and it's done the same way, though probably based on Intelligence instead of Speed — no one cares how fast you cook, they want it to taste good!

In short, treat any skills that your character would reasonably have as Contested actions or Skilled actions, depending on what the CPU tells you. The CPU will decide based on how likely they think you are to succeed.

healing effects and to adjudicate effects that bypass armor.

**Evasion:** This is the average of your Luck and Level. The higher this is, the more difficult you are to hit.

**Critical Percentage:** This starts at 5% for all characters. It only increases when a special ability comes into play, usually from a weapon or class. Critical hits deal more damage, so a high critical percentage is nice to have.

**Magic Defense:** This is the average of your Intelligence and Level. Magic Defense reduces the amount of damage you take from dangerous magic.

**Status Resistance:** This is the average of your Spirit and Level. The higher this is, the less likely you are to suffer from status effects (like poison, sleep, silence, etc.).

**Magic Skill:** This is the average of your Magic and Level. The higher this is, the more difficult your magic is to resist and the more damage it deals.

### OTHER FACTORS:

**Health Bar:** All characters have a Health Bar, which is at 100% when they're undamaged and goes down as they get hit. When it reaches zero, your character dies or falls unconscious, depending on your game's style.

**Mana Bar:** Similar to the Health Bar, the Mana Bar goes down when your character casts spells. A character with a Mana Bar at zero cannot cast any spells until they rest or somehow recover Mana, but takes no other penalties.

**XP Bar:** Starts at zero. As you win battles, your XP bar increases. When it goes over 100%, your level increases.

**Level:** A general measure of how powerful you are. Characters improve their attributes and gain new abilities as their level increases. Games of **Console** typically end around 75th level, as the Main Characters confront the Main Villain in an epic showdown. Above 80th level, the game is actually *designed* to break down and become unbelievable — the MCs are so incredibly powerful that it's unlikely anything could challenge them and not destroy whole cities in the process.

## WHERE NEXT?

Now that you're familiar with some of the basics, what should you read next?

If you're eager to learn the rules, just turn the page. The first half of the book contains the game engine, classes, tasks, magic, equipment, and more. Pages 8–93 comprise the rules section. This might be a good approach for people who are already familiar with console games and have a good head for rules.

If you prefer to get a feel for the metagame aspects of **Console** instead, flip to page 94. That's where the more story-oriented section starts, and it's where you can find out about console conventions, genres, ages of the world, styles of play, and more.

The final chapter is the CPU Advice chapter, but there's no reason the Players can't read it too. There's no secret information in there, and it might help some Players understand the game better.

If you plan on being a CPU, you should read the whole book, but especially the Monsters and CPU Advice chapters. They'll help you a lot when planning your own game.

# THE GAME ENGINE

## BEFORE YOU START

Make sure that your character sheet is filled out fully. It has lots of spaces for secondary attributes, such as Attack Skill, Magic Skill, Damage, and Status Resistance. If those are filled out, things will go much more quickly during the game.

You should make sure that your class or task abilities are added to these when it's appropriate. For instance, a Berserker receives bonuses to Strength and Vitality. You can track just one single Vitality rating, because the Vitality bonus always applies; however, the Strength bonus only applies to an enraged barbarian. You should keep two separate totals for Strength and anything that relies on it (such as Damage).

## CHARACTER ACTIONS

There are four different kinds of actions in **Console**: Mundane, Resisted, Contested, and Skilled

### MUNDANE ACTIONS

These are everyday actions like taking care of your cat, washing the car, walking up and down stairs, remembering where your house is, using a ladder without falling down, etc. Everyone can do them (unless they have some sort of mental or physical impairment), and they're pretty easy to do. There's no point in making a comprehensive list of these; it could be the size of a dictionary and still not cover all the things that everyday people know how to do. You need to use common sense here.

If you're playing a Silly game, you should occasionally be prepared to suspend common sense. Characters in Silly games may consider some truly bizarre things mundane, while other things that we consider normal (like picking up the phone and calling the cops when someone barges into your home) just don't occur to them.

### RESISTED ACTIONS

Resisted actions are those which one character takes and another resists. Hitting someone, casting a spell at them, using many Class and Task abilities, and the like are all resisted actions.

The person initiating the action is *assumed to win unless their target resists*. If the target does choose to resist (and most of them will), use the Skill Chart below to figure out whether the attacker or defender is successful. The effects of resistance vary depending on what sort of resistance is involved.

### CONTESTED ACTIONS

Contested actions are like Resisted ones, except that there is no clear aggressor. Good examples are athletic contests (like arm-wrestling or a race) and scholastic pursuits (like trying to look up something in a library before your foes can find it).

To run a Contested action, pick a particular stat on which to base the action. For instance, you might use Speed for a race, Intelligence for research, Spirit for singing, and so forth. Have each character involved in the contest roll 1d100, and add in the appropriate stat. The highest roll wins.

### SKILLED ACTIONS

These actions are non-mundane activities that your character can do by virtue of some special skill or talent. You have no real chance of failure in a skilled action. Good examples would be Calculators assessing their targets' Health Bars, Chemists

### CHANGES IN SUPER CONSOLE

Of all the sections in this book, the Game Engine has the greatest changes. HP and MP are gone, initiative works differently, the Patience system has been added, evasion and resistance changes increased... basically everything is different. Read through carefully before assuming that anything works the way it did before.

turning one item into another, or the ability of Mystic Knights to enchant their swords. Skilled actions are often "internal" activities that affect the character, and perhaps their equipment, but not the outside world. Casting a spell is a Skilled action — while the spell itself might be resisted, there's no chance that you'll fail to cast the spell properly.

# THE SKILL CHART

The skill chart is at the core of the game engine, determining which actions are successful and which ones fail.

The **Chance** listed in the Skill Chart is the percentage chance that the victim of the action will be able to resist it. Successful resistance typically allows the victim to completely avoid any consequence. Sometimes highly potent abilities will still have some partial effect, even when resisted, but this is relatively rare.

When rolling your chance, any roll *equal to or less than the listed number* on 1d100 is successful. A higher number fails. In certain cases, a very high number indicates critical success for the aggressor, with dire consequences for the defender (like double damage).

The **Resistance − Skill** listing on the left-hand column is just that: subtract the aggressor's skill (usually a secondary attribute, like Attack Skill or Magic Skill) from the defender's Resistance (such as Evade Attack or Status Resistance).

| THE SKILL CHART | |
| --- | --- |
| RESISTANCE − SKILL | CHANCE |
| -20 or more | 1 % |
| -15 to -19 | 2 % |
| -10 to -14 | 5 % |
| -5 to -9 | 10 % |
| -4 to +4 | 15 % |
| +5 to +9 | 20 % |
| +10 to +14 | 25 % |
| +15 to +19 | 30 % |
| +20 to +24 | 35 % |
| +25 to +29 | 40 % |
| +30 to +39 | 50 % |
| +40 to +49 | 60 % |
| +50 to +59 | 70 % |
| +60 to +69 | 80 % |
| +70 to +79 | 90 % |
| +80 or more | 99 % |

**Example #1:** Sven the Fighter has an Attack Skill of 6. He's trying to hit a Forest Goblin, which has an Evasion score of 6 as well. The difference is zero, so the Goblin's chance to evade is 15%. The CPU rolls percentile dice for the Goblin and gets a 77 total, so Sven successfully hits.

**Example #2:** Helga the Dragoon has an Attack Skill of 35. She's trying to pound on a Shadow Dragon with an Evasion score of 33. The Dragon's chance to avoid Helga's attack is 15%. The CPU rolls 1d100 for the dragon and gets an 84, so Helga successfully hits the dragon.

**Example #3:** Sven the Fighter has wandered into the wrong part of the world, and faces the same Shadow Dragon that Helga did. Man is he screwed. He tries to attack instead of running away. What a dumbass. The dragon's Evasion is 33, and Sven's Attack is 6, which makes the difference 27 points. The dragon has a 40% chance to evade. The

## FRIENDLY OPPONENT CLAUSE

If your opponent *wants* to be affected full-force by your spell (or other resisted action), it is their option to do so. They are allowed to choose not to resist your actions. For instance, if a particular monster counterattacks when something is stolen from them, they may want to *let* you steal things. Likewise, if your character *wants* to become berserk in order to benefit from the higher Strength, then you can decide not to resist a hostile mage casting the Berserk spell on you.

There are no "take-backs" in this rule. If it turns out that you get screwed by not resisting, or by someone else not resisting, that's your problem.

CPU rolls a 24 and the Dragon successfully evades Sven's attack.

**Example #4:** The Shadow Dragon, with an Attack Skill of 36, attacks Helga, who has an Evasion of 17. The difference is 19 points, so Helga has just a 2% chance to evade. She rolls a 98 — the Shadow Dragon scores a critical hit! She's going to take double damage from this attack. See Combat, page 12, for more on critical hits.

**Example #5:** Zoch the Thief is trying to steal the armor out from underneath a Death Knight. Must be a Silly game. The Thief "Steal" ability is based on Speed and resisted by Strength. Zoch has a Speed of 68. The Death Knight has a Strength of 41. The difference is 27, so the Death Knight has a mere 1% chance to keep his armor. He fails, so Zoch successfully steals the Death Knight's armor. Don't ask us how.

**Example #6:** Shogun the 20th-level Dragoon is trying to jump over a 3-story wall in a Mixed-style game. The CPU decides that no roll is required — jumping something of this height should be a Skilled action for Dragoons. Shogun clears the wall with ease.

**Example #7:** Horus the Ninja is 99th level and has a Luck of 89. His Evasion stat is 94. When fighting Tiamat (99th-level Dragon, Strength of 81, Attack Skill of 90) he needs to roll a 5 or less to dodge. Against a Forest Goblin (Attack Skill of 6) his dodge chance is 99%, which makes it all but automatic. He dodges unless he rolls a 96–100. On those rolls he still gets hit, and in fact suffers a Critical Hit. Critical effects "overwrite" evasion and resistance. So Horus takes double damage from a Forest Goblin — big deal. Who cares?

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## HALF, DOUBLE, ETC.

When you take half damage, or deal double damage, or some similar multiplier, make sure to double the *end result on the Bar Chart,* not the "Damage" rating involved. Round appropriately.

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# THE BAR CHART

All of the monsters and Main Characters in Console have a Health Bar and a Mana Bar. When your character is damaged, his Health Bar will go down. When your mage casts spells, her Mana Bar will go down. When you defeat monsters, your Experience Bar goes up. To find out how much, use the Bar Chart.

The meaning of the two columns changes from situation to situation. It's usually pretty obvious. Here are some good examples:

### COMBAT
If you're attacking someone, the **Difference** listed in the Bar Chart is your Damage minus your target's Defense. The **Change** is how much their Health Bar goes down when they're hit.

### SPELLCASTING
If you're casting a spell, the **Difference** is the spell's Spell Power minus your Magic Skill. The **Change** is how much your Mana Bar goes down.

### HEALING
If you're healing someone, the **Difference** listed in the Bar Chart is your potion or spell's Healing Power minus your target's Toughness. The **Change** in this case is how much their Health Bar goes up.

### EXPERIENCE
After you beat a group of monsters, the **Difference** listed in the Bar Chart is the monsters' average Level minus your character's Level. The **Change** in this case is how much your Experience Bar goes up. When it goes over 100%, subtract 100% from it and increase your

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## IN THE RED

A character's Mana and Health bars are said to be "in the red" when they reach 20% or less. This triggers some class abilities.

Level by one. More detail can be found on page 130 in the Monster section.

## THE BAR CHART

| DIFFERENCE | CHANGE |
|---|---|
| -25 or more | 1 % |
| -20 to -24 | 5 % |
| -15 to -19 | 10 % |
| -10 to -14 | 15 % |
| -5 to -9 | 20 % |
| -4 to +4 | 25 % |
| +5 to +9 | 30 % |
| +10 to +14 | 40 % |
| +15 to +19 | 50 % |
| +20 to +24 | 60 % |
| +25 to +29 | 75 % |
| +30 to +34 | 100 % |
| +35 to +39 | 125 % |
| +40 to +44 | 150 % |
| +45 to +49 | 175 % |
| +50 to +54 | 200 % |
| Additional +5 | +25 % |

**Example #1:** Thog the 1$^{st}$-level Berserker hits a Forest Goblin. Thog's Damage is 8, and the Goblin's Defense is 2. The difference is 6 points, so the Goblin loses 30% of its Health Bar.

**Example #2:** Later, when he's 52$^{nd}$ level, Thog comes back to his hometown and faces another Forest Goblin. His Damage is 55, and the Goblin's Defense is still 2. The difference is over 30, so the goblin loses over 100% of its Health Bar and simply dies on the spot.

**Example #3:** 52$^{nd}$-level Thog faces a dreaded Moss Dragon. It has a Defense value of 64. The difference is 9 points in favor of the dragon, so it loses only 20% of its Health Bar.

**Example #4:** Oneiros the 1$^{st}$-level Summoner uses a Potion on himself. Potions have a Healing Power of 20, and Oneiros has a Toughness of 2. The difference is 18 points. The potion restores 50% of his Health Bar.

**Example #5:** Oneiros uses a Potion when he's 40$^{th}$ level, with a Toughness of 30. The difference is -10 points, so the potion restores just 15% of his Health Bar.

**Example #5:** Now for a complicated example. Kratos the Black Mage casts Flare on a bunch of Water Lords. He has a Magic Skill of 70, and they each have a Magic Defense of 60. Flare has a Spell Power of 65, and deals 70 fire damage. However, there are several things to consider here:

1. Kratos is casting a wide-angle spell to hit them all at once. The Spell Power goes up to 75, so Kratos loses 30% of his Mana Bar.

2. Wide-angle spells lose strength. The damage goes down to 60. This would ordinarily deal 25% Health to the Water Lords, however...

3. Water Lords take double damage from fire. The final tally is 50% of their Health Bar gone.

In general, you use the Skill Chart to find out whether something works or not, and the Bar Chart to determine how *well* it works.

# PATIENCE

**Super-Console** tries to simulate a console RPG experience as closely as possible, but there are some things that simply aren't *worth* simulating. For example, there's no reason to have the Players run through fifteen or sixteen battles in a single game session. That's not interesting, it's just an exercise in dice-rolling. Likewise, certain aspects of using a save point (like getting back to where you were before you died) are quite tedious. There's rarely a good reason to play through these things.

For such things, we introduce the idea of "Patience." This is a sort of metagame attribute, which is shared by the entire group of Players (*not* their Main Characters).

Every game session starts the Players off with six points of Patience between them (not six points each). They can use it in the following ways:

**1 point:** Solve a puzzle the CPU has placed in your way, like a block-pushing puzzle or finding the master key in a dungeon.

**1 point:** Defeat any non-Boss battle without the party's Health Bars or Mana Bars going down. You can only use this at the beginning of a battle, before any actions have been taken.

**1 point:** Restore from a Save Point (see page 102) and get back to your current location. You can do this when your party dies, either to come to the same location without a fight, or to restart a battle you know you can win.

**1 point:** Thoroughly and completely loot the surrounding area. Check in every crate, every barrel, check all the walls for secret passageways, play all the pianos, and so on and so forth. More details on looting can be found on page 130.

**2 points:** Wander around, kill some monsters, and level up everyone in the party. More guidelines for this can be found in the Monsters section. Once per game session only.

**3 points:** Return the party's Health Bars and Mana Bars to full without losing any money, and without using a Save Point. You fought wimpy monsters, ran from hard ones, bought some potions, and generally avoided danger until you recovered.

Once the Patience for a particular game session has been exhausted, it's gone, and it won't come back until the next session. You can't "save up" patience; any that's left over at the end of a game session is gone for good.

Your CPU may create other uses for Patience in your game; be sure to ask about it.

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## WHAT ABOUT TIES?

The Main Characters win any ties. If, for some reason, it's important to break a tie that can't be solved with this rule, either refer to the characters' attributes, or have everyone roll off and pick the highest result.

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# COMBAT

Before you ever get into combat, you should know that traditional console RPG combat arranges everyone into "rows." Both the Monsters and the Main Characters have a front row and a back row. You should decide which row your character is in before you get into combat, because it takes an action to change rows. Fighters and other combatants should usually be in the front row, while Mages and other people with low Defense should usually be in the back row.

Mixed and Brutal games typically use more exact placement rather than the row system.

In Silly and Console-style games you almost never see monsters coming. You're just walking around the world map, minding your own business, and BLAM there's a monster. Sometimes, during a cutscene, you will know that an attack is coming, but you still won't have time to prepare for combat as you'll be too busy reading dialog. Only if you notice that there's a big boss on the other side of the room will you have the opportunity to heal, save, and use some Ethers.

## THE TIMER

When combat begins, there is a chance that one side will ambush the other. Roll a single ten-sided die. A roll of 1 indicates that the party has ambushed the monsters and each MC can take a free action before "really" starting combat (effectively going on the "zero" of the timer). A roll of 10 indicates that the monsters have ambushed the party and get that advantage instead.

If there's no ambush, or once the ambush is resolved, it's time to start the Timer. The Timer starts at zero ticks and counts continually upwards.

Every time you take an action, it requires a certain number of ticks to recover from it and prepare for your next action. The action itself is instantaneous, but you need to bring the sword back up for another strike, pull out a potion, or draw in magical energy for a new spell.

The first action everyone takes in combat is "get ready to fight." This happens on tick #0. Your Initiative score (the average of your Level and Speed) is used on the Ticks Table to determine how long it takes your character to prepare for his or her next action. For instance, if your character's Initiative is 24, you would start on Tick #25, and — unless something disrupts your flow — act again on ticks #50, #75, #100, and so forth.

As you might have noticed, your character will be going on the same ticks pretty regularly, and probably for ten levels at a time. Make sure to write down your character's ticks on your character sheet! It will slow down the game significantly to do yet another piece of math every few seconds.

# Actions

The simplest version of combat only has a few things that you can do each action, though your Class or Tasks may give you more options. The basic actions you can take on each turn are:

- ➢ Attack
- ➢ Defend
- ➢ Run
- ➢ Maneuver
- ➢ Use Item
- ➢ Use a Class Ability (e.g., cast a spell)

It takes the same amount of time to recover from any of these actions.

## Attack

Hitting someone in combat is a Resisted action, based on the Attack Skill stat. Attack Skill is the average of your Level and either your Strength (for hand-to-hand weapons such as swords, axes, etc.) or Speed (for ranged weapons such as bows, blowguns, etc.). Use the Skill Chart to find the defender's chance of evading.

Hand-to-hand weapons work best when attacking from one front row to another. If you attack a Monster more than one row away, your damage will be cut in half. Ranged weapons (sometimes called back-row weapons) ignore this penalty.

| TICKS TABLE | |
|---|---|
| INITIATIVE | RECOVERY TIME |
| 1–9 | 50 ticks |
| 10–19 | 33 ticks |
| 20–29 | 25 ticks |
| 30–39 | 20 ticks |
| 40–49 | 16 ticks |
| 50–59 | 14 ticks |
| 60–69 | 12 ticks |
| 70–79 | 11 ticks |
| 80–89 | 10 ticks |
| 90–99 | 9 ticks |
| 100–119 | 8 ticks |
| 120–139 | 7 ticks |
| 140–179 | 6 ticks |
| 180+ | 5 ticks |

When you successfully hit someone in combat, you reduce their Health Bar. Use the Bar Chart, with the Difference being your Damage minus their Defense. If anyone's Health Bar is reduced to zero, they are either knocked out or killed (depending on your game's brutality level).

**Example:** Yobu the Monk punches a Dread Worm. He has a Damage of 40, and the Worm has a Defense rating of 21. The difference is 19 points, so the Worm's Health Bar drops by 50%. If it was already wounded to 70%, it would now be at 20% health.

Some weapons have additional effects which trigger when the weapon deals damage, such as inflicting poison or another status condition. These usually force a resistance roll, using your Attack Skill versus their Resist Status.

### Critical Hits

If the defender rolls a 96–100% to evade, the attacker has dealt a Critical Hit and inflicts double damage (remember, that's double the **Change** listed on the bar chart, not double the "damage" stat). Some weapons have additional effects which trigger on a critical hit. You may *not* use the Friendly Opponent Clause in the hopes of not being

critically hit. If you don't resist an attack, you are *automatically* critically hit.

## DEFEND

If you do nothing but defend yourself, you increase your Defense, Magic Defense, Resist Magic, and Evasion by ten points. You can't do anything but defend yourself until your next tick comes up, at which time you can decide to take a different action.

## RUN

You try to escape from the monster. This is a Contested Action, based on your Speed and resisted by the fastest monster's Speed, but the monster gets a +20% bonus to the roll. You can try again every time it's your turn. Note that some party members are better at running than others, and once you leave combat you can't come back in to save the poor slow guy who's stuck fighting the nasty monster! Running doesn't work with Boss monsters.

## MANEUVER

Change from the front row to the back row, or vice versa. Useful for protecting a heavily damaged MC from monsters with physical attacks.

## USE ITEM

All characters can use items on themselves. They can also use Fixes and Drinks on anyone within touch range. In Simple combat, this means anyone on your own side, and anyone in the enemy's front row. Attack items can be used on anyone within bowshot range.

## USE CLASS ABILITY

Thieves can steal, Mages can cast spells, Dragoons can use their Leap Attack, etc.. Each of these is described under the class description, and each works in its own different way. Most take up only one action, though some may take up more than one.

In most Console and Silly games, that's all combat boils down to. Anything else that happens is based on a Class or Tasked ability. Your CPU might add an option or two for special games, where characters can (for instance) change into some other creature by spending an action, but those are special cases.

## A SAMPLE COMBAT

In our example, Helga the Dragoon and Alric the White Mage (both 20th level) take on three Bronze Werewolves (also 20th level). Here are the important stats for this battle.

### HELGA THE DRAGOON (FRONT ROW)
Recovery Time: 26 ticks (Init. 21, 2H weapon)
Attack Skill: 30 (25, +5 from class)
Damage: 32 (27, +5 from class)
Evasion: 25 (15, +10 from class)
Defense: 25
Toughness: 16
Current health bar: 78% (damage carried over from a previous battle)
Special Ability: Jump attack (see page 33).

### ALRIC THE WHITE MAGE (BACK ROW)
Recovery Time: 33 ticks (Initiative 16)
Attack Skill: 8
Magic Skill: 26
Damage: 14
Evasion: 18
Defense: 17
Toughness: 9
Special Ability: White Magic

### BRONZE WEREWOLVES (FRONT ROW)
Recovery Time: 33 ticks (Initiative 18)
Attack Skill: 20
Damage: 20
Evasion: 20
Defense: 20
Resist Status: 20
Special Ability: none

The battle commences thus:

### ———CHECK FOR AMBUSH———
A d10 is rolled. The result is not 1 or 10, so there's no ambush.

## Tick 0

The MCs and monsters notice each other and prepare to act.

## Tick 26

Helga acts on this tick. She uses her jump attack on Werewolf #1. That's all she does this turn — she's gone into the stratosphere until her next action

## Tick 33

Alric goes before the Werewolves, simply because MCs win ties. He decides he doesn't want to get clobbered and casts Armor on himself. The Spell Cost is 5, so he loses 10% of his Mana Bar.

The Werewolves decide that, in the absence of other targets, they're going to eat Alric. They make one attack each. Using the Skill Chart, we see that Alric's chance to dodge is 5%. He rolls a 34, a 67, and an 82. No luck. He would take 20% from each attack, but he's in the back row, so he takes 10% from each one instead. He's lost 30% of his Health Bar.

## Tick 52

Helga drops from the sky and impales Werewolf #1. Its chance to evade is 3%, and it rolls a 38, failing miserably. It would take 40% of its Health Bar, but damage is doubled for a jump attack, so it takes 80%.

## Tick 66

Alric decides to heal himself and Helga both. He casts Cure III, using the Wide Spread ability. The Spell Cost is 35, so he loses 30% of his Mana Bar. The Healing Power is 30, so he regains 60% of his Health Bar. Helga regains 40% of her Health Bar (less because her Toughness is higher). Both of them are back to 100% health.

The Werewolves attack again, one on each MC. Alric fails his 5% evasion chance, and Helga fails her 8% chance. Both are hit — Alric for 10% of his Health, and Helga for 20%.

## Tick 78

Helga attacks Werewolf #1. It fails its 3% evasion chance and gets hit for 40% damage, which wipes it out. It's gone.

## Tick 99

Alric attacks the remaining Werewolf. It fails its Evasion roll (4% chance). It would take 20%

damage, but Alric is attacking from the back row without a ranged weapon. It takes 10% instead.

The remaining Werewolf attacks Helga. She has an 8% evasion chance, but rolls a 97 — she has been critically hit! She takes 40% damage, putting her down by a total of 60%.

## Tick 104

Helga doesn't want to get hit and she figures Alric can take one more attack. She jumps.

## Tick 130

Helga returns to the ground, slamming into the Werewolf. It fails to evade, and she nails it for 80% damage. It has only 10% left.

## Tick 132

Alric takes the "Defend" action. His Defense score rises another 10 points, to a total of 37 (his Armor spell is still running). His Evasion also rises to 28.

The Werewolf attacks Alric. Even with his improved Evasion, he has only an 8% evasion chance. Luck is with him, and he rolls a 6! The Werewolf misses completely.

## Tick 133

Alric's Armor spell wears off. If he had an action this tick, it would wear off just after his action.

## Tick 156

Helga finishes off the last Werewolf, as it fails to evade her and takes another 40% damage.

## The Battle's Over!

Everyone does their end-of-battle dance. The CPU hands out experience points and treasure. Everyone's XP bar goes up by 25%. The Bronze Werewolves were worth 100 ISB each, but had no other treasure.

While Silly and Console games break people down into rows for combat, Mixed and Brutal games do not. In these games, things like distance and speed actually become important, and it's a little more complex. The reward is that you have many more options open to you.

It should be noted that without the "row" structure, it becomes important to keep track of where people are. The Mages and others with low Defense will find this to be particularly important, as they will be taking full damage from attacks! Most Mages will want to stay well back from combat.

In this sort of combat, what you should do is tell the CPU what your character wants to do. The CPU will then use the guidelines below, and probably roll a resistance for the monster, or have you roll for a Tested Ability, and tell you what happened.

Determining who goes first is done the same way in More Combat as in Simple Combat. The only difference is that, since the world makes more sense, you can probably see people coming if they don't sneak up on you. Thus, if you're fighting your average monsters who charge as soon as they see you, both sides are afforded fifty ticks to prepare for the coming attack.

If you encounter more intelligent beasts (or normal people), you may have a few minutes in which to communicate with them and try to reach a better solution than beating each other up. It should be noted that casting preparatory spells while trying to peacefully negotiate is generally considered a sign of bad faith, and will get you attacked nine times out of ten.

More Combat has the same options as Simple Combat. In addition, it adds the following default options. Your CPU may of course add more:

➢ Use Item note
➢ Try for Critical Hit
➢ Pile On
➢ Diversion
➢ Hide Behind Something
➢ Disarm
➢ Rock and a Hard Place

## Use Item Note

Using items in More Combat is a little different than in Simple Combat. You can still use them on yourself, but you can only use them on other people if you're adjacent to that person, or if you're a Chemist with the Throw ability. Attack items can still be used at up to bowshot range.

## Try For Critical Hit

This could represent a carefully aimed bow shot, an attempt to decapitate, a wild charge, or a swift kick to the groin. Your opponent receives +20 to Evasion. However, the chance that your opponent suffers a critical hit is doubled. For most people this only raises the chance to 10%, but some classes (such as Archers, Dragoons, and Fighters) have a higher chance of dealing a critical hit and will get a lot more mileage from this tactic. Note: critical hits take precedence over evasion.

If you have a 10% critical hit chance, you crit when your opponent rolls 91–100.

## Pile On

Eschewing weapons, you wrestle with a monster in the hopes of pulling it to the ground and keeping it incapacitated. This is a Contested action, based on the aggressor's Strength. The target can use either Strength or Speed. If you fail, it was a waste of an action and you're just standing next to the target looking dumb. If you succeed, you wrestle your target to the ground.

If someone has been successfully Piled Upon, he or she has only two options: attack any of the wrestlers with natural weapons (fists, claws, etc), or try to escape (another Contested action). Spellcasting, running, using items, using other class abilities, and so forth are not allowed. If you are Piling On someone, you have the same restrictions, though you may use an action to let go at any time without having to break loose.

When someone who has been Piled Upon is attacked, it's dangerous for everyone in the pile. Any

spells cast on one of them affect them both equally (a great way to Frog your Fighter), though they get separate resistance rolls. If either one takes the Friendly Opponent Option, the entire pile is considered to have done so. Boss immunities still apply, of course. Any hand-to-hand or ranged attacks have a 50% chance of hitting either one, and neither may dodge (though neither takes critical hits). For each additional person piled on, the chance of hitting the target drops by half. For example, if your Fighter and Barbarian are both Piled On the Lich King, any attacks have a 25% chance to hit the Lich King and a 75% chance to hit the Fighter or Barbarian (equal chance for either).

If more than one person Piles On, use the highest Strength and then add +5 for each additional person. If you try Piling On someone who is much bigger than you (for instance, a Pixie trying to Pile On the Fighter, or a Fighter trying to Pile On a Dragon), it just isn't going to work. You need enough people so that their combined weight is at least half of the target's (so four Pixies could Pile On the Fighter, and about twenty Fighters could Pile On the Dragon). At that point, treat all those people as one person Piling On, with a Strength equal to their average Strength rating.

## Diversion

This could be anything from throwing sand in someone's face to throwing a Flare spell at a mountainside to pointing behind your foe and yelling "LOOK! It's the Main Villain!" The idea is to distract and discombobulate. This is a Resisted ability based on your Spirit, and resisted by the opponent's Status Resistance. If you succeed, your opponent loses his or her next action. If you obviously use a power which is twenty levels or more over what your opponent can use, then your chance increases by +20%. Boss monsters are immune to this effect — they've been terrorizing and intimidating people for years.

## Hide Behind Something

In desperate situations, when the mages are slugging it out and elemental forces are flying everywhere, and you're just the Thief and you don't want to be part of this combat, you can take the option of hiding behind a large object. Trees and boulders are suggested, primarily because the Berserker moves around too much in combat. Hiding is just like using the Defense option from Simple Combat, except that once you're hidden you can take any action that doesn't blow your cover (such as casting curative spells on yourself, but not attacking, bardic singing, or casting spells on others) and still be considered Defending.

## Disarm

You make an attack that deals no damage. If your foe doesn't dodge, you can make a Resisted Ability check to see if you disarm your foe. The ability is based on your Strength, and resisted by their Strength. It's not easy. If the check fails, too bad; you wasted an action.

This tactic is also rather useless against anything with natural weapons, like a demon with claws, or a dragon with claws, or a werewolf with claws, or… um... just about any standard monster type, really. Often with claws.

## Rock And A Hard Place

This maneuver requires at least two people to get an opponent between them. It works better with three or more — the opponent must be denied an escape route (so it doesn't work at all against foes who can fly, or against people with leap attacks who can easily maneuver around walking opponents). It forces the trapped person to defend against only one foe at a time. That combatant is only allowed to make an Evade roll against one opponent (they can choose which one). This tactic is only effective when there is only one foe to fight — if you have to watch your own back, you can't pin down someone else very effectively. It works great against Boss monsters who can't summon additional minions.

# I Need to Heal!

When your Health Bar goes to zero or less, you're dead (or unconscious, depending on the game). Thus, many of you would probably like to know how to get Health and Mana back.

The standard way in Silly and Console games is to rest at an inn, or outdoors in a tent or cottage. It's best to do this somewhere where monsters aren't so prevalent. The outdoors is much preferable to a cave! Any sort of good overnight sleep will fix your wounds, restoring all Health and Mana.

In Brutal and Mixed games, it's not quite so easy. Every night of rest restores 10% of your maximum Hit Points to you. However, it does restore all of your Mana, so cast those healing spells before bedtime.

Potions and Ethers will also restore Health and Mana, as described in the Equipment section. White Mage spells can restore Health. Many games also have healing springs in hard-to-find locations, where the blessed waters restore the MCs' Health and Mana bars completely.

## Backwards Compatibility, or, "Where are my HP?"

**Super Console** got rid of a few things, such as Hit Points and Mana. Rather than keeping track of exact numbers, we've opted for a percentage-based system. We found that the math required for keeping track of HP and MP was more trouble than it was worth. If you still prefer to have Hit Points and Mana totals on your character sheet, and you don't mind a lot of addition and subtraction, you can use the system from the original **Console**. In brief, it went like this:

- All characters start with between 5 and 45 points of Mana, and HP equal to 60 minus that number. When you level up, whether or not your Vitality or Magic increase, add your new Vitality score to your HP, and your new Magic score to your Mana.

- Monsters have HP equal to their Level times ten, plus 20 points. They typically have half as much Mana as HP, unless they're Magicians or Dragons. Bosses have six times as much of both. Monsters deal damage equal to four times their Level, with Bosses doing an extra 50%.

- When any class gets a Vitality bonus in these rules, add in a HP bonus equal to twice that number times their level. Similarly, for Magic bonuses, add in Mana equal to twice that number times their level.

- For bar-extending bonuses, simply tack on the appropriate percentage of their current HP or Mana total. For instance, a Black Wizard with 500 Mana who receives the "Mana bar now goes to 120% ability now has (500 * 120% = ) 600 Mana.

- Replace Damage with the *sum* of Strength, Level, and Weapon, and Defense with the *sum* of Level and Armor, and just subtract to find damage.

- Spell costs are a little more complicated. In general, 1st-level spells cost 5–10 Mana to cast, 2nd-level spells cost 25–50 Mana, 3rd-level spells cost 50–100 Mana, 4th-level spells cost 150–300 Mana, and 5th-level spells cost around 500 Mana. The CPU will have to assign exact costs and damage for each spell.

The weapons and armor values listed in this book are still basically good if you're using the old HP and Mana system. The game engine was updated in such a way as to keep these things similar. You may want to boost the Defense values on some of the weaker armors listed in this book.

# Status Effects

The following are status effects that can affect Monsters and Main Characters. Any and all status effects can be cured by using the 4th-level White Mage spell Restore. In addition, there are certain items and spells which will cure each of the status effects. Most are listed below.

Certain status effects can also be "shrugged off" by persistent targets. On each action your character makes another Resist Status Magic check, identical to the one that got him or her stuck with the problem in the first place. There is a cumulative +5% bonus per attempt. Success on this check will remove the offending status. Other types, unfortunately, are permanent until removed.

Boss monsters (including the Main Villain) are immune to the following status effects: Confused, Doomed, Frog, Old, Paralysis, Petrified, Stopped, and Tiny. Magic-oriented Bosses may also be immune to Berserk, Deaf, and Silence. All Bosses have a chance to shrug off any status they are not immune to, even if they cannot normally be shrugged off (such as blindness).

## Berserk

Your character attacks the closest foe he or she can see until it is dead, and then moves on to the next one. You receive +5 to Strength as long as you have this status. Some Goblins can taunt you into doing stupid things like this. No other actions are possible; every action must be a physical attack of some kind. This is quite devastating for Mages. Countered by Tranquilizers. Ends at the end of combat. May be shrugged off.

## Bleeding

In Brutal games, and some more realistic Mixed games too, characters who are hit by nasty edged weapons actually start to bleed! Who would have thought? They take 1% damage every 10 ticks until they receive a Cure spell or someone bandages them. Ends after combat. May be shrugged off.

## Blind

Your character cannot see. Often this has been caused by some sort of ink-squirting fish or a blinding flash. Your foes have a +70% chance to evade your attacks (this bonus is added after all other modifiers have been figured). Countered by Eyedroppers. Does not end after combat.

## Confused

You do some random thing each action. Sirens and other sonic-oriented creatures often cause this problem. Roll 1d10 on the table below to determine what your character does. If there is more than one target for an attack, pick randomly. If you can't do a particular thing, roll again. Countered by any damage dealt to the afflicted character. Ends at the end of combat. May be shrugged off.

| | |
|---|---|
| 1-2 | Attack a friend |
| 3-4 | Attack an enemy |
| 5 | Attack yourself (you may dodge) |
| 6 | Cast a spell on a friend |
| 7 | Cast a spell on an enemy |
| 8 | Defend |
| 9 | Run |
| 10 | Maneuver |

## Deaf

Your character cannot hear anything. Big ogres who yell loud or box your ears might cause such a problem, as might loud rock music. While you are protected from sonic attacks (such as those of a Banshee or Harpy), you cannot be aided by a Bard's songs and your foes double their chance to sneak up on you before combat. Deafened Bards cannot sing. If the whole party is deaf, the party is automatically surprised during every combat. Countered by Earwig. Does not end after combat.

## Doomed

This comes in two varieties. A Doom Attack (or a hit from a Doom Effect weapon) is an attack which tries to instantly kill someone. If the target fails to resist status magic, he or she dies. Simple. There is also a Timed Doom, which cannot be resisted. It kills its target after a certain number of actions (not ticks!). Neither status can be countered — if you die, you're dead. A Timed Doom ends when the person who cast it dies, or when the caster or target retreats from combat (so it always ends by the end of combat). "Doomed" undead receive the benefits of the spells Cure IV and Restore. Resisting Doom effects is easier than other types of status magic. All characters and monsters receive a percentage bonus to Resist Status Magic equal to half their Spirit score when resisting Doom effects.

## FROG

You turn into a little green froggie. Other natural frogs (if a five-foot-long Fire Frog can be said to be natural) can often impose this Status. Your attacks now do 1% damage to any opponent, regardless of their Defense. Frogged targets cannot cast spells or use most abilities, except those that would un-Frog them. Countered by Maiden Kiss. Does not end after combat. There is an automatic +20% bonus to resist this status.

## HASTED

You are much faster than usual! Your Initiative goes up by 50% (for example, from 50 to 75). Can be countered by a Slow spell, but in general you don't want to remove this status from your character. The bad part is that you suffer from timed Doom effects (see above) a bit more quickly. Double-Hasted characters have their Initiative doubled (for example, from 65 to 130).

## HIGH-FLYING

You are flying high enough to avoid people with hand-held weapons. Only ranged (back-row) weapons can hit you. High-fliers can use hand-to-hand weapons against each other just fine. You are also immune to earth elemental damage, such as from the Quake spell. Countered by Anvil. Ends at the end of combat. Cannot be shrugged off (but why would you want to?).

## LOW-FLYING

You are hovering a few feet off the ground. It's enough to let you avoid earth elemental damage (such as the Quake spell), but not enough to get you out of the reach of a sword. For that, see High-Flying. Countered by Anvil. Ends at the end of combat. Cannot be shrugged off (but why would you want to?).

## OLD

You are aged to the point of being feeble and addle-minded. Some ghosts can scare you so much that you grow old quickly, and Time Mages love inflicting this status on their foes. All of your Attributes drop by 60 points, to a minimum of 3. Your secondary attributes (like Status Resistance, Evasion, and Damage) drop by 30 or 20 points,

| STATUS TABLE | | | |
|---|---|---|---|
| **STATUS** | **FIXED BY** | **ENDS AFTER COMBAT?** | **SHRUG OFF?** |
| Berserk | Transquilizer | yes | yes |
| Bleeding | Bandages | yes | yes |
| Blind | Eyedropper | no | no |
| Confused | Any Damage | yes | yes |
| Deaf | Earwig | no | no |
| Doomed | Nothing | yes, if you're still alive | no |
| Frog | Maiden Kiss | no | no |
| Hasted | Slow | yes | no |
| High-Flier | Anvil | yes | no |
| Low-Flier | Anvil | yes | no |
| Old | Young Water | yes | no |
| Paralyzed | Scissors | yes | yes |
| Petrified | Feather | no | no |
| Poisoned | Antidote | no | yes |
| Silenced | Bell | yes | yes |
| Sleeping | Any damage | yes | yes |
| Slowed | Hyper or Haste | yes | no |
| Stopped | Starter's Pistol | yes | yes |
| Tiny | Cake | no | no |

depending on whether they're the average of 2 or 3 things. Evasion, for instance, would drop by 30, while Damage would drop by 20. Countered by Young Water. Ends at the end of combat.

### PARALYZED

You cannot move. Usually this is caused by nets or force fields, though sometimes it's plain old goop. Your character skips every action until the effect is removed. Countered by Scissors (to snip the magical bonds). Ends at the end of combat. May be shrugged off.

### PETRIFIED

You are turned to stone. Basilisks, Medusae, and Gorgons are to be avoided for this very reason. You are as good as dead. Obviously, you skip every action until the effect is removed. Countered by Feather. Does not end after combat. There is a bonus to resistance of half the target's Spirit score.

### POISONED

After each action that your character takes while poisoned, he or she takes damage equal to the Poison Strength of the venom. Many, many different things are poisonous. Countered by Antidotes. Does not end after combat, though it will not take effect again until the character is under stress (for instance, another combat). May be shrugged off, but only in times of stress (i.e. combat). Weapons and attacks that poison people typically inflict Poison with Strength equal to their wielder's Damage Rating -15. This damage is done against Toughness rather than Armor, since armor can't protect you against something that's already inside you.

### SILENCED

Your character cannot speak, and thus cannot use Bard songs or cast spells. This is usually imposed by a spell. Countered by Bell. Ends at the end of combat. May be shrugged off.

### SLEEPING

Identical to Stopped, except that any damage awakens you. Many sound-based monsters can lull you to sleep with songs, and some faeries can use magic dust to send you to dreamland. Countered by Starter's Pistol. May be shrugged off. Ends at the end of combat.

### SLOWED

You move very slowly. Your Initiative score is cut in half. Countered by Hyper or a Haste spell. Ends at the end of combat.

### STOPPED

You are frozen in time, unable to take any actions until the effect is removed. This is similar to Paralysis, but much rarer. Countered by Starter's Pistol. Ends at the end of combat. May be shrugged off.

### TINY

You shrink to about one foot tall! White Mages and faeries like to neutralize powerful opponents in this way. You deal one tenth of the damage you normally would (for example, 40% turns into 4%), and your Defense drops by 10 points. Your spells still have full effect. Countered by Cake. Does not end after combat. There is a +20% bonus to resist this status.

## WEAPON STATUS

Status dealt by spells is somewhat more reliable than that dealt by weapons. Spells use their caster's Magic Skill on the Skill Chart, which means that it's about equally hard for the monsters to resist at all levels. Weapons, on the other hand, use their Power to inflict status. That Shrinking Wand your mage picked up will be great to start with, but after a few levels it'll be significantly less effective than casting Tiny on your opponent.

This rule exists primarily to encourage the MCs to pick up new weapons when they reach new levels, rather than keeping older status-dealing weapons. If you'd rather have the Fighter using his father's sword for the whole game (rather than just at the beginning, which is how it normally works), you'll have to make some serious changes to the damage rules and weapon cost charts.

# OPTIONAL RULES

This section contains a few optional rules to help improve your game, or make it match an existing console game more effectively.

## BATTLE SYSTEMS FOR LARGE GROUPS

So you have a lot of Main Characters in your group, huh? Maybe a lot of Players too? Groups can get awful big when you have six Players with two Characters each, and sometimes it's nice to have a big group. The problem comes when you consider the console convention that only three or four people are in the "active party" at once. When it comes to battle time, only a few Players get to do anything and the rest have to sit out and look bored. Here are a few suggestions for dealing with large groups in battle.

### TAG-TEAM BATTLE SYSTEM

Just like in professional wrestling (or a few of the fighting games out there), Main Characters can "tag out" of combat. At the beginning of his or her turn a Main Character in combat can run out and be replaced by one of the inactive Main Characters, who can then take actions of their own. Any characters who participate in the battle gain XP. This style is good for groups with three or four Players and lots of Main Characters. The CPU should probably increase the strength of the monsters a little bit to make up for the added flexibility of a group like this. The CPU can also feel free to include monsters that only one party member could deal with, because the Main Characters don't have to plan ahead as much to deal with those monsters.

### BACKUP BATTLE SYSTEM

This is a simple solution: When one of the active MCs is knocked out or disabled in battle (e.g. turned to stone), he or she gets "dragged to the sidelines", and one of the inactive MCs steps up to take his or her place. This option works well for groups with large groups of players if the CPU

increases the amount of damage that monsters deal. Knocked-out characters are more or less fine after the battle; they recover with 1% health.

## TEAM ASSIST BATTLE SYSTEM

This is another idea adapted from fighting games. In this system the active party can call on certain abilities from inactive MCs. Any active MC can use one action to do this. Team Assist style works best for groups with three or four Players and lots of MCs. This can easily get into a situation where the Players share control over the MCs at all times, which is fine if that's what everyone wants.

What kinds of abilities are available? That depends on who's in the inactive party. For the purposes of this section, we'll put Classes into a few broad categories. People running Tasked games will have to adapt this a little bit.

**Warrior Classes:** Archer, Berserker, Dark Knight, Dragoon, Fighter, Monk, Mystic Knight

**Magician Classes:** Black Mage, Calculator, Red Mage, Summoner, Time Mage

**Sneak Classes:** Adventurer, Geomancer, Mechanist, Ninja, Thief, Trainer

**Healer Classes:** Bard, Chemist, White Mage

When calling on a Team Assist, the active character gives up an action and picks two inactive characters to call on in the fight. You can only call on any particular inactive character once per battle. Use the categories they fall into to find out the effect of the Team Assist.

**Two Warriors:** The two characters run across the battlefield and attack a single target, dealing damage equal to their average level +15. A 40th-level Archer and 35th-level Fighter would do 52 damage. Treat this as a physical attack (the target can still evade, and Defense still counts).

**Two Magicians:** Bolts of power crisscross the battlefield, dealing damage to all the monsters. The amount of damage is the characters' average level +15, and the elemental type is determined randomly. Roll 1d10: 1=air, 2=fire, 3=earth, 4=wa-

ter, 5=lightning, 6=dark, 7=holy, 8=poison, 9=cold, 10=inflict the frog status instead (monsters can resist normally).

**Two Sneaks:** Your allies run out and pants the monsters. The monsters lose their next action pulling up their shorts. Treat this as a status ailment for the purposes of resisting it. All monsters wear pants, and Boss monsters are not immune.

**Two Healers:** All active party members are healed with healing power equal to the characters' average level.

**Warrior and Magician:** All MCs receive a +10 bonus to their Damage rating for the rest of the combat.

**Warrior and Sneak:** "I'll hold him, you hit him." This targets a single opponent. Non-boss monsters suffer a Doom effect, which they may resist as usual. Bosses take damage equal to the allies' combined level +15. Treat this as a physical attack.

**Warrior and Healer:** Each MCs Defense is increased by +5 for the rest of the combat.

**Magician and Sneak:** You instantly steal from each monster, assuming they have anything to steal. There is no need to roll and no chance to resist.

**Magician and Healer:** The Main Characters are healed 20% of their Health Bars. All monsters take 20% damage. Roll 1d10 for the type of damage: 1=air, 2=fire, 3=earth, 4=water, 5=lightning, 6=dark, 7=holy, 8=poison, 9=cold, 10=inflict the frog status instead (monsters can resist normally).

**Sneak and Healer:** All MCs have all of their negative status ailments removed.

## Double Party Battle System

For this option you will want at least five Players, so you can have three in the active party and at least two in the inactive team. The idea here is that the active party is far too busy fighting the monsters to have time for support actions, such as healing, casting protective magic, or (in more realistic games) binding wounds. The MCs in the active party cannot cast any curative or defensive magic. This includes almost all White Mage spells (except Holy), the Angel Summon, many Time Mage spells (such as Regeneration and Haste), and miscellaneous actions such as a Chemist increasing a Drink's potency or changing one kind of Attack item to another. The exception is the kind of spell that both damages the monsters and heals the party (e.g. the Geomancer spell Mother Nature).

Characters in the inactive party, on the other hand, can use defensive and curative magic on each other but cannot affect the rest of the battle. They still act on their timer ticks. Active characters can "tag out" (as in the tag-team battle system) to trade places with someone in the inactive party, but those in the inactive group have to wait for an active character to switch with them.

The CPU may want to decrease the monsters' power a little bit, since the MCs can't heal as quickly as they could before and are much more likely to fall in battle.

### Combining Options

For a more "tactical" game, you may want to consider combining the Double Party option and the Backup Battle System. This simulates tactical combat without actually needing a map.

# The Rage Bar

This optional rule adds a Rage Bar to each character. Some games give them to monsters as well, just to add an extra level of danger.

When a character takes damage, the Rage Bar increases by half as much. Someone hit for 35% of their Health Bar sees their Rage Bar go up by 18%. Healing does not make the Rage Bar go down, though in some games a killed or knocked-out character's Rage Bar drops to zero. Having your own party members attack you may or may not make your Rage Bar increase; this too depends on the game.

When the Rage Bar reaches 100% it resets to zero and the character becomes capable of some kind of devastating attack. What kind of attack? Well, it depends on the game:

### STRONG RAGE

The character's next attack automatically hits for triple damage.

### SWIFT RAGE

The raging character may take two actions instead of one on their next timer tick.

### MAGICAL RAGE

A character under the effects of this kind of rage can cast two spells in their next action. This is best used in a high-magic game or as a "personal rage" option (see below).

### VITAL RAGE

When characters' Rage Bars reset in a game with Vital Rage, they gain back 50% of their Health and Mana bars, even if this temporarily takes them over 100%. At the end of combat, if they're still over 100%, they lose the excess.

### LONG-LASTING RAGE

With this option characters become angry for the rest of the battle, gaining +5 to Defense, Damage, Initiative, and Status Resistance, but taking -10 to Evasion. In some games they may even become Berserk, but it's a better idea to save that for monsters with rage bars instead.

### OVERPOWER RAGE

Another long-lasting variant, this allows angry characters to access the next higher abilities on their class list or skill trees for the rest of the fight. Mages can suddenly cast higher-level spells, fighters are capable of improved criticals or multiple attacks, and so forth.

### INDOMITABLE RAGE

This option makes angry characters very difficult to affect for the rest of the fight. Their Evasion and Status Resistance go up by +20, and their Defense and Magic Defense increase by +10.

### CREEPY RAGE

Your character is so angry that the monsters are frightened! For every raging character in the active party, the monsters take -3 to Damage and Defense for the rest of the fight.

### OPTION: PERSONAL RAGE

With this kind of rage, each character has a different effect when they get angry. This works best in a Tasked game, where all the characters are very

individual and different. One character might deal massive physical damage, another might double-cast, and a third might refill on Health and Mana.

### OPTION: BOTTLED-UP RAGE

This option can be combined with any of the others; it basically allows characters to "keep their rage inside" until they need it, and release it later rather than immediately. Their Rage Bar stays at 100% and does not increase or reset until they let their rage out.

## ACCURACY SYSTEMS

Many recent RPGs incorporate elements of timing and hand-eye coordination in their battle systems to simulate the accuracy of an attack. Doing this in game of **Console** is very difficult, primarily because most hand-eye coordination exercises take too long. Your battles could end up being twice as long as before, which can be a real pain in the butt. Two simple possibilities are darts (if you have a dartboard) and dice-stacking (if you own a lot of dice).

For the dart method, declare each region of the board to be worth a certain number of damage points: -5 for missing the board, +0 for hitting most places, +5 for the inner region, and +10 for a bullseye. You can use this for both hand-to-hand and magical damage.

For the dice-stacking method, start with one die on the table. Your first attack does regular damage. Each later attack allows you to stack dice on top of that one. If you can do this without them falling over, you deal an extra +3 damage per die. When the dice topple over, you start again. This should be done with six-, eight-, or ten-sided dice; other shapes don't always lend themselves well to stacking. And don't let someone come in with a set of enormous dice; that's cheating. Amusing, but still cheating.

Other options include a ring toss, tiddlywinks, or catching peanuts in your mouth (great for tag-team attacks, bad for your rug).

# Changing Recovery Time

There's a lot of fun stuff you can do with charging times. Many of these methods are slightly more realistic, but all of them require more book-keeping.

## Charging Up

Some games may wish to split the time between a character's actions into recovery time and "charging time." In these games, recovery time is really only how long it takes you to get ready to act again, and charging time is how long it takes you to start your next action. Your action actually *happens* a little while after your tick, once the charging time is over.

For instance, let's say your game requires 5 "charging" ticks to cast a spell, but keeps the same recovery time. A character with Initiative 58 would act on tick #14. They would say, "I'm casting Void on the monsters," on that tick. The spell would actually go off on tick #19, and they would get their next action on tick #33, once they recover from casting.

## Varying Action Costs

In some games, different actions take different amounts of time. Your ordinary attack might take the standard recovery time, but you might also have access to a "KO Attack" that does 50% more damage, but takes twice as many ticks to recover from. Defending or using items might take only half as much time, making it easier to fix up wounded party members.

This can get very complicated, with each weapon or spell having its own speed factor. Be aware that going to an extreme with this *will* slow down your game — it's a wonderful thing to do in an actual console game, but most tabletop players don't have built-in lightning-fast calculators.

If you're using some of the battle system variants, especially the "tag team" variant, you might consider charging a few ticks for tagging in a new character. After all, it takes time to run into or out of combat. The higher your level, the more you have to be careful to have the right party in to begin with, since switching less-useful characters out takes up proportionally more of your time.

## First Strike

It makes a certain amount of sense that someone with a spear will go before someone with a knife, if they're closing in from a distance. However, once the knife-wielder gets in close, their weapon is much faster than a clunky spear. You might want to put this into game terms for a more realistic game.

You'll need two recovery modifiers for each weapon, which just about doubles your work from the previous option. The first modifier applies to a character's first action only (the one that happens after the zero tick). This modifier could be rated from -10 (for pikes and spears) to +5 (for fists). Someone with a bow or gun may or may not go first, depending on how far apart you think encounters should start and how long they take to reload. If someone's first action happens in the negative numbers, that's ok.

The second number is the weapon's regular speed modifier, which shouldn't go beyond ±2 (+2 for spears, -2 for fists). Remember, lower numbers are good, since they reduce your recovery time.

# Battle Configurations

The standard battle in a Silly or Console style game has the MCs on one side and the monsters on the other. There's no reason the MCs couldn't surround the monsters on all four sides, or get caught by the monsters in a pincer attack.

Characters or monsters who are surrounded have no back row. They also take an extra half damage, because they can't defend themselves as well.

In these situations, treat the MCs as being at bowshot range from each other. A "maneuver" action can move an MC from one side of the battle to another. While it might seem like a waste of an action, remember only the Chemist class can use potions or fixes at a distance! Maneuvering into position may be the only way to help your allies.

# CLASSES

## CHARACTER CREATION

When creating a Classed character, there's really only one thing you have to worry about: which class is it going to be? That choice determines every statistical thing about your character at the beginning of the game. Of course, two 1ˢᵗ-level Archers can have very different personalities, but in terms of game mechanics, they're identical. Be sure to write down all of your attributes and Abilities on the character sheet.

Your class is what your character is good at. Classes give your character starting attributes and Abilities, and more Abilities as the game progresses. In general, none of the classes are better or worse than each other, though what they're good at can vary wildly.

Each time your Classed character levels up, you have three options for increasing his or her attributes:

1.  Raise both of your favored stats one point, and raise another stat by one point, OR...

2.  Raise two regular stats by one point, OR...

3.  Raise one favored stat by one point, and your unfavored stat by one point.

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### CHANGES IN SUPER CONSOLE

The biggest change for Classed characters is leveling up. With the removal of HP and Mana, and the addition of favored stats, things work a lot differently.

We've also added the Adventurer and Dark Knight classes, tweaked the starting attributes for some of the classes, and changed some of the class abilities. The new game engine makes multiple bonuses to damage unnecessary, and any HP and Mana bonuses had to go too.

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Your Mana and Health bars are based on your Magic and Vitality scores, as well as your level. If you want to be able to take more damage or cast more magic, put points into these attributes. To act more often in combat, put points into Speed.

Different classes are typically trained to use different types of weapons and armor; see the Weapons and Armor section later on for more info. Guidelines are given under "Typical Equipment" for each class.

Unless otherwise mentioned, all Abilities herein are Skilled actions (see Character Actions, pg. 8).

## CLASS LIST

The following is a list of all the character classes available in **Console**. Not all of these are available in every game; your CPU will tell you which you should avoid when making your Main Character.

Many class Abilities use Mana; for these, a Spell Cost is listed. Using these Abilities reduces your Mana Bar as if you had cast a spell with the same Spell Cost (see page 56).

Take careful note of the difference between percentage effects and straight bonuses. An attack which says that it deals +5 damage does not necessarily deal an extra 5% damage to the enemy's Health Bar! An ability with Spell Cost 40 doesn't necessarily reduce your Mana Bar by 40%! Most importantly, a Spell Cost of zero doesn't mean that the ability is free to use! See page 56 for more information and examples.

You cannot combine similar Abilities in the same action; for instance, an Archer cannot use Barrage and Multishot in the same action, since both allow extra attacks. However, you *can* use obviously different abilities together: the same archer could (for example) use Multishot to fire two Elementally Aspected arrows, paying the cost for Elemental Arrows twice. The CPU's judgement here is final, but generally if the abilities "overlap," you can only use one.

# Adventurer

**Starting Attributes:**
Strength 6
Speed 6
Vitality 7
Intelligence 6
Spirit 9
Magic 6
Luck 7
**Favored Stats:** Spirit and Luck
**Unfavored Stat:** Magic

## Typical Genres:

Adventurers can appear in any genre.

## Typical Jobs:

Adventurers are characters who never really settled down into one job in their hometown and this is still true when it comes to their role in the party. In combat they use their Abilities to help others and occasionally throw in with an attack. Outside combat, they investigate and explore.

## Typical Equipment:

See their 1st-level ability. Adventurer gear is often a mishmash of many different types of equipment.

## Abilities:

**1st level:** Adaptability — Adventurers are jacks-of-all-trades when it comes to equipment. As long as more than one class can use a particular weapon, armor, or item, so can Adventurers.

**5th level:** Cheering Section — You use an action to psych up your teammates, giving everyone in the party +2 Defense and +2 Damage until the end of combat.

**10th level:** Pots and Bushes — You can find cash in the most unusual places. When your party spends Patience to level up or loot, they gain additional ISB equal to ten times their new level.

**15th level:** Indomitable Spirit — You get +10 on Status Resistance.

**20th level:** Assistance — You can use an action to help out any member of your party, giving them +10 on the Skill Chart for any Resisted Action they take (attacking, stealing, capturing, etc.) until your next action.

**30th level:** Escape — Any party you are in can automatically run away from a fight. If you are the first to run, this ability still works on the remaining party members.

**40th level:** Heckle — You can harass and annoy any foe, giving them -10 on the Skill Chart for any Resisted Action they take (attacking, stealing, capturing, etc.) until your next action. This uses your action.

**50th level:** Environmental Agility — You use some bizarre tool you carry around to help your party across any kind of environmental hazard, such as a river of lava or a wall of poisonous gas. You always seem to have the right tool for the job. Your party takes no damage for passing through this hazard. You must know that the hazard exists, so this doesn't help against traps.

**65th level:** Stunning Attack — Your bag of tricks now includes a weapon which deals relatively little damage (your level minus 20), but inflicts the Paralyzed status on foes it hits. This is a back-row weapon. You can never be disarmed of this weapon or have it stolen from you except as a temporary part of the plot.

**80th level:** Secret Weapon — You know exactly what weapons to use against what foes. Everyone in your party gains +5 to Damage (both physical and magical) as long as they follow your suggestions. This doesn't use up your actions.

**95th level:** Total Adaptability — You can use literally any weapon or piece of armor in the game, even those that are exclusive to a particular class, and even other characters' Ultimate Weapons.

**99th level:** Mimic — You can repeat any action you see someone else take, as long as you do it immediately after they do. You do not need to pay any Mana costs when mimicking someone else's actions.

# Archer

**Starting Attributes:**
Strength 8
Speed 10
Vitality 7
Intelligence 6
Spirit 5
Magic 5
Luck 6
**Favored Stats:** Strength and Speed
**Unfavored Stat:** Magic

## TYPICAL GENRES:

Archers can be found in nearly all genres, though in prehistoric times they may become Rock Throwers, and in modern or futuristic settings they become Riflemen or Artillerists.

## TYPICAL JOBS:

An Archer's job in combat is to sit quietly in the back line and shoot arrows into the fray. Outside of combat, an Archer may be useful for hunting down food, and occasionally even tracking people through the wilderness.

## TYPICAL EQUIPMENT:

Archers are known for bow and crossbow work, though thrown weapons and firearms are not uncommon in certain eras. They usually wear lighter armor than other combatants.

## ABILITIES:

**1st level:** Aim — Your foes are at -10% to dodge your attacks.

**5th level:** First Shot — You may fire an arrow during tick #0 in combat, instead of getting ready to fight (as most people do). This means that you are always the first person to act in combat, regardless of Speed scores. If another person or monster has this ability, you go right after them. Double your recovery time from this attack.

**10th level:** Razored Arrows — You deal +5 damage with your arrows.

**15th level:** Elemental Arrows — You make an elementally aspected attack with your arrows, as per the weapon bonus ability (see the Weapons and Armor section). You may choose a different element each time you use this ability, if you like. This ability uses Mana (Spell Cost 0).

**20th level:** Pinpoint Accuracy — Your critical percentage increases to 10% when using bows and crossbows.

**30th level:** Elemental Blast — You make an elementally boosted attack with your arrows, as per the weapon bonus ability (see page 72). You may choose a different element each time you use this ability, if you like. This ability uses Mana (Spell Cost 10).

**40th level:** Multishot — You may attack twice on one action with a bow or crossbow. Both attacks must be against the same target. This ability uses Mana (Spell Cost 15).

**50th level:** Cut Down — You can shoot through one foe to hit another, doing damage to both of them as long as they are standing in a straight line. This ability uses Mana (Spell Cost 40).

**65th level:** Barrage — You may attack three times on a single action with a bow or crossbow. All attacks must be against the same target. This ability uses Mana (Spell Cost 40).

**80th level:** Incredible Aim — Your foes cannot evade your attacks.

**95th level:** Whites of their Eyes — Your critical percentage rises to 20% when using bows and crossbows.

**99th level:** Arrow of Slaying — You inflict the Doom status with attacks from bows and crossbows.

# BARD

## STARTING ATTRIBUTES:

**Strength** 6
**Speed** 6
**Vitality** 5
**Intelligence** 6
**Spirit** 10
**Magic** 8
**Luck** 6
**Favored Stats:** Spirit and Magic
**Unfavored Stat:** Strength

## TYPICAL GENRES:

Bards can be found in any genre, though their job changes from storyteller and historian (in early genres) to heavy metal guitarist (in later times).

## TYPICAL JOBS:

Bards are jacks-of-all-trades. While they rarely excel at anything, they have great flexibility. They also have some minor musical talents, which may come in handy at times.

## TYPICAL EQUIPMENT:

Low-level Bards are equipped more or less like Thieves, but the higher-level ones usually have musical weapons with special properties. They wear light armors.

## ABILITIES:

**1st level:** 1st-level songs

**5th level:** Musical Attack — You can use musical weapons to damage your foes with painful music.

**10th level:** 2nd-level songs

**15th level:** Friendly Smile — Merchants know you're good for business. Your party gets a 10% discount on all purchases.

**20th level:** 3rd-level songs

**30th level:** Battle Song — You can sing while fighting. In addition to taking a regular action (attacking, defending, moving), you can use any song you know. You still pay Mana for the song.

**40th level:** 4th-level songs

**50th level:** Underestimation — You prefer to think of it as your foes underestimating you. Your foes prefer to think of it as you being a wimp. Either way, you will be the last of the Main Characters to be attacked in a battle. If you're in a group with someone with a similar ability (such as White Mages), you get attacked before they do. Lower-level Bards get attacked before higher-level Bards.

**65th level:** 5th-level songs

**80th level:** Backwards Singing — You can sing a song that works in reverse. For instance, you could affect friends instead of enemies, heal instead of harm, remove status instead of bestow it, or all of the above. The CPU has the final discretion as to what you are able to do with this ability.

**95th level:** Secret Resonance — You can sing a counter-pitch that destroys any and all spells that one foe has active.

**99th level:** Double-voice — You can sing two songs at once. This may be combined with the Battle Song ability to fight, sing once, and sing again. You still pay the Mana cost.

## BERSERKER

### STARTING ATTRIBUTES:
**Strength** 12
**Speed** 5
**Vitality** 12
**Intelligence** 3
**Spirit** 5
**Magic** 3
**Luck** 7
**Favored Stats:** Strength and Vitality
**Unfavored Stat:** Intelligence

### TYPICAL GENRES:
Berserkers are most common in fantasy and primitive genres. They rarely show up in high-tech gun-wielding societies, unless they can equal the odds with some strange sort of melee weapon.

### TYPICAL JOBS:
A Berserker's job is to wade into combat, swinging an axe and screaming out war cries. Outside of combat, their job is to keep their mouth shut and let the bard do the talking. They are also occasionally able to find food and shelter in the wilderness, and survive in adverse conditions.

### TYPICAL EQUIPMENT:
The bigger and heavier it is, the better Berserkers like it. Giant axes, inch-thick plate mail, mauls, polearms, etc.

### ABILITIES:
**1st level:** Berserk — In combat you must use each of your actions to attack the closest enemy until it is dead, then move on to the next one. You cannot use potions, cast spells, or do ANYTHING but attack (though in Mixed and Brutal games you may choose an offensive option other than just the basic attack). You come out of this rage when combat is over. You never attack your friends while enraged, unless you have the "confused" status. While berserk you may make two attacks against the same target in one action.

**5th level:** Magic Resistance — Add +10 to your Status Resistance.

**10th level:** Lightning Rage — While you are enraged, instead of using the timer listed for your initiative, you use the next better one.

**15th level:** Controlled Rage — You may attack the most dangerous foe instead of the closest one during combat if you so desire.

**20th level:** Tough as Rocks — Gain +5 to your Vitality score.

**30th level:** Berserk Strength — Gain +5 Strength while enraged.

**40th level:** Measured Rage — You may attack any target during combat. You still cannot use items, change rows, etc.

**50th level:** Psycho Blitz — Your rage sharpens your reflexes even further. You can make three attacks against a single target in one action. This ability costs Mana (Spell Cost 30).

**65th level:** 800-Pound Gorilla — Everyone gets out of your way. If playing in a Silly- or Console-style game, you can attack back-row enemies from your front row without any reduction in damage. If playing in a Mixed or Brutal style game, you can Pile On any creature, regardless of size.

**80th level:** Was That A Feather? — Your bare skin has a Defense Value equal to your Level minus

5. You can still wear helms, bracers, boots, etc. to add to this. If you wear body armor, use its rating instead.

**95th level:** Blind Fury — You are not affected by the Blinded, Sleeping, or Confused statuses.

**99th level:** Go Nuts — You pull out all the stops and beat on someone like there's no tomorrow. You make four attacks against a single target in one action. This ability costs Mana (Spell Cost 60).

# Black Mage

## Starting Attributes:
**Strength** 3
**Speed** 6
**Vitality** 5
**Intelligence** 9
**Spirit** 5
**Magic** 12
**Luck** 7
**Favored Stats:** Intelligence and Magic
**Unfavored Stat:** Strength

## Typical Genres:
Black Mages can show up in any genre. If the CPU is running a magic-free game, then Black Mages won't appear, but such games are rare in the extreme (and are usually a bait-and-switch).

## Typical Jobs:
In combat, your job is to stay the hell away from the bad guys and blast them senseless with your magic. Outside of combat, your skills may come in useful in mystical areas, and your magical training might help identify some magical objects. But your primary job is destroying things.

## Typical Equipment:
A pointy stick and some robes. Lucky Black Mages will have staffs or daggers that increase their Magic scores.

## Abilities:
**1st level:** 1st-level black magic

**5th level:** Wide Beam — You can hit everyone in a 180° spread with a weaker version of any numerical spell. If you're playing in a Silly or Console game, you can choose to hit the "friends" side of the board or the "foes" side of the board. The spell's damage (or healing effect) takes a -10 penalty, and the Spell Cost increases by +10. Spells without a numerical effect (like Frog) cannot be cast this way.

**10th level:** 2nd-level black magic

**15th level:** Line Attack — You can hit everyone standing in a straight line away from you with a full-strength spell. This does work on non-numerical spells like Frog. The Spell Cost increases by +10.

**20th level:** 3rd-level black magic

**30th level:** Devastation — You can cast a more powerful spell by spending exorbitant amounts of mana. Add +10 to damage, but +20 to Spell Cost.

**40th level:** 4th-level black magic

**50th level:** Independent Targeting — You blast a number of targets you choose with a weaker version of any numerical spell. This works even if someone's hiding or standing behind someone else — you can hit one target and leave the person he's hiding behind completely unscathed. The spell's damage (or healing effect) takes a -10 penalty, and the Spell Cost increases by +10. Spells without a numerical effect (like Frog) cannot be cast this way.

**65th level:** 5th-level black magic

**80th level:** MIRV — As per Independent Targeting, but the spell has full effect. This does work on non-numerical spells like Frog. The Spell Cost increases by +10.

**95th level:** Early Hit — You act first in combat, regardless of Speed scores. If a monster has this ability, you go right behind them.

**99th level:** Master of Magic — Your Mana bar goes up to 200%.

$X + 12 =$

# Calculator

## Starting Attributes:
**Strength** 3
**Speed** 5
**Vitality** 5
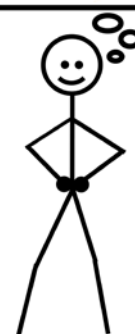**Intelligence** 12
**Spirit** 5
**Magic** 11
**Luck** 6
**Favored Stats:** Intelligence and Magic
**Unfavored Stat:** Vitality

## Typical Genres:
Calculators are very powerful wizards, whose utility should not be underestimated. They could

show up in any sort of magical genre, from medieval times forward, but many CPUs are wary of allowing them in the game.

### TYPICAL JOBS:

Calculators act in the same roles as Red Mages, capable of both destruction and healing. Their abilities give them the chance to affect enemies and allies on a pinpoint basis more easily than other classes, but they often take the chance of burning their own party in the process. Outside of combat, Calculators make great detectives and logicians because of their high Intelligence.

### TYPICAL EQUIPMENT:

If you think White and Black Mages are wimps, make way for the eggheads. Calculators sometimes have to resort to hitting people with dictionaries and slide rules.

### ABILITIES:

**1st level:** 1st-level time, white and black magic

**5th level:** HP Target — You have the ability to sense Health Bar totals. You can cast a spell that targets everyone whose Health Bar total is currently divisible by three. (Useful trick: to see if a number is divisible by three, add together its digits. If the result is divisible by three, then so is the original number.) The Spell Cost decreases by -10.

**10th level:** 2nd-level time, white and black magic

**15th level:** Mana Target — You can sense Mana Bar totals, and cast spells that target everyone whose Mana Bar total is currently divisible by three. The Spell Cost decreases by -10.

**20th level:** 3rd-level time, white and black magic

**30th level:** Level Target — You can sense Levels, and cast spells that target everyone whose Level is currently divisible by three. The Spell Cost decreases by -10.

**40th level:** 4th-level time, white and black magic

**50th level:** Greater Mathematical Targeting — As per the previous three Target Abilities, but you can target people with Health, Mana, or Level divisible by two instead of three. As before, the Spell Cost decreases by -10.

**65th level:** Altitude Target — You can cast spells that target everyone who's high-flying, ev-

eryone who's low-flying, or all non-fliers. The Spell Cost decreases by -10.

**80th level:** Extra Capacity — Your Mana bar goes up to 150% instead of 100%.

**95th level:** Esoteric Math — You cast a full-strength spell that has a 75% chance to affect each of your foes, and a 25% chance to affect each of your allies. Check separately for each character. The Spell Cost decreases by -10.

**99th level:** Math Genius — You can target any number of people with a full-strength spell. The Spell Cost decreases by -10.
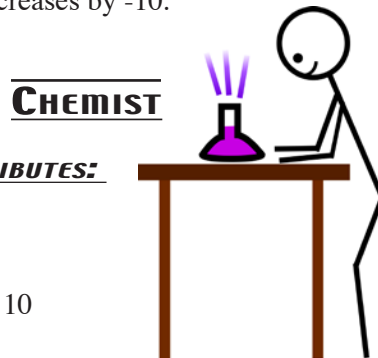
## CHEMIST

### STARTING ATTRIBUTES:
**Strength** 5
**Speed** 5
**Vitality** 7
**Intelligence** 10
**Spirit** 5
**Magic** 5
**Luck** 10
**Favored Stats:** Intelligence and Luck
**Unfavored Stat:** Strength

### TYPICAL GENRES:

Chemists only appear in advanced timelines; typically late Medieval through Magitech and beyond.

### TYPICAL JOBS:

Chemists, Machinists, and Calculators often fill the same role outside of combat — they're the ones who figure out what's going wrong, so that the rest of the party can fix things. In combat, chemists are the weirdos whose actions your foes can never predict. Maybe they'll sit back and heal the party, maybe they'll throw flaming oil at the zombies. Who knows?

### TYPICAL EQUIPMENT:

Chemists use slightly better equipment than mages, but only slightly. Robes, light armor, and staffs are the rule until high-tech games when they get guns. They always seem to have an extra potion hidden somewhere, though.

### ABILITIES:

**1st level:** Mix — You can combine the proper ingredients to form an item. This lets you effectively buy drinks, fixes, and attack items at half

cost. This does not stack with any other discounts! In addition, you use your Intelligence rather than Magic when figuring item power levels.

**5th level:** Throw — You have excellent aim when throwing drinks and fixes, and can use them on friends (or foes) at bowshot range.

**10th level:** Enhance Drinks —You know exactly how to serve drinks. Any drinks you use (on yourself or others) are twice as effective, restoring twice as much of the Health or Mana bar as they normally would.

**15th level:** Alter Attack — You can change one type of attack item into another at any time (even just before you throw it). No store will buy them from you, but they work just fine.

**20th level:** That's Gross, Man! — You can examine a monster's body in an attempt to find drink ingredients. This is a Class Tested ability, based on your Intelligence and resisted by the deceased monster's Luck. If you succeed, you find a drink with restorative power no higher than the monster's level. You can only do this once per combat.

**30th level:** Enhance Attacks — You've distilled all the party's attack items so that they're more effective when you throw them. They deal +20 damage.

**40th level:** Chug — You can use two drinks in one action instead of one. You can combine this with the Throw ability.

**50th level:** Alter Drink — Your chemical skill is such that you can change one type of drink into another of the same level: Potions into Ethers, High Ethers into High Potions, etc. You cannot affect fixes or attacks.

**65th level:** Alter Fix — You can turn one type of fix into another. Phoenix Downs and Remedies require two fixes to create.

**80th level:** Kaboom! — You've figured out how to make gunpowder, which scares the monsters almost as much as it scares your party. You can effectively use the 5th-level Time Mage spell Meteor, with a Spell Cost of 50. You may target all your foes with this attack.

**95th level:** Healing Blood — You've been experimenting with potions so much that your very blood has healing properties. It acts as the 4th-level White Mage spell Restore, and costs you 1% of your Health Bar.

**99th level:** Duplicator — You can turn one drink into two drinks. You can do this as much as you like, instantly.

# Dark Knight

## Starting Attributes:
**Strength** 10
**Speed** 3
**Vitality** 10
**Intelligence** 4
**Spirit** 5
**Magic** 10
**Luck** 5
**Favored Stats:** Strength and Magic
**Unfavored Stat:** Luck

## Typical Genres:
Dark Knights appear in the Medieval Era, and can be found in Magitech and Post-Magitech times as well. A small number of them can be found during the Golden Age, but they're usually working for the Main Villain.

## Typical Jobs:
Dark Knights can beat up monsters almost as well as Fighters, but their main job is to use status attacks and evil energy to make the monsters wish they'd never been born. Outside combat, Dark Knights are typically gloomy and brooding figures, who know almost as much about the forces of darkness as a Trainer.

## Typical Equipment:
Much the same as a Fighter: swords, axes, and heavy armor (the heavier the better — most Dark Knights are slow in combat).

## Abilities:
**1st level:** Dark Strike — You can cast the Black Mage spell Dark on a single target, with -5 to the Spell Cost. As you increase in level, this ability improves: Dark II at 20th level, Dark III at 40th, and Void at 65th level.

**5th level:** Poisoned Blade — You can choose to infuse your attack with poison, with Poison Strength equal to your Level. You still deal normal damage. This ability uses Mana (Spell Cost 10).

**10th level:** Shadowy Aspect — You can choose to infuse your weapon with evil, making a darkness-aspected attack as per the weapon bonus ability (see page 72). This ability uses Mana (Spell Cost 5).

**15th level:** Blinding Wind — You call a black wind from the netherworld, inflicting the Blinded

status on all your foes. This ability costs Mana (Spell Cost 20).

**20th level:** I'm More Powerful Offscreen — If you are the only person in your group who isn't knocked out or dead, your Damage, Defense, Magic Defense, and Initiative all increase by +10.

**30th level:** Gothic Assault — You and your shadow separate and attack your foe, allowing you to take two attacks in one action. This ability costs Mana (Spell Cost 30).

**40th level:** Stab in the Back — If you Defend for one action you can strike for double damage on your next action (you were sneaking around behind your foes). In Mixed and Brutal games this works with the Hide maneuver as well.

**50th level:** Magic-Entwined Blades — As long as your Mana Bar is not in the red, you deal +5 damage.

**65th level:** One Scary Dude — You can take an action to inflict the Slow status on one of your foes by laughing maniacally and surrounding yourself with a crackling aura of power.

**80th level:** Un-Holy — Your Dark Strike abilities can affect even the undead, damaging them like Holy damage instead of healing them. You literally pull the dark energy out of them.

**95th level:** It's the Main Villain! — You're so incredibly evil and badass that all the monsters think you're their boss. No monster will attack you directly. You can still be hit with area-effect spells and attacks.

**99th level:** True Form — Like all major villains, you have a True Form which is revealed when you take enough damage. The first time in a particular battle that your Health Bar drops into the red, restore it to 75% and gain the following advantages for the rest of the fight: +15 to Damage, Defense, and Magic Defense, resist statuses like a Boss monster, and +10 to Vitality. This can stack with More Powerful Offscreen.

# Dragoon

## Starting Attributes:
Strength 10
Speed 9
Vitality 9
Intelligence 4
Spirit 7
Magic 3
Luck 5
Favored Stats: Strength and Vitality
Unfavored Stat: Magic

## Typical Genres:
Any in which polearms have been discovered; typically Medieval and later.

## Typical Jobs:
A Dragoon is basically a fighter with more flavor. They are quite familiar with spears, tridents, halberds, and other polearm weapons.

## Typical Equipment:
Dragoons wear heavy armor and are invariably armed with some kind of polearm (a spear, trident, halberd, glaive, etc.).

## Abilities:
**1st level:** Jump Attack — You use your current action to jump about a hundred feet into the air. Until you come down, you are totally immune to damage, spells, status effects, and so forth. When you come back down (on your next action), you hit someone with a double-damage attack with a polearm. You take no damage from this meteoric descent, but it does use up two actions. If your foe is critically hit by this attack, he or she takes quadruple damage.

**5th level:** Parry — Your Evasion increases by +10 when you are using a polearm.

**10th level:** Sharpened Tip — You deal +5 damage with polearms.

**15th level:** Accurate Jump — Your Attack Skill increases by +5.

**20th level:** It Doesn't Fit There! — You can choose to have your jump attack inflict the Silenced status in addition to its normal damage. This ability costs Mana (Spell Cost 10)

**30th level:** Critical Strike — Your jump attack, if it hits, activates any "on-critical" qualities from your weapon (such as poison-on-critical, fire-

on-critical, etc.). You don't actually deal a critical hit.

**40th level:** Pointy Spear — Your Critical Percentage increases from 5% to 10%.

**50th level:** Leech Lance — Each successful attack you make restores your Health Bar and Mana Bar by 5%, as long as you're attacking with a polearm.

**65th level:** Surgical Strike — Your critical percentage goes up to 20%.

**80th level:** Speedy Jump — Defying the laws of physics more than usual, you can make a jump attack in one action instead of two.

**95th level:** What Goes Up...? — You may make a jump attack and decide not to come down for several actions. Each action that you stay in the air continues to double your damage (x2, x4, x8, x16, etc.). Only count your actions for this, not other people's.

**99th level:** Pole-Vault — You can make two jump attacks in a single turn by pole-vaulting into the air off one foe and landing on another.

## FIGHTER

### STARTING ATTRIBUTES:

Strength 10
Speed 8
Vitality 10
Intelligence 3
Spirit 5
Magic 3
Luck 8
Favored Stats: Strength and Speed
Unfavored Stat: Intelligence

### TYPICAL GENRES:

Fighters can be found everywhere. In space-age settings they are less common than Archers (or Riflemen), but in every other setting there seems to be a place for someone who can swing around a really big sword and beat the living crap out of people.

### TYPICAL JOBS:

Fight things. Soak up damage so the Black Mage doesn't fall down after one hit. Extol the virtues of swords. Fight more things. Talk about swords some more. Do lots and lots and LOTS of damage in hand-to-hand combat.

### TYPICAL EQUIPMENT:

Although they can probably out-fight their foes wielding a toothpick and wearing a bathrobe, Fighters are always equipped to the teeth. Swords and chain mail are the minimum.

### ABILITIES:

**1st level:** Two-Handed Strike — By wielding a weapon in both hands you can deal +5 damage. When you use weapons that are meant to be used two-handed, you still receive this bonus. You cannot equip a shield while using a weapon two-handed.

**5th level:** Cover — You are adept at jumping in the way of attacks, protecting your comrades. By giving up your own action you can put yourself in the way of any attacks against one nearby comrade. You take the damage instead of your friend (you have no chance to evade). This doesn't work against area-effect spells, but can work for single-target spells.

**10th level:** Guard — You can defend yourself much more effectively. When you use the Defense action in combat, you add +15 to your Defense, Magic Defense, Resist Status, and Evasion scores (instead of the usual +10).

**15th level:** Severe Beating — Add +10 to your Damage with any weapon.

**20th level:** Cutting Skill — Your Critical Percentage goes up to 10%.

**30th level:** Crosscut — You may make two hand-to-hand attacks in one action. This ability costs Mana (Spell Cost 15).

**40th level:** Sword-Scalpel — Your Critical Percentage rises to 20%.

**50th level:** HP Bonus — Add +10 to your Vitality.

**65th level:** Instinctual Skill — You can use any weapon ever invented without having to learn how, including high-tech weapons and the creations of Mechanists.

**80th level:** Always On Guard — Add +5 to your Defense.

**95th level:** Spiritual Shield — Add +10 to your Magic Defense.

**99th level:** Unavoidable Strike — You may make an attack which cannot be evaded, and which deals +15 damage. This ability costs Mana (Spell Cost 70).

# Geomancer

## Starting Attributes:
Strength 6
Speed 5
Vitality 7
Intelligence 6
Spirit 8
Magic 9
Luck 6
Favored Stats: Vitality and Spirit
Unfavored Stat: Strength

## Typical Genres:
Geomancers are often found in more primitive cultures, acting as shamans and witch doctors.

## Typical Jobs:
Another oddball class, Geomancers are capable of dishing out plenty of damage at higher levels, but they have very unusual special Abilities. They make good backup characters.

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## Space-Age Names

For high-tech games set in the Space Age, you may want to make a few alterations to the names of various classes to reflect that psionic power, not magic, is what fuels spells now.

Calculators, Chemists, Mechanists, Summoners, Thieves, and Trainers need no change. In the rare event that Fighters, Berserkers, Ninjas or Monks show up, their names can stay the same too (though they might be "space monks" or "space ninjas").

Archer: Gunslinger
Adventurer: Traveler
Bard: Singer or Dancer
Black Mage: Dark Psion
Dark Knight: Dark Starblade
Dragoon: Psi-Lancer
Geomancer: Earth Psion
Mystic Knight: Starblade
Red Mage: Grey Psion
Time Mage: Temporal Psion
White Mage: Light Psion

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## Typical Equipment:
Geomancers generally wear moderately good armor, but don't have very impressive weapons. Some even use musical weapons like Bards.

## Abilities:
**1st level:** 1st-level earth magic

**5th level:** Avoid Pitfalls — You can walk around deadfalls, dance across pit traps, and generally avoid any natural traps in your way. While your party does not benefit from this directly, you may be able to tell them how to avoid the trap. Magical traps will still be effective against you.

**10th level:** Wide Beam — You can hit everyone in a 180° spread with a weaker version of any numerical spell. If you're playing in a Silly or Console game, you can choose to hit the "friends" side of the board or the "foes" side of the board. The spell's damage (or healing effect) takes a -10 penalty and the Spell Cost increases by +10. Spells without a numerical effect (like Sandstorm) cannot be cast this way.

**15th level:** Terrain Attack — A Geomancer is never unarmed. He or she may make an attack with the powers of the earth or with nature itself. Such attacks use Mana (Spell Cost 15), and are treated as ranged attacks using the Geomancer's Vitality -5 as the Damage.

**20th level:** 3rd-level earth magic. No, you didn't miss 2nd level. Geomancer power comes in large jumps.

**30th level:** Tremor Sense — By feeling the vibrations that people make when walking, a Geomancer is less likely to be surprised. If you are in a party that gets surprised, you have a 50% chance to negate the surprise.

**40th level:** One With The Planet — Geomancers at this level become immune to damage from Earth sources.

**50th level:** Magical Avoidance — Your Avoid Pitfalls ability counts towards magical traps as well as mundane ones.

**65th level:** 5th-level earth magic

**80th level:** One With The Wind — Geomancers at this level become immune to damage from air sources.

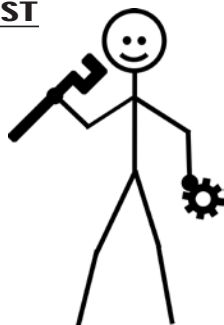**95th level:** Power of the Earth — Add +10 to your Vitality and Magic scores.

**99th level:** Elemental Wholeness — Geomancers at this level are immune to all types of elemental damage except for Dark and Poison.

# MECHANIST

## STARTING ATTRIBUTES:

Strength 6
Speed 4
Vitality 7
Intelligence 12
Spirit 7
Magic 2
Luck 9
Favored Stats: Intelligence and Vitality
Unfavored Stat: Magic

## TYPICAL GENRES:

Mechanists almost never appear earlier than the Magitech Era, except during the Golden Age. They become more and more common as you reach Post-Magitech and the Space Age.

## TYPICAL JOBS:

Mechanists actually make rather good front-line troops because of their high Vitality. At higher levels they make good artillery. Outside of combat, they join Chemists and Calculators as the thinkers of the group, coming up with unique solutions to problems.

## TYPICAL EQUIPMENT:

Whatever they can cobble together. They typically make their own equipment, so it may not always look pretty, but it usually works well.

## ABILITIES:

**1st level:** Assemble Device — By putting together parts you found with Scrounge (see below) or bought in stores, you can build interesting devices. Unfortunately, you put them together so well that you can't take them apart yet.

**Also 1st level:** Tech Skill — You have a Tech Skill that replaces your Magic Skill for many purposes. It is the average of your Level and your Intelligence. Drinks and any actual spells you might cast still use your Magic Skill.

**5th level:** Tech Savvy — You, unlike everyone else in the world, understand the truly high-tech. You can use devices from 1000 years in the future with no problem, and can also use high-tech weapons that don't necessarily exist in your timeline.

**10th level:** Scrounge — You can find useful pieces of gadgetry lying around. This is a Skilled Action in high-tech settings, though it may have some failure chance in lower-tech regions. You can only use this once in any given area (town streets, building, battlefield) unless a few weeks have passed.

**15th level:** Technobabble — By talking about things that interest you, you bore others straight to sleep. You can inflict the Sleep status on one target, using your Tech Skill against their Resist Status.

**20th level:** Hidden Gadget — You can designate one device that you've built which cannot be taken away from you, including by a Thief's Steal ability or a thorough strip-search. You probably have it stored in hammerspace (an invisible dimension right next to our own). You can designate a different device to hide any time you want, as long as you have that device with you.

**30th level:** Louder Technobabble — You affect all enemies within bowshot with your Technobabble ability. Unfortunately, you affect friends as well, though they have +20 to resist.

**40th level:** Disassemble — Now you can take apart those things you made with Assemble Device. This also lets you sabotage other people's works quite effectively, if you can get to the important parts.

**50th level:** Two-Gun Mojo — You are familiar enough with high-tech weaponry that you can carry one in each hand and make an attack with both of them instead of just one.

**65th level:** Modify Device — You can change the function of any technological device. For instance, you could change your Cold Gun into a Lightning Gun. How far this ability reaches is up to the CPU, but it typically cannot be done during combat.

**80th level:** Insulated — You have protected yourself from shocks. You are immune to all lightning damage.

**95th level:** Build Airship — Given enough time and materials, you can create fantastic means of travel, such as airships, rockets, submarines, etc.

**99th level:** Scotty — Mechanists at this level barely need any materials to work with. They can permanently create any technological gadget. This ability costs Mana (Spell Cost 70).

# Monk

### Starting Attributes:

Strength 8
Speed 8
Vitality 8
Intelligence 5
Spirit 4
Magic 9
Luck 7
Favored Stats: Strength and Luck
Unfavored Stat: Intelligence

### Typical Genres:

Monks and other barehand fighters can show up in nearly any genre, though they may have other Abilities in futuristic games that give them an edge in long-range combat.

### Typical Jobs:

Monks are deadly warriors, especially since they need no weapons. Outside of combat, they are usually upstanding members of society, always helping out where they're needed and striking against abuses of authority.

### Typical Equipment:

Monks can wear some armor, but they almost never use weapons. See below for why.

### Abilities:

**1st level:** Registered Lethal Weapons — Your punches and other unarmed attacks have a damage rating equal to your level +5.

**5th level:** Focused Blow — You use one action to focus your mind. In your next action, you attack. If you hit, you deal +15 damage.

**10th level:** Chi — You use an action to concentrate. Any Poison or Blindness status you have is removed, and you heal yourself with Healing Power equal to your level -5. This ability costs Mana (Spell Cost 10).

**15th level:** Chi Touch — You can use your Chi ability on others with the same effects and cost. This will hurt Undead monsters (though you cannot attack and use Chi Touch at the same time, so just hitting them is usually better).

**20th level:** Furious Beatdown — You may attack twice in one action when using your fists.

**30th level:** Counterattack — When attacked in hand-to-hand combat, you have a 30% chance of being able to counterattack immediately.

**40th level:** Durability — Add +10 to your Vitality.

**50th level:** Iron Skin — Add +5 to your Defense.

**65th level:** Steel Muscles — Add +5 to your Strength.

**80th level:** Focused Mind — You can use the Focused Blow ability without preparation.

**95th level:** Always Ready — Add +5 to your Speed.

**99th level:** Turbo — You are permanently Hasted (see page 20). You return to normal speed if hit by the Slow spell, but only for the duration of the spell. After it lapses, you return to high speed.

# Mystic Knight

### Starting Attributes:

Strength 9
Speed 5
Vitality 8
Intelligence 5
Spirit 4
Magic 9
Luck 7
Favored Stats: Vitality and Magic
Unfavored Stat: Luck
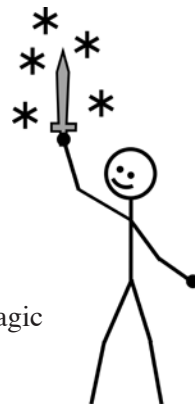
### Typical Genres:

Mystic Knights exist in times when magic is well-developed, and the ideals of chivalry and honor are important.

### Typical Jobs:

Part fighter, part mage, a Mystic Knight has to keep his or her head in a battle. The right enhancement can mean victory for the party; the wrong one can spell disaster. Outside of combat, Mystic Knights are often good at getting along with other mystics, such as Time Mages and Monks. They sometimes get along well with Mechanists as well.

### Typical Equipment:

Mystic Knights always use swords, without exception. Other than that, they're armed and armored about as well as Fighters.

### Abilities:

**1st level:** Barrier — When their Health Bar is in the red zone (20% or less), a Mystic Knight creates a Barrier around the whole party. This adds +10 to each character's Defense and Magic

Defense. This lasts for 100 ticks, even if the Mystic Knight dies or is healed during that time.

**5th level:** Magic Sword 1 — You can take one action to add a spell effect to a sword or knife. Pick a 1st-level Black Mage spell. For the next 100 ticks, when your weapon strikes a foe, it delivers the spell instead of your attack. Foes have a chance to evade the attack as well as a chance to resist the magic. You can also enchant the swords and knives of other characters. The Mana cost for using this ability is the Spell Cost of the spell you use +10.

**10th level:** Block — If you are using a shield, increase your Defense by 5.

**15th level:** Magic Sword 2 — As per Magic Sword 1, but with 2nd-level Black Mage spells.

**20th level:** Resistant Nature — add +10 to your Spirit.

**30th level:** Magic Sword 3 — As per Magic Sword 1, but with 3rd-level Black Mage spells.

**40th level:** Parry — Increase your Defense by +5.

**50th level:** Magic Sword 4 — As per Magic Sword 1, but with 4th-level Black Mage spells.

**65th level:** Magic Sword 5 — As per Magic Sword 1, but with 5th-level Black Mage spells.

**80th level:** Gold Attack — Choose a number of ISB to lose, and do one tenth that much damage to any enemy within bowshot as you throw the money painfully at your foe. The money generally cannot be recovered.

**95th level:** Magical Favor — Add +10 to your Luck.

**99th level:** Sword-beam — You don't need to hit someone to use your spells, you can just cast them as a Black Mage would. You can still only hit one target. You only pay the mana cost once to use ability this for 100 ticks.

## Ninja

### Starting Attributes:

Strength 5
Speed 12
Vitality 6
Intelligence 4
Spirit 4
Magic 4
Luck 12
Favored Stats: Speed and Luck
Unfavored Stat: Intelligence
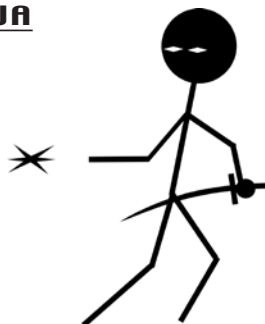
### Typical Genres:

Ninjas show up only in Medieval times and later. They are most common in times when the world is very troubled. In high-tech eras, they will often be cybernetically enhanced.

### Typical Jobs:

Ninjas are the masters of dirty fighting. Weird weapons, sucker punches, and dirty tricks are all part of the job. Outside of combat, they're as good as Thieves at sneaking around and sticking their noses where they aren't wanted.

### Typical Equipment:

Ninjas use some really weird stuff, man. Robes as tough as steel, oddly shaped hooked weapons, throwing stars, etc.

### Abilities:

**1st level:** Dodge — Add +10 to your Evasion.

**5th level:** Smoke Bomb — In Silly and Console games you double your chance to run from combat. In Mixed and Brutal games, you create an opaque cloud of smoke about forty feet across. This ability costs Mana (Spell Cost 0).

**10th level:** Ambush — No one attacks you until you attack in combat. They simply don't notice that you're there. In addition, a party with a Ninja doubles its chance to surprise an opponent. This ability stacks with those of other classes.

**15th level:** Two-Weapon Strike — You hit your foe with two weapons simultaneously. Figure damage and evasion for each one separately. This does mean that you can't carry a shield. This ability costs Mana (Spell Cost 10).

**20th level:** Flash Bomb — You inflict the Blind status on one or two opponents. This ability costs Mana (Spell Cost 15).

**30th level:** Throw — You throw a weapon at your foe with stunning speed. The weapon is destroyed (if playing a Silly or Console game) or damaged (in Mixed or Brutal games), but your damage rating for that attack is the weapon's listed damage +20. This weapon can be from the party's inventory rather than one held in your hand.

**40th level:** Glop Bomb — You inflict the Silenced and Poisoned statuses on one opponent. The strength of the poison is equal to your Level. This ability costs Mana (Spell Cost 30).

**50th level:** Dodge Like Mad — Your evasion increases by another +10 (to +20 total).

**65th level:** Evade Spells — Add +10 to your Status Resistance.

**80th level:** Death Strike — You can add a Doom effect to your regular attack. This ability costs Mana (Spell Cost 80).

**95th level:** Invisibility — You may choose to automatically evade one attack. This ability costs Mana (Spell Cost 80).

