

Final Fantasy V Advance Jobs Strategy Guide

by KholdStareMud

Updated to v2.1 on Mar 28, 2016

Versions & Updates

- Version 1.0, November 16, 2006
 - The guide was created.
- Version 2.0, March 5, 2016
 - Reformatted guide to a Formatted FAQ
 - Removed inaccuracies and added tips
 - Revised party suggestions
- Version 2.1, March 25, 2016
 - Added special jobs
 - Expanded Blue Magic
 - Revised party suggestions

Overview of Jobs and Abilities

First of all, this is a fair warning to everyone. This guide contains some spoilers about the plot, but to be, it is quite minor. In my opinion, you should not worry about them, and that almost every job/class guide for almost every game contains the some spoilers also. If you came here, then this guide will have what you are looking for. The warning is just for self-conscious people who definately does not want any spoilers whatsoever.

Next, let's discuss what jobs are. In Final Fantasy V, you can control up to four characters at once, with a few exceptions to be talked about later. A job has four ability slots. Except the Mime job, all of the other jobs have !Attack and !Items as two permanent ability slots. This means that you can have up to two abilities. However, each job will have a default ability, taking up one of the last two ability slots. The last ability slot can be any ability that you have already learned. To summarize, when one character has a certain job, it can also have one ability from another job. And lastly, expect each character to switch jobs many times and learn lots of many abilities from many different jobs. This isn't Final Fantasy I where you can only have that job throughout the entire game.

There are two types of abilities: I call them "command abilities" and "passive abilities." Command abilities have an exclamation point (!) in front of that ability, such as !Attack. This means that to use this ability, you must do manually activate it. Passive abilities are abilities that affect something about your character automatically, and they do not have (!) in front of the ability name. For example, take the ability Counter. When you are attacked, the ability Counter automatically kicks in and you attack that opponent without wasting a turn. It's a very good ability to have, especially for jobs that do mostly physical damage.

Also, a passive ability can be an innate ability. Innate abilities can be passed on to Freelancer and Mime jobs. You might not know what that means right now, but in short, when you are a Freelancer or Mime, you inherit all innate abilities that you have learned from all mastered jobs that have them. For example, one of Ninja's innate abilities is Dual-Wield. As a Mime, you cannot wield two weapons by default. However, if you learned Dual-Wield as a Ninja, then as a Mime you inherit Dual-Wield. Thus, innate abilities are very powerful and should be learned! The annoying thing is that you have to master that job to learn its innate abilities. Note that not all passive abilities are innate, but this guide will help you know so don't worry!

The four characters that you start out with, Bartz, Lenna, Galuf, and Faris, will be Freelancers. Freelancer is a job that does not have any abilities or innate abilities, except of course, !Attack and !Items. Since you should be able to change into any other jobs yet, you should not have any inherited abilities from other jobs. I will post their naked stats (stats unchanged by inherited innate abilities or weapon/equipment) so you can choose which character should deal physical damage and which characters should cast spells. Note that Strength determines how much damage is dealt by the character, Agility determines how fast the "wait bar" fills, Vitality determines how much HP the character has, and Magic determines how much MP the character has and the effectiveness/power of his/her spells.

Name	Strength	Agility	Vitality	Magic
Bartz	28	25	27	25
Lenna	25	26	25	28
Galuf/Krile	27/25	24/28	28/24	24/27
Faris	27	27	26	26

Wait, who's Krile you say? Well, about halfway through the game, Krile will replace Galuf and Krile will gain all of Galuf's abilities and job experience. Keep this in mind so try to level up jobs that will benefit Krile in the future too. If you noticed, Bartz have high Strength and low Magic, meaning he is suitable to be a warrior of some kind. Lenna's high Magic automatically qualifies her to be a pure caster. Faris is has average stats overall, so she can be half warrior and half caster. However, Galuf and Krile's stats are extremely different. Since you obviously cannot just make Galuf a caster and wait for half of the game, only master one warrior job for Galuf then start working on some casting jobs. You could also level up warrior on Galuf while caster on Faris, then switch around level up caster on Galuf anticipating Krile and level up warrior on Faris.

Note that these numbers for statistics can be changed. Each job has stat modifications to each of the character's stats. For example, Summoner will have -10 Strength, -1 Agility, -1 Vitality, and +33 Magic. If Lenna were to become a Summoner, then her stats would be 15 Strength, 25 Agility, 24 Vitality, and 61 Magic. By the way, the highest positive stat modification for each stat will be passed on to Mime and Freelancer jobs also, but only if you master that job. Mastering a job means you learn every abilities of that job. If you learn all of Summoner's abilities, then when you switch to Freelancer, your stats will not suffer any negative modifications while you maintain the +33 Magic! If you master two jobs that has +Magic, the job with the higher +Magic will be inherited. If you master White Mage (+25 Magic) and Summoner, then you will get the +33 Magic from Summoner. This does not mean that you should not master White Mage on Lenna! Remember that the Freelancer

Table of Contents

1. Versions & Updates
2. Overview of Jobs and Abilities
3. Warrior Jobs
 1. Knight
 2. Dragoon
 3. Samurai
 4. Mystic Knight
 5. Berserker
 6. Monk
4. Casting Jobs
 1. White Mage
 2. Black Mage
 3. Time Mage
 4. Summoner
 5. Blue Mage
 6. Red Mage
5. Utility Jobs
 1. Thief
 2. Ninja
 3. Ranger
 4. Beastmaster
 5. Chemist
 6. Geomancer
 7. Bard
 8. Dancer
6. Special Jobs
 1. Gladiator
 2. Oracle
 3. Cannoneer
 4. Necromancer
7. Other Jobs
 1. Freelancer
 2. Mime
8. Creating a Good Team
 1. Balanced Team
9. Credits

job doesn't have a default ability, so you have two empty ability slots. This means that you can use both White magic (to the highest level) and Summoning magic (to the highest level) if you master both jobs and switch to a Freelancer. Also, think about it. You will be using the +33 Magic from mastering Summoner, so your White magic becomes stronger!

There are two types of leveling in this game. One is total level of the character, which determines how much HP and MP that character has. What job you have also affects HP and MP, but in ratios. When you defeat monsters, you receive two types of experience, EXP and ABP. EXP stands for experience, and it contributes to your total level. ABP is Ability points, and it contributes to your job level. Most monsters give both EXP and ABP, but some monsters give only ABP. If you don't want the game to get too easy, then find monsters that give low EXP and high ABP. Trust me, there are monsters who give that.

Now, let's go on to the different jobs. I classify all of the jobs into four different categories: Warrior jobs, Casting jobs, Utility jobs, and Special jobs.

- Warrior jobs: Knight, Dragoon, Samurai, Berserker, and Mystic Knight
- Casting jobs: White Mage, Black Mage, Time Mage, Summoner, Blue Mage, Red Mage
- Utility jobs: Monk, Thief, Ninja, Ranger, Beastmaster, Chemist, Geomancer, Bard, Dancer
- Other jobs: Mime, Freelancer

Warriors can "tank," or wear the best defensive armor in the game. They can also deal good physical damage. Casters cast spells to heal, damage, or buff. Buffing means casting Haste, Shell, etc... that protects your team. Utility jobs are jobs that you do not want to have permanently, but one or two of their abilities are very good and you might just want to learn them then switch back to Warrior/Casting jobs. Mime and Freelancer are interesting jobs. As explained above, Freelancers have two ability slots and can inherit innate abilities and highest positive stat. They can also use any equipment and weapon, making them a good "final switch" at the end of the game for Bartz and Faris. Mimes can also inherit innate abilities and highest positive stat, but they don't have the default !Attack and !Items but rather !Mime. This means that they have not two but three empty ability slots. However, they have limitations to equipment and weapon. The three empty ability slots fit perfectly for Casters like Lenna and Krile since they can be three jobs in one and will not be affected by the weapons restriction.

Plan out what jobs each character will have beforehand. You will not acquire all of the jobs at the same time, but rather, you will get a few at a time. Here are the order that you will get them:

1. Freelancer
2. Knight, Monk, Thief, White Mage, Black Mage, Blue Mage
3. Berserker, Mystic Knight, Time Mage, Summoner, Red Mage
4. Ninja, Beastmaster, Geomancer
5. Ranger, Bard
6. Dragoon, Samurai, Chemist, Dancer
7. Mime

Note: An asterisk (*) after an ability means that it's one of the more useful ones. When in a boss fight, think about integrating this ability somehow, for it will help to use as many of them as possible.

Warrior Jobs

These jobs are the easiest to play since you can just select !Attack and deal damage. They can take in lots of damage and deal lots of damage.

Knight

- Default Ability: !Guard
- Innate Abilities: Cover
- Can use: Daggers, Light Swords, Heavy Swords, Shields
- Affects:
 - Strength: +23
 - Agility: +1
 - Vitality: +20
 - Magic: -14
- Total ABP to master: 690
- Usefulness: 7

Knights are very good early on in the game because they can use the best weapons available. Also, they have Two-Handed, an ability that sacrifices the defense and evasion for double damage. Later on in the game when Dual-Wield and !Rapid Fire is available, Two-Handed becomes weaker. Still, throughout World 2, Two-Handed will be among the best physical damage you can get, only outclassed by Dual Wield Twin Lance. !Guard is also worth a mention, because it is really good when combined with Counter for some bosses. The main problem is that you want to stop at Two-Handed because nothing else is really worth it. Knight will probably not be a class you master and take with you for endgame.

- Level 1: Cover, ABP needed: 10
 - "Take hits for allies who cannot protect themselves."
 - This is a good passive ability if you keep your knight at high health. The knight will jump in front of another character who is near fainting (kneeling over) and take the damage instead. Cover is automatically activated, and it is also an innate ability.
- Level 2: !Guard*, ABP needed: 30
 - "Completely absorb a direct physical attack."
 - Guard is very powerful. You need to use !Guard (meaning you cannot attack with that Knight) and the Knight will jump in front of **all** kneeling characters, taking 0 damage. The catch is, of course, the Knight cannot attack, and that the character he/she's guarding has to be kneeling over. This is not so great earlier on since the Knight is probably the character that does the highest damage, but it can be of great use later on. I think that the Golem summon is better, although !Guard lasts infinitely.
- Level 3: Two-Handed*, ABP needed: 50
 - "Use both hands when wielding swords, katanas, or axes to inflict twice the damage."
 - This ability is very useful earlier on. You cannot hold a shield while using Two-Handed, but you deal double the damage. As explain above, this ability is really good for the first half of the game, but is inferior to Dual-Wield + !Rapid Fire or just !Rapid Fire alone. Two knights using Two-Handed earlier on will cause major damage.

- Level 4: Equip Shields, ABP needed: 100
 - "Gain the ability to equip shields."
 - People hate this ability for some reason, but for me, it's alright. Of course, it's not the best and I don't use it often, but it has its uses. The main use is to give it to a mage if you're fighting random battles to level up and you don't want that mage to lose HP as quickly.
- Level 5: Equip Armor, ABP needed: 150
 - "Gain the ability to wear armor."
 - This is also almost useless based on most people. It can be used for the same purpose as the ability mentioned above. Based on what would give you more defense, choose between Equip Shields or Equip Armor.
- Level 6: Equip Swords*, ABP needed: 350, (+23 Strength)
 - "Gain the ability to wield swords."

