

The Final Fantasy Role-Playing Game

The Big Eyes Small Mouth Edition

Welcome to my feeble attempt to convert the wonderful world of Final Fantasy into the Big Eyes Small Mouth Role-Playing System. This has yet to be play tested, and is bound to have some trouble translating the rich and console-rific world of Final Fantasy to the tabletop format, but with your help, we should be able to make this work like a well-oiled man-machine. Until then though, courage. I should point out that I crafted these rules with some level of realism in mind. With this in mind, I hope you use common sense for things, and avoid the whole "Black hole item storage" thing. "Yeha, I'm carrying 99 potions, What?! Why are you staring at me?!!"

New Attributes

The original BESM system is Fine for anime, but FF is not anime in it' s strictest definitions, and therefore, demands a few unique rules.

-Cure

3pts per level (only available through the Magic Attribute)

Lv1- Heals 10 hp

Lv2- Heals 20 hp

Lv3- Heals 30 hp

Lv4- Heals 40 hp

Lv5- Heals 50 hp

Lv6- Heals 60 hp

-Rage

1pt per level

Allows the character to enter frenzy. The character must attack every turn (even in only allies are available) while berzerk. He may try, once a turn, to make a Soul roll to break the frenzy. He may only use the Total Attack option, though he still gets the -1 to his attack roll.

Lv1- +1 ACV +2 Damage

Lv2- +1 ACV +4 Damage +1 Initiative

Lv3- +2 ACV +6 Damage +1 Initiative

Lv4- +2 ACV +8 Damage +2 Initiative

Lv5- +3 ACV +10 Damage +2 Initiative

Lv6- +3 ACV +12 Damage +3 Initiative

-Sword Servant

1 pt per level

This attribute allows the user to summon the spirit from his personal blade. This ability may be used after the individual has used (practice, combat, sharpening, etc) for at least 2 days. To summon the spirit, the user must have the weapon drawn and succeed in a soul roll, with -1 per level in Sword Servant. A critical Failure on this roll breaks the weapon. A broken weapon may still be repaired, and a spirit who is slain, simply returns to the blade, but cannot be summoned until the sun has fallen and risen again. Otherwise, this attribute is identical to the ' Servant' attribute in BESM p. 123.

-Sixth Sense: Touched

A character with this attribute is ' touched' by a spirit, god, celestial or otherworldly intelligence. At times, this character gets feelings, visions, or impressions from her patron. A character may mediate in an attempt to commune with their patron. Roll Soul, (penalties may apply if the Patron is especially uncommunicative) to make contact. Characters who are Touched will often have other effects. Those touched by Gaia will

often have an extensive green thumb, those touched by a War God may have a knowledge of the battlefield better than any general, those Touched by Chuthulu are often completely insane.

-Kensi: Destructive Blow

Normally, a character may attempt to destroy an opponent' s equipment with a 4 penalty. A character with this attribute may attempt this with only a -1 penalty to their rolls. NOTE: most weapons have 40hp depending on size and quality. The Armor value of armor also protects itself from damage.

New Weapon Attack Abilities

-Geo Effect

Attacks with this ability will have an added effect based on the surrounding terrain. If a unique terrain is encountered, and one of the list effects seems rational, simply use another Weapon Attack Ability. This is used to simulate the Geomancer' s ability to have different effects on different terrain.

Grasslands and Forest - Tangle

Desert - Irritant

Swamp - Burning (Poison)

Water, Air, Underwater, Etc - Area

-Smart

Attacks with this ability Will Not effect individuals friendly to the user. Attacks with the area effect and this ability are especially powerful. This is common among the effects used by Summoners.

-Elemental Ability

The various elemental properties that many FF attacks have (Earth, Fire, etc) are represented in Weapon Attack. However, they seem to cancel each other out; for example, some creatures are weak against fire, but some are strong to it. For this reason, You simply state the element (if any) your attack uses, this has not effect on the base damage for the attack, however. For examples of Elemental Weaknesses see the Vaunability Defect (Fire, Lightning, and Ice are considered Common, worth 2 defect points; Shadow, holy, Earth, Poison, etc... are uncommon, worth one defect point.) Elemental Resistance's are covered thorough the "Special Defense" attribute (p142), level one conveying one half damage, and level two being complete immunity.

