

ZODIAC Final Fantasy RPG's Esperian Grimoire

(A guide to Summons in the ZODIAC FF RPG)



by Froggotten Silvertongue (Chris B.)

Introduction to Summons

Everyone who is a Final Fantasy Fanatic knows what Summons, Esper, Guardian Forces, Eidolons, Aeons, and Avatars refer to, but for those that don't know here is a definition... or summary

Summons: (Final Fantasy series) A powerful spell, often in the form of an arcane being or entity, that is cast by characters in battle, to do more damage than a typical spell. Summons officially came into Final Fantasy in the actual third installation of Final Fantasy (FFIII). From that game on, there have been Summons in every Final Fantasy, though their names usually change with each installment.

FFIII: Summons

FFIV: Summons / Eidolons (DS)

FFV: Summons

FFVI: Espers

FFVII: Summons

FFVIII: Guardian Forces

FFIX: Eidolons

FFX: Aeons (First game to allow Summons as 'battle partners')

FFXI: Avatars

FFXII: Espers

FFXIII: Eidolons

FFX to FFXIII allows Summons to join battle, side by side with their Summoner (the character that brings the Summon into battle).

There are 2 types of Summons in today's Final Fantasy: Call Summons and Summoned Summons. Call Summons are basically a single, extremely long, spell that deals a large amount of damage. Summoned Summons are the 'battle partner' summons, that either act on their own, or are commanded by the Summoner.

Well, Enough about how Summons came to be and their purpose in battles, Let's get to how you can create them for your ZODIAC Final Fantasy RPG campaign.

CALLED SUMMONS

These summons are simple to create. All they are are Strong Attack Magic Techs with Area Effect and Amplify (Amplify: +25% AP or MAP (+1 MP Level Cost)), sometimes with an Element attached along with it. For Status Effect Summons (like Hades), it's the Status Effect Primary with Area Effect and Accurate (Accurate: +5 ACC or MACC per Tech Level (+1 MP Level Cost), to use with Negative Status Effects). That's basically it. If you want a different type of Summon, maybe one like Fenrir, There's not much you can do except just add Area Effect, and restrict your players from having any Area Effect Boost, Breaks, or Demi Attacks.

Example: Serah just received Shiva as her first Summon. The Master explains that Shiva is a Second-Level Strong Attack Magic with Area effect, Amplify, and Ice Elemental. Serah begins to set the damage formula up for Shiva. Once finished, They continue.

During the course of the campaign, Serah meets a bunch of Bombs, a fire based monster that can explode and hurt characters very badly. When Serah's Turn comes up, She summons Shiva. Serah has an MAP of 72, which Amplifies to 90. Being a Level Two Attack Magic, it is increased by another 45 points, making the total now 135 points. Shiva performs her stunning, cold, and damaging 'Diamond Dust' attack. Serah's die class is d10, so she rolls two d12s, and comes up with a total of 10. Not bad. It deals 235 ice damage. Because it is a second-level tech, and that the Bombs are weak to Ice, it remains at 235. If the Bombs were not weak to Ice, it would have done only 117 damage.

Here's a few examples of other popular summons as Called Summons

Ifrit (Lv 2 S Attack Magic; Amplify, Area Effect, Fire Elemental)

Ramuh (Lv 2 S Attack Magic; Amplify, Area Effect, Lightning Elemental)

Titan (Lv 3 S Attack Magic; Amplify, Area Effect, Earth Elemental)

Siren (Lv 2 Seal; Accurate, Area Effect) {Note: Siren's Seal effect is $(-25+MACC)/2$ due to being Level 2. }

SUMMONED SUMMONS

These Summons are more Complex than just being a tech, but still simple enough for the ZODIAC Final Fantasy RPG. These were created for games that want to simulate FFX and beyond.

This way of creating a Summon is called the GF/Aeon System, named after the First Summons to receive damage, and after the Aeons who first became 'battle partners'.

GF/Aeons are considered a Medium-Powered tech. Its MP cost is equal to its current Tech Level +2. In other words, a first-level GF/Aeon will cost 12 MP to materialize into the battle. Therefore, This is called its Materialization Cost. This is what it costs to SUMMON the entity, not to use it.

