

FINAL FANTASY ZERO THE ASTROLOGER



Williams: "I have loved the Stars too fondly to be fearful of the Night"

THE ASTROLOGER

| |
|--|
| Hit Points: 10 + Constitution Score, +5 per level |
| Magick Points: 20 + Charisma Score, +5 per level |
| Weapon Attack Bonus: Level |
| Weapon Defense Bonus: Level |
| Magick Attack Bonus: Level +2 |
| Magick Defense Bonus: Level +2 |
| Weapon Block Bonus: Level |
| Magick Block Bonus: Level |
| Weapon Power: 1d6+Level |
| Magick Power: 1d10+Level |
| Trained Skill: Lore |
| Weapon Proficiency: Staff |
| Armor Proficiency: Robe |
| Accessory Proficiency: Measure |
| Job Tree: Duelist, Psychic, Witch |

Astrologers tap “Astral Magick,” the spells of time and space, manipulating speed and calling astral forces such as meteors, comets, and dimensional rifts, to their cause. They are the masters of energy and mass, calling upon some of the most fundamental forces in the cosmos to advance their understanding of the formulas and calculations that underlay all of existence.

Examples: The Time Mage job, Orran (FF Tactics)

ASTROLOGER OVERVIEW

Characteristics: Your mastery over time and space gives you two fundamental effects: one is to change the speed of yourself or your foes. Spells like *slow* and *haste* are the most obvious form of this. The other effects are largely binary: gravity deals a lot of damage, and effects like *stop* and *x-zone* can be devastating if they hit. One unusual trait of the Astrologer is that these effects often use Energy Magick (rather than Effect Magick), meaning they gain more accuracy from a high Intelligence.

Statistics: Astrologers who focus on beefing up their MAT scores with a high Intelligence won't be disappointed, and they do gain a benefit from keeping a healthy Wisdom. Charisma is generally less key, but Constitution can make for a more survivable spellcaster.

Espers: Diabolos and Lakshmi vie for two very different kinds of astrologers – the entropic and the regenerative, respectively. Cerberus also cements the former, while Shemhazai is often paid homage to by the latter (partially out of fear). Zona Seeker gains some worship as a force of pure magick. Atomos may be the ultimate representation of dimensional travel, and so most astrologers pay this creature at least some heed. Zeromous gains much fame amongst the astral magicians as well, for his existence in the Void itself. Finally, Exodus represents the ultimate judgment of all souls that astrologers believe in.

ASTROLOGER FEATURES

An astrologer may use these two abilities without using MP.

Quick Attack: If you miss, you can make another attack immediately.

Cost: -10 Delay

Levitate: When taking Full Defense, you gain the Float status. You may give this to an ally instead. *Cost:* You do not gain HP, MP, or SPD from taking Full Defense.

Celestial Stasis (Limit): All creatures are automatically given the Stop status, regardless of immunity, and are dealt 12×[MPW] damage when they overcome the ailment. *Cost:* 3 Limit Points

ASTRAL MAGICK

The following are Astral Magick abilities that an Astrologer gains as they gain levels.

Regeneration

Level 1, 7 mp, Targets One Ally + Regen

Your ally's wounds begin to heal.

Roll [MPW]. The target heals half of this and gains the Regen enhancement.

Regenja (Lv6, 17 MP): Targets all allies

Gravity

Level 3, 11 mp, Targets One Enemy + Gravity

Your enemy's own power presses down on them, tearing them asunder.

Make an Energy Magick Attack.

On a hit, you deal damage to the target equal to ¼ of their current hit points.

Gravira (Lv8, 21 mp): Damage increases to ½ of their current hit points.

Graviga (Lv13, 31 mp): Damage increases to ¾ of their current hit points.

Atrasado

Level 5, 15 mp, Targets One Enemy + Slow

Time begins to flow slowly for your victim

Make an Energy Magick Attack.

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

Slowja (Lv 10, 25 mp): Targets all enemies

Rapido

Level 7, 19 mp, Targets One Ally + Haste

Time begins to flow quickly for your ally.