Dragoon

- Default Ability: !Jump
- Innate Abilities: None
- Can use: Daggers, Spears, Shields
- Affects:
 - Strength: +18
 - Agility: +5
 - Vitality: +15
 - Magic: -12
- Total ABP to master: 600 (SNES/GBA), 560 (iOS/PC)
- Usefulness: 2 (SNES/GBA), 5 (iOS/PC)

SNES/GBA: Well, this job is...not very useful! While writing this guide, I noticed that none of my characters have mastered the Dragoon job so I cannot get the in-game description for some of its abilities. There's nothing great about this job because !Jump is double damage but takes longer to execute. More importantly, while in the air, other characters (probably mages) will get targeted.

iOS/PC: Dragoon's !Jump is much, much better...only because Twin Lance will now hit twice with !Jump, and you can get Twin Lance very early in World 2. This makes Ninja with !Jump and 2 Twin Lances extremely powerful in World 2. However, like Knight, its power does not carry on to World 3 because enemies' defenses will rise. Still, with !Jump only being 10 ABP to learn, there's no reason not to get it for your Ninja in World 2. Note that the Dragoon class itself cannot wield Twin Lance.

- Level 1: !Jump, ABP needed: 50 (SNES/GBA), 10 (iOS/PC)
 - "Jump to deliver a powerful attack from above. Power is doubled when a spear is equipped."
 - You are a warrior. You're supposed to tank. Why Jump and let your casters take damage? This is really a useless ability unless there is a fight where you *only* need physical attacks. Trust me, there isn't many.
- Level 2: !Lance, ABP needed: 150
 - "Strike with dragoon powers to drain HP and MP.
 - It's a decent attack if you don't want to waste MP. I haven't found uses to this yet (it's not very hard to give someone !White or use Ethers) but some conservative people might.
- Level 3: Equip Lances*, ABP needed: 400, (+18 Strength)
 - "Gain the ability to wield spears."

Samurai

- Default Ability: !Zeninage
- Innate Abilities: Shirahadori
- Can use: Daggers, Katanas, Shields
- Affects:
 - Strength: +19
 - Agility: +2
 - Vitality: +19
 - Magic: -12
- Total ABP to master: 820
- Usefulness: 6

Shirahadori kicks some seriously butt as an innate ability, since if you have a better chance at dodging physical attacks without wasting an ability slot. Also, !Zeninage does a huge amount of damage (but should be used sparingly, such as only on bosses) and !Iainuki works very well to a certain extent. While Shirahadori is a great innate skill to have, it is not really worth the 820 ABP just to get it. A Summoner using Golem would already be enough against physical attacks. Therefore, I think of Samurai as only a nice class to have if you want to grind. !Zeninage is still very useful in certain situations.

- Level 1: !Mineuchi, ABP needed: 10
 - "Stun enemies by smacking them with a blade's dull side."
 - The "stun enemies" part is very slim, and it does regular damage. While a small percentage of stunning can sometimes help, if you are a Mime, then you should use !Rapid Fire anyway. In some weird case if you don't have !Rapid Fire, then use !Mineuchi.
- Level 2: !Zeninage*, ABP needed: 30
 - "Damage all enemies by tossing gil."
 - I'm not sure how tossing money would do damage, but this ability does a lot of damage, and I mean a lot. In random encounters, one usage of !Zeninage can probably one hit KO all of the monsters. However, unless you have lots of extra money, you shouldn't use this unless on bosses. Later on in the game when you have lots of money that you don't know what to do with, then this ability might be less costly than buying Shurikens and use !Throw.
- Level 3: Shirahadori*, ABP needed: 60
 - "Catch and stop enemy attacks."

- Like explained above, having this ability makes the character dodge more physical attacks. It is a great innate ability, and the main reason why I wanted every character to master this job. Don't use it at all, since it is not worth it unless a Mime or Freelancer automatically inherits it. In my opinion, it is one of the best abilities in the game.
- Level 4: Equip Katanas*, ABP needed: 180, (+19 Strength)
 - "Gain the ability to wield Katanas."
 - Just like Equip Swords, this is a good ability to use on a Mime to Increase the damage output. It doesn't give as much Strength as Equip Swords, but Katanas do more critical hits, so in the end it balances out and is on par with Equip Swords.
- Level 5: !Iainuki, ABP needed: 540
 - "Unleash an attack that hits all enemies in an instant."
 - The in-game description of this attack is not very clear. !Iainuki **tries** to hit all enemies, but usually, it hits about 75% of the enemies. But the good thing about this ability is that it's a one hit KO if an enemy is hit. You need to charge up though, and most monsters at the end of the game is immune to it. Still, it has its uses, as in the Phoenix Tower.

Mystic Knight

- Default Ability: !Spellblade
- Innate Abilities: Magic Shell
- Can use: Daggers, Light Swords, Shields
- Affects:
 - Strength: +14
 - Agility: +14
 - Vitality: +14
 - Magic: +1
- Total ABP to master: 680
- Usefulness: 7

Lots people like this job, saying how it replaces Black magic, but I don't think so at all. First of all, you need to actually cast a !Spellblade spell to activate the magic, which means a round of doing nothing. During that time, a Black mage could critically injure or possibly one hit KO the enemies. Second, you can't target your sword to multiple targets like Black spells. However, I never said that this job is not good. This job is only good for boss fights since they last longer and your sword spells can actually work before the enemy faints. For the last boss, !Spellblade will definately wreck it, if used right. The most useful !Spellblade spell in my opinion is Drain, since you heal how much damage you did with your weapon, which should be a lot. The runner up is Break, because it always applies the effect if the physical strike hits, if the target is not immune to it. Note: !Spellblade + !Rapid Fire = excellent damage!

The main problem with this job is its secondary !Spellblade. First, you need to reach level 4 to have level 3 Black Mage equivalent spells. That means you're always lagging behind your Black Mage in terms of what you can use for !Spellblade. And second, you can only use !Spellblade on Daggers and Swords, not Katana! It's best used as a primary with Two-Handed or as a secondary with Ninja (Dual Wield). If you're using it with Ninja, then the Ninja has to equip knives, not Moonring Blade, Twin Lance, or Kunai, etc... !Spellblade is amazing, but it is restrictive, and mainly used for boss fights and endgame battles.

- Level 1: Magic Shell, ABP needed: 10
 - "Automatically casts Shell when near KO."
 - This is completely useless for a couple of reasons. First of all, the Mystic Knight casts Shell when he/she is kneeling over. What's the point of reducing magic damage, when you will faint anyway? Second, you will have the Guardian ability from a Blue Mage anyway, which casts Protect, Shell, and Float on your whole party at once. Isn't that much better?
- Level 2: !Spellblade, ABP needed: 20, (+4 Strength, -9 Magic)
 - "Enchant weapons with different magics."
 - (Spells: Fire, Blizzard, Thunder)
 - Not much to comment about here. It's good against the early bosses and espers (Summoning monsters) since they're usually weak against an element.
- Level 3: !Spellblade, ABP needed: 30, (+6 Strength, -7 Magic)
 - (Spells: Poison, Silence, Sleep)
 - This is actually not bad, especially Silence, but generally, it's not really used.
- Level 4: !Spellblade, ABP needed: 50, (+8 Strength, -5 Magic)
 - (Spells: Fira, Blizzara, Thundara)
 - This is the same as the first !Spellblade. It's useful for bosses with a weakness.
- Level 5: !Spellblade, ABP needed: 70, (+10 Strength, -3 Magic)
 - (Spells: Drain*, Break*, Bio*)
 - This is where this job gets good. Did you know that casting Drain on a sword then use !Rapid Fire allows you to probably heal all of your HP? Did you know that casting Break on a sword then use !Rapid Fire means using Break four times in a row? Also, Bio does more damage than Fira, Blizzara, and Thundara, **and** your enemies' HP decreases steadily after using Bio. !Rapid Fire lets you inflict possibly more than one enemy with Bio.
- Level 6: !Spellblade, ABP needed: 100, (+12 Strength, -1 Magic)
 - (Spells: Firaga, Blizzaga, Thundaga)
 - There's nothing special here, except more damage from elemental spells. Actually, it's extremely powerful since it's also used with sword damage.
- Level 7: !Spellblade, ABP needed: 400, (+14 Strength, +1 Magic)
 - (Spells: Holy*, Flare*, Osmose)
 - The reason I said "there's nothing special here" for the previous level is because I use Holy or Flare instead. These do good damage and is very useful for the last boss. You won't use Osmose unless your warrior is also a White Mage (which people do arrange that).

Berserker

- Default Ability: None
- Innate Abilities: None
- Can use: Daggers, Axes, Hammers, Shields
- Affects:
 - Strength: +21

- Agility: -9
- Vitality: +25
- Magic: -23
- Total ABP to master: 500
- Usefulness: 3 (as a class), 10 (for mastery)

This job is much like the Dragoon job. It's almost useless. It doesn't have a default ability because you cannot control it. However, because you are "berserking," your damage is randomly boosted by 25% to 50%. However, there is a very unique use for this job. It only takes 500 ABP to master it, and it gives +21 Strength/+25 Vitality, which is second to Monk for best stat gains for those categories. This means that for 500 ABP, you can pass on those stats to Freelancer and Mime. And you don't even need to really use a Berserker for it! Later on, you will encounter 5 Magic Pots, each giving you 100 ABP. Just switch everyone to Berserker and your entire party will master the class after those encounters. Now your casters will have +25 Vitality passed on when they are a Mime. Very useful. If you decide to master Monk instead, know that you will need 200 more ABP than mastering Berserker.

- Level 1: Berserk, ABP needed: 100
 - "Continuously attack until all enemies have been defeated."
 - If you want more damage, just use !Rapid Fire.
- Level 2: Equip Axes*, ABP needed: 400, (+21 Strength)
 - "Gain the ability to wield axes."

Monk

- Default Ability: !Kick
- Innate Abilities: Barehanded, Counter
- Can use: None
- Affects:
 - Strength: +26
 - Agility: +1
 - Vitality: +26
 - Magic: -23
- Total ABP to master: 700
- Usefulness: 10

Monk is what I think one of the most useful class of all time. They have some of the best innate abilities, Barehanded and Counter. They cannot wear shields or weapons, and can only wear light armor. They do have high HP, but I don't prefer to keep one in the front line. The reason is because their light armor really hurt them. They do very high damage, but later on in the game their damage, which still increases, becomes less popular due to abilities such as !Rapid Fire. While being useful earlier on with !Kick, !Chakra, and high damage output, their innate abilities are what really matters in the endgame. Also, since Monks have the highest Strength bonus, master this to carry their +26 Strength over to Freelancer or Mime.

iOS/PC: In this version, !Kick is much better, ignoring rows for both user and enemy. Therefore, just keep Monk in the back line and spam !Kick for no cost multi-target damage while being quite safe.

