

Final Fantasy Tactics Advance Blue Mage Guide

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1. Version history

Version 1.0 (9/23/03)

Info on Blue Mage and Abilities.

Version 1.1 (9/25/03)

Fixed a few minor errors and changed the FAQ section a little.

Version 1.2 (9/27/03)

Added IGN to Sites that can host this Guide.

Version 1.3 (10/07/03)

Added Locations for some monsters and added Karek to the credits.

Version 1.4 (10/25/03)

Added more locations and added Neoseeker and jRPG garden to sites that can host this guide.

Version 1.5 (2/25/04)

Added some sites and fixed some typos.

2. Blue Mage Stats and Requirements

Requirements:

- 1 White Mage ability mastered.
 - 1 Black Mage ability mastered.
- Human only.

Stats:

Move-4

Jump-2
Evade-55

Stat growth:

HP-6.8
MP-3.6
Wpn Atk-8.1
Wpn Def-8.4
Mag Atk-8.4
Mag Res-9.2
Spd-1.2

Equipment types:

Weapon: Saber
Head Gear: Hats
Armor: Clothes, Robes
Shield: None
Accessory: All

3. Blue Mage Abilities

To master an ability on a Blue Mage, with the exception of Learning, Immunity, Damage > MP, and Blue Combo, you need to encounter with an enemy with that ability (It can be a monster or a Blue Mage) and it must be used on the Blue Mage when Learning is equipped as the support spell. The Beastmaster class helps a lot with learning these abilities, since you can force an animal to use an Ability on your Blue Mage with Control. Some abilities such as White Wind or Dragon Force can only be obtained with Control.

Format:

Name:
Type:
MP:
Description:
Range:
Creature obtained from:

Name: Goblin Punch
Type: Action
MP:8
Description: Damage inflicted varies, dealing potential high or low damage.
Range: 1
Creature obtained from: Goblin
Location: Only in missions. Be sure to get this ability ASAP if you want it. If you have a friend, then do the mission "Newbie Hunt".
The Paladin from the late mission "The Dark Blade" knows Goblin Punch.

Name: Magic Hammer
Type: Action
MP: 8
Description: Causes Damage to MP.
Range: 3
Creature obtained from: Red Cap
Location: Tubola Bandits Clan.

"Help Helje" mission.

Name: Acid
Type: Action
MP: 12
Description: Inflicts a random Status ailment.
Range: 3
Creature obtained from: Any Flan

Name: Blow Up
Type: Action
MP: 2
Description: Use all of your remaining HP to explode and cause damage to adjacent units.
Range: All adjacent units
Creature obtained from: Bomb or Grenade
Location: "Help Roda" mission
Wild Monsters Clan.

Note: You can't make Bombs or Grenades blow up themselves with Control unless they are in critical health.

Name: Mighty Guard
Type: Action
MP: 8
Description: Increases Weapon Defence and Magic Resistance for the remainder of the battle.
Range: 1
Creature obtained from: IceDrake
Location: Wild Monsters Clan.

Name: Guard-Off
Type: Action
MP: 10
Description: Decreases Weapon Defence and Magic Resistance for the remainder of the battle.
Range: 1
Creature obtained from: FireWorm

Name: Dragon Force
Type: Action
MP: 12
Description: Increases Weapon attack and Magic attack.
Range: 1
Creature obtained from: ThunderDrake
Location: ThunderDrakes can only be found in missions so be sure to get it ASAP, if you want it.

Name: Night
Type: Action
MP: 24
Description: Puts everyone to sleep except for the castor.
Range: All

Creature obtained from: Lamia
Location: Jagd Emissaries Clan.

Name: Twister
Type: Action
MP: 20
Description: Reduces HP by half. Hits multipl targets.
Range: 3
Creature obtained from: Lileth
Location: Tubola Bandits Clan.

Name: L3 Def. Less
Type: Action
MP: 12
Description: Decreases target's Defence if their level is a multiple of 3.
Range: 3
Creature obtained from: AntLion or Jawbreaker
Location: Antlion Clan.

Name: Matra Magic
Type: Action
MP: 24
Description: Switches current HP and MP of target.
Range: 3
Creature obtained from: ToughSkin
Location: Tubola Bandits Clan.

Name: Poison Claw
Type: Action
MP: 8
Description: Deals damage and Poisons target.
Range: 1
Creature obtained from: Red Panther
Location: Kudik Beasts Clan.

Name: HasteBreak
Type: Action
MP: 12
Description: Inflicts Stop if target is Hasted. Inflicts Slow if target isn't hasted.
Range: 1
Creature obtained from: Coeurl
Location: "Help Nargai" mission.
"Help Helje" mission.

