
FINAL FANTASY XIV
ONLINE
TRPG
TRIAL BOOKLET
NOT FOR SALE

Discover a Realm of Adventure Reborn!

What Is the Final Fantasy XIV TTRPG?

The Final Fantasy XIV Tabletop Roleplaying Game is a gateway into the magical world of Final Fantasy XIV through which you and your friends can embark on exciting and memorable adventures. Whereas Final Fantasy XIV tells the tale of the Warrior of Light, this game allows you to assume the role of one of Hydaelyn's many unsung adventurers and experience the star's myriad wonders for yourself.

This game was created by Hobby Japan as the official TTRPG adaptation of Final Fantasy XIV. While the world and stories it depicts are intended to replicate the online game's experience as accurately as possible, this game occasionally takes creative liberties in order to better adapt the content for a different medium.

What Is a TTRPG?

A tabletop roleplaying game—or TTRPG for short—is a type of game in which a group of players engage in a guided act of collaborative storytelling. When you play the Final Fantasy XIV TTRPG, one player will assume the role of the gamemaster—or GM—who functions as the game's arbiter and lead storyteller, while the remaining players assume the role of intrepid adventurers. Together, the players will work together to spin a tale of adventure set in a world loosely defined by the game's system—a system which often leaves ample room for players to tweak an existing setting or create their own original worlds.

Gameplay is, at its core, really quite simple. The GM will describe the world as the adventurers explore, while the other players explain the actions they intend their characters to take. Finally, the GM will describe the outcome of those actions, and then this cycle will begin anew.

TTRPGs are unique in the level of freedom and creativity they offer their players. As most of what transpires occurs within the imaginations of the people at the gaming table, players enjoy near limitless autonomy within the world their characters inhabit.



The dice pictured above are included with the Final Fantasy XIV TTRPG Starter Set. On these d20s, 20 is represented by the icon.

Goal of the Game

The goal of the Final Fantasy XIV TTRPG is very straightforward: to have fun! As long as you and your friends are having a good time weaving exciting tales of adventure and intrigue, this game has achieved its intended purpose.

Keep in mind that while the GM may control monsters and unleash perils that threaten the other players' characters, neither side is playing against the other. The people at your gaming table are friends with whom you're collaborating to create a story, and good sportsmanship will only improve the experience for everyone.

How to Use This Pamphlet

This pamphlet includes the information necessary to run an introductory session of the Final Fantasy XIV TTRPG. First, you will need to use a pair of scissors or a utility knife to cut out pages 11 - 22, which contain the following materials:

- Adventurer Sheets & Job Strategy Guides x4
- Encounter Map & Reference Material x1
- Marker & Character Token Sheet x1

The marker and character tokens need to be cut out individually after removing the page from this pamphlet.

You will need a twenty-sided die and a six-sided die in order to play this game. While having one of each is sufficient, having a few on hand will make for a smoother experience. Players should also bring a pen and paper for note keeping purposes during the game.

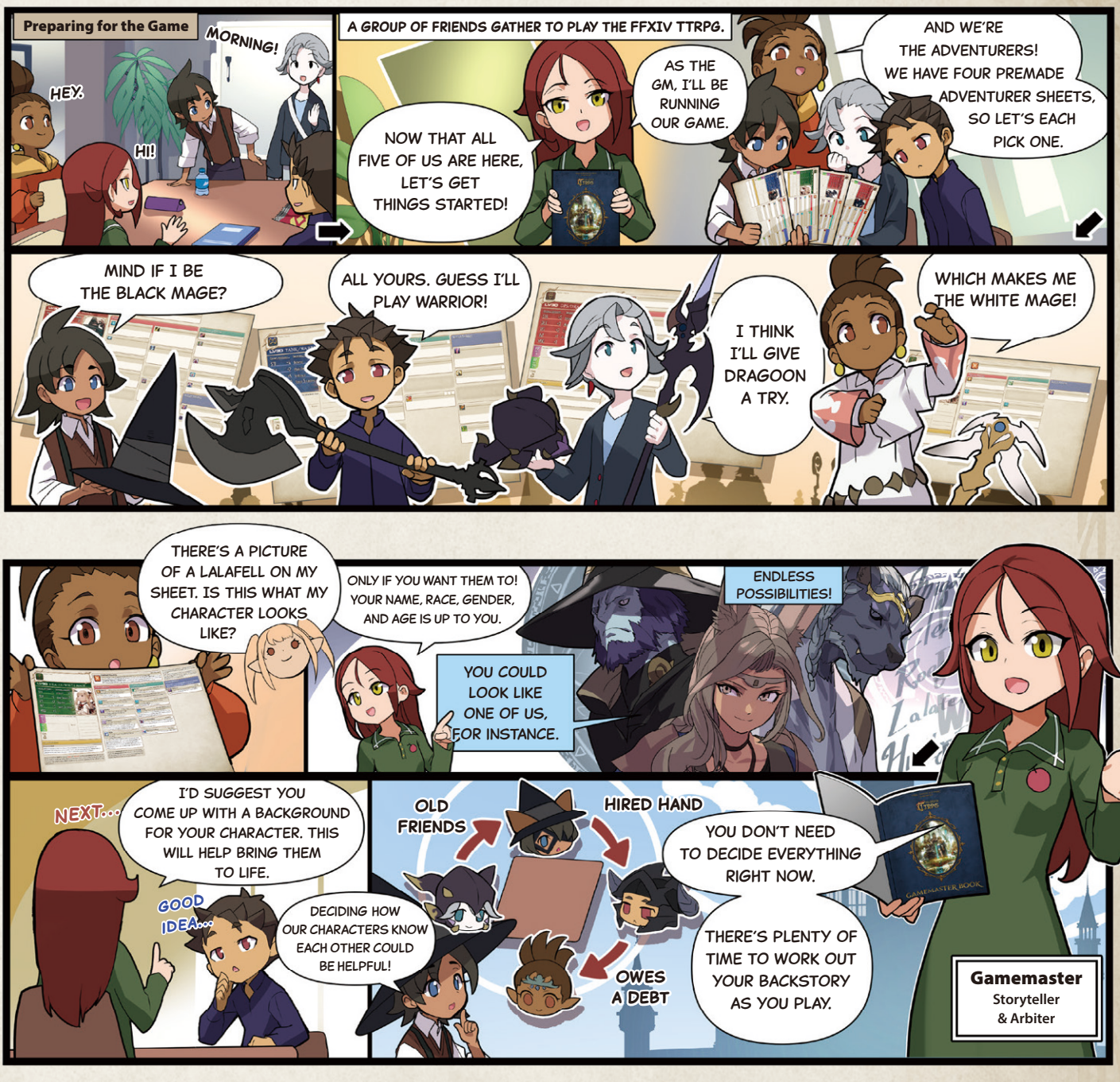
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Symbols and Formatting

Bolded Blue Text: Primary and Secondary Attributes
Bolded Red Text: Ability Names
[ ]: Steps and Timing
Italics: Dialogue and Ability/Item Types
Bold: Enhancements, Enfeeblements, and Traits
: Scenario Text to Read Aloud
: GM's Notes
: Enemy *Invoked* Ability

Part 1: Preparing for the Game

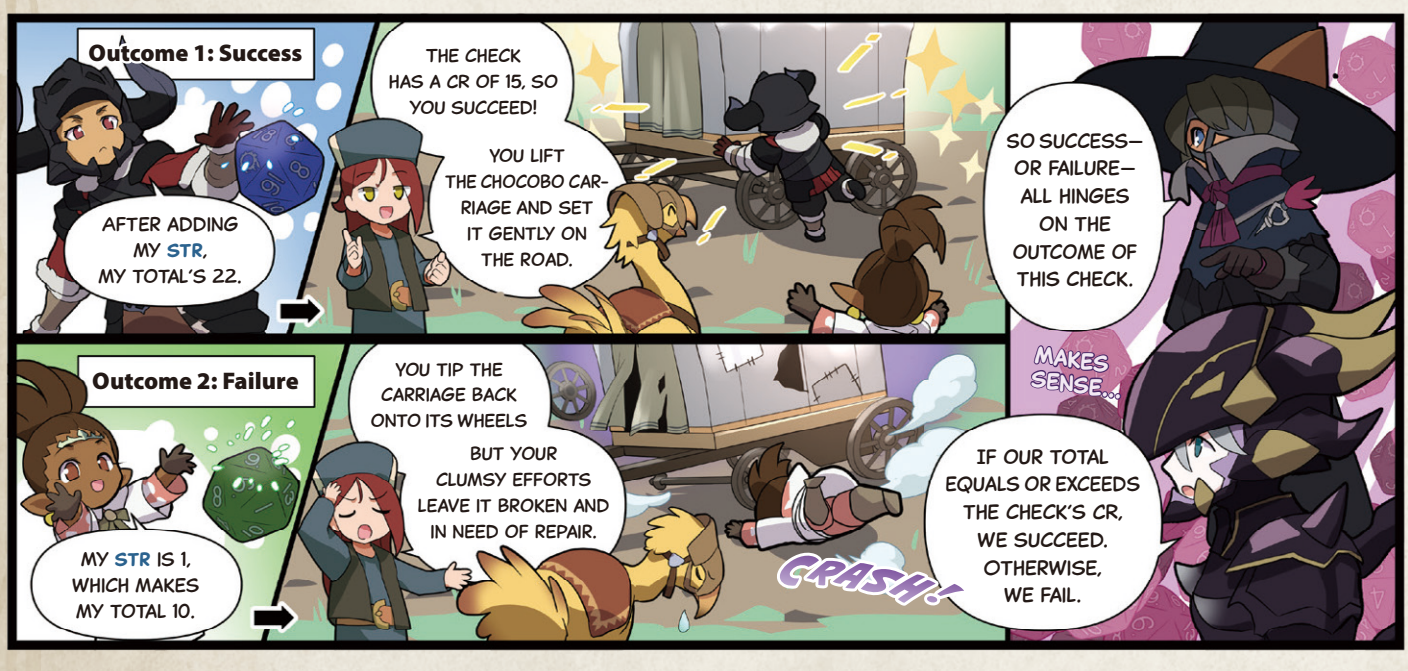


SUMMARY

- **The gamemaster, or GM, is responsible for running the game.**
- **The other players participate in the game as adventurers.**
- **Each player chooses a name and race for their character, then prepares an adventurer sheet.**
- **Players are encouraged to come up with some background for their characters, such as why they became an adventurer and how they know the other members of their party.**