Once summoned, depending on the style the Master has set up. Either you or the Master will control the Esper. You can have it attack, defend, or use one of its techs (for Esper Commands and Support, see 'Expanded Summon Rules'). There's a cost to this though. The first action performed by the GF/Aeon is free, but further actions result in a loss of MP equal to 25% of the Materialization Cost, rounded down. This additional cost is the Material Upkeep. For every turn the GF/Aeon is out beyond the first action it takes, deduct the Material Upkeep from your own MP. The reason for this is because GF/Aeons cannot stay within this realm without the aid of their Summoner's magical reservoir of MP. Once you have an insignificant amount of MP left, the GF/Aeon disappears back into the Mana, the Realm of the Espers, etc., etc.

GF/Aeons have stats similar to a character, if not more powerful. But their stats also receive restrictions based on their level.

First off, a GF/Aeons base Stats is equal to their Summoner's multiplied times three, and a modifier is added afterward based on the GF/Aeon's 'signature tech'. There is a restriction to stats placed BEFORE the modifier is added. See the following table for the maximum value for stats for the GF/Aeon's Tech Level.

GF/Aeon's Tech Level	Base Stat Maximum
Tech Level 1	Max of 40
Tech Level 2	Max of 70
Tech Level 3	Max of 120
Tech Level 4	Max of 190
Tech Level 5	Max of 250
Tech Level 6	Max of 300

After you figure out it's Base Stats, Add the Modifier. The modifier can increase the Base Stat value over the Maximum Stat Value restriction. Modifiers are based off of one chosen Tech your GF/Aeon has. (See 'Summon's Tech Creation later). If you have an idea on what your GF/Aeon's Signature Tech is, Then follow the modifier charts below to see what you add (or Subtract) from your summonable ally.

Primary Effect	Modifier to Stats	Modifier to HP	Modifier to MP
Attack Magic/ Power Attack	+1 to all Stats	6	6
Break Art: <i>Power Break</i>	+3 STR, -1 MAG, +2 VIT, +1 AGI	8	4
Break Art: <i>Magic Break</i>	-1 STR, +3 MAG, +2 SPR, +1 AGI	4	8
Break Art: <i>Speed Break</i>	+1 STR, +1 MAG, -1 VIT, +1 SPR, +3 AGI	2	6
Break Art: <i>Armor Break</i>	+1 STR, +3 VIT, +2 SPR, -1 AGI	12	8
Break Art: <i>Spirit Break</i>	+1 MAG, +2 VIT, +3 SPR, -1 AGI	8	12
Demi Attack	+1 STR, +3 MAG, -1 VIT, +2 AGI	2	4
Fatal Blow	+3 STR, +2 MAG, -1 VIT, +1 AGI	2	4
Healing	+2 MAG, +3 VIT, +1 SPR, -1 AGI	12	6
Near-Fatal Attack	+3 MAG, +2 VIT, -1 SPR, +1 AGI	8	2
Revive	+1 MAG, +3 VIT, -1 SPR, +2 AGI	12	2
Stat Booster: <i>Strength</i>	+3 STR, -1 VIT, +2 SPR, +1 AGI	2	8
Stat Booster: <i>Magic</i>	+3 MAG, +1 VIT, -1 SPR, +2 AGI	6	2
Stat Booster: <i>Speed</i>	+1 STR, +1 MAG, +3 AGI	4	4
Status Effect (Level 1)	-1 STR, +1 MAG, +2 VIT, +3 AGI	8	4
Status Effect (Level 2)	-1 MAG, +1 VIT, +3 SPR, +2 AGI	6	12
Status Effect (Level 3)	+1 STR, +2 MAG, -1 VIT, +3 SPR	2	12
Status Effect (Level 4)	+2 STR, -1 MAG, +3 VIT, +1 SPR	12	6
Status Effect (Level 5)	+1 STR, +2 MAG, +3 VIT, -1 AGI	12	4
Invulnerability: <i>Physical</i>	+3 STR, +1 VIT, +1 AGI	6	4
Invulnerability: <i>Magical</i>	+3 MAG, +1 VIT, +1 SPR	6	6
Lesser Blue Magic (Lv 0 - 3)	+1 to All Stats	6	6
Greater Blue Magic (Lv 4 - 6)	+2 STR, +2 MAG +1 AGI	4	4

Note: Lv 0 Blue Magic is nothing but Exploder/Suicide.

