

FINAL FANTASY XIV TTRPG  
RULEBOOK (FREE VERSION)



FINAL FANTASY XIV  
ONLINE

TTRPG

GAMEMASTER BOOK

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**Symbols and Formatting in This Book**

**Bolded Blue Text:** Primary and Secondary Attributes


**Bolded Red Text:** Ability Names


[ ]: Steps and Timing

*Italics:* Dialogue and Ability Type

**Bold:** Enhancements, Enfeeblements, and Traits

: Scenario Text to Read Aloud

: GM Only Scenario Information

: Enemy *Invoked* Ability

# CHAPTER 3: RUNNING THE GAME

If you've never played a tabletop roleplaying game before, you probably have countless questions about how it actually works, especially if you're the GM. Don't worry—this chapter will walk you through all the steps needed for running your very first game.

Keep in mind that there is nothing wrong with choosing to do something your own way. There are as many GM styles as there are stars in the sky, and all of them are equally valid. As the GM, **your job is to make sure everyone at the table is enjoying themselves**, and you have the power to bend the rules and alter the scenario to ensure that happens.

## Choosing a Gamemaster

Is your group missing a GM? If so, perhaps you should consider taking up the gamemaster's mantle for yourself. The fact that you've started reading this chapter means you're more than qualified for the job.

Facilitating the game might seem daunting to a new player, but don't worry—in the Final Fantasy XIV TTRPG, **being the GM is much easier than you might imagine**.

As the other players control adventurers traveling the land of Eorzea, they have to rely on their imagination and instincts to overcome each new encounter and situation they face. The GM, on the other hand, can simply read aloud from the scenario and follow its instructions when controlling enemies.

Even if you do make a mistake during an encounter, chances are the players will just assume that an enemy let their guard down. And what could be more exciting for them than an opportunity to try something daring and dramatic?

What's more, playing as the GM means you'll be privy to secrets the other players may never uncover. While reading a scenario, you'll learn the different ways the story can unfold and find out what machinations are in motion behind the scenes—an exciting prospect, considering that scenarios can tie into the main scenario of Final Fantasy XIV!

So, what do you say? Become a GM today!

If another player has volunteered to GM your game, be sure to lend them this rulebook well in advance. They will need time to prepare; if you hand them this book the day of your first session, it will make it very difficult for them to run an enjoyable game.

## GATHERING YOUR PARTY

The Final Fantasy XIV TTRPG is designed for a group of five players: four adventurers and one GM. As such, your first order of business will be finding a group to join you on your quest.

Start by asking a friend who you think would enjoy the game. If they agree to join your group, ask them to help you find three more players. This game is meant to be enjoyed with others, so you don't need to prepare for it alone.

### Considerations for a New Group

#### Remote or Local Play

You'll need to decide whether you want to play in-person or online. If you choose to play online, you have the option of inviting friends who don't live nearby to participate.

#### Setting Expectations

If this is your first time running the game, let the other players know that you'll be learning as you go. In-person groups can often help you understand any rules you're unsure about, so feel free to pass the rulebook around the table for a group discussion if you get stuck. Online groups can refer to an abbreviated version of the official rules here to do much the same: <https://www.square-enix-shop.com/ffxivtrpg/>

#### Having Fun

Make sure everyone knows the game isn't about winning or losing. Rather, it's about collaborating with your friends to create an exciting and unique story, and more than anything else, it's about having fun!

#### Time

Be up-front about the time commitment. It can take upwards of four or five hours to finish a scenario. Of course, you don't have to play it all in a single sitting. This game also allows for quicksaving (see page 8) so you can split up a scenario into more manageable sessions. If your players are busy, you might try scheduling short sessions in the evening after school or work.

**What If I Don't Have a Rulebook?**

You might be wondering if you need to own the rulebook to play the Final Fantasy XIV TTRPG. Having your own individual copy can come in handy, but it's not strictly required. So long as your group has a way to reference the official rules, be that a print copy of the rulebook or the abbreviated version online, you'll have no trouble playing the game.

Be aware, however, that you cannot substitute unofficial rule compendiums or fan-made summaries for the official rulebook if you intend to enjoy this game as it was designed. In order to ensure fair play, you will need an official copy of the rules.

This is not to say that you should avoid fan-made materials entirely. Rule summaries created by passionate players can help streamline gameplay and make your life as a GM much easier. Even so, any time you're uncertain about a rule, referring to an official source will ensure the game is being played fairly and to the standard to which it was designed.

**CHOOSING A GAME DAY**

Once you've found a group, it's time to pick a day to play. As the game involves a lot of conversation and cooperative problem-solving, there's no way to tell just how long it will take your group to complete your chosen scenario. Even so, you should set a start and end time for the session that works for everyone.

On the day of your game, if your end time is closing in and you still haven't finished the scenario, you can always quicksave (see page 8) and continue the story at a later date.

**What If I Can't Find Enough Players?**

The majority of this game's scenarios are designed for a light party—that is, a group of four adventurers—plus the GM.

Unfortunately, it's not always easy to find four other players. Even if you do, scheduling can be a tricky beast, and there's always the chance someone will have to cancel at the last minute.

That doesn't mean your game day plans are a wash. The Final Fantasy XIV TTRPG has a set of rules for introducing companions that can fill out a party's roster whenever you find yourself short on players.

## COMPANIONS

Companions are special NPCs that accompany the adventurers during a scenario. Unlike other NPCs, which are handled by the GM, players take control of their companions during encounters. Companions are capable of performing any of the actions an adventurer can, with one important exception: they cannot use limit breaks.

The GM is free to give companions personalities or allow them to aid the adventurers outside of encounters. Alternatively, they can opt to rule that companions cannot affect the world around them—much like FFXIV's chocobo companions—to avoid taking the focus away from the player characters.

If, for example, the adventurers need to make **DEX** checks to hide, no check is required for their companions. If the entire party succeeds, their companions manage to hide as well. If a member of the party fails, their companions fail along with them.

Like adventurers, every companion has a role. Defenders soak up damage and keep enemies busy, allowing them to stand in for tanks. Attackers specialize in dealing damage, while healers keep the party fighting fit; as such, they can fill the boots of missing DPS or healer adventurers, respectively.

By using companions to fill the vacant roles in the party, your group can take on scenarios meant for light parties even when you are short on players.

As players will need to remember the rules for their companions, a single player should be responsible for no more than one companion at a time. If there are several companions traveling with the party, decide ahead of time which players will control them during encounters.

Using companions will often make the scenario somewhat more challenging for the players, so make sure your group is aware of this beforehand. When running a game for a single player, you'll want to avoid scenarios that are intended for a light party, or find more players to fill out your ranks.