Part 2: Making Checks



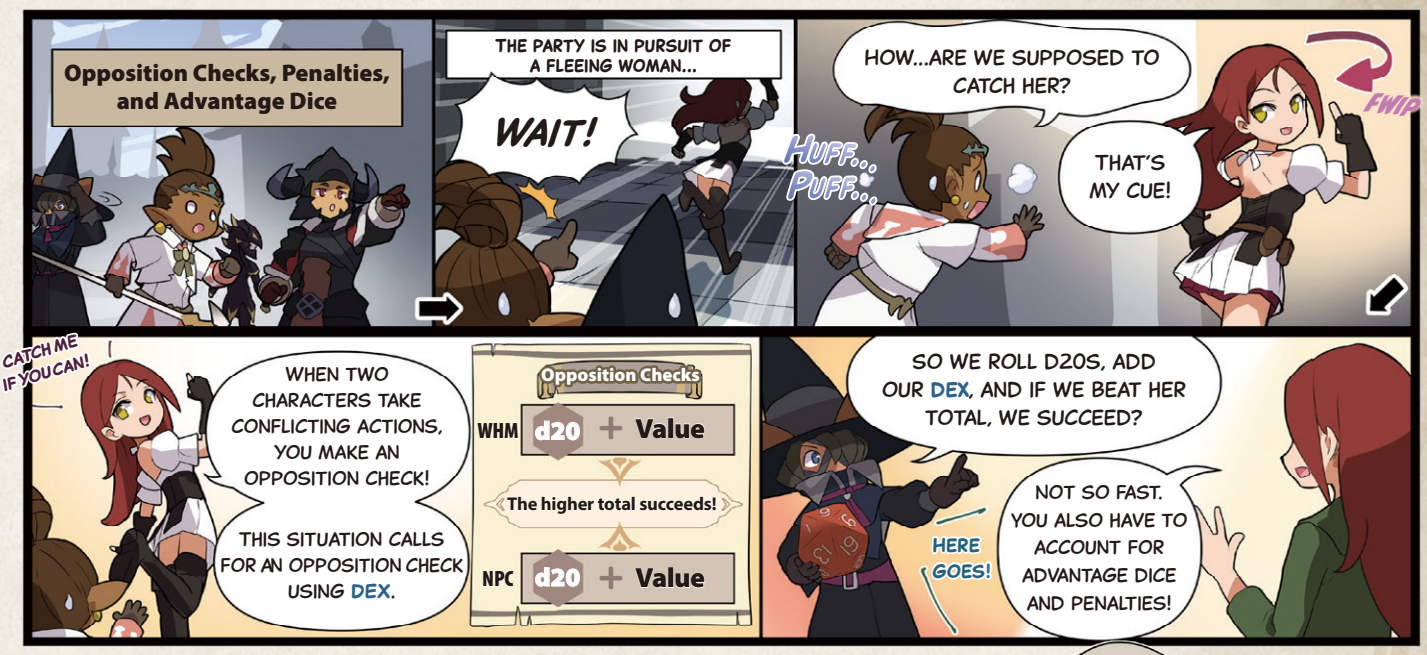


SUMMARY

- **Checks are required whenever the outcome of an action is uncertain.**
- **When making a check, a player rolls a d20 and adds the appropriate value—usually a primary attribute.**
- **If the total equals or exceeds the check's CR, the character succeeds.**



Part 3: Opposition Checks, Penalties, and Advantage Dice





SUMMARY

- Opposition checks are used when two or more characters take conflicting actions. After all competing characters make their checks, the character with the highest total succeeds.
- Penalties may be imposed when a character makes a check under less-than-ideal circumstances. These penalties are subtracted when making the check.
- Advantage dice may be awarded when a character makes a check in favorable circumstances. When making a check with advantage dice, roll one extra d20 for each advantage die awarded, then choose which result to use for the check.

Part 4: Encounters





SUMMARY

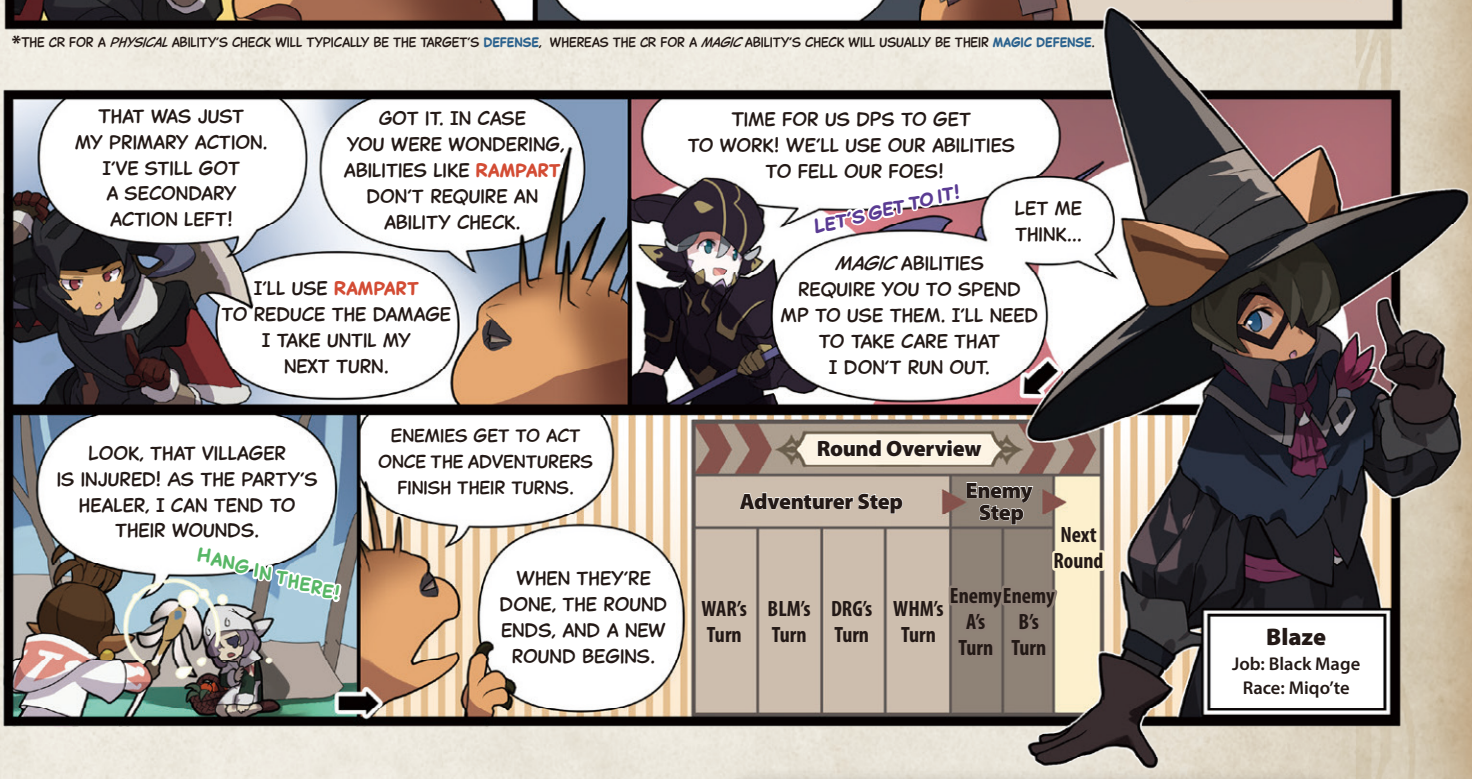
- At the beginning of an encounter, the adventurers choose their positions and decide on the order in which they'll take their turns.
- On their turn, a character can perform one primary action, one secondary action, and a standard movement, all in the order of their choosing. Movement can be broken up into multiple small moves.
- Players attack by selecting an ability and choosing a target. An ability's base effects are always resolved.

Part 5: Ability Checks

*Adventurers can split their movement, allowing them to move both before and after an action.



*The CR for a *physical* ability's check will typically be the target's Defense, whereas the CR for a *magic* ability's check will usually be their Magic Defense.



SUMMARY

- When an ability requires an ability check, the player rolls a d20 and adds the appropriate value. If the total exceeds the target's Defense or Magic Defense, the ability scores a direct hit.
- Each round is composed of the [Adventurer Step] and the [Enemy Step]. The adventurers take their turns first, followed by their enemies. Once all enemies have acted, the round ends and a new round begins with the [Adventurer Step].

Part 6: Criticals and Limit Breaks





SUMMARY

- If a player gets a natural 20 on an ability check, they score a critical, which allows them to roll twice as many dice for the ability's damage dealing or healing effects.
- Most encounters consist of a single phase that ends when all enemies have been defeated. Some encounters, however, have multiple phases.
- The GM will inform the players when they can use limit breaks. Each adventurer can use a single limit break during a given encounter, and the party can use no more than three total.

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.

What If I Can't Find Enough Players?

The majority of this game's premade 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 player characters during an adventure. Unlike other NPCs, which are handled by the GM, players take control of their companions during encounters.

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. The information for these companions can be found to the right.

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.

Getting Ready

If you'll be participating in the game as an adventurer, you'll need to choose a character to play as. This pamphlet includes a warrior (page 11), a white mage (page 13), a dragoon (page 19), and a black mage (page 21). Be sure to have a copy of your chosen adventurer sheet, the strategy guide for that adventurer's job, and the rules summary (page 32) on hand so you can reference them while playing the game.

If you're playing as the GM, be sure to review the game's rules and read though the scenario before starting.

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 section 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.**

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

Defender

Chocobo Companion: Defender (Level 30)

Size: Medium (1x1) - Cloudkin, Chocobo **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: 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, Chocobo **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 from the target. The target may choose which enfeeblement to remove.

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, Chocobo **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.

Adventurers

Three types of information determine who your adventurer is and what they can do: their job, their attributes, and their profile.

Jobs

Every adventurer has a job that determines their traits, abilities, and attributes.

Traits: Traits are special characteristics and talents your adventurer possesses. Unless otherwise stated, traits are always active, and their effects cannot be lost or removed.
Abilities: Abilities are the different skills and spells your adventurer can wield during encounters. Unlike traits, abilities must be used to take effect.

Attributes

An adventurer's attributes determine their strengths and weaknesses. The higher an attribute, the more capable the adventurer is at performing related actions.

STR: Strength—or **STR**—represents your adventurer's athleticism, physical fitness, and the raw power they can bring to bear.
DEX: Dexterity—or **DEX**—represents your adventurer's coordination, agility, reflexes, and balance.
VIT: Vitality—or **VIT**—represents your adventurer's hardiness, physical health, and endurance.
INT: Intelligence—or **INT**—represents your adventurer's sharpness of mind, ability to recall information, and reasoning skills.
MND: Mind—or **MND**—represents your adventurer's perceptiveness, instincts, and intuition.
Defense: **Defense** represents your adventurer's ability to withstand physical forces.
Magic Defense: **Magic Defense** represents your adventurer's ability to withstand magical forces.
Speed: **Speed** represents the distance your adventurer can move on their turn when performing a standard movement action.
Vigilance: **Vigilance** is a passive attribute that represents how aware your adventurer is of their surroundings at any given time.
Max HP: **Max HP** determines how many hit points—or HP—your adventurer has.
Max MP: **Max MP** determines how many magic points—or MP—your adventurer has. Some abilities require adventurers to spend MP to use them.

Adventurer Profile

Your adventurer is more than a walking collection of numbers—they're a living, breathing part of the world. That's why every adventurer has a profile that describes the kind of person they are.