**99th level:** Mad Ninja Skills — Unless your foes dodge, you automatically deal critical hits when you attack.

# Red Mage

## Starting Attributes:
Strength 8
Speed 7
Vitality 6
Intelligence 7
Spirit 3
Magic 10
Luck 6
Favored Stats: Strength and Magic
Unfavored Stat: Spirit

## Typical Genres:
Red Mages aren't as ubiquitous as White and Black mages, but they find their way into many fantasy-type games. They usually don't show up in prehistoric games, since the state of magic hasn't advanced sufficiently.

## Typical Jobs:
Red Mages, like Bards, are jacks-of-all-trades. They can fight acceptably well, cast magic (up to a point), and... well, that's about it. They are dreadfully boring people outside of combat, and they are often obsessed with power.

## Typical Equipment:
As jacks-of-all-trades, Red Mages can use equipment almost as good as a Fighter's, though they don't have the skill to match.

## Abilities:
**1st level:** 1st-level white and black magic

**5th level:** Area Effect — You can hit everyone around you (friend and foe alike) with a weaker version of any numerical spell. The spell's damage (or healing effect) takes a -10 penalty, and the Spell Cost increases by +10. Spells without a numerical effect (like Frog) cannot be cast this way.

**10th level:** 2nd-level white and black magic

**15th level:** Wide Beam — You can hit everyone in a 180° spread with a weaker version of any numerical spell. If you're playing in a Silly or Console game, you can choose to hit the "friends" side of the board or the "foes" side of the board. The spell's damage (or healing effect) takes a -10 penalty, and the Spell Cost increases by +10. Spells without a numerical effect (like Frog) cannot be cast this way.

**20th level:** 3rd-level white and black magic

**30th level:** Line Attack — You can hit everyone standing in a straight line away from you with a full-strength spell. This does work on non-numerical spells like Frog. The Spell Cost increases by +10.

**40th level:** 4th-level white and black magic

**50th level:** Independent Targeting — You blast a number of targets you choose with a weaker version of any numerical spell. This works even if someone's hiding or standing behind someone else — you can hit one target and leave the person he's hiding behind completely unscathed. The spell's damage (or healing effect) takes a -10 penalty, and the Spell Cost increases by +10. Spells without a numerical effect (like Frog) cannot be cast this way.

**65th level:** MIRV — As per Independent Targeting, but the spell has full effect. This does work on non-numerical spells like Frog. The Spell Cost increases by +10.

**80th level:** Double Cast — you can cast two spells instead of one as your action. You still pay the mana cost for both of them, of course.

**95th level:** Magical Hack — by paying double the Spell Cost for an offensive spell that is targeting you, you can change it into another spell of the same level. This can be a White or Black Magic spell, but not any other kind.

**99th level:** 5th-level white and black magic

# Summoner

## Starting Attributes:
Strength 4
Speed 3
Vitality 3
Intelligence 6
Spirit 10
Magic 12
Luck 9

Favored Stats: Magic and Spirit
Unfavored Stat: Vitality

### TYPICAL GENRES:
Summoners can appear in any genre, sometimes even those which supposedly have no magic.

### TYPICAL JOBS:
Summoners can generally fill in for Black Mages. The Main Villain quakes in fear when confronted with a high-level Summoner. However, it's important to remember that they run out of Mana much faster. Out of combat, Summoners are very introspective people who know themselves well and relate well to others.

### TYPICAL EQUIPMENT:
Summoners and Calculators are about on par with each other when it comes to equipment. Nothing very impressive here.

### ABILITIES:
**1st level:** Summon 1st-level entities

Also **1st level:** Exclude Semicircle — You can prevent everyone in front of you or everyone in back of you from being targeted by your summons. In Silly and Console games, this means you can now choose to hit either friends or foes.

**5th level:** Nothing. You got two nifty powers at 1st level, be happy.

**10th level:** Summon 2nd-level entities

**15th level:** Exclude to Square — You can funnel your summons so that they only hit a particular small group.

**20th level:** Summon 3rd-level entities

**30th level:** ANYTHING! — You summon any entity you could normally summon, chosen at random. There is no Mana cost. You cannot specify a particular level of entity.

**40th level:** Summon 4th-level entities

**50th level:** Mana Bonus — You receive a +10 bonus to Magic.

**65th level:** Summon 5th-level entities

**80th level:** Exclude to Single Target — your summons are so well-behaved that, if you wish, they only hit one person, with double the effect.

**95th level:** This One Goes to Eleven — Your Mana Bar goes to 150% instead of 100%.

**99th level:** Godlike Power — you pay no Mana cost for summoning entities of 4th level or less. They bow down to you.

# THIEF

### STARTING ATTRIBUTES:
Strength 8
Speed 10
Vitality 5
Intelligence 8
Spirit 4
Magic 4
Luck 12
Favored Stats: Speed and Luck
Unfavored Stat: Spirit

### TYPICAL GENRES:
Any. Anywhere there's something worth stealing or some slacking-off to do, you can find a Thief.

### TYPICAL JOBS:
They steal things, of course. Smart Thieves don't steal from their party members. Stupid Thieves end up dead. Outside of combat they have a number of useful abilities which will generally keep the party out of trouble (or, if no one keeps an eye on the Thief, get the party into more trouble). Thieves are also in charge of the party's treasure, since it's just easier that way.

### TYPICAL EQUIPMENT:
Since they get in trouble so much, Thieves generally have pretty good equipment so they can stand up in a fight. Nothing Berserker-level, but not half-bad. Knives, short swords, and chain mail are common.

### ABILITIES:
**1st level:** Steal — You can attempt to steal something that someone else is carrying with them. This is a Resisted Action, based on your Speed, and resisted by your target's Strength. In Silly and Console games this can *only* be used in combat, but in Mixed and Brutal games it can *never* be used in combat.

**5th level:** Secrets — You have an eye for secret passages and can pick them out no matter how carefully they are hidden.

**10th level:** Alertness — Your party is less likely to be caught in an ambush. If you are in a party that gets surprised, you have a 50% chance to negate the surprise.

**15th level:** Quick Little Dude — Add +5 to your Speed.

**20th level:** Bribe — You pay a monster to leave your group alone. The cost is a number of ISB equal to ten times the monster's level. This is a Resisted ability, based on your Level and resisted by the monster's Intelligence. Bosses will gladly take your money, but will not leave you alone.

**30th level:** Trade — You give a monster an item. It gives you whatever spiffy thing it's carrying, which you normally would have gotten by using the Steal ability. Combat then continues as normal. This is a Resisted Ability, based on your Level and resisted by the monster's Intelligence.

**40th level:** Ambush — Thieves are good at hitting people who don't know they're around. A party with a Thief doubles its chance to surprise an opponent. This ability stacks with those of other classes.

**50th level:** Mug — You can attack someone and steal something from them as a single action.

**65th level:** Loot — Double the amount of treasure found on a particular monster. In Mixed and Brutal games this may come in the form of extra equipment that you'll have to sell.

**80th level:** Don't Get Squashed — You can avoid one magical attack completely and automatically. This ability costs Mana (Spell Cost 70).

**95th level:** Bag Full of Stuff — You've accumulated so much crap over the years that you could have anything in there. Once per day you can spontaneously create any item, armor, weapon, etc. that costs less than 1001 ISB. No shop will buy it from you, though. It's stolen goods.

**99th level:** Stab Vitals — Unless your opponent dodges, your attacks always deal critical hits.

# TIME MAGE

### STARTING ATTRIBUTES:

Strength 4
Speed 10
Vitality 5
Intelligence 8
Spirit 4
Magic 12
Luck 4
Favored Stats: Magic and Speed
Unfavored Stat: Luck
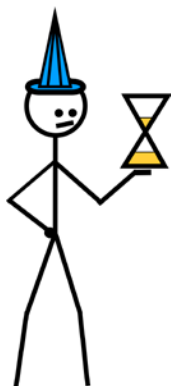
### TYPICAL GENRES:

Like Calculators and Red Mages, Time Mages are most often found in societies with advanced magic. They are most common during the Golden Age, and one can often find concentrations of them around the Great Disaster.

### TYPICAL JOBS:

Most mages are the artillery. They can blow away monsters by themselves. Time mages, however, are pretty useless without allies. When teamed up with the rest of the party, they add a big boost to everyone else's power. Outside of combat they're just sort of weird and talk about confusing things.

### TYPICAL EQUIPMENT:

It's Pointed Stick Time again. Robes and rods are the most common equipment for Time Mages.

### ABILITIES:

**1st level:** 1st-level time magic

**5th level:** Danger Sense — Add +10 to your Luck.

**10th level:** 2nd-level time magic

**15th level:** Area Effect — You can hit everyone around you with a spell (roughly a 50-foot radius). This will hit friends and foes alike with a full-strength spell. This does work on non-numerical spells like Haste. The Spell Cost goes up by +10.

**20th level:** 3rd-level time magic

**30th level:** Enhanced Wide Spread — You can affect everyone in a 180° spread with a full-strength time spell. If you are playing in a Silly or Console game, you can choose to affect the "friends" side of the board or the "enemies" side of the board. This does work on non-numerical spells like Haste. The Spell Cost goes up by +10.

**40th level:** 4th-level time magic

**50th level:** MIRV — you can affect a number of targets that you choose with a full-strength spell. This works even if someone is, for instance, hiding behind someone else — you can catch the person who's hiding and not hurt the other one. This does work on non-numerical spells like Haste. The Spell Cost goes up by +10.

**65th level:** 5th-level time magic

**80th level:** Fast Action — Add +10 to your Speed.

**95th level:** Slipstream — You can force a particular dice roll to be rolled over again. You can only use this once per combat (or three times per day in Mixed and Brutal games). This ability costs Mana (Spell Cost 100).

**99th level:** Duplicate — you can force a particular event to happen again. For instance, if the Fighter just hit a nearly untouchable foe, you could use your action to cause that to happen a second time. You can't use this ability more than once in a row. This ability costs Mana (Spell Cost 110)

## TRAINER

### STARTING ATTRIBUTES:

Strength 9
Speed 7
Vitality 7
Intelligence 7
Spirit 7
Magic 3
Luck 7
Favored Stats: Strength and Spirit
Unfavored Stat: Magic
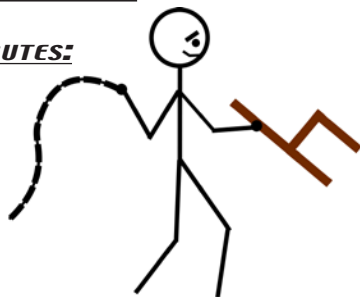
### TYPICAL GENRES:

Trainers can be found in many times. They are quite rare in the Golden Age and the Post-Apocalyptic Dark Ages, however.

### TYPICAL JOBS:

Trainers can double as fighters in combat, but their real job is to gain information that the rest of the party can exploit. Out of combat, they can be good ways of getting money — many people will pay for live monsters, or for monster parts.

### TYPICAL EQUIPMENT:

Trainers can usually wear good armor. They are often armed with whips, lassos, chains, and other entangling weapons.

### ABILITIES:

**1st level:** Capture Monster — You have a magical bag that can hold one monster of any size. You can attempt to capture with a Contested ability, based on your Strength, resisted by the monster's Speed. Bosses cannot be captured. Later on, you can use an action to release the monster, throwing it at your foes, and it will attack with its most powerful attack once (and then it flees immediately).

**5th level:** Tame — You try to tame and calm a monster. This is a Resisted ability, based on your Strength and resisted by its Spirit. If you succeed, the target's Damage Rating and Attack Skill are reduced by 10 points. You can only tame a particular monster once. Bosses lose only 5 points.

**10th level:** Measure — You can use an action to cast the White Mage spell Scan, with no Mana cost. Bosses are immune.

**15th level:** Exploit Weakness — Your Critical Percentage goes up to 20% when attacking any creature you've targeted with Measure or Analyze (see below).

**20th level:** Crushing Blow — Add +5 to your damage for any attacks you make with whip or chain-type weapons.

**30th level:** Analyze — You can use an action to learn all the statistics of a monster, including special attacks and vulnerabilities. Bosses are immune, though you may learn one easily guessed vulnerability.

**40th level:** Monstrous Ally — The monster in your bag makes two attacks instead of one before fleeing.

**50th level:** Whip Entangle — Your attacks with a whip or chain weapon can carry a Paralysis effect. This ability costs Mana (Spell Cost 20).

**65th level:** Polymorph — You can turn into the monster currently in your bag! While you cannot be healed in monster form, the Health Bar of your normal form stays the same, and is still there when you are "killed" and turned back into yourself. You attack and defend, and use powers, as if you were that monster. The monster escapes from your bag in this process.

**80th level:** Counterstrike — When targeted by a monster's ability, you have a 70% chance to return fire immediately with the same ability. You may choose not to counterattack if it would be detrimental (such as when a monster absorbs its own attack form). This doesn't work for regular attacks, only special or magical powers.

**95th level:** Very Healthy — Add +10 to your Vitality, and +10 to your Status Resistance.

**99th level:** Monster Expert — You know every statistic about every monster in existence, even unique ones that no one's ever met, just as if you had used Analyze on them. Even bosses. Even the Main Villain. I bet you bought the strategy guide.

# WHITE MAGE

## STARTING ATTRIBUTES:
Strength 3
Speed 3
Vitality 5
Intelligence 7
Spirit 10
Magic 12
Luck 7
Favored Stats: Magic and Spirit
Unfavored Stat: Vitality
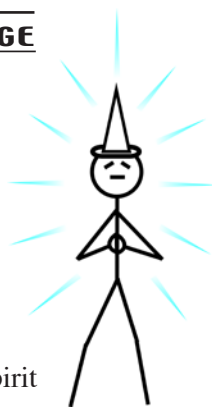
## TYPICAL GENRES:
Of all the Mage types, White Mages are the most common, and most likely to show up in any genre. They have been around as long as Fighters, and will be found in every genre and style of play. Everyone likes them.

## TYPICAL JOBS:
Heal people. Lots. Outside of combat, White Mages are well-liked by almost everyone, and get along well with the townsfolk.

## TYPICAL EQUIPMENT:
Some White Mages can actually wear armor pretty well. However, none of them can fight worth a damn. Many try to find curative "weapons" so they don't have to waste their Mana on every little wound.

## ABILITIES:
**1st level:** 1st-level white magic

**5th level:** Wide Spread — You can affect everyone in a 180° spread with a weaker version of any numerical spell. If you are playing in a Silly or Console game, you can choose to affect the "friends" side of the board or the "enemies" side of the board. The spell's healing effect (or damage) takes a -10 penalty, and the Spell Cost increases by +10. Spells without a numerical effect (such as Tiny) cannot be cast this way.

**10th level:** 2nd-level white magic

**15th level:** Chain Healing — You can hit everyone who is standing in a straight line away from you with a full-strength spell. This does work on non-numerical spells like Tiny. The Spell Cost increases by +10.

**20th level:** 3rd-level white magic

**30th level:** Independent Targeting — You can affect a number of targets that you choose with a weaker spell. This works even if someone is, for instance, hiding behind someone else — you can catch the person who's hiding and not hurt the other one. The spell's healing effect (or damage) takes a -10 penalty, and the Spell Cost increases by +10. Spells without a numerical effect (such as Tiny) cannot be cast this way.

**40th level:** 4th-level white magic

**50th level:** Everybody Loves You — You are always the last character to be attacked in combat (though you may still get hit by area attacks).

**65th level:** 5th-level white magic

**80th level:** Mana Bonus — Add +10 to your Magic score.

**95th level:** MIRV — As per Independent Targeting, but the spell has full effect. This does work on non-numerical spells like Tiny. The Spell Cost increases by +10.

**99th level:** Double Heal — When casting healing spells, you can cast two per action instead of one. If one is of lower level than the other, you only pay the Mana cost for the higher-level spell.

## BY ANY OTHER NAME

We've chosen some of the more "standard" names for our classes, but different games often have different names for them. Here are some alternate names for our classes in case our names don't quite "click" with you.

Archer: Ranger
Bard: Musician
Berserker: Barbarian, Rager
Black Mage: Sorcerer, Wizard
Chemist: Alchemist
Dragoon: Lancer
Fighter: Knight, Warrior
Geomancer: Druid
Mechanist: Engineer, Technician
Red Mage: Spellblade
Summoner: Caller
Thief: Rogue
Trainer: Monster Hunter
White Mage: Healer

# TASKS

## WHAT IS A TASK?

A task is some sort of talent that your character has. For instance, a Black Mage's ability to cast spells could be considered a task gained through his or her Class. A Mystic Knight's Barrier ability could be considered a task.

In some games, characters gain only tasks that are directly related to existing class abilities. In others, they can gain tasks that bear no resemblance to existing abilities. For instance, Jorel the Miner (see below) might gain the power to use gems to increase the effectiveness of various drinks, with different gems having varying effects. There's no direct map from that ability to an existing one, but it would still count as a task.

Tasks are usually pretty narrowly defined; for instance, the ability to cast "Fire II" instead of the ability to cast black magic in general.

Unless your CPU is running a very unusual game, Classed characters cannot gain tasks that their classes do not give them. They cannot use task equipment, do not get access to skill trees, can't use experience-gaining equipment, and so forth. This normally isn't a problem, since Classed and Tasked characters don't usually show up in the same game.

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### CHANGES IN SUPER CONSOLE

Tasked characters have new options, and more detail on some older ones. The addition of the Dark Knight and Adventurer classes means more skill trees to pick from. Some of the trees have been rearranged a little, and minimum levels have been added to each ability.

Tasked characters also have the same changes to leveling, HP, MP, and such things as Classed characters.

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## CHARACTER CREATION

A Tasked character is often more idiosyncratic and unique than a Classed character. While Classed characters can often be defined by their Class alone (i.e. "the Thief", "the Fighter", "the Mage"), Tasked characters need a little more depth of personality.

Tasked characters start off at 1st level, with all attributes at 4. They receive 20 attribute points to distribute, which they can place anywhere they want. Remember that 10 is a pretty good number for a starting attribute. Once they have their attributes, Tasked characters will also need to pick two Favored stats and one Unfavored stat.

Each time your Tasked character levels up, you have three options for increasing his or her attributes:

1. Raise both of your favored stats one point, and raise another stat by one point, OR...

2. Raise two regular stats by one point, OR...

3. Raise one favored stat by one point, and your unfavored stat by one point.

Your Mana and Health bars are based on your Magic and Vitality scores, as well as your level. If you want to be able to take more damage or cast more magic, put points into these attributes.

Tasked characters start off with **no tasks**. Unless your CPU specifically hands out a few task abilities at the start of the game, your character is more or less brand new, and will have to learn everything in game. Tasked characters will either learn tasks as they increase in level (using one of the "Skill Tree" options), or will have them distributed by the CPU and his/her friendly NPC minions (using one of the "Empowered" options).

Our sample character will be Jorel, an old-timer from the gold mines in the southern continent. We want him to be pretty lucky and healthy (after all, there aren't many old-timers in mines!), and to be good with the oddball Tasks like monster handling, chemistry, and elementalism. However, in our minds he's kind of old, and probably isn't very quick or strong any more. Like all Tasked charac-

ters, he starts with all his Attributes at 4. We assign his points as follows:

### Jorel The Miner

| | | |
|---|---|---|
| **Strength** 4 | | (0 points) |
| **Speed** 6 | | (2 points) |
| **Vitality** 8 | | (4 points) |
| **Intelligence** 9 | | (5 points) |
| **Spirit** 6 | | (2 points) |
| **Magic** 4 | | (0 points) |
| **Luck** 11 | | (7 points) |
| | | Total points spent: 20 |

**Favored Attributes:** Luck and Vitality
**Unfavored Attribute:** Strength

Jorel is now ready for play. Depending on the game, your CPU may hand out starting gear and/or some starting cash.

## Batteries Included?

With all the options presented below, it might be a little tough to figure out what sorts of things are inherent in the basic character, and which are optional and based on the game. Here's how it works. All Tasked characters have the usual seven attributes. They calculate secondary attributes just like a Classed character would. Tasks are then added on top of that, in a way that depends on what options your CPU has chosen for your game.

# Trees And Empowerment

Tasked games are all about options. We'll present a lot of them in the next few pages, and no doubt you can think up others. Most of them fall into two major categories.

The first way to handle a Tasked game is to give the characters one relatively narrow ability every two levels, with some abilities having a minimum level. This is called the "Skill Tree" option because each Task will build on others. The other option is to have the characters discover items, spirits, or devices which give them special abilities. This is called the "Empowered" option. Your CPU will tell you which option he or she has chosen before you start the game.

The advantage of the Skill Tree option (from the Main Characters' perspectives) is that no one can take their abilities away. They are an innate, learned, and known part of the character's person, just like knowing how to ride a bike. The disadvantage is that spreading out to many different powers is not as effective as being more focused and many characters end up looking like Red Mages — a little spellcasting ability, a little fighting, but not a lot of either. Being a generalist in the Skill Tree option requires careful planning; being a specialist is much easier. Another disadvantage is that you can't gain higher-powered skills without the lower ones; you have to take each tree's skills in order.

In the basic Skill Tree game, each character starts with no tasks, and learns new ones every two levels. Unless the CPU says otherwise, any sort of Task is available to any character. See page 47 for the list of trees.

The advantage of the Empowered option is that the Main Characters can have all sorts of wide varieties of Tasks, and, furthermore, can often trade tasks between each other! After all, if it's a Fire Wand that lets you cast Fire II, there's no reason you can't give that wand to someone else. The disadvantage is that wands (and other Empowered items) can be stolen, which will inevitably happen at least once during the game. You have been warned.

In an Empowered game, characters start with no tasks, and must gain their powers somehow during gameplay, whether from picking up items, meeting new spirits, or what have you. The basic Empowered game is assumed to use the "Baubles and Doodads" option listed below, but that's a pretty boring option, so your CPU will probably think up something else niftier.

When it comes to spellcasting, empowerments can either give general access to a particular spell tree (requiring the characters to find the spells on their own), or give the characters the ability to cast a particular restricted set of spells (meaning they can't use any they might find). Both are valid ways to do things. For skill trees, anyone who learns a task that gives access to a certain level of spells also automatically learns one spell of the appropriate level.

# TASK OPTIONS

Below are several options that can be used with Tasked characters. Your CPU will tell you which are being used in your game. Not all of them are completely fleshed out; many will require a lot of work on the part of the CPU.

## GENERAL OPTIONS

### SIGNATURE WEAPONS

Many console games with Tasked characters only allow the characters to use one particular weapon that they're familiar with, to the exclusion of all others. This way you don't have everyone carrying around the same damn weapon, which makes things a little bit more interesting. It also cuts down on competition for who gets the new loot — if there's a Jagged Sword in the treasure, and only one person can use swords, well, that's that. Players should be allowed to choose their character's signature weapon type.

## EMPOWERMENT OPTIONS

### BAUBLES AND DOODADS

Under this option, each task to which your character has access (spellcasting, bonus defense, the ability to steal or perform leap attacks, etc.) is triggered by a particular item. These can typically be used many times, though some have "charges" that can be depleted, or are single-use items. This is the default option in **Console**, because it allows the CPU perfect control over what the characters are capable of. It's also not very interesting.

### ITEMS THAT GAIN EXPERIENCE

The whole concept is a little strange. Basically, the items which empower your characters get better the more they're used, especially as they're exposed to conflict and magical energy. Higher-level powers are accessible as the item levels up. Some items reach their maximum level well before 99th, and will actually split in two as a form of reproduction when they hit that level. Whether one item stays at max level and the other is newborn, or both are newborn, is up to the CPU.

While this option makes for a pretty cool game, it also takes a lot of planning by the CPU. Luckily, we've done some of the work for you. This particular option is described in more detail starting on page 52.

### JOINING FORCES

The Main Characters are joined with some sort of powerful entity, similar to those called by a Summoner. The characters may have little power on their own, but the entities are quite badass, and it is generally they who gain in level and power instead of the Main Characters. They may have access to skill trees, or monster stats and classes, or something entirely different. Transforming into these entities costs the MCs a certain amount of Mana, and they can only spend a limited time transformed. There may also be personality conflicts between the joined entities and the Main Characters, especially if the entities are highly emotional and of godlike power.

Joining Forces is one of the Empowerment options in which characters may not be able to trade their powers amongst each other.

### SPIRITS OF HEROIC MEMORY

Here, each character is empowered by the spirits of ancient heroes. Every level gained by the character counts as two or more levels worth of abilities in an existing character class. The hitch is that only one class can actually be used at a time — it takes a few minutes to change which spirit is currently inhabiting your character and providing him or her with the powers and skills of that class. In some games, certain class skills can be used even while you're inhabited by a different spirit. There can sometimes be personality conflicts between the spirits and the hosts — and sometimes even between two spirits in the same person! What happens if the Chemist Spirit and the Mechanist Spirit don't agree on how to solve a problem?

An alternative to this is demonic possession: the MCs each have a demon within them, which is very powerful but hard to control. They only let the demon out in times of true danger. This can lead to all kinds of interesting roleplaying opportunities.

Spirits of Heroic Memory is one of the Empowerment options in which characters may not be able to trade their powers amongst each other.

## SKILL TREE OPTIONS

### BATCH SKILLS

Rather than learning a single skill every other level, characters under this system learn an entire tree of skills at once. They're still limited by the minimum level requirements, but when they learn Fire Magic, they learn it all at once and never have to go back to learn Fire III and Flare later on. It is suggested that characters on this option gain one skill tree at 1st, 5th, and 10th level, and every ten levels thereafter.

### ICONIC CHARACTERS

For less-flexible Tasked characters, you can limit each character to just two or three trees. This prevents the sort of sameness that you get in high-level Skill Tree characters, but also requires a bit of tweaking of the level requirements. Iconic games typically end at a much lower level than other games of **Console**, with high-end powers gained at lower levels. Some of the powers will do less damage, but the monsters at low levels are wimpier, so it all balances out in the end. The Dark Knight would be the Classed equivalent of an iconic character — very tightly focused, with almost all of his abilities centered around a single theme.

To make up for the inflexibility of iconic characters, the CPU may want to institute combo abilities, which can be used by two characters with the proper skills working together. For instance, Shadowy Aspect (from the Dark Knight's tree) could combine with Terrain Attack (from the Geomancer's tree) to instantly kill any Plant or Elemental monster.

### TRAINING CENTERS

Instead of gaining a Task on even levels, the Main Characters gain a Task Slot. When they go into town, they can visit various Training Centers that will teach them new tasks to fill up those slots. The MCs may also be able to talk with certain special Secondary Characters who know more than they do and receive training that way.

## SKILL TREES

The following is a non-exhaustive list of skill trees for the use of Tasked characters using the Skill Tree option. All of the abilities referenced here can be found either in the spell lists or in the Classed Character descriptions.

Every task lists a minimum level at which it can be chosen. Skills on a particular tree must be taken in order; you can't skip to a higher skill. When two tasks are listed at the same level you may choose which to take first.

Remember, Empowered characters can't use these trees. The things that empower them may have access to these trees, but the characters themselves do not. And yes, we know that trees have branches and these don't branch. Oh well.

## MAGIC TREES

### BASIC METAMAGIC TREE

| | |
|---|---|
| 1 | Wide Beam (as per Black Mage) |
| 5 | Area Effect (as per Time Mage) |
| 10 | Chain Healing (as per White Mage) |
| 10 | Line Attack (as per Black Mage) |
| 20 | Indep. Targeting (as per Black Mage) |
| 30 | Enhanced Wide Spread (as per Time Mage) |
| 50 | MIRV (as per Black Mage) |

### AIR TREE (BLACK)

| | |
|---|---|
| 1 | Aero |
| 20 | Aero II |
| 40 | Aero III |
| 65 | Typhoon |

### CATACLYSM TREE (GEO)

| | |
|---|---|
| 1 | Sandstorm |
| 20 | Quicksand |
| 20 | Flash Flood |
| 65 | Lava Gout |

### CURE TREE (WHITE)

| | |
|---|---|
| 1 | Cure |
| 10 | Cure II |
| 20 | Cure III |
| 40 | Cure IV |

## Darkness Tree (Black)
1   Dark
20  Dark II
20  Drain
40  Dark III
40  Absorb
65  Void

## Defense Tree (White, Time)
1   Armor
10  Anti-magic
20  Exit
20  Reflect
40  Wall

## Earth Tree (Black, Geo)
1   Earth
20  Earth II
40  Earth III
65  Richter

## Fast Tree (Time)
1   Regenerate
10  Haste
40  Haste II
65  Vortex

## Fire Tree (Black)
1   Fire
20  Fire II
40  Fire III
65  Flare

## Gravity Tree (Black, Time)
10  Demi
20  Demi II
20  Comet
40  Demi III
65  Meteor

## High Sorcery Tree
65  Mana Bonus (as per White Mage)
80  Double Heal (as per White Mage)
95  Double Cast (as per Red Mage)

## Holy Tree (White)
10  Holy
40  Holy II
65  White

## Ice Tree (Black)
1   Ice
20  Ice II

40  Ice III
65  Glacier

## Inspiring Tree (Bard)
1   Hero's Ballad
10  Rallying Cry
40  Fast Beat
65  Song Of Power

## Knowledge Tree (White)
1   Sense

## Life Tree (White)
20  Life
40  Relife
65  Life II

## Lightning Tree (Black)
1   Bolt
20  Bolt II
40  Bolt III
65  Luminaire

## Loud Tree (Bard)
1   Sound Blast
10  Too Loud
20  Requiem
65  Seismic Subwoofer

## Motion Tree (Geo)
1   Low-Flight
20  Stairs
20  High-Flight
65  Planet's Embrace

## Nature Tree (Geo)
1   Nature's Touch
20  Nature's Fury
65  Mother Nature

## Quiet Tree (Bard)
1   Chant
10  Entrancing Melody
20  Song Of Life
20  Song Of Silence
40  Love Song

## Slow Tree (Time)
1   Delay
1   Slow
10  Stop
65  Time Stop

### STATUS TREE (BLACK, WHITE, TIME)
10   Sleep
10   Tiny
10   Confuse
10   Frog
10   Bio
20   Bio II
40   Stone
40   Age

### STATUS FIX TREE (WHITE)
1   Purify
20   Dispel
40   Wall
40   Restore

### SUMMONER EXCLUSION TREE
1   Exclude Semicircle
15   Exclude To Square
30   ANYTHING!
50   Mana Bonus
80   Exclude To Single Target
95   Godlike Power

# TALENT TREES

### ARCHER ACCURACY TREE
1   Aim
5   First Shot
20   Pinpoint Accuracy
50   Cut Down
80   Incredible Aim
95   Whites Of Their Eyes

### ARCHER DAMAGE TREE
10   Razored Arrows
15   Elemental Arrows
30   Elemental Blast
40   Multishot
65   Barrage
95   Arrow Of Slaying

### ADVENTURER ASSISTANCE TREE
5   Cheering Section
20   Assistance
30   Escape
50   Environmental Agility
80   Secret Weapon
95   Mimic

### ADVENTURER BAG OF TRICKS
1   Adaptability
10   Pots And Bushes
15   Indomitable Spirit
40   Heckle
65   Stunning Attack
95   Total Adaptability

### BARD SONG TREE
1   1st-level Song Access
10   2nd-level Song Access
20   3rd-level Song Access
40   4th-level Song Access
65   5th-level Song Access

### BARD TALENT TREE
5   Musical Attack
15   Friendly Smile
30   Battle Song
50   Underestimation
80   Backwards Singing
95   Secret Resonance
95   Double-voice

### BERSERKER ANGRY TREE
1   Berserk
10   Lightning Rage
15   Controlled Rage
40   Measured Rage
50   Psycho Blitz
95   Go Nuts

### BERSERKER BONUS TREE
5   Magic Resistance
20   Tough As Rocks
30   Berserk Strength
65   800-lb Gorilla
80   Was That A Feather?
95   Blind Fury

### BLACK MAGE TREE
1   1st-level Black Magic Access
10   2nd-level Black Magic Access
20   3rd-level Black Magic Access
40   4th-level Black Magic Access
65   5th-level Black Magic Access

### CALCULATOR TREE
- 5    HP Target
- 15   Mana Target
- 30   Level Target
- 50   Greater Mathematical Targeting
- 65   Altitude Target
- 80   Esoteric Math
- 95   Math Genius

### CHEMIST ENHANCER TREE
- 10   Enhance Drinks
- 15   Alter Attack
- 30   Enhance Attacks
- 40   Chug
- 50   Alter Drink
- 65   Alter Fix
- 95   Healing Blood

### CHEMIST MIXING TREE
- 1    Mix
- 5    Throw
- 20   That's Gross, Man!
- 80   Kaboom!
- 95   Duplicator

### DARK KNIGHT BLACK TREE
- 1    Dark Strike
- 10   Shadowy Aspect
- 30   Gothic Assault
- 50   Magic-Entwined Blades
- 80   Un-holy
- 95   True Form

### DARK KNIGHT FEAR TREE
- 5    Poisoned Blade
- 15   Blinding Wind
- 20   I'm More Powerful Offscreen
- 40   Stab in the Back
- 65   One Scary Dude
- 95   It's The Main Villain!

### DRAGOON SPEAR TREE
- 1    Jump Attack
- 10   Sharpened Tip
- 15   Accurate Jump
- 50   Leech Lance
- 80   Speedy Jump
- 95   What Goes Up…?
- 95   Pole-vault

### DRAGOON TALENT TREE
- 5    Parry
- 20   It Doesn't Fit There!

- 30   Critical Strike
- 40   Pointy Spear
- 65   Surgical Strike

### FIGHTER ATTACK TREE
- 1    Two-handed Strike
- 15   Severe Beating
- 20   Cutting Skill
- 30   Crosscut
- 40   Sword-scalpel
- 65   Instinctual Skill
- 95   Unavoidable Strike

### FIGHTER DEFENSE TREE
- 5    Cover
- 10   Guard
- 50   HP Bonus
- 80   Always On Guard
- 95   Spiritual Shield

### GEOMANCER SPELL TREE
- 1    1st-level Earth Magic Access
- 20   3rd-level Earth Magic Access
- 65   5th-level Earth Magic Access

### GEOMANCER TALENT TREE
- 5    Avoid Pitfalls
- 15   Terrain Attack
- 30   Tremor Sense
- 40   One With The Planet
- 40   One With The Wind
- 50   Magical Avoidance
- 95   Power Of The Earth
- 95   Elemental Wholeness

### MECHANIST CREATION TREE
- 1    Assemble Device And Tech Skill
- 5    Tech Savvy
- 10   Scrounge
- 20   Hidden Gadget
- 40   Disassemble
- 65   Modify Device
- 95   Build Airship

### MECHANIST TALENT TREE
- 15   Technobabble
- 30   Louder Technobabble
- 50   Two-gun Mojo
- 80   Insulated
- 95   Scotty

### MONK BAREHAND TREE
| | |
|---|---|
| 1 | Registered Lethal Weapons |
| 5 | Focused Blow |
| 20 | Furious Beatdown |
| 30 | Counterattack |
| 65 | Steel Muscles |

### MONK TALENT TREE
| | |
|---|---|
| 10 | Chi |
| 15 | Chi Touch |
| 40 | Durability |
| 50 | Iron Skin |
| 80 | Focused Mind |
| 95 | Always Ready |
| 95 | Turbo |

### MYSTIC KNIGHT TREE
| | |
|---|---|
| 1 | Sword Enchantment (Must Learn Black Magic Separately) |
| 10 | Block |
| 20 | Resistant Nature |
| 40 | Parry |
| 80 | Gold Attack |
| 95 | Magical Favor |
| 95 | Sword-beam |

### NINJA AVOIDANCE TREE
| | |
|---|---|
| 1 | Dodge |
| 5 | Smoke Bomb |
| 10 | Ambush |
| 20 | Flash Bomb |
| 50 | Dodge Like Mad |
| 65 | Evade Spells |
| 95 | Invisibility |

### NINJA BADASS TREE
| | |
|---|---|
| 15 | Two-weapon Strike |
| 30 | Throw |
| 40 | Glop Bomb |
| 80 | Death Strike |
| 95 | Mad Ninja Skills |

### SUMMONING TREE
| | |
|---|---|
| 1 | Summon 1st-level Entities |
| 10 | Summon 2nd-level Entities |
| 20 | Summon 3rd-level Entities |
| 40 | Summon 4th-level Entities |
| 65 | Summon 5th-level Entities |

### THIEF AWARENESS TREE
| | |
|---|---|
| 5 | Secrets |
| 10 | Alertness |
| 15 | Quick Little Dude |
| 40 | Ambush |
| 80 | Don't Get Squashed |
| 95 | Stab Vitals |

### THIEF STEALING TREE
| | |
|---|---|
| 1 | Steal |
| 20 | Bribe |
| 30 | Trade |
| 50 | Mug |
| 65 | Loot |
| 95 | Bag Full Of Stuff |

### TIME MAGE TREE
| | |
|---|---|
| 1 | 1st-level Time Magic Access |
| 5 | Danger Sense |
| 10 | 2nd-level Time Magic Access |
| 20 | 3rd-level Time Magic Access |
| 40 | 4th-level Time Magic Access |
| 65 | 5th-level Time Magic Access |
| 80 | Fast Action |
| 95 | Slipstream |
| 95 | Duplicate |

### TRAINER TRAINING TREE
| | |
|---|---|
| 1 | Capture Monster |
| 5 | Tame |
| 20 | Crushing Blow |
| 40 | Monstrous Ally |
| 50 | Whip Entangle |
| 65 | Polymorph |
| 80 | Counterstrike |
| 95 | Very Healthy |

### TRAINER SPY TREE
| | |
|---|---|
| 10 | Measure |
| 15 | Exploit Weakness |
| 30 | Analyze |
| 95 | Monster Expert |

### WHITE MAGE TREE
| | |
|---|---|
| 1 | 1st-level White Magic Access |
| 10 | 2nd-level White Magic Access |
| 20 | 3rd-level White Magic Access |
| 40 | 4th-level White Magic Access |
| 65 | 5th-level White Magic Access |

# LIVING ITEMS

Living Items are an Empowerment option for Tasked games. They were mentioned above (see "Items that gain experience" on page 46). Here we're going to flesh it out a little more.

Characters in a game with Living Items are created just like any other Tasked character. They also gain levels in the same way. What's different about these characters is that they gain their special powers from intelligent, living items, which channel the world's ambient magical energy in particular ways. While they can't speak directly to their wielders, Living Items do have a certain empathic ability, letting their owners know when they want certain things. Most of the time they're pretty quiet. Only the most powerful Living Items could actually exert any real influence over their wielder, and even then it would have to be someone with a very weak Spirit.

Like all living beings, Living Items consume food, create waste, grow, and reproduce. These creatures literally feed on conflict, growing stronger after each battle. More powerful opponents mean a more nutritious meal.

Living Items each have an XP Bar. When the character using them gains XP, the item gains some too. If it and its character are the same level, they gain the same amount of XP. If the character is higher-level, the item gains double XP until it catches up. If the item is higher-level, it gains half XP until the character catches up.

Characters who wield more than one Living Item at a time do not split the XP amongst the many items. Each one receives the full amount.

All Living Items draw from their wielder's supply of Mana, and occasionally from his or her supply of Health as well, to produce their effects. Even high-powered Living Items have no Mana pool of their own, and no Magic score. Their effectiveness is limited by the skill and resources of their wielders.

Living Items produce waste in the form of magical resonance. Higher-level characters in a world with Living Items learn how to deal with this resonance and funnel it away from themselves harmlessly, but low-level characters can easily be damaged by carrying too many Living Items at once. The chart below shows how many Living Items can be carried at each level. Characters can wear non-Living items in addition to those allowed below.

| LEVEL | ITEMS ALLOWED |
|-------|---------------|
| 1–5 | 2 |
| 6–10 | 3 |
| 11–20 | 4 |
| 21–30 | 5 |
| 31–50 | 6 |
| 51–70 | 7 |
| 71–90 | 8 |
| 91+ | 10 |

As living beings, Living Items can reproduce. Living Items simply split in half when they get to a certain stage of growth, like amoebas and other single-celled organisms. A Living Item divides every twenty levels, splitting off a new "baby" (1st level) version of itself. For a level or two before this the item can be seen to bulge and occasionally twist around as it starts to split. The original item is left at the same level and is unharmed.

Sometimes mutations occur in a Living Item's reproductive process. Every time a baby item is "born," there is a chance that it won't be the same kind of Living Item as its parent. This chance varies from item to item and the results likewise vary. These are listed in the item descriptions below.

Some Living Items are so exceedingly rare that they can never be bought in stores, only produced through mutation. Rumors persist of magical items or spells that induce certain types of mutation, but these are only legend (and thus guaranteed to exist somewhere in the world).

## SAMPLE LIVING ITEMS

If you're interested in running a game based on Living Items, you'll have to create a lot of them yourself. They can be the equivalent of character classes on their own, after all! We've listed a few of them below to give you a template to work with, and perhaps give you a little inspiration.

## GENERAL NOTES

If an item simply lists a spell at a certain level, it allows the wielder to cast that spell as if he or she knew it. The character still spends the Mana, and the strength of the spell is based on the character's Magic and Magic Skill. If an item says that one of its attacks inflicts a particular status, there is no cost to the character unless one is specifically listed. The target still gets a normal attempt to resist, with the item's Level acting on the Skill Chart.

Higher-level items have all the powers of lower-level items, though sometimes the higher-level ones may make lower-level ones useless.

## FIRE SWORD

**Description:** A bronze short sword with a glowing ruby in its pommel

**Damage Rating:** 3 + Level

**Powers:**

Levels 1–14: Fire I

Levels 15–29: Magic Sword

Levels 30–44: Fire II

Level 45–59: Fire III

Level 60+: Flare

**Notes:** The Magic Sword ability (see the Mystic Knight class, page 37, for details) can only be used with one of the powers listed for this item. This item can be used as a template for other varieties of attack-magic weapons (see Mutations below), which probably would have the same mutation results.

**Mutation Chance:** 10%

**Mutation Result:** roll 1d10

1: Ice Mace

2: Bolt Spear

3: Dark Scythe

4: Wind Boomerang (-5 damage, back-row)

5: Earth Maul

6: Gravity Cestus (uses Demi)

7: Sonic Harp

8: Gauntlets of Power

9: Dragoon Lance

10: Turtle-Shell Nunchaku

## NECKLACE OF THORNS

**Description:** A brass and silver woven necklace with jade thorns hanging from it (the thorns don't hurt the wearer).

**Powers:**

Level 1–19: The character who wears the necklace may inflict the Poison status by touch. The target gets a chance to evade, and may be slightly damaged by the touch (the damage rating of the character's fists is zero, unless enhanced by monk-like abilities). The strength of the poison is the Necklace's level. This ability costs Mana (Spell Cost 10)

Level 20–39: The wearer may also inflict Blindness by touch. This ability costs Mana (Spell Cost 20)

Level 40–59: The wearer may also inflict the Old status by touch. This ability costs Mana (Spell Cost 30)

Level 60–79: The wearer may also inflict Paralysis by touch. This ability costs Mana (Spell Cost 40)

Level 80+: The wearer may also inflict Doom by touch. This ability costs Mana (Spell Cost 50)

**Notes:** These effects can be activated simultaneously by paying the mana cost for multiple effects. Someone hit by a character wearing a level 65 Necklace of Thorns could be facing paralysis, oldness, blindness, and poison, all at once. Make just one Status Resistance roll, to keep things fast. Success means avoiding all of the statuses. Failure means lots and lots of pain.

**Mutation Chance:** 30%

**Mutation Result:** roll 1d10

1–2: Stopwatch

3–5: Sextant

6–10: Egg

## STOPWATCH

**Description:** A beautiful copper pocketwatch, with chain and pushbutton.

**Powers:**

Level 1–9: Delay (as the Time Mage spell)

Level 10–19: Slow

Level 20–29: Haste

Level 30–39: Stop

Level 40–49: Age

Level 50–69: Haste II

Level 70+: Time Stop

**Notes:** none

**Mutation Chance:** 15%

**Mutation Result:** roll 1d10

1–5: Sextant

5–10: Necklace of Thorns

## SEXTANT

**Description:** An ornately fashioned navigational aide, made of ivory

**Powers:**

1–19: Gives the party access to the world map

20–39: Exit

40-59: Comet

60–79: Reflect

80+: Meteor

**Notes:** none

**Mutation Chance:** 5%

**Mutation Result:**

Always forms an Egg

## SHOULDER GUARD

**Description:** A shining steel shoulder-guard, held on with dragonhide straps

**Defense Rating:** 1/4 level

**Powers:**

1–9: The Health Bar of the character wearing this item goes to 101%.

10–19: Health Bar goes to 110%

20–39: Health Bar goes to 120%

40–59: Health Bar goes to 130%

60+: Health Bar goes to 140%

**Notes:** Characters are never healed just by putting on a Shoulder Guard.

**Mutation Chance:** 10%

**Mutation Result:** Roll 1d10

1–2: Dragon Helm

3–4: Spiked Shield

5–10: Egg

## PUPPETRY GLOVE

**Description:** A black silk glove with many thin black strings descending from the fingers and palm.

**Powers:**

1–19: +10 to your Intelligence

20–39: Your attacks inflict Confusion

40–59: Your attacks inflict Paralysis

60+: Your attacks allow you to charm a monster, turning it to your side in battle and forcing it to attack whomever you designate. Treat this as a status effect, which can be cured by anything that cures Confusion. Bosses are, of course, immune.

**Notes:** none

**Mutation Chance:** 15%

**Mutation Result:**

Always forms an Egg.

## SLIPPERS

**Description:** A pair of extremely soft yellow slippers. This item is normally only found in a Silly game, but is quite powerful nonetheless.

**Powers:** Normally when combat starts the CPU rolls a die to see if one side surprises the other. On a 1, the party surprises the monsters. On a 10, the monsters surprise the party. These slippers make your party sneakier, so you have a better chance of surprising the monsters.

1–9: You party surprises the monsters on a roll of 1 or 2.

10–29: Your party surprises the monsters on a roll of 1, 2, or 3.

30–49: Your party surprises the monsters on a roll of 1, 2, 3, or 4.

50–79: Your party surprises the monsters on a roll of 1, 2, 3, 4, 5, or 6.

80+: Your party surprises the monsters on any roll that isn't a 10.

**Notes:** Only one person in the party needs to wear these. They never reduce the chance that your party is surprised, they only increase the chance of you sneaking up on the monsters.

**Mutation Chance:** 10%

**Mutation Result:** roll 1d10

1–4: Ninja Robes

5–7: Necklace of Thorns

8–10: Egg

## AMULET OF POWER

**Description:** A golden amulet with a series of gemstones set within each other, each one a different geometrical shape.

**Powers:**

0–9: Enhanced Area Effect

10–19: Wide Spread

20–29: Line Attack

30–49: Enhanced Wide Spread

50–69: Independent Targeting

70–89: Enhanced Independent Targeting

90+: MIRV

**Notes:** none

**Mutation Chance:** 50%

**Mutation Result:** Roll 1d10

1–3: Shoulder Guard

4–6: Egg

7–9: Fire Sword

10: Sextant

## STONEWOOD BOW

**Description:** A grey bow, suspiciously heavy, with a jade grip.

**Attack Power:** Same as Level

**Powers:**

1–9: This is a back-row weapon

10–19: First Shot (as per the Archer ability)

20–29: Razored Arrows

30–39: Elemental Arrows

40–49: Multishot

50–59: Pinpoint Accuracy

60–69: Elemental Blast

70–79: Cut Down

80–89: This becomes a multi-attack weapon

90+: Arrows of Slaying

**Notes:** As you probably noticed, a character holding this bow essentially takes on the Archer class. It can serve as a template for other such items (examples are listed below).

### BUYING LIVING ITEMS

The cost of a Living Item varies by its level. Like most items, they can be sold back to a store at half their price, but it can be extremely hard to find high-level Living Items. In most game worlds the Main Characters are the only high-level adventurers around (otherwise people would already have conquered the bad guys instead, right?).

| LEVEL | COST | BONUS |
|---|---|---|
| 1–9 | 100 + (Level x 10) | +50 |
| 10–19 | 200 + (Level x 20) | +100 |
| 20–29 | 300 + (Level x 30) | +200 |
| 30–39 | 400 + (Level x 40) | +400 |
| 40–49 | 500 + (Level x 50) | +800 |
| 50–59 | 600 + (Level x 60) | +1600 |
| 60–69 | 700 + (Level x 70) | +3200 |
| 70–79 | 800 + (Level x 80) | +6400 |
| 80–89 | 900 + (Level x 90) | +12800 |
| 90+ | 1000 + (Level x 100) | +25600 |

Living Items that allow the wielder to cast spells are worth one Bonus. Items that inflict status ailments are worth two Bonuses (this doesn't stack with the previous bonus — items that both inflict status and cast spells are still just one Bonus).

