

Final Fantasy Tactics Gameshark Handbook

by Aerostar

Updated to v4.1 on Jun 25, 2002

_____ . _____ . _____ . _____ . _____ . _____ . _____ . _____ . _____ . _____ .
NNNNN NN) NN (NN) JNNNN. NN) NNNNN JNNNN. NN (NN) (NNNNN) NNNNL NNNNNN) (NN. JNN
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(NN (NN (NN (NN (NN NN) NN) NN) NN) (NNNL.
(NN NNN (NN) (NN NN) NN) NN) 4NNNNN
(NN NNL_NN) (NN (NN NN) NN) NN) NN) .__`NNN)
(NN (NNNNNNN (NN.JNN NN) NN) NNL.NN) (NN) (NN)
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=====
[GAMESHARK HANDBOOK] #####

version 4.1
23 June 2002

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- Action ability attributes
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NEW IN THIS VERSION

4.1

- Corrected several of the in-battle codes, and added some new ones
- Renumbered codes

4.0

- Completely restructured the guide
- Found the byte that controls whether a character's stats are shrouded by `???' in battle
- Added tons of codes! Look through and see :)

3.5

- Totally revised lists of job & sprite modifiers (part 3)
- Added several command sets in part 14
- Added sub-sections in parts 3, 4, 5, and 14 for clarity

3.2

- Added part 2
- Added part 14
- Renumbered parts
- Removed appendix and replaced it with a reference to the mechanics FAQ
- Made ASCII art for the heading (woohoo! big deal!)
- Made sundry revisions throughout the handbook

3.0

- Added parts 7, 11, 12, and 13
- Added appendix
- Revised charts again

CREDITS & DISCLAIMER

The codes contained in this file were thrown together from a bunch of sources on the Internet. The people who actually did the hardest work -- finding the codes or doing the RAM dumps -- deserve the most credit. Though I typed it all up, my role in the compilation of this file is relatively small.

Credit, then, goes to:

- The Game Shark Code Creators' Club (<http://www.cmgsccc.com/>) for creating many of these codes and putting them on their site (particularly to thunder@bellsouth.net).
- Ignacio de Lucas (de_lucas@yahoo.com) who wrote a file containing some of the base codes, which he created for the Japanese version.
- CzarDragon, who created an amazing amount of codes via a RAM dump
- NeoKamek, who created the wonderful Final Fantasy
- Jay McGavren <thespook@novia.net>, who created the 'control everyone' code
- The Dark Forsaken <darkforsaken@iname.com>, who found many of the in-battle statistical codes
- Yeah, I made some of the codes too... the command set modifiers, notably. :)

Neither I nor the creators of the codes assume any liability for malignant effects which occur as a result of usage or misuse of the codes, including but not limited to loss of data, incapacitation of the Game Shark, and breakage of the game. Use the codes at your own risk (which should be very low if you use the codes right and have a Game Shark version 1.99 or above).

For more details on the game's different classes, how damage and success rates of attacks are determined, how stat growth works, what 'Counter-grasp' is, et cetera, take a look at my FFT Battle Mechanics Handbook, the latest version of which can be found at GameFAQs or at

<http://www.fftactics.net/fftmech/>

Enjoy the FAQ, and happy Sharking!

` Aerostar

```
*****
* FONT CHECK: This file does not exceed 80 characters on a line at its widest *
* point. For optimal viewing, ensure that this entire box, bounded by the *
* asterisks, is fully visible and properly aligned. *
*****
```

```
-----
=====
```

For updates to the guide, look on the following websites:

- * <http://www.fftactics.net/fftmech/>
The FFT Battle Mechanics Handbook homepage. Find the latest version of the FFT Battle Mechanics and Game Shark Handbooks along with an

archive of all previous versions of FFTMech. Special thanks go to George Greer for allowing me to host the site on his server space.