New Magical Restrictions

-Black and White Magic Only

When purchasing attributes with Power points, the character pays one less point for each power (total point cost, not per level.) The character must still, however, pay full energy point cost for maintaining and activating powers. Black magic is considered to be anything that isn' t protective or curative. White magic is anything that isn' t elemental or aggressive.

New Racial Defect

-Racism

You were born into a race that is looked down upon, feared, or otherwise disliked by the majority of intelligent races. While not every individual will be effected by this bias, most bar owners, loan officers, and angry mobs will. Being a member of a race that is looked down upon, such as a slave race, or one considered "lesser" is worth one defect point. Good examples of this are Imps in Final Fantasy, in the old west, the chinese, and African Americans would be at this level. Being a member of a race that is actively hated, hunted, and simply not tolerated to exist beside normal society, is worth two defect points. Examples of this would include demons, an american who makes his home in war-torn Afghanistan, or an indian in colonial New England. Note that you should only take this defect if you are Constantly exposed to this prejudice. Sure, you may have occasional refuge among your own people, but this should hamper you quite a bit.

Status Effects

This staple of Final Fantasy needs to be touched upon. Most of our favorite status effects can already be simulated by the BESM system, though, with some modification, I feel that we might have all of

them some day (See above comment about Well-Oiled Man-Machine) Most of these status effects are used as Weapon Attack Attributes (BESM p160)

Poison- Identical to 'Burning'

Stone- See explanation of 'Tangle'

Beserk- See my new ability 'Rage' and 'Linked attack'

Frog- Metamorphosis and Linked Attack

Silence- An attack that drains EP.

Sleep- Incapacitating

Slow- The opposite of the 'extra attack' ability. This attribute would make a target move at half speed, attack only once every other turn, and receive double the defense penalties (-2 for the second defense, -4 for the third etc...)

Confusion, Charm- these are best represented though the 'mind control' attribute. These don't make good weapon attack attributes.

Blindness- See the "Flare" attribute.

New Personal Gear

NOTE: This list is by no means exhaustive. It is intended as an example of what one might find in this world. Use the Rules for Personal Gear and the Item of Power abilities for other information. These are just the basics. For simplicity's sake, I have just included elements crucial to Final Fantasy, items, Weapons, and Relics.

Items

-Potion- Minor Item

This vial of medicinal fluid, heals 20 hp, but cannot be used on someone who has dropped below -20 hp. There is enough elixir in one vial for three uses. Note that these uses can only be used once per turn, in other words, you cannot chug the entire bottle and get back 60 hp.

-Phoenix Down- Minor Item

A package of feather dust that has been treated through alchemical means. This can revive an unconscious person instantly. However, contrary to popular belief, it cannot revive the dead. A pouch of Phoenix Down contains enough material for three uses. When used on someone who has been reduced to anywhere from 0 to -19 hp, it will restore 40 hp.

-Tincture- Minor Item

A heady mixture used by mages and scholars everywhere, it aids in the replenishment of energy, and the banishment of fatigue; great for burning the midnight oil! Each small green vial has enough fluid for 3 draughts. Consumption of one draught is enough to replenish 15 energy points in one subject. Like the Potion, you cannot slam the entire thing and get more than 15 energy back.

Weapons

Swords

-Long Sword- 10 damage, melee, Minor Item

Standard longsword commonly seen in every battle.

-Rune Edge- 10 damage, melee, (spend 5ep for +10 damage) Major Item

Long blade engraved with glyphs, functions best for mages.

-Drainer- 10 damage, melee, vampiric, Major Item

A sword with a dark resonance, blessed by an elder vampire lord.

-Ragnarok- 10 damage, melee, area, Fire elemental Major Item

Renowned blade said to hone the powers of the End of the World. When a swing connects with its target, it explodes in flame (away from the user, obviously).

Staves

-Wooden Staff- 5 damage, melee, Stun, Mundane item

A normal oak staff, common among travelers.