Consider the following questions when writing your adventurer's profile:

- What race are they?
- What do they look like?
- Where were they born, and how were they raised?
- Why did they decide to become an adventurer?
- What are their likes and dislikes?
- Do they have any friends or family?

For the purposes of this trial booklet, adventurer profiles do not influence the mechanics of the game.

Game Rules

The following pages, along with the rule summary found on page 32, provide an overview of the game's rules. As before, you do not need to memorize them word for word; simply familiarizing yourself with how the game works before your first session is more than sufficient.

Keep in mind that the rules covered in this pamphlet are greatly simplified for ease of play, and omit topics that are unlikely to come up while running the scenario included. Should you ever want more information about how a specific rule works, or need guidance to resolve a situation that arises while playing the game, you can visit the game's official website to download a free, abbreviated version of the rules.

Player groups will generally play through scenarios by following this basic pattern:

1. The GM describes the situation in which the adventurers find themselves.
2. The players tell the GM what actions their adventurers take.
3. The GM describes what effect the adventurers' actions have had on the situation. If an adventurer attempts to perform a challenging action, the GM will ask that player to make a check to see if their efforts succeed.
4. Return to step 1 and repeat to continue the adventure.

Making Checks

When a character takes an action where the outcome is uncertain or is dependent on the skill with which the action is performed, the player controlling that character rolls a d20 to determine success or failure.

Follow these three steps when making a check:

1. Determine the type of check required and assign a challenge rating.
2. Roll a d20 and apply any relevant modifiers.
3. Determine the success or failure of the action.

Challenge Rating Reference Table

Easy	5	Very Hard	20
Average	10	Extremely Hard	25
Hard	15	Nearly Impossible	30

When (Not) to Make Checks

Not all actions require a check—a hale adventurer will have little trouble rising from their bed, strapping on their arms and armor, and leaving their inn room. Such tasks come naturally, and are therefore guaranteed to succeed.

The same applies to actions where a character's efforts are guaranteed to fail. No matter how skilled they may be, an adventurer hurling a pebble into the mouth of a cave can't expect their throw to kill a powerful monster deep within. The best they could hope for would be to scare off a few cave bats.

As a general rule, you only need to make checks if the outcome of an action is uncertain.

Name / Race

LV30 TANK/WARRIOR

Primary Attributes		Secondary Attributes	
STR	+4	Defense	15
DEX	+2	Magic Defense	12
VIT	+5	Vigilance	11
INT	+0	Speed	5 squares
MND	+1		

MP MAX 5

Recover 2 MP at the end of the [Adventurer Step].

HP MAX 35

Barrier

ITEMS

Profile

Traits & Other Effects

Combo — Trait

After resolving the effects of an ability with **Combo**, you may use one of the specified abilities at any point during your turn. You may move before doing so, and may choose a new target when using this additional ability.

Enmity — Enfeeblement

Enemies that you have **Enmity** on incur a -5 penalty on all ability checks that do not target you. **Enmity** is removed at the end of the enemy's next turn, or when you are **Knocked Out**.

Limit Break: Land Waker

Limit Break, Physical

Trigger: Immediately before one or more allied adventurers take damage

Base Effect: Makes you the sole target of all damage inflicted by the effect that triggered **Land Waker** and halves the damage you take (rounded up). If an ability triggered **Land Waker**, the character that used that ability suffers damage equal to the amount of HP you lost.

The blank fields on the left of your character sheet can be used to keep track of helpful information, such as your current HP and MP.
Certain abilities have one or more blank check boxes on the top right of the ability description. These indicate that an ability has a limited number of uses, and they can be marked to keep track of their remaining uses.

Primary Abilities

Warrior Combo (Heavy Swing + Maim)

Primary, Physical

Target: Single **Range:** 1 square
Check: STR (d20 + 4) **CR:** Target's Defense
Base Effect: Deals 2 damage and inflicts **Enmity** on the target.
Combo: Storm's Path
Direct Hit: Deals an additional 1d6 damage.

Storm's Path

Primary, Physical

Target: Single **Range:** 1 square
Check: STR (d20 + 4) **CR:** Target's Defense
Base Effect: Deals 2 damage and inflicts **Enmity** on the target. Restores 2 HP.
Direct Hit: Deals an additional 1d6 damage.

Overpower

Primary, Physical

Target: All enemies within range
Range: A 5x5 area centered on this character
Check: STR (d20 + 4) **CR:** Target's Defense
Base Effect: Inflicts **Enmity** on all targets.
Direct Hit: Deals 2 damage to all targets.

Tomahawk

Primary, Physical

Target: Single **Range:** 5 squares
Check: STR (d20 + 4) **CR:** Target's Defense
Base Effect: Deals 2 damage and inflicts **Enmity** on the target.
Direct Hit: Deals an additional 1d6 damage.

Enmity (Enfeeblement): Enemies that you have **Enmity** on incur a -5 penalty on all ability checks that do not target you. **Enmity** is removed at the end of the enemy's next turn or when you are **Knocked Out**.

Secondary Abilities

Rampart

Secondary

Base Effect: Reduces the damage you take from all abilities by 2 until the start of your next turn.
Limitation: Once per phase

Low Blow

Secondary, Physical

Target: Single **Range:** 1 square
Base Effect: **Stuns** the target until the end of this turn. Any characters **Stunned** by this ability cannot be **Stunned** again during this encounter.

Stun (Enfeeblement): A **Stunned** character cannot act during their turn or use *instant* abilities, and all markers for which they are the creator are removed. Characters receive one advantage die when making ability checks targeting a **Stunned** character.

Berserk

Secondary

Base Effect: Your abilities deal an additional 2 damage until the end of this turn.
Limitation: Three times per phase

Instant Abilities

***Instant* abilities cannot be used when surprised. A character cannot use multiple *instant* abilities on a given turn.**

Reprisal

Instant

Trigger: Immediately before an ability used by an enemy within 2 squares is resolved
Target: All enemies within range
Range: A 5x5 area centered on this character
Base Effect: Reduces the damage dealt by the abilities of all targets by 2 until the end of this round.
Limitation: Once per phase

Provoke

Instant

Trigger: When an enemy begins their turn
Target: The enemy that triggered this ability **Range:** 10 squares
Base Effect: Inflicts **Enmity** on the target.
Limitation: Once per phase

Interject

Instant

Trigger: When an adjacent enemy uses an *invoked* ability, or is using an *invoked* ability to generate a marker
Target: The enemy that triggered this ability **Range:** 1 square
Base Effect: Interrupts the *invoked* ability that triggered this ability, negating it completely.
Limitation: Once per phase

Thrill of Battle

Instant

Trigger: Immediately before you take damage
Base Effect: Restores 1d6 + 2 HP and grants a barrier equaling the amount of HP restored that exceeds your **Max HP**.
Limitation: Once per phase

Cut out this page and hand it to the player playing the warrior.

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Warrior Strategy Guide

As a tank, your primary role is to shield the party from harm. Force your foes to focus their attention on you, thereby preventing them from endangering your friends and allies.

Warriors can inflict an enfeeblement called **Enmity**, which makes it more difficult for enemies to attack other adventurers. While this means you'll frequently find yourself targeted by enemy attacks, your substantial HP and high **Defense** leave you well equipped to stand toe-to-toe with your foes and weather whatever damage comes your way.

Tips and Tricks

- Enemies that you have **Enmity** on incur a -5 penalty on all ability checks that don't target you. This penalty is significant enough to goad most foes into attacking you, but even if they do choose to target your allies, their attacks will be far less likely to score a direct hit. Either way, **Enmity** is one of your best tools for keeping your party safe, so try to inflict it on as many enemies as you can.

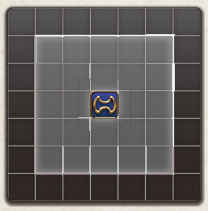
- Keep in mind that on your turn, you are free to choose the order in which you perform your actions. If you want to use a *secondary* ability to increase your damage output, be sure to do so before using a *primary* ability to attack.

- **Stunning** an enemy with **Low Blow** will remove all markers they are currently generating. You also receive one advantage die on ability checks targeting a **Stunned** character, so you may want to consider using **Low Blow** even if a foe is not generating any markers. Just remember that **Stun** wears off at the end of *your* turn, so a **Stunned** foe will recover before your allies can capitalize on their incapacitation.

Warrior FAQs

Q. What's the best way to protect my party when our enemies have us outnumbered?

A. **Overpower**, one of your *primary* abilities, is your go-to for dealing with crowds of enemies. This ability targets all foes in a 5x5 area centered on you, so you'll want to use standard movement to put as many enemies as possible into range.



While **Overpower** doesn't deal much damage, it allows you to inflict **Enmity** on multiple enemies at once. You can expect your foes to target you with their attacks when the [Enemy Step] rolls around, so you might want to use **Rampart** as your secondary action to shore up your defenses.

Q. An enemy I don't have Enmity on is about to start their turn. What should I do?

A. You can use **Provoke**, one of your *instant* abilities, at the beginning of an enemy's turn to inflict **Enmity** before they have a chance to act.

Instant abilities can be used during any character's turn, so if an enemy you expected to be incapacitated manages to survive, you can inflict **Enmity** with **Provoke** to hinder any retribution they plan against your allies.

Q. I'm about to take a lot of damage, and I don't have enough HP to survive. Is there anything I can do?

A. When you find yourself in a tight spot, you can use **Thrill of Battle**, one of your *instant* abilities, to heal yourself.

While most recovery effects can only heal you up to your **Max HP**, **Thrill of Battle** grants you a **barrier** equaling the amount of HP restored that exceeds your **Max HP**. This will allow you to soak up even more damage.

Name / Race

LV30 HEALER/WHITE MAGE

Primary Attributes		Secondary Attributes	
STR	+1	Defense	11
DEX	+1	Magic Defense	14
VIT	+2	Vigilance	15
INT	+3	Speed	5 squares
MND	+5		

MP MAX 5

Recover 2 MP at the end of the [Adventurer Step].

HP MAX 24

Barrier

ITEMS

Profile

Traits & Other Effects

Transcendent — Enhancement

While a character is under the effect of **Transcendent**, they are immune to damage and enfeeblements inflicted by enemy abilities, traits, and encounter mechanics. **Transcendent** is removed at the start of the character's turn, or when the character uses an ability.

Many restorative abilities, such as **Cure** and **Cure II**, list **Special (d20)** in their check field. These abilities require an ability check to determine if you score a critical or if a **proc** effect is triggered. The ability's base effect will always be resolved regardless of the outcome of the ability check.

Limit Break: Pulse of Life — *Limit Break, Magic*

Trigger: Any time **Target:** All allied adventurers within range **Range:** The entire encounter map*

Base Effect: Removes all enfeeblements from all targets and fully restores their HP and MP. **Pulse of Life** can remove **Knocked Out**, **Weakness**, and **Brink of Death**. *This ability also targets characters not present on the encounter map. When doing so, place them in an empty square within 5 squares of you after resolving the ability's effects.

