

FINAL FANTASY ZERO

THE FREELANCER



Three Initiates: "All truths are but half-truths; all paradoxes may be reconciled."

THE FREELANCER

Hit Points: 15 + Constitution Score, +5 per level
Magick Points: 15 + Charisma Score, +5 per level
ATK Bonus: Level +2
DEF Bonus: Level
MAT Bonus: Level +2
MDF Bonus: Level
Resist Bonus: Level
Abjure Bonus: Level
WPW: 1d8+Level
MPW: 1d8+Level
Trained Skill: Persuasion
Weapon: Rapier
Armor: Weave
Accessory: Cape
Job Tree: Devout, Soldier, Wizard

Freelancers are jacks of all trades, mastering unique magic that spans attack and damage. Unlike many magicians, however, they are capable warriors, wading into the thick of battle next to many of the more martial classes, and contributing their own skill with a blade.

Freelancers are mostly typified as wanderers, going where their travels take them around the world, seeking to put their skills to use.

Examples: Red Mage and Red Wizard jobs, Scott and Firion (FFII), Terra (FFVI)

FREELANCER OVERVIEW

Characteristics: You have an array of attack and defense spells useful in a variety of circumstances on the battlefield. You can also wield your weapon in combat rather effectively, meaning that you have much to contribute to a group when your MP runs out. Because of this, you are often called on to respond to combat as it evolves, and in response to your teammates. You may cycle often between damage and healing.

Statistics: Freelancers should balance their physical side with their mental side when assigning their statistics, but will get a benefit almost no matter where they put their high scores. Overall, freelancers are slightly more focused on offense than defense, but a freelancer that invests in defense can override this difference. They are relatively

balanced between physical and magical abilities, so a Freelancer who puts his high score in Strength or Intelligence is equally rewarded (as they are if they put high scores in both).

Espers: Boko is sympathetic with wanderers, which often describes Freelancers. Cait Sith, a spirit of trickery, is also well represented among them. Cerberus helps represent the flurry of actions freelancers can get. Fenrir represents the melding of opposites (moon light and shadow, wind and earth) that the Freelancer embodies. Moomba represents the change of Freelancers on themselves, while Ragnarok represents their change in the world. The icons of balance, Sylphid, are also sacred to many Freelancers. Finally, the flexible, primordial Whyte reflects their flexibility back at them.

FREELANCER FEATURES

A Freelancer may use these two abilities without using MP.

Magic Knight: You can cast a Red spell at the same time as a basic melee attack. *Cost:* Delay 5

Chant: You can heal an ally of a specific amount of HP. *Cost:* 2 hp from you per 1 healed to your ally.

X-Magic (Limit): You can cast four spells as a standard action. Each spell is cast at 4 × Magic Power. *Cost:* 3 Limit Points

RED MAGICK

The following are Red Magick abilities that a Freelancer gains as they gain levels.

Caduceus

Level 1, 7 mp, Targets One Ally or One Enemy + Regen or Poison

You use your medical expertise to aid an ally or poison an enemy.

When used on an Ally, that ally heals $\frac{1}{2}$ [MPW] HP and gains the Regen enhancement. Each round, they heal equal to your MND score.

When used on an Enemy, you must make an Equal Effect Attack. On a hit, you deal $\frac{1}{2}$ [MPW] damage and inflict the Poison status.

Caduceaja (Lv6, 17 MP): You can target all allies, all enemies

Trinity

Level 3, 11 mp, Targets One Enemy † Fire, Ice, or Lightning

Your training in black magick allows you to make an energy attack.

Choose Fire, Ice, or Lightning, and then make a Magick Energy Attack.

On a hit, you deal [MPW] damage of the type you've chosen.

Trinara (Lv8, 21 mp): Damage increases to 2x[MPW].

Trinaja (Lv13, 31 mp): Damage increases to 3x[MPW]

Helix

Level 5, 15 mp, Targets All Enemies † Earth, Water, or Wind

Your training in natural magick calls up the elements at your whim.

Choose Earth, Water, or Wind, and then make a Magick Energy Attack.

On a hit, you deal [MPW] damage of the type you've chosen.

Helira (Lv 10, 25 mp): Damage increases to 2x[MPW]

Heliga (Lv 15, 35 mp): Damage increases to 3x[MPW]

Barrier

Level 7, 19 mp, Targets One Ally † Protect, Shell

Your defensive magicks array at the same time on an ally

One ally gains both the Shell and Protect enhancements, and heals [MPW] HP.