Next, add the modifiers from Secondaries. Add the modifier for EACH Secondary in the signature tech.

Secondary	Modifier to Stats	Modifier to HP	Modifier to MP
Accurate	+1 STR, +3 MAG, -2 VIT +3 AGI	1	4
Amplify	+2 STR, +2 MAG, +1 AGI	4	4
Area Effect	+2 STR, +2 MAG, -1 VIT, +2 AGI	2	4
Drain	+2 STR, +2 MAG, +2 VIT, -1 SPR	8	2
Elemental: <i>Earth</i>	+1 STR, -1 MAG, +3 VIT, +2 SPR	12	8
Elemental: <i>Fire</i>	+3 STR, +2 MAG, -1 VIT, +1 AGI	2	4
Elemental: <i>Holy</i>	+1 MAG, +2 VIT, +3 SPR, -1 AGI	8	12
Elemental: <i>Ice</i>	-1 STR, +2 MAG, +1 VIT, +3 SPR	6	12
Elemental: <i>Lightning</i>	+1 STR, -1 MAG, +2 SPR+3 AGI	4	8
Elemental: <i>Shadow</i>	+3 STR, +2 MAG, -1 VIT +1 SPR	2	6
Elemental: <i>Water</i>	-1 STR, +1 MAG, +2 VIT, +3 AGI	8	4
Elemental: <i>Wind</i>	+1 MAG, -1 VIT, +3 SPR, +2 AGI	2	12
Lesser Status Effect	-1 STR, +1 VIT, +2 SPR, +3 AGI	6	8
MP Attack	+1 STR, +3 MAG, +2 SPR, +1 AGI	4	8

Once you have all the modifiers figured out, add them to your base Stats. Remember, the modifiers are added or subtracted from the GF/Aeon's Stat Value from the Summoner's Stats (Summoner's Stats x 3). Look at the example below for a clearer definition of what this means.

Serah has just earned Shiva as her first Summon. The Master is using the GF/Aeon version of Summons, So he explains how they work. Serah is a Level 5 Human Red Mage with STR 13, MAG 14, VIT 10, SPR 13, and AGI 12. Shiva is a First Level GF/Aeon. Shiva's Signature Tech is 'Diamond Dust', which is a Attack magic with Amplify, Area Effect, and Ice Elemental. So Shiva's Base Stats look like the following worked out:

Base Stat Value	AttMag Mod	Amp Mod	Area Mod	Ice Mod	Total
STR 39 (13*3)	1	2	2	-1	43
MAG 40 (restricted 42)	1	2	2	2	47
VIT 30 (10*3)	1	0	-1	1	31
SPR 39 (13*3)	1	0	0	3	43
AGI 36 (12*3)	1	1	2	0	40

Now that you have your Base Stats figured out, let's get to work on the more battle-vital stats, the Derived Stats.

Hit Points (HP)	$100 + (5 \text{ per VIT}) + (24 \text{ per extra Tech Level}) + \text{HP Bonus}$
Magic Points (MP)	$10 + \text{SPR} + 9 \text{ per 2 Tech Levels} + \text{MP Bonus}$
Attack Power (AP)	$\text{STR} * \text{Tech Lvl Modifier (TL 1=1, TL 2 \& 3=1.25, TL 4 \& 5=1.33, TL 6=1.5)}$
Magic Attack Power (MAP)	$\text{MAG} * \text{Tech Lvl Modifier (TL 1=1, TL 2 \& 3=1.25, TL 4 \& 5=1.33, TL 6=1.5)}$
Speed (SPD)	$10 + 1 \text{ per 15 AGI} + \text{Tech Level}$
Strength Dice (STR D)	$1 + 1 \text{ per 100 STR (always d10)}$
Magic Dice (MAG D)	$1 + 1 \text{ per 100 MAG (always d10)}$
Accuracy (ACC)	$10 + 1 \text{ per 5 AGI}$
Magic Accuracy (MACC)	$10 + 1 \text{ per 5 MAG}$
Evade (EVA)	$30 + 1 \text{ per 5 AGI} + 2 \text{ per Tech Level}$
Resist (RES)	$30 + 1 \text{ per 10 VIT} + 1 \text{ per 10 SPR}$
Critical (CRIT)	$95 - 1 \text{ per 15 AGI}$