Primary Abilities

Stone II — *Primary, Magic, Earth-Aspected, Invoked*

Cost: 1 MP **Target:** Single **Range:** 10 squares

Check: MND (d20 + 5) **CR:** Target's Magic Defense

Base Effect: Deals 2 damage to the target.

Direct Hit: Deals an additional 1d6 damage.

Cure II — *Primary, Magic, Invoked*

Cost: 2 MP **Target:** Single **Range:** 10 squares

Check: Special (d20, Critical)

Base Effect: Restores 2d6 + 7 HP to the target.

Medica — *Primary, Magic, Invoked*

Cost: 2 MP **Target:** All allies within range

Range: A 5 x 5 area centered on this character

Check: Special (d20, Critical)

Base Effect: Restores 1d6 + 3 HP to all targets.

Repose — *Primary, Magic, Invoked*

Cost: 2 MP **Target:** Single **Range:** 10 squares

Check: MND (d20 + 5) **CR:** Target's Magic Defense

Base Effect: The target incurs a -2 penalty on all checks. This effect lasts until the target takes damage or the phase ends.

Direct Hit: Removes all markers generated by the target.

Raise — *Primary, Magic, Invoked*

Cost: 3 MP **Target:** 1 **Knocked Out** character

Range: 5 squares*

Check: Special (d20, Critical)

Base Effect: Removes the **Knocked Out** enfeeblement from the target, then restores 1d6 + 3 HP, grants **Transcendent**, and afflicts them with **Weakness**. *This ability can also target a character outside the encounter map. When doing so, move the character to an empty square within range after resolving the ability's effects.

Weakness: A **Weakened** character incurs a -2 penalty on all checks. The **Weakened** enfeeblement does not wear off at the end of a phase, and can only be removed by completing a rest action, or by effects which specifically remove it.

Secondary Abilities

Aero — *Secondary, Magic, Wind-Aspected*

Cost: 1 MP **Target:** Single **Range:** 10 squares

Base Effect: Inflicts a **DOT (3)** on the target.

DOT (Enfeeblement): An enemy afflicted with a **DOT** takes the damage specified at the end of each round's [Enemy Step].

Cure — *Secondary, Magic, Invoked*

Cost: 1 MP **Target:** Single **Range:** 10 squares

Check: Special (d20, Critical)

Base Effect: Restores 1d6 + 1 HP to the target.

Esuna — *Secondary, Magic, Invoked*

Cost: 1 MP **Target:** Single **Range:** 10 squares

Base Effect: Removes a single enfeeblement of the target's choosing. Some enfeeblements, such as **Knocked Out** or **Weakness**, cannot be removed by this effect.

Lucid Dreaming — *Secondary*

Base Effect: Recover an additional 1 MP at the end of this round's [Adventurer Step]. If no MP is recovered, this has no effect.

Limitation: Once per phase

Presence of Mind — *Secondary*

Base Effect: Immediately use one of your *magic* abilities.

Limitation: Once per phase

Instant Abilities

***Instant* abilities cannot be used when surprised. A character cannot use multiple *instant* abilities on a given turn.**

Swiftcast — *Instant*

Trigger: When any character finishes their turn

Base Effect: Immediately use one of your *magic* abilities.

Limitation: Once per phase

The blank fields on the left of your character sheet can be used to keep track of helpful information, such as your current HP and MP.

Certain abilities have one or more blank check boxes on the top right of the ability description. These indicate that an ability has a limited number of uses, and they can be marked to keep track of their remaining uses.

Cut out this page and hand it to the player playing the white mage.

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White Mage Strategy Guide

As a healer, your primary role is to keep your allies hale and hearty by healing their wounds and removing enfeeblements.

Without you, your party has little hope of withstanding your enemies' attacks, so try to stay mobile and avoid taking damage whenever you can. You also need to keep tabs on your remaining MP; if you run out, you won't be able to offer aid to your allies. Be sure to think ahead and factor in your MP recovery when planning for future turns.

Tips and Tricks

- **Esuna**, one of your *secondary* abilities, can remove enfeeblements such as **DOTs**, **Prone**, and **Slow**. Some enfeeblements, including **Knocked Out** and **Weakness**, cannot be removed by this effect.
- Your healing effects cannot cause a character's HP to exceed their **Max HP**. Excess healing is ignored, so take care that your restorative magic doesn't go to waste.

White Mage FAQs

Q. It's my turn, but none of my allies have taken damage. What should I do?

A. Any time your party isn't in need of healing is a chance for you to join the offensive. **Stone II**, one of your *primary* abilities, allows you to contribute to the fight. You can also use **Aero**, one of your *secondary* abilities, to inflict a **DOT** that slowly but surely whittles away an enemy's HP.

Just remember that your responsibilities as a healer come first. In some cases, it might be better to end your turn without using any abilities to preserve MP, just in case things take a turn for the worse.

Q. An ally just took a lot of damage, and won't survive the next enemy's turn. How can I help?

A. You can use **Swiftcast**, one of your *instant* abilities, at the end of any character's turn to immediately use one of your *magic* abilities.

Take this opportunity to tend your ally's wounds with a healing ability such as **Cure II** before the next enemy begins their turn. With luck, your ministrations will be enough to keep your ally from being **Knocked Out**.

Q. An enemy Knocked Out one of my allies. What should I do?

A. The **Knocked Out** enfeeblement cannot be removed through normal means, but **Raise** allows you to do just that. It also heals the fallen character and grants them an enhancement that prevents them from immediately being **Knocked Out** again.

Q. My party is in bad shape. How can I heal a lot of HP all at once?

A. Use **Cure II** or **Medica** as your primary action and **Cure** as your secondary action to aid the allies in greatest need.

If you aren't in any immediate danger, you can forgo all standard movement on your turn to focus and use **Cure** as an additional secondary action. You'll need a lot of MP to pull this off, so choose your moment well.

Cut out this page for use when running the premade scenario included in this pamphlet.
The back of this page contains the encounter map. Do not cut out these images!

Southern Thanalan (Broken Water)



Antling Drone

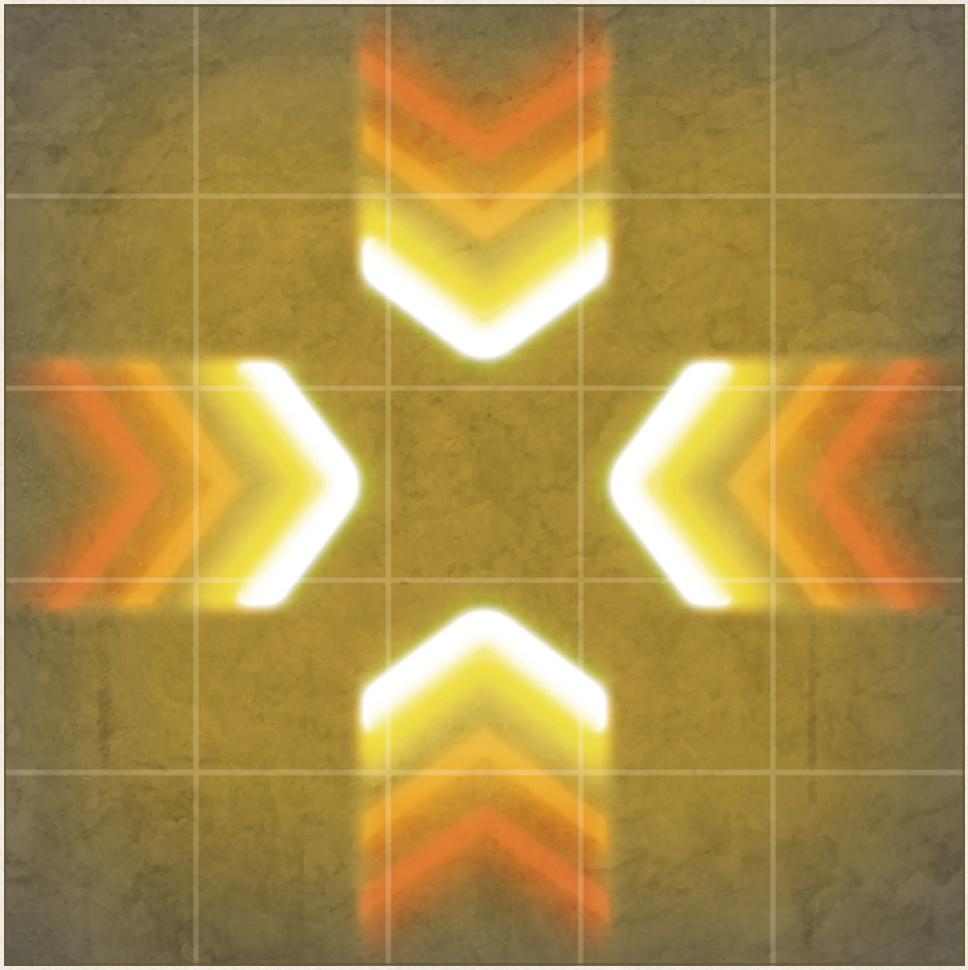


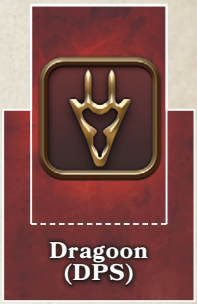
Putrescent Pudding



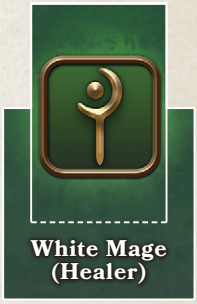
Cut out this page for use as an encounter map for the premade scenario included in this pamphlet.





















Cut out these components for use when playing the premade scenario included in this pamphlet. The marker on the top left of the page is used for the putrescent pudding's **Fire II** ability. The tokens are used to keep track of character positions on the encounter map.



Components for use when playing the premade scenario included in this pamphlet can be found on the other side of this page.

Name / Race

LV30 DPS/DRAGOON

Primary Attributes		Secondary Attributes	
STR	+5	Defense	14
DEX	+3	Magic Defense	11
VIT	+2	Vigilance	11
INT	+1	Speed	5 squares
MND	+1		

MP MAX 5

Recover 2 MP at the end of the [Adventurer Step].

HP MAX 26

Barrier

ITEMS

Profile

Traits & Other Effects

Combo — Trait

After resolving the effects of an ability with **Combo**, you may use one of the specified abilities at any point during your turn. You may move before doing so, and may choose a new target when using this additional ability.

Power Surge — Enhancement

While under the effect of **Power Surge**, your abilities deal an additional 2 damage. **Power Surge** is removed when you are **Knocked Out**.

Drain — Enhancement

While under the effect of **Drain**, your abilities restore 2 HP each time they deal damage.

Limit Break: Dragonsong Dive — *Limit Break, Physical*

Trigger: Any time **Target:** Single **Range:** 5 squares

Base Effect: Deals 6d6 damage to the target, then move to an empty square adjacent to the target if one is available. This ability can be used to evade enemy attacks.