* <http://www.gamefaqs.com/>

New versions of the handbook, unless they contain extremely minor revisions, will usually be posted to GameFAQs as well. This is a wonderful site and, if you haven't been there, you must check it out. The site is run single-handedly (!) by CJayC.

=====

```
NNNNL   PART ONE
NNNNN   -----
      NNN                               menu screen codes
      NNN
      NNN
      NNN
      NNN
      NNN
      ""`
```

Listed in order of memory address.

In the codes, the digits 'xx' and 'yy', where they occur, determine which character on your roster the code will affect. Here are the value lists for 'xx' and 'yy':

```
xx =    7F for Ramza (1)  80 for the character with index number of 2
        81 for char. 3   82 for char. 4   83 for char. 5   84 for char. 6
        85 for char. 7   86 for char. 8   87 for char. 9   88 for char. 10
        89 for char. 11  8A for char. 12  8B for char. 13  8C for char. 14
        8D for char. 15  8E for char. 16.
```

```
yy =    80 for Ramza (1)  81 for the character with index number of 2
        82 for char. 3   83 for char. 4   84 for char. 5   85 for char. 6
        86 for char. 7   87 for char. 8   88 for char. 9   89 for char. 10
        8A for char. 11  8B for char. 12  8C for char. 13  8D for char. 14
        8E for char. 15  8F for char. 16.
```

.....

Codes are numbered sequentially for now, but if I add one in later I'm not going to renumber them all; I will just stick the next available number in where available.

The bracketed number indicates the number of bits that the relevant piece of game data occupies. One byte = 2 hex digits = 8 bits (*binary digit*s).

Ready, get set....

CODE

NO.	INPUT CODE	LENGTH	EFFECT
1	3005xx74 00??	[8]	Base class modifier. See Part 6.
2	3005xx75 00??	[8]	Roster number. unit number = value + 1.

Makes things glitchy if you change it.

3	3005xx76 00??	[8] Current job modifier. See Part 6.
4	3005xx78 00?0	[4] Gender modifier. Note that this is the high half of the byte. 2 = monster 4 = female 8 = male I'm not sure what the lower half of the byte does, but it seems to always be set to 0 or 1.
5	3005xx7A 00?0	[4] Zodiac sign. Note that this is the high half of the byte. 0 = Aries 1 = Taurus 2 = Gemini 3 = Cancer 4 = Leo 5 = Virgo 6 = Libra 7 = Scorpio 8 = Sagittarius 9 = Capricorn A = Aquarius B = Pisces C = Serpentarius (neutral to all signs)
6	3005xx7B 00??	[8] Secondary action ability.
7	8005xx7C 0???	[12] Reaction ability.
8	8005xx7E 0???	[12] Support ability.
9	8005xx80 0???	[12] Move ability.
10	3005xx82 00??	[8] Head equipment.
11	3005xx83 00??	[8] Body equipment.
12	3005xx84 00??	[8] Accessory.
13	3005xx85 00??	[8] Right hand (if weapon).
14	3005xx86 00??	[8] Right hand (if shield).
15	3005xx87 00??	[8] Left hand (if weapon).
16	3005xx88 00??	[8] Left hand (if shield).
17	3005xx89 00??	[8] Experience.
18	3005xx8A 00??	[8] Level.
19	3005xx8B 00??	[8] Brave.
20	3005xx8C 00??	[8] Faith.
21	3005xx8D 00?? 8005xx8E ????	[24] HP Points (HPP). 3005xx8D low 3005xx8E middle

3005xx8F high
HPP = low + (middle * 256) + (high * 65536)
HP = [(HPP * ClassHPMultiplier) / 1638400]