## DEFENDER

**CHOCOBO COMPANION: DEFENDER (LEVEL 30)**  
Size: Medium (1x1) - Cloudkin Vigilance: 13

Defense: 14		Magic Defense: 14		
Max HP: 40		Speed: 5 squares		
STR	DEX	VIT	INT	MND
+3	+3	+3	+3	+3

### Abilities

**Choco Strike** Primary, Physical

Target: All enemies within range  
Range: A 5x5 area centered on this character  
Base Effect: Deals 2 damage and inflicts **Enmity** on all targets.

**Choco Drop** Primary, Physical

Target: Up to 2 characters Range: 1 square  
Base Effect: Deals 5 damage and inflicts **Enmity** on all targets.



## HEALER

**CHOCOBO COMPANION: HEALER (LEVEL 30)**  
Size: Medium (1x1) - Cloudkin Vigilance: 13

Defense: 13		Magic Defense: 13		
Max HP: 25		Speed: 5 squares		
STR	DEX	VIT	INT	MND
+3	+3	+3	+3	+3

### Abilities

**Choco Cure + Choco Esuna** Primary, Magic

Target: Single Range: 10 squares  
Base Effect: Restores 12 HP and removes a single enfeeblement of your choosing from the target. Some enfeeblements cannot be removed by this effect.

**Choco Medica** Primary, Magic

Target: All allies within range  
Range: A 5x5 area centered on this character  
Base Effect: Restores 7 HP to all targets.



## ATTACKER

**CHOCOBO COMPANION: ATTACKER (LEVEL 30)**  
Size: Medium (1x1) - Cloudkin Vigilance: 13

Defense: 13		Magic Defense: 13		
Max HP: 30		Speed: 5 squares		
STR	DEX	VIT	INT	MND
+3	+3	+3	+3	+3

### Abilities

**Choco Slash** Primary, Physical

Target: Single Range: 1 square  
Base Effect: Deals 15 damage to the target.

**Choco Blast** Primary, Physical

Target: All enemies within range  
Range: A 5x5 area centered on this character  
Base Effect: Deals 7 damage to all targets.

## PREPARING FOR THE GAME

You'll need a few things to play the game, but don't worry—the key components are included in this Rulebook!

### Key Components

- ◆ A scenario
- ◆ Adventurer sheets for your players
- ◆ Dice
- ◆ An encounter map
- ◆ Character tokens
- ◆ Markers

You'll also want to have pencils and scrap paper on hand to keep track of HP, MP, and other important information when you're playing in-person. If your group is playing online, each player will need access to a computer, tablet, or smartphone, and a decent internet connection.

Next, you'll need to start preparing for the game itself. If you haven't already, decide which player will be the GM. The GM then needs to choose a scenario for their group to play. If it's your first time playing the Final Fantasy XIV TTRPG, it would be a good idea to start with the scenario intended for level 30 adventurers.

After you inform your group of the scenario's level, the other players should choose their adventurers.

## LAYING THE GROUNDWORK

If time allows, find a day for your group to meet prior to your first session so you can familiarize players with their chosen adventurers and help them come up with profiles.

If you wait until your first session to do this, there's a good chance it'll cut into the time you could be spending playing the game. Walking players through the basics of their adventurers' jobs and having them start writing their profiles ahead of time will make your first session go that much smoother.

## REVIEWING THE SCENARIO

As the GM, you should make time to review the scenario you will be playing before your first session. We recommend that you use the level 30 scenario on page 18 for your first foray into the world of the Final Fantasy XIV TTRPG, as it provides a helpful introduction to the basics of gameplay.

There's no need to memorize your scenario word for word, but you want to go into the game with a solid grasp of the scenario's major plot beats and how they come together for its climax. You'll have an easier time running things if you've done your prep work, and the other players will appreciate the time and effort you put into the game.

Once you've read the scenario, you can even log into Final Fantasy XIV to visit the locations in which it takes place. Plus, if the scenario's NPCs are present in-game, you can talk to them to get a better idea of how they're portrayed. This kind of research can be a great way to get inspiration for your game!

### Playing Premade Scenarios

Before playing a premade scenario, the GM should make sure to carefully read the scenario description. Some premade scenarios include scenario-specific restrictions on party size or playable jobs, come with designated character profiles, or contain other unique limitations or rules. These rules and restrictions are intended to enhance the scenario's gameplay, and players should adhere to them to achieve the best possible experience. If any player wishes to deviate from these rules in some manner, the GM is encouraged to explain the above and insist on playing the scenario as intended. If a player refuses to accept this decision, remind them that the GM has the final say with regards to in-game matters. If this still does not resolve the matter, refer to the note below.

Everyone, including the GM, should enjoy their experience playing a game together. If a player feels that abiding by your decisions will keep them from enjoying the game, they should consider looking for another group.

Neither player nor GM are ever obligated to continue playing together if they feel uncomfortable or aren't having fun.

While it can be frustrating to leave a group, finding like-minded players who prefer a similar style of gameplay will allow you to better enjoy your time with this game.

## YOUR FIRST GAME SESSION

### MAKING INTRODUCTIONS

At last, the day has come to begin your adventure! Once all players have arrived and are seated around your table, begin by having them introduce their adventurers to one another.

You may also want them to come up with an explanation of how their adventurers met and formed their party. Doing so will help them roleplay their characters, lend depth to the story, and establish relationships within the party. There's no need to come up with anything too intricate—it's perfectly acceptable to go around the table and have each player explain how their adventurer knows the adventurer of the player to their left.

This can be as simple as deciding that the warrior is traveling with the dragoon to pay back a debt, that the dragoon and the black mage belong to the same free company, that the black mage is the white mage's elder brother, and that the warrior reminds the white mage of her late father.

#### **Example:**

##### **Warrior → Dragoon:**

Owes the dragoon a debt

##### **Dragoon → Black Mage:**

Belongs to the same free company

##### **Black Mage → White Mage:**

The white mage's elder brother

##### **White Mage → Warrior:**

Reminds her of her late father

Friendship, debts, mutual goals, rivalries, bonds of respect or those of blood—these are just a few places you can start. As the story progresses, the relationships between adventurers will naturally grow stronger.

All that being said, remember that this part of the game is entirely optional. Many players find determining who their character is to be an insurmountable task for their first session, and prefer to start simply with the mechanical aspects of character creation. Then, they organically develop and explore their character's personality, backstory, and quirks as they adventure and interact with the world around them.

Lastly, if this is your first time running the game, remind the players that you'll be sticking closely to the scenario and may have to refuse any unexpected requests or actions that would interfere with the story.

## PLAYING THE GAME

Once the adventurers are acquainted with each other, you're ready to delve into the story! As the GM, it's up to you to describe what the other players see and experience, and determine how their actions affect the world in which they find themselves.

The scenario will act as your guide, providing descriptions and lines of dialogue for you to read aloud. If an adventurer notices something the rest of their party does not, you can whisper something privately to that player or have them read the applicable passage in the scenario.

Because TTRPGs offer players a great deal of freedom, there's no way for the scenario or GM to anticipate every possible course of action the party might take. New GMs might find themselves overwhelmed if a player does something that prevents the story from playing out as the scenario intends. If you don't have much experience running TTRPGs, consider using some of the following strategies to keep your game manageable:

◆ **After explaining a situation to the adventurers, offer them the choices listed in the scenario instead of asking them what they want to do.**

This will help you avoid unexpected developments and keep the game moving, as the players won't need to spend as much time thinking about what actions their adventurers should take.

◆ **If a player wants their adventurer to do something so unexpected or outlandish that it would interfere with the events of the scenario, ask them to choose a different action.**

Even if their idea makes perfect sense in context, you can explain that you're not sure how to handle it without throwing the story off course. While it's important to allow players the freedom to think outside the box, their actions shouldn't derail the entire game.

Of course, you're encouraged to permit actions that play into the story the scenario is trying to tell. It's also possible that you might not understand the intent behind an action, so be sure to ask what a player is trying to accomplish before you say no. Ideally, you can take their goal into consideration and suggest an alternative action that works within the confines of the story, but new GMs don't need to worry about this if it proves too challenging.

◆ **If you're not sure how best to handle a situation, ask the other players for advice.**

Don't be afraid to show them the scenario if you have to; it's far better to spoil a plot beat or two than risk leading the party astray. The same is true when you notice the players are overlooking something important. Everyone will have more fun if you gently guide them back to the story instead of letting them make the same mistake over and over without getting anywhere.

◆ **Don't be afraid to change the rules.**

If something isn't working, or you can't find a rule when you need it, you can always make something up on the fly. When playing a TTRPG, what the GM says goes, **even if the rules disagree**. There's nothing wrong with asking your group for advice, but once you've made a decision, be confident in it. You're the one running the game, after all.

This doesn't mean that you have the right to make arbitrary decisions to amuse yourself at the expense of the other players. Never forget that your powers exist to ensure your group is having fun as you guide them through the story.

◆ **If you realize you've made a mistake, just keep going.**

You might make a ruling during the game, only to find that you were wrong when you check the rulebook an hour later. Mistakes happen, but trying to go back to fix them can often make things worse.

If you realize you've gotten something wrong, it's up to you to decide if you want to follow the official rules going forward or stick to the way you've been playing.

However, be sure to let your players know when making a course correction and changing the rules. There's nothing wrong with admitting that you've made a mistake, and explaining any rule adjustments you need to make will prevent confusion and help keep everyone on the same page.

## QUICKSAVING

As your group becomes invested in the events unfolding in your game, you may find certain parts of the scenario take longer than you anticipated. If it looks like you won't be able to finish in the time you have remaining, you should look for a good stopping place to quicksave.

Saving the game is as simple as marking down how far you got in the scenario and recording the party's status, including current HP, MP, and other relevant info. You'll want to do the same for any NPCs who will make an appearance in future sessions.

Keeping accurate records will let you pick things up from where you left off the next time you play. Be sure to check with the other players when resuming your game to make sure you're not forgetting anything.

If you have to quicksave in the middle of an encounter, you'll need to record the positions of each character on the encounter map. You could add this info to your other quicksave notes, but taking a photo or screenshot would work just as well. Some online gaming tools even allow you to save a copy of the map so you don't have to set up again next time.

Remember, never feel pressured to finish an entire scenario in a single session. While some groups prefer to set aside an entire day to play through a long scenario, others would rather break it into several shorter sessions. Speak with your group to decide which approach works best for you.



## ADDITIONAL RULES AND CONSIDERATIONS

### Linkpearls

Linkpearls are useful devices that allow adventurers to communicate across vast distances. As such, player characters are free to use their linkpearls to speak with other party members when separated, or to contact NPCs they're acquainted with should the need arise.

Of course, this assumes the adventurer and the character they want to contact are in a position to have a conversation. The GM will decide if linkpearls can be used in a given situation.

### Teleporting

It's common knowledge that adventurers are able to teleport to aetherytes they've previously attuned to. As the player characters have some measure of adventuring experience under their belts, it's safe to assume they've already attuned to the aetherytes found in Eorzea's major city-states—unless, of course, a player has opted to play a particularly sheltered or naive adventurer.

See the section on travel on page 14 for more information on teleportation.

### Gil and Items

Owing to their previous adventures, the player characters should have enough gil to get by—assuming a player hasn't chosen to play as an adventurer who is always strapped for coin. As such, you don't have to keep a running tally of the party's finances. You can simply assume the adventurers are paying for goods and services with the gil they have on hand.

Some items, however, cannot be purchased with gil alone, and instead require other forms of currency. The rules for buying and selling such items can be found in the Standard Rulebook.

## USING ITEMS

While playing through the scenarios included in this Rulebook, the adventurers will come into possession of a number of useful items.

Like abilities, items can be used as primary or secondary actions, depending on their type. A character can use any number of items during a single encounter, provided the item is in their inventory.

If an encounter has multiple phases, each adventurer may use one of their items at the end of a phase, before a new one begins.

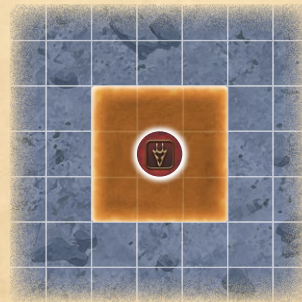
**Example:** An adventurer begins an encounter with two Potions in their inventory. After taking significant damage, this adventurer could choose to eschew their standard movement to focus, then use their two Potions with their two secondary actions. Even if they had twenty Potions in their inventory, however, they would only be able to use one at the end of a phase.

### Placing Markers

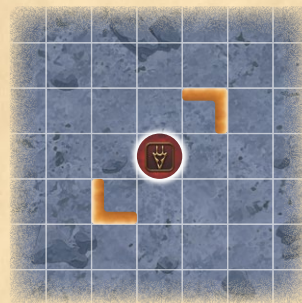
When an ability or effect generates a marker, the GM must place an object or token on the encounter map to represent its marker area. The Starter Set includes two types of markers that can be used in these situations.