**Mutation Chance:** 30%

**Mutation Result:** Roll 1d10.

1. Dragoon Lance (obvious)
2. Black Belt (Monk)
3. Black Robes (Black Mage)
4. White Robes (White Mage)
5. Cosmos Robes (Time Mage)
6. Bag (Trainer)
7. Scythe (Dark Knight)
8. Footpads (Thief)
9. Headband (Fighter)
10. Battleaxe (Berserker)

## EGG

**Description:** An iridescent egg, about the size of a chicken's egg.

**Powers:** +5 to Luck, regardless of Level.

**Notes:** Eggs exist only to "hatch" into other items, which they do relatively quickly (they mutate as soon as they reach 10th level). The egg itself does not remain after mutation. Eggs both slow down the process of gaining new items, which can be important in this sort of game, and allow for alterations into different and stranger item types. When you create your own items, be sure to add them to the Mutation Result table below — an Egg could hatch into anything.

**Mutation Chance:** 100%

**Mutation Result:** Roll 1d10

1: Sextant
2: Stopwatch
3: Fire Sword
4: Necklace of Thorns
5: Shoulder Guard
6: Puppetry Glove
7: Slippers
8: Amulet of Power
9: Stonewood Bow
10: Monster-in-a-box! The party must face a special Boss monster with the same level as the group!

# MAGIC

Many characters in **Console** have the ability to cast magical spells. Black, Red, White, and Time Mages all have access to various types of spells. The songs of a Bard, a Geomancer's tricks, and the entities that a Summoner can call are very similar to spells and are covered under the same rules.

The following pages have about a hundred spells that are available to different kinds of casters, and to Tasked characters with the right Task. If your character can cast one, make sure you know how it works. It's never a bad idea to put your commonly used spells' statistics on your character sheet.

Casting a spell takes about as much time as running up to someone and swinging a sword, so both have their place in fast-paced combat. If interrupted while casting (such as by getting hit with a sword), spellcasters just continue — their training is so intense that they can't be disrupted, no matter what happens around them.

## PAYING FOR MAGIC

Casting a spell requires Mana: magical energy. Every spell your character casts depletes his or her store of Mana. You can only regain Mana by getting a good night's sleep or by using certain items that have it stored inside (such as Ether drinks).

To find out how much Mana your spells use up, look at the Bar Chart on page 11. Find the **Difference** rating by subtracting your Magic Skill from the Spell Cost. The **Change** listed is how much your Mana Bar goes down. Note that a Spell Cost of zero does not mean that you don't need to use Mana to cast the spell! If you don't have enough Mana left, you can't cast that spell — your reserves of energy are just too depleted.

## THE EFFECTS OF MAGIC

There are four very common things that spells can do: inflict damage, heal damage, inflict a status, or remove a status. There are spells that do other things, of course, but these are the most common,

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> ### CHANGES IN SUPER CONSOLE
>
> Spell costs and damages have been revised to use the Bar Chart. Also, the idea of resisting damage magic has been removed. Status magic can still be resisted. Several spells have also been added to improve compatibility, and a few spells have changed level.

and we should go into a little more detail on how they work.

### INFLICTING DAMAGE

Use the Bar Chart (on page 11) to determine how much damage your foe takes. The **Difference** is your spell's Damage minus your foe's Magic Defense; the **Change** is how much of their Health Bar goes away.

### HEALING DAMAGE

Use the Bar Chart again. The **Difference** is the spell's Healing Power minus the target's Toughness; the **Change** is how much the of target's Health Bar comes back. You can never heal someone to more than 100% of their Health Bar (unless it normally goes to more than 100%).

### INFLICTING STATUS

Frog, Tiny, and Slow are good examples of this spell. They force one of your enemies to suffer from a debilitating condition. This kind of magic can be resisted. Use the Skill Chart (page 9), with your Magic Skill against your target's Status Resistance. The Chance listed is the monster's chance to avoid the status condition. Some statuses are naturally easier to resist; see page 19 for more details.

### REMOVING STATUS

These spells work automatically. Purify is a good example; there's no resistance roll involved.

## SPELL STATISTICS

All spells (and other magical effects) in **Console** have the following statistics:

### LEVEL

All spells are arranged into Levels, which give a rough idea of their power. All spells are ranked at

levels one through five, though there are legends told about the mythical Sixth Level Spells...

### EFFECT

What does this spell do? How powerful is it? Spells with a Damage or Healing Power have that listed here.

### SPELL COST

How draining is it to cast this spell?

### RANGE

How far does the effect reach? Rather than list exact ranges in feet or meters, we list a spell's range in general terms. Common ranges are:

**Touch:** The caster must physically touch the target or something he or she is wearing. Skin-to-skin contact is required.

**Staff:** This spell may be transmitted through a short object or through armor.

**Bowshot:** The spell can affect anyone within bow range of the caster.

**Line of Sight:** Anyone the caster can see is a valid target.

### DURATION

How long does the spell last? Again, as with range, duration is never given down to the second. Common durations are:

**Instant:** A one-time effect. Healing spells have instant duration: they heal the damage once. More damage might be incurred later, but you have to cast the spell again to heal it.

**# Ticks:** The spell lasts for a certain number of ticks (typically 100), starting at the end of the caster's action and lapsing at the end of his or her action # ticks later.

**# minutes / hours / days / months:** An uncommon duration, but straightforward. These spells are typically used for finding secret passages, letting the party hover over deadfalls, and other exploratory and dungeon-crawling effects.

**Permanent:** The effect never goes away, unless countered or dispelled.

## ELEMENTS AND OPPOSITIONS

The four elements (earth, air, water, and fire) are often an important aspect of console RPGs. Quests for objects related to the elements, incursions from their home planes of existence, spells that draw on them, and weapons and armor empowered by them are pretty common across all games.

If you want to include this in your game, the next page has a table with a sample list of elements, what sorts of spells are based on them, and what opposes them. The first few elements show up in almost all games, but the later ones only rarely do. You can, of course, add to these or alter them to fit your own game. The Black Mage spell list has many spells based on the elements, so you can base your own on them.

Some games go another step and include other elements too, and specify that all status ailments are caused by a particular element. Confusion might be an Air status, while blindness might be Dark-aspected.

There are also other ways to do things than simple opposition. You might set up a three-element system like rock-paper-scissors (perhaps Wind-Fire-Water?) where each one "defeats" one of the others and is "defeated" by the third.

The effects of elemental spells on monsters is listed in their description. Strongly aspected creatures like Elementals are usually healed by their own element and take double damage from the opposite. Weakly aspected creatures like Dragons and Demons typically take zero damage from their own element and one and a half times as much from their opposing element.

## CREATING YOUR OWN SPELLS

You as the CPU may want to create your own spells to fit your game. Sometimes even an ambitious Player may wish to create their own spells. In general, you should use the current spells as guidelines — don't create a more damaging spell than Flare, for example.

If you're creating a completely new magical class, then you don't have to worry about things like research time and prerequisites. However, if a player is creating a new spell for an existing class, you don't have to worry about it then, either! It's standard practice in console RPGs for the spellcasters to be quiet, reclusive types. If they say, "Hey, I've been working on this new spell for a month now. Let's see how it works!" who's going to question it?

In Mixed games, the CPU may require a bit more explanation than that. We suggest that new spells take about one month per level to research, and probably cost about a thousand ISB per level too. They aren't for the faint of heart — backfires are common with new and unknown magical powers. Bards take the same amount of time to research their songs, but they don't need any money (and it's typically much safer).

Summoners have it "easy." "All" they have to do is find a supernaturally powerful godlike entity, which may or may not exist beyond time and space, and convince it that it wants to be at their beck and call for all eternity. Good luck. It is highly suggested that one approach entities who have a known dislike for the forces of evil and promise them that you will be fighting evil extensively (which is pretty much true).

## RANDOM SUMMONS TABLE

The Summoner's ANYTHING! ability calls forth a random summon. Roll 1d100 and consult this list to see which one you get. If you roll one that you wouldn't normally be capable of summoning, ignore that result and roll again.

| Roll | Entity |
|------|--------|
| 1–6 | Angel |
| 7–12 | Avian Lord |
| 13–18 | Lord of Locusts |
| 19–24 | Efreet |
| 25–30 | Djinn |
| 31–36 | Atlas |
| 37–42 | Zeus |
| 43–48 | Poseidon |
| 49–54 | Artemis |
| 55–60 | Firebird |
| 61–66 | Golem |
| 67–72 | Tiamat |
| 73–78 | Tapley |
| 79–84 | Hughes |
| 85–90 | Royce |
| 91–96 | Tatro |
| 97–100 | Player's choice |

## THE ELEMENTS

| ELEMENT | BASE SPELL | MASTER SPELL | OPPOSED BY |
|---------|-----------|--------------|------------|
| Fire | Fire | Flare | Cold |
| Cold | Ice | Glacier | Fire |
| Earth | Quake | Richter | Air |
| Air | Aero | Typhoon | Earth |
| Lightning | Bolt | Luminaire | Water |
| Holy | Holy | White | Dark |
| Darkness | Dark | Void | Holy |
| Water | Water | Tsunami | Lightning |
| Acid | Dissolve | Vitriol | Sonic |
| Sonic | Sound Blast | Subwoofer | Acid |
| Gravity | Demi | Black Hole | Nature |
| Nature | Animal | Volcano | Gravity |
| Tastes like Orange Tang® | ??? | ??? | Doesn't taste like... |

# BARD SONGS

Bards don't have quite as powerful magic as the true mages, but they have a few tricks up their sleeves. They generally do not buy their songs from guilds like Mages, but learn them from other Bards, who are more than willing to share. Some also string together unique songs from ancient melodies and magical chords.

Bard songs can often be extended by continuing to sing. In combat, this takes up all of your actions until you feel like stopping (which typically means you can't attack), but carries no Mana cost. Once you stop singing, the spell's regular duration takes over. For instance, if a Bard started singing Hero's Ballad on tick #50, continued singing on ticks #75 and #100, and then stopped to use a potion on tick #125, the song's effects would last until Tick #200.

## LEVEL 1 BARD SONGS

### CHANT
**Effect:** Your chanting aids the party's spellcasters in meditation. Everyone in the party (including you) gets +5 to Magic until this song wears off.
>**Spell Cost:** 5
>**Range:** Bowshot
>**Duration:** As long as the Bard keeps singing, plus 100 ticks.

### HERO'S BALLAD
**Effect:** This inspiring song helps your party in battle. Everyone on your side of the fight (including you) adds +5 their Defense and Magic Defense, and has an additional +10 to Evasion.
>**Spell Cost:** 0
>**Range:** Bowshot
>**Duration:** As long as the Bard keeps singing, plus 100 ticks.

### SOUND BLAST
**Effect:** Deals sonic damage to one target. Damage is the caster's Magic score or 20, whichever is lower. In games without sonic damage, this deals air-elemental damage.
>**Spell Cost:** 0
>**Range:** Bowshot
>**Duration:** Instant

## LEVEL 2 BARD SONGS

### TOO LOUD!
**Effect:** Your Bard plays music so loud and jarring that one monster is paralyzed with pain. Inflicts the Paralyzed status.
>**Spell Cost:** 15
>**Range:** Bowshot
>**Duration:** Instant

### ENTRANCING MELODY
**Effect:** You play such a beautiful song that the one person you sing to just stops in wonder. Inflicts the Stopped status.
>**Spell Cost:** 15
>**Range:** Bowshot
>**Duration:** Instant

### RALLYING CRY
**Effect:** Your heroic cheers encourage your comrades. Everyone on your side of the fight (including you) adds +20 to Status Resistance, and adds an additional +5 to Damage Rating.
>**Spell Cost:** 15
>**Range:** Bowshot
>**Duration:** Instant

## LEVEL 3 BARD SONGS

### REQUIEM
**Effect:** Your mournful song reminds the undead of where they should really be (i.e. dead). Any undead creatures in range take holy damage (and likely take double damage from it). Damage is the singer's Spirit score or 40, whichever is lower.
>**Spell Cost:** 25
>**Range:** Bowshot
>**Duration:** Instant

### SONG OF LIFE
**Effect:** Everyone on your side of the fight (including you) is affected by a double-strength version of the 1st-level Time Mage spell Regenerate. Sung outside combat, this spell works like the White Mage spell Cure, but helps the whole party.
>**Spell Cost:** 30
>**Range:** Bowshot
>**Duration:** As long as the Bard keeps singing, plus 100 ticks.

### Song of Silence
**Effect:** Everyone on the other side of the fight is affected by the Silenced status.
**Spell Cost:** 30
**Range:** Bowshot
**Duration:** As long as the Bard keeps singing, plus 100 ticks.

## Level 4 Bard Songs

### Love Song
**Effect:** Hey, laugh all you want, but it really bewilders the bad guys. Everyone fighting against the Bard is affected by the Confused status.
**Spell Cost:** 40
**Range:** Bowshot
**Duration:** As long as the Bard keeps singing, plus 100 ticks.

### Fast Beat
**Effect:** Your allies can't help but get caught up in the music. Everyone on your side of the fight (including you) is affected as per the 2nd-level Time Mage spell Haste.
**Spell Cost:** 45
**Range:** Bowshot
**Duration:** As long as the Bard keeps singing, plus 100 ticks.

## Level 5 Bard Songs

### Seismic Subwoofer
**Effect:** Not all sounds are powerful enough to leave craters. This one is. Deals sonic damage to one target. Damage is the caster's Magic score +10, or 99, whichever is lower.
**Spell Cost:** 65
**Range:** Bowshot
**Duration:** Instant

### Song of Power
**Effect:** When they hear this song, even tired allies rally to the fight. Everyone on your side of the fight (including you) receives +10 to all of their attributes, and is healed with a Healing Power of 70.
**Spell Cost:** 70
**Range:** Bowshot
**Duration:** The healing is instant. The attribute bonus lasts as long as the Bard keeps singing, plus 100 ticks.

# Black Magic

Black Mages like to blow things up, and they have a lot of ways to do it. While they have more spells than any other type of mage, the spells tend to get pretty repetitive. But man, can they blow stuff up.

## Level 1 Black Magic

### Aero
### Bolt
### Fire
### Ice
### Quake

**Effect:** Each of these spells deals elemental damage to one target. Damage is 20 or the caster's Magic score, whichever is lower. Aero deals air damage, bolt deals lightning damage, fire deals fire damage, ice deals cold damage, and quake deals earth damage. These spells are otherwise completely identical.
**Spell Cost:** 0
**Range:** Bowshot
**Duration:** Instant

### Dark
**Effect:** Deals darkness damage to one target. Damage is the caster's Magic score or 20, whichever is lower. Undead targets are cured instead.
**Spell Cost:** 1

## Level 2 Black Magic

### Bio
**Effect:** Inflicts the Poisoned status on one targe. The Poison Strength is equal to your Magic score minus 15 points.
**Spell Cost:** 15
**Range:** Bowshot
**Duration:** Instant

### Frog
**Effect:** Turns the target into a frog (bestowing the Frog status condition), or turns a frogged target into a normal being.
**Spell Cost:** 20
**Range:** Bowshot
**Duration:** Permanent

### Sleep

**Effect:** Puts the target to sleep.

**Spell Cost:** 20

**Range:** Bowshot

**Duration:** Until the target overcomes the status or takes damage.

### Confuse

**Effect:** Inflicts the Confused status on the target.

**Spell Cost:** 25

**Range:** Bowshot

**Duration:** 100 ticks or until the target takes damage.

## Level 3 Black Magic

### Aero II
### Bolt II
### Fire II
### Ice II
### Quake II

**Effect:** Each of these spells deals elemental damage to one target. Damage is 40 or the caster's Magic score, whichever is lower. Aero deals air damage, bolt deals lightning damage, fire deals fire damage, ice deals cold damage, and quake deals earth damage. These spells are otherwise completely identical.

**Spell Cost:** 25

**Range:** Bowshot

**Duration:** Instant

### Dark II

**Effect:** Deals darkness damage to one target. Damage is the caster's Magic score or 40, whichever is lower. Undead targets are cured instead.

**Spell Cost:** 30

**Range:** Bowshot

**Duration:** Instant

### Drain

**Effect:** Reduces a target's Health Bar by 20%, and increases your own by the same amount.

**Spell Cost:** 20

**Range:** Bowshot

**Duration:** Instant

### Bio II

**Effect:** Inflicts the Poisoned status on one target. The Poison Strength is equal to your Magic score minus 5 points.

**Spell Cost:** 30

**Range:** Bowshot

**Duration:** Instant

## Level 4 Black Magic

### Aero III
### Bolt III
### Fire III
### Ice III
### Quake III

**Effect:** Each of these spells deals elemental damage to one target. Damage is 60 or the caster's Magic score +5, whichever is lower. Aero deals air damage, bolt deals lightning damage, fire deals fire damage, ice deals cold damage, and quake deals earth damage These spells are otherwise completely identical.

**Spell Cost:** 45

**Range:** Bowshot

**Duration:** Instant

### Dark III

**Effect:** Deals darkness damage to one target. Damage is 60 or the caster's Magic score +5, whichever is lower. Undead targets are cured instead.

**Spell Cost:** 50

**Range:** Bowshot

**Duration:** Instant

### Stone

**Effect:** Petrifies the target. Bosses are immune to this spell, as is any monster who can actually bestow the "stone" status.

**Spell Cost:** 50

**Range:** Bowshot

**Duration:** Permanent

### Absorb

**Effect:** Reduces a target's Mana Bar by 20%, and increases your own by the same amount.

**Spell Cost:** none whatsoever

**Range:** Bowshot

**Duration:** Instant

## LEVEL 5 BLACK MAGIC

### FLARE
**Effect:** Deals fire damage to one target. Damage is 99 or the caster's Magic score +10, whichever is lower.
**Spell Cost:** 70
**Range:** Bowshot
**Duration:** Instant

### GLACIER
**Effect:** Deals cold damage to one target. Damage is 99 or the caster's Magic score +10, whichever is lower.
**Spell Cost:** 70
**Range:** Bowshot
**Duration:** Instant

### LUMIAIRE
**Effect:** Deals lightning damage to one target. Damage is 99 or the caster's Magic score +10, whichever is lower.
**Spell Cost:** 70
**Range:** Bowshot
**Duration:** Instant

### RICHTER
**Effect:** Deals earth damage to one target. Damage is 99 or the caster's Magic score +10, whichever is lower.
**Spell Cost:** 70
**Range:** Bowshot
**Duration:** Instant

### TYPHOON
**Effect:** Deals air damage to one target. Damage is 99 or the caster's Magic score +10, whichever is lower.
**Spell Cost:** 70
**Range:** Bowshot
**Duration:** Instant

### VOID
**Effect:** Deals darkness damage to one target. Damage is 99 or the caster's Magic score +10, whichever is lower. Undead targets are cured instead.
**Spell Cost:** 75
**Range:** Bowshot
**Duration:** Instant

# EARTH MAGIC

Earth magic is less like sorcery and more like a small collection of favors that Geomancers can call on when in trouble. There are no 2nd or 4th level Geomancer spells — their power comes in big jumps.

## LEVEL 1 EARTH MAGIC

### FLIGHT
**Effect:** Your target takes flight, as per the Low-Flying status.
**Spell Cost:** 5
**Range:** Bowshot
**Duration:** 100 ticks

### QUAKE
**Effect:** Deals earth damage to one target. Damage is the caster's Magic score or 20, whichever is lower.
**Spell Cost:** 0
**Range:** Bowshot
**Duration:** Instant

### SANDSTORM
**Effect:** Inflicts the Blinded status on one target.
**Spell Cost:** 5
**Range:** Bowshot
**Duration:** Instant

### NATURE'S TOUCH
**Effect:** Heals the entire party with a Healing Power of 10.
**Spell Cost:** 10
**Range:** Bowshot
**Duration:** Instant

## LEVEL 3 EARTH MAGIC

### EAGLE FLIGHT
**Effect:** Your target takes flight, as per the High-Flying status.
**Spell Cost:** 25
**Range:** Bowshot
**Duration:** 100 ticks

### Flash Flood
**Effect:** Inflicts the Slow status on two enemies who are near each other.
**Spell Cost:** 20
**Range:** Bowshot
**Duration:** 100 ticks

### Quake II
**Effect:** Deals earth damage to one target. Damage is the caster's Magic score or 40, whichever is lower.
**Spell Cost:** 20
**Range:** Bowshot
**Duration:** Instant

### Quicksand
**Effect:** Inflicts a Doom effect on one target (see page 19). Unlike most Doom effects, this one can harm the undead.
**Spell Cost:** 30
**Range:** Bowshot
**Duration:** Instant

### Stairs
**Effect:** You create stairs to the sky. This effectively "grounds" all flying targets (both high and low), allowing them to be attacked and affected by earth elemental damage normally.
**Spell Cost:** 25
**Range:** Bowshot
**Duration:** 100 ticks

### Nature's Fury
**Effect:** Deals elemental damage to all enemies. Damage is the caster's Magic score or 40, whichever is lower. The type of damage varies by the region the party is fighting in. When fighting in dungeons, this spell deals earth damage. When fighting on mountain peaks, it deals lightning damage. Glaciers lead to cold damage, hot jungles lead to fire damage, fighting on an airship leads to air damage, and so forth. The CPU decides what type of damage is dealt. Because monsters adapt to their surroundings, this spell is not always as effective as it might seem.
**Spell Cost:** 30
**Range:** Bowshot
**Duration:** Instant

## Level 5 Earth Magic

### Lava Gout
**Effect:** Deals half-fire, half-earth damage to one target. Damage is the caster's Magic score or 85, whichever is lower.
**Spell Cost:** 65
**Range:** Bowshot
**Duration:** Instant

### Mother Nature
**Effect:** Your party is healed by friendly nymphs. Your opponents are chewed on by angry locusts. Your friends will love you. Both the Healing Power and Damage are 75. The damage is non-elemental.
**Spell Cost:** 75
**Range:** Bowshot
**Duration:** Instant

### Planet's Embrace
**Effect:** Removes you and your entire party from combat, then randomly deposits you somewhere else on the world map. This can also be cast outside of combat, making it an unreliable means of travel to exclusive locations.
**Spell Cost:** 70
**Range:** Allies must be in bowshot, but the destination can be anywhere in the world.
**Duration:** Instant

### Richter
**Effect:** Deals earth damage to one target. Damage is 99 or the caster's Magic score +10, whichever is lower.
**Spell Cost:** 65
**Range:** Bowshot
**Duration:** Instant

# Summons

Summoners make Black Mages look like pansies. While they don't exactly have a large repertoire of powers, nor many uses of those powers each day, nor a particularly broad spread of things they can do with those powers, they do have one thing: power. Sheer, unadulterated, devastating power.

Summoners can't automatically summon every entity they have access to right away. They learn to summon one entity of the appropriate power at 1st, 10th, 20th, 40th, and 65th level, and have to learn the others from other sources. Many games have their own unique entities, especially at higher levels.

Remember that until you reach 80th level and get the "Exclude to Single Target" ability, your entities always affect a group of people — they never affect just one person. In truth, they affect anything within bowshot, making them perfect for big excavation jobs, destroying a city, or healing everyone in an amphitheater at once.

Your dangerous entities never affect you, though they can hurt your party (part of why the "exclude" abilities are so important). Your curative and protective entities can still affect you.

## Level 1 Entities

### Angel
**Effect:** An angel descends from Heaven, its wings spread wide, glowing with a soothing aura. Everyone within bowshot range benefits from a Healing Power of 15.
> **Spell Cost:** 15
> **Range:** Bowshot
> **Duration:** Instant

### Avian Lord
**Effect:** A yellow, bird-like creature from beyond time and space comes in to boot people in the head. Deals 20 damage of no particular elemental type to everyone within range.
> **Spell Cost:** 15
> **Range:** Bowshot
> **Duration:** Instant

### Lord of Locusts
**Effect:** A horrible plague of biting insects descends on your foes. Deals 20 damage of no particular elemental type to everyone within range. All targets are paralyzed for 100 ticks (unless they resist), but get a bonus on Status Resistance equal to their level.
> **Spell Cost:** 15
> **Range:** Bowshot
> **Duration:** Instant

## Level 2 Entities

### Efreet
**Effect:** A genie of fire blasts everyone with a scorching conflagration. Deals 25 fire damage to everyone within range.
> **Spell Cost:** 20
> **Range:** Bowshot
> **Duration:** Instant

### Djinn
**Effect:** A genie of ice freezes everyone in a layer of ice, and then shatters it. Ouch. Deals 25 ice damage to everyone within range.
> **Spell Cost:** 20
> **Range:** Bowshot
> **Duration:** Instant

### Atlas
**Effect:** One of the old Titans of myth strikes the ground, shaking it with his wrath. Deals 25 earth damage to everyone within range.
> **Spell Cost:** 20
> **Range:** Bowshot
> **Duration:** Instant

## Level 3 Entities

### Zeus
**Effect:** Zeus, Greek god of the sky and lightning, appears from the sky and shoves lightning bolts into uncomfortable places on your foe. Deals 40 lightning damage to everyone within range.
> **Spell Cost:** 30
> **Range:** Bowshot
> **Duration:** Instant

### Poseidon
**Effect:** Poseidon, Greek god of the sea and horses (go figure), appears from beyond the horizon

and waves his trident, a wall of water flowing from his command. Everyone in range receives a +10 bonus to Defense and Magic Defense.

**Spell Cost:** 30
**Range:** Bowshot
**Duration:** 100 ticks

## Artemis
**Effect:** Artemis, Greek goddess of the hunt and the moon, appears from nowhere and strikes your foes with silver arrows. Deals 35 points of non-elemental damage to everyone within range.

**Spell Cost:** 30
**Range:** Bowshot
**Duration:** Instant

## Level 4 Entities

## Firebird
**Effect:** The flaming avian of Russian myth flies over the scene. Everyone takes 45 points of fire damage. The Firebird will then settle onto and resurrect one character of the Summoner's choice, as per the White Mage spell Life. The summoner may choose not to resurrect anyone.

**Spell Cost:** 60
**Range:** Bowshot
**Duration:** Instant

### Golem

A monstrous creature of clay rises from the ground and puts its hand between your foes and your friends. All damage done by your enemies is halved in Silly and Console games. In Mixed and Brutal games, one enemy cannot deal any damage. Bosses can instantly remove this entity.

**Spell Cost:** 55
**Range:** Bowshot
**Duration:** 100 ticks

### Tiamat

**Effect:** The five-headed dragon of Babylonian lore rears back and breathes deadly power from all five mouths at once. Everyone in range takes 45 Damage five times, once with each of the following elemental types: Air, Dark, Fire, Ice, and Lightning.

**Spell Cost:** 50
**Range:** Bowshot
**Duration:** Instant

## Level 5 Entities

### Tapley

**Effect:** The Massan god of technology spreads his dark corporate aura over all around. Everyone in range takes 85 darkness damage and suffers a doom effect. The Undead are healed to full strength instead, and have all their status removed.

**Spell Cost:** 75
**Range:** Bowshot
**Duration:** Instant

### Hughes

**Effect:** The Texxanian god of games throws his mighty d10s, which roll the dreaded 00 on the heads of evil-doers. It's a shame the dice are fifty feet wide each. Everyone caught under the dice (i.e. everyone in range) takes 90 non-elemental damage.

**Spell Cost:** 80
**Range:** Bowshot
**Duration:** Instant

### Royce

**Effect:** The Nehamshiran god of monster trucks runs people over with his. Everyone in range takes 100 Earth damage. Creatures which normally take no damage from earth attacks (fliers, for ex-

ample) take half damage from this entity instead, as they are caught by flying mud.

**Spell Cost:** 80
**Range:** Bowshot
**Duration:** Instant

### Tatro

**Effect:** The Infantine Goddess brings glee, drool, and a sense of commitment to those who see her. Everyone in range receives +10 to all secondary statistics (Defense, Evasion, Status Resist, etc.).

**Spell Cost:** 85
**Range:** Bowshot
**Duration:** 100 ticks

# Time Magic

Time mages don't have a large number of spells, but they're almost always useful when it comes to Boss fights. Think of them not as artillery or as healers, but as the grease that makes the combat machine work. In many games they also have access to wacky time-travel or dimension-travel spells, but this is up to the CPU.

## Level 1 Time Magic

### Delay

**Effect:** The effects of the target's actions take place 20 ticks after they actually occur, even if the target is killed and combat would normally be over! For instance, if a demon is hit by this spell and casts Fire II on tick #40, the Fire II spell happens on tick #60, giving the party time to raise a defense.

**Spell Cost:** 3
**Range:** Bowshot
**Duration:** Five of the target's actions.

### Regenerate

**Effect:** The target of this spell heals very quickly. The target's Health Bar refills by 2% at the beginning of each of his or her actions. Cast outside combat, this spell works like a more expensive version of the White Mage spell Cure.

**Spell Cost:** 5
**Range:** Bowshot
**Duration:** 100 ticks

### Slow

**Effect:** Inflicts the Slowed status on one target (see page 21). The Haste spell neutralizes this effect.

**Spell Cost:** 1
**Range:** Bowshot
**Duration:** 100 ticks

## Level 2 Time Magic

### Demi

**Effect:** Reduces the target's current Health Bar by one quarter of its current rating. This is considered gravity damage. Bosses are immune.

**Spell Cost:** 15
**Range:** Bowshot
**Duration:** 100 ticks

### Haste

**Effect:** Grants one target the Hasted status (see page 20). The Slow spell neutralizes this effect.

**Spell Cost:** 25
**Range:** Staff
**Duration:** 100 ticks

### Stop

**Effect:** Inflicts the Stopped status on one target, freezing them in time.

**Spell Cost:** 20
**Range:** Bowshot
**Duration:** 100 ticks

## Level 3 Time Magic

### Comet

**Effect:** Pulls a small comet out of orbit to blast one target with half-fire, half-earth damage. Damage is the caster's Magic score or 40, whichever is lower.

**Spell Cost:** 30
**Range:** Bowshot
**Duration:** Instant

### Demi II

**Effect:** Reduces the target's current Health Bar by one half of its current rating. This is considered gravity damage. Bosses are immune.

**Spell Cost:** 25
**Range:** Bowshot
**Duration:** Instant

### Exit

**Effect:** This spell can be cast on a single enemy or on your entire party. If cast on an enemy in combat, this removes that enemy from the battle (as if they had successfully run away). They may resist this as a status effect. Bosses are immune. If cast on your party, in or out of combat, it warps space to put you all at the exit of whatever structure you are in. If there are multiple exits, it puts you at the one you entered through.

**Spell Cost:** 30
**Range:** Bowshot
**Duration:** Instant

## Level 4 Time Magic

### Age

**Effect:** Inflicts the Old status on one target.

**Spell Cost:** 40
**Range:** Bowshot
**Duration:** 100 ticks

### Demi III

**Effect:** Reduces the target's current Health Bar by three quarters of its current rating. This is considered gravity damage. Bosses are immune.

**Spell Cost:** 40
**Range:** Bowshot
**Duration:** Instant

### Haste II

**Effect:** Grants the Hasted status twice (which is only possible through this spell). The Slow spell knocks this down to the regular Haste effect; a second Slow will cancel it.

**Spell Cost:** 45
**Range:** Staff
**Duration:** 50 ticks

## Level 5 Time Magic

### Meteor

**Effect:** The meteor that wiped out the dinosaurs gets pulled forward (or, if necessary, backward) in time to strike your target. Inflicts half-fire, half-earth damage. Damage is the caster's Magic score +10, or 99, whichever is lower.

**Spell Cost:** 70
**Range:** Bowshot
**Duration:** Instant

### TIME STOP

**Effect:** The target moves so quickly that he or she may take two actions while everyone else is frozen in time. This spell can never affect more than one target (the caster or one of his/her allies, typically). Time Stop cannot be cast while time is already stopped. Casters must wait 50 ticks before using this spell a second time.

**Spell Cost:** 80

**Range:** Bowshot

**Duration:** Instant for everyone else, two actions for the target

### VORTEX

**Effect:** The target is shoved forwards thousands of years through time. This is basically a Doom-effect spell that doesn't heal the undead, though in time-travel games it may be possible to retrieve the target from the future.

**Spell Cost:** 65

**Range:** Bowshot

**Duration:** Instant

# WHITE MAGIC

White Mages concentrate on curative and restorative magics. They have very little in the way of offensive power, especially compared to Black Mages. While it might seem that they aren't as flexible as Black Mages, not having the same number of spells, remember that most of a Black Mage's spells are different versions of the same "blow things up" spell.

## LEVEL 1 WHITE MAGIC

### CURE

**Effect:** Heals one target with a Healing Power of 10. Undead targets take that much damage instead.

**Spell Cost:** 0

**Range:** Line of sight

**Duration:** Instant

### PURIFY

**Effect:** Removes any Poison and Blindness statuses from a target.

**Spell Cost:** 2

**Range:** Line of sight

**Duration:** Instant

### ARMOR

**Effect:** Raises target's Defense by 10.

**Spell Cost:** 5

**Range:** Line of sight

**Duration:** 100 ticks

### SENSE

**Effect:** Tells you a monster's Level, current Health and Mana bar ratings, Damage rating, Defense rating, and any vulnerabilities it has. This spell often does not work on Boss monsters.

**Spell Cost:** 0

**Range:** Bowshot

**Duration:** Instant

## LEVEL 2 WHITE MAGIC

### ANTI-MAGIC

**Effect:** Raises target's Magic Defense by +10.

**Spell Cost:** 15

**Range:** Line of sight

**Duration:** 100 ticks

### Cure II
**Effect:** Heals one target with a Healing Power of 20. Undead targets take that much damage instead.
> **Spell Cost:** 10
> **Range:** Line of sight
> **Duration:** Instant

### Holy
**Effect:** Casts Cure on a friendly target, or deals 10 holy damage to a hostile target. Caster decides who is friendly and who is hostile. Undead targets take double damage.
> **Spell Cost:** 15
> **Range:** Line of sight
> **Duration:** Instant

### Tiny
**Effect:** Shrinks the target to a fraction of his or her original height (bestowing the Tiny status condition).
> **Spell Cost:** 20
> **Range:** Bowshot
> **Duration:** Permanent (until cured)

## Level 3 White Magic

### Cure III
**Effect:** Heals one target with a Healing Power of 40. Undead targets take that much damage instead.
> **Spell Cost:** 25
> **Range:** Line of sight
> **Duration:** Instant

### Dispel
**Effect:** Removes all magical effects from the target instantly, as well as the Paralyzed status. This does not remove other status conditions unless they are being caused by a spell.
> **Spell Cost:** 25
> **Range:** Bowshot
> **Duration:** Instant

### Life
**Effect:** Returns someone who died in combat to life, with hit points equal to those granted by a Cure I spell. The subject's Mana is the same as at the time of death. Does not work on those poisoned to death, or those who died of old age. Undead targets are immediately slain. Living targets are unaffected.

> **Spell Cost:** 30
> **Range:** Staff
> **Duration:** Instant

### Reflect
**Effect:** Creates a magical mirror that reflects spells cast on the target onto one of his or her opponents. This also counts for any curative spells cast on the target, but not for potions or fixes. Area-effect spells will only be reflected onto a single target. Spells cannot be reflected more than once (i.e. they will not bounce back and forth between two targets endlessly).
> **Spell Cost:** 25
> **Range:** Bowshot
> **Duration:** 100 ticks

## Level 4 White Magic

### Holy II
**Effect:** Casts Cure III on a friendly target, or deals 40 holy damage to a hostile target. Caster decides who is friendly. Undead targets take double damage.
> **Spell Cost:** 45
> **Range:** Bowshot
> **Duration:** Instant

### Cure IV
**Effect:** Heals one target with a Healing Power of 100. Undead targets are immediately slain (undead Boss monsters are immune, as always).
> **Spell Cost:** 40
> **Range:** Line of sight
> **Duration:** Instant

### Restore
**Effect:** Immediately removes any and all harmful status conditions from the target.
> **Spell Cost:** 40
> **Range:** Line of sight
> **Duration:** Instant

### Wall
**Effect:** Prevents any status conditions from being added to the target. This does block Doom effects, but not plain old damage-induced death.
> **Spell Cost:** 45
> **Range:** Line of sight
> **Duration:** 100 ticks

# Level 5 White Magic

## Relife

**Effect:** Usually cast on a living target. If the subject of this spell dies before the spell's duration runs out, he or she is restored to life as per Life I. Undead targets are returned to life (not to unlife!). Dead targets are affected as per Life II.

    **Spell Cost:** 80
    **Range:** Line of sight
    **Duration:** 100 ticks

## Life II

**Effect:** As per Life, but returns the target to life with a full Health Bar! Undead targets are immediately slain. Undead Boss monsters are affected as per Holy II.

    **Spell Cost:** 70
    **Range:** Line of sight
    **Duration:** Instant

## White

**Effect:** Deals holy damage to a single target. Damage is 99 or the caster's Magic score +10, whichever is lower. Deals double damage to undead targets.

    **Spell Cost:** 75
    **Range:** Bowshot
    **Duration:** Instant

# EQUIPMENT

Spells and innate skill are all well and good, but even if you're magically gifted, equipment will help keep you alive. This chapter is a must-read for Fighter-types, and is highly recommended for all others. Mechanists, especially, should look through their items.

## WEAPONS

Most console games have so many different types of weapons that it's pointless to create our own list. Instead, here's how to figure out the cost of any kind of weapon or armor, and you can name them yourself. All costs are in ISB (Intergame Standard Bucks). Equipment can typically be sold back to the store for half its cost.

Weapon power should scale roughly with level. First-level characters should have weapons with power up to 10. A 50th-level Fighter should have a weapon with attack power around 50. Noncombatants like the White Mage should have weapon powers between 30 and 40 at 50th level. The Main Characters should find better weapons about once every ten levels.

To find the cost of a weapon, use the table below. Pick an attack power, and any bonuses the weapon has, and add it up to find the price. For instance, a Short Bow with an Attack Power of 6

### CHANGES IN SUPER CONSOLE

Practically no changes, to be honest. The main difference is in the use of the Bar Chart for drinks, attack items, and the like. If you're converting a character from **Console**, they can use their existing Equipment as is.

would cost 110 ISB (70 for the Attack Power and 40 for being a one-bonus weapon, since bows deal full damage from the back row of combat).

### No-Bonus Weapons

These weapons have no special effects — they just inflict damage normally. Examples: Sword, Knife, Staff, Club.

### One-Bonus Weapons

**Two-handed** weapons allow the wielder to add +5 to damage, but they must be wielded with both hands, leaving no room for a shield. They are also slow, adding +1 tick to the wielder's recovery time. Examples: Axe, Halberd, Pike, Greatsword.

**Status Critical** weapons inflict a particular status ailment when they deal a critical hit. Examples: Shining Ninja Stars (inflict Blindness), Whip (inflicts Paralysis).

**Elementally-aspected** weapons do double damage to creatures who are vulnerable to their element, but no damage to creatures aligned with that element. Examples: Fire Axe, Earth Mace, Freezing Sword.

| THE EQUIPMENT TABLE | | | |
|---|---|---|---|
| **TYPE** | **POWER** | **COST** | **BONUS COST** |
| Beginner Weapon | 0-15 | 10 + (10 x Power) | +40 |
| Low-Level Weapon | 16-30 | 20 + (20 x Power) | +100 |
| Intermediate Weapon | 31-45 | 30 + (30 x Power) | +210 |
| High-Level Weapon | 46-70 | 40 + (40 x Power) | +450 |
| Endgame Weapon | 71+ | 50 + (50 x Power) | +900 |
| Shield | 1-20 | 100 + (20 x Power) | +40 |
| Armor Accessory | 1-20 | 200 + (20 x Power) | +100 |
| Beginner Armor | <10 | 10 + (10 x Power) | +40 |
| Low-Level Armor | 11-25 | 20 + (20 x Power) | +100 |
| Intermediate Armor | 26-40 | 30 + (30 x Power) | +210 |
| High-Level Armor | 41-60 | 40 + (40 x Power) | +450 |
| Endgame Armor | 61+ | 50 + (50 x Power) | +900 |

**Enhanced Critical** weapons have a greater chance for critical hits — typically about 15%. An even greater chance for crits would require more bonuses. Every additional 10% should count as one bonus. Examples: Razor Sword, SharpAxe.

**Back-Row** weapons (or Ranged weapons in a Mixed game) are just as effective when used from the back row of combat (most weapons do half damage when crossing rows). Examples: Bow, Chakram, a bard's musical instruments.

### Two-Bonus Weapons

**Status** weapons can be quite debilitating. Examples: Silent Dagger (inflicts Silence), Net (inflicts Paralysis), Blind Sword, Poison Bow. Weapons that petrify the target are considered Doom-Effect Weapons (see below), and are correspondingly more expensive.

**Elemental Boost** weapons do an additional +5 damage to all creatures, and triple damage to creatures of the opposite element. However, they heal creatures of the same element, restoring as many HP as the damage they would ordinarily do. Examples: Typhoon Bow, Flare Axe, Glacial Sword.

**Healing** weapons are sort of a contradiction in terms. These rare weapons heal their targets instead of doing damage. Use their attack power as Healing Power, just like any other healing item. They work normally on the undead. Example: Cure Staff. In Mixed or Brutal games, these items either have a limited number of uses or require the presence of balancing destructive energy (i.e. combat) to work properly.

**Multi-attack** weapons are high-tech weapons which affect many foes at once by dealing damage to a wide area. Only certain classes can use them. Examples: Soundblaster, Autocrossbow.

**Fast** weapons are easier to use, and reduce the wielder's recovery time by one tick.

### Three-Bonus Weapons

**Doom-Effect** weapons are exceedingly rare. A Doom weapon has a chance to kill living creatures outright if it hits. Like all Doom effects this is the equivalent of casting Cure IV and Restore on an Undead monster, restoring it to full hit points and curing all status ailments. Also like all Doom effects, this has no chance whatsoever to work on major villains and Boss-type enemies. Petrification weapons also fall under this category. Examples: Doomaxe, Deathblade, Stone Bow.

### Special Case: Monk Gloves

While useless to members of most classes, these weapons increase the base damage for monks and other barehand fighters, making them exceptionally valuable and rare weapons. Example: Brass Knuckles, Cestus. In Mixed and Brutal games, the Monk can decide to attack with a different body part (e.g. kick instead of punch) and thus not use the effects of this weapon. Useful for when you have Fire Gloves and get jumped by a Fire Elemental. The cost for Monk Gloves is figured as if they had a Damage Rating ten times higher than their actual Damage.

# Armors

Armor is treated much like weaponry. Its power should likewise scale with level — a 50th-level fighter should have armor that adds to about 50 to 60, while the noncombatants should have between 30 and 40.

### No-bonus Armor

Plain old armor. Cloaks, leather armor, chain mail, plate mail; almost every kind of normal armor falls into this category.

### One-bonus Armor

**Elementally-aspected** armors allow their wearers to take only half damage from the appropriate source, but an extra 50% damage from the opposite element. Examples: Frost Shield, Fire Helm.

**Status-proof** armors keep their users from suffering from various status effects. Each bonus will protect from two status effects (though see "safe armor" under three-bonus effects). Examples: Reflective Mail (protects from Stone and Blindness), Nature's Chain (protects from Poison and Paralysis), Mind Helm (protects from Confusion and Charm).

**Stat-Boost** armors are often sought after because they increase the wearer's statistics, most often Vitality or Magic Defense. Many can be worn by mages even in games where mages don't wear armor. Examples: Mage's Cloak, Wizard Plate.

### Two-bonus Armor

**Elemental Boost** armors heal their wearers when they're exposed to their element, but the

wearer takes double damage from the opposite element. Examples: Glacial Plate, Bio Helm.

**Bladed** armors make anyone hitting the wearer take damage equal to their own Damage -10. Examples: Sharp Scale Armor, Spiked Gauntlets.

### Three-bonus Armor

**Safe Armor** will protect the wearer against any sort of status ailment. This stuff is really rare, and is typically only found in endgame equipment. Examples: Safe Helm, Amulet of Invulnerability.

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## Tips On Naming Equipment

Most pieces of equipment in console RPGs have appropriately more badass names as they become more powerful. If you buy a Sword (let's say it has an attack power of 10) early on in the game, you'll later be purchasing a Silver Sword (power 30), then a Golden Sword (power 40), then the Katana (power 55), and eventually you can hope to find the legendary and inevitable Masamune (power 80).

Precious metals seem to be used rather often in the construction of high-powered weapons, despite the softness of such metals. Perhaps the inhabitants of your world have found a way to invert the hardness of metals? In any case, it's a common naming convention and the Main Characters will no doubt recognize that a Golden Sword is much better than a plain old Iron Sword.

Elementally-aspected gear typically has a lesser adjective on it ("fire" instead of "inferno," "ice" instead of "glacier") when compared to Elemental Bonus equipment. Elemental Bonus equipment also sometimes has a roman numeral II after it, indicating a higher power level. It's very possible to have Ice Crystal Breastplate with a defense rating of 34 and Glacial Leather Armor II with a defense rating of 5 — elemental powers have little to do with the defense rating of the armor.

# Items And Accessories

Equipment is the stuff that your character carries around with him or her. Items are small objects, drinks, tokens, and the like, which have some near-magical power. All characters are assumed to start with the very basics: some clothing, a backpack, maybe a toothbrush.

This section is divided into two parts: one for Silly and Console games, and another for Mixed and Brutal games. The reason for this is that the former two are concerned only with the sort of equipment that one could carry into battle. Who cares if you have a horse — it's only useful on the overland map and you get off it to fight (because it doesn't have nearly as many HP as you). Mixed and Brutal games are a little more realistic, in that you can find things like backpacks and, gee, I dunno, food for sale, whereas in the other two styles of play you never need things like that.

Items listed in both sections can have a different effect in the more realistic styles of play; those playing in that sort of game should read the new description. Also, some of these items are not available in every genre. Your CPU will let you know what's available.

All costs are in ISB (Intergame Standard Bucks). Remember that, when selling things back to the store, you only get half price for them.

## Accessories

Accessories are more or less the same across all styles of gameplay. Only the names might change to alter the "feel" of the game.

Some games only allow one accessory to be worn, total. Something about magical auras interfering. Others allow only one per location: head, neck, feet, two rings, and one around the waist. These are all non-armor accessories — they do not add to Defense unless specifically noted to do so. This often means that your character may be giving up some Defense to use these items, but it's usually worth it. Most accessories worn on the body can be worn on top of armor, but certain types must be worn instead of armor.

## ACCESSORIES

| ACCESSORY | WHERE? | COST | EFFECT |
|---|---|---|---|
| Cape of the Vampire | Body | 4500 | When you deal damage in combat, your Health Bar goes up 5% |
| Cloak of Invisibility | Body | 2000 | +10 to evade attacks |
| Mantle of Frost | Body | 3500 | No damage from cold |
| Circlet of Power | Head | 1000 | +5 to Magic |
| Hairspray | Head | 2000 | +10 Spirit, Silly games only |
| Ribbon | Head | 10,000 | Protects from any status |
| Winged Boots | Feet | 1000 | Wearer is always low-flying |
| Speed Boots | Feet | 6000 | Wearer is always Hasted |
| Running Shoes | Feet | 1000 | +5 Speed |
| Impact Ring | Hand | 1500 | +5 Damage |
| Shield Ring | Hand | 1500 | +5 Defense |
| Red Ring | Hand | 500 | All attacks are fire-aspected |
| Other Color Rings | Hand | 500 | Aspect from other elements |
| Element Ward | Hand | 3300 | Half damage from all elemental attacks |
| Belt of Might | Belt | 1000 | +10 Strength |
| Girdle of Health | Belt | 1000 | +5 Vitality |
| Diamond Belt | Belt | 4000 | Double gold from foes |
| Amulet | Neck | 5000 | Protects from any status |
| Ice Pendant | Neck | 1000 | Reduces cold damage by half |
| Ice II Pendant | Neck | 3000 | No damage from cold |
| Glacier Pendant | Neck | 5000 | Wearer healed by cold |
| Other Such Pendants | Neck | same | Similar effects from other elements |

## ITEMS (MIXED & BRUTAL GAMES)

| ITEM | TYPE | COST | EFFECT |
|---|---|---|---|
| Ale | Drink | 5 | Booze! Drink too much, get drunk |
| Liquor | Drink | 50 | Strong booze! One drink is probably too much |
| Bandages | Fix | 1 | Removes the Bleeding status |
| Backpack | Other | 50 | Carries all your junk |
| Change of Clothes | Other | 20 | Prevents you from smelling awful |
| Food | Other | 5 | Can't survive without food. Everyone needs some food every night |
| Key | Other | varies | Lets you into one particular room or chest. Does not vanish after use |
| Tent | Other | 100 | You can use it more than once! |
| Torch | Other | 1 | It's really dark in caves without this |

**\* Special Item Note:** Some items are treated as casting spells (especially the Cure variants). Use the wielder's Magic Skill (or Intelligence for Chemists) to figure damage or healing effect.

