FFTA (2?)

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Humes like you are an odd breed. Occasionally they'll take after another race so much that they gain the ability to join the classes of that race!

Origins

- Drop In
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- Hedge Wizard
  -
- Merchant
  -
- Chemist
  -

Race (1d8 or 100 CP)

- Hume
  - With access to the most widely varied tech tree, Humes are jack of all trades with abilities in most sources of magick and fighting.
- Moogle
  - A small and fast people, Moogles are a natural support race with a penchant for technology. Unusual jobs with unique abilities abound.
- Viera
  - A race of cardio-bunnies, Viera are a race with phenomenal strength and speed. Their strengths are in precise physical attacks, or in wide-area magicks.
- Bangaa
  - Muscular, slow reptilians with a hissing accent, the Bangaa are known for their heavy reliance on physical attacks with few magicks.
- Nu Mou
  - A race of hippo-dog people, the Nu Mou are magickal fountains with access to strange arcane abilities that bend even time itself.
- Seeq

    - A race of pigmen, the Seeq are not a particularly bright species. Their speed is unusual, only beaten well and truly by the Moogles and the Gria. Their forte lies in traps, raw strength, and oddly enough, lightning magicks.
- Gria
    - A race of draconic women, the Gria's strength lies in mobility. Being the only of the sapient races capable of flight, the Gria bound around their opponents and whittle them to pieces through their skills and magicks.

Abilities (total of 21, three columns by cost. 100, 200, and 400, you may take ONE from each column.)

- Strike Back (100, Free Gria)
    - Catches the foe during a basic attack, blocking their blow and striking your own.
- Blink Counter (100, Free Seeq)
    - After being hit with a basic attack you strike back with enough force to shove your enemies backwards.
- Magick Counter (100, Free Nu Mou)
    - You instinctively throw a spell of the same type imposed upon you back at your enemy after they cast.
- Bonecrusher (100, Free Bangaa)
    - When harmed from a basic attack you strike quickly and decisively, hitting them half again as hard as you normally do.
- Return Fire (100, Free Viera)
    - You catch missiles in midair, and fire them back at the bowman who shot at you.
- Counter (100, Free Moogle)
    - After being hit you will hit back with normal strength. Unlike all the others though, you will even hit back during an enemies technique.
- MP Shield (100, Free Hume)
    - You've figured out how to use Mist as a shield from physical and magickal blows, and draw it around your body slowly, getting stronger with each passing moment.
- Critical: Evasion ↑ (200, Free Gria)

    - When you've taken enough damage you receive a burst of adrenaline, and attacks of all types are more easily telegraphed to you.
- Critical: Vanish (200, Free Seeq)
    - You've learned to hide amongst your environment, and when in mortal peril you almost seem to disappear.
- Critical: Haste (200, Free Nu Mou)
    - Drawing the mist into your muscles, you begin moving faster than you normally do.
- Critical: Berserk (200, Free Bangaa)
    - You've been badly hurt. And now they're going to feel the same. Your injuries spark a bloodrage, but it may harm your comrades should they be nearby.
- Regenerate (200, Free Viera)
    - Your high metabolism allows for quicker healing. Wounds scab over quickly, and broken bones are somewhat useable within a day.
- Critical: Quicken (200, Free Moogle)
    - A pure fight or flight response brought about by significant pain, you immediately act to save yourself however you can.
- Replenish MP (200, Free Hume)
    - You draw upon mist more readily than most, able to max out your magickal potential within a minute if you don't cast anything.
- Protection ↑ (400, Discount Gria)
    - You're naturally tougher than most you meet, and have a high resistance to physical and magickal attacks.
- Monkey Grip (400, Discount Seeq)
    - That sword's not so big is it? Non-ranged two-handed weapons can be wielded in a single hand, freeing the other one up!
- Tank (400, Discount Bangaa)
    - Robes are for sissies you say. Wearing armor as a magickal class is now easier to move in for non-warriors, and your magickal abilities isn't grounded while wearing it.
- Geomancy (400, Discount Moogle)