As markers are intended to serve as visual cues for what is about to occur on the encounter map, the markers provided come in a variety of colors and patterns to make it easier to differentiate between them.

**Tile Markers:** These markers are used when an ability or effect generates a marker that covers a specific area of the encounter map, such as 3x3 or 5x5 squares. If a character token is present within the marker area when a marker is generated, remove the token, place the marker, then return the token to the encounter map.



**Corner Markers:** These markers are used when an ability or effect generates a marker that covers a large swath of the encounter map. For example, you could place two corner markers to represent the two opposite corners of a large square or rectangular marker area.



While the markers included in the Starter Set are sure to come in handy as you play through your chosen scenario, with a little bit of imagination, you can dream up all manner of ways to represent markers in your game. For example, you could keep craft wire or pipe cleaners on hand to encircle the squares in which a marker is generated, or cut clear plastic folders into the appropriate shapes to make your own custom markers.

# CHAPTER 4: ADVENTURING

Only a fraction of an adventurer's time is spent locked in combat and other encounters. Rather, their journeys tend to be filled more with information gathering, exploring, traveling, and enjoying the occasional well-deserved rest.

Outside of encounters, adventurers are more likely to come across everyday people than other adventurers or enemies. Interacting with these NPCs can prove either beneficial or detrimental to adventurers, and will often progress the story.

When it's time to interact with NPCs, the GM cooperates with the other players to create interesting, fun, and interactive scenes through **roleplaying**. As the GM, you will describe a situation, the players will announce what their adventurers say or do, and then you will determine the results of those actions. Sometimes a check will be required to decide the outcome of an action, which can propel the story in new and exciting directions.

## ROLEPLAYING BASICS

The Final Fantasy XIV TTRPG is a roleplaying game, which means that players will adopt the role of an adventurer. They control all of their characters' actions, while the GM handles overall game progression and story.

Of course, players do not have to be brilliant actors or fully inhabit their characters' personas to play the game. During encounters, for example, their focus will revolve largely around their character's role: tanks draw enemy attacks, healers restore their allies' health, and DPS damage foes. Meanwhile, the GM will decide what actions enemies take and will place markers that indicate incoming attacks.

Outside of encounters, the GM need only explain the current situation as written in the scenario, and then describe how the adventurers' actions affect it. Similarly, players are only required to convey their adventurers' words and deeds, for which even simple descriptions will suffice.

- ◆ *My character doesn't like that idea. She's really angry.*
- ◆ *My character takes a coffee biscuit out of her bag and gives it to the crying child to calm her down.*

As illustrated above, so long as a player communicates their adventurer's intentions, feelings, and actions to the other members of the group, they should be able to imagine what's going on and respond accordingly.

If you notice a player is struggling to express themselves, you should gently ask them to explain what it is they want to do, and encourage them to talk it over with the group.

While these descriptions don't have to be overly detailed, players are more than welcome to get fully into character by using gestures or unique voices if that's how they like to play.

- ◆ *Are you out of your mind!? There's no way I'm going along with that foolhardy plan!* [slams fist on table]
- ◆ *Don't worry little girl, it'll all be okay. Oh, I know! Do you like coffee biscuits? I've got a whole bunch, so you can have one if you promise to stop crying.*

Players can also act as if they were their adventurer, conveying their words and actions while in character.

Your group doesn't have to pick one style or the other, either. In roleplaying games, players often enjoy striking their own balance between the two.

Players—including the GM—can roleplay the parts they feel comfortable acting out and explain the rest, or use gestures to convey something that can't be communicated with words alone.

- ◆ *My character shouts, "Are you out of your mind!?" and pounds her fist on the table.*
- ◆ *My character says, "Would one of these make you feel any better?" and hands the crying girl a coffee biscuit to calm her down.*

When playing the Final Fantasy XIV TTRPG, each player is free to decide for themselves whether to roleplay like in the examples above, or to create their own unique style of play. So long as everyone understands what's happening and is enjoying the game, the possibilities are endless—so play the way that's fun for you!

## MAKING CHECKS OUTSIDE OF ENCOUNTERS

Whether in an encounter, exploring the world, or talking with other characters, the general flow of the game remains the same.

As mentioned in Chapter 1 of the Player Book, the adventure takes the form of a back and forth between the GM and the players. When players choose actions for their adventurers to take, it's up to the GM to explain the outcome. Any undertaking deemed challenging will require a check to determine if it succeeds.

In encounters, adventurers have to act quickly and make good use of their abilities and traits to overcome danger. Ability checks allow them to determine just how effective those maneuvers will be.

However, checks are also used in less stressful situations, such as when interacting with NPCs, collecting items, or even wandering idly. The success of most actions taken is determined by one or more checks that make use of the adventurer's attributes.

If the scenario includes a list of actions the adventurers can take, the GM can either have the players choose an action from that list and proceed as written, or ask them what their adventurers do and determine an appropriate check themselves.

Consider the following situation:

The adventurers track down a boy who has secluded himself in the mountains after losing both of his parents in an accident. This boy is the only one who can give them the information they need, but he isn't particularly willing to talk.

Sympathizing with him to get him to open up requires a **MND** check with a CR of 12. Intimidating him to force him to divulge the information requires a **STR** check with a CR of 18.

There are multiple ways for the GM to convey this to the players.

### 1. Communicate everything written in the scenario, including the CR.

**GM:** *You have to get information out of this boy, but he's unwilling to talk. You can make a **MND** check with a CR of 12 to get him to open up, or you can make a **STR** check with a CR of 18 to intimidate him into divulging the information.*

This way, the players can discuss which option they want to pursue with full knowledge of their chances for success. This method is a good fit for GMs who have limited TTRPG experience or struggle with improvisation. Players who are new to roleplaying games may also appreciate having clear direction like this.

### 2. Only communicate the scenario's suggested actions.

**GM:** *You have to get information out of this boy, but he's unwilling to talk. You can make a **MND** check to get him to open up, or a **STR** check to intimidate him into divulging the information.*

This way, the players won't know the CR for each check, and can have fun speculating for themselves which option might be easier or bring about the best outcome for their adventurers.

For example, if they know that the boy has secluded himself because of a violent event in his past, they might guess that the **STR** check will be less likely to succeed. Or they could decide that the **MND** check is better because it has the possibility of leading to beneficial outcomes for other NPCs as well.

### 3. Only communicate the general objective.

**GM:** *You have to get information out of this boy, but he's unwilling to talk. What do you want to do?*

This way, the players have free rein to try anything they can think of, which will help them become more immersed in the world. The GM can then use the scenario to choose what kind of check would be most appropriate for the players' desired actions.