Primary Abilities

True Thrust — *Primary, Physical*

Target: Single **Range:** 1 square

Check: STR (d20 + 5) **CR:** Target's Defense

Base Effect: Deals 3 damage to the target. **Combo:** Dragoon Combo or Disembowel

Direct Hit: Deals an additional 2d6 damage.

Dragoon Combo (Vorpal Thrust + Full Thrust) — *Primary, Physical*

Target: Single **Range:** 1 square

Check: STR (d20 + 5) **CR:** Target's Defense

Base Effect: Deals 3 damage to the target.

Direct Hit: Deals an additional 2d6 damage.

Disembowel — *Primary, Physical*

Target: Single **Range:** 1 square

Check: STR (d20 + 5) **CR:** Target's Defense

Base Effect: Deals 3 damage to the target and grants **Power Surge**.

Direct Hit: Deals an additional 1d6 damage.

Piercing Talon — *Primary, Physical*

Target: Single **Range:** 5 squares

Check: STR (d20 + 5) **CR:** Target's Defense

Base Effect: Deals 3 damage to the target.

Direct Hit: Deals an additional 2d6 damage.

Jump — *Primary, Physical*

Target: Single **Range:** 5 squares

Check: STR (d20 + 5) **CR:** Target's Defense

Base Effect: Deals 2d6 + 3 damage to the target.

Direct Hit: Deals an additional 2d6 damage.

Limitation: Once per phase

Secondary Abilities

Life Surge — *Secondary*

Base Effect: Grants **Drain** until the end of this turn and one advantage die on your next ability check.

Limitation: Once per phase

Lance Charge — *Secondary*

Base Effect: Your abilities deal an additional 2 damage until the end of this turn.

Limitation: Twice per phase

Bloodbath — *Secondary*

Base Effect: Grants **Drain** until the end of this turn.

Limitation: Once per phase

Leg Sweep — *Secondary, Physical*

Target: Single **Range:** 1 square

Base Effect: **Stuns** the target until the end of this turn. Any characters **Stunned** by this ability cannot be **Stunned** again during this encounter.

Limitation: Once per phase

Stun (Enfeeblement): A **Stunned** character cannot act during their turn or use *instant* abilities, and all markers for which they are the creator are removed. Characters receive one advantage die when making ability checks targeting a **Stunned** character.

Instant Abilities

***Instant* abilities cannot be used when surprised. A character cannot use multiple *instant* abilities on a given turn.**

Feint — *Instant, Physical*

Trigger: Immediately before an ability used by an enemy is resolved

Target: The enemy that triggered this ability **Range:** 2 squares

Base Effect: Reduces the damage dealt by the abilities of the enemy that triggered this ability by 2 until the end of this turn.

Limitation: Once per phase

Second Wind — *Instant*

Trigger: When any character finishes their turn

Base Effect: Restores 1d6 + 2 HP.

Limitation: Once per phase

The blank fields on the left of your character sheet can be used to keep track of helpful information, such as your current HP and MP.

Certain abilities have one or more blank check boxes on the top right of the ability description. These indicate that an ability has a limited number of uses, and they can be marked to keep track of their remaining uses.

Cut out this page and hand it to the player playing the dragoon.

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Dragoon Strategy Guide

As a DPS, your primary role is to deal damage and bring your enemies low. Devastate your foes with potent attacks to secure victory for you and your fellow adventurers.

Dragoons focus on melee DPS, which means you'll have to get up close and personal to use many of your abilities. Of course, engaging foes at close range is a risky proposition, so you'll need to keep an eye on your HP while you go around sticking foes with the pointy end of your lance.

Tips and Tricks

- Keep in mind that on your turn, you are free to choose the order in which you perform your actions. If you want to use a *secondary* ability to increase your damage output or grant yourself an enhancement, be sure to do so before using a *primary* ability to attack.
- The effects of both **Lance Charge** and **Drain** last until the end of your turn. Make the most of this by using **True Thrust** as your primary action, and your **Combo** trait will allow you to follow up with **Dragoon Combo** or **Disembowel**.
- **Life Surge** grants you an advantage die on your next ability check. You only get one chance, so make it count by using an ability that can deal a lot of damage, such as **Jump**.
- **Stunning** an enemy with **Leg Sweep** will remove all markers they are currently generating. You also receive one advantage die on ability checks targeting a **Stunned** character, so you may want to consider using **Leg Sweep** even if a foe is not generating any markers. Just remember that **Stun** wears off at the end of *your* turn, so a **Stunned** foe will recover before your allies can capitalize on their incapacitation.

Dragoon FAQs

Q. I'm running low on HP. How can I keep myself in the fight?

A. **Bloodbath**, one of your *secondary* abilities, grants you **Drain**. This enhancement heals you each time you damage an enemy with an ability.

While under the effect of **Drain**, use **True Thrust** as your primary action. This allows you to use your **Combo** trait to follow up with **Dragoon Combo** or **Disembowel** to heal twice in a single turn.

Q. Is there something I can do to boost my damage output?

A. Use **True Thrust** as your primary action, which lets you use your **Combo** trait to follow up with **Disembowel** and grant yourself **Power Surge**.

This enhancement lets you deal more damage with your abilities for the rest of the phase, so always make sure to have **Power Surge** up during encounters.

Q. I need to take out an enemy this turn, but they still have plenty of HP. How can I deal a lot of damage all at once?

A. Try using **Life Surge** as your secondary action, then **Jump** as your primary action. **Life Surge** will give you an advantage die on **Jump**'s ability check, which means you'll have a better chance of scoring a direct hit.

If you're lucky and roll a 20, **Jump** will score a critical and deal a whopping 8d6 + 3 damage.

Name / Race

LV30 DPS/BLACK MAGE

Primary Attributes		Secondary Attributes	
STR	+0	Defense	11
DEX	+2	Magic Defense	15
VIT	+1	Vigilance	14
INT	+5	Speed	5 squares
MND	+4		

MP MAX 5

Recover 2 MP at the end of the [Adventurer Step].

HP MAX 21

Barrier

ITEMS

Profile

Traits & Other Effects

Consecutive Invocation — Trait

On your turn, after resolving the effects of an ability that enables this trait, you may forgo all standard movement until the end of your turn to use an additional *invoked primary* ability. You may choose a new target when using this additional ability. **Consecutive Invocation** can only be used once per turn, and does not prevent you from using focus to perform an additional secondary action.

Umbral Ice — Enhancement

While under the effect of **Umbral Ice**, recover an additional 2 MP at the end of the [Adventurer Step]. **Umbral Ice** is removed when you are **Knocked Out**, or, if the effect is not renewed, at the end of your next turn. Being granted **Astral Fire** removes this effect as well.

Astral Fire — Enhancement

While under the effect of **Astral Fire**, your *fire-aspected* abilities deal an additional 1d6 damage and you do not recover MP at the end of the [Adventurer Step]. **Astral Fire** is removed when you are **Knocked Out**, or, if the effect is not renewed, at the end of your next turn. Being granted **Umbral Ice** removes this effect as well.

Thaumaturgic Shock — Trait

You cannot use a *thunder spell* ability such as **Thunder** or **Thunder II** to inflict a **DOT** on a character already suffering from a **DOT** inflicted by one of your *thunder spell* abilities.

Limit Break: Meteor

Limit Break, Magic, Fire-Aspected

Trigger: Any time **Target:** All enemies within range **Range:** A 5x5 area within 10 squares of this character

Base Effect: Deals 4d6 damage to all targets. While under the effect of **Astral Fire**, **Meteor** deals an additional 1d6 damage.

The blank fields on the left of your character sheet can be used to keep track of helpful information, such as your current HP and MP.
Certain abilities have one or more blank check boxes on the top right of the ability description. These indicate that an ability has a limited number of uses, and they can be marked to keep track of their remaining uses.

Primary Abilities

Blizzard

Primary, Magic, Ice-Aspected, Invoked

Cost: 1 MP **Target:** Single **Range:** 10 squares

Check: INT (d20 + 5) **CR:** Target's Magic Defense

Base Effect: Deals 3 damage to the target, grants **Umbral Ice**, and enables **Consecutive Invocation**.

Direct Hit: Deals an additional 1d6 damage.

Blizzard II

Primary, Magic, Ice-Aspected, Invoked

Cost: 2 MP **Target:** All enemies within range

Range: A 5x5 area within 10 squares of this character

Check: INT (d20 + 5) **CR:** Target's Magic Defense

Base Effect: Deals 3 damage to all targets and grants **Umbral Ice**.

Direct Hit: Deals an additional 1d6 damage.

Fire

Primary, Magic, Fire-Aspected, Invoked

Cost: 2 MP **Target:** Single **Range:** 10 squares

Check: INT (d20 + 5) **CR:** Target's Magic Defense

Base Effect: Deals 3 damage to the target, grants **Astral Fire**, and enables **Consecutive Invocation**.

Direct Hit: Deals an additional 1d6 damage.

Fire II

Primary, Magic, Fire-Aspected, Invoked

Cost: 3 MP **Target:** All enemies within range

Range: A 5x5 area within 10 squares of this character

Check: INT (d20 + 5) **CR:** Target's Magic Defense

Base Effect: Deals 3 damage to all targets and grants **Astral Fire**.

Direct Hit: Deals an additional 1d6 damage.

If an ability grants you **Umbral Ice** while under the effect of **Astral Fire**, **Astral Fire** is removed and **Umbral Ice** immediately takes effect. The reverse also applies.

Thunder

Primary, Magic, Lightning-Aspected, Thunder Spell, Invoked

Cost: 1 MP **Target:** Single **Range:** 10 squares

Base Effect: Deals 3 damage and inflicts a **DOT (3)** on the target. Enables **Consecutive Invocation**. Whenever the **DOT (3)s** inflicted by this ability deal damage, roll a single d20. On a 19 or 20, the following **proc** effect triggers.

Thundercloud: The next *lightning-aspected* ability you use this phase costs 0 MP and deals an additional 6 damage.

DOT (Enfeeblement): An enemy afflicted with a **DOT** takes the damage specified at the end of each round's [Enemy Step].

Thunder II

Primary, Magic, Lightning-Aspected, Thunder Spell, Invoked

Cost: 2 MP **Target:** All enemies within range

Range: A 5x5 area within 10 squares of this character

Base Effect: Inflicts a **DOT (3)** on all targets. Whenever the **DOT (3)s** inflicted by this ability deal damage, roll a single d20. On a 19 or 20, the following **proc** effect triggers.

Thundercloud: The next *lightning-aspected* ability you use this phase costs 0 MP and deals an additional 6 damage.

Sleep

Primary, Magic, Invoked

Cost: 2 MP **Target:** All enemies within range

Range: A 5x5 area within 10 squares of this character

Check: INT (d20 + 5) **CR:** Target's Magic Defense

Base Effect: All targets incur a -2 penalty on all checks. This effect lasts until the targets take damage or the phase ends.

Direct Hit: Removes all markers generated by all targets.