Note: Max Tech Levels is ruled out for GF/Aeons.

Example: Serah is now figuring out Shiva's Derived Stats. Using the example from above for Base Stats, this is what she comes up with...

Stat	Formula	Total
HP	$100 + (31 * 5) + 0 + 18 (6 + 2 + 4 + 6)$	273
MP	$10 + 43 + 0 + 26$	79
AP	$43 * 1$	43
MAP	$47 * 1$	47
SPD	$10 + 2 + 1$	13
STR D	$1 + 0$	1d10
MAG D	$1 + 0$	1d10
ACC	$10 + 8$	18
MACC	$10 + 9$	19
EVA	$30 + 8 + 2$	40
RES	$30 + 3 + 4$	37
CRIT	$95 - 2$	93

Serah Now only has to get Shiva's Tech Set and she's done! Continue On to Summon's Tech Creation.

SUMMON'S TECH CREATION

Tech Creation for Summons of the GF/Aeon Line are very similar to Character Tech Creation. In fact, it's the same thing. There's only one difference: The amount of Tech Points used to buy the Techs.

GF/Aeons have a set amount of Tech Points for each Tech Level. The table below shows just how much TOTAL TP a GF/Aeon has each Level.

Tech Level of GF/Aeon Summon	Tech Point Total to be used
Tech Level 1	60
Tech Level 2	100
Tech Level 3	200
Tech Level 4	450
Tech Level 5	700
Tech Level 6	1000

Example: Serah has given Shiva the following techs...

Diamond Dust (Lv 3 S Attack Magic; Amplify, Area effect, Ice Elemental)
Cost 29 MP, Deals $(3d12*10+((47*1.25)*1.5))$ magical ice damage to all.
Cost 30 TP

Axe Kick (Lv 2 M. Power Attack, Lesser Stun)
Cost 12 MP, Deals $(2d10*10+(43*1.5))$ physical damage with chance to stun.
Cost 15 TP

Frost (Lv 2 W. Attack Magic; Ice Elemental)
Cost 4 MP, Deals $(2d8*10+(47*1.5))$ magical ice damage.
Cost 15 TP

Total TP Cost: 60.

You can choose any tech for your GF/Aeon Summon. Just try to keep within the boundaries of what you believe should be adequate techs for the Summon. (Shiva with a Fireball spell makes no lick of sense, But Fire-Immunity due to a massive shield of uber-cold ice does make sense.)

BASIC RULES OF SUMMONING GF/AEONS

Summons have a few rules when it comes to being in battle...

(1.) When the Summoner summons the GF/Aeon, The Summoner becomes a background figure, only being able to heal the Summon with items, ordering it around, or dismissing it. When the Summon dies or is dismissed, The Summoner returns to play on the battlefield.

(2.) If a Summon loses all it's HP in battle, it disappears back to the Mana, Realm of the Espers, Etc, and cannot be summoned until the Summoner has a good night's rest, or until the next day, whichever comes first. Revival Items and Techs don't work on GF/Aeons.

(3.) A Summoner can have as many Summoners as is allowed by the Master. Depending on how the game is played, or what expanded rules is used, this could be anywhere from 1 to 5 Summons (depending on the number of players and how many summons are in the Master's campaign).

That's all you need to know about a GF/Aeon Summon. If you want some house rules for Summons, see the next section 'Expanded Summon Rules'

EXPANDED SUMMON RULES

The Following Rules are house rules for use with Summon rules, either Called or Summoned Summons, that may benefit or hinder you game, depending on how you play...

RELIC: CALLED SUMMON RELICS

This rule relates most to Final fantasy VI (Final Fantasy 3 in American version). Even though it was done differently, It is still similiar to equipping a Relic in ZODIAC.

First, create a Relic with 8 points of abilities built into it. Once that is done, attach a 'Call "Summon"' ability to the Relic. This ability cost $5 + (\text{Tech Level} / 2)$ points, rounded up. Replace "Summon" with the name of the summon you have attached to the relic. Any points left over for the Artifact Relic can be used as the Master sees fit. The summon can only be called once per battle.

RELIC: GF/AEON RELICS

GF/Aeon Relics are just like Called Summon Relics, except they take up 12 points of the Artifact, leaving only 4 points to spend. For Elemental GF/Aeons, buy a Elemental Boost +1 or Elemental Resistance, For Status Effect GF/Aeons, buy some Status Immunities, For the rest, maybe a Stat Boost of 10 or 15 with 1 or two Status Immunities. If it's Odin, I would Recommend a Crit Boost of +5, which also cost 4 points. Summons like this can be summoned as many times as they want, as long as the Summoner hasn't gotten them K.O.'ed.

GF/AEONS GIVING BONUSES

This Option only works if the Master is using the GF/Aeon Relic option. IN addition to the Relic abilities, GF/Aeon Relics can increase the Derived Stats of the Character it is equipped too. Use the following chart or create your own. HP, MP, AP, and MAP recieve a 10% bonus to their values, ACC, MACC, EVA, and RES recieves +5 bonus to their values, and SPD and CRIT get +2 and -2, respectively. Positive Status doubles bonuses they would normally have.

Elemental Table

Elemental	Bonus	Elemental	Bonus
Fire	+10% AP, Fire Boost +1	Ice	+10% MAP, Ice Boost +1
Lightning	+2 SPD, +Lightning Boost +1	Water	+10% MP, Water Boost +1
Earth	+10% HP, Earth Boost +1	Wind	+5 EVA, Wind Boost +1
Holy	+5 RES, Holy Boost +1	Shadow	+2 CRIT, Shadow Boost +1
Non-Elemental	+25% HP	--	----

Next, Consider all Status Effects on the Signature Tech. Add the Bonuses from these as well. If the Status Effect is from a Lesser Status Effect secondary, and no Element is added, DO NOT add Non-Elemental to the Modifiers. Non-Elemental is strictly for Techs that do not have Element or Status Effects in their creation. The GF/Aeon also gains Immunity to the Status Effect it causes with his sigantaure tech.

Poison	+5 ACC	Stun	+10% AP
Curse	+10% MP	Berserk	+10% AP
DSentence	+10% MP	Blind	+10% ACC
Seal	+5 MACC	Slow	-2 CRIT
Sleep	-2 CRIT	Frog	+5 RES
Mini	+5 EVA	Confuse	+10% MAP
Stop	+10% HP	Stone	+10% HP
Charm	+5 RES	Venom	+2 SPD
Zombie	+5 MACC	Haste	+4 SPD
Barrier	+10 ACC	MBarrier	+10 MACC
Regen	+10 RES	Reraise	+20% HP
Wall	+20% MP		

Finally, Some Primary and Secondary Effects have bonuses, too.

Break Art: <i>Power Break</i>	+10% HP	Break Art: <i>Magic Break</i>	+10% MP
Break Art: <i>Speed Break</i>	-2 CRIT	Break Art: <i>Armor Break</i>	+10% AP
Break Art: <i>Spirit Break</i>	+10% MAP	Demi Attack	+10% MP
Drain Attack	+10% MAP	Healing	+5 RES
Invulnerabilty: <i>Physical</i>	+5 MACC	Invulnerability: <i>Magical</i>	+5 ACC
Revive	+10% MP	Stat Booster: <i>Strength</i>	+10% AP
Stat Booster: <i>Magic</i>	+10% MAP	Stat Booster: <i>Speed</i>	+2 SPD

Fatal Blow techs grant the same benefit as Non-Elemental, and a Immunity to Death

GF/AEON SECONDARY SKILLS

With this option, GF/Aeons can have Command and Support Skills, much like characters. First, the List of all EXTRA Commands and Supports that the GF/Aeons can have.

