



Vivi appears at first to be gullible, clumsy, and shy, often stumbling over his speech lacking self-confidence. He is fearful of his powers, origins, and his own lifespan. Over time, he gains bravery and confidence, as well as a sense of right and wrong.

Vivi has a completely black face and large yellow eyes. He wears a large tan pointy hat, a blue jacket, green and white stripy trousers, red and white gloves, and brown boots.

Vivi is a prototype “black mage” (a genome created using mist and Gaian materials) who fell out of the cargo ship into a forest near the town of Treno Two months later he was found by a Qu named Quan who raised Vivi out of the hope he would grow big enough for him to eat, but after six months Vivi was still as short as before.

Vivi was oblivious to Quan's intentions and lived happily with his "grandpa" in Quan's Dwelling. During this time Quan named Vivi and taught him many things about the world, sparking a curiosity in him to see it for himself. When Quan died, Vivi was left alone. A week later he headed to the nearby town of Treno and got a ticket for a play, and the next day he hitched a ride on a nobleman's airship to Alexandria.

Vivi Ornitier

CR 1

XP 400

Male Genome Black Mage 1

NG Medium Humanoid (Genome)

Init +3; **Senses** Perception +1

Defense

AC 17, touch 13, flat-footed 14 (+4 armor [-4 without mage armor], +3 Dex)

HP 8 (1d6+2); **MP** 5

Fort +1, Reflex +4, Will +2; (+2 vs Death spells and effects)

Defensive Abilities Resilient Soul (Reflex)

Offense

Speed 30 ft.

Ranged Power Staff: Fire +3 (1d6+5)

Black Mage Spells Known (Black Mage CL 1st, Concentration +6)

1st – Blind (DC 17), Blizzard (DC 17), Detonate (DC 17), Fire (DC 17), Mage Armor, Ruin, Slick (DC 17), Thunder (DC 17)

0th – Detect Magic, Elemental Orb, Grab, Read Magic

Limit Breaks [Mana Wall](#), [Ultima Beam](#) (60-ft.-line, 20-ft.-radius burst at end of line; 1d6 non-elemental; Reflex DC 16 Half)

Tactics

Vivi begins combat by casting mage armor, unless he has it active beforehand. Vivi prefers to avoid melee combat, positioning himself far enough away to safely cast his damaging and debilitating spells.

Statistics

Str 8, **Dex** 16, **Con** 13, **Int** 20, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** -1; **CMD** 12

Feats Extra MP

Skills Appraise +9, Knowledge (Arcana) +9, Knowledge (Geography) +9, Knowledge (Local) +9, Knowledge (Planes) +9, Perception +1, Spellcraft +9

Languages Common, Qu, 4 More

SQ Mystic Vessel, [Spell Proficiency](#), [Black Magery](#) (Spell Mastery +1)

Combat Gear Power Staff: Fire, Scroll of Mage Armor, Scroll of Sleep x2; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, Scroll Tube, 13 gil.

*Vivi puts his favored class bonus into extra Hit Points.

**If playing in a game where traits are allowed, Vivi gains the “Reactionary”, and “Resilient Caster” traits.

***Vivi uses the “Mystic Vessel” alternate racial trait.

Vivi Ornitier

CR 5

XP 1,600

Male Genome Black Mage 5

NG Medium Humanoid (Genome)

Init +7; **Senses** Perception +5

Defense

AC 17, touch 13, flat-footed 14 (+4 armor [-4 without mage armor], +3 Dex)

HP 35 (5d6+15); **MP** 28

Fort +2, **Reflex** +5, **Will** +4 (+2 vs Death spells and effects)

Defensive Abilities Resilient Soul (Reflex)

Offense

Speed 30 ft.

Ranged +1 Power Staff: Fire +6 (1d6+8)

Special Abilities [Elemental Shield](#) 4 (9/day), [Elemental Seal](#) (1/day), [Metamagic Enhancement](#) (6/day)

Black Mage Spells Known (Black Mage CL 5th, Concentration +11)

3rd – Blizzara (DC 20), Fira (DC 20)

2nd – Blizzard II (DC 19), Communal Endure Elements, Fire II (DC 19), Poison (DC 19), Silence (DC 19), Thunder II (DC 19)

1st – Blind (DC 18), Blizzard (DC 18), Detonate (DC 18), Fire (DC 18), Mage Armor, Ruin, Sleep (DC 18), Slick (DC 18), Spark, (DC 18), Thunder (DC 18)

0th – Detect Magic, Elemental Orb, Grab, Read Magic, Torchlight

Limit Breaks [Mana Wall](#), [Ultima Beam](#) (60-ft.-line, 20-ft.-radius burst at end of line; 5d6 non-elemental; Reflex DC 18 Half)

Tactics

Vivi begins combat by casting mage armor, unless he has it active beforehand. Vivi prefers to avoid melee combat, positioning himself far enough away to safely cast his damaging and debilitating spells.