-Gravity Staff- 10 damage, melee, minor item

A staff enchanted by Cosmic Mages to strike with greater force.

-Magus Staff- 5 damage, melee, +10 ep major item

A great runed staff almost 8ft tall. It is mostly used to enhance one' s magic.

-Goddess Staff- 5 damage, melee, (5ep to cure 10hp) major item

This white ash staff is imbued with the power of the creator. Carried by White mages, doctors, and medicine men alike.

Rifles

-12 gauge- 10 damage Minor Item

Not your Grandpappy' s rifle. This state of the art weapon is suitable for hunting and home defense.

-Shotgun- 10 Damage, area Major item

Common outside of urban areas, this weapon can wreak havoc on a group of assailants

-Sniper- 10 damage, long range Major item

With one of the most accurate scopes available, this weapon is perfect for taking out an enemy without meeting him face to face.

Pistols

-Air Gun- 5 short range, concealable, Minor Item

This weapon is often used by children to practice aim in urban areas.

-Deckard Special- 10 damage, concealable, Major Item

This large weapon is used by more unsavory types, it' s larger caliber makes it capable of significant stopping power.

-Uzi- 5 damage, auto fire, concealable, Major Item

This device is illegal in most areas. It is capable of firing many shots per second, and is quite lethal with good aim.

Polearms

-Mithril Pike- 15 damage, melee, 2-handed, minor item

A standard 8ft spear common among frontline soldiers.

-Sprite' s Spear- 15 damage, melee, 2-handed, +10ep major item

6ft long and died red, this spear made by sprites, it enhances magic.

-Gunginir- 15 damage, Short Range, 2-handed, Lightning Elemental, Major Item

Legend says it was made by the Lightning god, this spear can be thrown through the air with amazing accuracy.

-Daedelus Lance- 15 damage, melee, 2-handed, 30 damage VS. inanimate targets.

These lances were first created by primitive tribes and imbued them with a hatred for technology, it has been known to punch holes in airships.

Whips

-Backhand Whip- 5 damage, melee, flexible, mundane item

A black leather whip reinforced for combat.

-Razor Whip- 10 damage, melee, flexible, minor item

A light whip lined with numerous barbs and razors.

-Nimbus Flail- 10 damage, melee, flexible, holy elemental, no regeneration, Major item

A morning star blessed by high priests of the creator

-Hydra Whip- 5 damage, melee, Flexible, Auto Fire, Fire Elemental, Major item

Made from the hide of a many headed beast, strikes many times in one swing.

Knives

-Tanto- 5 damage Melee, concealable, Mundane item

A standard knife made for combat and dressing game.

-Kodachi- 5 damage, Melee, concealable, armor piercing, Minor Item.

A stout blade made for thrusting through combat armor.

-Blossom- 5 damage, melee, concealable, armor piercing, accurate, Major item.

A razor sharp blade fit for surgery, wears out quickly.

-Koga- 10 damage, melee, concealable, accurate, armor piercing, Major item.

An ancient knife handed down from assassin to assassin for generations.

Boomerangs

-Lode Boomerang- 5 damage, short range, stun minor item

A heavy boomerang used for hunting small game.

-Rising Sun- 5 damage, short range, burning, Major Item

A metallic circulet that absorbs the power of the sun, to heat it to burning temperatures. Don't worry, it's safe to catch and throw.

-Shiva's Razor 5 damage, short range, spreading, ice elemental, Major Item.

A blue metal boomerang that has been blessed by the God of Ice. When thrown, it creates a cold blast and chunks of marble-sized ice that hurl toward the target

-Ghost Edge- 5 damage, short range, affects incorporeal, Major Item.

Used by Ghost hunters and shaman in rural areas. This silver circle is engraved with arcane symbols showing the pathway to the afterlife.

Bows

-Long bow- 10 damage, short range, minor item.

A standard bow used by hunters and woodsmen.

-Lightning bow- 10 damage, short range, lightning elemental, accurate, major item.

A long bow with with a string woven from the rare Lightning Flower.

-Napalm Shot- 10 damage, short range, Fire Elemental, Area, major item.

A bow that causes normal arrows to explode upon impact.

