

SHARD (CLEMENT RAGE)

HUNTER



Party Ability: Initiative
Initiative Rolls +1 for all.

Equip: Bows, Guns

Armor: Light Armor

Stat Boost: HP+10, SPD+10

Abilities:

1. Quick Nock -1d12 DMG (all) [omp]
2. Sniper Shot - JL x 1d10 DMG (one)[omp]
3. A.T.T.K. - Prevent moving (one) [omp]
4. Volley - Unblockable 1d20 (one) [omp]
5. True Shot - JL x 1d12 DMG (one) [8mp]
6. *Unlock Prestige*

Prestige Class:
Ranger, Machinist

Lvl: 3 Job: 3

STR: 12

HP: 51 / 51

INT: 12

MP: 32 / 32

DEF: 13

EXP: 150 / 300

SPD: 24

Gil: 2641

LCK: 11

Weapon: Galbadian Marksman Rifle (1d20+10; Long Range)

Shield:

Armor: PSICOM Rogue Armor Patch Ver 1.0 (AC: 3)

Helm: PSICOM Enhanced Zoom Module (AC: 2)

Boots: Precision Boots (AC: 1)

Accessory: 1. Radiation Suit (Protects from Irradiated Areas)
2.

Unequipped Weapons:

Rogue Crossbow (1d10+6)

Armor: Galbadian Armor Mod (AC:5)

Helm: Galbadian Sniper Sight (AC:3, 100% Accuracy on Ranged Attacks)

Boots: Galbadian Speed Shoes (AC:1, Immune to Slow/Stop)

Items:

Potion	(HP+30)	[4]
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Phoenix Down	Revive @1d12 HP	[2]
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Cure Stone	(HP+INT*3)	[3]
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Bolt Stone	(1d20+INT bolt damage)	[3]
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Esuna Stone	Cure all status effects	[3]
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Bio Stone	(1d8+4 + Poison Chance)	[3]
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Quest:

Rubies On Rails

- Meet Captain Mertz and the others inside Caraway Manor as soon as you are ready to begin.

Contacts:

Captain Mertz (FF8) - Captain in the Galbadian Army, seems to have his finger on the pulse of weapons technology.

Sergeant Nardis (FF8) - A soldier who runs a specialty shop for armor patches from military surplus.

Jack (FF8) - The agent for the up and coming star Olivia. You gave 250 gil to him which he plans to use to further her career. Or so he claims.

Zell (FF8) - A lively (or perhaps just loud) member of SeeD who specializes in fist fighting. He helped you deal with the Ghouls at the Galbadian Missile Base... allegedly.

Selphie (FF8) - An energetic young member of SeeD who uses a nunchaku and explosives in battle. She helped you deal with the Ghouls at the Galbadian Missile Base... allegedly.

Completed Quests:

A Star Is Born (Quest Complete: 4/26/17)

- You were approached by a man named Jack at the Galbadia Hotel who works as an agent for Olivia, a young pianist. You denied him at first, but after some consideration you gave him 250 gil as a startup fund for his ward.
- Jack came clean and admitted he was really Olivia's father. He is trying to raise money to send her off to school in Dollet where she can train to be a musician, but all of his money is locked up in a house infested with monsters. You have agreed to go sort this out for him.
- Arriving at his house you found that the basement was under the guard of Visage, Right and Lefty. With the help of Captain Mertz, Sergeant Ghol and Velkamos you managed to defeat the enemies. You obtain 100 EXP, 121 Gil and 3 Bio Stones for your trouble.
- Reporting to Jack he rewarded you with 500 gil from the sizeable stack of cash in his vault. Turns out there was quite more here squirrelled away than he thought. Olivia will be on her way to Dollet and Jack will even be able to go with her. All in all, it's a happy ending!

Stolen Valour (Quest Complete: 7/18/17)

- On your way to check out the specialty shop that Captain Mertz mentioned, you found that it had recently been robbed! The owner, Sergeant Nardis, has told you that the robber was likely one of the "lunatics" who have been hiding out in the irradiated ruins of the Galbadian Missile Base. He has given you a Radiation Suit to protect you from the harsh environs and charged you with recovering the gear.
- You met up with Zell and Selphie, members of SeeD who were scouting the area as well. They gave you a Sniper Rifle and asked you to cover them while they went inside. While your sniping was perfect their stealth and coordination was not. You ended up having to rush inside to save them and escape on an APC.
- You were chased by Tunnel Armor, a Ghoul piloted war machine. Despite taking heavy fire you managed to make it back into Galbadian Borders and the Tunnel Armor was destroyed by Captain Mertz's own Gauss Cannon and supporting Artillery fire. Mertz awarded you with the Armor Mods he promised and invited you to join him at the Caraway Manor to discuss a new mission.