COMMANDS

In addition to the Command Skills listed in the Core Rulebook, GF/Aeons may have the following Commands...

Provoke: The GF/Aeon provokes the enemy, offering himself as a target. Roll a magic attack roll with a penalty of -30. If the result exceeds the targets RES, then it is successful and all enemies will attack with a normal attack to the provoker during their turn. (Useful for GF/Aeons that like to start crap, like Shiva and Diabolos)

Interrupt: This Command may be attempted on a foe's turn once per round. Roll a magic attack roll at -40. If successful, the opponent is 'stunned' for the turn. Boss Monsters are immune to Interrupt unless otherwise stated. (Useful for gabby talkers and show-offs like Siren and Carbuncle.)

SUPPORTS

In addition to the Support Skills listed in the Core Rulebook, GF/Aeons may take the following Supports...

Elemental Being: The GF/Aeon with this support skill has a few quirks about itself. Choose an element when you choose this support skill. The GF/Aeon will have a Elemental Boost of +1 and a Immunity to that Element, but will also suffer double damage from an opposing Element. All normal attacks made by this GF/AEon also deal damage of the chosen element. See chart below for Opposing Elements.

Element (Opposing Element)	Elemental (Opposing Element)
Fire (Ice)	Ice (Fire)
Lightning (Water)	Water (Lightning)
Earth (Wind)	Wind (Earth)
Holy (Shadow)	Shadow (Holy)

Fire is weak to Ice as Ice is weak to Fire. Lightning to Water, Earth to Wind, and Holy to Shadow

SOS-Ability (Save Our Summon): SOS-Abilities only activate when the GF/Aeon has 25% or less of it's Max HP remaining. The following beneficial abilities can be used as SOS Abilities: Barrier, MBarrier, Regen, Stat Booster: *Strength 33%*, Stat Booster: *Magic 33%*, Stat Booster: *Speed 33%*, Invulnerability: *Physical*, Invulnerability: *Magical*. These abilities last until the GF/Aeon either dies, or heals up beyond 25% of it's Max HP.

RULES FOR SPECIAL SUMMONS

The following are rules for certain summons that may or may not be used in a campaign. Some are based around Returner's rules for these GF/Aeons, but have been simplified for ZODIAC FF RPG usage.

ASURA

Asura is considered a Lvl 4 GF/Aeon. Asura has three faces: Yin, Yang, and Asura. To see which face appears on each tick, Roll 1d10 and consult the following.

ROLL	FACE	EFFECT
1-5	Yang	(Lv 6 M. Barrier, MBarrier; Area Effect)
6-8	Yin	(Lv 6 W. Healing; Area Effect)
9-10	Asura	(Lv 6 S. Revive; Area Effect)

Faces of Asura is a Level 6 Tech that cost 37 MP, due to randomness of which face appears (-1), and the average cost of all techs (Med Lv 7 MP Cost (49 MP)).

In addition, Each form of Asura has a Tech Set for themselves. It is up to the Player or Master (depending on rules set out) to create the Tech Sets for all three forms.

Asura receives, for her Bonus Stats, +2 STR, +4 MAG, +0 VIT, +2 SPR, and +2 AGI, She also receives +11 HP and +14 MP.

YOJIMBO

Yojimbo is considered a Lv 3 GF/Aeon, and remains as so. Yojimbo has 4 set techs that don't use MP, SP, or HP to pay for. Instead, he performs one of his 4 Techs depending on how much GP he is payed.

TECH	EFFECT	GIL TO BE PAYED BEFOREHAND
Daigoro	(Lv 3 M Power Attack)	(Tech Lv + (PC's Lv/2))*10 to 24.9
Kozuka	(Lv 2 M Power Attack; Area Effect)	(Tech Lv + (PC's Lv/2))*25 to 49.9
Wakizashi	(Lv 3 S Power Attack; Area Effect)	(Tech Lv + (PC's Lv/2))*50 to 99.9
Zanmoto	(Lv 5 S Fatal Blow; Area Effect)	(Tech Lv + (PC's Lv/2))*100+

Daigoro is Yojimbo's faithful canine companion, Yojimbo isn't impressed by his pay, so he sends Daigoro to attack a single foe.

Kozuka is Yojimbo's own weakest attack. It's a single blade that leaves minor wounds onto the enemy.

Wakizashi is a stronger blade than *Kozuka*, but lacks the true power Yojimbo weilds.

Zanmoto is the frightfully powerful blade that Yojimbo summon's from the netherworld. It's edge is sharper than a thousand piecing daggers, but it is only rivaled by Odin's *Zantetsuken*.

Yojimbo receives, as Bonus Stats, +5 STR, +4 MAG, -2 VIT, +0 SPR, and +3 AGI, and also receives +4 HP and +8 MP.

RAGNAROK

Ragnarok is the GF/Aeon version of the Sword Esper found in Final Fantasy 3/VI. Ragnarok is a Lv 3 GF/Aeon that may be upgraded. Its signature tech is '*Metamorphosis*', which has a new secondary to accommodate for its special ability.

Metamorphosis (Lv 4 W Attack Magic; Area Effect; Change into 'Item')

Change into 'Item' has a base modifier with a variable number, depending on what sort of items the Master chooses to turn the enemies into. For drop Items, the modifier is -30. For steal items, The modifier is -45. For any item in the game, the modifier is -60. Each receives a +5 bonus per Tech Level. Let it be noted that the 'Any Item' option must be planned out and each monster given a certain item to turn into

Ragnarok also could have the following techs:

Potion Pierce (Lv 2 W Power Attack; Change into Potion (-35))

Armanent Strike (Lv 3 W Power Attack; Change into Weapon (-50))

Armor Smash (Lv 3 W Power Attack; Change Into Armor (-50))

En-GUARD! (Lv 3 W Power Attack; Change into Guard (-40))

"You're a Relic!" (Lv 3 W Power Attack; Change Into Relic (-60))

Change into Weapon, Change into Armor, and Change into Guard secondaries allows Ragnarok to turn a monster into a resulting equipment with a level equal to Tech Level +2, to a maximum of a Level 8 piece of equipment. *Change into Relic* allows Ragnarok to turn a monster into a non-artifact relic with a cost lower then or equal to 1000 + (Tech Level *500). *Change into Potion* allows Ragnarok, if successful, to roll 1d100 and receive an item from the potion list. See the table bellow.

01 to 10	Potion	59 to 63	Super Ether
11 to 20	Ether	64 to 68	Maiden's Kiss
21 to 25	Antidote	69 to 73	Revivify
26 to 30	Tranquilizer	74 to 77	Vaccine
31 to 35	Anointment	78 to 81	Soft
36 to 40	Hi-Potion	82 to 86	Phoenix Down
41 to 45	Hi-Ether	87 to 90	Remedy
45 to 47	Cornucopia	91 to 93	X-Potion
48 to 50	Eye Drops	94 to 96	X-Ether
51 to 53	Echo Screen	97 to 98	Elixir
54 to 58	Super Potion	99 to 00	Phoenix Pinion

Ragnarok receives, for its Bonus Points, +5 STR, +1 MAG, +2 VIT, +2 SPR, and +5 AGI, and also receives +16 HP and +16 MP.

That's It! No more rules for the Summons in ZODIAC FF RPG. You have all the rules in this little manual here. But If you have any suggestions or such for future books, send me an email to thebigfrogg@yahoo.com. Remember, ZODIAC is simple, fun to play, and is one of the best Final Fantasy Tabletop games out there (as told by RPGNet).

'Til next time you see another publication by me, this is Froggotten Silvertongue wishing you good friends, good days, and good gaming.