-Artemis- 10 damage, long range, major item.

Blessed by the God of Archery, the arrows fired from this ornate bow will fly for leagues.

NOTE: for Armor, see BESM pg218. Follow the same advice under Personal Gear.

Relics

-Elemental Ring- Major Item

Actually different rings made to house an elemental of each one of the greater elements. Grants the user Total Immunity to one specified element.

-Regeneration Ring- Major Item

A small ring made of living wood, it occasionally sprouts leaves or roots. Restores 1 hp per turn. This still won't save you if you go to 20 hp or below.

-Thief Glove- Major Item

This thin silk glove bears the resonance of a great thief, one who was rumored to have never been caught. Grants -3 buglary rolls, Stealth Lv2 (for hearing and sight)

-Angel Ring- Major Item

This relic contains the true blessing of the Creator. If the wearer dies in combat (-20 or more HP), he is surrounded by a blinding white glow. He is then brought back to life at full hit points and completely whole. The ring then shatters. From this point on, his soul will bear the mark of the creator, and holy men will recognize him. He may be asked to complete certain tasks on the Creator's behalf for compensation for his great boon.

-Dragoon Boots- Minor Item

These dark blue dragonhide boots provide the wearer with Lv 2 Jumping. This allows the user to emulate the dragoon and fly though the air.

-Goggles- Minor Item

Gives -4 to resist the flare weapon attack attribute. Also prevents snow blindness and just looks cool. Don't stare at the sun, though.

-Third Eye- Minor Item

This circulet gives the wearer an uncanny insight into the very near future. the wearer and additional defensive roll each turn and +1 DCV.

-Wizard Mantel- Minor Item

A dark blue robe employed by only the most serious of students of sorcery. Provides 1 pt of armor, and +5 energy points.

-Ginji Glove- Minor Item

A thin leather glove that, when worn over the non-dominant hand, allows the wearer to use that hand as though it was her dominant had. Grants the Kensi ability, Two Swords.

-Guard Bracelet- Minor Item

This relic' s form doesn't betray it' s power. It appears as a small bracelet with a little green globe hanging from the underside. When the Wearer reaches 10% or lower of his HP in battle, it generates a Lv1 Force Field (15 pts until destroyed) that lasts until the wearer is healed, or the current battle passes.

-Running Shoes- Minor Item

These well crafted shoes grant the user the speed attribute at Lv 2. This enables the wearer to run at double normal speed.

-Peace Ring- Minor Item

This simple silver band helps provides concentration and strength of purpose. It imposes a +3 penalty to the dice rolls of any effect that involves mind control, emotion control, or telepathy.

-Magic Ring- Minor Item

This ring has many different appearances all over the world. Whatever it' s form, it provides a2 dice roll bonus to the "To Hit" roll of any magic effect (Mages Only!)

-Guardian's Gauntlets- Minor Item

This pair of leather gauntlets with iron trim guide the user in battle, saving him from a blow' s crush. Provides +1 DCV and +1 Armor.

---Job Templates---

Below are examples of how the various classes that we all know and love fit into BESM. There are a few things not listed below. For Example; most characters should have the Personal gear attribute, and classes such as General, Knight, and Paladin should include Organizational Ties to their government.

-Dragoon- knights who follow an ancient method of harnessing internal energy to emulate the eternal dragon, and fly through the air! While not universally liked or hated, the dragoons are often the most trusted (and smallest) division of any king' s army.

Jumping Lv2, Weapon Attack: Dragoon Dive Lv1 (Slow, 30 damage) 6 cps

-General- Like the Dragoon, Generals are taught to harness internal energy, but use it in a different fashion. The general focuses his power into spectacular displays elemental carnage.

Aura of Command Lv1, Weapon Attack: Shock Lv1 (Area, Short Range 15 damage) 5 cps

-Black Belts- Masters of the empty fist. Where Knights and Dragoons roam the battlefield wrapped in armor, bearing the banners of their Kingdom, Black Belts choose a different path. There enigmatic individuals take up the cause armed with nothing but there esoteric skills and raw pummeling strength.