- 22 3005xx90 ????
3005xx92 00?? [24] MP Points (MPP).
3005xx90 low
3005xx91 middle
3005xx92 high
MPP = low + (middle * 256) + (high * 65536)
MP = [(MPP * ClassMPMultiplier) / 1638400]
- 23 3005xx93 00??
8005xx94 ???? [24] Speed Points (SpP).
3005xx93 low
3005xx94 middle
3005xx95 high
SpP = low + (middle * 256) + (high * 65536)
Sp = [(SpP * ClassSpMultiplier) / 1638400]
- 24 8005xx96 ????
3005xx98 00?? [24] Physical AT Points (PAP).
3005xx96 low
3005xx97 middle
3005xx98 high
PAP = low + (middle * 256) + (high * 65536)
PA = [(PAP * ClassSpMultiplier) / 1638400]
- 25 3005xx99 00??
8005xx9A ???? [24] Magical AT Points (MAP).
3005xx99 low
3005xx9A middle
3005xx9B high
MAP = low + (middle * 256) + (high * 65536)
MA = [(MAP * ClassSpMultiplier) / 1638400]
- 26 8005xx9E ????
3005xxA0 00?? [24] Abilities learnt: Squire / base class
8005xx9E FFFF
3005xxA0 00FF = mastered
- 27 3005xxA1 00??
8005xxA2 ???? [24] Abilities learnt: Chemist
- 28 8005xxA4 ????
3005xxA6 00?? [24] Abilities learnt: Knight
- 29 3005xxA7 00??
8005xxA8 ???? [24] Abilities learnt: Archer
- 30 8005xxAA ????
3005xxAC 00?? [24] Abilities learnt: Monk
- 31 3005xxAD 00??
8005xxAE ???? [24] Abilities learnt: Priest
- 32 8005xxB0 ????
3005xxB2 00?? [24] Abilities learnt: Wizard
- 33 3005xxB3 00??

	8005xxB4	????	[24] Abilities learnt: Time Mage
34	8005xxB6	????	
	3005xxB8	00??	[24] Abilities learnt: Summoner
35	3005xxB9	00??	
	8005xxBA	????	[24] Abilities learnt: Thief
36	8005xxBC	????	
	3005xxBE	00??	[24] Abilities learnt: Mediator
37	3005xxBF	00??	
	8005xxC0	????	[24] Abilities learnt: Oracle
38	8005xxC2	????	
	3005xxC4	00??	[24] Abilities learnt: Geomancer
39	3005xxC5	00??	
	8005xxC6	????	[24] Abilities learnt: Lancer
40	8005xxC8	????	
	3005xxCA	00??	[24] Abilities learnt: Samurai
41	3005xxCB	00??	
	8005xxCC	????	[24] Abilities learnt: Ninja
42	8005xxCE	????	
	3005xxD0	00??	[24] Abilities learnt: Calculator
43	3005xxD1	00??	
	8005xxD2	????	[24] Abilities learnt: Bard
44	8005xxD4	????	
	3005xxD6	00??	[24] Abilities learnt: Dancer
45	3005xxD7	00??	
	8005xxD8	????	[24] Abilities learnt: Mime
46	8005xxE2	????	[16] Available Job Points: Squire / base class 270F = 9999 JP
47	8005xxE4	????	[16] Available Job Points: Chemist
48	8005xxE6	????	[16] Available Job Points: Knight
49	8005xxE8	????	[16] Available Job Points: Archer
50	8005xxEA	????	[16] Available Job Points: Monk
51	8005xxEC	????	[16] Available Job Points: Priest
52	8005xxEE	????	[16] Available Job Points: Wizard
53	8005xxF0	????	[16] Available Job Points: Time Mage
54	8005xxF2	????	[16] Available Job Points: Summoner
55	8005xxF4	????	[16] Available Job Points: Thief
56	8005xxF6	????	[16] Available Job Points: Mediator
57	8005xxF8	????	[16] Available Job Points: Oracle
58	8005xxFA	????	[16] Available Job Points: Geomancer
59	8005xxFC	????	[16] Available Job Points: Lancer
60	8005xxFE	????	[16] Available Job Points: Samurai
61	8005yy00	????	[16] Available Job Points: Ninja
62	8005yy02	????	[16] Available Job Points: Calculator
63	8005yy04	????	[16] Available Job Points: Bard
64	8005yy06	????	[16] Available Job Points: Dancer
65	8005yy08	????	[16] Available Job Points: Mime