## ITEMS (SILLY & CONSOLE GAMES)

| ITEM | TYPE | COST | EFFECT |
|------|------|------|--------|
| Potion | Drink | 10 | Casts Cure I on one person |
| X-Potion | Drink | 40 | Casts Cure II on one person |
| High-Potion | Drink | 160 | Casts Cure III on one person |
| Super-Potion | Drink | 1000 | Casts Cure IV on one person |
| Ether | Drink | 30 | Restores Mana with power 20 |
| X-Ether | Drink | 120 | Restores Mana with power 35 |
| High-Ether | Drink | 600 | Restores Mana with power 50 |
| Super-Ether | Drink | 1200 | Restores Mana with power 100 |
| Elixir | Drink | 2000 | Restores Health and Mana bars completely for one person |
| Lapis | Drink | 2000 | Casts Cure III on entire party |
| Megalixir | Drink | 5000 | Restores Health and Mana bars completely for the entire party |
| Antidote | Fix | 30 | Removes Poison for one person |
| Anvil | Fix | 100 | Removes Flight for one person |
| Bell | Fix | 200 | Removes Silence for one person |
| Cake | Fix | 80 | Removes Tinyness for one person |
| Earwig | Fix | 50 | Removes Deafness for one person |
| Eyedropper | Fix | 50 | Removes Blindness for one person |
| Feather | Fix | 300 | Removes Petrification for one person |
| Hyper | Fix | 150 | Removes Slowness for one person |
| Maiden's Kiss | Fix | 100 | Un-Frogs one person |
| Phoenix Down | Fix | 500 | Casts Life on one person |
| Remedy | Fix | 700 | Casts Restore on one person |
| Scissors | Fix | 400 | Removes Paralysis for one person |
| Starter's Pistol | Fix | 200 | Un-Stops one person |
| Tranquilizers | Fix | 100 | Removes Berserk for one person |
| Young Water | Fix | 400 | Removes Oldness for one person |
| Bolt Fork | Attack | 300 | Casts Bolt on one foe |
| Demon Fang | Attack | 350 | Casts Dark on one foe |
| Earthquake Seed | Attack | 300 | Casts Quake on one foe |
| Firefly | Attack | 300 | Casts Fire on one foe |
| Grenade | Attack | 400 | 20 damage to all foes |
| Holy Water | Attack | 600 | Casts Holy on one foe |
| Ice Cube | Attack | 300 | Casts Ice on one foe |
| Wind Fan | Attack | 300 | Casts Aero on one foe |
| Tabs | Other | can't buy | Permanently raise an attribute by one |
| Tent | Other | 100 | Sleep for a night in a tent to recover Heath and Mana to 100%. One use only. |
| Key | Other | can't buy | Opens any one door, then vanishes |

# STORES

Here's the scenario: you're running a standard game of **Console** with Classed Characters, and you don't want to bother making up the contents of every single weapons store in the world. Well, we did it for you. They're on the following pages, one store per page so you can print it out for your players if you like without spoiling the secret of what's at the next store.

You can cut out some of these weapons if you're not using all the Classes. If you have some custom Classes of your own, you'll need to either adapt an item from these lists or add one of your own.

Any elemental listings mean that the weapon has the appropriate type of elemental aspect. A master spell listed (such as Flare instead of Fire, Glacier instead of Ice, etc.) means elemental boost instead of aspect.

We've also given you descriptions for a few of these weapons to help you talk about them in-game. Part of the fun of **Console** is "genre emulation", such as describing how grainy and blocky the Fighter's sword is in an 8-bit game, or how smoothly the acid drips from the Thief's dagger in a 64-bit game, and how it even leaves a little trail behind the party as it eats into the stone floor.

CPUs running a science fiction game will need to do some name conversion from bows to pistols and rifles, from mage's rods to psionic crystals, and other similar alterations.

## CLASS ABBREVIATIONS

| | |
|---|---|
| Ar: Archer | Ad: Adventurer |
| Ba: Bard | Bz: Berserker |
| BM: Black Mage | Ca: Calculator |
| Ch: Chemist | DK: Dark Knight |
| Dr: Dragoon | Fi: Fighter |
| Ge: Geomancer | Me: Mechanist |
| Mo: Monk | MK: Mystic Knight |
| Ni: Ninja | RM: Red Mage |
| Su: Summoner | Th: Thief |
| TM: Time Mage | Tr: Trainer |
| WM: White Mage | |

## WEAPON AND ARMOR EXTRAS

| | |
|---|---|
| 2H | Two-handed weapon |
| crit+ | 15% crit range |
| M.G. | Monk gloves |
| Multi | Multi-attack weapon |

Note: The damage bonus for two-handed weapons has *not* been figured into the tables on the following pages.
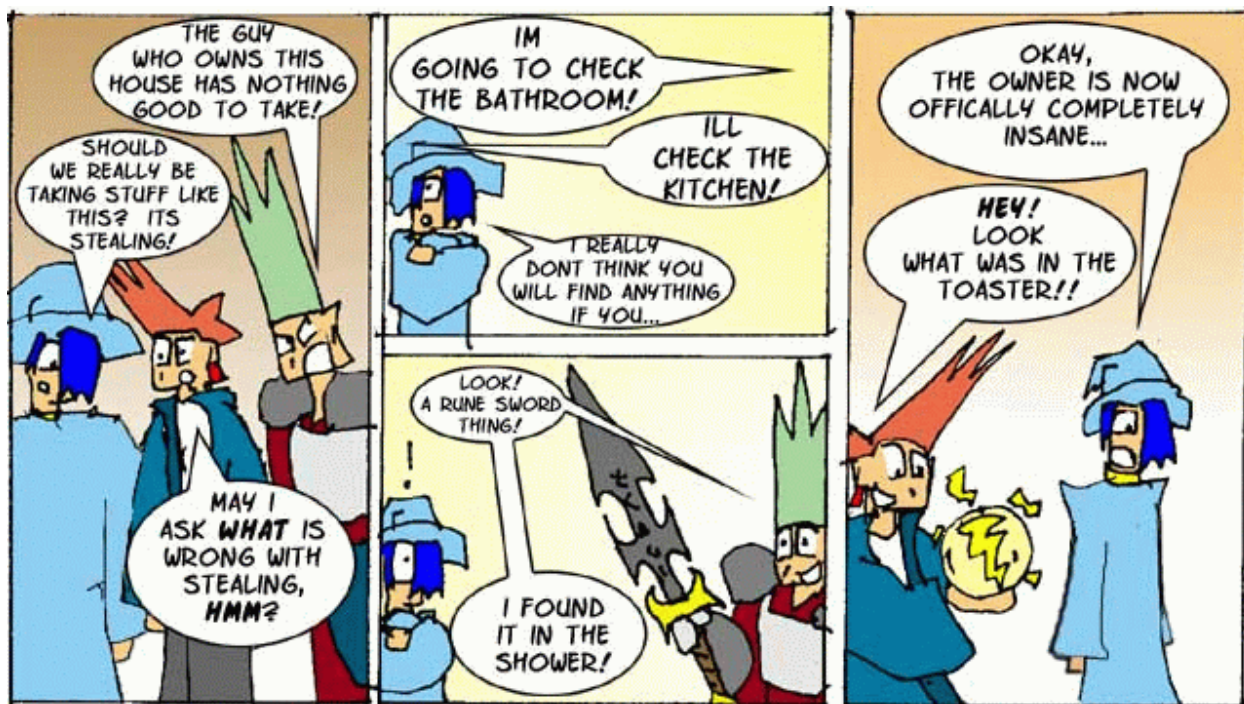
## THE FIRST STORE (LEVELS 1–4)

| WEAPON | DAMAGE | COST | EXTRAS? | CLASSES |
|---|---|---|---|---|
| Sword | 9 | 100 | | DK, Fi, MK, RM |
| Knife | 4 | 50 | | Ba, Ch, Fi, Ge, Tr, Th |
| Pointy Stick | 2 | 30 | | BM, Fi, Su, TM |
| Bow | 4 | 90 | Ranged | Ar, Fi |
| Axe | 10 | 150 | 2H | Bz, Fi |
| Chain | 6 | 70 | | Fi, Me, Tr |
| Abacus | 1 | 20 | | Ca |
| Spear | 8 | 130 | 2H | Dr, Fi |
| Staff | 5 | 60 | | Fi, Ni, WM |
| | | | | |

| ARMOR | DEFENSE | COST | EXTRAS? | CLASSES |
|---|---|---|---|---|
| Cloth Robes | 1 | 20 | | BM, Ca, Mo, Su, TM, WM |
| Leather Armor | 3 | 40 | | Ar, Ba, Ch, Ge, Me, Mo, Ni, Th |
| Chain Mail | 5 | 60 | | Bz, DK, Dr, Fi, MK, Tr |
| Wooden Shield | 2 | 140 | | DK, Fi, Ge, Tr, MK |
| Helmet | 3 | 240 | | Ar, DK, Dr, Fi, Me, MK, Mo, Ni, Th |
| | | | | |

| ITEM | COST | EFFECT |
|---|---|---|
| Potion | 10 | Casts Cure I on one target |
| Tent | 100 | Restores Health and Mana on the world map or at save points |
| Phoenix Down | 500 | Casts Life on one target |

## STORE COMMENTS

All this stuff is pretty standard equipment; not much of it needs explanation. If the person playing a Calculator in your group has never seen an Abacus, they're a little wooden box-shape with beads on rods, used for high-speed mathematics in the days before computers and calculators.

## THE NEXT STORE (LEVELS 5–9)

| WEAPON | DAMAGE | COST | EXTRAS? | CLASSES |
|---|---|---|---|---|
| Maul | 14 | 190 | 2H | Bz, Fi |
| Longsword | 13 | 140 | | DK, Fi, RM, MK |
| Iron Dagger | 8 | 90 | | Th, Fi, Ch, BM |
| Tonfa | 10 | 110 | | Ni, Fi |
| Rod | 8 | 90 | | WM, Ge, Fi, Me, TM |
| Glaive | 12 | 170 | 2H | Dr, Fi |
| Net | 4 | 130 | Paralyze | Fi, Tr |
| Longbow | 8 | 130 | Ranged | Ar, Fi, Th |
| Gauge | 5 | 60 | | Ca, Me |
| Piccolo | 10 | 150 | Ranged | Ba |

| ARMOR | DEFENSE | COST | EXTRAS? | CLASSES |
|---|---|---|---|---|
| Silk Robes | 4 | 50 | | BM, Ca, Mo, Su, TM, WM |
| Scale Jacket | 6 | 70 | | Ar, Ba, Ch, Ge, Me, Mo, Ni, Th |
| Banded Mail | 8 | 90 | | Bz, DK, Dr, Fi, MK, Tr |
| Bronze Shield | 4 | 180 | | DK, Fi, Ge, Tr, MK |
| Brass Helmet | 4 | 280 | | Ar, DK, Dr, Fi, Me, MK, Mo, Ni, Th |

| ITEM | COST | EFFECT |
|---|---|---|
| Potion | 10 | Casts Cure I on one target |
| Antidote | 30 | Cures Poison for one person |
| Eyedropper | 50 | Cures Blindness for one person |
| Tent | 100 | Restores Health and Mana on the world map or at save points |
| Phoenix Down | 500 | Casts Life on one target |

## STORE COMMENTS

A tonfa is a combination weapon and threshing tool (similar to a flail, but without the chain parts). A glaive is a spear with an off-center, larger blade; yet another weapon in the "knife-on-a-stick" theme. A piccolo is a tiny flute. Sissy bards. The Gauge could be any sort of scientific measuring device; a barometer is a good choice since it has lots of brass knobs and dials and arrows.

## Store #3 (Levels 10–14)

| Weapon | Damage | Cost | Extras? | Classes |
|---|---|---|---|---|
| Battleaxe | 18 | 480 | 2H | Bz, Fi |
| Dreamblade | 17 | 560 | Sleep | DK, Fi, RM, MK |
| Bell | 14 | 190 | Ranged | Ba, Ge |
| Elven Bow | 14 | 190 | Ranged | Ar, Fi |
| Sai | 14 | 150 | | Ni, Fi |
| Horn Knife | 12 | 130 | | Th, Ch, Fi, Me |
| Whip | 10 | 190 | Paralysis | Tr, Fi |
| Copper Dagger | 10 | 110 | | BM, TM, Fi, Su |
| Mace | 11 | 120 | | WM, Fi |
| Iron Abacus | 7 | 80 | | Ca |
| Halberd | 17 | 460 | 2H | Dr, Fi |

| Armor | Defense | Cost | Extras? | Classes |
|---|---|---|---|---|
| White Robes | 7 | 120 | Holy | Mo, Su, WM |
| Black Robes | 7 | 120 | Dark | BM, Ca, TM |
| Splint Jacket | 9 | 100 | | Ar, Ba, Ch, Ge, Me, Ni, Th |
| Plate Mail | 11 | 240 | | Bz, DK, Dr, Fi, Tr, MK |
| Iron Shield | 6 | 220 | | DK, Fi, Ge, Tr, MK |
| Steel Helmet | 5 | 300 | | Ar, DK, Dr, Fi, Me, MK, Mo, Ni, Th |

| Item | Cost | Effect |
|---|---|---|
| Potion | 10 | Casts Cure I on one target |
| Maiden's Kiss | 100 | Un-Frogs one person |
| Cake | 80 | Cures Tinyness for one person |
| Earwig | 50 | Cures Deafness for one person |
| Tent | 100 | Restores Health and Mana on the world map or at save points |
| Phoenix Down | 500 | Casts Life on one target |

## Store Comments

The Dreamblade is a sword with soft rainbow patterns shifting along its length. The Elven Bow comes complete with recurve and multi-colored ribbons. The Horn Knife is the horn of a deadly monster. The Black and White robes should be sold at the same store in silly games, but at different stores in more realistic ones — after all, they're designed for people with opposing philosophies.

This store is ideal for characters passing through the Elven homelands (or any other ancient race's territory, for that matter).

## Store #4 (Levels 15–19)

| Weapon | Damage | Cost | Extras? | Classes |
|---|---|---|---|---|
| Rock Axe | 23 | 580 | 2H | Bz, Fi |
| Zweihander | 22 | 560 | 2H | DK, Fi, MK, RM |
| Shuriken | 19 | 500 | Ranged | Ni |
| Harp | 19 | 500 | Ranged | Ba |
| Obsidian Dagger | 17 | 360 | | Th, Me, Fi |
| Sandstone Rod | 13 | 140 | | BM, WM, TM, Ch, Fi, Su |
| Crossbow | 20 | 520 | Ranged | Ar, Fi |
| Lance | 22 | 560 | 2H | Dr, Fi |
| Dictionary | 10 | 110 | | Ca |
| Pick | 19 | 400 | | Ge, Fi |
| Lasso | 15 | 240 | Paralysis | Tr, Fi |
| | | | | |

| Armor | Defense | Cost | Extras? | Classes |
|---|---|---|---|---|
| Sand Robes | 10 | 110 | | BM, Ca, Mo, Su, TM, WM |
| Slate Jacket | 12 | 260 | | Ar, Ba, Ch, Ge, Me, Ni, Th |
| Rock Mail | 15 | 320 | | Bz, DK, Dr, Fi, Tr, MK |
| Ore Shield | 8 | 260 | | DK, Fi, Ge, Tr, MK |
| Padded Helmet | 6 | 320 | | Ar, DK, Dr, Fi, Me, MK, Mo, Ni, Th |
| | | | | |

| Item | Cost | Effect |
|---|---|---|
| X-Potion | 40 | Casts Cure II on one target |
| Antidote | 30 | Cures Poison for one person |
| Bell | 200 | Removes Silence for one person |
| Starter's Pistol | 200 | Un-Stops one person |
| Tent | 100 | Restores Health and Mana on the world map or at save points |
| Phoenix Down | 500 | Casts Life on one target |

## Store Comments

The Zweihander is an unnecessarily large sword. The Sandstone Rod has layers of different sandy colors. The Padded Helmet has a little light on the top of it, and looks more suited to mining than battle.

After this point we get into the theme weapons. In many games, all of the weapons and armor that are available in a certain area carry a theme with them. For instance, everything you buy in the Fire Caves might be fire-aspected (which is a real shame, since it would be much better for you if they were ice-aspected). This area's theme doesn't extend to special weapon abilities, but it shows itself in the equipment names and appearances.

## STORE #5 (LEVELS 20–29)

| WEAPON | DAMAGE | COST | EXTRAS? | CLASSES |
|---|---|---|---|---|
| Ice Axe | 33 | 1440 | 2H, Ice | Bz, Fi |
| Frozen Sword | 32 | 1200 | Ice | DK, Fi, MK, RM |
| Chill Claws | 30 | 720 | Ice | Ni, Th, Fi |
| Glacier Chimes | 30 | 820 | Ranged, Ice | Ba |
| Ice Wand | 18 | 480 | Ice | BM, WM, TM, Su |
| Subzero Sling | 30 | 820 | Ranged, Ice | Ar, Fi |
| Icicle | 31 | 1380 | 2H, Ice | Dr, Fi |
| Thermometer | 17 | 460 | Ice | Ch, Ca |
| Kelvin Hammer | 29 | 700 | Glacier | Ge, Me, Fi |
| Cold Net | 25 | 820 | Paralysis, Ice | Tr, Fi |
| Ice Knuckles | +5 | 720 | Ice, M.G. | Mo |
| | | | | |

| ARMOR | DEFENSE | COST | EXTRAS? | CLASSES |
|---|---|---|---|---|
| Rime Robes | 14 | 400 | Ice | BM, Ca, Mo, Su, TM, WM |
| Ice Jacket | 18 | 480 | Ice | Ar, Ba, Ch, Ge, Me, Ni, Th |
| Glacier Mail | 20 | 520 | Ice | Bz, DK, Dr, Fi, Tr, MK |
| Icicle Shield | 10 | 300 | Ice | DK, Fi, Ge, Tr, MK |
| Snow Helmet | 7 | 340 | Ice | Ar, DK, Dr, Fi, Me, MK, Mo, Ni, Th |
| Fuzzy Hat | 15 | 500 | Glacier | Ge |
| | | | | |

| ITEM | COST | EFFECT |
|---|---|---|
| X-Potion | 40 | Casts Cure II on one target |
| Scissors | 400 | Cures Paralysis for one person |
| Tent | 100 | Restores Health and Mana on the world map or at save points |
| Phoenix Down | 500 | Casts Life on one target |

## STORE COMMENTS

All of the weapons and armor here are literally dripping with icicles. In later games with better rendering engines, some of them have fog effects dripping from them. Many are blue. The Fuzzy Hat could be a gnome-like pointy hat with tassel, or it could be a Russian-style fur cap. Either way, it's the only helmet Geomancers get.

This list could easily be adapted for different elements, if an adventure in the ice and snow isn't to your liking. You could use words like fire, flare, blaze, conflagration, and inferno for fire, or if you prefer water aspects (and perhaps some underwater adventuring), go with water, typhoon, river, ocean, or waterlogged.

## STORE #6 (LEVELS 30–39)

| WEAPON | DAMAGE | COST | EXTRAS? | CLASSES |
|---|---|---|---|---|
| Golden Axe | 43 | 1530 | 2H | Bz, Fi |
| Silver Saber | 42 | 1290 | | DK, Fi, MK, RM |
| Electrum Pike | 41 | 1470 | 2H | Dr, Fi |
| Ebony Bow | 40 | 1440 | Ranged | Ar, Fi |
| Bronze Claws | 37 | 1560 | Poison | Ni, Th, Fi |
| Chrome Dagger | 25 | 520 | | BM, TM, Fi |
| Crystal Rod | 23 | 480 | | Ch, WM, Fi |
| Brass Abacus | 20 | 420 | | Ca, Me, Fi |
| Palladium Net | 33 | 1440 | Paralysis | Tr, Fi |
| Platinum Harp | 39 | 1410 | Ranged | Ba |
| Titanium Shovel | 35 | 1080 | | Ge, Fi |
| | | | | |

| ARMOR | DEFENSE | COST | EXTRAS? | CLASSES |
|---|---|---|---|---|
| Silver Robes | 18 | 380 | | BM, Ca, Mo, Su, TM, WM |
| Copper Jacket | 24 | 500 | | Ar, Ba, Ch, Ge, Me, Ni, Th |
| Golden Mail | 30 | 930 | | Bz, DK, Dr, Fi, Tr, MK |
| Platinum Shield | 12 | 340 | | DK, Fi, Ge, Tr, MK |
| Titanium Helmet | 9 | 380 | | Ar, DK, Dr, Fi, Me, MK, Mo, Ni, Th |
| | | | | |

| ITEM | COST | EFFECT |
|---|---|---|
| X-Potion | 40 | Casts Cure II on one target |
| Bell | 200 | Removes Silence for one person |
| Young Water | 400 | Removes Oldnessfor one person |
| Tent | 100 | Restores Health and Mana on the world map or at save points |
| Phoenix Down | 500 | Casts Life on one target |

### STORE COMMENTS

For some reason, precious metals seem to be great things to make powerful weapons from, despite the fact that they're almost all soft and bendy. Whatever. It's a theme; just go with it. Not all of these are really precious metals (especially ebony, which is a wood), but they're close enough. In high-resolution games, the weapons might even have symbols of their element etched into them, or numbers indicative of where they are on the periodic table.

## STORE #7 (LEVELS 40-49)

| WEAPON | DAMAGE | COST | EXTRAS? | CLASSES |
|---|---|---|---|---|
| Ruby Axe | 54 | 2650 | 2H | Bz, Fi |
| Sapphire Sword | 53 | 2160 | | DK, Fi, MK, RM, Th |
| Amethyst Spear | 52 | 2570 | 2H | Dr, Fi |
| Amber Rod | 28 | 580 | | Ch, WM, Fi |
| Topaz Bow | 50 | 2490 | Ranged | Ar, Fi |
| Gem Dagger | 29 | 600 | | BM, TM, Fi |
| Diamond Net | 43 | 1740 | Paralysis | Tr, Fi |
| Jade Nunchucks | 47 | 1920 | | Ni, Fi |
| Star Stone | 25 | 720 | Sleep | Ca, Me, Su |
| Emerald Pick | 45 | 1380 | | Ge, Fi |
| Onyx Oboe | 50 | 2490 | Ranged | Ba |
| | | | | |

| ARMOR | DEFENSE | COST | EXTRAS? | CLASSES |
|---|---|---|---|---|
| Ruby Robes | 22 | 460 | | BM, Ca, Mo, Su, TM, WM |
| Jade Jacket | 30 | 930 | | Ar, Ba, Ch, Ge, Me, Ni, Th |
| Diamond Mail | 40 | 1230 | | Bz, DK, Dr, Fi, Tr, MK |
| Sapphire Shield | 15 | 400 | | DK, Fi, Ge, Tr, MK |
| Emerald Helmet | 11 | 420 | | Ar, DK, Dr, Fi, Me, MK, Mo, Ni, Th |
| | | | | |

| ITEM | COST | EFFECT |
|---|---|---|
| High-Potion | 160 | Casts Cure III on one target |
| Ether | 200 | Restores Mana with power 10 |
| Antidote | 30 | Cures Poison for one person |
| Tranquilizers | 100 | Restores Health and Mana on the world map or at save points |
| Hyper | 150 | Cures Berserk status for one person |
| Bell | 200 | Removes Silence for one person |
| Feather | 300 | Cures Petrification for one person |
| Tent | 100 | Restores Health and Mana on the world map or at save points |
| Phoenix Down | 500 | Casts Life on one target |

## STORE COMMENTS

Once again, the more expensive the ingredients, the better weapons and armor you get. For some unknown reason. All of the weapons and armor here sparkle like crazy, and better rendering engines will have flashes of appropriately-colored light coming off each weapon. Pretty, if somewhat gaudy. This store might be useful in an underground setting, with dwarves and gnomes and earth elementals all fighting over the valuable minerals. A look at the item list will tell you that there must be a whole lot of status-dealing monsters in the area.

## STORE #8 (LEVELS 50–64)

| WEAPON | DAMAGE | COST | EXTRAS? | CLASSES |
|---|---|---|---|---|
| Mach Hammer | 65 | 2650 | Air, 2H | Bz, Fi |
| Storm Sword | 64 | 2160 | Air | DK, Fi, MK, RM, Th |
| Cloudpiercer | 63 | 2570 | Air, 2H | Dr, Fi |
| Lightning Rod | 33 | 580 | Lightning | Ch, WM, Fi |
| Rain Bow | 60 | 2490 | Water, Ranged | Ar, Fi |
| Wind Dagger | 34 | 600 | Air | BM, TM, Fi |
| Stratus Net | 54 | 1740 | Air, Paralysis | Tr, Fi |
| Cirrus Katana | 58 | 1920 | Air | Ni, Fi |
| Astrolabe | 30 | 720 | Air | Ca, Me, Su |
| Wind Chimes | 55 | 1380 | Air, Ranged | Ge, Ba, Fi |
| | | | | |

| ARMOR | DEFENSE | COST | EXTRAS? | CLASSES |
|---|---|---|---|---|
| Blowing Robes | 26 | 1020 | Air | BM, Ca, Mo, Su, TM, WM |
| Rain Jacket | 36 | 1320 | Water | Ar, Ba, Ch, Ge, Me, Ni, Th |
| Tempest Mail | 50 | 2490 | Air | Bz, DK, Dr, Fi, Tr, MK |
| Cloud Shield | 18 | 460 | Air | DK, Fi, Ge, Tr, MK |
| Mach Helmet | 13 | 460 | Air | Ar, DK, Dr, Fi, Me, MK, Mo, Ni, Th |
| | | | | |

| ITEM | COST | EFFECT |
|---|---|---|
| High-Potion | 160 | Casts Cure III on one target |
| Ether | 200 | Restores Mana with power 10 |
| Lapis | 2000 | Casts Cure III on entire party |
| Bell | 200 | Removes Silence for one person |
| Tent | 100 | Restores Health and Mana on the world map or at save points |
| Phoenix Down | 500 | Casts Life on one target |

## STORE COMMENTS

It's around this level that the party should find themselves with an airship. Otherwise, where would they get all of these air-aspected weapons and armor? Some of these look as insubstantial as a cirrus cloud, while others have the darkness and solidity of cumulo-nimbus (thunderstorm clouds). Really good rendering engines will actually have little flashes of lightning within the weapons themselves.

An Astrolabe is an old navigation tool, for measuring your position with the stars and sun. Cloudpiercer is an exceptionally long and thin spear. The Mach Hammer makes a little shockwave when it hits.

## STORE #9 (LEVELS 65–79)

| WEAPON | DAMAGE | COST | EXTRAS? | CLASSES |
|---|---|---|---|---|
| Lunar Axe | 76 | 2650 | 2H, crit+ | Bz, Fi |
| Star Sword | 75 | 2160 | crit+ | DK, Fi, MK, RM, Th |
| Odin's Spear | 74 | 3020 | 2H, crit+ | Dr, Fi |
| Mercury Rod | 38 | 580 | crit+ | Ch, WM, Fi |
| Orion's Bow | 70 | 2490 | Ranged, crit+ | Ar, Fi |
| Mars Dagger | 39 | 600 | crit+ | BM, TM, Fi |
| Venus Net | 60 | 1740 | Paralysis, crit+ | Tr, Fi |
| Saturn Stars | 69 | 1920 | crit+ | Ni, Fi |
| Star Charts | 35 | 720 | Sleep, crit+ | Ca, Me, Su |
| Earth Pick | 65 | 1380 | crit+ | Ge, Fi |
| Spheres | 60 | 2490 | Ranged, crit+ | Ba |

| ARMOR | DEFENSE | COST | EXTRAS? | CLASSES |
|---|---|---|---|---|
| Star Robes | 30 | 1140 | +5 Magic | BM, Ca, Mo, Su, TM, WM |
| Neptune Jacket | 45 | 2290 | +5 Speed | Ar, Ba, Ch, Ge, Me, Mo, Ni, Th |
| Jupiter Mail | 70 | 4450 | +5 Strength | Bz, DK, Dr, Fi, Tr, MK |
| Pluto Shield | 21 | 520 | +5 Stamina | DK, Ge, Fi, Tr, MK |
| Uranus Helmet | 15 | 500 | +5 Spirit | Ar, DK, Dr, Fi, Me, MK, Mo, Ni, Th |

| ITEM | COST | EFFECT |
|---|---|---|
| High-Potion | 160 | Casts Cure III on one target |
| X-Ether | 120 | Restores Mana with power 25 |
| Lapis | 2000 | Casts Cure III on entire party |
| Antidote | 30 | Cures Poison for one person |
| Feather | 300 | Cures Petrification for one person |
| Young Water | 400 | Removes Oldness for one person |
| Eyedropper | 50 | Cures Blindness for one person |
| Scissors | 400 | Cures Paralysis for one person |
| Tent | 100 | Restores Health and Mana on the world map or at save points |
| Phoenix Down | 500 | Casts Life on one target |

## STORE COMMENTS

An especially appropriate list if your airship gets interplanetary capabilities, but not a bad selection of names regardless. If your game's resolution is high enough, you'll be able to see the emblem of each planet or heavenly body on the weapon or armor.

## STORE #10 (LEVELS 80–94)

| WEAPON | DAMAGE | COST | EXTRAS? | CLASSES |
|---|---|---|---|---|
| Terra Axe | 87 | 6200 | Earth, 2H | Bz, Fi |
| Sun Sword | 85 | 5200 | Fire | DK, Fi, MK, RM, Th |
| Flare Spear | 80 | 7650 | 2H, Blind, Flare | Dr, Fi |
| Mighty Rod | 53 | 2160 | | Ch, WM, Fi |
| War Bow | 80 | 4950 | Ranged | Ar, Fi |
| Razor | 45 | 1590 | Crit+ | BM, TM, Fi |
| Invisible Net | 66 | 3580 | Paralysis | Tr, Fi |
| Chopsticks | 80 | 4050 | | Ni, Fi |
| Magic Square | 40 | 1650 | Sleep | Ca, Me, Su |
| Steam Shovel | 75 | 3800 | | Ge, Fi |
| Tuba | 69 | 4150 | Deafen, Ranged | Ba |

| ARMOR | DEFENSE | COST | EXTRAS? | CLASSES |
|---|---|---|---|---|
| Shimmer Robes | 35 | 1080 | | BM, Ca, Mo, Su, TM, WM |
| Battle Jacket | 65 | 3300 | | Ar, Ba, Ch, Ge, Me, Ni, Th |
| War Mail | 85 | 4300 | | Bz, DK, Dr, Fi, Tr, MK |
| Mighty Shield | 25 | 600 | | DK, Fi, Ge, Tr, MK |
| Force Helmet | 17 | 540 | | Ar, DK, Dr, Fi, Me, MK, Mo, Ni, Th |

| ITEM | COST | EFFECT |
|---|---|---|
| Super-Potion | 1000 | Casts Cure IV on one target |
| High-Ether | 600 | Restores Mana with power 50 |
| Elixir | 2000 | Restores Health and Mana bars completely for one person |
| Remedy | 700 | Removes all status ailments for one person |
| Tent | 100 | Restores Health and Mana on the world map or at save points |
| Phoenix Down | 500 | Casts Life on one target |

## STORE COMMENTS

The names for these items come from the big list of names that didn't fit into the previous categories. There's no real theme here, which is partly because this is a post-Main Villain list. **Console** games are designed to end around 75th level; anything beyond that is really just icing on the cake and rampant level-ling.

## Store #11 (Levels 95+)

| Weapon | Damage | Cost | Extras? | Classes |
|---|---|---|---|---|
| Gravity Maul | 115 | 7600 | Crit+, 2H | Bz, Fi |
| Swordchucks | 110 | 7350 | Multi | DK, Fi, MK, RM |
| Dragoonlance | 100 | 6850 | Crit+, 2H | Dr, Fi |
| Doublecrossbow | 90 | 5450 | Crit+ | Ar, Th, Fi |
| Mega Rod | 60 | 2890 | Crit+ | Ch, WM, Fi |
| Invis. Dagger | 55 | 2690 | Crit+ | BM, TM, Fi |
| Dragnet | 77 | 5700 | Paralyze | Tr, Fi |
| 1000-Seg. Staff | 105 | 7100 | Paralyze | Ni, Fi |
| Cray | 80 | 5850 | Confuse | Ca |
| Accordion | 90 | 7250 | Ranged, Multi | Ba |
| Magnum | 100 | 5950 | Ranged | Me |
| Mighty Spade | 85 | 5200 | Crit+ | Ge, Fi |
| Exorciser | 50 | 2940 | Stop | Su |
| | | | | |

| Armor | Defense | Cost | Extras? | Classes |
|---|---|---|---|---|
| Zen Robes | 60 | 2440 | | Mo |
| Doom Robes | 40 | 1650 | Void | BM, Ca, TM |
| Heaven Robes | 40 | 1650 | White | Su, WM |
| Funk Jacket | 75 | 6500 | Safe | Ba, Ge, Ni |
| Power Chain | 80 | 4050 | | Ar, Ch, Me, Th |
| Master Mail | 100 | 5050 | | Bz, DK, Dr, Fi, Tr, MK |
| Captain Shield | 30 | 700 | | DK, Fi, Ge, Tr, MK |
| Feather Helmet | 20 | 600 | | Ar, DK, Dr, Fi, Me, MK, Mo, Ni, Th |
| | | | | |

| Item | Cost | Effect |
|---|---|---|
| Super-Potion | 1000 | Casts Cure IV on one target |
| Super-Ether | 1200 | Restores Mana with power 100 |
| Megalixir | 5000 | Restores Health and Mana bars completely for whole party |
| Remedy | 700 | Removes all status ailments for one person |
| Tent | 100 | Restores Health and Mana on the world map or at save points |
| Phoenix Down | 500 | Casts Life on one target |

## Store Comments

The Magnum is a giant-ass handgun. The Thousand-Segment Staff is sort of like a seven-segment staff (an old martial arts weapon), just with more links. A Cray is a supercomputer; don't ask how your Calculator carries it around. Swordchucks are just like nunchucks, but pointy. The Doublecrossbow's bolts come from behind the enemies rather than in front.

## THE ULTIMATE WEAPONS

| CLASS | WEAPON | TYPE | DAMAGE | POWERS |
|-------|--------|------|--------|--------|
| Archer | Orion | Bow | 120 | 75% Critical Hit |
| Adventurer | Master Sword | Sword | 130 | Ranged |
| Bard | Orpheus | Lyre | 120 | Ranged, Confuse |
| Berserker | Mjolnir | Hammer | 145 | 2H, Lightning boost |
| Black Mage | Stabbity | Knife | 85 | 75% Critical Hit, +10 Magic |
| Calculator | Principia | Book | 100 | Sleep |
| Chemist | Philosopher's Stone | Rock | 90 | 4x Treasure |
| Dark Knight | Stormbringer | Sword | 140 | Restores user's Health Bar 20% with each successful hit |
| Dragoon | Longinus | Spear | 150 | 2H, 95% Critical Hit |
| Fighter | Excalibur | Sword | 160 | 75% Critical Hit |
| Geomancer | Mt. Everest | Hammer | 120 | Paralysis, Multi-attack |
| Mechanist | Peacemaker | Pistol | 150 | Ranged, Deafness |
| Monk | God's Hand | Glove | +20 | Holy Boost, Monk Gloves |
| Mystic Knight | Greyswandir | Sword | 140 | Auto-casts 5th-level black magic on hit |
| Ninja | Masamune | Sword | 140 | 2H, Double Strike |
| Red Mage | d30 | Dice | 100 | +10 to all attributes |
| Summoner | Alicorn | Horn | 90 | +20 to Magic |
| Thief | Frakir | Cord | 110 | Automatically Mugs for twice as much |
| Time Mage | Chronos | Hourglass | 120 | Stop, Multi-attack |
| Trainer | Gleipnir | Rope | 100 | Paralyze, Sleep, Tiny, and Stop |
| White Mage | Caduceus | Staff | 120 | Healing, Multi-attack |

## THE ULTIMATE WEAPONS

These are our suggestions for the "Ultimate Weapons," devices of awesome destructive power which require special and difficult quests to find. They are never bought in a store. Each class has its own ultimate weapon. For some reason no game ever has Ultimate Armors, but it could be argued that Safe Armor is about as good as it gets (especially if it gives you something like automatic Haste, Regeneration, or similar effects).

Ultimate Weapons typically bear the names of great weapons and armors from mythology. Specifically, the Masamune shows up in almost every game in existence, and Excalibur makes its appearance pretty often as well. You might want to poke through some old myths and see what names you can find.

Sometimes these weapons will have abilities totally unrelated to their function of beating the crap out of someone. They might activate someone's 99th-level class ability before its time, or unlock a new location on the map, or unlock one of the game's hidden features (like "New Game +" or "Toggle Goatees").

Each of these weapons has a story behind its name.

• Orion was an ancient Greek hunter (and is now a constellation).

• The Master Sword is from a famous video game.

• Orpheus was a Greek hero and singer who went to the underworld in an attempt to free his lover. He lost faith at the last second and failed.

- Mjolnir was Thor's hammer, which only he could lift.

- Stabbity is a reference to the online comic *8-bit Theater*.

- The *Principia Mathematica* was Isaac Newton's masterwork, a book on mathematics (calculus in specific).

- The Philosopher's Stone was a mythological alchemical device which would supposedly transmute lead to gold.

- Stormbringer is a soul-drinking sword from Michael Moorcock's *Elric* saga.

- Longinus was the "Spear of Destiny," which pierced the side of Christ.

- Excalibur was King Arthur's sword.

- Mt. Everest is almost the highest mountain on Earth.

- The Colt .45 Peacemaker was a famous revolver in the old west.

- God's Hand has showed up in various console RPGs. It is not the actual hand of God, but people hit by it may disagree.

- Gleipner was the rope used by the Norse gods to tie up Fenris, the wolf who would devour the world during Ragnarok.

- Greyswandir is a sword with magical powers from Roger Zelazny's ten-book *Amber* series.

- Masamune was a legendary swordsmith in ancient Japan.

- A d30 is a 30-sided die (it's another 8-bit joke).

- An Alicorn is the horn from a unicorn. If you look through the Final Fantasy™ series, many of their Summoners have horns on their heads.

- Frakir is a sentient strangling-cord, also from Zelazny's *Amber* series.

- Chronos was the ancient Greek god of time.

- A Caduceus is a staff with two snakes twined around it, a symbol for the medical profession for many years.

## Quest Items

A staple of all console games (and most computer RPGs as well), quest items are pieces of equipment whose in-game bonuses pale in comparison to their importance to the plot. Examples might be the lost king's crown, the breath of an ice dragon that will cool the lava tubes enough to travel through, or a psionic crystal that no one in the group can use (but which could bring peace to an entire world).

Quest items tend to be about equally split between useful pieces of gear and random pieces of crap. The great advantage of a quest item is that you never have to decide when to use it — either their use is automatic or it's blindingly obvious as to when you should pull them out.

# MECHANIST ITEMS

Mechanists have the ability to scrounge for parts, and assemble them into high-tech devices. The next few pages list some of the standard parts they can find and what their combinations make. The devices listed here are only samples; the CPU and Mechanist are encouraged to work together to come up with new and interesting devices.

Parts can be bought for ISB equal to ten times their level. This is especially important at low levels, before Mechanists have the Scrounge ability. Parts can also be sold for ISB equal to five times their level, though the devices made with them are too experimental for shops to buy. Remember: only Mechanists know how to use these devices!

Almost all of these devices must be held in the hand to be useful. Therefore, the Mechanist will either be using one as a weapon, or forgoing a shield in order to hold the device. In addition, almost none of them average the wielder's Strength into damage. Instead, they're based on Intelligence.

Note that the parts list (after the sample devices) is arranged by level. When a Mechanist scrounges, he or she is equally likely to find any parts of his level or lower. In Silly and Console games, where the character actually carries all these parts is of no one's concern. In more realistic games, there should be an upper limit on how much the Mechanist can reasonably lug around.

## SAMPLE DEVICES

### AUTOGUN
**Effect:** Damage 20, back-row, multi-attack weapon
**Parts:** Barrel, Round Rocks, Launcher, Autoloader, Oil
**Minimum Level:** 30

### BLINDING FLASH
**Effect:** damage 0, back-row, blinding weapon
**Parts:** Lights, Capacitor, Power Supply, Focus
**Minimum Level:** 30

### BLOWER
**Effect:** Deflects any Air-related attacks for the remainder of combat
**Parts:** Fan, Power Supply, Steam Engine, Compressed Gas
**Minimum Level:** 30

### BOLT ARMOR
**Effect:** Defense 40 lightning-aspected armor
**Parts:** Crystal, Resistor, Capacitor, Anchor, Chain, Plates
**Minimum Level:** 45

### BOOMSTICK
**Effect:** Damage 50 weapon
**Parts:** Round Rocks, Accelerator, Speaker, Autoloader, Oil, Launcher, Barrel
**Minimum Level:** 45

### CHAINSAW
**Effect:** Damage 35 weapon, does use Strength for damage
**Parts:** Chain, Steam Engine, Grease, Motor
**Minimum Level:** 30

### FIRST AID KIT
**Effect:** Works as a High Potion five times
**Parts:** Bandages, Potion, Rope, Alcohol
**Minimum Level:** 30

### FLOATING GHOST
**Effect:** This weird contraption distracts your foes. You and your allies receive +10 to Evasion during this combat. One use only.
**Parts:** Balloon x2, Bucket, Rubber Band, Forked Stick
**Minimum Level:** 1

### GLACIER GUN
**Effect:** Damage 30 ice-bonus weapon
**Parts:** Cooler, Fan, Barrel, Water
**Minimum Level:** 30

### GOOP GUN
**Effect:** Damage 10 poisoned weapon
**Parts:** Grease, Round Rocks, Launcher
**Minimum Level:** 15

### GRAPPLE GUN
**Effect:** Damage 30 back-row weapon, forces enemy into front row
**Parts:** Rope, Motor, Anchor, Launcher
**Minimum Level:** 45

### Grounded Shield
**Effect:** Defense 10 lightning aspected shield
**Parts:** Plate, Capacitor, Chain, Anchor, Resistor, Bandages
**Minimum Level:** 45

### Immobilizer
**Effect:** Damage 40 multi-attack paralyzing weapon
**Parts:** Duct Tape, Rubber Band, Rope, Net, Glue, Launcher, Accelerator,
**Minimum Level:** 60

### Jetpack
**Effect:** You are a high-flier. This device can be worn on the back as an Accessory.
**Parts:** Power Supply, Focus, Fan x4, Rope, Rocket Fuel, Circuit Board, Duct Tape
**Minimum Level:** 60

### Laser Cutter
**Effect:** Damage 15 fire-aspected weapon
**Parts:** Power Supply, Crystal, Focus
**Minimum Level:** 15

### Light
**Effect:** No need for torches in a cave
**Parts:** Lights, Power Supply, Crystal
**Minimum Level:** 30

### Lightning Lance
**Effect:** Damage 30 back-row weapon
**Parts:** Barrel, Capacitor, Power Supply
**Minimum Level:** 30

### Mechanical Armor
**Effect:** Defense 50 armor, +10 Strength
**Parts:** Plates, Rope, Steam Engine, Cooler, Lights, Compressed Gas, Chain, Glue, Screw
**Minimum Level:** 45

### Mine
**Effect:** One-use attack item: the next non-flying enemy to attack you in this combat receives the effects of a Quake spell
**Parts:** Bucket, Screw x2, Balloon
**Minimum Level:** 1

### Mine II
**Effect:** One-use attack item: the next non-flying enemy to attack you in this combat receives the effects of a Luminaire spell

**Parts:** Detector, Amplifier, Power Supply, Feedback Loop, Capacitor
**Minimum Level:** 45

### Molotov
**Effect:** One-use attack item: casts Fire II on all opponents
**Parts:** Alcohol, Oil, Balloon
**Minimum Level:** 15

### Orbital Strike
**Effect:** Damage 60, back-row, multi-attack weapon
**Parts:** Satellite Link, Circuit Board, Amplifier, Detector, Beam Splitter, Focus x2
**Minimum Level:** 60

### POP!
**Effect:** One-use attack item: all enemies are hit by the Deafened status. When figuring their chance to resist, use your Int instead of Magic.
**Parts:** Balloon, Compressed Gas
**Minimum Level:** 30

### Projectile Gun
**Effect:** Damage 15 back-row weapon
**Parts:** Barrel, Round Rocks, Launcher
**Minimum Level:** 15

### Repeating Shocker
**Effect:** Damage 45 back-row lightning-bonus poisoned weapon
**Parts:** Barrel, Steam Engine, Fan
**Minimum Level:** 60

### Robot
**Effect:** It's your friend! It attacks when you tell it to. It follows your orders. Most of the time. If you don't tell it what to do, it usually wanders off, and it never, ever attacks unless you tell it to. Usually. Treat it as a monster on your side.
**Level:** 60
**Type:** Robot
**Attributes:** Str 50, Vit 99, Spd 50, Int 5, Mag 5, Spi 15, Luck 43
**Secondary Stats:**
Damage 65, Defense 60,
Magic Defense 55, Attack Skill 50,
Magic Skill 50, Evasion 50,
Status Resistance 50
**Toughness:** n/a    **Initiative:** 55
**Ticks:** 1, 12, 25, 37, 50, 62, 75, 87

**Special Abilities:** Double damage and confused from lightning sources. Takes an extra half damage from ice and water sources. Can cast Fire III or Bolt III on all enemies. Not raised by Life spells or Phoenix Downs — must be rebuilt! Can be healed by Cure spells normally, however.

**Parts:** Steam Engine x2, Power Supply, Focus, Barrel, Grease, Oil, Capacitor, Chain, Compressed Gas, Cooler, Lights x2, Speaker, Motor x4, Amplifier, Glue, Plates x4, Resistor, Circuit Board, Detector, Duct Tape, Screw x5, Rubber Band x3, Bucket

**Minimum Level:** 60

## SEISMIC BOMB

**Effect:** One-use attack item, as per 5th-level Black Mage spell Richter, 180° spread.

**Parts:** Speaker, Amplifier, Power Supply, Feedback Loop

**Minimum Level:** 60

## SLINGSHOT

**Effect:** Damage 0 back-row weapon. This does use your Strength for damage.

**Parts:** Rubber Band, Forked Stick

**Minimum Level:** 1

## SONIC GUN

**Effect:** Damage 30 deafening weapon.

**Parts:** Power Supply, Focus, Speaker

**Minimum Level:** 30

## SOUNDWAVE CONTRAPTION

**Effect:** Damage 25 back-row multi-attack weapon.

**Parts:** Speaker, Beam Splitter, Focus, Power Supply, Fan, Oil

**Minimum Level:** 30

## STEAM RIFLE

**Effect:** Damage 15, back-row, fire-aspected weapon.

**Parts:** Barrel, Steam Engine, Fan, Water

**Minimum Level:** 15

## WATER BALLOON

**Effect:** One-use attack item. One foe is hit with an Ice spell (if your game has the Water element instead of Ice, use that instead).

**Parts:** Balloon, Water

**Minimum Level:** 1

## WEB GUN

**Effect:** Damage 40 paralyzing weapon.

**Parts:** Net, Launcher, Barrel, Glue

**Minimum Level:** 45

| PARTS | LEVEL |
| --- | --- |
| Alcohol | 1 |
| Balloon | 1 |
| Bucket | 1 |
| Forked Stick | 1 |
| Rubber Band | 1 |
| Screw | 1 |
| Water | 1 |
| Barrel | 15 |
| Crystal | 15 |
| Fan | 15 |
| Focus | 15 |
| Grease | 15 |
| Launcher | 15 |
| Oil | 15 |
| Power Supply | 15 |
| Round Rocks | 15 |
| Steam Engine | 15 |
| Autoloader | 30 |
| Capacitor | 30 |
| Bandages | 30 |
| Chain | 30 |
| Compressed Gas | 30 |
| Cooler | 30 |
| Lights | 30 |
| Rope | 30 |
| Speaker | 30 |
| Motor | 30 |
| Accelerator | 45 |
| Amplifier | 45 |
| Anchor | 45 |
| Beam Splitter | 45 |
| Glue | 45 |
| Net | 45 |
| Plates | 45 |
| Resistor | 45 |
| Circuit Board | 60 |
| Detector | 60 |
| Duct Tape | 60 |
| Feedback Loop | 60 |
| Rocket Fuel | 60 |
| Satellite Link | 60 |

# Task Equipment

This page has a few simple examples of task equipment that a CPU might hand out during a typical game with Empowered Tasked characters. Of course, there are so many different ways to treat Empowered characters that we can't do more than scratch the surface here, but we'll give it a try.

It should be noted that most of the time, these items do not take up the place that an accessory would, and they do not necessarily need to be held out when used. Keeping them in your character's backpack and willing them to work is enough.

## Magical Equipment

### Cross Of Healing
**Grants:** White Magic spell Cure II
**Typical Level:** 10th

### Prism Of Defocusing
**Grants:** Black Mage abilities Area Effect and Wide Beam
**Typical Level:** 10th

### Mirror Of Reflection
**Grants:** White Mage spell Reflect
**Typical Level:** 30th

### Golem Mud
**Grants:** Summons a Golem
**Typical Level:** 40th

### Wand Of Fire
**Grants:** Black Magic spell Fire
**Typical Level:** 1st

## Combat Equipment

### Blade Sharpener
**Grants:** 10% more likely critical hit
**Typical Level:** 25th

### Ninja's Claws
**Grants:** +10 to Damage Rating
**Typical Level:** 10th

### Shield Polish
**Grants:** +5 to Defense, but only if using a shield

**Typical Level:** 20th

### Suspenders Of Power
**Grants:** +10 to Strength
**Typical Level:** 10th

## Miscellaneous Equipment

### Book Of Coupons
**Grants:** 10% discount on all goods
**Typical Level:** 30th

### Rainbow Orb
**Grants:** Immune to Darkness attacks
**Typical Level:** 40th

### Silk Gloves Of Theft
**Grants:** Thief's Steal ability
**Typical Level:** 1st

### Ward Of Health
**Grants:** +10 Vitality
**Typical Level:** 15th

For some more interesting task equipment, see the Living Items section, starting on page 52.

# CONSOLE CONVENTIONS

There are many ideas which are almost unique to the genre of console RPG's. This chapter covers a few of them and how to use them in your game.

## THE ACTIVE PARTY

One canonical use of Save Points (see page 102) is to swap people in and out of the Active Party. Console RPGs often place a limit on the number of people who can walk around at once (usually three or four), typically for no good reason. If you're lucky and you're in a tactical game, you might be able to have everyone in the fight at once, but don't count on it. To make things less boring for your players, we suggest that the size of the Active Party be the same as the number of Players you have.

However, that's no reason you can't have more Main Characters than Players! If you feel up to it, you can have some Players "adopt" NPCs who want to become Main Characters and have them join the party. For instance, the person who normally plays the Thief might decide to play the Monk every so often when one is needed.

It's up to the CPU as to whether those characters not in the Active Party gain Experience Points or not. Traditionally they don't, or they only gain them at a reduced rate. This means that there will quickly become a "standard party" that gets used, and everyone else will deteriorate. The Fighter is nearly always in the Active Party unless he or she has been kidnapped, as is the artillery.

Active Parties are typically only used in Console or Silly games, since Mixed games are

usually a bit more sensible about how many people can walk around together at once. Brutal games might even *require* that each Player have two or three characters outside of the Active Party, since characters die so often in Brutal games.

One other option — suggested only for more experienced and mature groups — is to fix the size of the Active Party at 3 or 4, and have the people whose characters aren't active play the NPCs or the monsters! You still need a CPU to guide the storyline and (occasionally) to correct the NPCs when they say something they shouldn't, but this can take a lot of the burden off the CPU. Ah, the wonders of distributed processing.

Where characters go when they're not in the Active Party is a matter for speculation. In Console games no one really thinks about it. In Silly games people may get spontaneously teleported into a limbo-like space, where they float around with the other not-quite-so-Main Characters. Or they might be put up in an extradimensional resort. Who knows?

How exactly people get swapped in and out of the active party is up to the CPU. Perhaps the group has a teleporter that allows people to come in when necessary. Perhaps people simply blink in and out of extradimensional space. Maybe you have to actually stop by home base (gasp — not that — that could be construed as logic!) to pick up your friends. Methods vary from game to game. One thing most games agree on is that you can always save your game in the same places that you can swap your party members, though the reverse is not always true.

## AMNESIA

Many console games feature a character who enters the game with some form of amnesia. There are two basic ways to treat this in your game.

One constant for all the amnesiacs is that they retain their skills and abilities, regardless of the fact that they can't remember their own name. However, there's no reason that the CPU has to tell the Player what those abilities are!

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### CHANGES IN SUPER CONSOLE

There have been a few small additions to this section, regarding typical locations, modes of transport, sequels, and so forth.

Those Players who want an amnesiac Main Character who knows his or her own capabilities can make the character on their own, inform the CPU of their amnesia, and just trust the CPU to come up with a suitably devious backstory.

Those who would rather *really* be amnesiac about their characters can tell the CPU, "I don't want to know anything" and their character will be made entirely by the CPU. The Player will never see the official character sheet, though he or she should probably start constructing one based on what the CPU tells them in the course of the game. Choices made at level advancements should still be made by the Player, such as which Skill Tree to put a skill choice into, and which attributes to increase.

The source of the amnesia varies from one character to another. Some simply received a big bump on the head. Others are the key to foiling the Main Villain's plan, but the MV used a mighty $6^{th}$-level spell on the hapless character to make him or her forget. Still others are the result of psychological trauma or abuse. Just remember — if your character has amnesia, the game will be very interesting for you. And the Chinese have a curse: "May you live in interesting times."

## Battle Music

When characters in a console game get into a battle, you typically get to hear some more dangerous-sounding, more intense music than the typical "walking around the world map" or "shopping in town" music. Battle music is yet another part of the grand tradition of console games.

The music is different for different kinds of fights, too. Boss fights always have their own special type of music, and the Main Villain typically has its own variety as well. Some games even go so far as to make theme music for each character, which plays when that character is the most important one in a particular scene.

It may help set the mood a little bit in a Console or Mixed game to have a bit of music going in the background. What kind is up to you, of course — you could use the soundtracks of existing games, some anime soundtracks, heavy metal, or whatever you want.

Just remember to pick something that has a lot of appropriate songs (or make an MP3 list of them), because having the love song play during a battle with a bunch of ogres is just plain funny. It works well for Silly games, but not so much for other styles of play.

## Cheat Codes and Walkthroughs

Ok, let's get this out of the way early.

A "walkthrough" is the boring way to beat a console RPG. It consists of about a kajillion pages of ASCII text, which says "go up the stairs and talk to the old man. He will give you the Doom Ring.



#315: Punch It Up! Part 1: Lots of things are beyond him...                    ADVENTURERS!

I HAVE SEARCHED LONG FOR YOU AND YOUR FRIENDS. NOW, WE SHALL DO COMBAT LIKE HONORABLE WARRIORS.

.. WHAT ARE YOU *DOING*?

LOOKING UP BOSS STRATEGIES.

THE 'HONORABLE WARRIOR' THING IS BEYOND YOU, ISN'T IT?

By Mark Shallow

Then walk down the hallway and open the door. Take the Orthopedic Underwear from behind the cabinet. Don't play the piano or a monster will attack. Blah blah blah blah blah." About as exciting as lint. The concept or use of a walkthrough should show up only in Silly games, as a running gag.

Cheat codes for unlimited health, extra XP, the Doombringer Axe at 1st level and so forth are entirely at the CPU's discretion. Exactly how one would enter said code in a tabletop RPG is a bit beyond us. Though if anyone knows the Konami Code, feel free to give them a one-time XP bonus.

# Cutscenes

A power that the CPU (and to a lesser extent, each Player) has is to declare a Cutscene. This is a power that should be used only rarely, as it takes choices away from the Players (plus, rendering it requires a lot of processor power).

A Cutscene in a console game is a pre-rendered scene in which certain events (such as daring escapes, poignant touching scenes, and death scenes) take place without any interaction from the Players. Their main purpose is to show off the power of the rendering engine. They also prevent people from doing sensible things like using Life II spells, and so are often feared by the Players.

In a tabletop game, cutscenes are typically used to describe cool things, to go through a short flashback, and (on rare occasions) to take away choice from the Players and/or permanently kill someone. Players may use short Cutscenes for the first two purposes, though they should restrict them to their own characters and should also realize that the CPU can put elements into their cutscene at any time. Only the CPU may use them for all four reasons. The stereotypical example of a CPU-generated cutscene is once in which an important NPC or even a Main Character dies and cannot be brought back (at least, not without some sort of heavy-duty quest). A Player might generate a cutscene in order to fill in part of his character's history in greater detail, or to describe a particularly stunning attack.

Cutscenes should be used sparingly. Not only do they take up a lot of disk space, Players quickly learn to dread them. Taking choice away from the Players annoys them and shouldn't be done more than once in a session (probably less often).

# Demihumans and Other Species

The vast majority of characters in any console RPG will be human. Even if there are other intelligent species in the world, they don't seem to go adventuring very often. Faeries, werewolves, spirit folk, Ancients, dwarves, merfolk, mutants, and the occasional bat-winged albino puffball; they all seem to stay to their own corners of the world.

In some worlds these species are just naturally reclusive. Even before the rise of humanity (and make no mistake, humanity is *always* the youngest species) the other sentient species of the world

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### Best inn in town? Ha!

Don't be silly. There's only one inn in town. Ever. There's only one magic shop, one weapon shop, one armor shop, and one item shop. In fact, there might be just one company that owns all the stores, since they all seem to have the same prices, and the magic shop buys your swords for the same price the weapon shop does. It's all one big monopoly, I tell you.

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### Discounts

Sometimes, when you do something really nice in a particular town, the shopkeepers there will give you a lower price on their wares. 25% off is the standard discount. This is a very rare occurence.

However, if you do something nice for the entire world (like saving it from certain destruction), no one will sell things to you for any cheaper. They won't even lend you a few potions for when you go fight the Main Villain. Shopkeepers are notoriously ungrateful.

mostly kept to themselves. In other worlds, humanity pushed the "lesser" species out of the limelight and back into their own corners.

How these species feel about humanity varies widely. Almost all are aloof, but some are humanity's silent benefactors, while others silently harbor resentment for us. Some believe that the end of their time on the planet has come and there's nothing left for them to do but slowly fade into memory. Others are quite content toiling away in their corner of the world, completely oblivious to whatever humanity is doing, and happier for it.

And, of course, a species isn't just a homogeneous mass (well, most aren't…). They're made up of *individuals*, who make their own decisions and whose minds can be changed by the actions of the main characters. Even the most bigoted will have to admit that a hero is better to have around than a villain, regardless of what species they're from. Convincing a bigot you're a hero isn't always easy, of course.

It is suggested that Main Characters of other species be relatively rare, to emphasize the strangeness of those species. The Main Characters should feel alienated and lost in the far corners of the world, not in the center of it.

## THE GREAT DISASTER

At some point in the past there was no doubt a Great Disaster. The locals may call it the Catastrophe, the Great Axial Shift, the Day of Doom, etc. but the important part is that the world was quickly and savagely changed.

Great Disasters are often related to the Main Villain in one way or another. Long-lived Main Villains were typically around during the disaster. Often he or she was the cause of the Great Disaster, or may have been empowered during it, making the event a prime target for time-traveling heroes. If the Main Villain has any time-related powers, he or she will no doubt insure that the events leading to the Great Disaster are well-protected. Younger Villains will probably be looking to recreate the Disaster or to track down its byproducts (such as artifacts thrown across the world by a comet impact).

What exactly the Great Disaster was may be unknown at the beginning of the game. If it was far enough in the past, the common folk of the world may not even know that it happened at all. However, no amount of despotic records alteration or time-hopping evidence removal will completely eradicate knowledge of the event. No doubt there is some remote mystic, ancient hermit, or curious scientist who knows the details of the Great Disaster. He or she may not know everything about it, but the basic truth of the event will be preserved. Alternatively, there may just be a really huge crater.

Good examples of Great Disasters include:

- ➤ Massive Plagues
- ➤ Great Floods
- ➤ Comet or Asteroid Impacts
- ➤ Alien Invasions
- ➤ Alien Impacts (for very large aliens)
- ➤ Rains of Fire
- ➤ Incursions from the Elemental Planes
- ➤ Acts of Scientific Hubris
- ➤ Godly Retaliations
- ➤ Mage Wars

Preventing or meddling with the Great Disaster typically falls into one of three categories. First, it could remove the Main Villain's power source, making him or her vulnerable to assault. This would make it the primary goal of the game. Second, it could precipitate a cataclysmic time cascade, changing the world in unknowable ways and possibly leading to a sequel. Third, the disaster may not be preventable at all — it will happen the same way regardless of intervention or will happen in an altered form (such as a pulverized comet raining down as disease-causing space dust, for example). Sometimes it's not such a good idea to meddle with the timestream.

The anniversary of the Great Disaster is often cause for a holiday of some sort, perhaps a commemoration of those who died or a vigil against the possibility of another such Disaster.

# HOLIDAYS AND FESTIVALS

The most important celebrations in most console worlds are anniversaries. Good examples would be the 100th anniversary of the kingdom's founding, the 20th anniversary of the defeat of a horrible menace, etc. Thanks to the CPU-controlled nature of console time, you can simply create a holiday whenever you need it. These dates are very important, and are often occasion for joyous ceremonies and solemn recollection.

They're also excellent opportunities for villains to return... which means they're excellent times for heroes to gather. Villains see the chance to terrorize whole populaces at once, spreading fear to the masses. The Heroes are sometimes just ordinary people caught in the blast; other times, they are experienced warriors or sorcerers on a day off (man, will they be pissed!).

One reason that festivals work so well is that they show the horrible nature of the Main Villain (or perhaps one of his or her cronies) directly, without having someone tell the Main Characters. Instead of having the village elder say, "Yeah, that Mordeth the Dark, he's one bad mother," you can have Mordeth show up and torture a few townsfolk, smack around the MCs, and leave only when he's had his fill of fun. The sharp contrast between the revelry of the festival and the serious nature of what follows can be an effective way to shock the players.

Another way to do things is to have some of the Main Characters realize that a Villain is at the fair without being able to do anything about it. After all, if a fight breaks out, the Villain will likely have no problem with throwing around fireballs and lightning, regardless of how many bystanders it hurts. The Villain can simply sneak around, whisper a few things into the Main Characters' ears, scope out the guards (and maybe the Princess too), and then vanish into thin air before the end of the celebrations.

# LA RESISTANCE!

Bandits and revolutionaries are almost always right.

If the government in the world is corrupt, there will no doubt be a Resistance Movement. Often the Resistance will be working with crime figures, living in caves, and will be just about ready to act at the start of the game. It is nearly inevitable that the Main Characters in a game with a corrupt government will join up with the Resistance. Resistance Movements are most common in the Medieval, Magitech, and Post-Magitech Eras, though they do occasionally show up during the Space Age or the Golden Age.

Even if the Government is friendly and peaceful there will sometimes be Bandits. The difference between Bandits and a Resistance Movement is that Bandits aren't nearly as organized or as well-funded or prepared. Bandits are a sign that something is wrong. Perhaps people are starving or poor in that region. Perhaps there's a corrupt bureaucrat somewhere, oppressing them for his or her own gain. Regardless, the Bandits are typically good and moral people pressed into a life of brigandry. It's rare indeed for anyone to become a Bandit just because they want to. At worst, they've been tricked into it by the real menace.

Even Pirates are typically a jolly lot in Silly and Console games, and the whole business of sinking merchant ships is generally relegated only to ships of the corrupt government or corporation, or forgotten altogether in favor of ale and song. Most pirates seem to pay the bills entirely by finding buried treasure, and are great sources of treasure maps… as long as you bring some back to them. Only in Brutal games do pirates become the boodthirsty, degenerate murderers one should really expect.

Remember this, though: the Main Villain's spies are everywhere. At least one person in every organization in the world is evil. Perhaps not irredeemably so — perhaps they will repent or even join the party — but not before betraying the party and their group to the Enemy.

# Love Interests

In console RPGs the main character always has a love interest. Sometimes more than one. Handling this in a pen-and-paper RPG can be a touchy thing. The very strength of a tabletop RPG — not being restricted to a few limited choices in one's actions — can be a detriment here. It's far too easy to ham things up and turn what should be a really moving experience into a comical sidebar. Here are a few tips on handling this well.

The first thing to keep in mind is the maturity level of your players. If you're playing a Silly game it's okay for people to make eyes at each other and call each other "magey-poo" or "fighterkins." In a Console or Mixed game such things are totally inappropriate unless the characters are trying to give everyone around them a diabetic attack. Ditto for Brutal games, but there the love interest typically only exists to die in some gruesome way.

It's very difficult to give the Main Characters Love Interests without railroading them into it. If you set up someone, describing their great beauty and their obvious interest in the Main Character, then it's obvious that you're setting someone up for an affair. Unfortunately, once you actually get into personalities, things get a lot more difficult. You need to play to both the Player and the character a little bit. A bit of the exotic never hurts, either

— something to remember the NPC by before they really become a Love Interest.

It's possible for the Love Interest for a particular Main Character to be either an NPC or another Main Character. This should really be something you ask your Players. If both of the Players in question have the inclination and role-playing ability needed, it can be much more rewarding. Some people aren't willing to go into this sort of thing, and feel uncomfortable with it, and you have to respect that. In rare cases you'll have to watch for hidden agendas — one Player really wants a relationship with another *Player*, instead of the two *characters* getting it on. Luckily most people are good enough not to do this.

Why is this even important? Why go through all the trouble? Think about it from the character's perspective — just like anyone, they want companionship, friendship, love, and someone attractive to go home with. Love Interests can also be powerful motivations for your Main Characters once they've realized how they feel about each other. Unlike real life, people in RPGs really can go to the edges of the earth for each other (or at least to where the map wraps around), and they will, too.

The CPU should also look at the section entitled Shafting the Main Characters, because that's what you're doing if you kill off someone's Love Interest. This shouldn't be done lightly, and it's definitely an occasion for a cutscene if you want



#360: BANG!: Part 1: Tesla

ADVENTURERS!
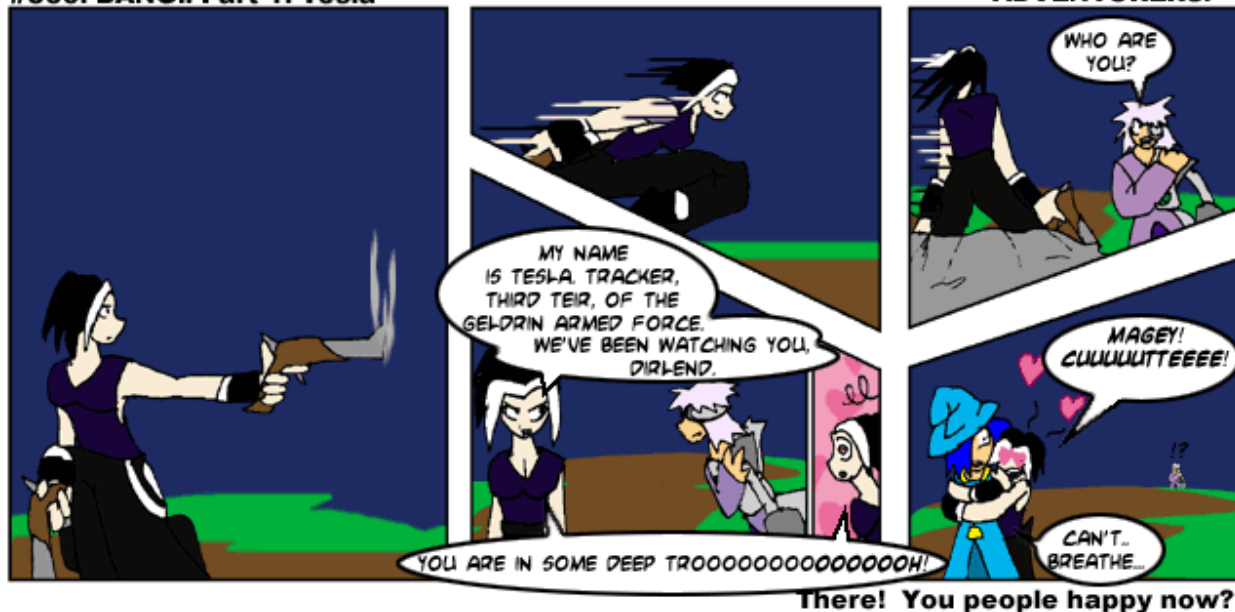
it to be permanent (or at least semi-permanent, if you're planning a resurrection storyline).

# Mini–games

Another fine console game tradition: mini-games! These are games within the game. They might be motorcycle racing, submarine driving, card games, matching games, whack-a-mole, or any other of a dozen types.

All mini-games have two things in common: first, they are never essential for the completion of the game. They might have some spiffy rewards if you complete them, but they aren't necessary. Second, they rely on the skill of the Player, not of the character! No matter how fast your ninja character is, it's your thumb pressing the buttons for whack-a-mole.

The best way to simulate these in a tabletop RPG, ironically, is to fire up whatever console you have and put in an appropriate game! There are a lot of cheap racing, sports, and puzzle games out there, which can be found for under $20 in the used bins. Alternatively, you could get out some playing cards, cheap board games, Mancala, etc.

Just make sure everyone knows that the mini-games are not to take over the real game. If people are having more fun with the mini-game than the main game, that says something about the main game.

# Modes of Travel

Just because the MCs start off on foot doesn't mean they'll be hoofing it for the entire game.

### Airships
Airships are incredibly useful for two reasons. First, they move at very high speeds, making it easy to get around the world. In a matter of minutes you can be just about anywhere you want. Second, there are no flying monsters stupid enough to attack someone while they're zooming around in an airship. Being a bug hitting a windshield at 300 miles per hour doesn't seem like a good idea to even idiotic monsters.

The only drawback of airships is that they need a relatively stable place to land. In most games the Main Characters never think of lowering a landing platform by rope or chain, and so the whole ship has to land in order for people to get off. Airships can typically land on flat ground or water, but not in forests, on mountains, or other places where they'd get broken or tip over.

### Animals
It's surprising that animals would be the ultimate form of transportation, but they are. There's no place so rugged or distant that some animal can't take you there. You might have to switch from one animal to another, but you'll find one that goes up the steepest mountains, another that runs across the sea while keeping you perfectly dry, a third that crosses the desert without waking up sandworms, and so forth. Some animals are fast enough to out-run monsters. Other times you'll have to fight from the back of your animals with gun and bow while hungry monsters try to chase you down.

### Boats, Sandcruisers, and Hovercraft
These similar transit systems allow the Main Characters to cross oceans and scorching deserts in style. Hovercraft cross rivers, but not the deep seas. None of these modes are as good as airships, primarily because monsters will happily attack anyone who's on a boat or sandcruiser. In some games you have the option of defending yourself with cannons built into the ship, while in others you have no such weapons and must deal with the monsters yourself.

### Trains
While they might seem to be the most secure mode of land transportation, trains are really just an excuse for the Main Characters to get jumped. It could be the police coming to get them, or the Main Villain showing how evil he is by wrecking a train, or robbers come to steal what's in the secret cargo box, but one way or another there's gonna be a fight.

Trains generally only go to one place and back. They rarely make stops at multiple locations, and you typically can't get off at a halfway point. Once you're on, you're on for the whole trip. To be honest, you're lucky if you get to ride the train more than once, what with all the bad guys attacking it.

# PARENTS AND ROLE MODELS

In almost every console RPG, the Main Characters have just one parent each. Fathers ran off or died in "the war," or perhaps are off exploring some far-away land. Mothers died in childbirth, or are carrying a message to the future or past. Quite often it's just not explained why everyone has just one parent. It's assumed that your character knows, and the player doesn't really need to know the exact reason.

Because of this, many Main Characters pick up a role model later in their life, who fills the hole left by their absent parent. In most games at least one character's role model turns out to be a bad person, maybe even the Main Villain. Other role models serve as *deus ex machina* for the MCs once or twice, and some even join the party later on. There's quite a range of possibilities for what a character's role model might do, making them very interesting and useful NPCs.

The Main Characters' siblings fall into two categories: "annoying" and "plot." They exist only to screw up the character's life or to get kidnapped and need rescuing. Oh, sure, every so often there's one kid who just sits at home and idolizes his older brother/sister and their world-saving escapades, but for every one of those good kids there are a dozen who get themselves captured by monsters. Main Characters are almost always the older siblings. If they have an older brother or sister, that person will be important to the plot later on, but can safely be ignored until that time. The good news is that, unlike mentors and missing parents, siblings are not likely to turn out to be the Main Villain.

# RELATIVE TIME

One of the striking things about how time works in a console RPG is that unless you actually *see* a timer running on the screen, there's no time limit for anything.

Really, literally anything.

Your party could be chasing the Main Villain across the continent, with millions of lives in the balance, but wandering off for some silly side-quest or sub-game is perfectly ok. You shouldn't feel bad about sleeping at the inn to recover your health and mana. The Villain will wait for you; he or she has nothing better to do than wait to be defeated.

Obviously, this sort of time scheme works best in Silly games. Even Console-style games sometimes have a little trouble with this degree of unrealism. Mixed games should be a bit more realistic about time, and if the Main Characters decide to wander off into the wilderness and level up for a
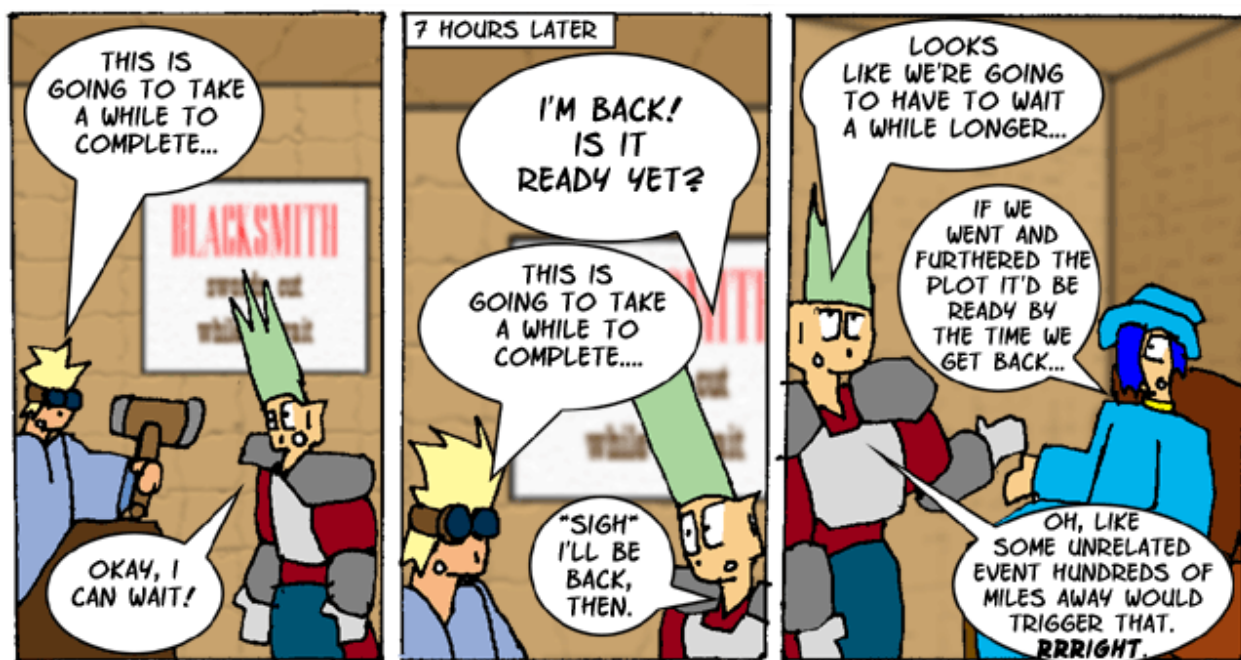
year, the Main Villain should gain a few levels too. And possibly take over a continent or something.

As a consequence of this, waiting around for something to happen is totally ineffective. If the blacksmith in a Silly game says, "Your sword will be done in a little while," he or she either means, "right away" or, "after you advance the plot or hit the minimum level for this sword." Games in the Console style are often the same way, unless you're playing one of the few lucky games with a built-in day/night cycle.

Speaking of day and night cycles, Silly and Console games also seem to be set in worlds that are always in the same season (which may or may not be part of the plot), and always at the same time of day (except during cutscenes and magically induced eclipses). Weather is always the same except at dramatic moments, such as cutscenes or magical intervention. Waiting for time to pass is about as effective as waiting for the planet to cluck like a chicken. It's just not gonna happen.

If there is ever a point during a Silly or Console game at which the passage of time really is important, you should remember to tell the Players this and remind them before they decide to stay the night in the inn.

## SAVE POINTS

In Silly and Console games Save Points are an accepted and welcome part of everyday life. They're oddly shaped, they always glow, and they always, always rotate. In Brutal games they don't exist.

To activate a Save Point, just make photocopies of the character sheets, write down where you are in the plot and what's coming next, and that's all you need. You don't really have to worry about Players overusing them — it gets boring as hell to replay a half-dozen encounters seven times over, and the players will run out of the Patience ability pretty quickly (see page 11).

In Mixed games you can really get into the ramifications of Save Points. No, seriously! How do these things work? How would people react to them?

Here's the basic default theory behind Save Points. Every person has a soul, which is represented by their character sheet. The soul can be copied without too much trouble, but only as a static, unchanging copy. Barring any plots by the Main Villain, only one copy of a soul can be active in the world at once. Trying to activate a second copy could cause all sorts of problems. One or both might go insane, or be destroyed. It might warp the soul permanently. It might destroy all copies of that soul everywhere. It could change its personality; god only knows.

The other limitation of a Save Point is that your soul has to come back from its final reward to use them and, in the process, give up all memories of that final reward. That's why so many people don't restore themselves — you need a strong sense of purpose to give up Heaven and come back to the world. The villains typically don't use Save Points because their souls are going to the underworld, where they don't let you out. If Save Points can be used by someone other than the copied souls, chances are that parents don't use Save Points to bring back their children. Children typically go to Heaven when they die, and even grief-stricken parents wouldn't want to deprive their children of such a final reward.

When you activate a Save Point it uses an affinity between the soul and body to reconstruct the body and place the copied soul into it. Anything that might have been learned by the mind or body is gone — experiences and training are lost, and only phantom memories remain (i.e. the Player's recollections).

Note that in Mixed games, Save Points don't necessarily transport the characters back in time to when they first used it. Note also that there's no reason in Mixed games why Save Points have to be indestructible! If they aren't, what happens when you destroy one? What happens to the copied souls?

An excellent game could be based around the question of who created the Save Points in the first place. Was it a species of time-travelers from the far future trying to safeguard the past? Were they made by the gods? Are they totally beneficial or do they have a more sinister effect? Who can activate them — just the stored souls? Anybody in the world?

Someone with a connection to the stored souls? Only the gods themselves?

As silly as they might seem, Save Points can be more than just an out-of-game device for saving your characters' butts. They can be important parts of the plot!

# Sequels and Prequels

There are few true sequels in the world of console RPGs. They've become more common in past years, with whole series of games starring the same characters, but in general the second game in a series is set in a completely different world with completely different characters.

This is partly because running a true sequel is difficult. In a Silly game you can just ignore the fact that everyone lost all their abilities, all their Health and Mana, and their attributes dropped down to "mere mortal" levels. In a Mixed game, however, this would need a whole lot of explanation. Perhaps the new Main Villain (or a remnant of the old one that didn't die) steals all the characters' gear and strips away their powers. Perhaps they've all been struck by amnesia and will remember their old powers as the game progresses. Unfortunately, no matter how it's done it will seem contrived and artificial.

A better way to go might be to put the characters' children and associates into the sequel, set 20 years or so into the future. The old characters can show up as important NPCs: kings, hermits, warriors, religious leaders, and the like. Maybe one of them is even the Main Villain this time around! You get the advantage of your players being familiar with the world without having to explain what happened to their characters' old abilities.

Even those games that are direct sequels rarely use the same game mechanics. The sequels add some abilities, remove others, turn on certain optional rules, and generally try to be better games than their predecessors were.

Prequels are a good alternative, and much easier than sequels. You don't have the same Main Characters, but some of the important NPCs can appear, and some of them might even be MCs in the prequel. Prequels are also a great way to show how things got the way they were in the "first" game, and to explain some of the secret history of the world.

The only really difficult thing about running a prequel is making sure you don't contradict things that showed up in the original game. Human beings aren't used to thinking backwards in time, and if you're not careful, you'll have to run another prequel to explain the logical inconsistencies between your original and your first prequel.

# Shafting the Main Characters

Time to be serious for a minute.

In console RPGs there is a grand tradition of screwing over one or more of the main characters and making their lives miserable. This typically starts somewhere in the first half of the game and lasts until near the end.

Many would say that this simply makes for good storytelling, displaying the bad side of life along with the good. Others would talk about Campbell's modern mythology and the hero quest, how all heroic stories are just aspects of the same story, and the hero needs to pass through his or her "Underworld" before coming out into the light. Still others would say that one's reaction to hardship defines one's personality — everyone needs some sort of difficulty to overcome, to make them realize what it means and what it takes to be a hero.

All this is nice theoretical stuff, but what it boils down to is that the CPU gets to screw over the Main Characters and no one gets to complain about it. Some of the whiny ones still will, of course, but whiners should be told to suck it up and deal. Here's how to do it without having your group leave.

First, don't make it obvious every second of the game. Just because the heroes are framed for murder and on the run from the law (for example) doesn't mean that every minute of their lives will be a living hell. Being separated from your love interest (as another example) doesn't mean you have no friends at all. Even having your best friend

die is something that people can deal with, in time. It hurts.

Believe me. I know. It hurts.

But, eventually, someday, the sun shines again. The pain never, ever goes away, but you learn to live with it. You meet people, you tell them about your old friend, and some of the people you meet even do really understand, because they've had it happen to them too.

Second, the story you're attempting to tell is not about the heroes being emotionally crushed and obliterated, it's about bravery, courage, redemption, and doing what's really right for the world. Part of your job as CPU is to make your players feel like they're up against almost unbeatable odds. The rest of your job is to make sure they know there's a light at the end of the tunnel, and it's not an oncoming train.

Third, characters die. Sometimes they even die in cutscenes and can't be brought back. Remember to give the dead the respect and honor they deserve, and give the characters time to mourn and think… but don't let them do it to the exclusion of all else. After all, the Main Villain is out there somewhere, and he or she must be stopped or this will happen again.

Fourth, most console games leave one or two hardships unresolved at the end of the game, but that's because they want to imply that there's still more to the story. You, however, are playing a tabletop game — if there's more to the story, go find it!

Finally, if people are getting too involved in their characters' lives, maybe it's time to take a short break and come back to the game in a few weeks.

When making the Main Characters' lives miserable, always remember to include some good parts too, and make a way for the problems to be resolved. That way both you and the Players get to have fun, and you all get to enjoy a good story.

## SIDEQUESTS AND OPTIONAL BOSSES

Sidequests are short tasks that don't follow the main line of the plot, but get the Main Characters useful equipment or spells to help them along. Most major locations should have at least one sidequest that can be undertaken, from catching all the lost chickens to recovering the starmetal meteor that fell into the woods long ago.

Sidequests are essential to a console RPG. Few people want to follow the main plotline inch-by-inch every time they sit down to play. Sometimes you just want to go off and beat up some dragons, or find some nifty, shiny items for your team. For some games sidequests are absolutely necessary, as they give your party the necessary XP to continue into areas with more dangerous monsters.

There is also a grand tradition in console games of including monsters, quests, and bosses so powerful that even the Main Villain could not possibly defeat them. What better challenge, then, for Players who've decided to get to Level 99 before going after the Main Villain?

Creating an optional boss is a tricky task. You want to make it possible to defeat them, but to also make them so powerful that even 90th-level characters will have trouble with them. The regular monster creation guidelines don't quite cut it here. We suggest giving these bosses a Defense score so high that 1% is the most damage people can do to them, and then giving them an attack sufficient to kill any single character in one hit (but don't over-kill them too much). The Main Characters will need all the magic and preparation they can get to take down these bad boys.

## TOWNSFOLK

Every town, by definition, has townsfolk. Most of them are pretty helpful and will gladly talk to strangers, unless the town has had some sort of trouble with strangers in the recent past. Thus, they are a great source of gossip and rumors in any genre of game. How interactive they are, however, depends on how realistic your game is.

In Console-style games the villagers will only ever say one or two things. Everyone will accept this and move on to the more interesting parts of the game. That's just how the world works.

In Silly games the villagers will be similar at first glance, but if you catch one at home they'll complain about how boring their jobs are, how they never get to say anything but "This is the bank" or "Welcome to the palace." Non-fighters may be able to eke a few sentences out of the smarter ones. Some of them might turn out to be robots, carrying out their programmed tasks in the same way every day.

In Brutal games the villagers are normal, everyday people who exist only to be killed in gruesome ways by the villains.

In Mixed games the villagers will be as realistic as the CPU wants them to be. At minimum they can carry on brief conversations and answer questions. At best, they will be normal, everyday people.

You should also consider the "sanctity" of the townsfolk. In Silly and Console games you can't even *try* to get into a fight with the townsfolk, let alone kill them. You can't get a battle transition, so you can't go into battle, so you can't fight them. Town guards can arrest and escort the Main Characters with impunity, because they can't be harmed. In Mixed and Brutal games this changes. Suddenly the townsfolk — and the guards and police! — be-
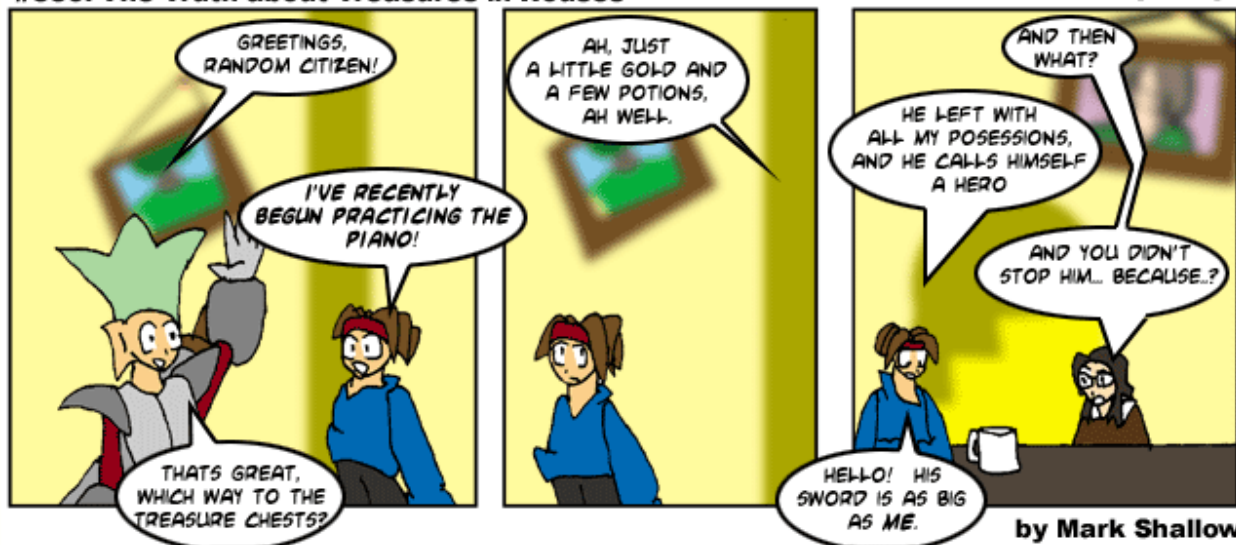
come possible targets, and the Main Characters can't be easily imprisoned by a single guard.

To sum it up: the benefit of interactive townsfolk is a more realistic and believable world. The drawback is a loss of direct CPU control and a loss of the feel of console RPGs.

Another quick note: in many console games (in fact, damn near all of them) it is permissible for the heroes to waltz into someone's house, steal all their stuff, and walk out. The illustration below shows why that's true in Mixed games.

To avoid spending half an hour saying, "Nothing in that rain barrel… 20 ISB in that one… " just hand out a few ISB and an item or two when the Main Characters want to go looting, and get on with the game. More detailed looting guidelines are on page 130.



#330: The Truth about Treasures in Houses

ADVENTURERS!

GREETINGS, RANDOM CITIZEN!

I'VE RECENTLY BEGUN PRACTICING THE PIANO!

THAT'S GREAT, WHICH WAY TO THE TREASURE CHESTS?

AH, JUST A LITTLE GOLD AND A FEW POTIONS, AH WELL.

AND THEN WHAT?

HE LEFT WITH ALL MY POSESSIONS, AND HE CALLS HIMSELF A HERO

AND YOU DIDN'T STOP HIM... BECAUSE..?

HELLO! HIS SWORD IS AS BIG AS ME.

by Mark Shallow

# TYPICAL LOCATIONS

## FANTASY GAMES

### STARTING TOWN

The hometown for one or all of the Main Characters, Starting Town has just about everything one could want for a happy upbringing. And then the Main Villain comes along and ruins things. Luckily, the town itself is unlikely to be harmed in this unhappy event. You can always come back to Starting Town for a free night of sleep, and some advice from your parents or neighbors.

### NEARBY CASTLE

Near Starting Town there's a castle, where the king of your relatively small kingdom lives. He's there to give you your first quest, resurrect you if your whole group dies in combat, and generally stay out of the storyline for the rest of the game. The castle itself may have some secret rooms that you can only open later in the game with special keys.

### MONSTROPOLIS

A city populated entirely by peaceful monsters (see illustration for example), Monstropolis is a bizarre but friendly place for those who can actually find it. Because most people in the world see monsters as wandering bags of XP and ISB, the smarter monsters of Monstropolis have founded their city far from human civilization.

Those looking for Monstropolis will usually need some advanced form of transportation, such as a boat or airship. Hints as to its location can sometimes be found by talking to the nonhuman species of your world, or by following strangely behaving monsters in forests and dungeons.

Monstropolis sells some of the best gear in the game, and some of the rarest spells and items can only be found here. If you pick up a Main Character in Monstropolis, he'll probably be a powerful barehanded fighter.

### UNDERSEA CAVE

If your party ever gets a submarine, there's no doubt whatsoever that the world has at least one undersea cave to explore. Beware, though: the monsters here are powerful and dangerous.

### ANCIENT RUINS

A staple of every Console game, regardless of Era, is an area of Ancient Ruins. Often monster-infested, always filled with puzzles and traps, the Ancient Ruins hold the key to understanding what's wrong with the world. They're the equivalent to finding the Main Villain's diary — once you get here you'll know what you're really fighting for, and what the consequences are if you fail.

## Sci-fi Games

### The Space Station

A good stopping point, but rarely a starting point. Space stations have everything that travelers need to take care of themselves and their ship: hotels, stores, bars, refueling pumps, etc. Some games have just one space station in orbit around the main planet; others treat them the same way that fantasy games treat towns and have them scattered all over the map.

### Gas Giant

It might as well be a regular planet with a whole lot of clouds. You can walk on its surface just fine; don't worry about it. Gas giants are good locations for ancient ruins and bizarre nonhuman species (perhaps sentient gas clouds or a flying race).

### The Sun

This is a late-game destination, since you obviously need some sort of heavy-duty protection to stand on the *blazing hot surface of the sun*. If you have any psion-type characters with ice or darkness powers, bring them along. They'll be very helpful. The Sun is typically short on dungeons, but there are occasionally pyramids, towers, and towns built by the sun's oddball inhabitants. The people here will either be surprisingly nice guys, or unintelligent monsters, or seemingly unintelligent monsters who turn out to be nice guys once you can communicate with them.

### A Black Hole

A black hole is a great hideout for anyone — space pirates, the Main Villain, even the Main Characters! Much like the Sun, this is an end-game location. Oh, and don't worry about real astrophysics, where a major black hole in our solar system would cause severe problems with planetary orbits. Just put it on the map and don't worry about it.

Alternatively, *do* worry about it, and make that the driving force behind the game — the MCs need to close the black hole before it sucks in the whole solar system!

## Why Not Just Kill the Heroes?

If there's one thing that high-powered villains forget, it's that they themselves were once first level. If they remember that, they certainly won't remember that they actually advanced past first level, and that other people can do it too. This is one of the main reasons that the Main Villain leaves the Heroes to die the first time they meet — he or she is at least 60th level, while the Heroes are maybe about 20th or less when they first meet. The Heroes at that point *really aren't* a threat to the Main Villain.

In a Silly game, the Main Villain sends hordes of incompetent, weak monsters against the characters, often one at a time, laughably underestimating the MCs every time. Console-style and Mixed games often avoid the Main Villain and his lackeys until it makes more sense to encounter them — when the MCs are big enough to be a threat, but (unfortunately for the Villains) are also smart enough that they can evade capture long enough to become even *more* powerful.

In Brutal games, the Villains are smart enough to realize that death is *not* too good for the Heroes, and will probably try to shoot them in their sleep. Rude, but effective. Heroes in Brutal games are well-advised to keep away from the Main Villain until they're sure that they can take him.

A final option that might apply for soul-stealing villains is that high-level souls are generally more sought-after than weaker ones, and the Main Villain might only be waiting until the Heroes grow powerful enough to satisfy his demonic masters.

# Genre & Style

This chapter discusses the two "knobs" of genre control. One affects how much "console reality" influences the rules and style, and the other affects how futuristic the game is. We'll refer to these as Realism and Game Era. These were briefly discussed at the beginning of the book, and now it's time to go into a bit more detail.

## Realism

There are four realism settings: Silly, Console, Mixed, and Brutal.

### Silly

Silly games act best as a parody of console RPGs. The fighter swings his sword 20 feet away from the monsters, who take invisible wounds as HP of damage are displayed above their heads. Monsters appear out of nowhere, even ones the size of mountains with sonic roar attacks. One or more of the Main Characters will probably be able to tell that something's really screwed up with the world, but the fighter (always the fighter) and other characters will go blithely along their way, stealing people's armor out from under them and carrying a thousand pounds worth of equipment in a cheap backpack.

The key to the Silly genre is pointing out the problems with the world and laughing about how the Dragoon's 20-story jump attack never seems to care whether he's jumping in a dungeon, or how the townsfolk never go to sleep (not that it's ever night except in cutscenes or inns!).

Characters in Silly games never truly die, unless the game is undergoing a sudden transition to Mixed. They certainly never die in combat — they just "fall down" and are ignored by the monsters, standing up again with 1 HP after the fight. Any sort of item or weapon is available in a Silly game, including some that have no particular effect unless used under almost impossible-to-meet circumstances, which would have to be looked up in the strategy guide. Whether you want to go through the trouble of making up a mock strategy guide for the game (and whether or not the Fighter will have a copy) is your own business.

### Console

The Console-style setting tries to emulate a console RPG as closely as possible. It's very similar to the Silly genre, but everyone ignores the little idiosyncrasies of the game world instead of focusing on them. It's difficult to stay in the Console genre. Most games slide to one side or the other, becoming Silly or Mixed. Characters in Console games probably do die if killed in combat, but can easily be brought back by items and spells. Nearly any items are available, and fewer of them are useless. Many abilities make no sense (such as the stealing of someone's armor), and can't be used outside of combat, but it's just sort of accepted as part of how reality works.