Massive Damage Lv1, Weapon Attack Lv1: Aura Bolt (15 damage) 6 cps

-Barbarian- From the uncivilized lands beyond where most travelers dare dwell are the barbarians. A warrior on par with any Knight, the barbarian' s strength lies not in training or discipline, but in feral rage.

Rage Lv2, Massive Damage Lv1, Raceism -1 3 cps

-Dark Knight- Some warriors shy away from the dark side, content to sit in the light and train. There are some souls that know that darkness offers power. While not inherently evil, common people often fear the Dark Knight, most with good reason.

Magic Lv1 (black) OR Weapon Attack: Night Sword (Vampiric, Short Range, 15 damage) 4 cps

-Paladin- The champions of light, the paladin embodies all that is good in the world, and is devoted to protecting it. However, such lofty goals and standards would be hard to maintain, luckily, paladins have the direct support of God. If paladins are the soldiers of God, then that leads one to wonder about the Dark Knight.

Magic Lv1 (white) OR Weapon Attack: Holy Sword (Short Range, 30 damage), Attack Restriction: Innocents -1 3 cps

-Samurai- Bound by honor more than any other warrior, the samurai have elevated war to a spiritual stage. By communicating with the soul of their weapons, they have found a new dimension in war's most elementary ally.

Sword Servant lv2, Unique Character Defect: Bushido Code -2 0 cps

-Ninja- Assassins of the night, where you find darkness and conflict, you will find a ninja. Though you probably won't see him. All ninjas hold allegiance to a Clan, for unlike the Samurai, becoming ronin for a ninja can be fatal. Masters of the Zen art of invisibility, they have achieved the art of not being seen.

Invisibility Lv1, Owned by Ninja Clan -1 Wanted -1 3 cps

-Knight- Many warriors go on and on about inner focus and discipline, but they forget the most basic element of combat, bashing shit up real good. Knights have discovered one basic precept of war; a swordsman without a sword cannot kill you.

Combat Mastery Lv1, Focused Damage Lv1, Kensei Lv1 (Destructive Blow) 4 cps

-Ranger- Stalkers of the wilderness, a ranger exploits a battlefield that many warriors fear to dread. When most men see the uncharted forest, they see the unknown, a ranger sees a challenge. They have little to fear from the perils that the woods has to offer.

Animal Empathy Lv1, Stealth (Hearing) Lv1, Servant lv1(Some creature of the forest) 3 cps

-Geomancer- Occasionally, in the rural parts of the world, there are individuals born favored by nature. There people learn to speak with the spirits of nature, defending it when evil threatens. When nature is angry, they are there to administer it's punishment.

Weapon Attack: Geomancy Lv1 (Geo Effect, Short Range 15 damage) 4 cps

-Engineer- In a world where most people are content to take up a sword and fight, there are some who see better ways. Armed with bizarre contraptions, and agile minds, and engineer can be a force to be reckoned with.

Mechanical Genius Lv1, Item of Power Lv1, Easily Distracted (Technology) -1 bp 3 cps

-Thief- There are those who live by, slightly less tight moral standards. Those individuals, while they may not be fit to stand by the knight in battle, they are definitely needed. Experts, Thieves, and Treasure Hunters; all are the heroes running the shadows.

Divine Relationship Lv1, Highly Skilled Lv1 2 cps

-Gambler- While not quite as shrouded as the Thief, the Gambler is a rather odd adventurer. While they share the pinnacle of the thief, there are better fit for wining and dining the duchess of Dymacian, then crawling around a dungeon.

Divine Relationship Lv1 Appearance Lv1 2 cps

-Black Mage- Wizards of ill omen, Masters of the elements, those who know that which Man Should Not know; all are black mages. Individuals dedicated to studying the dark arts. Quiet and secretive, there

individuals are welcome in any army, just not in the front lines. Few can deny their ability to dish out pain and suffering.

Magic Lv2 (Black), inept combat -2 6 cps

-White Mage- Pious warriors, and dedicated healers, White Mages are a most welcome sight in these troubled times (it is always troubled times in Final Fantasy). Able to use their magics to close even a mortal wound, White Mages are a necessity in war.