    - BURN! BURN! Your magicks are potent at slipping around defenses, and a target's resistance to elemental magicks is now reduced.
- Turbo MP (400, Discount Nu Mou)
    - Your spells cost twice as much to cast, but the result cannot be denied. Spells which would be a small flame before are an explosion now, and they almost seem to seek out your enemies with how accurate they are.
- Blood Price (400, Discount Viera)
    - The most powerful combat magicks are tricky to lead with, as holding magicka in while not in a fight is detrimental to one's long term health. You've learned dark, painful ways to get around the need for magicka by draining your own energy to fuel your spells.
- Dual-Wield (400, Discount Hume)
    - Wielding more than one weapon is difficult, but the few people able to arm themselves effectively often find this difficult skill will increase their understanding of their own abilities, in addition to providing a second blow during melee attacks.

Items (Items may be purchased multiple times. Free and Discount effects only work once.)

- 20,000 Gil (50, Free Merchant)
    - Shining, wonderful, TAX-FREE Jew Gold. Merchant gets 80,000 Gil.
- 20 Panacea (50, Free Chemist)
    - A cure-all drug, capable of restoring you from all status ailments save death. Chemists can make more for 20 Gil.
- Fortune Ring (50)
    - This shining ring prevents Blind, Immobilize, Disable, and Doom effects. Men only.
- Barrette (50)
    - A hairpin inscribed with magickal wards, the barrette prevents Zombie, Silence, Frog, Poison, and Slow from being implemented. Women only.

- Faerie Shoes (100)
    - Created by the Lady of the Seelie Court, these shoes confer the ability to move from one point to another within running distance instantly.
- Hero Medal (100, Free Drop In)
    - Given to those who have done great deeds, this medallion prevents the Judges of Ivalice from snatching you from the battlefield for breaking their laws, and grants you a knowledge of the laws in effect. It does not however prevent a fine from being imposed.
- Thor Rod (100, Free Hedge Wizard)
    - Lightning magically bound into a staff, seeming to bring the fury of a storm with its cast powers.
- Trident (100)
    - A large three pointed spear, used to train for more effective attacks.
- Elemental Shield (100)
    - A shield of Fire, Ice, or Lightning magick, which renders you immune to their respective magicks.
- Sequencer (300)
    - This unique sword seems to gain power after enemies are killed in unusual fashions.
- Peytral (300)
    - An unusual piece of heavy armor, those who wear it long enough swear it to get stronger after exceptional battles.
- Elemental Robe (300)
    - A robe of Fire, Ice, or Lightning, which absorbs the energies of their respective magicks to heal you.
- Mirror Mail (300)
    - A shining breastplate of heavy armor, it imbues a magickal reflector, all spells cast upon you will rebound upon their caster.
- Seventh Heaven. (400)
    - Greatbow. Trains the Ultima Shot to Humes and Gria.
- Zeus Mace (400
    - Mace. Trains the Ultima Blow to the Nu Mou

- Zanmato (400)
    - Katana. Trains the Ultima Masher to Viera.
- Materia Blade (400)
    - Blade. Trains Ultima Sword technique to the Bangaa and the Ultima Charge to the Moogle.

Setbacks (may take up to 600 worth)

- Magickal Dearth (+100)
    - Not being from this world, you have an extreme resistance to Mist, the source of Magick. Your spells are harder to use, and are often weaker.
- Frail Weapon (+100)
    - Your weapons were made from slightly inferior materials. Melee weapons bend too much, bows not enough, and guns are dangerous to use at best.
- Thief Plague (+100)
    - Pickpockets and charlatans are everywhere, doing their best to liberate your hard earned cash or weapons from your pockets.
- Basic Classes (+200)
    - You get on your teacher's nerves, and he throws you out of the training session. This prevents you from learning more than the basic jobs, with the exception of the one you learned while you were in class. Better make the most of it.
- Corrupt Law (+200)
    - Judges are out to get you, probably because of the time you accidentally stole one's wallet or something. Judges will impose twice the penalties normally given, and occasionally look the other way when another clan breaks the law.
- Jagdbound (+400)
    - You always seem to come into town at the wrong time. Half the missions available are bound for the Jagds Dorsa, Ahli, and Helje, where no Judge will venture to protect you. The other half often barely pay more than it costs to take the contract.