### Mixed

The Mixed genre is the default genre assumed in this book. Games in this genre try to take the seemingly nonsensical things that happen in console games and either make sense of them or, if that's not possible, get rid of them. Someone with a jump attack should be able to jump up to the second floor of a building. A Quake spell should not be used while underground. The idea is to make a

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## Changes in Super Console

This section has been significantly expanded and revised, especially the part that discusses different eras of play. We highly recommend reading through the whole thing.

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## How Silly Should I Be?

People wiser than I have said that you should never try to be funny. Trying ruins it. Either be funny or don't. You don't have to go out of your way to make every Silly game session a laugh riot — in fact, the harder you try, the worse things will get. Just let it happen.

more compelling game with the same sort of scope that a traditional console game has.

Combats in Mixed games are usually a bit more serious, at least when the opposition is tough enough to worry about. Being reduced to zero HP definitely means death, and it's not always easy or cheap to fix. Some items are not available in Mixed games, but most of them are still around.

## BRUTAL

Brutal games take away a lot of what makes a console RPG a console RPG. Character death is almost a given, your armor isn't as effective, lots of items and spells don't work, and Save Points (gasp!) don't exist. What's the point?

The Brutal genre is there for those who desire an unnecessary degree of realism in their games. If your character hits someone in the head with a sword, that someone dies. Likewise, if your character gets shot in the chest by an inexperienced guard, your character dies. This style of play primarily exists to serve as a reminder that realism isn't the point of an RPG — having fun is. Brutal games are also viable games for convention or tournament runs — give everyone three or four characters and see who's left at the end of the run.

# GAME ERA

Game Era ranges from the Timeless Time just after the gods created the world until the Space Age when, if all goes right, every living thing in the universe will be united in harmony.

## THE TIMELESS TIME

The Timeless Time exists before, after, and beyond all time as we understand it. It is pure existence without time, and often without struggle. It's not that good and evil don't exist, it's just the good doesn't know about evil yet and evil hasn't made its move. Games are rarely set in the Timeless Time — instead it's the origin of many ancient magical devices and mystical phenomena that impact the modern world. Everyone in the Timeless Time knows some sort of magic — Knights become Mystic Knights, Thieves become Ninjas, etc. All

manner of magical items, weapons, and armor are available, and in some Timeless Times they haven't invented money so you can get them for free or for trade.

One hallmark of a Timeless Time is a lack of purpose — people do things because that's who and what they are, without really knowing why or having reasons. It's a very disorienting point of view for people from later times. Timeless, as it turns out, also means changeless, and until evil first makes its move the Timeless Time will endure.

### POLITICAL SITUATION
The Timeless Time exists in a sort of utopian world, where food is readily available to anyone who can pick it off the tree and practically no one gets injured. There's no government. If there are angels floating around, they're probably the closest thing to a governing body, and maybe they have disagreements amongst themselves, but most people never hear about it. Women and men have equal power.

### TYPICAL THEMES
The whole idea of a game set in the Timeless Time is to see what "broke" the seal of time and introduced evil to the world. Most games that start in the Timeless Time are doomed to fail, with the Main Characters being tossed through time, and having to confront evil in a later age. It's impossible to save the Timeless Time as the perfect utopia it is.

### GENERAL TECHNOLOGY LEVEL
"Technology" is probably not the right name for it, but somewhere in the Timeless Time are machines that make the world go 'round. Literally, in some cases. The technology of this age, twisted and misunderstood, will one day be the base for Magitech.

### GENERAL MAGIC LEVEL
Everyone and everything in the Timeless Time is magic. Magic is the essence of the Timeless Time. This isn't to say that Mages are the only class available, or that everyone can cast spells, but there's a little bit of magic in everything that everyone does. People in later times will rely on skill and experience; here they rely on grace and power.

### CLASS CHANGES

➢ Archers become Mystic Archers. No real change to the class.

➢ Berserkers aren't available; they're a bit too focused on violence instead of martial skill. Ditto for Dark Knights.

➢ Calculators are based on analytical magic instead of instinctual magic, so they can't be found.

➢ Chemists become the Farmer class (see the Item Changes below for why); it's the same class with a slightly different flavor.

➢ Fighters are unavailable; people should use the Mystic Knight or Dragoon instead.

➢ Mechanists, strangely enough, can be found. They will almost never be Main Characters, but the world-moving machinery described above needs someone to watch over it and make sure it's working perfectly.

➢ Thieves don't exist; use the Ninja class instead.

### ITEM CHANGES

Items are based off fruits and natural objects. For instance, instead of a Potion, you might have a Potion Fruit (with X-fruit and High-Fruit coming later). Instead of an Ether, you have a Seed. The attack items are mostly unchanged (though Grenades certainly don't exist).

### RULES CHANGES

Characters whose Health Bar falls to zero in the Timeless Time are knocked out (or have "fainted"). They certainly aren't dead. No one has ever died yet, and won't until evil makes its first big move.

The beings who live here are often something other than human; not that they will necessarily have any differences beyond pointy ears. They tend to be a bit stronger and more competent overall (consider increasing all starting attributes by 2).

### CLICHÉS AND CONVENTIONS

Very few console RPGs have been set in the Timeless Time (if any — this author knows of none), so there aren't a lot of clichés or conventions to be found. The story of the Garden of Eden might be a good place to take inspiration from.

### HOW TO GET TO THE NEXT ERA

Introduce time, of course. Make things change. Kill someone.

## ANCIENT TIMES

The Ancient Times are the times of cavemen and cavewomen. Despite everything that real-world science tells us, dinosaurs always coexist with Neanderthals, and there are probably lizard-folk running around too. Volcanism runs rampant. The people may have myths or memories of the Timeless Time, but there are few remnants of it lying around — any floating cities and magical artifacts will either lay buried or skip forward through time until the Golden Age.

Civilization is not exactly the word for what's going on in this age. Most people are arranged in tribes and villages. High-tech items and weapons are, of course, not allowed during Ancient Times. Magic is crude, if it's even been invented/rediscovered yet. Many effective clubs and boomerangs can be found, as well as herbal remedies which rival modern science.

In some ways this is a very simple time compared to the complexities of later ages. Things are very black-and-white, and anything worth fighting over is probably a matter of life and death.

### POLITICAL SITUATION

Thag smash with club! If you not like what Thag do, you smash him! With club! All in all it's remarkably democratic, as long as you can wield a club. Even people with less muscle and more brains can find a place as a village chieftain, whether male or female. Women are just as powerful as men during this period.

### TYPICAL THEMES

Survival is the most important thing. The world is still recovering from the end of the Timeless Time, after all, and there are volcanoes, floods, tidal waves, earthquakes, rockslides, and pretty much every natural disaster you can imagine. Terrifying evils from beyond the stars fall to the planet during this era, to be rediscovered in later times.

### General Technology Level

Yeah, right. A slingshot is about as high-tech as you can possibly hope for. If someone invents the wheel it'll be a miracle. Most places they've barely managed to make fire for themselves...

### General Magic Level

...and that's only because they have a Shaman working for them. Magic is crude but effective, and quite necessary for the continued survival of humankind. The omnipresent, pervasive magic of the Timeless Time is lost forever. Naturalistic magic is the most important, allowing people to control their environment. Attack spells, healing, and defense all are second to someone who can make it rain when there's a forest fire.

### Class Changes

➢ Calculators, Chemists, Dark Knights, Dragoons, Mechanists, Mystic Knights, Ninjas, Red Mages, and Time Mages are not available.

➢ Archers become Rock Throwers, with more or less the same abilities.

➢ Chemists can occasionally be replaced by Farmers who grow plants that are left over from the Timeless Time.

➢ Fighters are typically replaced by Berserkers.

➢ In some caveman/cavewoman settings, there is a tradition of the Feral Child — someone who was raised by animals, and learned to fight using teeth and nails. This can be modeled using a combination of Monk and Trainer.

➢ A lot of the time Black and White Mages are replaced with different bents of Shaman or Medicine Man/Woman, specializing in different elements or curative abilities.

### Item Changes

It's stunning how many herbal remedies one finds during this time. All of the existing items are still available. A lot of the equipment is made out of rock, bone, obsidian, or (if you're really lucky) ivory.

### Rules Changes

Characters whose Health Bar falls to zero are probably just knocked unconscious, and will wake up with 1% Health afterwards. People are pretty tough during this Era.

### Clichés and Conventions

Children raised by wild animals, human beings and dinosaurs alive at the same time, highly intelligent lizard-men, hot springs, woolly mammoths, equipment made from rocks, volcanoes, virgin sacrifices to said volcanoes, riding on pteranodons, exceptionally hairy men with not-so-hairy women, gold jewelry, gemstones that are cut and polished the second you take them out of the ground.

### How to Get to the Next Era

No one ever really sees the transition from Ancient Times to the Golden Age. Essentially the naturalistic magic advances greatly, and science comes to keep pace with it. This allows massive changes in the environment, and possibly the planet as a whole. One defining break between the Ancient Times and Golden Age is the death of the dinosaurs and the lizard-man race.

## The Golden Age

The Golden Age is the first great civilization of the world. Evil sleeps, and peace and harmony reign over all. The skills of cooperation learned in Ancient Times have led to great advancements in both magic and technology. The Golden Age often looks a lot like the Timeless Time, except that there are disenfranchised people in the world. Generally only the powerful and fortunate have access to this advanced magic and technology.

The Golden Age may last for a long time, but it can't last forever. Eventually evil will make its second big move and the Golden Age will end catastrophically. This is a great time to introduce the Great Disaster, or to have slow climatic changes overwhelm the land. All the magic in the world will only be enough to save a small remnant of the population. All magical and enchanted things are available in the Golden Age, as well as most weapons. However, there are never any firearms, unless they're possessed by the Main Villain and his most prized henchmen.

The Golden Age really wants to be the Timeless Time with all its heart and soul. The ruling class wants to believe that there's nothing wrong with the world. Those truly in power know better (because at least one of them is the servant of evil). Those who live off the land and provide food for the rulers

know better. The poor and disenfranchised know better. When it comes down to it, the Golden Age isn't the most wonderful age ever... but it's not all bad.

### POLITICAL SITUATION

Democracy is basically unheard-of in this age. There might be a small ruling council, but more likely it's a highly magical king or queen. Some fraction of the population lives in wealth and harmony, sometimes even in cities in the sky. The remainder live hard lives as peasants, and some will live their whole lives never having seen a member of the ruling class. What the percentages are tells you a lot about the society and how healthy it is. If most people are living the good life, then the Golden Age has a long life ahead of it. If only ten percent of the population is floating in cloud cities, it's a sure sign that changes are ahead.

### TYPICAL THEMES

Class differences first show up during this era, so they're a common theme. That's socioeconomic class, not character class. The overuse and abuse of magic is also a common theme, especially at the end of the Age. The Golden Age has quite a sophisticated society, with many shades of grey, and moral decisions (and dilemmas) become important.

### GENERAL TECHNOLOGY LEVEL

Magic and technology coexist at a level that won't be seen again until the Post-Magitech Era. However, most of it is for peaceful use. War is rare. There are few personal weapons (though there might be a few citybuster weapons) and not much in the way of personal defense fields. Most of the weaponry is still swords and bows, even if they are a little enhanced. Genetic engineering and weird crossbreed monsters are not often found in this era; there's really no reason to make them.

### GENERAL MAGIC LEVEL

See "General Technology Level" above. This is an age of highly sophisticated magic. Everyone in the ruling class will know at least a few simple spells to make life easier for themselves.

### CLASS CHANGES

➢ Monks are not allowed — they're a bit too introspective for this era, and the idea of fighting with one's bare hands is considered uncouth.

➢ Completely non-magical classes (such as Fighter, Berserker, and Thief) are rare, but not unheard-of. Most of them would come from the lower class. In fact, all of the Berserkers would be lower-class.

➢ All other character classes can be found. If there's one era where the entire party could be composed of mage characters, this is it.

### ITEM CHANGES

Drinks, attacks, and fixes should cost about half as much during this era. Accessories should have the same cost, but only to preserve some semblance of game balance. They all should be much easier to find.

### RULES CHANGES

None.

### CLICHÉS AND CONVENTIONS

Ubiquitous magic, airships and other flying machines, floating continents, dreaming the days away, drugs and narcotics (especially opium-like ones), a disenfranchised lower class, unintentional oppression, magical experimentation (sometimes quite dangerous work with dark magic), libraries, high-tech devices that won't be seen again until the Post-Magitech Era.

### HOW TO GET TO THE NEXT ERA

The classic way is in a massive technomagic explosion that rocks the world, shifts the axis of the planet, and nearly obliterates humanity entirely. Of course, less drastic ways are possible too — small climatic changes can build up over time, magic can slowly fade from the world, the disenfranchised can rise up against their masters, etc.

## ICE AGE

The Ice Ages are pretty boring in general. Lots of people are freezing their butts off, and overland travel is darn near impossible. If you don't get stomped on by a mammoth you'll freeze to death. Not many adventures happen during the Ice Ages, but they could still be an important destination for time-hopping games. With humanity divided and isolated, this is an ideal time for evil to strike.

### Political Situation

Politics? In a time when everyone's just trying to survive? Well, yes, a little bit of politics can be found. If there are a few enclaves of humanity close together they'll often be bickering and politicking to gain dominance, or to marginalize their enemies. If groups are a bit more isolated, there will often be a debate as to who's the better leader for each village. Compared to later ages it's pretty tame, but things can get physical much more quickly.

### Typical Themes

As in the Ancient Times, survival is the most important theme. Food is much harder to find now than it was back then, and people may be reduced to melting ice to get their daily water. Some of the "terrifying evils from beyond the stars" may also be discovered during this time. If you're ever going to use **Console** to run a horror RPG, this would be the ideal era to use.

### General Technology Level

Extremely low. The closest thing to technology these people have is fire and the wheel. They probably have tents to keep the snow out, but might live in caves instead. They haven't even developed agriculture yet.

### General Magic Level

Crude but effective. Naturalistic magic, based on weather and plants, is more likely than modern sorcery. Magic is regarded with awe and reverence, since it's probably what keeps a settlement from dying out.

### Class Changes

➢ Calculators, Chemists, Mystic Knights, and Mechanists don't exist. There isn't enough technological or magical sophistication yet.

➢ All other classes can be found.

### Item Changes

Replace Potions with Herbs, Ethers with Seeds, Starter's Pistol with Smelling Salts, and Tranquilizers with Dolly ("I'm gonna kill everything! Kill kill ki- ooh, a dolly."). Replace Grenades with an Exploding Rock.

### Rules Changes

None.

### Clichés and Conventions

Wind that blows eternally, snow that never stops, frozen seas, shaggy monsters, hot springs, creatures made of ice, hidden mountain valleys where it's nice and warm all the time, cities from the Golden Age frozen in a glacier.

### How to Get to the Next Era

Generally, you wait. Sometimes a piece of technology or a book of wisdom from the Golden Age is discovered, which helps kickstart the path to the Medieval Era.

## Medieval Era

Once the Ice Ages vanish and enough time passes, the world will enter a Medieval Era. Science and technology are a long way off, but magic has been rediscovered and is well-known. Evil has had all of the Ice Ages to prepare, and is probably kicking ass all across the world. The overabundance of evil calls forth the mightiest heroes to combat it. Kings and queens, knights and wizards, goblins and dragons, all of these are signs of the Medieval Era. This is one of the most common time periods for a game. Nearly all games start in this era, including the time-hopping ones.

Piratical games may also be set in this Era.

### Political Situation

Most of the politics in the Medieval era happens offstage and behind the scenes, creating the backdrop for the world. Kings send spies and assassins to each other's realms, and queens act as diplomats and envoys. The general rule is a "strained peace," where most kingdoms don't like each other but don't want to go to war just yet.

### Typical Themes

All the standard Arthurian and Dynastic stories have themes that work well in the Medieval era. Chivalry and honor, in particular, are very important elements, and whole stories can be built around someone whose honor has been insulted, or someone who was framed in a crime that dishonored them.

### General Technology Level

About the highest technology you can hope to find is gunpowder, and even that will be quite rare. The best form of transportation might be a

hot-air balloon. Some basic alchemy will exist, and the alchemists might have found out how to make windmills, water wheels, and the like. The only place in the world with electricity will be the island left over from the Golden Age.

### General Magic Level

Magic flourishes in the Medieval Era, and is at its purest and strongest outside the Golden Age and Timeless Time. There's no technology to muck it up; it's just pure magic.

### Class Changes

➢ Calculators and Mechanists do not exist yet (or are extremely rare). Chemists are often called Alchemists, but there's no real change.

➢ No changes to any other classes.

### Item Changes

No changes unless playing a pirate-like game. In that case, all armor comes in the form of accessories — no pirate would be caught dead wearing plate mail. Change all mail into shirts, breeches, skirts, and the like.

### Rules Changes

No changes.

### Clichés and Conventions

Chivalry, knights, magical princesses, dragons, dungeons, Excalibur, island nations, kings and queens, fairs, tournaments, goblins, enchanted forests; it's your basic fantasy setting. If running a pirate game, switch to swashbuckling, plot-based ship speeds, buried treasure, obviously marked maps, parrots, monkeys, beautiful daughters, fencing, backup pistols, keelhauling, scallywags, cutlasses instead of swords, chests full of gleaming doubloons, and so forth.

### How to Get to the Next Era

Start developing science and technology; that'll bring about the Magitech Era. Technology is far more important than science for this purpose (the difference: technology can be used without understanding).

## Magitech Era

Advancements created late in the Medieval Era bring technology (if not science) back into the world. Thus the Magitech Era is born. The bizarre mixture of magic and technology is the hallmark of this era. Also present are world-spanning empires, many tainted by corruption and evil. The larger the organization, it seems, the more corrupt it becomes, and stories set in the Magitech Era often pit the heroes against those empires. Rebellion is a common theme in Magitech Era games.

### Political Situation

This is where things start to heat up politically. Corporations join the international stage along with countries. Smaller countries are simply pushed out of the way as the big guys battle back and forth. Open war, while less common than in medieval times, is significantly more devastating when it happens.

### Typical Themes

This era is building towards something. Determining what it's building towards is the job of the Main Characters (or the Main Villain, if they fail). Corruption is a big theme, far more than it was in

the Medieval Era but not as much as it will be in the Post-Magitech Era.

## General Technology Level
Imagine if the Industrial Revolution were powered by magic, and you have the Magitech Era. Now add in some mecha. Everyone loves mecha. And some airships. And some really crude computers (call them "thinking machines"). And almost everything that existed as of World War II. No cars, though. Combustion engines and chemical power take a back seat to thaumaturgical energy.

## General Magic Level
Not just well-developed and powerful, but sophisticated too. Calculators and Red Mages can be found with ease. Magic and technology are working together here, but often in a rather simplistic way: magic powers technological devices, or vice versa.

## Class Changes
➢ Almost any class can be found here. In some ways this is the "default" setting for classes.

## Item Changes
The items can stay essentially the same. Attack items are likely to be more common than usual, just because of the general warlike nature of this era.

## Rules Changes
Characters reduced to 0 Health are most certainly killed and will not be waking up after combat. Life spells and Phoenix Downs are much more important than they used to be. Many of the optional rule systems start showing up in this era.

## Clichés and Conventions
Bizarre monsters, magical crossbreeds, thaumecha, trains, guns that fire magical energy, people talking about bright futures while their present crumbles around them, rebels and resistance groups, unwitting dupes, weather machines, confused researchers, and a general shortage of dungeons.

## How to Get to the Next Era
Increase corruption and the influence of worldwide corporations, religions, and governments. Oh wait, all of those are synonymous with corruption in a console game. Oh well. An increase in technology level is also necessary, as is the reintroduction of real science.

# Post–Magitech Era

The Post-Magitech Era sees the return of actual science to the world, and things become a bit more orderly, if not any more altruistic. New empires and corporations spring up in the place of the old, and fighting against them is probably not just a good idea — it's the only way to keep the planet itself alive!

Corruption is right on the face of things and the common folk are too downtrodden to do anything about it, but even so, it's not always that cut-and-dried. Corporations get so big that even the worst of them do something right. Moral choices are a hallmark of this era. This era and the previous two each produce more heroes than all the other ages combined. Evil makes its third great strike during this era, and if the game is set in the Space Age, the end of the Post-Magitech era may be marked by the Great Disaster.

## Political Situation
Who's right? Who's wrong? Who has the people's best intentions at heart and who's secretly screwing them over behind their backs? Is there really any way to tell? Political Situations in the post-magitech era are extremely sticky, and best solved by nuking people from orbit (it's the only way to be sure). Naturally, this means that the characters will get embroiled in them somehow, probably against their will. Powerful do-gooders make excellent pawns if you're a greedy megacorporation.

## Typical Themes
Corruption is a major theme, and not just political corruption. Evil is turning the entire world against itself: individually, globally, and spiritually. Of all the world's eras, this is the one where evil is most widespread and widely accepted. Even the Main Characters might look the other way when they see things like drugs, prostitution, and abusive relationships.

## General Technology Level
Very high. While there are some parts of the world where technology is still what it was in the Medieval Era, most places have caught up to early 21st century Earth and surpassed it. Holographic displays, maglev trains, cybernetic enhancements,

orbital lasers, and other "near future" technologies are common... if you're rich enough to afford them. Even cloning and high-grade genetic manipulation can be found for the right price. It should also be noted that the ubiquitous gears and machinery of the Magitech Era are now quietly hidden behind walls and bulkheads. It's still there, it's just covered up and less noisy.

### General Magic Level

Magic in this era tends to either fade into the background or be treated as another branch of science. It's just as powerful when it appears.

### Class Changes

➢ Archers become Gunslingers. There's no real change to the class. They use guns and do strange things to the bullets instead of using bows and doing strange things to the arrows.

➢ Monks become Brawlers. Fewer people have the discipline necessary to be a real monk in this time.

➢ Berserkers are almost nonexistent. The cultures they come from have been marginalized and pushed to the ends of the earth.

➢ No changes to any other classes. Games set in the Post-Magitech Era are the most likely of any Era to be Tasked instead of Classed.

### Item Changes

No changes.

### Rules Changes

See comments for the Magitech Era.

### Clichés and Conventions

Overly serious Main Characters, gunblades, trains, holographic communications systems, class warfare (that's socioeconomic class, not character class), apathy, surprisingly ineffective guns, multiple layers of deception covering up a horrible truth, oppression, cruelty, a beautiful secluded island or valley unnoticed by evil since the dawn of time, an ineffective or incomplete space program, and really badass Main Characters.

### How to Get to the Next Era

This is one time where getting to the next Era absolutely, positively requires saving the world. If you don't, there won't be anyone alive to make it to the Space Age. Saving the world in this case will re-quire not only defeating some truly heinous badass, but also getting rid of magical and technological pollution and convincing people that they have to work together. If you can't win (and sometimes in the Post-Magitech era, you can't), it's time to load as many decent people as you can find onto some sort of space ark, launch it to another planet, and come back to clean things up in the Space-Age sequel.

## Space Age

After the defeat of evil during the Post-Magitech Era, humanity pulls itself together and takes to the stars. Often there are many inhabitable planets and moons just next door, and space travel becomes common and maybe even cheap. Alien species are common, though you may not be able to tell they're even alive at first glance. Weirdness is the key to playing a game in the Space Age. Magic often gets forgotten to some extent, so anyone with spellcasting abilities will have the element of surprise on their side. Mechanists and Chemists become much more prevalent, and Archers turn into Gunslingers.

Evil's last great strike (possibly the most deadly and insidious) comes during the Space Age. If it can be defeated, a new Golden Age will come. If not, it's back to the Stone Age and Ancient Times, and the world starts over again.

### Political Situation

Things have calmed down politically, and it's easier to see who's right and who's wrong than in the previous two eras. The Space Age is still a hotbed politically, but it's more about deciding who's the best ally to have than deciding whether to ally oneself with a known evil.

### Typical Themes

Exploration is the primary theme in the Space Age. Seeing weird new things, exploring previously unseen planets and solar systems, and generally going where no one has gone before. Some games take a more military stance, putting the characters as officers in a "space navy." These games have more in common (thematically speaking) with the Medieval Era. Honor, courage, and discipline become extremely important, and exploration takes

a back seat to smashing whatever bug-eyed aliens are threatening the Earth.

### General Technology Level

Anything goes! Some games in the Space Age don't really have magic, they have technology so advanced that it looks like magic. Nanotech, warp-gates, transmutation beams, freeze-blasts, rayguns, hoverbelts, you name it and it's there. The most important technology of any Space Age game is a starship, but somehow those are more important as settings and plot devices; they rarely enter play in any meaningful way.

### General Magic Level

Either relatively low or completely ubiquitous. In most space-age RPGs magic exists, but is so rare that people think it's a myth. It will be quite power-ful (after all, if it wasn't, the technology would outshine it) and highly developed.

### Class Changes

➢ Archers become Gunslingers.

➢ Monks return.

➢ Fighters, Berserkers, Dragoons, Mystic Knights, and Dark Knights (all of whom depend on hand-to-hand combat) are rare to nonexistent. Dragoons, especially, would have a hard time on a starship. Only a setting with high amounts of fantasy flavor would use these classes.

➢ White, Black, Red, and Time Mages turn into Psions of the same flavor (Light, Dark, Grey, and Temporal). Their abilities are basically unchanged, but now they use mental powers to do it.

➢ Bards become Singers or Dancers.

➢ Geomancers are more rare, but that's only because the game is usually set in space.

➢ No other changes. See page 35 for a selection of space-aged class names.

### Item Changes

As with the Ancient Times, a thematic change is in order. Replace Potions with Medpacks, Ethers with Batteries or Crystals, and generally replace all the items with techy-sounding versions of them-selves. Instead of a Red Ring to add fire damage, hand out Incendiary Rounds. Instead of a Cloak of Invisibility to add to evasion, hand out a Cloaking Device or Personal Shield.

### Rules Changes

Strength becomes a somewhat superfluous attribute for everyone but the inevitable Space Barbarians. You might want to replace the Strength attribute with Accuracy for most people. Almost all weapons will be guns, lasers, death-beams, etc. and would be adding Accuracy to damage instead of Strength. You may want to replace the Mana Bar with a Psi Bar (which does the same thing).

### Clichés and Conventions

Slime-dripping aliens, planets with only one kind of climate, space barbarians, space bases, spaceships, space _____ (fill in the blank but it's in space so it must be cool), a federation of planets, an evil star empire, aliens that are basically just humans in rubber suits, giant robots, intelligent computers (both good and evil), ruined remains of old civilizations, people who don't believe in magic (the fools), bug-eyed monsters, mile-long starships, hyperdrives, and shipwrecks. Homages to most popular sci-fi shows and movies can also be found in Space Age games if you look hard enough.

### How to Get to the Next Era

This is, in some ways, the "endpoint" of the Cycle of Eras. As mentioned before, defeating Evil's last strike will ensure a new Golden Age, which will spread across thousands of planets. Los-ing to Evil will push everyone back into the Ancient Times. But then again, we all know that there is no "last" strike for Evil, so the Space Age could really go on indefinitely.

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### The Great Disaster

The Great Disaster is a topic so important that we gave it its own little section in the Conventions chapter (see page 97). Basically something horrible happened and the world changed overnight. The Post-Apocalyptic Dark Ages are what comes afterwards — people picking up and restarting civilization. It effectively pushes technological progress back one time era for a little while. As with the Ice Ages, isolation and division are com-mon amongst the remnants of humanity.

# Monsters

With the enormous variety of monsters in the hundreds of console RPGs in the world, there's no real point in creating our own list. Instead, what we're going to do is give you the tools to create your own monster that will be balanced against the Main Characters.

A monster is defined primarily by two things: its Level and its Type. Most of the monsters the Main Characters fight should be about the same Level as they are, assuming that monsters travel in packs of two to five. A monster's Type is a descriptive tag that gives the MCs some idea of the monster's abilities. Examples would be Ogre, Dragon, Robot, or Faerie. In game terms, a Type is a template that modifies the creature's base abilities.

Most game worlds have many rankings within each Type of monster. For example, you could have plain old Ogres at low levels, Iron and Silver and Gold Ogres at higher levels, and the eventual 80th level Radiant Ogre. This descriptor is referred to as a monster's Title. It has no real bearing on game play, but it's another part of console reality and helps to distinguish stronger monsters from weaker ones.

Some powerful monsters even have a "class" of their own, like the Main Characters do. As their Level increases, they gain access to more powerful abilities that put them closer to the MCs' power level. For more information on these kings among beasts, see page 122.

## Basic Stats

Though variation is common, the following are average statistics for all monsters, regardless of type:

➤ All primary attributes are 5 + half their Level.

➤ Damage rating, Defense, Magic Defense, Attack Skill, Magic Skill, Evasion, and Status Resistance are all equal to the monster's Level.

➤ Toughness and Initiative equal to 3/4 of their Level plus 3.

➤ Critical Percentage of 5% unless otherwise noted.

➤ Carries Treasure: a number of ISB equal to five times its level, and possibly one item as chosen by the CPU.

➤ An item which can be stolen from them in a Silly or Console game, or found when they're killed in a Mixed or Brutal game.

With these statistics, most monsters should fall down after about three to five hits, depending on who's doing the hitting. They can also down the average character in about four hits, or a mage in two or three (if they're in the front row).

A monster's damage doesn't have to come from a physical attack. There are all sorts of wacky monsters out there who can naturally shoot lightning bolts from their hands (or beaks). Just use their regular Damage rating, and make it lightning damage.

Special abilities aren't included on this list, but we highly recommend that higher-level monsters have a few interesting special abilities. That's half the fun of fighting monsters — trying to guess what they're capable of and how you can stop them from doing it to you.

# Monster Types

Here is a sampling of monster types and what they can add to (or subtract from) your monster. As always, feel free to make up additional monster types. Some monster types can even be added together, creating such terrible monstrosities as a Dreaded Gargantuan Undead Dragon Magician.

Never figure a monster's Abilities into its other statistics. For example, the listed Damage Rating already includes any Strength the monster may have. Also, any adjustments that push base attributes below zero just reduce them to 1. Secondary attributes *can* be reduced below zero.

## Beast

**Attributes:** -5 Int
**Secondary Stats:** -3 Magic Defense
**Special Qualities:** Four-legged critters, hungry for you. This and Goblin are more or less the "basic" monster types. Some of the meaner ones can turn you to stone with their gaze, can take more than one attack on their action, or have access to monster classes.
**Treasure:** No changes

## Bird

**Attributes:** +10 Spd, -5 Str, +5 Vit
**Secondary Stats:** -5 Damage, -5 Defense
    +10 Evasion, +5 Initiative
**Special Qualities:** Birds, obviously, fly. Some are high-fliers, some are low-fliers (see the Status section on page 19). The more powerful ones have lightning-based attacks, or are air-aspected.
**Treasure:** No changes

## Boss

**Attributes:** +10 to all
**Secondary Stats:** +15 Damage, +35 Defense
    +35 Magic Defense, +15 Magic Skill
    +15 Attack Skill, +5 Evasion
    +20 Status Resistance, +10 Initiative
    +10 Toughness
**Special Qualities:** Boss monsters are the sort of people that the Main Villain puts in charge of all the "little" monsters out there. Each of them is special and unique, and should have powers equivalent to those wielded by the Main Characters. The above changes are just guidelines — Boss monsters should have a fear factor all their own. To make life less of a pain for the Main Characters, Bosses never have access to Relife or Cure IV, and they typically don't use monster classes. Remember that Bosses are flat-out immune to many status effects.
**Treasure:** Ten times as much ISB, plus some sort of unique weapon or other useful treasure.

## Demon

**Attributes:** No changes
**Secondary Stats:** +5 Damage
    +5 Magic Defense
**Special Qualities:** Demons have any number of special qualities. Some are fliers, and many use fire and darkness-based spells. The mightiest can even cast Flare or Void. Most are fire-aspected, so they take no damage from fire but double damage from ice. All Demons take double damage from holy sources, but don't take any less damage from Dark.
**Treasure:** No changes

## Dragon

**Attributes:** +5 to all
**Secondary Stats:** +5 to all except Evasion
    -5 Evasion
**Special Qualities:** Some Dragons fly, making them immune to Earth attacks. Almost all can breathe fire, as per one of the Fire spells, though some breathe other elements. Some have multiple attacks (a claw-claw-bite routine or a tail slap), and many can cause terrible winds with their wings (using the Aero spells, or perhaps increasing the MCs recovery time). In general, Dragons are quite dangerous indeed, and should be considered two monsters for the purposes of figuring out their threat to the party and for calculating XP. Lower-level Dragons are sometimes called Wyverns or Drakes.
**Treasure:** Double treasure

## ELEMENTAL

**Attributes:** -5 Int and Spi
**Secondary Stats:** -5 Magic Defense
**Special Qualities:** Elementals are healed by attacks from their own element and take double damage from attacks based on the opposing element. See page 58 for a list of elements and their oppositions.
**Treasure:** No changes

## FAERIE

**Attributes:** +10 Mag, +10 Spi, -5 Str, -5 Vit
**Secondary Stats:** -5 Damage, -5 Defense
  +5 Magic Defense, -5 Attack Skill
  +5 Magic Skill, +5 Evasion
  +5 Status Resistance
  +5 Initiative, -5 Toughness
**Special Qualities:** Many Faeries have abilities similar to a Bard's songs. All of them are low-fliers.
**Treasure:** No changes

## FISH

**Attributes:** No changes
**Secondary Stats:** No changes
**Special Qualities:** This is the basic monster type for anything encountered underwater. They all take an extra half damage from fire attacks, and half damage from Ice and Water attacks. It should be noted that trying to use Bolt underwater is often a bad idea.
**Treasure:** No changes

## GHOST

**Attributes:** +10 Spi, -5 Str, +5 Vit
**Secondary Stats:** +10 Evasion
  -5 Toughness
**Special Qualities:** Ghosts take half damage from all weapon attacks. Their own attacks ignore armor — use Toughness on the Bar Chart instead of Defense! Some of them can bestow the Old status. Most of them look like they're flying, but aren't.
**Treasure:** No changes

## GOBLIN

**Attributes:** No changes
**Secondary Stats:** No changes
**Special Qualities:** Little nasty smelly guys. This and Beast are essentially the game's "basic" monster types.
**Treasure:** No changes
**Attributes:** No changes

## GOLEM

**Attributes:** -10 Spd, +10 Vit
**Secondary Stats:** +10 Damage, +10 Defense
  -5 Attack Skill, -10 Evasion
  +15 Status Resistance
  -5 Initiative, Toughness = Defense
**Special Qualities:** Golems are essentially living statues, made from different rocks and minerals. They take double damage from Earth attacks, but half damage from all other magic. Like Dragons, Golems should be considered two monsters for the purpose of experience.
**Treasure:** Double treasure

## MAGICIAN

**Attributes:** -5 Str, -5 Spd, -5 Vit;
  +10 Mag, +10 Spi
**Secondary Stats:** -10 Damage, -5 Defense
  +5 Magic Defense, -5 Attack Skill
  +10 Magic Skill, -5 Evasion
  +5 Status Resistance
  -5 Toughness
**Special Qualities:** These are the monster equivalent to a Red Mage. Each type of Magician has its own specialty spells, so the Main Characters can expect to be hit with various elemental blasts. Many Magicians also know how to Cure themselves. Once out of Mana, many Magicians just don't know what to do and will sit there uselessly while they get pounded on. Others will run or attack feebly.
**Treasure:** No changes

## OGRE

**Attributes:** +10 Str, +5 Vit, -10 Int
**Secondary Stats:** +5 Damage, -5 Evasion
    -5 Status Resistance, +5 Toughness
**Special Qualities:** The big, strong cousins of Goblins. Some of them carry clubs that make them more powerful, but these can be stolen or destroyed by fire.
**Treasure:** No changes

## PLANT

**Attributes:** -10 Spd, +5 Str and Spi
**Secondary Stats:** +10 Defense
    +5 Magic Defense, -20 Evasion
    -10 Initiative, +5 Toughness
**Special Qualities:** This includes such diverse monsters as hangman trees, giant Venus flytraps, carnivorous grass, and Treants. They take double damage from fire, no damage from any nature-based spells (if they exist in your game), and half damage from Ice and Water.
**Treasure:** No changes

## ROBOT

**Attributes:** No changes
**Secondary Stats:** +5 Defense
    +5 Magic Defense, +10 Status Resistance
**Special Qualities:** Robots are a staple of any futuristic or time-travel game. Most come equipped with some sort of laser beam that functions as Fire or Bolt. They take double damage from electrical sources, which also inflict the Confused status on them. They take an extra half damage from ice and water sources, due to fast rusting and electrical shorts.
**Treasure:** No changes

## SHELL

**Attributes:** +5 Vit, -10 Speed
**Secondary Stats:** -10 Damage, +15 Defense
    +10 Magic Defense, -15 Evasion
    +10 Status Resistance
    -10 Initiative, +5 Toughness
**Special Qualities:** A subset of the Fish type, Shells are creatures with hard exoskeletons and unusual attacks. Turtles also fall into this category. Many of them can inflict status effects with their attacks, such as Blinding, Poisonous, or even Paralyzing attacks.
**Treasure:** No changes

## UNDEAD

**Attributes:** -5 Int
**Secondary Stats:** No changes
**Special Qualities:** Everything from zombies to skeletons to Lich Lords to ghouls and ghasts and mummies galore. Everyone loves the undead, because you can Cure them to death. Undead monsters take damage from Cure spells and healing drinks instead of being healed. Many of them have poisonous or paralytic attacks. They are healed by dark damage, but take double damage from holy sources.
**Treasure:** No changes

### DOUBLE JEOPARDY

Almost every front-liner class picks up a second attack around 30th level. This means that monsters will be kicking the bucket, on average, twice as fast. Berserkers and Ninjas get a second attack even earlier. If you have more than one character with a double attack in your game, you may want to consider adding +5 to all of the monster's Defense scores, to make battles last long enough for the monsters to even take an action.

# ADVANCED MONSTERS

Because of their special abilities, the Main Characters will eventually totally outstrip the monsters in raw power. By 65th level the average Fighter will be doing two attacks of at least Damage 75 each action, and the monsters will only have 65 Defense. They'll be taking 40% of their Health Bar with each hit, not to mention what the Mages are going to be doing to them. Meanwhile, the Fighter will have a Defense around 75–80, and will only be taking 15% or 20% per hit.

Sometimes that's okay — some games promote the idea of high-level characters walking all over the opposition. Other games have endgame monsters even more nasty and challenging than before. If you want really nasty high-level monsters, we suggest tacking on one of the "monster classes" listed below. These give higher-level monsters special abilities that they can use to stomp on the Main Characters.

Two of these advanced monsters are typically the equal of three regular monsters, maybe even four once the advanced monsters reach 40th level or so. Keep this in mind when putting together monster parties and awarding XP.

## BRUTISH

### JOBS
Brutish monsters (sort of redundant, eh?) concentrate on physical might. They're the monster equivalent to the party's front-liners.

### ABILITIES
**5th level:** Weapon — Brutes often use weapons, which can be stolen from them or destroyed with the proper spells. They add +5 to Damage.

**10th level:** Take It in the Face — Brutes are naturally tougher than other monsters. +5 Defense.

**20th level:** Psych Up — By taking an action to make themselves angry and focus their rage, Brutes gain +3 to Damage for the rest of combat. Many Brutes will do this for their first action, as soon as the fight starts.

**30th level:** One-Two Punch — This monster can make two attacks in one action at the cost of 1/4 of its Mana bar.

**40th level:** Punt — Brutes can use a devastating kick attack to move front-row characters into the back row! The attack deals half damage. If all the characters are in the back row, treat it like the front row. In Brutal and Mixed games, Brutes instead knock their targets back a few yards with each strike.

**50th level:** Shockwave — By slamming the ground or smashing its hands together, the Brute makes a shockwave that hits all foes equally with one regular attack. This costs 1/4 of its Mana bar.

**65th level:** Combo Technique — This monster can make three attacks in one action at the cost of 1/2 of its Mana bar.

**80th level:** UGLY — After years of combat, Brutes are pretty nasty-looking. They can make a seasoned fighter want to throw up. Mmmm... seasoned fighter... Brutes of this level can inflict either Poison, Confusion, or Blindness when striking. This costs no Mana.

**95th level:** You Wouldn't Like Me When I'm Angry — Brutes this powerful become stronger as they take damage. Add however much damage has been done to them to their own Damage rating. For instance, a Brute who has taken 45% of its Health Bar (putting it down to 55%) adds +45 to its damage rating.

## PLANAR

### JOBS
Planar monsters hail from the elemental planes, and sometimes from farther and stranger places. Use this monster class when you want to make strong monsters with an Achilles' Heel — the Main Characters will undoubtedly hit these guys with everything they have from the opposing element.

### ABILITIES
**5th level:** Aspected Nature — This monster has taken on an elemental aspect. It takes no damage from the element it's related to, and an extra half damage from opposing elements.

**10th level:** Aspected Attacks — Attacks this monster makes are automatically Elementally Aspected, as per the weapon ability (page 71).

**20th level:** Elemental Blast — This monster has access to Black Mage II spells appropriate to its nature. For instance, a Cold-Planar creature can cast Ice II at this level. It can choose a single target

or wide-beam effect, as per the Black Mage class ability. This costs Mana normally.

**30th level:** Boosted Attacks — Attacks this monster makes are automatically Elementally Boosted, as per the weapon ability (page 72).

**40th level:** Status Addition — A Planar monster's attacks inflict an appropriate status. Water-Planars inflict Poison, Fire-planars inflict Berserk, Air-Planars inflict Silence, Earth-Planars inflict Slow, and so forth. This costs no Mana.

**50th level:** Boosted Nature — This monster is powerfully aligned with its element. It is healed by the element it's related to and takes double damage from opposing elements.

**65th level:** Devastation — No longer limited to weaker spells, this monster can unleash the master spell of its element. A Fire-Planar creature could cast Flare, a Dark-Planar could cast Void, etc. It can choose a single target or wide-beam effect, as per the Black Mage class ability. This costs Mana normally. Also, add a +10 bonus to their Magic score for the purposes of this ability.

**80th level:** Beyond Elemental — This monster's elemental nature is so powerful that it goes beyond mere purity. It deals double damage to most people, normal damage to those protected from its element, and triple damage to those aligned with opposing elements.

**95th level:** Summoning — This Planar creature can summon other Planars of lower level to help it out in combat. This takes one action, but typically calls two or three helpers of 65th level.

# DREADED

## JOBS

Dreaded monsters aren't there to kill you — they're in the fight to make your life more difficult. They make excellent support troops at lower levels. At the highest levels they can take out an entire party on their own, especially if they manage to Confuse, Silence, Poison, and Blind everyone all at once. There's a reason they're Dreaded monsters.

## ABILITIES

**1st level:** Weak— Dreaded monster's attacks deal -15 damage, to make up for the fact that they're so dangerous in other ways.

**5th level:** Poisonous — This monster's attacks afflict their target with Poison (Strength is their Damage rating)

**10th level:** Annoyance — This monster's attacks have a 50% chance of inflicting Frog, Berserk, or Tiny (pick a different status for each type of Dreaded monster). This can be resisted normally.

**20th level:** Magebane —Attacks inflict Silence.

**30th level:** Status Syphon — A Dreaded monster at this level automatically removes helpful statuses when it hits someone, grounding fliers and taking away Haste.

**40th level:** Rogue — Works exactly as per the Thief ability "Mug."

**50th level:** Touch of Doom — Attacks inflict Doom.

**65th level:** Dread Gas — By using 30% of its Mana Bar, this monster can breathe out a cloud of horrible gas. This inflicts Silence, Confusion, Poison (Strength 50), Old, and Blindness on all of its opponents, all at once.

**80th level:** Boss Status — This monster is considered to be a Boss for the purpose of ignoring status effects.

**95th level:** Doom Gas — Dread monsters of this level can attack every opponent at once with a Doom effect.

# MAGICAL

## JOBS

Magical monsters are those who have either been exposed to strange energies or those who have learned some magic of their own. While their capabilities are often rather limited, they can pack a nasty surprise. The weaker ones serve the same role as Mages in the party.

## ABILITIES

**5th level:** Blast — Magical monsters can throw around elemental blasts like a Black Mage. The spell they use improves as their level does: I until 10th level, II until 40th level, III until 65th, and the master spell after that. Magical monsters typically choose Aero, Dark, or Bolt for their spell.

**10th level:** Restoration — Magical monsters learn how to heal themselves. They can use 20% of their Mana bar to heal 50% of their Health Bar. They can use this ability on others as well.

**20th level:** Status Spell — For 10% of their Mana Bar, this monster can cast Confusion, Frog, or Sleep.

**30th level:** Protective Field — This monster can cast Reflect at the usual cost. Really smart Magical monsters will cast all their spells on themselves once they have Reflect active.

**40th level:** Disable — Magical monsters know how to turn off other peoples' spells. They can use the White Mage spell Dispel for 10% of their Mana Bar.

**50th level:** Mana Thief — Each attack this monster makes not only reduces an opponent's Health Bar, but also its Mana Bar. The monster receives half the Mana stolen.

**65th level:** Expanded Power — This monster's Mana Bar goes up to 150%.

**80th level:** Master Mage — This monster's Magic Skill goes up by +20.

**95th level:** Inexhaustible Power — This monster has an infinite amount of Mana to draw on, and will never run out.

# MONSTER USE GUIDELINES

Make sure to have a short table of random encounters drawn up for each part of the world, with a few monsters on it that are appropriate for the Main Characters' levels when they first reach that area. It's okay to overwhelm the party at first, as long as you don't kill too many of them, but within a few levels they should be the equal of everything around, and after that they should be kicking the crap out of them.

It takes a little bit of expertise to create challenging battles for the Main Characters without killing them, especially at the higher levels where one Confused party member can really ruin your day. Our advice is to start with regular monsters of the appropriate level. After a battle or two, either start bringing in higher-power ones like Dragons and Golems, or start tacking on special abilities that the players "haven't seen the monsters use yet" (in other words, that they didn't have until you decided they needed them). It's kind of a cheap move, but it keeps things interesting and challenging, and that's really the important part.

Monsters are rarely encountered singly, because that would make things too easy for the Main Characters. Instead, they usually travel in packs of two to five, never more than six. Truly deadly monsters (such as Dragons, or those several levels above the party) may be on their own, having eaten everyone they were traveling with.

Some games would tell you to worry about things like "monster ecology." Why is the dungeon filled with nothing but Goblins? Where do they get their food from? Why hasn't some higher-level adventurer come by and wiped them out? **Console** asks a different question: Who cares? They're monsters; just kill 'em. If you're running a Mixed game, you can worry about such things, but in a Silly game there's really no point.

Boss monsters should be monsters with a plan. They should never go down easily unless they rise as something more powerful later on. They should also have at least two regular monsters with them, to help slow down the MCs and generally goon it up.

# Sample Monsters

Here are a few sample monsters. They aren't meant to be connected in any fashion; they're just examples of how to create a monster.