Statistics

Str 8, **Dex** 16, **Con** 14, **Int** 22, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +1; **CMD** 14

Feats Extra MP, Improved Initiative, Point-Blank Shot

Skills Appraise +14, Knowledge (Arcana) +14, Knowledge (Dungeoneering) +10, Knowledge (Geography) +10, Knowledge (History) +10, Knowledge (Local) +14, Knowledge (Planes) +14, Knowledge (Technology) +13, Perception +5, Spellcraft +14, Use Magic Device +5

Languages Common, Qu, 4 More

SQ Mystic Vessel, [Spell Proficiency](#), [Black Magery](#) (Spell Mastery +1, Increased Damage +1), [Mage Talent](#) (Empowered Magic, Creative Destruction), [Dark Affliction](#), [Focused Caster](#)

Combat Gear +1 Power Staff: Fire, Headband of Vast Intelligence +2, Hi-Ether x2, Hi-Potion; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, Scroll Tube.

Vivi Ornitier

CR 10

XP 9,600

Male Genome Black Mage 10

NG Medium Humanoid (Genome)

Init +7; **Senses** Perception +10

Defense

AC 20, touch 16, flat-footed 17 (+4 armor [-4 without mage armor], +3 Dex, +3 deflect)

HP 80 (10d6+40); **MP** 75

Fort +6, **Reflex** +7, **Will** +7 (+2 vs Death spells and effects)

Defensive Abilities Resilient Soul (Reflex)

Offense

Speed 30 ft.

Ranged +3 Power Staff: Fire +9 (1d6+11)

Special Abilities [Elemental Shield](#) 10 (10/day), [Elemental Seal](#) (2/day), [Metamagic Enhancement](#) (7/day), [Innate Spells](#) (1/day each) [Mage Armor, Communal Endure Elements], [Doublecast](#) (1/day)

Black Mage Spells Known (Black Mage CL 10th, Concentration +17)

5th – Biora (DC 24), Blindja (DC 24), Drain (DC 24), Sleepja (DC 24)

4th – Blizzard IV (DC 23), Fire IV (DC 23), Statue (DC 23), Thunder IV (DC 23)

3rd – Blizzara (DC 22), Detonate III (DC 22), Fira (DC 22), Haste, Spark III (DC 22), Thundara (DC 22)

2nd – Blizzard II (DC 21), Communal Endure Elements, Fire II (DC 21), Poison (DC 21), Silence (DC 21), Thunder II (DC 21)

1st – Blind (DC 20), Blizzard (DC 20), Detonate (DC 20), Fire (DC 20), Mage Armor, Ruin, Sleep (DC 20), Slick (DC 20), Spark, (DC 20), Thunder (DC 20)

0th – Daze (DC 19), Detect Magic, Elemental Orb, Grab, Mending, Read Magic, Torchlight

Limit Breaks [Mana Wall](#), [Ultima Beam](#) (60-ft.-line, 20-ft.-radius burst at end of line; 10d6 non-elemental; Reflex DC 22 Half)

Tactics

Vivi begins the day by casting mage armor. Vivi prefers to avoid melee combat, positioning himself far enough away to safely cast his damaging and debilitating spells, while also supporting his allies with haste and his elemental shield.

Statistics

Str 8, **Dex** 16, **Con** 16, **Int** 25, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +11; **CMD** 24

Feats Extra MP, Improved Initiative, Point-Blank Shot, Empower Spell, Bouncing Spell

Skills Appraise +20, Knowledge (Arcana) +25, Knowledge (Dungeoneering) +25, Knowledge (Geography) +16, Knowledge (History) +16 Knowledge (Local) +25, Knowledge (Planes) +25, Knowledge (Technology) +27 Perception +10, Spellcraft +20, Use Magic Device +8

Languages Common, Qu, 4 More

SQ Mystic Vessel, [Spell Proficiency](#), [Black Magery](#) (Spell Mastery +2, Increased Damage +1), [Mage Talent](#) (Empowered Magic [1/day], Creative Destruction, Knowledge is Power, Concentrate, Mage Accuracy [10/day]), [Dark Affliction](#), [Focused Caster](#), [Arcane Knowledge](#), [Clear Mind](#)

Combat Gear +3 Power Staff: Fire, Headband of Vast Intelligence +4, Ring of Protection +3, Tough Ring, X-Ether, Hi-Potion x3; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, Scroll Tube.