66	8005yy0A	????	[16] Total Job Points: Squire / base class => Determines Job Level: 0000 - 0063 = Level 0 (x <= 99 JP) 0064 - 00C7 = Level 1 (100 <= x <= 199 JP) 00C8 - 015D = Level 2 (200 <= x <= 349 JP) 015E - 0225 = Level 3 (350 <= x <= 549 JP) 0226 - 031F = Level 4 (550 <= x <= 799 JP) 0320 - 047D = Level 5 (800 <= x <= 1149 JP) 047E - 060D = Level 6 (1150 <= x <= 1549 JP) 060E - 0833 = Level 7 (1550 <= x <= 2099 JP) 0834 - FFFF = Level 8 (x >= 2100 JP)
67	8005yy0C	????	[16] Total Job Points: Chemist
68	8005yy0E	????	[16] Total Job Points: Knight
69	8005yy10	????	[16] Total Job Points: Archer
70	8005yy12	????	[16] Total Job Points: Monk
71	8005yy14	????	[16] Total Job Points: Priest
72	8005yy16	????	[16] Total Job Points: Wizard
73	8005yy18	????	[16] Total Job Points: Time Mage
74	8005yy1A	????	[16] Total Job Points: Summoner
75	8005yy1C	????	[16] Total Job Points: Thief
76	8005yy1E	????	[16] Total Job Points: Mediator
77	8005yy20	????	[16] Total Job Points: Oracle
78	8005yy22	????	[16] Total Job Points: Geomancer
79	8005yy24	????	[16] Total Job Points: Lancer
80	8005yy26	????	[16] Total Job Points: Samurai
81	8005yy28	????	[16] Total Job Points: Ninja
82	8005yy2A	????	[16] Total Job Points: Calculator
83	8005yy2C	????	[16] Total Job Points: Bard
84	8005yy2E	????	[16] Total Job Points: Dancer
85	8005yy30	????	[16] Total Job Points: Mime

SERIAL CODES : These write to multiple addresses using a single code and require a GS 2.2 or higher to use.

86	50001D02	0000	
	8005xx9E	FFFF	[480] All abilities learnt for all jobs.
87	50001302	0000	
	8005xxE2	270F	[320] 9999 JP available for all jobs.
88	50001302	0000	
	8005yy0A	270F	[320] 9999 total JP for all jobs (level 8).

89	-----	----	[112] Name modifier, byte codes
	3005yy32	00??	[8] Name, first letter
	3005yy33	00??	[8] Name, second letter
	3005yy34	00??	[8] Name, third letter
	3005yy35	00??	[8] Name, fourth letter
	3005yy36	00??	[8] Name, fifth letter
	3005yy37	00??	[8] Name, sixth letter
	3005yy38	00??	[8] Name, seventh letter
	3005yy39	00??	[8] Name, eighth letter
	3005yy3A	00??	[8] Name, ninth letter
	3005yy3B	00??	[8] Name, tenth letter
	3005yy3C	00??	[8] Name, eleventh letter
	3005yy3D	00??	[8] Name, twelfth letter