Secondary Abilities

Scathe

Secondary, Magic

Cost: 1 MP **Target:** Single **Range:** 10 squares

Base Effect: Deals 3 damage to the target.

Transpose

Secondary

Base Effect: Removes **Umbral Ice** and grants **Astral Fire**, or removes **Astral Fire** and grants **Umbral Ice**. **Transpose** can only be used once per turn.

Lucid Dreaming

Secondary

Base Effect: Recover an additional 1 MP at the end of this round's [Adventurer Step]. If no MP is recovered, this has no effect.

Limitation: Once per phase

Manafont

Secondary

Base Effect: Restores 2 MP.

Limitation: Once per phase

Manaward

Secondary

Base Effect: Grants a barrier of 2 HP.

Limitation: Once per phase

Instant Abilities

Instant **abilities cannot be used when surprised. A character cannot use multiple *instant* abilities on a given turn.**

Swiftcast

Instant

Trigger: When any character finishes their turn

Base Effect: Immediately use one of your *magic* abilities.

Limitation: Once per phase

Addle

Instant, Magic

Trigger: Immediately before an ability used by an enemy is resolved

Target: The enemy that triggered this ability **Range:** 5 squares

Base Effect: Reduces the damage dealt by the abilities of the enemy that triggered this ability by 2 until the end of this turn.

Limitation: Once per phase

Cut out this page and hand it to the player playing the black mage.

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Black Mage Strategy Guide

As a DPS, your primary role is to deal damage and bring your enemies low. Devastate your foes with potent attacks to secure victory for you and your fellow adventurers.

Black mage is a magical ranged DPS job that excels at attacking foes from afar using powerful invocations. Forgoing standard movement allows a black mage to use additional *invoked* abilities, so you'll want to secure a good, stable position from which to launch salvos of deadly arcane spells. You'll also need to manage your MP reserves carefully if you want to rain a ceaseless torrent of destruction on your foes.

Tips and Tricks

- After using **Fire**, **Blizzard**, or **Thunder**, your **Consecutive Invocation** trait allows you to forgo all standard movement on your turn to use an additional *invoked primary* ability. This trait can be used in tandem with focus, allowing you to perform an additional secondary action as well.
- **Blizzard** and **Blizzard II** grant you the **Umbral Ice** enhancement, which allows you to recover more MP at the end of the [Adventurer Step].
- **Fire** and **Fire II** grant you the **Astral Fire** enhancement, which increases the damage dealt by your *fire-aspected* abilities. While under the effect of **Astral Fire**, you do not recover MP at the end of the [Adventurer Step].
- **Umbral Ice** and **Astral Fire** are mutually exclusive. If an ability grants you **Umbral Ice** while under the effect of **Astral Fire**, **Astral Fire** is removed and **Umbral Ice** immediately takes effect. The reverse also applies.

Black Mage FAQs

Q. I need to take out an enemy this turn, but they still have plenty of HP. How can I deal a lot of damage all at once?

A. First, use **Blizzard** or **Blizzard II** to grant yourself **Umbral Ice**. On your next turn, use **Transpose**, one of your *secondary* abilities, to remove **Umbral Ice** and grant yourself **Astral Fire**, which boosts the damage dealt by your *fire-aspected* abilities. If you combine this with your **Consecutive Invocation** trait to attack with two *fire-aspected* abilities in a single turn, you can reduce your foes to ashes within a matter of moments.

Q. I keep running out of MP. How can I avoid this while staying on the offensive?

A. When you're low on MP, try using abilities with a lower MP cost, such as **Blizzard** and **Thunder**. **Blizzard** also grants you **Umbral Ice**, which boosts your MP recovery.

Manafont and **Lucid Dreaming**, two of your *secondary* abilities, can also help top up your MP reserves in times of need.

Encounter Rules

Encounters are urgent situations in which the specifics of each character's actions take center stage. These can include clashes with monsters, tense escapes from crumbling ruins, or even desperate struggles for the very fate of the star. Encounters take place on an encounter map, upon which participating characters battle and maneuver. A square grid should be used to represent the encounter map, with miniatures or other tokens to keep track of character positions.

Encounters play out over a series of rounds. Each round, all characters participating in the encounter take a single turn, beginning with the adventurers and their allies.

Turns

When a character is involved in an encounter, they may perform several different actions during their turn. Each turn, they can perform a primary action, a secondary action, and a standard movement or focus. You may choose the order in which your adventurer performs these actions, or opt to end your turn without performing some or all of them. When there are no further actions you can or wish to take on your turn, declare your turn to be finished and proceed to either the next adventurer's turn or the next step of the round.

Enhancements and Enfeeblements

Enhancements and enfeeblements wear off in the manner specified in their effect description, when abilities are used to remove them, or at the end of a phase.

Unless otherwise specified, a given character cannot use the same ability or trait to grant multiple instances of an enhancement or enfeeblement to a single target.



Movement

Standard Movement

Characters often need to remain mobile during encounters to stay out of harm's way or position themselves more favorably. By using a standard movement action, a character can move between different squares during their turn so long as the number of squares traversed does not exceed their **Speed**. Moving into an adjacent square costs 1 square of movement, regardless of whether that square is orthogonally or diagonally adjacent. When counting squares for movement, do not include your starting square.

Movement Effects

Movement that occurs as a result of an ability's effect, a character trait, or an encounter mechanic is referred to as a movement effect. This is considered distinct from standard movement.

For this reason, a character can still move via a movement effect even after using all of their standard movement. Movement effects do not change the distance a character can move when performing a standard movement action on a given turn; they are simply a secondary source of mobility.

Moving Through Occupied Squares

Characters cannot pass through squares that contain an enemy. However, they may pass through squares occupied by allied characters. Additionally, a character cannot end movement in a square occupied by another character. If a character would run out of movement in a square in which another character is present, they cannot enter that square.

HP

When a character suffers damage during an encounter, their HP value is reduced by the amount of damage taken. Damage that would cause their HP value to fall below 0 instead brings it to 0; any extra damage is ignored.

When a character receives a healing effect, their HP value is increased by the amount of HP it restores. Recovery that would cause their HP to exceed their **Max HP** value instead brings it to their **Max HP** value; any extra healing is ignored.

When a character's HP falls to 0, that character is **Knocked Out**. A character with 0 HP cannot recover HP until **Knocked Out** is removed via an ability such as **Raise**, by using an item such as a Company-Issue Tonic, or through some other special effect.

Outside of an encounter, a character's HP value will always equal their **Max HP**, unless special rules are in effect.

MP

MP is often consumed as the cost of using certain abilities. While in an encounter, all adventurers will automatically recover 2 MP at the end of a round's [Adventurer Step], before the [Enemy Step] begins.

Outside of an encounter, a character's MP value will always equal their **Max MP**, unless special rules are in effect.

Abilities

Abilities are a key component of any encounter, and characters can use them to affect the world in a number of different ways. Each ability is comprised of the following fields, though some abilities may not include all of the fields described below. If an ability's description does not contain a certain field, the ability does not possess that field.

If an ability requires an ability check, the player responsible for the character using the ability must make a check before resolving its effects. Depending on the outcome of the check, the ability's effects may change.

Name
The ability's name.

Type
- ***Primary, Secondary, Instant***
  Abilities are separated into different types, which indicate how and when they can be used.

  Primary abilities can be used as a primary action, and *secondary* abilities can be used as a secondary action. *Instant* abilities can be used whenever their trigger conditions are met—even on another character's turn.

  Certain special abilities do not belong to any of the above types. Their descriptions will explain how and when they can be used.

- ***Physical, Magic, Unique***
  Abilities are further classified as *physical*, *magic*, or *unique*. This classification affects the CR of the ability check made when the ability is used.

- **Other Classifications**
  Some abilities have other classifications, indicating whether the ability is *invoked*, *fire-aspected*, and so forth. This information may be referenced by character traits or other abilities.

Cost
The cost that must be paid in order to use the ability. An ability cannot be used if a character lacks the resources to pay its cost, or if expending those resources would render them incapable of using it.

Typically, abilities with a cost require their user to spend a certain amount of MP. However, some abilities draw on resources other than MP.

Abilities without a cost listed do not have one, unless otherwise detailed in their description.

Condition
Some abilities have conditions that must be met before they can be used.

Target
The character, characters, or objects the ability affects.

Range
The distance at which the ability can be used and the number of squares it affects. Abilities do not affect targets that move out of range before their effects are resolved. For example, a target could avoid an ability by using a trait or ability of their own to flee to safety. Abilities which target their user do not have a range.

Check
The values used for ability checks made when using the ability.

Abilities without this field can be used without making an ability check. When a character uses the ability, simply resolve its base effect.

If an ability check is listed as "Special," refer to the ability's base effect description for more information. These abilities do not have a CR or a direct hit effect, and often require an ability check simply to see if you score a critical or if a proc effect is triggered.

CR
The challenge rating (CR) for a *physical* ability's check will always be the target's **Defense**, whereas the CR for a *magic* ability's check will always be the target's **Magic Defense**, unless otherwise stated.

> ***Physical*** **Ability CR = Target's Defense**
> ***Magic*** **Ability CR = Target's Magic Defense**

The CR for a *unique* ability's check can be found in the ability's description, in the scenario, or in the character's traits.

Base Effect
The effect that is resolved when the ability is used. An ability's base effect is always fully resolved, unless something interrupts or otherwise negates the use of the ability itself.

Direct Hit
An additional effect that is resolved when the character scores a direct hit with the ability.

Limitation
Indicates how many times the ability can be used in a given period of time. It may also describe other restrictions or conditions.

Ability Checks
Many abilities require players to make an ability check when used. The check field indicates the value, often a primary attribute, to be used for this check. It will also specify the check's CR.

If the ability check's total equals or exceeds the CR, the ability scores a direct hit, and the effect described in its direct hit field is resolved alongside its base effect.

Some abilities have "Special" listed in their check or CR fields. In these cases, the result of an ability check or d20 roll may be referenced when resolving the ability's effect.

Using Additional Abilities
Some abilities have special effects that allow you to use additional abilities in excess of the usual limit of one ability of each type per turn. These abilities will specify the additional abilities you may choose from, and while you are not required to use an additional ability, you can only use those that are indicated by the initial ability's effect.

Markers

Some abilities have effects that generate markers. Markers serve as visual cues that provide advance notice of what is about to occur on the encounter map. When a marker is generated, an object or token should be placed on the encounter map to represent that marker.

Each marker is comprised of the following fields. If a field is blank, the marker does not possess that field.

Source
The ability or effect that generated the marker.

Creator
The character that used the ability that generated the marker.

If the creator is afflicted with an enfeeblement that renders them unable to maintain the marker, the marker is removed from the encounter map.

Marker Type
All markers are classified as mobile or stationary.

A mobile marker may change location or size before its effects are resolved, as long as the conditions noted in the source ability's description are met.

Stationary markers, on the other hand, are immobile and will remain in the square or squares in which they were generated until their effects are resolved.