## Forest Goblin

### Level 1 Goblin
**Attributes:** All 6
**Secondary Stats:** 1
**Toughness:** 4     **Initiative:** 4
**Ticks:** 50, 100, 150, 200...
**Special Abilities:** None.
**Description:** Forest Goblins are small, selfish monsters who wander around the forest near the beginning of a typical game. They have skin like tree bark, long sharp fingernails, and are typically wearing loincloths and funny green hats. They are complete pushovers.
**Treasure:** 5 ISB
**Steal:** Potion

## Angry Snail

### Level 1 Shell
**Attributes:** All 6 except for Vit 11, Spd 1
**Secondary Stats:** All 1 except:
    Damage -5, Defense 16,
    Magic Defense 11, Evasion -14
    Status Resistance 11
**Toughness:** 9     **Initiative:** 1
**Ticks:** 50, 100, 150, 200...
**Special Abilities:** None.
**Description:** It's really mean! Yeah, that's it, mean.... uh.... it could drool on you real bad or something! So you better watch out or.... oh, who are we kidding. It's a pitiful little Level 1 monster. At least it's amusing, right?
**Treasure:** 5 ISB
**Steal:** Ice Cube

## Bully

### Level 2 Ogre
**Attributes:** All 6 except Str 16, Vit 11, Int 1
**Secondary Stats:** All 2 except:
    Damage 7, Evasion -3,
    Status Resistance -3
**Toughness:** 5     **Initiative:** 5
**Ticks:** 50, 100, 150, 200...
**Special Abilities:** Bullies carry around big nasty sticks to hit people with. If a Thief steals from them, their damage goes down by 5 points.
**Description:** The big brothers to the Forest Goblins, Bullies like to push around weaker monsters and act like they're big and mean.
**Treasure:** 10 ISB
**Steal:** Stick (weapon, damage = 5)

## Bolt Lizard

### Level 3 Elemental Beast
**Attributes:** All 7 except Int 2 and Spi 2
**Secondary Stats:** All 3 except:
    Magic Defense: -2
**Toughness:** 5     **Initiative:** 5
**Ticks:** 50, 100, 150, 200...
**Special Abilities:** Able to cast Bolt (15 damage) as a Black Mage. Normal attacks deal Lightning or Air elemental damage, depending on game. Healed by Lightning/Air, double damage from Water/Ice.
**Description:** It looks like a two-foot-tall T-Rex, except that it's all white and sparkly, and lightning occasionally arcs from it to the ground. They typically appear in small packs. Later in the game, pallet-swapped Lizards (Flame, Frozen, and Earth) can be found near the other elemental poles.
**Treasure:** 15 ISB
**Steal:** Bolt Fork

## Skeleton

### Level 4 Undead
**Attributes:** All 7 except Int 2
**Secondary Stats:** All 4
**Toughness:** 6     **Initiative:** 6
**Ticks:** 50, 100, 150, 200...
**Special Abilities:** Takes damage from healing spells, is healed by Dark spells. Double damage from Holy.
**Description:** Come on, you all know what these look like. In some places they might look like animal skeletons instead of human ones. They're slow and not too bright, but they can be a menace to inexperienced heroes.
**Treasure:** 20 ISB
**Steal:** Potion

## SHADES OF FUTURE PAST

### LEVEL 5 ROBOT GHOST
**Attributes:** All 8 except Spi 18, Str and Vit 3
**Secondary Stats:** All 5 except:
> Evasion 10, Defense 10,
> Magic Defense 10, Status Resistance 15

**Toughness:** 1    **Initiative:** 7
**Ticks:** 50, 100, 150, 200...
**Special Abilities:** Their attack also drains 5% of the character's Mana Bar. Half damage from physical attacks. Attacks work against Toughness rather than Defense.
**Description:** These are ghosts of android servants created during the Golden Age of the world. They can be found in highly technological dungeons, but only after the Golden Age ends. Most of them are incapable of communicating and only want to suck the energy from living beings so they can have more power.
**Treasure:** 25 ISB
**Steal:** Potion

## CRYONAX

### LEVEL 6 MAGICIAN BOSS
**Attributes:** Str 13, Vit 13, Spd 13, Int 18
> Mag 28, Spi 28, Luck 18

**Secondary Stats:**
> Damage 11, Defense 36,
> Magic Defense 46, Attack Skill 16
> Magic Skill 31, Evasion 6
> Status Resistance 31

**Toughness:** 5    **Initiative:** 15
**Ticks:** 33, 66, 99, 132...
**Special Abilities:** Casts Ice (20 Damage) and Stop. Can use wide-beam on Ice.
**Description:** The lord of Frozen Mountain, Cryonax is pushing a glacier to grow more and more quickly, freezing the towns below and increasing the power of his chosen element. In battle Cryonax uses his wizardly powers to great advantage.
**Treasure:** 300 ISB and a Blue Ring (accessory, wearer takes 1/2 damage from ice)
**Steal:** Phoenix Down

## CARNIVOROUS GRASS

### LEVEL 10 PLANT
**Attributes:** Str 15, Vit 10, Spd 1, Int 10
> Mag 10, Spi 15, Luck 10

**Secondary Stats:** All 10 except:
> Defense 20, Magic Defense 15
> Evasion 0

**Toughness:** 16    **Initiative:** 1
**Ticks:** 50, 100, 150, 200...
**Special Abilities:** 50% chance to surprise attack.
**Description:** It looks so innocent, just like a well-tended patch of grass... until it chews off your shoes and goes to work on your feet! Carnivorous grass is quite hard to see, especially since it usually lives on grasslands.
**Treasure:** 50 ISB
**Steal:** Antidote

## BUTTERFLY DRAGON

### LEVEL 14 BIRD DRAGON
**Attributes:** Str 12, Vit 12, Spd 27, Int 17
> Mag 17, Spi 17, Luck 17

**Secondary Stats:** All 19 except:
> Damage 14, Defense 14

**Toughness:** 18    **Initiative:** 22
**Ticks:** 25, 50, 75, 100...
**Special Abilities:** Fire Breath: Costs 20% Mana and deals 25 Fire damage to an entire group at once.
**Description:** The weakest kind of Dragon, Butterfly Dragons are only about one to two feet long. They are quite beautiful until they start breathing flame on you. Their wings are just like those of a yellow butterfly. Counts as two monsters for XP purposes.
**Treasure:** 140 ISB and Firefly
**Steal:** X-Potion

# Stalac 18

### Level 20 Shell Beast
**Attributes:** All 15 except Vit 20, Spd 5
**Secondary Stats:** All 20 except:
> Damage 10, Defense 35,
> Magic Defense 30, Evasion 5
> Status Resistance 30

**Toughness:** 23    **Initiative:** 8
**Ticks:** 50, 100, 150, 200...
**Special Abilities:** Shell Beasts, regardless of their low speed, act first on Tick #50 as they fall from the ceiling, dealing double damage. They use the "Climb Up" ability on Tick #100 to reposition themselves and repeat the process on #150.

**Description:** These strange creatures fall from the ceiling in caves onto their foes, and spend a long time crawling back up to the top. Most of their prey gets killed in the initial drop, which is good, because they can't defend themselves while they're on the ground.

**Treasure:** 100 ISB and Potion
**Steal:** Ether

# Fire And Ice

### Level 30 Elemental Faerie
**Attributes:** Str 15, Vit 15, Spd 25, Int 15
> Mag 20, Spi 30, Luck 20
**Secondary Stats:**
> Damage 25, Defense 25,
> Magic Defense 30, Attack Skill 25
> Magic Skill 35, Evasion 35
> Status Resistance 35

**Toughness:** 22    **Initiative:** 32
**Ticks:** 20, 40, 60, 80...
**Special Abilities:** Can cast both Fire II and Ice II in a single action (one or two targets, 35 damage for each spell, costs 10% of their Mana Bar).

**Description:** These faeries always appear in a pair, never separated on pain of death. They are quite mischievous and love testing people's strength with their spells. They live in the jungles.

**Treasure:** 150 ISB and Ether
**Steal:** Anvil

# Golem Of Light

### Level 40 Planar Golem
**Attributes:** All 25 except 15 Spd, 35 Vit
**Secondary Stats:**
> Damage 50, Defense 50,
> Magic Defense 40, Attack Skill 35
> Magic Skill 40, Evasion 30,
> Status Resistance 55

**Toughness:** 50    **Initiative:** 27
**Ticks:** 25, 50, 75, 100...
**Special Abilities:** Attacks inflict Blindness. Double damage from Dark attacks, half damage from all other elemental sources, healed by Holy.

**Description:** Originally created as guardians of holy relics, these Golems can sometimes be corrupted by outside forces. Counts as two monsters for XP purposes.

**Treasure:** 400 ISB
**Steal:** Holy Water

# Ravenous

### Level 55 Brutish Demon Beast
**Attributes:** All 33
**Secondary Stats:** All 55 except:
> Damage 65, Defense 60,
> Magic Defense 60

**Toughness:** 42    **Initiative:** 42
**Ticks:** 16, 32, 48, 64...
**Special Abilities:** Damage goes down to 60 if their Hellwhip is stolen (the party doesn't get the weapon, since it burns up). Psych Up for +3 Damage. Can do half-damage kick that moves front-row characters into the back row. Shockwave attack hits all Main Characters for full damage, but costs 1/4 of Mana Bar. Can take two attacks in one action at a cost of 1/4 of Mana Bar. Counts as two monsters for the purpose of XP.

**Description:** Little more than a giant mouth on tiny legs, a Ravenous will try to eat anything that comes up to it. Fun Fact: a Ravenous has over 30,000 teeth!

**Treasure:** 275 ISB and High Potion
**Steal:** Demon Fang III

# SUPERCOLLAPSE

### LEVEL 65 DREADED ELEMENTAL

**Attributes:** All 38

**Secondary Stats:** All 65 except:
Damage 50, Magic Defense 60

**Toughness:** 52    **Initiative:** 52

**Ticks:** 14, 28, 42, 56...

**Special Abilities:** A Supercollapse's attacks simultaneously inflict Silence, Doom, and Poison (Strength 50), and also Mugs their target, and also removes any helpful status. They can create a Spacewarp that inflicts Silence, Confusion, Poison (Strength 50), Old, and Blindness on everyone fighting them. Counts as three monsters for the purpose of XP, and twelve for the purposes of annoyance factor.

**Description:** A strange creature indeed, the Supercollapse is a gravity elemental — a living embodiment of the force of gravity. They attack by compressing their foes into nothingness. The creature itself is a dark blob with black tendrils, and in higher-resolution games it distorts the background pictures.

**Treasure:** 325 ISB

**Steal:** Nothing to steal

# LICH LORD

### LEVEL 75 MAGICAL UNDEAD MAGICIAN

**Attributes:** Str 38, Vit 38, Spd 38, Int 38
Mag 53, Spi 53, Luck 43

**Secondary Stats:**
Damage 65, Defense 70,
Magic Defense 80, Attack Skill 70,
Magic Skill 85, Evasion 70,
Status Resistance 80

**Toughness:** 60    **Initiative:** 60

**Ticks:** 12, 24, 36, 48...

**Special Abilities:** Casts Void as a Black Mage (85 Dark damage to single target, plus doom effect, costs 10% of Mana Bar). Use 20% of Mana Bar to heal 50% Health Bar. Use 10% Mana to cast Sleep, Dispel, or Reflect. Its attacks reduce its target's Health and Mana bars together. Can use the Wide Beam option on Void, but the spell loses its Doom effect in this case. Mana bar starts at 150%. Counts as three monsters for the purpose of XP.

**Description:** Among the most powerful of undead creatures are the Lich Lords. Once they were mortal magi, using their powers for their own gain. As time went on they used their magic to prolong their lives more and more, eventually turning to necromancy and dark powers. The magic consumed them from the inside, leaving them with pale green sparks for eyes, gaunt bodies, and stretched-out skin.

**Treasure:** 375 ISB and High Ether

**Steal:** Phoenix Down

## LEVEL TITLES

Here are a few titles you can add to your monsters at different levels. As always, feel free to make up additional titles for your own game.

**1st–10th level:** Small, Minor, Wood, Miniature, Weak, Tin, Stooge, Scrub, Yellow. Often these monsters have no title.

**10th–20th level:** Bronze, Lackey, Young, Scrawny, Apprentice, _____-in-training, White

**20th–30th level:** Iron, Assistant, Mountain, Adult, Mature, Crimson

**30th–40th level:** Silver, Adept, Ocean, Large, Old, Strong, Shadow

**40th–60th level:** Golden, Great, Huge, Ancient, Lord, _____ of Darkness/Light, Blood

**60th–80th level:** Platinum, Master, Gargantuan, Venerable, Prince/Princess, Black

**80th level and up:** Radiant, Invincible, Godlike, Omnipotent, Cosmic, King/Queen

# Experience Points

And what good are monsters if they don't give out Experience Points? These are the things that increase your character's Level, and fighting monsters is the only way to get them in Silly, Console, and Brutal games. In a Mixed game you can often get XP awards from other things, like dealing with the King properly or exploring a new continent.

To increase your level, you need to fill your XP Bar up to 100%. To find out how much your bar goes up after a fight, use the Bar Chart. Compare your party's average level to the monsters' average level, and look at the percentage side of the chart to find out how much XP your party gets.

We'll reprint the Bar Chart here for reference:

| The Bar Chart | |
|---|---|
| **Monster Level – MC Level** | **Experience Bar Gain** |
| -25 or more | 1 % |
| -20 to -24 | 5 % |
| -15 to -19 | 10 % |
| -10 to -14 | 15 % |
| -5 to -9 | 20 % |
| -4 to +4 | 25 % |
| +5 to +9 | 30 % |
| +10 to +14 | 40 % |
| +15 to +19 | 50 % |
| +20 to +24 | 60 % |
| +25 to +29 | 75 % |
| +30 to +34 | 100 % |
| +35 to +39 | 125 % |
| +40 to +44 | 150 % |
| +45 to +49 | 175 % |
| +50 to +54 | 200 % |
| Additional +5 | +25 % |

For example, if your group of four heroes, each Level 25, beats up a group of four 30th-level monsters, your XP bars will go up by 30%.

If you fight a larger or smaller group of foes, you should get correspondingly more XP. For instance, if your team of four fought a group of five monsters, you should get 38% (because it's 5/4 times 30%). Six monsters should be 45% (because it's 6/4 times 30%), and so forth.

To do a more complex example, let's say your team of three heroes (50th level) are fighting two Plaid Dragons (40th level) and a Weremoose (50th level). The Plaid Dragons counts as two monsters each (because they're dragons), so it's as if you fought five monsters of average level $(40+40+40+40+50)/5 = 42$. The difference on the Bar Chart is -8, so you'd get 20% XP. However, it was a five-on-three fight, so you multiply by 5/3 to get 33%. Each character's XP bar goes up 33%.

The moral here is this: sometimes eyeballing the threat and handing out whatever XP you find appropriate is good enough.

Boss monsters should be powerful enough to take on the whole group by themselves. If you fight a Boss (and its associated minions), just make everyone level up — boost their Level by one, and keep their XP bar where it is.

A basic guideline is that characters should get one or two levels every night of gameplay. This might seem like quick advancement to those who are used to tabletop games, but remember that there are 99 levels in this game, and most games are assumed to end around 75th level!

Those who are new to tabletop games should keep in mind that combat in a tabletop game takes a lot more time than combat in a console RPG. Each fight is probably going to be at least ten minutes long, maybe half an hour if it's a Boss fight, as people try to figure out what their characters are doing. Silly and Console style games go faster, while Mixed games are more sedate. Don't try to fit ten to fifteen battles into a single session just because that's what you do in a real console RPG.

## LEVELING

In many console RPG's, it's common practice to go out and find critters to fight in order to gain more power and be able to wade through later Bosses. This gets boring real quick in a tabletop game — it's just an exercise in dice rolling. What you should do instead is say, "Ok, you guys want to gain levels? Fine. You walk out into the wilderness and beat up Red Slimes for a few days. Mark off three tents, ten X-potions, five antidotes, an X-ether, and an Elixir from when you ran into the dragon. Everyone gain a level."

Here are some guidelines to help you determine what happens when the Main Characters go out for the express purpose of leveling.

➤ Use one potion-type item per party member. Check the local stores; whatever they're selling is what you're using. At low levels characters use up Potions; at middle levels they use X-potions, etc.

➤ Use one fix-type item per party member. Again, check the local stores; they usually sell whatever you need to deal with the local monsters.

➤ Use one Tent and one Phoenix Down.

➤ Go up exactly one level. Your XP bars should be exactly what they were before.

Leveling costs two points of Patience (see page 11). It can only be done once in any given area, because the lower-level monsters in older areas just don't give the party enough XP to advance quickly.

## LOOTING

Looting is similar to leveling, but even more boring to go through in detail. It's the process of checking every barrel, examining every crate, looking in every tree, and rummaging through every house in town until you're sure you've found all the treasure available. For some reason the police never seem to arrest you for this; perhaps they, unlike the shopkeepers, realize that you're busy saving the world and shouldn't be harassed about these kinds of things.

Looting can only be done once per area. If you've already looted one town, that's all they had. When your party loots a town, they receive the following benefits:

➤ ISB equal to ten times their average Level.

➤ Two potion-type items appropriate to their Level.

➤ One other Fix or Attack item the CPU sees fit to hand out.

➤ One minor piece of equipment, such as a shield or weapon. Accessories should only be found this way very rarely.

When your party loots a castle or cleared-out dungeon, the rewards are much better. Kings and monsters are rich, after all.

➤ ISB equal to twenty times their average Level.

➤ Three potion-type items appropriate to their Level.

➤ Two other Fix or Attack items the CPU sees fit to hand out.

➤ One accessory and one piece of equipment (either weapon or armor).

Looting costs one point of Patience (see page 11). It can (obviously) only be done once in any given area — once you've looted the room, you've looted the room, and no one will be dumb enough to put their valuables there again.

# CPU Advice

The whole job of the CPU is to run the game, making sure that both you and all the players have a good time. Exactly how does one do this?

## Pre-game Preparation

Before you and your friends even get together for the first session of the game, you should have a few things figured out. The most important are the style and genre of play, which will have a big impact on what kinds of characters are allowed. Look through the list of Game Eras on page 109 for some ideas.

Whether you're using Classed or Tasked characters is important as well, but has less impact than you might think on the final game. If you don't mind a bit of extra preparation time, check out Tasked characters, starting on page 44. If you prefer having things prepared for you in advance, Classed characters are definitely the way to go.

You can make up a lot of things on the fly, and you'll have to... but some things shouldn't be left until the last second. You should know things like the name, motivation, and methods of your Main Villain before the game starts. You should also draw a rough map of the world and figure out where the characters are starting in it. You might want to rough out some of the civilizations in the world, so that you don't have to invent them later when your heroes go to visit them. If you're basing your game off another console game, you can probably find a copy of the world map online or in a strategy guide.

You should have the first store and the first set of monsters statted out before the game starts. These things are easy to create (especially since

we've provided a standard fantasy-style store), but it takes time to do it on the fly.

You should also take some time to answer the questions below before the game starts, as they will have a big impact on the Main Characters' background stories:

➢ How do most people in this world view the use of magic? How common is it?

➢ Are there formal adventurers' guilds in your world or is everyone freelance?

➢ How similar is the world to 21$^{st}$-century Earth? Are animals and plants similar?

➢ Do people go to school when they're young or do they become apprentices?

➢ Does one government rule most of the world or are there many feuding ones?

➢ Are most townsfolk doing well or are they oppressed, powerless and downtrodden?

## Creating A Tasked Game

Tasked games are significantly harder to create than Classed games. This book is really built around a Classed game, and it's easier to run one because of that. However, Tasked games can be pretty fun too, so let's take a look at how to create one.

The first step, though it may seem obvious, is to pick which options you want to use. The Tasked section on page 44 has a few and you can probably think some up for yourself. You'll need to add a few details to the options in this book — they're more for inspiration purposes than hard and fast rules.

Once you have all this worked out, you need to decide how much to tell the Players. Sometimes you don't want to give them all the details at the start of the game. Write up a page or two for each Player summarizing the task scheme that you're using.

The work doesn't stop there, though. You need to set guidelines for what sort of tasks are available at different levels. If you're using the Skill Tree option more of the work is done for you, but if you're handing out items of power you need to determine

> ## Changes in Super Console
>
> There have been some pretty sizable additions to this section. We recommend looking it over.

how powerful things will be at each level. We suggest taking care of such things about 10 levels in advance. That gives you three to five sessions of "breathing room" before you need to do it again.

Preparation for a Tasked game takes a little more time, but the end result is a more unique and memorable game than the regular Classed game.

# In-game Work

While actually running the game, there are only four things to remember: plan ahead, tell a good story, improvise, and be fair. Beyond that, you have to learn a lot of the tricks of the trade on your own. Just being descriptive and soliciting feedback from the Players will help a lot.

Take a look through the "Console Conventions" section and decide how much of that you want to go along with. Remember that the more you prepare before the game, the less work you'll have to do while you're actually running it... but also remember that your best-laid plans can be totally wrecked by the Main Characters (or the Players,

for that matter). People are very inventive and you can't anticipate everything.

One of the CPU's less-mentioned jobs is teaching the game to the Players. Not all people pick up rules equally quickly, so you'll need to explain the rules to some of them. Some might never have played an RPG before (tabletop or console), so they might need a lot of help and will probably need the in-jokes explained to them.

# The Story Cycle

The Console Story Cycle (see below) describes, in flowchart form, the basic flow of most console RPG stories.

The game starts with an introduction, which typically leaves the MCs in a small, fairly resource-rich area. They pick up some starting gear, and learn a little about what's going on in the local area (which often turns out to be opinionated or flat-out wrong). Then the plot picks up, and the characters face their first opposition in the form of a lengthy but not-very-dangerous Boss fight.
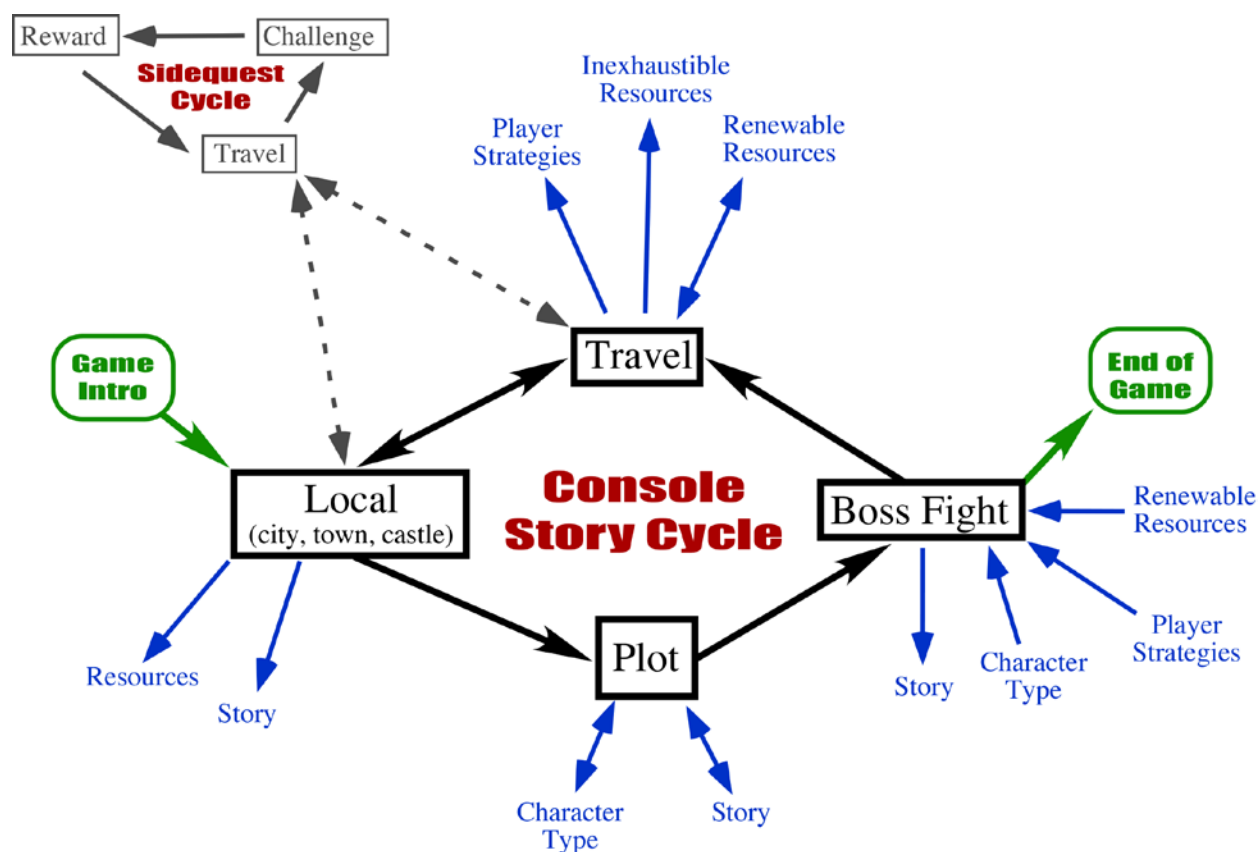
During the Boss fight, the characters are given some reason to continue along the storyline, and so enter the loop for real. They travel to new places (running into monsters along the way), reach those places (and buy new gear), learn more about the story (and often about themselves), and get into a Boss fight that makes them want to travel on again... and so forth, until finally the MCs fight the Main Villain and the game ends.

## THE BIG BOXES

Each of the major phases of the game is represented by a large square box on the story cycle. Let's take a look at what each one is for.

The Travel box could involve walking through the wilderness, flying on an airship, or crawling through a dungeon. It's really almost misnamed: traveling from one point to another is just a secondary purpose for this phase of the game. The main purpose? Random encounters. Running into monsters is what the Travel phase is all about.

Fighting monsters takes up renewable resources (like health, mana, and potions), and yields other renewables (like ISB) and some more permanent items (such as dropped weapons and armor). In addition, it builds the Players' familiarity with their characters and gives them more strategies to use in the future. Without this phase, the characters would never become powerful enough to deal with the Boss monsters.

The Local box is typically a town, though it can just as easily be a castle or major city. This stage exists to give the characters a chance to rest and give the Players a chance to beef up their MCs. Towns (almost by definition) have stores, which sell weapons, armor, items, magic, and more. One can also talk to the locals and get a little information about what's going on, but only a little. The Local box only points to the larger plot; it doesn't supply it on its own.

The Plot box provides opportunities for roleplaying and CPU exposition. Plot scenes are typically split between cinematic cutscenes and giant piles of dialog boxes, with the end intent being to give the characters more bits of the plot. Whether you're still in the "misleading them" stage, going

through the "grand revelation," or in the endgame where you're learning the "final truth," Plot stages propel the party through the game.

The Boss Fight box is pretty self-explanatory. The players should need all the strategies they developed while traveling and a lot of the resources they got in the town. There's always an opportunity for the MCs to badmouth the Boss, and sometimes the Bosses will even let drop some major details about their evil plot. If boss fights aren't everyone's favorite part of the game, you either have a really unusual group of players or are doing something wrong.

## TRIVIAL VARIATIONS

Some console games (especially earlier ones) reverse the cycle, starting with a town, traveling, finding a boss to fight, discovering more plot, and ending up in a new locale.

Most games have optional sidequests, which are diagrammed in the upper left. Sidequests almost always involve some travel, after which the MCs face some sort of challenge. The challenge could be a puzzle, a riddle, a password, or a good old-fashioned beat-down. After rising to the challenge, the MCs are rewarded, typically with special items. They can then choose to continue with a different sidequest or return to the main story loop. Naturally, failing the challenge can also result in a return to the main loop.

Most games also involve a series of "leveling" trips, represented by the two-way arrow between the local and travel boxes. The MCs pick up exhaustible resources (such as drinks and fixes) in town, use them to fight monsters and gain XP, go back to town to renew their Health and Mana, head out to fight again, and so forth until enough XP or ISB have been gathered.

## MAJOR VARIATIONS

Major variations on the story cycle are what make games interesting, and more than just a "level grind." There are all kinds of variations that are fun to play around with, but you shouldn't fill your entire game with them. Things that break patterns

are interesting and unexpected, but if you have no pattern to begin with, there's nothing to break. We recommend playing for 10–15 levels with the standard cycle, and then throwing in some variations.

For instance, you could introduce a town that doesn't have any resources to pick up. This can instantly take the characters from Travel into Plot. Obviously there's some reason the townsfolk have nothing to offer your brave adventurers. After you fix things (probably by going through the Boss Fight box), you can restore the town to its former glory, stock up on resources, and get back into the loop at the Travel box.

Occasionally the Boss Fight stage gets skipped. For instance, the Main Villain might show up only to display his pure evilness, or a lesser Boss might run away to fight another day. This gets very frustrating to both the players and the characters, which is sometimes the exact effect you're looking for. We recommend not doing this too often.

You can even throw some character development or story events into a seemingly random encounter during the Travel phase. For instance, a Tasked character in the demon-possession option might suddenly reach his limit and snap in the middle of an ordinary encounter, necessitating a Boss fight between him and the rest of the party. As a less extreme example, a monster might drop an item that leads to a sidequest that brings the MCs to a major plot turn.

# POWER LEVELS

As the Main Characters go up in level, they naturally become more powerful. Exactly how powerful depends on what abilities their class (or task) gives them.

To help you better estimate how powerful the Main Characters are at a particular level, we've provided two tables. One (below) shows magical damage as a function of class and level. The other (on the next page) shows physical damage. This should help you gauge the MCs' ability against any monsters you might create. Both tables assume a relatively standard point allocation: front-liners put a point into Strength each level, mages put one into Magic each level, etc. They also assume that the standard weapons are used (see the stores that start on page 76).

The asterisk on the Summoner's spell damage is for the Tiamat summon, which deals its damage five times. The fractions for the Time Mage indicate Demi spells.

The physical table is a little more complex than the magical one. Numbers in boldface indicate that the character gets two attacks per action. Bold and italics indicate three attacks. Bold, italics, and underline indicate four attacks. The physical table does not include the Dragoon's jump attack or Monk's charge attack, since they require an action for preparation.

| MAGICAL DAMAGE BY LEVEL | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 5 | 10 | 15 | 20 | 30 | 40 | 50 | 65 | 80 | 95 | 99 |
| Bard | 9 | 13 | 18 | 20 | 30 | 40 | 40 | 40 | 83 | 99 | 99 | 99 |
| Black Mage | 13 | 17 | 20 | 20 | 32 | 35 | 57 | 60 | 87 | 99 | 99 | 99 |
| Calculator | 12 | 16 | 20 | 20 | 31 | 35 | 56 | 60 | 86 | 99 | 99 | 99 |
| Dark Knight | 11 | 15 | 20 | 20 | 30 | 35 | 55 | 60 | 85 | 99 | 99 | 99 |
| Geomancer | 10 | 12 | 14 | 17 | 19 | 24 | 29 | 34 | 52 | 59 | 67 | 69 |
| Mystic Knight | 10 | 14 | 19 | 20 | 29 | 35 | 54 | 60 | 84 | 99 | 99 | 99 |
| Red Mage | 11 | 15 | 20 | 20 | 30 | 35 | 55 | 60 | 85 | 99 | 99 | 99 |
| Summoner | 20 | 20 | 25 | 25 | 40 | 40 | 45* | 45* | 100 | 100 | 100 | 100 |
| Time Mage | -- | -- | 1/4 | 1/4 | 1/2 | 1/2 | 3/4 | 3/4 | 87 | 99 | 99 | 99 |
| White Mage | -- | -- | 10 | 10 | 10 | 10 | 40 | 40 | 87 | 99 | 99 | 99 |

# TIME TRAVEL GAMES

It's easier than you might think. Why? Time-travel console games aren't really about time travel. Time travel is just an excuse to mix more diverse elements into the game.

Consider *Bill and Ted's Excellent Adventure*. Strictly speaking, time travel was not necessary for that movie. There's no reason they couldn't have been taking a Political Science class instead of History and gone around the world to pick up important people. Sure, they pulled some nifty tricks with time, but in the end time travel was just an excuse to have more recognizable Secondary Characters.

In most games, time travel (or dimension travel, for that matter) exists only as a plot device, and is more of a background for the story instead of taking center stage. Naturally, the Players will discuss the implications of what they're doing, but they generally have bigger things to worry about (like the Main Villain).

The actual mode of transit could be portals that open up when a certain object is brought near, a vehicle with the ability to travel through time, a Time Mage spell (or, for parties without a Time Mage, just a spell which any mage in the party could learn), a race of time-hopping creatures that the Main Characters meet, or any number of other things.

If you remember nothing else, remember this: never, ever give the characters unrestricted time travel. Never, never, never. If you want to run a time-travel game with characters able to travel anywhen in time, go buy an excellent tabletop RPG named *Continuum*, by Ætherco, because within one or two sessions you'll be running that game instead of this one. Always give the characters restrictions on when they can visit, either through portals, or

| PHYSICAL DAMAGE BY LEVEL | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | *1* | *5* | *10* | *15* | *20* | *30* | *40* | *50* | *65* | *80* | *95* | *99* |
| Archer | 4 | 8 | 18 | 23 | 28 | 38 | **48** | **58** | *73* | *88* | *103* | *107* |
| Adventurer | 3 | 6 | 10 | 14 | 18 | 27 | 35 | 43 | 56 | 73 | 86 | 89 |
| Bard | 1 | 4 | 8 | 12 | 16 | 23 | 31 | 39 | 51 | 62 | 74 | 77 |
| Berserker | **4** | **8** | **13** | **18** | **23** | **35** | **45** | **55** | **70** | **85** | **100** | _**104**_ |
| Black Mage | 0 | 2 | 4 | 6 | 8 | 13 | 17 | 21 | 27 | 33 | 40 | 41 |
| Calculator | 1 | 3 | 6 | 9 | 12 | 18 | 23 | 29 | 38 | 47 | 55 | 58 |
| Chemist | 1 | 3 | 6 | 9 | 12 | 18 | 24 | 31 | 40 | 49 | 58 | 61 |
| Dark Knight | 4 | 8 | 13 | 18 | 23 | **33** | 43 | 58 | 73 | 88 | 103 | 107 |
| Dragoon | 4 | 8 | 18 | 23 | 28 | 38 | 48 | 58 | 73 | **88** | *103* | _*107*_ |
| Fighter | 9 | 13 | 18 | 28 | 33 | **43** | **53** | **63** | **78** | **93** | **108** | **112** |
| Geomancer | 1 | 4 | 8 | 13 | 17 | 25 | 33 | 42 | 54 | 67 | 79 | 83 |
| Mechanist | 1 | 5 | 10 | 15 | 20 | 30 | 40 | 50 | 65 | 80 | 95 | 99 |
| Monk | 3 | 7 | 12 | 17 | **22** | **32** | **42** | **52** | **68** | **98** | **113** | _**117**_ |
| Mystic Knight | 4 | 8 | 13 | 18 | 23 | 33 | 43 | 53 | 68 | 83 | 98 | 102 |
| Ninja | 3 | 6 | 10 | **14** | **18** | **27** | **35** | **43** | **56** | **68** | **81** | **84** |
| Red Mage | 4 | 8 | 12 | 16 | 20 | 28 | 37 | 45 | 58 | 70 | 83 | 86 |
| Summoner | 1 | 3 | 6 | 9 | 12 | 18 | 23 | 29 | 38 | 47 | 55 | 58 |
| Thief | 1 | 4 | 8 | 13 | 17 | 25 | 33 | 42 | 54 | 67 | 79 | 83 |
| Time Mage | 1 | 3 | 6 | 9 | 12 | 18 | 23 | 29 | 38 | 47 | 55 | 58 |
| Trainer | 3 | 6 | 10 | 14 | 23 | 32 | 40 | 48 | 61 | 73 | 86 | 89 |
| White Mage | 1 | 3 | 6 | 9 | 12 | 18 | 23 | 29 | 38 | 47 | 55 | 58 |

times with a specific "resonance" which makes them easier to visit, or various other means.

Another good thing to remember is that any time paradoxes can be dealt with in any way you see fit. And there will be paradoxes. In fact, some Players will have their characters go out and specifically create paradoxes just to see what you do. Don't worry about it, just go with it. The more people try to change the past in their own ways, the more fate and the timestream (i.e. you) screw them over. The more they change it in ways that further the plot, the more you help them out. Simple, right?

## Dealing With Problems

Sometimes there are problems with the game. All tabletop RPGs have a rule to cover this eventuality. The rule is this: any rule can be changed. You, as the CPU, have the right to overwrite any existing rules, create your own, erase classes, and so forth as you see fit. If the change doesn't work, you can even change things back. The only thing you need to remember is to tell the Players about it, so they don't keep working from the older rules.

Then again, sometimes a Player is the problem. Some people are quite obnoxious about "tweaking" the game, making their characters as powerful as possible, and they lose track of the fact that, while this is fun for them, it's not very fun for anyone else. Other people play the most obnoxious characters they can, and don't realize (or, in really bad cases, don't care) that they're ruining things for the other Players. The best thing to do with problem Players is to talk to them privately and explain why you think there's a problem. Most people are quite understanding, and will either change what they're doing or realize that they're not really in the right game.

## The Main Villain

The time has come, my friends, to discuss that most horrible of fiends. The kind of person who drinks blood from skulls, who kicks cute innocent kittens, who plans to either rule the world or destroy it forever: the Main Villain.

The second-most important character in your game is the Main Villain (second to the Main Characters, naturally). Of all the NPCs and Secondary Characters you will adopt the role of, the Main Villain needs the greatest depth of character. A game with a lame Main Villain will quickly devolve into a Silly-style game. Of course, if that's what you're going for, more power to you.

Main Villains in other styles of play should never look like bumbling idiots. They should know exactly what's going on and how to deal with it

#403: Catastrophe 4: Ha — By Mark Shallow

*snicker*, that's a good one.
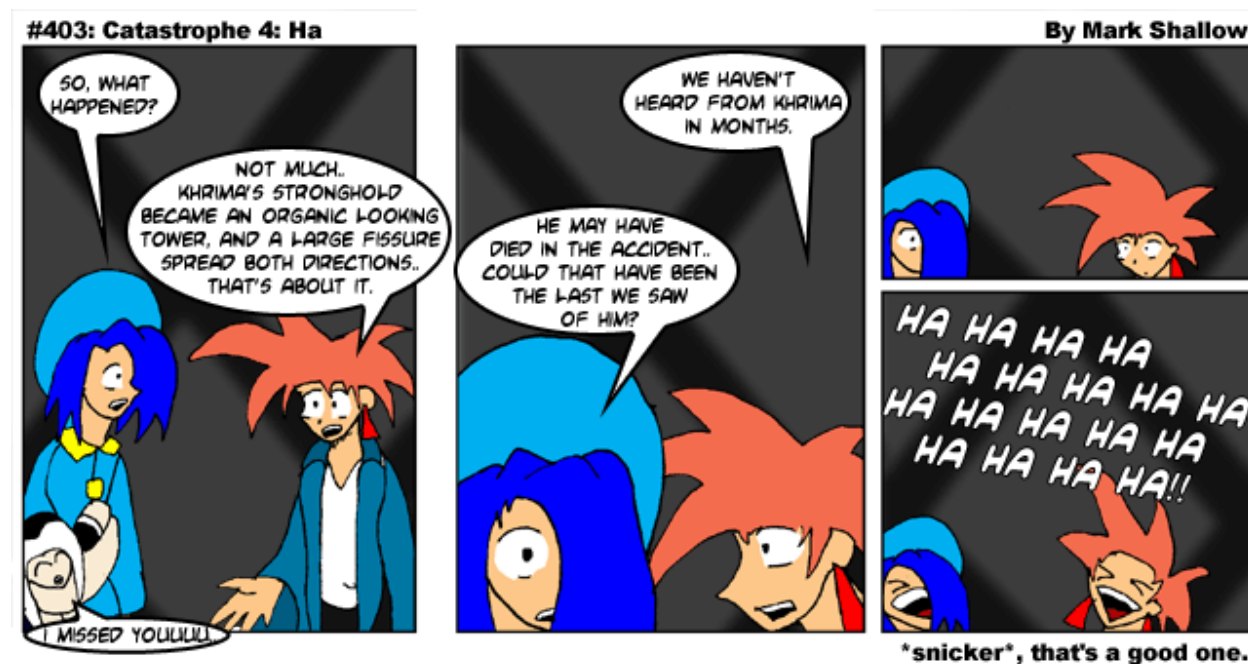
— permanently, if necessary. Main Villains are universally ruthless.

## Main Villains need three things.

**First: Motivation.** No one is evil just for the sake of being evil. If they steal souls, why? If they want to rule the world, what kind of ruler do they think they'll be? If they want to destroy it, what pissed them off so bad? Madness only explains so much, and even the most insane people do things for a reason. Maybe not a reason we can understand, but a reason nonetheless.

Is it some event in the Villain's past that made him or her this way? Is it some outside influence controlling him or her to reach its own ends? And in that case, the outside influence needs a motivation too.

Most dangerous, perhaps, are the sympathetic Villains — those charismatic people who seem to have everything right in their head, who are likeable and understanding, and who have plans and goals that the Main Characters would give their lives to stop. Luckily, the Main Villains in console games are rarely such nice guys. They might have a Boss monster working for them who are like that, but not more than one.

**Second: a Plan.** No one wakes up and says, "Hey, let's be evil and take over the world today." No. Every Main Villain has a carefully timed, tough-to-uncover master plan that guides them. If you're playing a time-travel game, that plan undoubtedly extends across centuries.

Disrupting this plan is often a good way to beat the Main Villain, or at least draw him or her out of hiding and into combat from sheer frustration. The plan is also a real plot-driver for any Main Characters who are serious about defeating evil. Just tell them one tiny part of the plot and watch them rush off to stop it. Who needs to railroad the heroes when they rush to whatever ambush the Main Villain sets?

**Third: Power.** You can't do all this if you're a 50-kilo weakling with no magical power. Besides, the end fight needs to be something memorable. To that end, we suggest the following Main Villain statistics, which should always be adjusted to fit your game. These statistics assume that the characters will be fully stocked 75th-level characters when they have their penultimate encounter with evil.

## The Main Villain

**Level:** 100
**Type:** None of Your Business
**Attributes:** Strength 80, Speed 99, Vitality 80, Intelligence 80, Spirit 80, Magic 80, Luck 80
**Damage:** 110
**Defense:** 130
**Magic Defense:** 120
**Attack Skill:** 150
**Magic Skill:** 120
**Evasion:** 100
**Status Resistance:** 1000 (yes, a thousand)
**Special Abilities:** Standard Boss-type immunities to Status. Access to 5th-level White, Black, and Time mage spells, with the exception of Life III and Cure IV. That would just be cruel. Doubled chances to resist status. Double damage from one type of elemental damage (often holy), but takes half damage from all others. Doesn't screw around and isn't stupid — launches powerful attacks each action and makes use of spells like time Stop, Regenerate, Haste II, and Reflect.

And don't forget a true form. Once they've been "killed," most Main Villains rise again in a form that shows their true power and meanness, boosting all their attributes, damage, and defense.

**Treasure:** Basically irrelevant. Can give whatever the CPU deems necessary, depending on whether he or she thinks there will be a sequel. You can often steal something really cool from the final boss, but not anything necessary for his/her defeat.

Beyond all this, the Main Villain also needs hordes of worshipful followers, assistant Boss monsters following him around and doing his bidding, cool clothing and battle armor, an ominous voice, a scarred past, a kickass wine cellar, and perhaps a doomsday weapon. All that is just details, and we leave it up to you.

It should be noted that the Main Villain often has the ability to return Bosses to life, or at least a brief semblance thereof. One should expect to have to fight through souped-up versions of earlier bosses on one's way to the Main Villain's chambers.

# THE END OF THE GAME

Eventually the Main Characters will catch up to the Main Villain, and in epic slugfest worthy of any comic book, beat the living crap out of him or her, thus saving the world.

Well, that's just great. Now what?

After the final battle, you should do a little bit of wrap-up. After playing the same characters for 75 levels, many Players get pretty attached to their characters, and want to know what happens to them in the end. There's also the possibility of a sequel — perhaps the Main Villain was really just working for someone else even more hideously evil! If the Main Characters didn't end the game at a really high level, you may be able to use the same characters, but it's likely that you'll need to use new ones. Alternately, you could have something come along and zap down the old characters' power levels before the sequel starts. See page 103 for more details on sequels.

If you're not interested in a sequel, take some time to talk about what happens after the great victory. What do the MCs want to do with the rest of their lives? Will they wander the planet, their lives hollow and without meaning? Will they retire on their great wealth and fame? Will they mentor a new generation of heroes? Give the Players a chance to describe their characters' futures before drawing the final curtain.

# END OF THE BOOK

Well, here we are again. I told you there'd be a sequel. Hope you enjoyed it. More importantly, I hope you actually play the game and tell your friends about it. If you see anything that could use improvement, notice any typos, or just think that something could work better but don't know how, give me an e-mail at console@valentgames.com .

I would like to thank Mark Shallow of *Adventurers!* for allowing me to purchase the use of some strips from his online comic. I'd like to thank my friends for playtesting, and editing, and their own not inconsiderable artistic skills. I would also like to thank all my friends who came up with suggestions for improving the game and making it funnier. As always, thanks to my parents for buying me all those gaming books so long ago. And of course, you, the reader. Thanks!

Want to see if we can make it a trilogy?

# Console Character Sheet

**Name:**

**Class:**

**Level:**

**Attack Skill:**
*Average of Level & Strength*

**Magic Skill:**
*Average of Level & Magic*

**Evasion:**
*Average of Level & Luck*

**Status Resistance:**
*Average of Level & Spirit*

**Damage:**
*Average of Level & Strength & Weapon*

**Crit %:**
*5% + any class modifiers*

**Defense:**
*Average of Level & Vitality & Armor*

**Magic Defense:**
*Average of Level & Intelligence*

**Toughness:**
*Average of Level & Vitality & Zero*

**Health Bar:**

**Mana Bar:**

**XP Bar:**

**Recovery Time:**

**Initiative:**
*Average of Level & Speed*

**Current Status:**

**Strength:**

**Speed:**

**Vitality:**

**Intelligence:**

**Spirit:**

**Magic:**

**Luck:**

# Special Abilities

| Ability | Page # | Mana Cost |
|---|---|---|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

# Equipment

| Weapon | Damage | Extras |
|---|---|---|
| | | |

| Armor | Defense | Extras |
|---|---|---|
| | | |

| Accessories | Effects |
|---|---|
| | |
| | |
| | |
| | |

| Type | Number |
|---|---|
| Potions | |
| Ethers | |

**ISB**

## The Bar Chart

| Difference | Change |
|---|---|
| -25 or more | 1 % |
| -20 to -24 | 5 % |
| -15 to -19 | 10 % |
| -10 to -14 | 15 % |
| -5 to -9 | 20 % |
| -4 to +4 | 25 % |
| +5 to +9 | 30 % |
| +10 to +14 | 40 % |
| +15 to +19 | 50 % |
| +20 to +24 | 60 % |
| +25 to +29 | 75 % |
| +30 to +34 | 100 % |
| +35 to +39 | 125 % |
| +40 to +44 | 150 % |
| +45 to +49 | 175 % |
| +50 to +54 | 200 % |
| Additional +5 | +25 % |

## The Skill Chart

| Difference | Chance |
|---|---|
| -20 or more | 1 % |
| -15 to -19 | 2 % |
| -10 to -14 | 5 % |
| -5 to -9 | 10 % |
| -4 to +4 | 15 % |
| +5 to +9 | 20 % |
| +10 to +14 | 25 % |
| +15 to +19 | 30 % |
| +20 to +24 | 35 % |
| +25 to +29 | 40 % |
| +30 to +39 | 50 % |
| +40 to +49 | 60 % |
| +50 to +59 | 70 % |
| +60 to +69 | 80 % |
| +70 to +79 | 90 % |
| +80 or more | 99 % |

## Ticks Table

| Initiative | Recovery |
|---|---|
| 1–9 | 50 ticks |
| 10–19 | 33 ticks |
| 20–29 | 25 ticks |
| 30–39 | 20 ticks |
| 40–49 | 16 ticks |
| 50–59 | 14 ticks |
| 60–69 | 12 ticks |
| 70–79 | 11 ticks |
| 80–89 | 10 ticks |
| 90–99 | 9 ticks |
| 100–119 | 8 ticks |
| 120–139 | 7 ticks |
| 140–179 | 6 ticks |
| 180+ | 5 ticks |

## Status Table

| Status | Fixed By | Ends After Combat? | Shrug Off? |
|---|---|---|---|
| Berserk | Transquilizer | yes | yes |
| Bleeding | Bandages | yes | yes |
| Blind | Eyedropper | no | no |
| Confused | Any Damage | yes | yes |
| Deaf | Earwig | no | no |
| Doomed | Nothing | yes, if you're still alive | no |
| Frog | Maiden Kiss | no | no |
| Hasted | Slow | yes | no |
| High-Flier | Anvil | yes | no |
| Low-Flier | Anvil | yes | no |
| Old | Young Water | yes | no |
| Paralyzed | Scissors | yes | yes |
| Petrified | Feather | no | no |
| Poisoned | Antidote | no | yes |
| Silenced | Bell | yes | yes |
| Sleeping | Any damage | yes | yes |
| Slowed | Hyper or Haste | yes | no |
| Stopped | Starter's Pistol | yes | yes |
| Tiny | Cake | no | no |