- Level 1: !Focus, ABP needed: 15
 - "Focus energies for a hit with twice the attack power."
 - You see this skill sucks. Hitting once per round doing regular damage is exactly the same as missing one round and hitting the other with double the damage. The only way I see this being useful is in a situation where for some reason the first hit would be detrimental in some way.
- Level 2: Barehanded*, ABP needed: 30, (+26 Strength)
 - "Gain the same attack power as monks when unarmed."
 - Now look exactly at what the ingame description says. You can hit like a monk AND gain 26 Strength? This is one of the best abilities in the game in my opinion and it's up there next to !Rapid Fire. For leveling usage, slap this on one of your mages and it does more damage than !Gaia. (We'll get to this later, but !Gaia is basically a way for casting classes to level up without the cost of MP.) Of course once you get !Rapid Fire you don't need Barehanded, but it's still useful for casting jobs wanting to level.
- Level 3: !Chakra, ABP needed: 45
 - "Healing energies recover HP and cleanse the body of poison and darkness."
 - Remember what I said about this skill being useful earlier on? It doesn't use MP, heals you without the help of a White Mage, and recovers from the Poison and Darkness status ailments. What's not to love? Well when your White Mage or Red Mage learns Cura then !Chakra isn't really useful anymore.
- Level 4: Counter*, ABP needed: 60
 - "Automatically counter when hit."
 - This is one reason why you would want to stay as a Monk, but in my opinion you can get by with slapping this ability on another warrior class. If you haven't figured out yet, when you are hit with an attack you automatically counter with your own attack out of turn but you won't miss your next turn. It's quite useful, although for some bosses you might want to equip your warriors with Barehanded or a casting ability instead.
- Level 5: HP +10%, ABP needed: 100
 - "Increase maximum HP by 10%."
 - It's nothing much but you'll have to get through this if you want to pass on Barehanded and Counter as innate abilities.
- Level 6: HP +20%, ABP needed: 150
 - "Increase maximum HP by 20%."
 - This ability is great only if you compare it to the last ability.
- Level 7: HP +30%, ABP needed: 300
 - "Increase maximum HP by 30%."
 - Seriously they're seriously short of ideas for monk or something. Why use this when you can slap on Barehanded or something? MP +10% is way better than HP +30%, and MP +10% sucks. That's how much this ability sucks.

Casting Jobs

These jobs uses magic and MP to deal damage, heal your party, and cause other status changes to both sides. Of course, spells are essential for surviving the game, since they don't miss, can target many enemies (and allies), and do more damage than weapons. However, casters have no HP and can wear light armor, which means they will faint faster. This is why they must be in the back row to reduce damage dealt to them. Lenna and Krile must master at least 3 casting jobs, and Mimes are most suited for them with three open ability slots. Like !Rapid Fire is for warriors, !Dualcast is for casters. !Dualcast allows you to cast two spells per round. No matter what, always have a White Mage nearby for healing, and a Summoner and Time Mage is also recommended, even over a Black Mage. Other than that, a Blue Mage is also highly recommended.

Note: If you don't know yet, there are three stages for some spells. The first stage (least powerful) has no suffix, the second stage has the -a suffix, and the third stage (most powerful) has the -aga suffix. Some examples are Cure (Cure, Cura, Curaga) and Fire (Fire, Fira, Firaga). Curaga heals the most HP and Firaga is the most damaging fire Black magic.

More Notes: Magic is not free. You can't just level a White Mage to level six and learn Holy. White, Black, and Time magic you can get at shops but some you can get in chests and such. Summon and Blue magic are quite different, You have to find and defeat the monster you want to summon to be able to summon them, and you have to "learn" Blue magic by having the spell casted on you. The level are there in case you wants to equip it. Let's say you equip !White to a Knight. If you want to use Cure then that Knight has to be a level 3 White Mage also. That's why there are levels. A White Mage can use Holy (assuming that you have the spell) without being a level 6 White Mage.

White Mage

- Default Ability: !White (all spells)
- Innate Abilities: None
- Can use: Staves
- Affects:
 - Strength: -7
 - Agility: +1
 - Vitality: +0
 - Magic: +25
- Total ABP to master: 580
- Usefulness: 10

White Mages are **essential** to a team. They're healers who keep your warriors healthy so they can still deal damage. Cure spells will damage zombies. Keep this in mind. One interesting thing is that White Mage has one of the best single-target spells in the game, Holy. Its single-target damage is almost as good as Flare but for about half the cost. Keep this in mind when you get Holy, because it's a great cost-effective boss killer. Blue Mage is better at giving your party Protect and Shell through Mighty Guard, but Esuna is very needed to cure statuses. Berserk and Silence are also very good against enemies that cast often and are vulnerable to those spells.

- Level 1: !White*, ABP needed: 10, (+15 Magic)
 - "Perform white magic."
 - Cure*: "Restores HP." - 4 MP (15 ATK)
 - Libra: "Determines target's HP, MP, and weakness." - 1 MP
 - Poisons*: "Cures Poison." - 2 MP
 - Cure really sucks earlier on because of low MP. You can use cure about four or five times before your White Mage runs out of MP. That's why most people use the inn. Poisons, on the other hand, is a different story. It helps you with not having to buy 50 antidotes or run back to an inn.
- Level 2: !White*, ABP needed: 20, (+17 Magic)
 - Silence: "Causes silence." - 2 MP
 - Protect*: "Reduces physical damage received." - 3 MP
 - Mini: "Inflicts mini on target or restores state." - 5 MP
 - Yes, you get an offensive spell, Mini. However, that's nothing to get too excited about. Silence actually works on some bosses, and cast Protect on your casters in boss fights to prevent them from losing HP quickly. Mini is, er, special. It doesn't work in boss battles and costs way too much MP in random battles. Just cast Berserk since it's a safer bet.
- Level 3: !White*, ABP needed: 30, (+19 Magic)
 - Cura*: "Restores HP." - 9 MP (45 ATK)
 - Raise*: "Revives target." - 29 MP (6.25%)
 - Confuse: "Causes confusion." - 4 MP
 - Cura is a good upgrade from Cure, and Raise works out of battle. The reason it doesn't work in battle is that Raise revives a character but revives them with low HP and they could faint again easily. Confuse is good if you're fighting five enemies at once and try to get one to turn against the other four or itself.
- Level 4: !White*, ABP needed: 50, (+21 Magic)
 - Blink*: "Creates illusion of one's self to confuse the enemy." - 6 MP
 - Shell*: "Reduces magic damage received." - 5 MP
 - Esuna*: "Cures all status effects except KO and zombie." - 10 MP
 - Esuna is a must since it replaces Antidotes, Eye Drops, Gold Needles, Maiden's Kisses, and Mallets, so you don't have to carry around 50 of each item. Shell is useful since bosses tend to do more magical damage than physical damage. Blink is...useful but generally not against early bosses.
- Level 5: !White*, ABP needed: 70, (+23 Magic)
 - Curaga*: "Restores HP." - 27 MP (180 ATK)
 - Reflect: "Reflects magic cast at target." - 15 MP
 - Berserk*: "Causes berserk status." - 8 MP
 - Curaga looks expensive to use, but it restores almost all HP to one character or about 1000 HP to all four characters. Reflect is good against bosses who cast very damaging spells since you can reflect their spells back at them. Another solution to them is Berserk. Berserk makes them Berserkers, meaning they only attack and not cast spells. Surprisingly, many bosses are not immune to Berserk, and it can be used with !Guard or the Golem summon for great effect.
- Level 6: !White, ABP needed: 100, (+25 Magic)
 - Arise*: "Revives and restores full HP to a single target." - 50 MP (100%)
 - Holy*: "Causes Holy damage." - 20 MP (241 ATK)

- Dispel*: "Dispels magic effects." - 12 MP
- Arise is expensive to use indeed, but it is needed against the later bosses. Holy does a lot of damage while being cheap to use. It does almost as much damage as Flare while only using 20 MP. I've never really used Dispel much, but people tells me that many bosses are not immune to this spell.
- Level 7: MP+10%, ABP needed: 300
 - "Increase maximum MP by 10%"
 - This ability is not worth it at all. You can use Elixers, level up, or well, I've never not had enough MP to defeat a boss.

Black Mage

- Default Ability: !Black (all spells)
- Innate Abilities: None
- Can use: Knives, Rods
- Affects:
 - Strength: -9
 - Agility: +0
 - Vitality: -2
 - Magic: +31
- Total ABP to master: 680
- Usefulness: 7

Yeah, Black Mages are not very useful in this game. I did say before that Mystic Knights don't replace Black Mages. However, the Summoner and Time Mage jobs do. The only thing I don't like about Black Mages is the fact that Flare cannot do multi-target damage. This means that unlike Firaga (or any other Black Mage spells), there is not an option to let it hit all enemies on screen. Bio, Firaga, Blizzaga, and Thundaga still does devastating damage though; it's just that the most damaging Black magic is disappointing. With Magus Rod, Black Mage can become very powerful at end of the game. When you multi-target Black Magic, your base attack power is halved. However, Black Magic is very useful in single-target bosses, where it shines over Summons.

- Level 1: !Black*, ABP needed: 10, (+16 Magic)
 - "Perform black magic."
 - Fire*: "Deals fire damage." 4 MP (15 ATK)
 - Blizzard*: "Deals ice damage." 4 MP (15 ATK)
 - Thunder*: "Deals lightning damage." 4 MP (15 ATK)
 - These are basic elemental spells that can help early on in the game. However, a Summoner's Ifrit, Shiva, and Ramuh summons are way better candidates for elemental damage.
- Level 2: !Black, ABP needed: 20, (+19 Magic)
 - Poison: "Causes poison." 2 MP
 - Sleep*: "Causes sleep." 3 MP
 - Toad: "Inflicts toad on target or restores state." 8 MP
 - I never used these spells much mainly because do not hit bosses. Sleep has the potential to be useful if you're not at a high enough level to defeat mobs on random encounters. Toad isn't worth 8 MP, but it's good to have it to reverse the effect if you don't want to switch to a White Mage.
- Level 3: !Black, ABP needed: 30, (+22 Magic)
 - Fira*: "Deals fire damage." 10 MP (50 ATK)
 - Blizzara*: "Deals ice damage." 10 MP (50 ATK)
 - Thundara*: "Deals lightning damage." 10 MP (50 ATK)
 - Again, more elemental spells. They're not really special since we haven't really reached where Black magic could be useful yet. Still, if you don't have a summon of an element, then these level 3 spells could prove to be useful.
- Level 4: !Black, ABP needed: 50, (+25 Magic)
 - Drain*: "Absorbs HP." 13 MP (45 ATK)
 - Break: "Causes petrification." 15 MP
 - Bio*: "Releases a virus that deals damage." 16 MP (105 ATK)
 - I believe that this is the best level of Black magic if you're not very far into the game. Bio does major damage plus the victim's HP gradually decreases as a lingering effect. There are more powerful summons and Blue magic, but it is easier to get Bio. Drain doesn't recover enough HP for its MP use, but it could be useful in a tight spot. Break may be the best spell for a Black Mage...but only if you know when to cast it. Kuza Beasts and Blue Dragons are examples of annoying enemies you can Break.
- Level 5: !Black, ABP needed: 70, (+28 Magic)
 - Firaga*: "Deals fire damage." 25 MP (185 ATK)
 - Blizzaga*: "Deals ice damage." 25 MP (185 ATK)
 - Thundara*: "Deals lightning damage." 25 MP (185 ATK)
 - Here is when Black magic overpowers Ifrit Shiva, and Ramuh. But you know, at this point of the game you are probably near the point of getting the Phoenix, Leviathan, and Bahamut summons.
- Level 6: !Black, ABP needed: 100, (+31 Magic)
 - Flare*: "Deals damage by combustion." 39 MP (254 ATK Prc)
 - Death: "Causes death." 29 MP
 - Osmose: "Absorbs MP." 1 MP (8 ATK)
 - In truth, Flare is not terribly bad. It does major damage to boss fights that only has one boss, while piercing magic defense. Before I really contradict myself, look at the MP cost. Yes, that's a lot of MP for targetting just one opponent. Holy does almost the same damage as Flare but costs only 20 MP. Death is really not worth it because it fails too much, and Osmose can be good except for the fact that most monsters have 0 MP. If you did decide to level up a Black mage, this is where you would stop and start to try to master any other mage job. There's really no point in the last level.
- Level 7: MP+30%, ABP needed: 400
 - "Increase maximum MP by 30%."