Origin
The location in which the marker is placed on the encounter map. A marker's origin can be one or more characters or squares on the encounter map.

Marker Area
The total area that the marker will affect. This field also indicates the conditions under which a mobile marker changes location.

The GM will decide whether or not they convey to the other players how a given mobile marker moves based on instructions in the scenario or by using their own discretion.

Target
The character, characters, or objects the marker affects.

Marker Trigger
The conditions under which the marker's effect is resolved. When these conditions are met, the marker's effect is resolved for all valid targets within the marker area.

Marker Effect
The effect that is resolved when the marker trigger's conditions are met. This field describes both the effect the marker has on its targets as well as any secondary effects the marker may have.

Unless otherwise specified, a marker's effects only apply to enemies of its creator. If a marker has no creator, it will affect all valid targets within the marker area, unless the rules specify otherwise.

Marker Resolution

Follow these steps when generating and resolving a marker:

1. **[Generate Marker]:** When an ability or effect that generates a marker is resolved, declare its source and creator.
2. **[Place Marker]:** Place an object or token on the encounter map to represent the marker to the players, and declare whether it is a mobile or stationary marker. If it is a mobile marker and you wish to share this information, declare under what conditions this marker will move.
3. **[Confirm Marker Trigger]:** Confirm the conditions under which the marker's effect is resolved.
4. **[Declare Marker Activation]:** When the marker is triggered, inform the players that the marker's effect will be resolved.
5. **[Confirm Marker Target]:** Confirm the target or targets of the marker's effects.
6. **[Confirm Marker Effect]:** Confirm the marker's effect. If this requires you to roll any dice, do so now.
7. **[Resolve Effects]:** Resolve the effect confirmed in step 6 for the marker's target, targets, or all targets within the marker's area of effect.

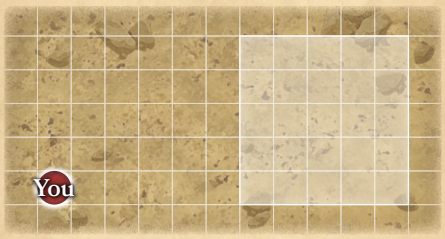
Sample Ability Ranges



A 3x3 area centered on this character



A 3x3 area adjacent to this character



A 5x5 area within 10 squares of this character



Trial Scenario - Necrologos: Fluid Corruption

An Eorzean Scenario, Recommended for a Light Party of Level 30 Adventurers

This trial scenario was designed to offer an easy introduction to the Final Fantasy XIV TTRPG. To reduce the burden on first-time GMs, it includes descriptive passages that help to move the story along and tactical information detailing enemy behavior during its single encounter.

Understandably, individuals who frequently play TTRPGs may desire a more free-form and personalized experience. Should that apply to your group, you are encouraged to use your knowledge of the medium to build upon the foundation provided to customize this scenario for the players at your table.

The average expected playtime for this scenario is two hours, or one hour for parties of experienced TTRPG players. When following the scenario as intended, the party will take part in one combat encounter.

The GM should review this scenario in full before beginning the game. To avoid spoiling the story, other players should refrain from reading the information contained here in advance.

Scenario Synopsis (GM's Notes)

While visiting Little Ala Mhigo in southern Thanalan, the party accepts a guildleve—a quest issued by the Adventurers' Guild. To complete it, they must collect the missing pages of the *Necrologos*, a forbidden tome within which dark creatures known as voidsent have been imprisoned, and see that they are destroyed along with any fiends that manage to slip free.

Lv. 30 **Necrologos: Fluid Corruption**

Player Information



Description

A recently uncovered copy of the dark tome—the *Necrologos*—was being delivered to the Thaumaturges' Guild for disposal when a band of frenzied monsters, presumably drawn by the evil from within the book, attacked the carriers and made away with their cargo. If the pages were to fall into the wrong hands, much mayhem could be wrought, and so we of the Order of Nald'thal are petitioning adventurers to recover the pages and burn them, dealing with any spirit that may be released from its bonds in the process.

Client: Order of Nald'thal Bishop, Mamane Mane



Accepting the Levequest

Once the players are ready to begin, read the following passage aloud, then share the description in the player information box above. For convenience's sake, this scenario assumes that the adventurers have already formed a party and are acquainted with each other.

> After arriving in Little Ala Mhigo—a settlement of refugees nestled within a hollow crag in the badlands of Broken Water—you seek out the local levemete to undertake a task for the Adventurers' Guild. The levemete, a middle-aged Hyuran man by the name of Esmond, is pleased by your desire to lend the people of Little Ala Mhigo some much-needed aid. He explains that a group of couriers transporting a forbidden tome known as the *Necrologos* was attacked along the road to the north of the settlement, scattering its void-tainted pages in the process. Your job, should you choose to accept it, is to track down the missing pages and burn them, taking care to eliminate whatever foul creature of the void is sealed within.

If any of your players are unfamiliar with the world of Final Fantasy XIV, you may wish to offer some background to help them get their bearings.

- This scenario takes place in Thanalan, an arid region that spans the southern part of Eorzea.
- The questgiver, Esmond, is a Hyur—a race that closely resembles real-world humans.

More information can be found in the GM's Notes box below.

As the appropriate compensation for a guildleve is set by the Adventurers' Guild, the party cannot negotiate for an increased reward. Should they try, Esmond simply informs them that such negotiations are against guild protocol.

Gathering the Missing Pages

When the party departs Little Ala Mhigo, read the following passage aloud for the other players:

> You make your way to the dusty trail not far from Little Ala Mhigo where the couriers were attacked. Nearby, you notice a number of antling drones wandering the roadside. Perhaps these uncommon creatures were drawn here by the latent magicks given off by the scattered pages of the *Necrologos*.

The adventurers must gather the missing pages of the *Necrologos* in order to proceed. Ask the other players how their characters go about this, then have each of them make a check with a CR of 10. As the GM, you are free to determine which primary attribute should be used for this check based on the course of action a player wishes to take.

Party members may choose to search for pages in the same manner as another adventurer. Regardless of the method chosen, however, each character must make their own check. If a player has a particularly clever idea for how they wish to search or engages in superb roleplaying that aligns with their character's profile, you may award them an advantage die on this check.

If your group includes players who have not played a TTRPG before or are having trouble coming up with their own ideas, you can instead allow them to choose an action from the following list.

- **STR** or **DEX**: Slay a monster carrying a missing page with a well-placed strike.The page-carrying monsters are relatively feeble, so an adventurer can easily bring one down without beginning an encounter.
- **VIT**: Patiently comb the area for pages carried off by the wind.
- **INT** or **MND**: Use magic to track the pages' aetherial signature.

Guildleves: Guildleves, otherwise known as levequests, are the means by which the Adventurers' Guild documents requests for assistance from the peoples of Eorzea. Adventurers who have proven themselves capable are permitted to accept these tasks from levemetes—representatives of the guild found all across the realm. Upon completion of their assigned task, adventurers can return to a levemete to report in and receive their due reward.

Southern Thanalan: *The southernmost reaches of Thanalan, this region conjoins with the Sagolii Desert to the south and the Grand Wake to the east. The territory has a contentious reputation, as the Amalj'aa believe these scorched plains to be hallowed ground, and have made countless armed attempts over the ages to claim the lands in the name of their god, Ifrit.*

Voidsent: *Prior to its discovery as an actual existing realm parallel to ours, the void was simply an imagined place that ignorant peoples used as a convenient answer to questions they were unable to answer. Whither comes the unknown beast? The void. What causes the moons to wane? The void. However, it has been since proven to be a realm not dissimilar to ours, albeit one devoid of light, a trait that has given rise to terrible creatures—creatures who will stop at nothing to invade our realm and sup on our life-giving aether.*

The *Necrologos*: A forbidden tome known to contain wards which bind arcane demons within its pages.
- Entries in italics from *Encyclopædia Eorzea ~The World of Final Fantasy XIV~*

If the other players ask what their adventurers need to do in order to release the voidsent they've been tasked with defeating, you can explain that once the pages have been collected, the voidsent will break free on its own.

Once all of the adventurers have made their checks, refer to the following list to determined how they fared.
Keep in mind that because companions do not make checks, any parties that include a chocobo companion will, by default, have fewer successful checks.

0 - 1 Successes: After a great deal of fruitless searching, the party eventually managed to track down the missing pages. As their bumbling drew the attention of nearby monsters, add an additional antling drones to the following encounter.

2 - 3 Successes: The party encountered little trouble gathering the pages of the *Necrologos*. Do not change the number of antling drones in the following encounter.

4 Successes: The party swiftly tracked down the lost pages while avoiding the attention of the local fauna. Remove one antling drone from the following encounter.

Defeat the Summoned Voidsent

Once the adventurers have gathered all the pages of the *Necrologos*, read the following passage aloud for the other players, then begin the encounter described below:

> You hold the pages of the *Necrologos* before you, making certain that not a single leaf is out of place. The air grows heavy, and with a puff of reeking aether, a gelatinous mass tears free from its prison of ink and parchment.
>
> The amorphous pudding leers at you with milky eyes, drooling tongue lolling from its gaping maw. As if sensing the power of the released voidsent, a number of antling drones draw near, ready to join the ensuing melee. You draw your weapons, prepared to rid Eorzea of this foul and fetid fiend!

The following encounter changes depending on the number of adventurers who succeeded on their checks.

Controlling Enemy Characters

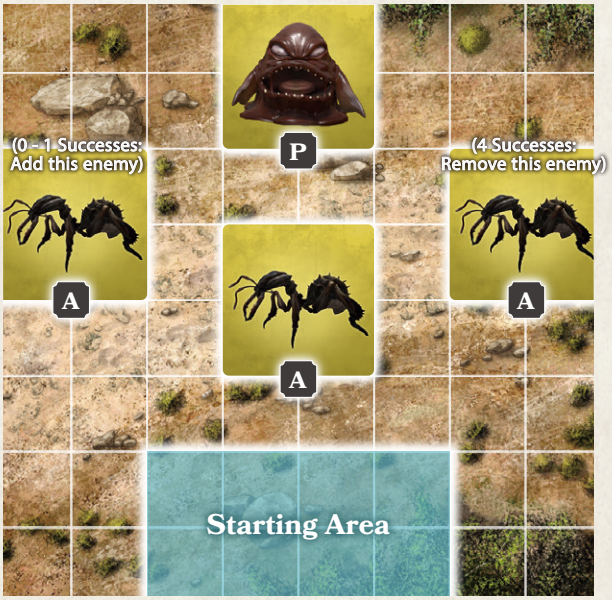
Encounters include an enemy tactics section that outlines the actions enemy characters will take. Resolve each action as described when possible, and adjust their actions using your best judgment when it is not. Additionally, you may move an enemy character on their turn using a standard movement action unless otherwise stated.

Preparing the Encounter

Enemy Turn Order:
1. Antling Drone x2 (A)
2. Putrescent Pudding x1 (P)

The number of antling drones in this encounter changes depending on the number of adventurers who succeeded on their checks.