For example, imagine that the players say, "Well, why don't we try being honest with him? If he knows where we're coming from, maybe he'll open up." The GM can then respond: "Okay, make a **MND** check to see if you succeed in getting through to him."

Alternatively, imagine that the players say, "Let's try roughing him up a little. Maybe that'll get him to cough up the info we need." The GM can then respond: "Okay, make a **STR** check to see if you can intimidate him."

Only communicating the general objective can lead to players making unpredictable suggestions.

A player could say, *"I'm going to logically explain why we need that info, and make sure he can't refuse."* or even, *"My character says, 'Fine, if you don't want to talk, we'll just wait here until you do.' And she plops down on the ground."*

The **MND** or **STR** checks included in the scenario wouldn't be appropriate for these actions, so the GM will need to determine what to do based on the adventurers' profiles and the way the story has progressed so far.

In this case, the GM is free to make their own judgment, regardless of what's written in the scenario. For example, the situations described above could be handled like this:

◆ *I'm going to logically explain why we need that info, and make sure he can't refuse.*

A logical explanation would likely require intelligence, and "making sure he can't refuse" would be forcing the information out of him, similar to intimidating him. Thus, an **INT** check with a CR of 18 would be appropriate.

◆ *My character says, "Fine, if you don't want to talk, we'll just wait here until you do." And she plops down on the ground.*

A battle of wills requires endurance, equating to **VIT**. As this would be a gentler method of getting the boy to talk, a **VIT** check with a CR of 12 would be appropriate.

## MAKING MULTIPLE CHECKS

Sometimes multiple checks will be required to determine whether an action succeeds or fails. When multiple checks are required, it's best to communicate them one at a time in order to avoid confusion.

For example, if the adventurers are searching for a ring at the bottom of a frigid lake, they would need to make a **VIT** check with a CR of 10 to see if they can withstand the cold, and then an **INT** check with a CR of 15 to see if they can find the ring.

In this case, only adventurers who successfully pass the first check may proceed to make the second check, as they can only search for the ring if they're able to endure the icy water.

The following is a good way to convey this to the players: *Make a **VIT** check with a CR of 10 to see if your adventurers can endure the frigid water.*

If some players then fail the check but others succeed, relay those results:

*Those of you who failed hopped out of the lake because it was just too cold to bear. The ones who succeeded manage to brave the chill, and must now make an **INT** check with a CR of 15 to see if they can find the ring at the bottom of the lake.*

## AWARDING ADVANTAGE DICE

The GM has the option of giving players one or more advantage dice as a reward for extraordinary achievements. These might include superb roleplaying, having their adventurer take an action that creates an interesting beat in the story, or achieving some unique goal. Advantage dice may be awarded at any time, regardless of what's written in the scenario.

To provide an example of a situation in which advantage dice may be awarded, consider again the boy who secluded himself in the mountains. If the adventurers managed to find and bring him a memento of his parents, then it would be appropriate to award advantage dice for the check to obtain information from him.

Advantage dice may even be awarded for checks that take place during encounters, if the GM and players so desire. Some examples of situations in which advantage dice may be awarded during an encounter include:

- ◆ When someone the adventurers braved great danger to rescue shows up to offer encouraging words during a heated boss encounter.
- ◆ When an enemy the party previously spared comes to the party's aid.
- ◆ When an adventurer boldly risks their life in a selfless attempt to save the day.

In this way, advantage dice can help make climactic moments even more exciting.

There are no set rules for when to award advantage dice. Letting the GM and players decide when they should be given is part of the fun of the game.

## GM DISCRETION

The suggestions and examples provided here are just that: suggestions. The GM is free to decide on a style of play that works best for them, and can even change it up depending on the situation.

If the GM has a hard time improvising, they can read out suggested actions from the scenario, as if providing the players with dialogue choices in a Final Fantasy XIV cutscene.

Every playstyle is valid, and remember—the GM always has the final say in any game-related decisions.

## THE PASSAGE OF TIME

Naturally, Hydaelyn is not exempt from the march of time, nor are the peoples living upon Her.

On Hydaelyn, one sun consists of 24 elemental hours, just as one day consists of 24 hours for us. Elemental hours are colloquially referred to as “bells” by the people of Eorzea and beyond. Six bells form one cycle, meaning a sun can also be said to be four cycles long.

Usually, there’s no need to keep track of how much time passes between when the adventurers accept a quest and when they complete it. However, some quests may be deemed time-sensitive. In these cases, rather than going to the trouble of calculating time down to the minute or second, consider using the following guideline unless the scenario specifies otherwise.

### ONE ACTION = ONE BELL

Whenever you need to calculate the passage of time, you may assume that one action takes one bell.

For example, say the adventurers have accepted a delivery quest that takes place in Ul’dah. Assuming no other actions are taken, receiving the items and delivering them would count as two actions, meaning it would take them a total of two bells.

Now, you may think it odd that the simple act of receiving items would take an entire bell. However, this period of time accounts for all of the other little things the party might have to do along the way.

Imagine the adventurers have to receive the items from Cocobuki, eldest of the Thaumaturges’ Guild’s guildmasters. They would probably want to make themselves presentable first, and practice what they’re going to say to ensure they show the proper respect. Then they have to walk to the Arrzaneth Ossuary, where Cocobuki may well ask them to search the premises for their cargo.

The one action = one bell framework also accounts for resting (see page 14), which is essential on long adventures. Between actions, adventurers are wont to do some shopping, enjoy the local cuisine, or stop to smell the oldroses, as it were.

So long as it doesn’t become a burden for the GM and other players, you are encouraged to take some time to imagine and describe what’s going on while an action is being performed. Painting in these little details can lead to fun twists in the story and make your experience more unique.

### ADJUSTING TIME FRAMES

Exceptional cases may occur where the GM deems that a single action takes more than one bell, or where multiple actions can be performed in that same amount of time.

Say an adventurer is looking to purchase five ingredients in a small marketplace so they can cook a culinary creation. Although buying five different items counts as five actions, this shopping spree can be concluded within a bell because of the small scope of the marketplace.

On the other hand, if an adventurer is after a high-quality baguette from a persnickety baker, there’s a good chance it will take them more than one bell to complete that single action.

### DELEGATING ACTIONS

Sometimes, a party of adventurers will decide to divide and conquer, delegating actions to individual party members to accomplish a task more efficiently. When this happens, the players will have to decide which actions each adventurer performs, and in what order. One by one, the GM will determine the results of each adventurer’s first action, and by the time they have all taken an action, a bell will have passed.