Baraja (Lv 12, 29 mp): Targets all allies

Paralyze

Level 9, 23 mp, Targets One Enemy † Disable, Immobilize

You have learned to shut down your enemies

Make a Magick Effect Attack.

On a hit, you deal [MPW] cosmic damage and inflict the Disable and Immobilize statuses

Paraja (Lv 14, 33 mp): Targets all enemies

Fate

Level 11, 27 mp, Targets One Enemy or One Ally † Instant KO or Life

You have achieved mastery over life and death.

When used on an Ally, that ally recovers from KO and gains [MPW] hit points.

When used on an Enemy, you must make a Magick Effect Attack. On a hit, you deal they are KO'd.

Spellbreaker

Level 13, 31 mp, Targets One Enemy or One Ally † Dispel or Esuna

No enhancement or ailment can resist your mastery.

When used on an ally, that ally heals all ailments and gains 2x[MPW] hit points.

When used on an enemy, you must make a Magick Effect Attack. On a hit, you deal 2x[MPW] cosmic damage and cause the Dispel effect.

Duality

Level 15, 35 mp, Targets All Enemies † Holy or Shadow

Your power over black and white is made pure

Choose Holy or Shadow and then make a Magick Energy Attack.

On a hit, you deal 4x[MPW] damage of the type you've chosen.



EQUIPMENT & SUPPORT ABILITIES

A Freelancer gains these abilities with certain types of equipment.

Speed Up

Onion Weapon Power (Lv0) † Bonus

+2 Speed

Onion Foil: This basic training rapier is quick in battle

Magick Defense Up

Onion Armor Power (Lv0) † Bonus

+2 Magick Defense

Onion Weave: Sturdy traveling clothes

Without Delay

Onion Accessory Power (Lv0) † Bonus

Whenever you take a delay, it is reduced by 1

Onion Cape: A basic traveler's cape.

Flame Strike

Bronze Weapon Bonus (Lv1) † Fire, Bonus

+2 Fire bonus to Weapon Power.

Flamberge: This sword undulates in the shape of a dancing flame.

Power Up

Bronze Armor Power (Lv2) † Bonus

+2 bonus to Weapon Power.

Kenpo Gi: This martial arts uniform makes your strikes sure.

Lightning Resistance

Bronze Accessory Power (Lv3) † Lightning, Null

Resist Lightning 5

Storm Cape: A cape of fine grey thread that protects against bad weather.

Blood Price

Silver Weapon Power (Lv4) † Option

Instead of paying MP for a power, you may pay HP equal to twice the MP cost.

Scarlette: This crimson rapier brings its user power, but misfortune.

Fire Resistance

Silver Armor Power (Lv5) † Fire, Null

Resist Fire 10

Red Jacket: This sturdy jacket is made of highly flame-retardant fibers.

Dodge

Silver Accessory Power (Lv6) † Bonus

+4 Weapon Defense

Zephyr Cloak: Woven from the wind itself, this cloak helps its bearer move with astonishing speed.

Wind Strike

Gold Weapon Power (Lv7) † Wind, Bonus

+6 Wind bonus to Weapon Power.

Djinn Flyssa: A blade keen enough to cut the wind itself.

Image

Gold Armor Power (Lv8) † Blink, Auto-Enhancement

You automatically gain the Blink enhancement.

Mirage Vest: A vest made of reflective metal that distorts your body.

Sly Dodge

Gold Accessory Power (Lv9) † Advantage

You have +8 Defense until you are damaged in combat

Toreador's Cape: A bright red cloak that dares enemies to hit you.

Speed Up Plus

Crystal Weapon Power (Lv10) † Bonus

+8 Speed.

Joyuse: This sword of princes excites and invigorates you.

Stone Proof

Crystal Armor Power (Lv11) † Earth, Null

You do not take Earth damage.

Gaia Gear: This vest is sacred to the earth, and stone will not hurt one who wears it.

In Shape

Crystal Accessory Power (Lv12) † Frog, Mini, Immunity

You are immune to Frog and Mini ailments.

White Cape: This cloak protects against witches and other transmuters.

Farewell

Legendary Weapon Power (Lv13) † Instant KO, Advantage

When using an Instant KO ability, you have +10 Effect Magick Attack.

Last Letter: A weapon used by a lovelorn princess to kill herself.

Agility Up

Legendary Armor Power (Lv14) † Advantage

+10 on Agility checks

Black Garb: This shadowy clothing is preferred by assassins and ninjas.

HP Up

Legendary Accessory Power (LV 30) † Bonus

+25 HP

Behemoth Mantle: This cape is made from the hide of the legendary immortal behemoth.