At this point, the players should discuss amongst themselves and determine the order in which their adventurers will take their turns. If they have trouble deciding, suggest they use the following turn order: 1. Warrior → 2. Dragoon → 3. Black Mage → 4. White Mage



Allow the players to choose their positions after you have placed the enemies on the encounter map.

Enemy Tactics

Round 1

Antling Drone: Approach a random adventurer and attack using **Trap Jaws**. If a tank has **Enmity** on this character, target the tank instead.

Putrescent Pudding: Move within 10 squares of the most distant adventurer or, if a tank has **Enmity** on this character, the tank, then attack using **Combo** (**Fire** → **Fire II**).
- **Fire:** Target the most distant adventurer. If a tank has **Enmity** on this character, target the tank instead.
- **Fire II:** Move within 10 squares of the tank, then place the marker on the tank.

At the start of the first [Adventurer Step], the putrescent pudding uses **Fluid Corruption**.

On all subsequent rounds, enemies will repeat the tactics outlined for round 1.

Encounter Data

Putrescent Pudding

Size: Large (2x2) - Voidsent **Vigilance: 15**

Defense: 14 **Magic Defense: 10**
Max HP: 80 **Speed: 5 squares**

STR	DEX	VIT	INT	MND
+0	+0	+5	+0	+5

Traits

Elite Foe: Void Filth

This character is immune to all enfeeblements other than **Enmity**, **DOTs**, **Knocked Out**, and **Death**, and markers they have generated cannot be removed. Be sure to inform the players of this before beginning the encounter.

Abilities

Fluid Corruption *Instant, Magic*

Trigger: The beginning of the [Adventurer Step]
Target: All enemies within range **Range:** The entire encounter map
Base Effect: Deals 5 damage to all targets.
Limitation: Once per phase

Combo *Primary, Unique*

Base Effect: Attack using **Fire**, then use **Fire II**.

INVK Fire *Primary, Magic, Fire-Aspected, Invoked*

Target: Single **Range:** 10 squares
Check: MND (d20 + 5) **CR:** Target's Magic Defense
Base Effect: Deals 8 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

INVK Fire II *Primary, Mobile Marker, Magic, Fire-Aspected, Invoked*

Origin: 1 enemy
Marker Area: A mobile 5x5 area centered on the origin that moves with the origin
Target: All enemies within the marker area
Marker Trigger: The beginning of this character's next turn
Marker Effect: Deals 20 damage divided evenly (rounded up) amongst all targets.



Fire and **Fire II** are *invoked* abilities. Make sure to let the players know when a monster uses an *invoked* ability, as their adventurers may have abilities such as **Interject** that can negate them. *Invoked* abilities can be easily identified in official scenarios, as they are marked with an INVK icon.

The first time this character uses **Fire II**, read the following cutscene aloud for the other players:

> The putrescent pudding begins to croak out an unsettling incantation in an unholy tongue. Motes of flame coalesce around the tank and rapidly grow in intensity. Your instincts scream that only by banding together can you survive the coming inferno. Regroup with your comrades and weather the flames of the void!

Ending the Encounter

The encounter ends when the putrescent pudding has been reduced to 0 HP. Any remaining antling drones flee into the desert.

Antling Drone

Size: Large (2x2) - Vilekin **Vigilance: 10**

Defense: 13 **Magic Defense: 11**
Max HP: 25 **Speed: 6 squares**

STR	DEX	VIT	INT	MND
+4	+2	+1	-3	+0

Abilities

Trap Jaws *Primary, Physical*

Target: Single **Range:** 2 squares
Check: STR (d20 + 4) **CR:** Target's Defense
Base Effect: Deals 4 damage to the target.
Direct Hit: Deals an additional 2d6 damage.

Putrescent Pudding





Antling Drone

Completing the Levequest

After the encounter, read the following passage aloud for the other players:

> Once you are certain the reeking voidsent has been banished back to the hells from whence it came, you kindle a fire and watch as the pages of the *Necrologos* are consumed in cleansing flame.

With their task complete, the adventurers are free to return to Esmond and claim their reward for a job well done. When the party heads back to Little Ala Mhigo, read the following passage aloud for the other players:

> Esmond is pleased to see that you've survived your brush with the void and, after making a note in his log, passes over the promised pouch of gil.
>
> **Esmond:** *You appear none the worse for wear. This reward should help lift your spirits.*
>
> *Come to think of it, will you be returning to Ul'dah this evening? If you are, there is a small matter with which I could use your assistance. I have here a package for a friend of mine, who will be awaiting its delivery in the Quicksand tavern. If you would be so kind as to see that it finds its way into their hands, I have no doubt they'll cover your tab tonight.*
>
> Ul'dah, commonly referred to as the Jewel of the Desert, is a bustling city-state only a short trip from Little Ala Mhigo. As you set off with package in hand, you eagerly ponder what new adventures await you there.

Esmond's package contains a few bottles of desert saffron, a spice harvested outside Little Ala Mhigo. It does not have any bearing on other scenarios, and simply functions as a means of directing the party to the Quicksand.

If you and the other members of your group wish to continue playing, a visit to the Quicksand is the perfect lead-in for Scenario 1: The Crystal Caper, the first in a three-scenario campaign found in the Final Fantasy XIV TTRPG Starter Set. These scenarios tie into the main scenario of Final Fantasy XIV, and are a wonderful place from which to begin your adventures in the Final Fantasy XIV TTRPG.

To Be Continued...

GM

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.

Leveling Up

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.



Introduction to the Full Game

If you enjoyed the experience included in this pamphlet and are interested in continuing your adventures with the Final Fantasy XIV TTRPG, consider purchasing a copy of the Starter Set or Standard Rulebook. The following are just a few of the additional features these products include:

Titles and Profile Traits

Titles and profile traits help define your character's identity while also giving them advantages under specific circumstances.

Items

All manner of items exist to aid you in your adventures, including restorative Potions and Ethers, items that trip up foes during encounters, delectable meals, and more.

Fortune

Fortune represents a combination of Hydaelyn's myriad currencies, as well as reputation, trust, and social status. It can be spent not only to purchase items and augmentations, but also to secure bonuses when making checks outside of encounters.

Augmentations

Fortune can be spent to temporarily augment your gear, granting you special effects to aid in your adventures.

Limit Breaks

Limit breaks are special abilities that can be used in encounters of great importance or when fighting powerful enemies.

Unlike other abilities, limit breaks cannot be used until the GM informs the players that they may do so. Precisely when they become available depends on the scenario or the GM's discretion.

Multi-Phase Encounters

Most encounters consist of one phase, and once that phase has ended, the encounter ends along with it. However, certain special encounters—like those involving especially powerful enemies—may have multiple phases.

New phases may see enemy reinforcements take the field, or have a unique character adopt a more powerful form.

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, and it's just as likely that the adventurers won't spend all of this time sitting idle. The Standard Rulebook contains an explanation of the many ways an adventurer can spend their time between scenarios.

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Rule Summary

Checks

When a character takes an action where the outcome is uncertain, the player controlling that character makes a check to determine success or failure.

To make a check, roll a d20 and add the appropriate **value**—usually a primary attribute. If this **total** equals or exceeds the check's **CR**, your character succeeds. If the **total** is lower than the check's **CR**, their attempt ends in failure.

Before making a check, the GM will determine the type of check required and assign it a **CR**.

d20 + Value = Total

Total ≧ CR ⇒ Success
Total < CR ⇒ Failure

Advantage Dice and Penalties

Some traits, abilities, enhancements, enfeeblements, and situations will grant you advantage dice or impose penalties when making certain checks.

Making Checks with Advantage Dice

Roll one extra d20 for each advantage die, then choose which result to use for the check. For example, if you have one advantage die when making a check, roll a total of two d20s, then choose which of the results to use.

Making Checks with Penalties

Subtract the largest applicable penalty from the total for the check.

Encounter Basics

Encounters play out over a series of rounds. Each round, all characters participating in the encounter take a single turn, beginning with the adventurers and their allies.

Encounter Overview

Starting an Encounter

1. **Surprise:** The GM determines whether any of the characters participating in the encounter have been caught by surprise.
2. **Positioning:** The GM determines the positions of all enemies participating in the encounter. Players do the same for their adventurers.
3. **Turn Order:** Players determine the order in which their adventurers and allies take their turns.

Round Overview

1. **[Adventurer Step]:** Each adventurer and allied character participating in the encounter takes a turn, following the turn order.
2. **[Enemy Step]:** Each enemy participating in the encounter takes a turn.
3. **[End of Round Step]:** The current round ends, a new round begins, and the order of play starts over at the **[Adventurer Step]**.

Adventurer Turns

Each turn, an adventurer can perform one of each of the following:

A Primary Action	A Secondary Action	Standard Movement *or* Focus

- **Primary Action:** Use a *primary* or *secondary* ability.
- **Secondary Action:** Use a *secondary* ability.
- **Standard Movement:** Move a number of squares on the map up to your character's **Speed**.

  Example: An adventurer with a **Speed** of five squares could move two squares, perform a primary action, move one square, perform a secondary action, then use the last two squares of their standard movement to move again before ending their turn.
- **Focus:** Forgo all standard movement to perform an additional secondary action, for a total of two secondary actions in a single turn.

***Instant* Abilities:** *Instant* abilities may be used during any character's turn, provided their trigger conditions are met. However, a character cannot use multiple *instant* abilities on a given turn.

Phases

Some encounters consist of multiple phases. The start of a new phase may see enemy reinforcements take the field, or have a powerful foe adopt a new form.

When a phase ends and a new one begins, remove enhancements and enfeeblements from all characters. Adventurers with abilities that have limited uses per phase have those uses restored.

Turn order, HP, MP, barriers, items consumed, and benefits gained from traits are carried over to the new phase.

Ability Checks

Many abilities require players to make an ability check when used during an encounter. These ability checks can have many purposes, but they are primarily used to determine if an ability scores a direct hit.

- **When using an ability with a check field**, make an ability check using the indicated value. The ability check's CR will be listed in the CR field, and is typically the target's **Defense** or **Magic Defense**.

  If the ability check's total is lower than the CR, simply resolve the ability's base effect. If this total equals or exceeds the CR, resolve the effect described in its direct hit field as well.
- **When using an ability without a check field**, simply resolve its base effect without making an ability check.
- **Criticals:** If the d20 rolled for an ability check lands on a 20, that ability is a critical. Criticals double the number of dice rolled to determine the amount of damage dealt or HP healed by the ability's effects.
- **Abilities with Multiple Targets:** When using an ability that affects multiple targets, make a single ability check and use the resulting total to determine if the ability scores a direct hit on each target. If the ability deals damage or restores HP to multiple targets, roll the dice once. Each target suffers the same amount of damage or recovers the same amount of HP.

  If you have been granted advantage dice on ability checks against some targets but not others, roll the advantage dice for those targets separately.

Limit Breaks

During an encounter, the GM will inform players if and when limit breaks become available, after which the party can use up to three limit breaks. However, each adventurer can only use one limit break per encounter.