The GM will also need to make sure the players are aware that if their adventurers happen to be thrust into an encounter while separated from each other, they will have to deal with the situation without the aid of their absent friends.

### ENCOUNTERS AND THE PASSAGE OF TIME

Encounters consist of a varying number of phases and rounds, depending on the participants and the situation at hand. Generally speaking, however, encounters are considered to last only one bell, including preparation time and post-encounter recovery.

If all of the adventurers are defeated, the GM may allow the players to try again (see page 15). When this happens, it is up to the GM to determine whether time rewinds to a point before the adventurers were defeated, or to count that time as if it had passed.

## TRAVEL

Adventurers spend a lot of time traveling, whether it's walking around and talking to villagers, journeying to other cities, delving into dungeons, or riding chocobos to find undiscovered lands.

In this game, you generally don't have to concern yourself with travel times. Walking from one end of a small village to the other only takes a few minutes, and even in larger cities, aetherytes make travel a breeze.

Your average adventurer can teleport between major settlements and the assorted locations within them—assuming they've been there and have attuned to the proper aetherytes. As such, adventurers may teleport to any of the aetherytes listed when using Teleport in Final Fantasy XIV, as well as those their profiles or completed scenarios state they have attuned to.

Convenient as it is, teleportation is not always a viable means of transportation. Adventurers cannot teleport to their destination if it lacks an aetheryte, if they need to transport a bulky item, or if they are restricted to a certain mode of travel. In such cases, it is up to the GM to decide how long the journey will take.

## REST AND SLEEP

Rest is an essential part of every perilous undertaking. Even veteran adventurers need to sleep sometime, lest they succumb to fatigue.

Adventurers may rest as needed between actions performed in towns and villages, provided they are not on a time-sensitive quest.

### REST

If the adventurers wish to rest while on a time-sensitive quest, they may still rest during the time it takes to complete one action, as explained in the one action = one bell section. During this time, they can tend to basic necessities such as eating, drinking, and making simple repairs to their gear.

Traits or items that can only be used while resting cannot be used unless the adventurer is able to rest. The same is true of traits that take effect while resting. In other words, these effects cannot be used during encounters or whenever the GM indicates that an adventurer is unable to rest.

Resting may even be possible inside dungeons, so long as no enemies are nearby and the GM decides to permit it.

### SLEEP

Some abilities or traits may have effects that require an adventurer to get a good night's sleep. There may also be times when the GM determines that the party needs to hit the hay.

A minimum of one full cycle—or six bells—must pass for an adventurer to get enough sleep. Adventurers can only sleep if they meet the following requirements:

- ◆ They are somewhere they can breathe comfortably and maintain a normal body temperature.
- ◆ They have a suitable stock of unspoiled food and drink.
- ◆ They do not make any checks or use any abilities.
- ◆ They do not lose any HP or MP.

If their slumber is interrupted in any way, all progress is lost and the groggy adventurer must start over by falling back asleep.

Inns or houses are generally the best places to catch some shut-eye, but experienced adventurers can also find places to sleep out in the wilderness.

If adventurers have gone a full sun—or 24 bells—without sleeping, the GM may decide that they are sleep-deprived and impose a -2 penalty on all checks, even if this is not specified in the scenario. Increase this penalty by 2 for each additional sun they stay awake, making the penalty -4 for two suns without sleep, -6 for three suns, and so on. Sleep deprivation does not count as an enfeeblement and cannot be remedied until the adventurers manage to sleep.

# CHAPTER 5: CONTINUING THE STORY

## FINISHING A SCENARIO

When your group reaches the end of the scenario, your adventure comes to a close. Take a moment to celebrate—you and your adventurers deserve it!

Unlike many other games, the Final Fantasy XIV TTRPG doesn't use experience points to level up the player characters.

When starting a new scenario, players can either prepare new adventurer sheets of the appropriate level, or level up their existing adventurers to match the scenario's level.

If a player chooses to continue playing as the same adventurer, have them write down the name of any scenarios they've completed in their profile so they can keep track of their character's exploits and experiences.

### Handling Party Defeat

An adventurer's life is full of danger. One unlucky turn too many, and they can easily find themselves **Knocked Out**. If all party members are reduced to 0 HP, the party is defeated. Some scenarios include directions for dealing with this situation, but if yours does not, talk with the other players and decide how your group wants to handle it.

Typically, you'll want to choose from among the following options, but your group is welcome to come up with exciting or amusing alternatives instead.

#### 1. Retry the Encounter

Retrying from the beginning of an encounter will let players anticipate the actions their enemies may take, resulting in a better chance of victory.

When a party wipes during a boss battle or similarly challenging encounter, you can also lower the difficulty by restoring the adventurers' HP and MP and allowing them to retry from the beginning of the phase.

Retrying an encounter can be time-consuming. If you're nearing the end of your session, it may be best to quicksave and try again the next time you play.

#### 2. Restart the Scenario

Scenarios are often shaped by the adventurers' actions, and encounters and endings may change depending on the choices that they make. As such, your group can choose to take a party wipe as an opportunity to begin the scenario anew.

It goes without saying that this will take even longer than retrying a single encounter, so you may want to wait until your next session before starting over.

#### 3. Improvise

Improvising solutions on the fly might seem like a daunting task, but you can always plan for situations like this in advance. For example, here's a good trick to keep up your sleeve:

**GM:** *Just when things are looking grim for the party, help arrives in the nick of time and revives the fallen adventurers!*

Look at that! An ally swoops in to save the day, and the adventurers recover just enough to continue the fight. It's up to you how much HP the adventurers regain, but you can always default to half of their **Max HP**, rounded up.

When using this option, you may want to come up with narrative reasons to make it more compelling for the other players. Perhaps an NPC the party helped earlier in the story appeared to repay a previous kindness, or an enemy decided to show mercy (or contempt) and let the party live.

You'll also need to think of a reason for their newfound health. White magic, Potions, or even time bought through a well-placed distraction could explain how the adventurers survived a seemingly lethal encounter.

#### 4. Skip the Encounter

If you're running short on time, you can always choose to advance the story as if the adventurers had won the encounter.

Take care not to overuse this option, as skipping encounters can defeat the purpose of the game. There's nothing wrong with dialogue-focused stories if players are looking to roleplay, but encounters in the Final Fantasy XIV TTRPG also make up a key part of the narrative. Leaving the outcome of player choices to chance can take the story in unexpected and exciting directions, and can even create fresh opportunities for roleplay.

## DOWNTIME BETWEEN ADVENTURES

It's likely that a good deal of time will pass on Hydaelyn between the end of one scenario and the beginning of another. It's also just as likely that the adventurers won't spend all of this time sitting idle. They might take on work as a Disciple of the Hand or Land, enjoy games of chance at the Gold Saucer, or assist the Grand Companies with their efforts.