Magic Lv2 (White), Inept combat -1, Attack Restriction -1 (innocents) 6 cps

-Red Mage- Rouge scholars and adventurous sages, red mages cross the boundaries of the two schools of magic. These sages believe in the creed of versatility. Some argue that by studying both schools, they can master neither. However, few can argue against their versatility on your side of a fight.

Magic Lv2 8cps

-Summoner- Allies of strange spirits called espers, these magicians, sometimes called 'callers,' are capable of bringing down their allies to lay waste to a battlefield. These individuals are perhaps more feared than the dreaded Black Mage.

Magic Lv2 (Weapon Attack: Esper's Wrath Lv2 Area x2, Smart, Short Range, Extra Energy, Slow, 30 damage) Less powerful Magic -1 Magical restrictions (Must keep Esper's favor) -1 6 bps

Racial Templates

Some of the various non-human characters from the FF universe. Yeha, I know humans aren't on here, but that doesn't mean you can't play them, they just have no modifiers. All humans are different, but they just represent the baseline of all races. Oh, and yes, there are MANY other races in the Final Fantasy worlds, but these are just some of the more common.

-Dwarf- A jolly underground civilization, dwarves flourish out of the reach of the sun. Strong of body, they can commit intense acts of strength. Though they are truly known for their acts of courage. Truly honor bound, if one makes a friend of the dwarves, he will have one until he is dead (and probably thereafter).

+1 Body, Features Lv1 (Night Vision), Damm Healthy Lv1, Not so Fast -1 bp 2 cps

-Elf- Though not as reclusive as other races, elves tend to keep to themselves. With their sharp ears, lithe bodies, and legendary good looks, they make ideal adventurers.

Speed Lv1, Features Lv1 (NightVision), Appearance Lv1, Not so Strong -1 bp 2 cps

-Imp- Small Greenish folk. Often despised and stepped on by other cultures, imps have a rough lot. They do have a few tricks up their sleeve. They know the secrets to foraging weapons that have incredible power in their hands.

-1 Body, Racism -1 -2 cps

-Matango- A barrel shaped race of mushroom people. Raised on the legends of their ancestors most Matango have the urge to live their own adventures to feed their children's dreams.

Damm Healthy Lv1, Light Armor lv1 2 cps

-Moogles- A race of creatures that closely resemble our teddy bears with wings. They live apart from many non-moggles, and are fairly secretive. The rare moogle who does leave their tribe is often destined for greatness.

+1 Soul, Flight Lv1, Not so Strong -2, Slow Flight (walking speed) -1 2 cps

-Neko- A small race of humanoid cat-people. Being habitual nomads, they are known for being the merchant at the right place at the right time. With no real land to call their home, Neko tend to be a home anywhere.

Jumping Lv1, Natural Weapons Lv1 (Claws), Features Lv1 (NightVision), Special Movement Lv1 (Catfooted), Not so Strong -1 3 cps

-Sprite- Not quite as tall as the dwarves, sprites are among the shortest races; right above the imps. Sprites are innately tied to mana, a spiritual energy that pervades all creation. Possessing keen minds and a very inquisitive nature, they make excellent mages. They exist in a very tribal and primitive culture and tend to shun technology as a whole.

+1 Mind, Energy bonus Lv1, Not so Strong -1 1 cp

-Yeti- These legendary creatures live in the cold mountains to the north. Rarely seen outside of there homes, little is known about them. They are among the strongest sentient things alive, though their hearts are often just as impressive. Living in desolate cold, heat and fire rarely phase them.

-1 Mind, Super Strength Lv1, Special defense Lv1 (Cold) 2 cp

-Ancients- A tribe of Humans from the beginning of the world. Chosen by Gaia, the Ancients have been the guardians of the land since their creation. However, time has been cruel to them, and they are now almost extinct. Few know of the Ancients, and most live in normal human cities or in the wilderness. They excel as healers and guides.

+1 Soul, Divine Relationship Lv1, Sixth Sense: Touched, Marked (Errie Green Eyes) -1 bps 2 cps

*Brought to you by **AustinMonster***

now worth 300 exp and 100 gil.

AustinMonster = Austin Kowalewski

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