

MATERIA

USING MATERIA

You can use your action and Mana Points to cast a spell that's on the spell list of a Materia you are attuned with. You choose a Spell and a Spellslot from this specific Materia. You can not use a spellslot from another Materia to cast a spell. How much Mana Points are needed is stated on the Materia. The Spell Attack Bonus and the Spell Save DC are also stated on the Materia. It requires no Components, unless the Materia's description says otherwise.

Some attuned Materia may allow you to perform Special Actions. You can use an Action to perform such a Special Action.

Some attuned Materia just alter your character in another way, apply those changes in order you attuned the Materia.

MATERIA AND EXPERIENCE

Whenever you gain Experience (E_{Player}) all of your Materia gets Experience, if it is attuned and socketed. How much Experience per Materia ($E_{Materia}$) is gained, is determined by the following formula:

$$E_{Materia} = \frac{E_{Player} * S}{N} \quad (1)$$

where S is your Socket modifier and N the number of your socketed Materia, that is not at maximum Level.

There are four types of Socket modifiers:

poor ($S = 0.5$)

normal ($S = 1$)

good ($S = 2$)

excellent ($S = 3$)

TYPES OF MATERIA

There are three types of Materia:

small: This Materia has only three Level. Once it reaches Level 3 it is at maximum Level.

normal: This Materia can have up to five Level. Once it reaches Level 5 it is at maximum Level.

huge: This Materia does not have an maximum Level.

ATTUNING TO MATERIA

You can attune to Materia, while finishing a short rest and putting the Materia in a free Socket of an item of yours. This does not count against the number of magical items you can attune with.

When you attune to a Materia, all of its gained Experience is lost.

Materia can only be attuned to one creature at a time.

MANA POINTS

Each class gets Mana Points and Mana Dice equal to this table:

Class	Mana Points Level 1	Mana Points per Level	Mana Dice per Level
Barbarian	6 + your Intelligence modifier	1d6 (or 4) + your Intelligence mod.	1d6
Bard	10 + your Intelligence modifier	1d10 (or 6) + your Intelligence mod.	1d10
Fighter	8 + your Intelligence modifier	1d8 (or 5) + your Intelligence mod.	1d8
Cleric	10 + your Intelligence modifier	1d10 (or 6) + your Intelligence mod.	1d10
Druid	12 + your Intelligence modifier	1d12 (or 7) + your Intelligence mod.	1d12
Paladin	6 + your Intelligence modifier	1d6 (or 4) + your Intelligence mod.	1d6
Monk	10 + your Intelligence modifier	1d10 (or 6) + your Intelligence mod.	1d10
Ranger	6 + your Intelligence modifier	1d6 (or 4) + your Intelligence mod.	1d6
Sorcerer	12 + 2 x your Intelligence modifier	1d12 (or 7) + your 2x Intelligence mod.	2d12
Rogue	8 + your Intelligence modifier	1d8 (or 5) + your Intelligence mod.	1d8
Warlock	10 + your 2 x Intelligence modifier	1d10 (or 6) + your 2 x Intelligence mod.	2d10
Wizard	12 + your 2 x Intelligence modifier	1d12 (or 7) + your 2 x Intelligence mod.	2d12

FIRE

FIRE

small Materia

Level 1 (0 exp). You can cast Burning Hands.

You can use a level 1 spellslot for 10 Mana Points. The DC for spells using this spellslot is 13 + your proficiency bonus.

Level 2 (2700 exp). You can use a level 2 spellslot for 20 Mana Points. The DC for spells using this spellslot is 15 + your proficiency bonus.

Level 3 (9000 exp). You can cast Fire Ball.
You can use a level 3 spellslot for 30 Mana Points. The DC for spells using this spellslot is 17 + your proficiency bonus.

BURNING HANDS

1st-level evocation

Casting Time: 1 action
Range: Self (15 ft)
Components: V,S
Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

FIREBALL

3rd-level evocation

Casting Time: 1 action
Range: 150 ft
Components: V,S
Duration: Instantaneous

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

EXPERIENCE:

SOCKETED IN:

SOCKET MODIFIER:

ATTUNED TO:

METEOR

METEOR

medium Materia

Level 1 (14,000 exp). You get +60 to your maximum Magic Points

Level 2 (48,000 exp). You can cast Meteor. You can use a level 7 spellslot for 60 Mana Points. The DC for spells using this spellslot is 15 + your proficiency bonus.

Level 3 (64,000 exp). You can use a level 8 spellslot for 60 Mana Points. The DC for spells using this spellslot is 17 + your proficiency bonus.

Level 4 (85,000 exp). You can use a level 9 spellslot for 80 Mana Points. The DC for spells using this spellslot is 19 + your proficiency bonus.

Level 5 (100,000 exp). You can cast Meteor Swarm. You can use a level 9 spellslot for 80 Mana Points. The DC for spells using this spellslot is 20 + your proficiency bonus.

METEOR

7th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V,S

Duration: Instantaneous

A blazing orb of fire plummets to the ground at a point you can see within range. Each creature in a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 10d6 fire damage and 10d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 3d6 for each slot level above 7th.

METEOR SWARM

9th-level evocation

Casting Time: 1 action

Range: 1 mile

Components: V,S

Duration: Instantaneous

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

The spell damages objects in the area and ignites flammable objects that aren't being worn or carried.

EXPERIENCE:

SOCKETED IN:

SOCKET MODIFIER:

ATTUNED TO:

SMASH TO SMITHEREENS

SMASH TO SMITHEREENS

huge Materia

Level 1 (6,500 exp). When you make an Attack with an Meeleweapon, you get an additional Attack.

Level 2 (48,000 exp). When you make an Attack with an Meeleweapon, you get an additional Attack.

Level 3 (100,000 exp). When you make an Attack with an Meeleweapon, you get an additional Attack.

Level 3+. For every 100.00 exp above 100.000 exp you get an additional Attack, when you make an Attack with an Meeleweapon.

(The additional Attacks stack)

EXPERIENCE:

SOCKETED IN:

SOCKET MODIFIER:

ATTUNED TO:

MANASHILD

MANASHILD

small Materia

Level 1 (0 exp). You can cast Lesser Manashild.
You can use a level 1 spellslot for 5 Mana Points.

Level 2 (14,000 exp). You can cast Better Manashild.
You can use a level 2 spellslot for 15 Mana Points.

Level 3 (85,000 exp). You can cast Greater Manashild.
You can use a level 3 spellslot for 20 Mana Points.

LESSER MANASHILD

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V,S

Duration: 8 Hours

A blue shimmering barrier of magical force appears and protects you. Whenever you get dealt damage you lose twice as many Mana Points instead of losing Hit Points. This spell ends, when you have no Mana Points left.

BETTER MANASHILD

2nd-level abjuration

Casting Time: 1 action

Range: Self

Components: V,S

Duration: 8 Hours

A green shimmering barrier of magical force appears and protects you. Whenever you get dealt damage you lose as many Mana Points instead of losing Hit Points. This spell ends, when you have no Mana Points left.

GREATER MANASHILD

3rd-level abjuration

Casting Time: 1 action

Range: Self

Components: V,S

Duration: 8 Hours

A red shimmering barrier of magical force appears and protects you. Whenever you get dealt damage you lose half as many Mana Points instead of losing Hit Points. This spell ends, when you have no Mana Points left.

EXPERIENCE:

SOCKETED IN:

SOCKET MODIFIER:

ATTUNED TO: