

FINAL FANTASY ZERO

THE DUELIST



Street: "That fat speed that I love, that sensation, that's what I want."

THE DUELIST

Hit Points: 20 + Constitution Score, +5 per level
Magick Points: 10 + Charisma Score, +5 per level
ATK Bonus: Level +2
DEF Bonus: Level +2
MAT Bonus: Level
MDF Bonus: Level
Resist Bonus: Level
Abjure Bonus: Level
WPW: 1d10+Level
MPW: 1d6+Level
Trained Skill: Persuasion
Weapon: Rapier
Armor: Mail
Accessory: Cape
Job Tree: Astrologer, Freelancer, Gambler

Duelists are swift, light warriors who depend on speed and accuracy to overcome their enemies. They are strategic fighters, waiting for the right moment and the right place to strike once and end the combat quickly. Other warriors may rely on overpowering physical assaults, but duelists are more subtle than that. They possess charm, intellect, and unparalleled grace.

Examples: The Fencer or Spellblade jobs, Tidus (FFX), Larsa (FFXII)

DUELIST OVERVIEW

Characteristics: You are largely defined by two qualities: the all-or-nothing nature of many of your attacks, and your excellent speed. The former means that you often focus on accuracy, while the latter means that even if you miss, you will get to try more often than others. You don't rely on very heavy armor, instead focusing on dodging the attacks of your enemies.

Statistics: Duelists are mostly physical, and benefit greatly from having a Dexterity (as it determines their Agility, which adds to Speed rolls and to Defense). Strength is usually secondary, as it improves their attack accuracy (contributing to their damage and their ability to inflict ailments). Charisma is often tertiary, as it gives them more MP and

Espers: Cactuar is a sacred spirit of accuracy and speed – many duelists hope to be as untouchable as the spirit, and wish their rapiers were as 1,000 needles to their foes. The Cockatrice, with its single petrifying strike, is held in high esteem as an example of one-hit death that duelists should embody. In a similar vein, duelists also revere Odin.

DUELIST FEATURES

A Duelist may use these two abilities without using MP.

Featherblow: You can trade WPW for a bonus to ATK. *Cost:* -2 WPW for every +1 to ATK. The bonus cannot exceed your Level.

Parry: When taking Full Defense, the first creature to hit you with an attack must re-roll the attack. *Cost:* You do not gain the +4 DEF from taking the Full Defense action.

Swordplay (Limit): You may make four melee attacks as a standard action. Each attack deals 4 × Weapon Power damage. *Cost:* 3 Limit Points

FENCING

The following are Fencing abilities that a Duelist gains as they gain levels.

Delay Attack

Level 1, 7 mp, Targets One Enemy + Slow

Your attack is so fast, your enemy has no time to react.

Make a Melee Weapon Attack.

On a hit, roll [WPW]. Half of this is damage, and the other half is subtracted from the enemy's current SPD.

Delay Buster (Lv6, 17 MP): Roll 2×[WPW].

Delay Blaster (Lv11, 27 MP): Roll 3×[WPW].

Cheer

Level 3, 11 mp, Targets One Ally + Haste

Your allies' morale improves, making their response faster.

Roll [MPW]. Half of this is hp healing, and the other half is given to the target's current SPD.

Pump Up (Lv8, 21 mp): Roll 2×[MPW], or target all allies.

Cheer Leader (Lv13, 31 mp): Roll 3×[MPW], or target all allies and roll 2×[MPW].

Sword Slap

Level 5, 15 mp, Targets One Enemy + Immobilize

You crack your rapier across the creature, stunning them.

Make a Melee Weapon Attack.

On a hit, you deal $\frac{1}{2}$ [WPW] damage and inflict the Immobilize ailment.

Blade Bash (Lv 10, 25 mp): Damage increases to [WPW]

Mineuchi (Lv 15, 35 mp): Damage increases to 2x[MPW]

Sudden Speed

Level 7, 19 mp, Targets Self + Haste

You gain a burst of speed

You heal [MPW] hp and gain the Haste enhancement

Burst of Speed (Lv 12, 29 mp): Target all allies.

Checkmate

Level 9, 23 mp, Targets One Enemy + Instant KO

You inflict a wound that continues to bleed heavily.

Make a Melee Weapon Attack.

On a hit, you deal [WPW] damage and inflict the Doom ailment.

Fatal Duel (Lv 14, 33 mp): You inflict Instant KO instead of Doom.

Shadowstick

Level 11, 27 mp, Targets One Enemy + Stop

You pierce an enemy's shadow, pinning them in place.

Make a Melee Weapon Attack.

On a hit, you deal 2x[WPW] damage and inflict the Stop ailment.

Lead Needle

Level 13, 31 mp, Targets One Enemy + Petrify

You stop all movement from the enemy, forever, turning them to stone.

Make a Melee Weapon Attack.

On a hit, you deal 2x[WPW] damage and inflict the Petrify ailment.

Ace

Level 15, 35 mp, Targets One Enemy

You attack a single target head-on.

Make a Melee Weapon Attack.

On a hit, deal 4x[WPW] damage.



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

HP Up

Onion Armor Power (Lv0) † Bonus

+5 HP

Onion Mail: An ill-fitting chain shirt

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.

Holy Resistance

Bronze Armor Power (Lv2) † Holy, Null

Resist Holy 5

Demon Mail: A suit of linked pieces of demon flesh

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.

Shadowkin

Silver Armor Power (Lv5) † Shadow, Advantage, Null

Resist Shadow 5, +5 bonus when dealing Shadow damage

Bone Mail: An armor made from mortal bones.

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.

Energy Resistance

Gold Armor Power (Lv8) † Ice, Fire, Lightning, Null

Resist Ice 5, Resist Fire 5, Resist Lightning 5

Dragon Mail: Armor made out of a dragon's scales

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.

Save Bonus

Crystal Armor Power (Lv11) † Bonus

+1 bonus to Saving Throws

Crystal Mail: Armor made of linked jewels

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.

Warrior Bonus

Legendary Armor Power (Lv14) † Bonus

+5 to Weapon Power and Resist

Carabineer Mail: This armor houses the spirit of a warrior of old.

HP Up

Legendary Accessory Power (LV 30) † Bonus

+25 HP

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