Oh yay, what a cute way to spend 400 ABP. Really, this isn't worth it.

Time Mage

- Default Ability: !Time (all spells)
- Innate Abilities: None
- Can use: Knives, Rods, Staves
- Affects:
 - Strength: -5
 - Agility: +2
 - Vitality: -3
 - Magic: +24
- Total ABP to master: 530
- Usefulness: 7

Time Mages buffs and debuffs, but they have one of the best damaging spells in the game, Meteor. Because of this, they go well with White Mages while giving them an offensive spell also. Also, Hastega casts Haste on the entire party, which is excellent. Slowga and Stop can really help on some bosses and minibosses. And finally, Float, Teleport, and Regen are good spells to have as convenience spells.

- Level 1: !Time*, ABP needed: 10, (+14 Magic)
 - "Perform time magic."
 - Speed: "Hastens the pace of the battle." 1 MP
 - Slow*: "Slows the passing of time for one enemy." 3 MP
 - Regen*: "Gradually restores HP." 3 MP
 - There's nothing really special about the first level except for Slow. Slow works on many opponents, including some bosses. However, it only targets one opponent so right now it's good against minibosses and such. Speed is evil. It hastens the pace of the battle, which can be good if you know the game by heart and chances are if you're reading this guide, you don't. Regen is the same concept as Slow. It's not worth it for short fights but is good for long ones.
- Level 2: !Time*, ABP needed: 20, (+16 Magic)
 - Mute: "Silences all allies and enemies." 3 MP
 - Haste*: "Hastens the passing of time for one ally." 5 MP
 - Float*: "Levitates target." 10 MP
 - This level is great. First of all, Mute never misses but your party also gets silenced so there's really no point of casting it. Haste reduces your characters' wait time letting them act quicker, so it's a very important spell. Float is almost required for the game, since there are lava and mobs that quakes like crazy. Float makes your party immune to such spells.
- Level 3: !Time*, ABP needed: 30, (+18 Magic)
 - Gravity: "Halves target's HP." 9 MP (50%)
 - Stop: "Causes time to stop, halting target's actions." 8 MP
 - Teleport*: "Warps party out of dungeon or out of battle." 15 MP
 - Teleport is very nice. Instead of walking all the way back up a dungeon, just cast Teleport. Gravity and Stop is...special. when it works, it's great, but it really doesn't work. In other words, it misses too much to be a bother.
- Level 4: !Time*, ABP needed: 50, (+20 Magic)
 - Comet*: "Calls forth meteors that damage one enemy." 7 MP (400-1600)
 - Slowga*: "Slows the passing of time for all enemies." 9 MP
 - Return*: "Turn back time to the beginning of the battle." 1 MP
 - This is a good level. First of all, you can do damage with Comet now, but it's random. It's not very random though, and plus I'm sure it's better than trying to hit with your staff in the back row. Slowga is really sweet since it casts Slow on all of your opponents. Return is also nice since it lets you retry a battle after messing up badly or re-steal something that you failed to steal. However, the fun doesn't even end here.
- Level 5: !Time*, ABP needed: 70, (+22 Magic)
 - Graviga: "Reduces target's HP to 1/8th of total HP." 18 MP (87.5%)
 - Hastega*: "Hastens the passing of time for all allies." 15 MP
 - Old: Causes old status." 4 MP
 - Graviga suffers the same problem as Gravity--its accuracy isn't very good. Hastega is easily one of the most important spells for a Time Mage. Cast this at the beginning of a battle then Slowga to produce devastating effects. I'm not really sure what Old does, but judging from what it's done to me and its low MP cost, it doesn't do a lot.
- Level 6: !Time, ABP needed: 100, (+24 Magic)
 - Meteor*: "Calls forth meteors that damage all enemies." 42 MP (2800-9999)
 - Quick*: "Stops the passing of time for all but the caster." 77 MP
 - Banish: "Erases one enemy from the battlefield." 20 MP
 - Banish isn't worth casting on easy opponents, and most hard opponents, especially bosses, are immune to it anyway. Quick is the most overpowered spell in the game. It may not mean much, but when combined with !Dualcast, you can seriously cause some good damage. Meteor is just one of the best spells in the game. The Bahamut summon does more damage, but it costs 66 MP. The fact that I compared Meteor with the Bahamut summon should give you an idea of how powerful this spell is.
- Level 7: Equip Rods, ABP needed: 250
 - "Gain the ability to wield rods."

Summoner

- Default Ability: !Summon (all spells)
- Innate Abilities: None
- Can use: Knives, Rods
- Affects:
 - Strength: -10
 - Agility: -1

- Vitality: -1
- Magic: +33
- Total ABP to master: 750
- Usefulness: 10

Summoner is the best casting job period. Well actually no, you need a White Mage no matter what, but you get the idea. Everything is available to them, both offensive and defensive, and their summons mostly hit all of your opponents, not just one. The only bad thing about this job is that you need to do some work to be able to summon various creatures. In other words, to get the Shiva summon, you have to do some side quest to obtain Shiva before you can summon Shiva, which can be a pain. You get basically better forms of damaging summon as you gradually advance in the game, so don't worry about that. Summoner spells are always multi-target, which means you do halve base power. For example, Thundara is 50 ATK and Ramuh is 53 ATK. When casting single-target, both does about the same damage. But when casting multi-target, Thundara only has 25 ATK. Summoner is much better for multi-target attacks, while Black Mage is better for single-target attacks. The final boss is multi-target, which is why I like Summoner more.

- Level 1: !Summon, ABP needed: 15, (+17 Magic)
 - "Summon magical beasts for aid."
 - Chocobo*: "Summons Chocobo." 4 MP (30/75 ATK)
 - Sylph*: "Summons Sylph." 8 MP (30 ATK)
 - Remora: "Summons Remora." 2 MP
 - Yeah I know the ingame descriptions for summons aren't very descriptive at all, but that's what this guide is for, right? Well Chocobo is amazing highly damaging for earlier on in the game, but it only "kicks" one enemy. Sylph also damages one enemy, and the damage dealt to the enemy is divided in how many party members you have now and then heals you back with it. So basically you do 400 damage and if you have four party members, then each member gets 100 HP back. That's pretty cool. Remora is useless; it pretty much immobilizes the enemy but if when hit by an attack they regain movement.
- Level 2: !Summon, ABP needed: 30, (+21 Magic)
 - Shiva*: "Summons Shiva." 10 MP (38 ATK)
 - Ramuh*: "Summons Ramuh." 12 MP (53 ATK)
 - Ifrit*: "Summons Ifrit." 11 MP (45 ATK)
 - There are the three elemental summons and they all hit all enemies. Shiva does ice damage, Ramuh does lightning damage, and Ifrit does fire damage. I'm not sure if a summon this level has higher base damage than other summons, or if the different MP costs are just for show. Either way, do not miss these summons. They're not Remora. The summons are almost equivalent in power to Black Mage's -ara spells, but their base damage is not halved when you multi-target, essentially being double in power to their -ara counterpart for multi-target damage.
- Level 3: !Summon, ABP needed: 45, (+25 Magic)
 - Titan*: "Summons Titan." 25 MP (110 ATK)
 - Golem*: "Summons Golem." 18 MP
 - Catoblepas: "Summons Catoblepas." 33 MP
 - This is probably the best utility level for summon magic. Titan, while costing a lot of MP, does a lot of earth damage. That can be good or bad. The bad thing is you won't hurt flying enemies. The good thing is that's Titan's only weakness. The thing about Shiva is that if you have an ice enemy instead of damaging them it will heal them. With Titan, if they're not flying, you can be sure that they take damage. Golem I've said before. It absorbs a whole lot of physical damage. Catoblepas is just weird. It turns one enemy into stone, and I haven't really found a use for this yet. And why does it cost 33 MP to summon?
- Level 4: !Summon, ABP needed: 60, (+29 Magic)
 - Carbuncle: "Summons Carbuncle." 45 MP
 - Syldra*: "Summons Syldra." 32 MP (165 ATK)
 - Odin: "Summons Odin." 48 MP (255 ATK)
 - Well this level has one good thing, and it's Syldra. Carbuncle casts Reflect on the whole party, but it sucks. True that you won't get hit by magic, but you can't heal yourself either. Try to avoid using this unless you know that your opponent casts purely spells. Syldra does air damage and it's a great summon, especially with Air Knife. I've never been fond of Odin. The concept is you have a 50% chance of destroying all enemies on the battlefield. It's good, when it works. I like knowing that I will deal some damage 100% of the time rather than deal lots of damage 50% of the time, and also it costs a whopping 48 MP.
- Level 5: !Summon*, ABP needed: 100, (+33 Magic)
 - Phoenix*: "Summons Phoenix." 99 MP (105 ATK, 100%)
 - Leviathan*: "Summons Leviathan." 39 MP (195 ATK)
 - Bahamut: "Summons Bahamut." 66 MP (250 ATK)
 - Ah, here comes the true power of the Summoner job. Phoenix is quite costly so it can only be used in some situations. It deals devastating fire damage to all opponent AND revives one of your party members at full health. Don't use it often if you don't have a fallen party member, unless you want some quick powerful fire damage to finish off a fight. Leviathan is a very powerful summon that deals water damage to all enemies, and it's the strongest elemental damage out there. Bahamut is very powerful, dealing non-elemental damage to all enemies, but is also quite costly. Usually I just stick with Meteor (Time magic) or Leviathan. Remember that while Bahamut is useful, Syldra with Air Knife does about the same damage with much less MP.
- Level 6: !Call, ABP needed: 500
 - "Perform a random summon for 0 MP. Who knows who--or what--will come..."
 - So it's exactly like the ingame description said. Call uses no MP but gives you a random summon. This is pretty good to use while leveling, but really nothing else unless you've ran out of MP with no Elixers and wanted a desperate attempt at calling Bahamut. People love this ability, but I don't. I just use !Rapid Fire (Ranger ability) while holding two weapons to hit eight time with 100% accuracy.

Blue Mage

- Default Ability: !Blue (all spells)
- Innate Abilities: Learning
- Can use: Knives, Light Swords, Rods, Shields
- Affects:
 - Strength: -8
 - Agility: +1

- Vitality: +3
- Magic: +23
- Total ABP to master: 350
- Usefulness: 7

I was hesitant to put Blue Mage as a casting job, because they are more utility than casting. Nevertheless, the job command is !Blue, which means they cast Blue magic, so I had to put them as a casting job. They are very useful, but again I gave it to Faris for a reason. They do have damage spells, but they are quite restrictive. Basically, they deal air and water damage, and the lack of elemental spells make them better off as a buffing and de-buffing class. Even though I said all that, they are excellent at buffing and debuffing. Since they don't really deal good damage nor heal, it's better to give it to Faris since he's well-rounded and could help pull out some Blue magic at the beginning of battle. They can also be an emergency healer, but again, it's quite a restrictive heal. And lastly, you have to learn these spells by an enemy casting the spell on you. This is the most annoying part about Blue Mages, and it is only through my second play- through that I was actually patient enough to employ this wonderful job. The reason this gets a seven is because you don't need a Blue Mage to get through the game. They just make the game that much easier with Mighty Guard and White Wind.

Note: Many Blue Magic does not reply on the Magic stat, but rather other factors, as the user or enemy's vital statistics.

- Level 1: !Check, ABP needed: 10
 - "Check an enemy's HP."
 - So yeah, this ability lets you see your chosen enemy's current HP over maximum HP. It's pretty sweet, because it's useless.
- Level 2: Learning*, ABP needed: 20
 - "Learn some monsters' special attacks."
 - Seriously, be more specific in your translations! If you have this ability equipped you only learn monsters' "special attacks," meaning spells, if they hit you with that spell. This might sound boring, but Blue Mages do not have a pool of spells like other casting classes, and they can only gain spells by learning them.
- Level 3: !Blue*, ABP needed: 70, (+23 Magic)
 - "Perform blue magic."
 - Goblin Punch (0 MP): This spell does the same damage as a basic attack, with an unreliable addition of doing 8x damage if caster and target levels are the same. What makes this spell great is that it ignores rows. If you are a Ninja dual-wielding in the back row, you can use Goblin Punch to deal full damage. Also, it lets you use Dancing Dagger without activating its effect, and use Excalipoor/Brave Blade with maximum power. You can get it from any goblin.
 - Vampire (2 MP): This is a great spell in the SNES/GBA version, and decent early game spell in the iOS/Browser version. You do damage and heal yourself back, which his nice. You can get it from Steel Bat in Pirate Cave.
 - Aero (4 MP, 20 ATK): This wind magic spell is the basic damage spell for Blue Mages. It is slightly stronger than Fire/Thunder/Blizzard. You can get it from Moldwynd in Wind Shrine.
 - Pond's Chorus (5 MP): This spell applies Toad status. If you know which enemies are vulnerable to Toad, then it's very much worth it to pick up this spell. You can get it from Elf Toad in Walse Castle, but only when you kill off enemies except that one toad.
 - Aqua Breath (38 MP, 75 ATK): Aqua Breath is very useful against desert enemies, but otherwise, it's very expensive. It does 75 ATK to all enemies, which means it's equivalent to 3x -ara magic when you multi-target. Only use it when you're killing desert enemies or farming Mini Dragons. You can get it from Dhorme Chimera in the Karnak Desert, although it is very powerful when you first see it.
 - Aera (24 MP, 50 ATK): This spell does the same damage as -aga spells. You can get it from Page 32 in Ancient Library.
 - Level 5 Death (22 MP): This is a very powerful spell...but only if you know the enemy's level all the time. It's very good if you're testing for ways to quickly kill random encounters or if you're reading a walkthrough. You can get it from Page 64 in Ancient Library. One character with Learning/Blue Mage needs to get hit and die with 5x level, and another without 5x level must survive and kill the enemy.
 - 1000 Needles (25 MP): This spell always deals 1000 damage. It's great when you get it because of its consistent damage, and it will be Blue Mage's main source of damage for a while. It costs a lot of MP though, so only use it for bosses. You can get it by controlling a Lamia in Ronka Ruins.
 - Death Claw (21 MP): Reduce target to single digit and paralyze them. This spell is very powerful if the boss is not Heavy flagged. You can originally get this from the Iron Claw boss in Karnak Castle, but this may be hard with the timer. You can also get it much more safely from Treant outside of Exdeath's Castle in World 2.
 - Missile (7 MP): Reduce enemy's HP to 1/4. If you didn't get Death Claw, this is an alternative that I use often. You can get it by trolling a Motor Trap in Fire-Powered Ship.
 - Aeroga (24 MP, 150 ATK): This spell does slightly less damage than -aga spells. You can get it from Metamorph in Ghido's Cave, with the Metamorph that can morph to Enchanted Fan.
 - White Wind (28 MP): Using White Wind, your Blue Mage can heal! It could be a very powerful heal or very bad heal, because it depends on the caster's current HP. It costs a bit of mana, but it can restore everyone to max HP easily. One thing to note is that this works on zombies! While Cure spells hurt characters wearing Bone Armor, White Wind will not. You can get it by controlling an Enchanted Fan in Ronka Ruins.
 - Mighty Guard (72 MP): This spell will apply Protect, Shell, and Levitate to all party members with a hefty cost. You obtain it very late in the game, but it's sure worth it for the final boss. You can get it by controlling a rare Stingray appearing in a specific ocean area on World 3.
 - There are other good spells such as Level 4 Graviga and Transfusion, but the ones I listed are probably good enough for you to make Blue Mage one of your favorite classes.
- Level 4: !Scan
 - "See enemy's level, HP, weakness, and current condition."
 - This ability could be pretty good if you're up against a mini-boss or something, but usually just use a damaging spell. Blue Mages' damaging spells are air and water, and most likely few are resistant/immune to them. (Well that might be true but few are weak to them also.) It's pretty much there for people who write walkthroughs and that's it.

Red Mage

- Default Ability: !Red (all spells)
- Innate Abilities: None
- Can use: Knives, Light Swords, Rods, Staves
- Affects:
 - Strength: +8

- Agility: +5
- Vitality: -6
- Magic: +8
- Total ABP to master: 1159
- Usefulness: 10

Yes I'm not mistaken--Red Mages have a plus in Strength, not a minus. But that gives them only a mere plus eight in Magic. Let's face it; Red Magic sucks, and giving them a bonus of only eight in Magic makes them suck more. Why a ten a usefulness you ask? I said Red Magic sucks because they can use both White Magic and Black Magic, but only up to level three. This means you get Cura, a mediocre healing spell (that becomes bad because of the plus eight in Magic), Raise, which revives one of your party member to like 2 HP, and Fira, Blizzara, and Thundara, the mediocre elemental spells. Red Mages are good because of their flexibility early on in the game and because of their !Dualcast ability, which could be most easily mastered near the ending stages of the game. As you guessed, equipping this ability lets you cast two spells during the same turn. So to sum up everything, their abilities are good, but their bonuses and spells blows.

- Level 1: !Red, ABP needed: 20, (+2 Magic)
 - "Perform white or black spells."
 - Cure*: "Restores HP." 4 MP
 - Libra: "Determines target's HP, MP, and weakness." 1 MP
 - Poisona*: "Cures Poison." 2 MP
 - Fire*: "Deals fire damage." 4 MP
 - Blizzard*: "Deals ice damage." 4 MP
 - Thunder*: "Deals lightning damage." 4 MP
 - Note that while White and Black Mages only need 10 ABP while Red Mages need 20 ABP. Well at least Square Enix is trying very hard to balance things out. anyway, these are the White Mages and Black Mages' first level spells, respectively, only they are weaker because of Red Mage's low magic bonus. It's important earlier on in the game to have variety so this is where Red Mages shine.
- Level 2: !Red, ABP needed: 40, (+5 Magic)
 - Silence: "Causes silence." 2 MP
 - Protect*: "Reduces physical damage received." 3 MP
 - Mini: "Inflicts mini on target or restores state." 5 MP
 - Poison: "Causes poison." 2 MP
 - Sleep*: "Causes sleep." 3 MP
 - Toad: "Inflicts toad on target or restores state." 8 MP
 - So the Red Mage already stopped shining. The only thing good here is Protect and Sleep, so this level is pretty much useless. If you do want to level up your Red Mage some more, then:
- Level 3: !Red, ABP needed: 100, (+8 Magic)
 - Cura*: "Restores HP." 9 MP
 - Raise*: "Revives target." 29 MP
 - Confuse: "Causes confusion." 4 MP
 - Fira*: "Deals fire damage." 10 MP
 - Blizzara*: "Deals ice damage." 10 MP
 - Thundara*: "Deals lightning damage." 10 MP
 - This is where the Red Mage completely stopped shining. This level is only good if you want to exploit a mini-boss or boss' weakness, or if you want to keep make a warrior a Red Mage and use Raise. The good thing about Red Mages is that they can still wield Light Swords, so they're good if you need an extra White or Black Mage for a short time.
- Level 4: !Dualcast*, ABP needed: 999, (+8 Magic)
 - "Cast two spells back-to-back."
 - Well don't spend time in the middle-game trying to get these 999 ABP. I don't think it's really worth it yet, and you likely don't have any casting jobs mastered yet. At the end though where random encounters can rack up 40 or so ABP, master this, and it is very very useful to put on a Mime or Freelancer. This ability alone gives the Red Mage a ten for usefulness. Both Lenna and Krile should master this class later on. It doesn't say it in the description, but equipping !Dualcast also gives you Level 3 Red Magic, so you have -ara spells for free.

Utility Jobs

Utility Jobs are jobs that are not entirely physical (could have high attack but low defense or vice versa) or be half physical and half magical (could have some fighting skills and some magic). What distinguishes this class from others is that while you might want to master them, you don't want to use them. This basically means that you might want one of their innate abilities or set them as your ability slot when situations arise but would not really want them was your primary job in a boss fight.

Thief

- Default Ability: !Steal
- Innate Abilities: Find Passages, Sprint, Vigilance
- Can use: Knives, Special
- Affects:
 - Strength: +1
 - Agility: +16
 - Vitality: +2
 - Magic: -6
- Total ABP to master: 635
- Usefulness: 8

Well it's not that you can't survive without a Thief, but you can Sprint, find hidden passages, and steal rare items which greatly benefits your playing experience. Stealing is not really required for anything, but if you do want to steal then you might want to change your job to a Thief instead of equipping the !Steal ability. For others such as finding passages, you can just equip Find Passages. Also, if you're hurt and need to find a town fast, then equip !Flee to escape quickly. Special weapons are weapons that do not have a weapon sprite on the left of it. Some examples are Rising Sun, Twin Lance, and Moonring Blade.

Note: All characters need to master this job sooner or later. While no one in their right mind would run around fighting with a Thief, this job has the highest Agility bonus, meaning as Freelancers or Mimes the Agility bonus will be passed on. Trust me, all characters will want Thief's Agility bonus.

- Level 1: Find Passages*, ABP needed: 10
 - "Detect hidden passageways."
 - This is very very very useful if you want to explore places or if you are not using a walkthrough. Hidden passages are not required to finish the game, but they usually contain rare items that you would not want to miss.
- Level 2: !Flee*, ABP needed: 20
 - "Quickly escape from battle. You may be unable to escape from some enemies."
 - As explained above, !Flee escapes from combat right when you use it so it helps when you are either pissed off at an area or is hurt too badly. Don't worry about the last half of the ingame description. It basically means that !Flee won't work on bosses.
- Level 3: Sprint*, ABP needed: 30
 - "Hold down the B Button while pressing the +Control Pad to move twice as fast."
 - This does exactly what the ingame description says. You only need one character to be a thief or to equip this ability to dash, and it can be any character. It's quite useful if you don't like the slow speed.
- Level 4: !Steal*, ABP needed: 50
 - "Steal treasure from an enemy."
 - This is the best ability of a Thief if you are patient and it is useless if you just want to finish the game really fast.
- Level 5: Vigilance, ABP needed: 75
 - "Prevent back attacks."
 - This is a great skill. You won't get attacked from behind, messes up your formation, and let your enemy get the pre-emptive. However, it's not worth a slot in your list and it's better as an innate ability so just master Thief and wait until later.
- Level 6: !Mug*, ABP needed: 150
 - "Attack and steal from an enemy."
 - This is !Steal but deals a little damage. It's not bad, and it is better than !Steal, but what's a little damage? Note that !Mug allows you to bypass weapon effects, such as the Dancing Dagger and Chicken Knife. However, !Jump and !Rapid Fire are still better at doing so.
- Level 7: Artful Dodger, ABP needed: 300, (+16 Agility)
 - "Gain the same speed and agility as a thief."

Ninja

- Default Ability: !Throw
- Innate Abilities: First Strike, Dual-Wield
- Can use: Knives, Special
- Affects:
 - Strength: +15
 - Agility: +14
 - Vitality: +3
 - Magic: -10
- Total ABP to master: 690
- Usefulness: 8

Ninjas are slower and stronger thieves. In fact, physically, they're stronger than Warriors while sacrificing defense. Having two less Agility than Thieves, Ninjas have fourteen more Strength and a bit more Vitality. They can't steal, but they can throw (especially shurikens) that does unbelievable damage and of course, then can attack twice while wielding two weapons. Having a Ninja around will let you get more pre-emptive strikes and the Ninja will attack before the Warriors. If you find that they are too weak for a certain enemy, then you can put them in the back row. Since they can use special weapons, they can equip items such as Moonring Blade and not miss out on damage. They're not as useful as Thief's !Steal or Agility bonus, but they do have Dual-Wield and the ability to deal massive damage.

- Level 1: !Smoke*, ABP needed: 10
 - "Use the confusion of a smoke bomb to escape from most enemies without them even noticing."
 - This is exactly like Thief's !Flee command, and you cannot !Smoke bosses. Since Ninja's Agility is high, you can probably use this skill before any real damage happens.
- Level 2: !Image, ABP needed: 30
 - "Create illusions to absorb two direct physical attacks."
 - This is also a good trick if you don't have Golem yet. Turn everyone into a ninja and use !Image when facing a very physically powerful enemy. If used with only one Ninja, then it might just be a waste of time.
- Level 3: First Strike, ABP needed: 50
 - "Increase the chances of having the first attack."
 - This is exactly opposite from Thief's Caution but it has the same usefulness. Like Caution, it is a fun skill to have, but you only need one Ninja in the party and I would recommend you not waste a slot with this but master Ninja so it can be passed on as an innate ability.
- Level 4: !Throw*, ABP needed: 150
 - "Toss weapons at enemies. Scrolls and shurikens can be thrown as well."
 - Wow this is overpowering. What shurikens' damage goes to four digits as you use them against bosses. You can also throw useless weapons instead of selling them for almost as high damage.
- Level 5: Dual-Wield*, ABP needed: 450
 - "Carry, and attack with, a weapon in each hand. Bows and harps cannot be dual-wielded."
 - A weapon in each hand means you hit normally with one weapon then take your turn again and attack with your other weapon. Combine this with !Rapid Fire and you'll be quadrupling your damage. This skill rocks.

Ranger

- Default Ability: !Aim
- Innate Abilities: None

- Can use: Knives, Bows
- Affects:
 - Strength: +16
 - Agility: +12
 - Vitality: +1
 - Magic: -5
- Total ABP to master: 600
- Usefulness: 10

This class has two of the three abilities casters love because these three abilities enable the mage to do high physical damage without using MP. If you haven't noticed yet, weapons do less damage in the back row, and casters also have less damaging weapons. Since casters have low HP, you really want to put them in the back row, and the combination of sucky weapons and being in the back row makes casters do really low damage. Two of the skills that try to solve this problem is EqBow and !Rapid Fire. Even though the other two abilities aren't very useful, EqBow and !Rapid Fire are so good that Rangers deserve a 10 in usefulness and should be mastered by all characters.

- Level 1: !Animals, ABP needed: 15
 - "Gain the aid of woodland friends."
 - This ability really doesn't do anything and you're better off attacking or aiming with a bow. Seriously, it summons pathetic creatures that do very low damage or heal your HP a little. Just attack normally and you would be better off.
- Level 2: !Aim, ABP needed: 45
 - "Raise the accuracy of attacks."
 - It's probably not worth it to equip this ability but if you are leveling up a ranger, then you should use this over normally attacking. You do not lose any damage by using !Aim, and it will always hit against the usual enemies. It sounds good, but after you master ranger it is really useless.
- Level 3: Equip Bows*, ABP needed: 135, (+16 Strength, +12 Agility)
 - "Gain the ability to equip bows."
- Level 4: !Rapid Fire*, ABP needed: 405
 - "Perform four weaker attacks at once."
 - This ability is in my opinion the strongest in this game. The weaker attacks means that it will do half of what it does normally. Since it hits for four times, it will roughly do twice as much as attacking regularly. The good thing is that it never misses. I am not sure if this was really intended (since it doesn't say it in the in-game description) but it makes this ability the ability to have. Note that it does hit random enemies, but that shouldn't matter unless you're fighting two minibosses. With Dual-Wield, !Rapid Fire can attack eight times with 100% accuracy. Depending on which weapons are available, casters should consider using Equip Bows or !Rapid Fire to be more useful overall.

Beastmaster

- Default Ability: !Catch!/Free
- Innate Abilities: None
- Can use: Knives, Whips
- Affects:
 - Strength: +13
 - Agility: +1
 - Vitality: +8
 - Magic: -3
- Total ABP to master: 460
- Usefulness: 7

Beastmaster is a truly opinionated job or vital job depending on how you play the game. If you have a Blue Mage, then you will really need this class unless you get very lucky, which does not happen that often. This class has the ability to prevent an enemy from attacking, control that enemy, and catching an enemy. The true gem of this class is to control an enemy then forcing it to use an attack on a character with Learning equipped. !Catch is really not needed at all and useless in boss fights, so no character needs to master Beastmaster but rather one should have the !Control ability.

- Level 1: !Calm, ABP needed: 10
 - "Calm magic beasts."
 - In general it is best to avoid this ability since it works less than !Control. !Calm prevents an enemy to attack one or two turns with too low accuracy to be depended on.
- Level 2: !Control*, ABP needed: 50
 - "Take control of a monster."
 - So this ability is used to control an enemy (including its attacks). You can use this ability to force your enemies to attack each other or as mentioned above, you can also use it to grant your Blue Mage an ability. An enemy will stay under your control until it is hit by a physical attack or if it hits someone with a physical attack. Therefore, you should use magic if you want to use a controlled enemy or quickly wipe off the other enemies before controlling one to help out your Blue Mage. I never really used !Control on random encounters since it takes too long, so it really is overshadowed by !Rapid Fire for example. It is an excellent ability when you need it, can be used effectively if you want to, but is not very convenient to be used regularly.
- Level 3: Equip Whips, ABP needed: 100, (+13 Strength, +1 Agility)
 - "Gain the ability to wield whips."
- Level 4: !Catch!/Release, ABP needed: 300
 - "Capture a weakened monster."
 - This ability basically captures an enemy (that has to have less than 1/8 of its max HP) and can then be freed, using a random ability before leaving the battlefield. This is a great ability, but only if you !Catch certain monsters, such as the Sand Bear in World 1 and Ironback in World 2. However, you don't want to !Release them randomly. Once you have one of these monsters, save them for a boss fight and do a lot of damage. Basically, you don't want to use the ability for random encounters, but it's great for a boss, and only if you catch the monsters I mentioned. In addition, Zuu, Yellow Dragon, and Magic Dragon do damage based on the enemy's max HP.

Chemist

- Default Ability: !Drink
- Innate Abilities: Pharmacology
- Can use: Knives, Staves
- Affects:
 - Strength: +2
 - Agility: +3
 - Vitality: +6
 - Magic: -4
- Total ABP to master: 630
- Usefulness: 5

To be simple, this job really sucks. Chemists are just useless having only one useful ability because it is an innate ability and it never hurts to pass down another innate ability. Other than that, there's really no point of having or mastering a Chemist. Unless you want to be special or make the game challenging, it is best to stay away from this job. With that said, if you put in enough effort to synergize your party with !Mix, then you could have a powerful strategy.

- Level 1: Pharmacology, ABP needed: 15
 - "Use knowledge of medicines to double the potency of potions and ethers."
 - To be fair, this ability is really good. If you are not the kind of player who wants to spend time level up and just wants to finish off dungeons, then this is the ability for you. Basically, all items that heal HP or MP will double its effects. I personally never run out of MP regularly to use potions so I am biased against this ability. It is not worth an ability slot, and the only time where I have found it useful is probably at the end of the game where I actually do use Freelancers/Mimes and MP healing items. It is a good innate ability, but whether or not you want to take the time to master the Chemist class is your own decision.
- Level 2: !Mix, ABP needed: 30
 - "Combine items to create concoctions that can be consumed in battle to augment stats or harm enemies."
 - To be a good mixer you have to test your mixes and/or have a table of mixes when you play, which is for me too much of a hassle. Using this ability, you can create a mix, which could be healing or damaging, from two existing potions in combat to use on your enemies or allies. In my opinion, just attack regularly. Again, like the Beastmaster job, it could be used to create variety in gameplay but not really a convenient ability.
- Level 3: !Drink, ABP needed: 45
 - "Drink special medicines to increase stats during battle."
 - If you know some potions that you cannot drink, you can use this ability to drink them. They are really beneficial potions, but only the character with this ability can drink them, so you cannot use this ability on your allies. Unless the Chemist is equipped with !Rapid Fire or something this ability is also useless in my eyes.
- Level 4: !Recover, ABP needed: 135
 - "Recover from various conditions."
 - This is basically Esuna without costing MP, but why would you want to waste an ability slot on this instead of !White? Esuna only costs 10 MP either way.
- Level 5: !Revive,
 - "Restore a KO'd ally to fighting form."
 - The in-game description lies. It revives your allies alright, to one digit HP. That's not really fighting form, and while it costs no MP, I would rather have a White Mage around.

Geomancer

- Default Ability: !Gaia
- Innate Abilities: Find Pits, Light Step
- Can use: Knives, Bells
- Affects:
 - Strength: +4
 - Agility: +2
 - Vitality: +4
 - Magic: +24
- Total ABP to master: 460
- Usefulness: 8

Geomancer is a job that is useless until you need it. Faris should at least learn Find Pits. Casters might consider to obtain the !Gaia ability before they can obtain the Ranger job or if you do not want to level up Ranger for Equip Bows and/or !Rapid Fire.

- Level 1: !Gaia*, ABP needed: 25
 - "Attack enemies by channeling the power of the surrounding area."
 - This is the third ability from the three that are useful for casters to do damage. Damage using !Gaia depends on one's Magic, not Strength, so casters can have a field day with this ability. Also, it costs no MP, so you can use it over and over again. It does not do incredible damage, but it is surely better than attacking in the back row with a knife.
- Level 2: Find Pits*, ABP needed: 50
 - "Detect holes in the floor."
 - Well this ability is useful enough to equip or changing to a Geomancer, Freelancer, or Mime when you need it. Otherwise if you are in an area without holes, then you can put the Geomancer aside.
- Level 3: Light Step*, ABP needed: 100
 - "Avoid damage on floors with harmful effects."
 - This ability is actually just a waste of ABP. You won't need Light Step before you get Time Mage, and once you do, you can just use the Float spell.

Bard

- Default Ability: !Sing

- Innate Abilities: None
- Can use: Knives, Harps
- Affects:
 - Strength: -8
 - Agility: +8
 - Vitality: -9
 - Magic: +11
- Total ABP to master: 175
- Usefulness: 5

Bard is in a weird place. It has really two good songs, Romeo's Ballad and Requiem. Romeo's Ballad is a great spell because it stops most enemies from random encounters in World 1 & 2, making the game a breeze. Requiem deals massive damage if you find undead enemies. Now, so far you would think Bard is great, but there are two main problems. First, Bard won't be any help during boss fight. And second, how fun is an RPG if you just easy mode your way through encounters? If you use Romeo's Ballad, Faris should be the one to learn it because she has spare ABP with !Blue as one of her endgame abilities.

- Level 1: !Hide, ABP needed: 25
 - "Duck out of sight to avoid attacks."
 - Just no. If your Bard is really low on HP for some reason, then it is your fault for picking Bard in the first place. This ability is close to being as useful as Magic Shell.
- Level 2: Equip Harps, ABP needed: 50, (+8 Agility, +11 Magic)
 - "Gain the ability to equip harps."
 - I am sorry but this is the worst equip out of them all. Harps will also do a fraction of the enemy's remaining HP and will never slay an enemy. This is more useless than !Hide.
- Level 3: !Sing, ABP needed: 100
 - "Perform magical chants with different effects."
 - Romeo's Ballad and Requiem are great songs. All the other songs are pretty bad.

Dancer

- Default Ability: !Dance
- Innate Abilities: None
- Can use: Knives
- Affects:
 - Strength: +5
 - Agility: +5
 - Vitality: +10
 - Magic: -5
- Total ABP to master: 400
- Usefulness: 5

This job is seriously good at the end of the game but it is quite restricted, since you cannot make a good dancer without wearing equipment unique to dancers, which means to use the Mime class for a Dancer you will have to give up two ability slots having only one free. It is a damaging class, and whether or not you want to use !Rapid Fire or !Dance is completely up to preference. I myself does not want to master another class so it could be useful at the end of the game, but if you want variety, this is actually a good class that not many use.

- Level 1: !Flirt, ABP needed: 25
 - "Charm enemies to make them forget about attacking."
 - I really have nothing to say about this ability except you are better off just attacking since it only works on weaker enemies anyway.
- Level 2: !Dance*, ABP needed: 50
 - "Perform dances that bewitch enemies."
 - It is the randomness that makes the Dancer class not really useful until you put on their unique equipment. !Dance will randomly select one of four dances where only one is good since it does four times as if you attack normally. Wearing several equipment can increase the chance to select this attack to up to 75%, but it is still random nonetheless and again, it is based on preference whether you want to use this ability.
- Level 3: Equip Ribbons, ABP needed: 325
 - "Gain the ability to equip ribbons."
 - For a Mime to be successful as a Dancer, you will have to slap on this ability also in addition to !Dance. With your last ability slot being Equip Axes, you can make a powerful Mime 75% of the time. If you do not mind the randomness factor of this job, then go for it. It is one of the few jobs that I do not use but can see potential in it.

Special Jobs

These are the new jobs added after you obtain all 12 legendary weapons. I decided to make them into a separate section because at this point you should almost be ready to fight the final boss, and not much time to obtain ABP unless you really go out of your way to grind. Nevertheless, they are here for reference, and perhaps you may want to use them for post-game.

Gladiator

- Default Ability: !Finisher
- Innate Abilities: None
- Can use: Knives, Swords, Knightswords, Lances, Axes, Bows, Shields
- Affects:
 - Strength: +26
 - Agility: +14

- Vitality: +3
- Magic: -14
- Total ABP to master: 1080
- Usefulness: 1

Gladiator is the only job other than Knight and Freelancer to use Knightswords. Great! Except by the time you get Gladiator, you're already endgame and is using Freelancer anyway. !Finisher is really the only decent ability, but overall the class is a bust.

- Level 1: Lure, ABP needed: 30
 - "Attact enemies' hits."
 - This ability increases the encounter rate. It's nice for grinding.
- Level 2: !Finisher, ABP needed: 100
 - "Power strike that attacks an enemy's weak point for massive damage."
 - Finisher either does 9999 damage, critical hit weapon damage, or nothing at all. Based on your level of Gladiator, you will have different probabilities. At Level 4 Gladiator, you will hit 9999 half of the time and do nothing 25% of the time. I still consider this very unrealistic.
- Level 3: Long Range, ABP needed: 250
 - "Attack enemies at full power from the back row, no matter the weapon."
 - This seems like a great ability but in practice there are not enough ability slots to use it, and it's not even an innate ability. If you are using a Knight or Ninja (free Two-Handed or Dual Wield), then you could use Long Range, but you can also probably equip !Blue and use Goblin Punch.
- Level 4: !Bladeblitz, ABP needed, 700
 - "Attacks all enemies."
 - This command attacks all enemies for 75% damage. Let's compare this to !Rapid Fire, which does 200% damage to random enemies. With 3 enemies, you would think !Bladeblitz has an advantage, right? Well, not really, since !Rapid Fire also ignore evasion AND defense! Plus, !Rapid Fire is very good against a single boss. Therefore, !Bladeblitz is not really worth it and would only be consistent against random encounters.

Oracle

- Default Ability: !Condemn
- Innate Abilities: None
- Can use: Staves
- Affects:
 - Strength: -9
 - Agility: -1
 - Vitality: -4
 - Magic: +36
- Total ABP to master: 520
- Usefulness: 1

The first thing to notice is that Oracle has the highest Magic stat that can be passed on to Freelancer/Mime. However, it's not that much better than Black Mage or Summoner, and definitely not worth mastering this late. The second thing is the ability ABP Up, which should be great for mastering classes, right? Once again, unless you are trying to master all classes, you should already have most classes you need mastered by the time you get Oracle. Overall, Oracle is not useful at all.

- Level 1: !Condemn, ABP needed: 20
 - "Sentence a target to the effects of different spells."
 - What this really does is start a timer, and when it reaches 0 the target is hit by what you chose. Since Doom is an option, you should always use it, but that makes !Condemn just a Doom spell that you can get as Blue Mage.
- Level 2: !Predict, ABP needed: 50
 - "Foretell cataclysms."
 - This spell does something depends on the caster and target's MP. It may damage your party. It's not worth the trouble.
- Level 3: ABP Up, ABP needed: 150
 - "Gain one and a half times the ABP per battle."
 - Like I explained before, by the time you get Oracle there isn't that much ABP left to be upped.
- Level 4: Read Ahead, ABP needed: 300
 - "Easily evade enemies."
 - This ability will let you gain less experience and ABP!

Cannoneer

- Default Ability: !Open Fire
- Innate Abilities: None
- Can use: Knives, Swords, Shields
- Affects:
 - Strength: +5
 - Agility: +5
 - Vitality: -10
 - Magic: -5
- Total ABP to master: 500
- Usefulness: 2

Cannoneer is an excellent class for its !Combine ability. Note that all statuses from !Combine have a 75% chance of being inflicted, and this is important. For example, if you cast the Slowga spell, it takes the opponent's magic evasion and level into account, resulting in a quite low chance of actually inflicting Slow. But using !Combine and Turtle Shell, not only do you deal 200 base damage to all enemies, but you have a flat 75% chance of inflicting Slow. It also costs no mana to use, but requires items. If only Cannoneer comes earlier, I would replace one of my !Rapid Fire with it, but alas it comes too late.

- Level 1: !Open Fire, ABP needed: 50

- "Shoot one enemy."
- This ability does a lot of damage, can inflict a debuff, and ignores rows. It's better than attacking normally and Goblin Punch, but comes too late to be useful.
- Level 2: Exp Up, ABP needed: 150
 - "Gain one and a half times the experience per battle."
 - It's just not that useful anymore.
- Level 3: !Combine, ABP needed: 300
 - "Mix and fire off explosives that damage all enemies."
 - Gold Needle: 3000 fixed damage
 - Mallet (175 ATK): mini
 - Dark Matter (185 ATK): death
 - Ash (200 ATK): blind
 - Speed Shake (200 ATK): old
 - Turtle Shell (200 ATK): slow
 - Power Drink (200 ATK): berserk
 - Iron Draft (200 ATK): lower def/mdef
 - Shuriken (210 ATK): normal damage
 - Fuma Shuriken (215 ATK): 2x human
 - Dragon Fang (215 ATK): 2x dragon
 - Goliath Tonic (215 ATK): earth damage
 - Flame Scroll (220 ATK): fire damage
 - Water Scroll (220 ATK): water damage
 - Lightning Scroll (220 ATK): lightning damage
 - Hero Cocktail (225 ATK): holy damage
 - The base damage shown above are for Blitzshot, which is the only shot you should be using. As you can see, the damage is really good. Usually I spam Slow Cannon, or one of the elemental cannons to exploit a weakness.