Vivi Ornitier

CR 15

XP 51,200

Male Genome Black Mage 15

NG Medium Humanoid (Genome)

Init +8; **Senses** Perception +16

Defense

AC 22, touch 17, flat-footed 18 (+4 armor [-4 without mage armor], +4 Dex, +4 deflect)

HP 138 (15d6+75); **MP** 168

Fort +10, **Reflex** +10, **Will** +10 (+2 vs Death spells and effects)

Defensive Abilities Resilient Soul (Reflex); **Immune** Poison and Silence

Offense

Speed 30 ft

Ranged +5 Power Staff: Fire +17/+12 (1d6+15)

Special Abilities [Elemental Shield](#) 14 (12/day), [Elemental Seal](#) (3/day), [Metamagic Enhancement](#) (9/day), [Innate Spells](#) (1/day each) [Mage Armor, Communal Endure Elements, Haste, Statue], [Doublecast](#) (2/day), [Selective Targets](#), [Sudden Metamagic](#) (9/day)

Black Mage Spells Known (Black Mage CL 15th, Concentration +24)

8th – Doom (DC 29), Mass Confusion (DC 29), Scathe (DC 29), Storm Bolts (DC 29)

7th – Bioga (DC 28), Countdown (DC 28), Drainra (DC 28), Graviga (DC 28), Mass Fly, Vanishga

6th – Burst (DC 27), Flare (DC 27), Flood (DC 27), Glacier (DC 27), Greater Vanish, Hastega, Ruinga, Siphon (DC 27), Slowga (DC 27), Tornado (DC 27)

5th – Biora (DC 26), Blindja (DC 26), Blizzaga (DC 26), Communal Stoneskin, Drain (DC 26), Firaga (DC 26), Gravity (DC 26), Sleepja (DC 26), Thundaga (DC 26)

4th – Blizzard IV (DC 25), Communal Waterwalk, Fire IV (DC 25), Frog (DC 25), Mini (DC 25), Statue (DC 25), Thunder IV (DC 25), Tongues

3rd – Blizzara (DC 24), Detonate III (DC 24), Fira (DC 24), Haste, Spark III (DC 24), Thundara (DC 24)

2nd – Blizzard II (DC 23), Communal Endure Elements, Fire II (DC 23), Poison (DC 23), Silence (DC 23), Thunder II (DC 23)

1st – Blind (DC 22), Blizzard (DC 22), Detonate (DC 22), Fire (DC 22), Mage Armor, Ruin, Sleep (DC 22), Slick (DC 22), Spark, (DC 22), Thunder (DC 22)

0th – Daze (DC 21), Detect Magic, Elemental Orb, Grab, Ignite, Mending, Read Magic, Torchlight

Limit Breaks [Mana Wall](#), [Ultima Beam](#) (60-ft.-line, 20-ft.-radius burst at end of line; 15d6 non-elemental; Reflex DC 26 Half)

Tactics

Vivi begins the day by casting mage armor. Vivi prefers to avoid melee combat, positioning himself far enough away to safely cast his damaging and debilitating spells, while also supporting his allies with haste and his elemental shield. Vivi empowers his spells with his metamagics often combining empower spell with maximize spell. If greatly wounded, Vivi will cast greater vanish and continue to support while safely invisible.

Statistics

Str 8, Dex 18, Con 20, Int 28, Wis 12, Cha 10

Base Atk +7/+2; CMB +15; CMD 30

Feats Extra MP, Improved Initiative, Point-Blank Shot, Empower Spell, Bouncing Spell, Spell Penetration, Maximize Spell, Quicken Spell

Skills Appraise +27, Knowledge (Arcana) +34, Knowledge (Dungeoneering) +34, Knowledge (Geography) +29, Knowledge (History) +29 Knowledge (Local) +34, Knowledge (Nature) +29, Knowledge (Planes) +34, Knowledge (Technology) +36 Perception +16, Spellcraft +27, Use Magic Device +15

Languages Common, Qu, 4 More

SQ Mystic Vessel, [Spell Proficiency](#), [Black Magery](#) (Spell Mastery +2, Increased Damage +2), [Mage Talent](#) (Empowered Magic [1/day], Creative Destruction, Knowledge is Power, Concentrate, Mage, Accuracy [12/day]), [Advanced Mage Talent](#) (Quickened Magic [1/day], Twincast [1/day]), [Dark Affliction](#), [Focused Caster](#), [Arcane Knowledge](#), [Clear Mind](#)

Combat Gear +5 Power Staff: Fire, Crystal Gloves, Nimble Bracer, Ring of Protection +4, Turbo Ether, X-Ether, X-Potion x4, Phoenix Down x2; **Other Gear** Backpack, Bedroll, Trail Rations x3, 1-Pint Flask, Scroll Tube, 440 gil.