

Elements and Damage Types

Aspects and Magical Damage

Within the worlds of Final Fantasy, the various types of elements and aspects remain a core feature that define the settings. They have been given various different names over the various games. In order to make a more streamlined system, we have picked more familiar, and more often used aspects and elements. Whenever a type has no element or polarity, they are considered entirely unaspected, and as such, anything with an element or polarity is considered aspected.

Aspected Damage replaces Energy and Alignment damage types in standard PF2. Aspected Damage can have 3 properties to it, Elemental, Density, and Polarity, explained below.

Elemental

When aether is pushed into a specific direction, it can become aspected towards an element. Often a mix of the elements can be seen within the vast environments, where there is a desert, occasionally one can see crystals, creatures, and more take on traits associated with fire and earth, where there is oceans, there may be water and ice, and so on.

Earth

Earth aspected spells and abilities crush or grind, through soil or sand.

Ascendant: Thunder

Weak: Wind

Associated color: Brown

Fire

Fire aspected spells and abilities burn through heat and combustion.

Ascendant: Ice

Weak: Water

Associated color: Red

Ice

Ice aspected spells, abilities, and actions freeze by way of contact with chilling gases and cold.

Ascendant: Wind

Weakness: Fire

Associated color: Blue

Lightning

Lightning aspected spells, abilities, and actions come from the discharge of powerful plasma and sparks.

Ascendant: Water

Weakness: Earth

Associated color: Purple

Unaspected

Also known as non-elemental, unaspected spells, abilities, and actions deal powerful and pure magical energy damage. They do not pull in any elemental direction, are of normal density, and do not have a polarity. Few things can resist this type of damage—not even incorporeal creatures.

Ascendant: None

Weakness: Void, Corruption

Associated color: Gray

Water

Water aspected spells, abilities, and actions apply great pressure or deny a life-sustaining resource through overwhelming moisture.

Ascendant: Fire

Weakness: Thunder

Associated color: Indigo

Wind

Wind aspected spells, abilities, and actions assault matter with high-frequency vibrations and slices via the air.

Ascendant: Earth

Weakness: Ice

Associated color: Green

Density

How much aether something consists of can greatly change the effect and potency of spell, abilities, and the world itself. Too much loss can result in a void, while too much can overaspect the aether, corrupting it.

Corrupted

Corrupted spells, abilities, and actions fester and alter whatever they touch, leaving things in endless chaos. Also known as overaspected, corruption tends to spread violently and renders aether typically unusable.

Ascendant: Unaspected
Weakness: Void
Associated color: Orange

Void

Void spells, abilities, and actions remove and erase whatever they touch, leaving literally nothing behind. The void is associated with draining and emptiness.

Ascendant: Unaspected
Weakness: Corrupted
Associated color: Clear

Polarity

Unlike elemental aspects, polarities oppose the other, cancelling each other out directly.

Dark

Dark aspected spells, abilities, and actions twist and rend with festering aggression, blighting the matter it touches. Dark damaging spells tend to be unaspected spells shifted toward Dark. Also known as Astral, dark is also associated with growth.

Weak: Light
Associated color: Black

Light

Light aspected spells, abilities, and actions strike with holy charged aether, blessing the matter for better or worse. Light damaging spells tend to be unaspected spells shifted toward light. Also known as Umbral, light is also associated with stasis.

Weak: Dark
Associated color: White

Physical Damage

Not all damage types deal with the aether, sometimes a sword is just a sword. These are standard from PF2, but are repeated here for ease.

Damage dealt by weapons, many physical hazards, and a handful of spells is collectively called physical damage. The main types of physical damage are bludgeoning, piercing, and slashing.

Ghosts and other incorporeal creatures have a high resistance to physical attacks that aren't magical or aspected (attacks that lack the magical trait). Furthermore, most incorporeal creatures have additional, though lower, resistance to magical physical damage (such as damage dealt from a mace with the magic trait) and most other damage types.

Bludgeoning

Bludgeoning damage comes from weapons and hazards that deal blunt-force trauma, like a hit from a club or being dashed against rocks.

Piercing

Piercing damage is dealt from stabs and punctures, whether from a dragon's fangs or the thrust of a spear.

Slashing

Slashing damage is delivered by a cut, be it the swing of the sword or the blow from a scythe blades trap.

Mental

Sometimes an effect can target the mind with enough psychic force to actually deal damage to the creature. When it does, it deals mental damage. Mindless creatures and those with only programmed or rudimentary intelligence are often immune to mental damage and effects.

Poison

Venoms, toxins, and the like can deal poison damage, which affects creatures by way of contact, ingestion, inhalation, or injury. In addition to coming from monster attacks, alchemical items, and spells, poison damage is often caused by ongoing afflictions, which follow special rules.

Bleed

Another special type of physical damage is bleed damage. This is persistent damage that represents loss of blood. As such, it has no effect on non-living creatures or living creatures that don't need blood to live. Weaknesses and resistances to physical damage apply.

Precision

Sometimes you are able to make the most of your attack through sheer precision. When you hit with an ability that grants you precision damage, you increase the attack's listed damage, using the same damage type, rather than tracking a separate pool of damage. For example, a non-magical dagger Strike that deals 1d6 precision damage from a rogue's sneak attack increases the piercing damage by 1d6.

Some creatures are immune to precision damage, regardless of the damage type; these are often amorphous creatures that lack vulnerable anatomy. A creature immune to precision damage would ignore the 1d6 precision damage in the example above, but it would still take the rest of the piercing damage from the Strike. Likewise, since precision damage is always the same type of damage as the attack it's augmenting, a creature that is resistant to non-magical damage, like a ghost or other incorporeal creature, would resist not only the dagger's damage but also the precision damage, even though it is not specifically resistant to precision damage.

Precious Materials

While not their own damage category, precious materials can modify damage to penetrate a creature's resistances or take advantage of its weaknesses. For instance, silver weapons are particularly effective against lycanthropes and bypass the resistances to physical damage that most devils have.