The way adventurers choose to spend their downtime can even have an impact on the next scenario you play. For those who are interested in learning how to handle character downtime between adventures, more information can be found in the Standard Rulebook.

## CONFIDENCE MAKES THE GM

When running a game, nothing will serve you better than confidence. As the GM, the players are counting on you to take them on an incredible adventure. If you seem unsure of yourself, the players might get anxious about the future of your group.

Remember that the Final Fantasy XIV TTRPG is just a game, and making a few mistakes won't bring about the next Umbral Calamity. So what if you need to take your time and flip through the scenario or rulebook to look something up now and again? As long as you're doing your best to ensure the players are having fun with the scenario, you're playing the game right.

The real magic of roleplaying games comes from within your imagination; the rules and scenarios are just there to help you along the way. If you're worried your group won't enjoy an encounter, skip it. If a rule is slowing things down, replace it with a rule of your own.

**You are the gamemaster—storyteller and arbiter of adventure.** So believe in yourself, run the game to the best of your abilities, and above all, have a good time.



# FREQUENTLY ASKED QUESTIONS

For easier reference, you may wish to print out copies of the Adventurer FAQs (pages 64 - 65) and the FAQs for individual jobs (pages 65 - 66) to distribute to your players.

## ADVENTURER FAQs

### Q. How do I earn experience points and level up?

A. The concept of experience points does not exist in the Final Fantasy XIV TTRPG. Instead, your character's level is adjusted to match the recommended level of each scenario you undertake. Think of it as a sort of level sync system.

### Q. Where can I find information on my adventurer's equipment?

A. This game assumes your adventurer is already outfitted with equipment appropriate to their job and level, and has factored this into their attributes. This way, you won't have to spend your hard-earned gil or complete sidequests to outfit your adventurer each time you level them up. As such, this book does not contain specific info for weapons or armor.

### Q. Should I keep track of adventuring supplies—waterskins, rations, torches, rope, lockpicks, and so forth—in my adventurer's inventory?

A. You can assume your adventurer keeps any supplies they need on hand, so you don't need to worry about keeping track of them. More information on this can be found in the Standard Rulebook.

### Q. Say my adventurer is exploring a cave. Do they need to be carrying a torch in order to see? If so, what happens to the torch when they draw their weapons at the start of an encounter?

A. As a general rule, you don't need to worry about lighting in this game. Assume that your adventurer is always capable of seeing the area around them, unless otherwise specified. If, however, a scenario specifies that an area is dark or foggy and limits visibility, defer to the rules outlined in the scenario.

### Q. Does my adventurer have a company chocobo or any other mounts?

A. Yes, they do. As long as your GM approves, you are free to have your adventurer ride atop any mount you like.

### Q. Am I allowed to replay a scenario I've already completed?

A. Yes, you are more than welcome to do so. While you'll already be familiar with the story, playing as a different role may well provide a fun new experience.

If, however, you replay a scenario with a group that includes first-time players, it is common courtesy to avoid spoiling the scenario's story. In addition to avoiding comments about the ending or upcoming plot points, you should also be careful not to let your expression give anything away. If you're concerned this might prove difficult, consider replaying the scenario with players who have already completed it.

### Q. Say I roll a 20 for a **STR** check to lift a chocobo carriage. Does this mean my adventurer automatically succeeds?

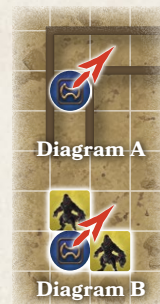
A. Unfortunately, no. While a 20 rolled for an ability check results in a critical, the same does not apply for other checks.

### Q. How many squares of movement does it take to move diagonally?

A. Moving into an adjacent square—including squares that are diagonally adjacent—costs one square of movement.

### Q. If I wanted to move my adventurer diagonally around a corner like in Diagram A, or around an enemy like in Diagram B, how many squares of movement will this cost me?

A. Moving into a diagonally adjacent square that is unoccupied will always cost one square of movement unless the scenario, an encounter mechanic, a trait, or an ability states otherwise.



### Q. How can I tell which way an enemy is facing during an encounter? Do I get some kind of advantage when attacking from behind?

A. This game does not keep track of the direction characters are facing, and as such, no special advantages are conferred when attacking from specific positions. Encounters are hectic situations in which friend and foe jockey for position, so you may assume that your adventurer is always attacking from the most advantageous direction when using abilities.

### Q. Do I need to worry about hurting my allies when using abilities that deal damage?

A. Unless otherwise stated, your abilities will not deal damage to allied characters.

### Q. Are weaponskills considered to be abilities?

A. To prevent the rules from becoming overly complex, most of the actions available to characters during encounters are classified as abilities. Limit breaks—as well as enemy actions that generate markers—are also considered to be abilities.

### Q. If I focus instead of performing a standard movement, can I use the same *secondary* ability twice in a single turn?

A. Unless otherwise stated, you are free to use a given *secondary* ability more than once, assuming you're able to perform multiple secondary actions on your turn. The same is true for *primary* abilities.

**Q. Can I use the same ability to apply multiple instances of an enhancement or enfeeblement to a single target?**

A. No, a given character cannot use the same ability or trait to apply multiple instances of an enhancement or enfeeblement to a single target. However, multiple characters can apply separate instances of an enhancement or enfeeblement to a single target using the same ability or trait.

**Example 1:** Even if Warrior A (Lv. 30) uses **Berserk** twice in a single turn, their abilities would only deal an additional 2 damage, not an additional 4 damage.

**Example 2:** Even if Black Mage A (Lv. 30) uses **Thunder** twice on Goblin Muggger A, they only inflict a single instance of **DOT (3)**.

**Example 3:** Black Mage A (Lv. 30) and Black Mage B (Lv. 30) each use **Thunder** on Goblin Muggger A. As the enfeeblements were inflicted by different characters, Goblin Muggger A would suffer from two separate instances of **DOT (3)**.

**Example 4:** Even if Black Mage A (Lv. 30) uses **Thunder** and **Thunder II** on Goblin Muggger A, they only inflict a single instance of **DOT (3)** because of the **Thaumaturgic Shock** trait.

**Q. Can a warrior's **Low Blow** and a dragoon's **Leg Sweep** be used to **Stun** a single enemy twice during an encounter?**

A. No, they cannot. While they are two different abilities, their base effect descriptions state that any characters they **Stun** cannot be **Stunned** again during the encounter.

**Q. My party took an enemy by surprise. If they can't act on their turn during round 1, do they still take damage from **DOTs**?**

A. Yes, they do. While surprised enemies cannot act on their turns, the round still includes an enemy step. As such, any **DOTs** inflicted are resolved as usual when that step ends.

**Q. When exactly is an *instant* ability resolved if its trigger states "immediately before an ability is resolved"?**

A. It would be resolved just before **8. [Resolve Effects]** in the Ability Resolution outlined on page 16 of the Player Book. In other words, the *instant* ability is resolved after confirming the effects of—and rolling any dice for—the ability that triggered it, but before that ability itself is resolved.

**Q. Does a **Stunned** enemy take a -5 penalty to **Defense** and **Magic Defense**?**

A. This penalty only applies to checks made by the **Stunned** character. **Defense** and **Magic Defense** are secondary attributes, and as such, they are not affected by the penalty.

**Q. What happens to a character's enhancements and enfeeblements when they are **Knocked Out**?**

A. All enhancements and enfeeblements are removed when a character is **Knocked Out**.

**Q. Is there a way to damage enemies without using abilities, akin to Final Fantasy XIV's auto-attack?**

A. No, you must use abilities in order to deal damage.

**Q. Is there a limit to the number of advantage dice I can roll at any given time?**

A. No, you may roll however many advantage dice your GM chooses to award you.

## WARRIOR FAQs

**Q. If I inflict **Enmity** on a foe, does it last for the duration of the encounter?**

A. No, **Enmity** is removed at the end of the afflicted enemy's turn.

**Q. If an enemy moves out of range after I hit them with **Overpower**, is the **Enmity** it inflicted removed?**

A. No, **Enmity** remains even if the enemy moves out of range.

**Q. My level 30 warrior used **Overpower**, but didn't score a direct hit. If I used **Berserk** before **Overpower**, does it deal damage?**

A. As **Overpower**'s base effect doesn't deal any damage, the additional damage from **Berserk** would not apply.

**Q. I wanted to use **Provoke** at the start of an enemy's turn, but the GM announced the enemy's actions before I could say so. Can we retcon this so I can use **Provoke**?**

A. The GM would have the final say in the matter, but if you explain the situation to the other players, there's nothing wrong with jumping back to the start of the enemy's turn. That said, if the enemy has already finished their turn, or if several effects have already been resolved, it would be best to leave things as they are.

**Q. Can I use **Low Blow** to **Stun** a boss?**

A. You can use **Low Blow** to **Stun** a boss just like you would any other enemy. However, some bosses have traits or other effects that prevent them from being **Stunned**.

**Q. Are markers removed when I use **Low Blow** to **Stun** a target returned to the encounter map when **Stun** wears off at the end of my turn?**

A. Once a marker is removed from the encounter map, it does not return, unless otherwise stated.

## DRAGOON FAQs

**Q. I used my limit break, **Dragonsong Dive**, to move out of range just before the effects of an enemy's ability were resolved. Does their ability still affect me?**

A. No, it does not. If you are not a valid target at the moment an ability's effects are resolved, it does not affect you.

## BLACK MAGE FAQs

**Q. Say a level 50 black mage uses **Fire** and rolls an 11 on the ability check. Adding their **INT** would bring the total to 16. Does **Firestarter** proc?**

A. No, the unmodified d20 roll and not the modified total is what determines if a proc effect is triggered. **Firestarter** only procs if you roll a 16 or higher.

**Q.** Are penalties applied to the d20 roll made to see if **Thundercloud** procs when a **DOT** inflicted by **Thunder** deals damage?

**A.** No, the unmodified d20 roll and not the modified total is what determines if a proc effect is triggered.

**Q.** Can I use **Thunder** and **Thunder II** to inflict two separate **DOTs** on a single target?

**A.** No, you cannot. The **Thaumaturgic Shock** trait prevents **DOTs** inflicted by your *thunder spell* abilities from stacking.

**Q.** Do I make two separate rolls to see if a proc effect triggers for **Thunder** and **Thunder II**?

**A.** Yes, you do. As they are different abilities, you would roll once when **Thunder**'s **DOT** deals damage, and again when **Thunder II**'s **DOT** deals damage.

**Q.** If I used **Thunder** to inflict **DOTs** on two different enemies, how many times do I roll to see if **Thundercloud** procs?

**A.** At the end of the [Enemy Step], regardless of how many separate **DOTs** inflicted by **Thunder** deal damage, you would only roll a d20 once. The same is true for **DOTs** inflicted by **Thunder II**.

## WHITE MAGE FAQs

**Q.** Can I use **Esuna** to remove **Prone**?

**A.** Yes, you can. **Esuna** is able to remove any enfeeblement that doesn't explicitly state that it cannot be removed in its description.

## WHITE MAGE & BLACK MAGE FAQs

**Q.** Can I use **Swiftcast** at the end of my own turn?

**A.** You can, yes. Keep in mind that because **Swiftcast** would be resolved before your turn ends, you still benefit from any ongoing effects that last until the end of your turn.

**Q.** If I use **Swiftcast** at the end of another adventurer's turn and that adventurer is last in the turn order, do I recover MP before I act?

**A.** No, you do not. Adventurers recover MP at the end of the [Adventurer Step], before the [Enemy Step] begins. As **Swiftcast** is resolved before the [Adventurer Step] ends, the [Adventurer Step] is still ongoing and you will not have recovered MP.

## GAMEMASTER FAQs

**Q.** The scenario's enemy tactics section states that if a tank has **Enmity** on an enemy character, I should target the tank. However, there are no unoccupied squares adjacent to the tank, so I can't get close enough to attack. What should I do?

**A.** Ultimately, this would come down to your judgment as the GM. You could, for example, choose to attack another adventurer, or move as close to the tank as possible without attacking. Remember, enemy characters can **Sprint** as their primary action. Don't forget that if a tank has **Enmity** on an enemy, that enemy incurs a -5 penalty on all ability checks that don't target the tank.

**Q.** An enemy that a tank has **Enmity** on uses an ability that targets multiple adventurers. If the tank is one of those targets, does the enemy incur a -5 penalty?

**A.** So long as they are also targeting the tank with the same ability, the enemy would not incur a penalty on the ability checks made against other targeted adventurers.

**Q.** Do I need to tell players when an enemy uses an *invoked* ability?

**A.** Yes, you do. When you announce the name of the ability an enemy is using, be sure to let the players know if it is *invoked*.

**Q.** How should I use the markers?

**A.** There are no specific rules as to how the included markers should be used. You can even create your own original markers if doing so would improve your group's experience. So long as all players are aware of what a given marker represents, there is no wrong way to use a marker.

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