Name: Bad Breath
Type: Action
MP: 20
Description: Inflicts 5 random status ailments.
Range: 1
Creature obtained from: Malboro or Big Malboro
Location: "Help Eluut" mission.

Name: Stare
Type: Action
MP: 12
Description: Causes Confusion if target is facing the castor.
Range: C= Castor X= Targets
X
CXX
X
Creature obtained from: FloatEye
Location: Aisen Ghosts Clan.

Name: Roulette
Type Action:
MP: 20
Description: Randomly Inflicts KO on one unit.
Range: All
Creature obtained from: Ahriman
Location: Bloodthirsters Clan.
Jagd Emissaries Clan.

Note: To learn this your Blue Mage needs to have the Auto-Life Status enhancement(Angel Ring) or the Zombify Status ailment.

Name: Drain Touch
Type: Action
MP: 10
Description: Damage dealt is absorbed by the castor.
Range: 1
Creature obtained from: Zombie
Location: Aisen Ghosts clan.
Tubola Bandits Clan.

Name: L? S-Flare
Type: Action
MP: 30
Description: Deals damage to all units that have the same last digit in their Level, including the castor.
Range: All
Creature obtained from: Vampire
Location: Bloodthirsters Clan.

Name: White Wind
Type: Action
MP: 12
Description: Heals multiple units. Heal HP=Castor's HP.
Range: 3
Creature obtained from: Sprite
Locations: Tricky Spirits Clan.
"Help Eluut" mission.
Tubola Bandits Clan.
"Help Helje" mission.

Name: Angel Whisper
Type: Action
MP: 24

Description: Heals and bestows Auto-Life status.

Range: 3

Creature obtained from: Titania

Location: Tricky Spirits Clan.

Name: Damage > MP

Type: Reaction

AP: 300

Description: Take MP damage instead of HP damage.

Armor: Judo Uniform

Location: 2nd shop upgrade

Name: Learning

Type: Support

AP: 400

Description: Need to be active support Ability to learn Abilities from Animals.

Weapon: Blue Saber

Location: 2nd shop upgrade

Name: Immunity

Type: Support

AP: 300

Description: Immune to some status ailments.

Armor: Survival Vest

Location: 2nd shop upgrade

Name: Blue Combo

Type: Combo

AP: 100

Description: Allows Blue Mage to do Combos.

Range: 4

Weapon: Mythril Saber

4. FAQ

Q1: How come my Blue Mage won't learn any abilities when they are attacked by that ability?

A: You need to equip the Learning ability as your Support ability first and you need to be attacked by an enemy.

Q2: How come Bombs don't have Blow Up when I control them to teach my Blue Mage?

A: They have to be in critical health to make them use Blow up.

Q3: Can you steal Abilities from Monsters, Blue Mages, and Morphers?

A: No. Not with Steal: Ability.

Q4: How do I get abilities like White Wind?

A: Control the monster and force them to use it on you.

Q5: How does a Blue Mage learn Roulette if you die?

A: Cast an ability that gives Auto-Life, so you are automatically revived or use Zombify, so it heals you.

Q6: If you equip the Learning ability on a different class, will they still learn Blue Mage abilities if they are hit?

A: Yes, as long as Learning is equipped.

Q7: Can I teach abilities to my Blue Mages by using them with my other Blue Mage?

A: No, only enemies can teach abilities.

5. Legal Stuff

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The only sites that can currently host this guide are GameFAQs (www.gamefaqs.com), IGN (faqs.ign.com), Neoseeker (www.neoseeker.com), jRPG garden (www.jrpg.lh.pl), and the "FF Tacticians FFTA Site" (destined.to/ffta).

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6. Contact Info

If you need to contact me for any reason, then send an email to kikuichimonji3@hotmail.com and make sure that you have something on Subject in the title or I'll probably delete it thinking that it is spam. Only contact me if it is something important. If it's just a standard question, then the message boards will be a lot quicker. If you do email me, don't expect a quick reply. 1-7 days is about normal for a reply.

7. Credits

Thanks to CJayC for providing a disclaimer and hosting this guide on GameFAQs.

Thanks to me for writing this guide.

Thanks to Karek for providing the fact that Zombify can also be used to learn Roulette.

Thanks to Steven Walker for providing the fact that you can make Bombs Blow up if they are in critical health.

Thanks to Dark-Wynd for providing a way to get Goblin Punch with multiplayer mode.

Thanks to Terence for exact stat gain values at level ups for Blue Mages.

Thanks to you for reading this guide.

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