Necromancer

- Default Ability: !Dark Arts
- Innate Abilities: Undead (not transferred over Freelancer/Mime)
- Can use: Knives, Rods
- Affects:
 - Strength: +4
 - Agility: +1
 - Vitality: +21
 - Magic: +29
- Total ABP to master: 500
- Usefulness: 2

Let's be frank here: Necromancer is a much better Summoner and a much better Black Mage. Not only do most of their spells -aga level damage, but they inflict additional statuses and hits all enemies. Of course, by the time you get Necromancer, it's not worth it at all. Before using Dark Arts, you need to learn them from enemies like Blue Mage.

- Level 1: !Oath, ABP needed: 20
 - "Call forth a demon."
 - In Worlds 1-2, this type of consistent damage would be not bad, similar to !Animals. But when you get it, it's useless.
- Level 2: !Dark Arts, ABP needed: 30, (+13 Magic)
 - Drain Touch: 15 MP (80 ATK)
 - Dark Haze: 18 MP (190 ATK AE)
 - Drain Touch is just your basic draining attack. Dark Haze is really good multi-target attack that does -aga level damage. That means it automatically targets all enemies and won't halve its base power when doing a multi-target attack. Unlike other 190 ATK AE spells, Dark Haze only requires 18 MP, so it's the cheapest to spam.
- Level 3: !Dark Arts, ABP needed: 45, (+17 Magic)
 - Deep Freeze: 38 MP (190 ATK)
 - Evil Mist: 38 MP (190 ATK AE)
 - Note that Deep Freeze can only be used on one enemy, so it's like a Blizzaga with Stop. Evil Mist is a poison -aga version, much better than Bio.
- Level 4: !Dark Arts, ABP needed: 60, (+21 Magic)
 - Meltdown: 38 MP (190 ATK AE)
 - Hellwind: 38 MP (190 ATK AE)
 - Meltdown also saps and Hellwind deals petrifies. Hellwind is especially good because it's a better Sylдра in terms of damage, if you need to target air weakness.
- Level 5: !Dark Arts, ABP needed: 100, (+25 Magic)
 - Chaos Drive: 38 MP (190 ATK AE)
 - Curse: 42 MP
 - Chaos Drive does lightning damage and paralysis. Curse is pretty bad, because it selects random statuses and puts it on one enemy.
- Level 6: !Dark Arts, ABP needed: 200, (+29 Magic)
 - Dark Flare: 52 MP (200 ATK AE Prc)
 - Doomsday: 66 MP (254 ATK AE)
 - Dark Flare is basically a less damage Flare that hits all enemies. It can't be boosted, so this is bad, because for example Meltdown + Magus Rod does more damage for less MP. Doomsday is basically Bahamut; you're better off using a 190 ATK spell that can be boosted.
- Level 7: Undead, ABP needed: 300

- Your character is undead, so healing hurts you. There are much better choices to equip.

Other Jobs

Freelancer and Mime jobs obtain innate abilities passed down by mastered classes and have no stats modifications unless they equip an ability in their ability slots that change them. Freelancers come with !Attack and !Items so they have two ability slots for other jobs. Mimes come with !Mimic only so they have three ability slots for other jobs. This means Mimes can put on !Rapid Fire or !Dance instead of !Attack and do more damage than Freelancers, but Freelancers can use all weapons and armor while Mimes are restricted. I personally think that Mimes are better because of their versatility and because I use Equip for +Strength therefore giving Mimes a good weapon anyway. Freelancers and Mimes should be used for the final stages of the game when you mastered useful classes and passed down their innate abilities. Since they have two or three ability slots, their advantage is to use skills from different classes on one character.

Freelancer

- Default Ability: !Attack
- Innate Abilities: Passed down from other jobs
- Can use: Everything
- Affects:
 - Strength: Passed down from other jobs
 - Agility: Passed down from other jobs
 - Vitality: Passed down from other jobs
 - Magic: Passed down from other jobs
- Total ABP to master: 0
- Usefulness: 10

Freelancers as I said come with !Attack and !Items with the ability to use all weapons and armor. When counting raw attack power, then Freelancers are the way to go. However, if you have all four characters do physical damage you will not likely get anywhere, so it's best to have two Freelancer to do raw damage and the rest Mimes (in the final stages of the game of course) or have four Mimes and make your attackers somewhat more versatile.

- Level 0: None, ABP needed: 0

This class is obtained at the beginning of the game and has no abilities.

Mime

- Default Ability: !Mimic
- Innate Abilities: Passed down from other jobs
- Can use: Knives, Rods, Staves, Shields, Special
- Affects:
 - Strength: Passed down from other jobs
 - Agility: Passed down from other jobs
 - Vitality: Passed down from other jobs
 - Magic: Passed down from other jobs
- Total ABP to master: 999
- Usefulness: 10

Mimes are wonderful. For casters, you can put up to three casting commands or two casting commands plus !Dualcast so you can cast twice per round! Either way, it's a very flexible class assuming that you have all the powerful innate abilities passed down such as Dual-Wield and Shirahadori.

- Level 1: !Mimic, ABP needed: 999
 - "Mimic an ally's previous action."

Of course the main purpose of the Mime class isn't the !Mimic skill but it is there for all who wants. It pretty much mimics an ally's previous action like the in-game description says, and this could be good for White Wind for example. I cannot say that its uses are rare because you will use a Mime anyway near the end so it will still be there whether you like it or not. You do not need to master this class though to use it efficiently.

Creating a Good Team

As mentioned along the way throughout the FAQ, a good team needs balance and as little overlapping skills as possible. First of all, make sure all characters master Samurai and Ninja for Shirahadori and Dual-Wield. These two skills are crucial for a Freelancer or Mime as they block enemy attacks and be able to wield two weapons attacking two times. Other than that, you have to work on each character to ensure that they master the right class based on their base stats.

Balanced Team

1. Bartz (Freelancer)
 1. !Attack
 2. !Rapid Fire
 3. !Spellblade
 4. !Items
2. Lenna (Mime)
 1. !Mimic
 2. !Summon
 3. !White
 4. !Dualcast
3. Krile (Mime)
 1. !Mimic

- 2. !Black
 - 3. !Time
 - 4. !Dualcast
4. Faris (Freelancer)
- 1. !Attack
 - 2. !Rapid Fire
 - 3. !Blue
 - 4. !Items

Bartz

Bartz is a Freelancer because the class can wear better weapons and armor than Mime. Equipped with the best weapons you can find, !Spellblade and !Rapid Fire will do a disgusting amount of damage. Note that one of the boss' final forms can be killed with Break, and you have a good chance of OHKO that form by using !Spellblade Break and !Rapid Fire. Get Two-Handed ASAP, and use that as a secondary for Spellblade. Keep your Spellblade one level ahead of your Black Mage, and level Ranger then Ninja otherwise. Do not level Berserker until you find the 5 Magic Pots that will let you immediately master the job. This goes for all classes. Note that you are not bringing Two-Handed to the final battle, but it is so good for leveling that I always get it. It's similar to letting Faris master Bard.

Job/Skill	ABP	Comments
Ninja	690	innate Dual Wield
Ranger	600	!Rapid Fire
Spellblade	680	
Two-Handed	90	for leveling
Berserker	500	+Str +Vit
Total	2560	ABP

Lenna

Lenna is a Mime so she can use !Dualcast with two magic jobs. Against groups, she should use !Summon Syl dra. Against a single target, she should use !White Holy. Therefore, your weapon should be Sage's Staff, boosting Holy. Lenna starts boss fights by putting up Golem. Note that a boosted Holy does almost the same single target damage as Flare with half the MP cost. When leveling, keep White Mage and Summoner one level above the best spells you could buy/obtain for those classes. The rest of the time should be devoted to getting Red Mage up. You should be using Air Knife for general purpose fights and summon Syl dra. Krile is faster, so at the last boss you should Mimic double Meteor from her for multi-target damage.

Job/Skill	ABP	Comments
Red Mage	1159	!Dualcast
!White Lv6	280	healing, Holy
Summoner	750	Syl dra, Golem, +Mag
Berserker	500	+Str +Vit
Total	2689	ABP

Krile

Krile is a Mime so she can use !Dualcast with two magic jobs. Against groups, she should use !Black. Against a single target, she should use !Time Meteor. Therefore, you should have the Magus Rod equipped. Krile starts boss fights by using Hastega. When leveling, keep Black Mage and Time Mage one level above the best spells you could buy/obtain for those classes. The rest of the time should be devoted to getting Red Mage up.

Job/Skill	ABP	Comments
Red Mage	1159	!Dualcast
Black Mage	680	elemental, Flare
!Time Lv6	280	Hastega, Meteor, +Mag
Berserker	500	+Str +Vit
Total	2619	ABP

Faris

Faris is a Freelancer because the class can wear better weapons and armor than Mime. Equipped with the best weapons you can find, use !Rapid Fire to deal a lot of damage. Equipped with !Blue, she can also buff with Mighty Guard, heal with White Wind, and do damage with Aqua Breath or Aeroga. Because !Blue requires so little ABP to max, Faris is a great character to learn Thief and Geomancy abilities for field use. When leveling, learn !Blue and !Control whenever you can, and as soon as you get Bard, you should exclusively use Bard until you master it. Bard is extremely good for World 1 & 2 then falls off later, so you will want to use it for the first 2/3 of the game. Otherwise, priority goes to Thief then Ninja and Ranger. In general, you will be a Thief in the back row attacking with Goblin Punch or !Sing. If you are training another class, equip Sprint. Even though Faris only requires 2505 ABP, in reality you will be using Thief well after you get Sprint, because will be stealing as a Thief using Thief Gloves. !Steal as a secondary ability is useless.

Unlike the other three classes, you will use Monk instead of Berserker as your +Str +Stam bonus class. With four Bersekers, you can't give Magic Pots Elixir. And since Faris has less demanding ABP needs, it makes sense to give him Monk so she could feed Elixirs to Magic Pots.

Job/Skill	ABP	Comments
Ninja	690	innate Dual Wield

Ranger	600	!Rapid Fire
!Blue	100	Mighty Guard, White Wind
!Control	60	help learn !Blue
Sprint	60	Sprint, Find Passages
Bard	175	Romeo's Ballad, Requiem
Find Pits	75	for exploration
!Mix	45	utility
Monk	700	+Str +Vit
Total	2505	ABP

Conclusion

If you take my suggestions from above, then you can start battle safely with Lenna using the Golem summon, Krile using Hastega, and Faris using Mighty Guard. Afterwards, Bartz and Faris will spam !Rapid Fire, with Faris healing with White Wind as needed. Lenna is your main healer when things go bad. Krile is your main source of multi-target damage. Remember that the mages can use !Mimic when they run out of mana.

There are of course alternatives. Instead of mastering Ninja and Ranger on Faris, you can master Thief and Samurai. By the end of the game, you don't need money, so using !Zeninage instead of !Rapid Fire is an option. By mastering Thief, you have innate Sprint and Find Passages for those who don't like to equip them. However, this option makes Faris weaker during midgame against bosses that aren't affected by Blue Magic. !Rapid Fire is still better than !Zeninage against single bosses. Still, it's a good alternative.

Credits

Thanks to RegalStar for helping me with various suggestions.

This document is copyright KholdStareMud and hosted by VGM with permission.