The target heals [MPW] hp and gain the Haste enhancement

Hasteja (Lv 12, 29 mp): Target all allies.

Condemn

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

You seal a foe's fate

Make an Energy Magick Attack.

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

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

Parar

Level 11, 27 mp, Targets One Enemy + Stop

Time comes to a complete stop for your foe.

Make an Energy Magick Attack.

On a hit, you deal $2 \times$ [MPW] damage and inflict the Stop ailment.

X-Zone

Level 13, 31 mp, Targets One Enemy + Eject

You hurl an enemy into an alternate dimension

Make an Energy Magick Attack.

On a hit, you Eject the target. Enemies immune to Eject take $3 \times$ [MPW] instead.

Meteor

Level 15, 35 mp, Targets All Enemies

You hurl rocks from space down onto your foes

Make an Energy Magick Attack.

On a hit, deal $3 \times$ [MPW] damage.



EQUIPMENT & SUPPORT ABILITIES

An Astrologer gains these abilities with certain types of equipment.

Magick Power Up

Onion Weapon Power (Lv0) † Bonus

+2 Magick Power

Onion Staff: A walking staff employed by sages

MP Up

Onion Armor Power (Lv0) † Bonus

+5 MP

Cotton Robe: Basic mage's robes

Magick Attack Up

Onion Accessory Power (Lv0) † Bonus

+2 Magick Attack

Ruler: A tool for measuring straight lines

Weapon Power Up

Bronze Weapon Bonus (Lv1) † Bonus

+2 bonus to Weapon Power

Power Staff: This stick is shod in iron bands

HP Up

Bronze Armor Power (Lv2) † Bonus

+5 HP

Glutton's Robe: This robe has an expanding waistband for those who love to eat.

Blood Protect

Bronze Accessory Power (Lv3) † Option

An ally can spend 11 hp to gain the Protect status.

Gilt Measure: A valuable tool of sparkling metal

Magick Power Up II

Silver Weapon Power (Lv4) † Bonus

+4 Magick Power

Rune Staff: A gnarled staff engraved with runes of magick might.

Healer's Lore

Silver Armor Power (Lv5) † Advantage

+4 MPW on effects with the "Healing" keyword

White Robe: The pure white robe of master healers

Blood Shell

Silver Accessory Power (Lv6) † Option

An ally can spend 17 hp to gain Shell

Arc Scale: This tool draws perfect circles

Magick Power Up III

Gold Weapon Power (Lv7) † Bonus

+6 Magick Power

Sage's Staff: A staff owned by the world's great scholars

Wizard's Lore

Gold Armor Power (Lv8) † Advantage

+6 Magick Power on Energy Magick Attacks

Black Robe: Deep black robes worn by master wizards

Blood Haste

Gold Accessory Power (Lv6) † Option

An ally can spend 23 hp to gain Haste

Caliper: This tool measures weight and gravity's effects.



Magick Power Up IV

Crystal Weapon Power (Lvl10) † Bonus

+8 Magick Power

Joyuse: This sword of princes excites and invigorates you.

MP Up Plus

Crystal Armor Power (Lvl11) † Bonus

+20 MP

Luminous Robe: A robe woven of threads of pure light

Blood Vanish

Crystal Accessory Power (Lvl2) † Option

An ally can spend 31 hp to gain Vanish

Multiscale: This useful tool combines several scales into one.

Nirvana

Legendary Weapon Power (Lvl13) † Bonus

+10 Magick Power

Nirvana: A staff said to represent eternal peace

Absorb MP

Legendary Armor Power (Lvl14) † Advantage

When hit with Magick, you recover MP equal to the cost of the spell.

Robe of Lords: This royal robe represents dominion over the world.

Blood Invincible

Legendary Accessory Power (LV 30) † Option

An ally can spend 35 mp to gain Invincible

Euclid's Sextant: A measuring tool used by a famous mathematician.