	3005yy3E 00??	[8] Name, thirteenth letter
	3005yy3F 00??	[8] Name, fourteenth letter
90	----- ----	[112] Name modifier, word codes
	8005yy32 ????	[16] Letters 2 & 1
	8005yy34 ????	[16] Letters 4 & 3
	8005yy36 ????	[16] Letters 6 & 5
	8005yy38 ????	[16] Letters 8 & 7
	8005yy3A ????	[16] Letters 10 & 9
	8005yy3C ????	[16] Letters 12 & 11
	8005yy3E ????	[16] Letters 14 & 13
91	3005yy42 00??	[8] Quote displayed when you press 'Select' on unit's name
		01 = Ramza, ch. 1
		02 = Ramza, ch. 2/3
		03 = Ramza, ch. 4
		04 = Delita
		0C = Ovelia
		0D = Orlandu
		0F = Reis (human)
		16 = Mustadio
		17 = Gafgarion
		19 = Rafa
		1A = Malak
		1E = Agrias
		1F = Beowulf
		21 = Balmafula
		22 = Mustadio
		29 = Rafa
		2A = Meliadoul (#1)
		2F = Meliadoul (#2)
		30 = Alma
		32 = Cloud
		34 = Agrias
		48 = Reis (Dragon)
		75 = Worker 8
		76 = Boco
		78 = Lavian
		79 = Alicia
		7F = Rad

92	3005yy44 00??	[8] Proposition status
		00 = Normal
		01 = Leaving temp.
		02 = Missing

93	800577CC ????	[24] Gil total
	300577CE 00??	

The following three codes are serial codes and require GS version 2.2 or above:

94	50007F02 0000	
	80059700 6363	[2048] Have 99 of all items; supply never goes down as long as the GameShark is turned on.

95	50000502 0000	
	80057942 FFFF	[96] Have all records in Brave Story.

```
.NNNNNL      PART TWO
(NNNNNNNNN   -----
NNNF `NNN)                                     in-battle codes
4NN) .NNN)
      JNNNF
      .NNNN`
      JNNNN___
(NNNNNNNNN)
*****
```

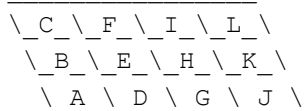
These codes let you change just about everything about any character in battle. (original list compiled by darkforsaken@iname.com; revised heavily by Aerostar)

Instead of being based on unit number like the codes in Part 1, these codes are based upon a character's position in the "character list", which is determined at the start of the battle and can be different from battle to battle.

At the beginning of each battle, enemy and ally characters are assigned numbers in a character list, as follows.

(1) Each enemy (red) formation comes with pre-selected enemy index numbers. These units are numbered first in the character list, starting at 01.

(2) The numbers of the player (blue) units are determined by the player's placement of the units on the map before battle, in this order:



(the actual perspective seen in the game is this drawing rotated roughly 30 degrees counter-clockwise)

The four 'rows' are ABC, DEF, GHI, and JKL. Sometimes a map will have more rows than this, and each row may have more or less than three squares in it, but you should be able to deduce the pattern for any map from this drawing.

Squares are alphabetized (well, not really, but it makes it easier to visualize) in rows, the leftmost row being considered first and the rightmost being considered last. Letter 'A' is assigned to the foremost square in the leftmost row. Blue units are then numbered sequentially on the character list, starting from 17, based on the squares they are standing on in alphabetical order.

If you are using the battle debug code, you can apply this same process to the enemy (red) formation; in a debug battle, the members of the blue team will be No. 17, No. 18, No. 19, and No. 20; the members of the red team will be No. 01, No. 02, No. 03, and No. 04.

The codes in this section are stated in general form; you must enter the substitution digits from the table below to make the codes apply to a particular character in the character list. Three digits in each code are variable; I represent these with "ppp", "qqq", "rrr", "sss", "ttt", and "uuu". Each code in this section uses only one of these six possible three-digit combinations; make sure you are using the correct one for the code you want.

UNIT	ppp	qqq	rrr	sss	ttt	uuu	DETAILS
No. 17	24C	24D	24E	24F	250	251	[Ally #1]
No. 18	268	269	26A	26B	26C	26D	[Ally #2]
No. 19	284	285	286	287	288	289	[Ally #3]
No. 20	2A0	2A1	2A2	2A3	2A4	2A5	[Ally #4]
No. 21	2BC	2BD	2BE	2BF	2C0	2C1	[Ally #5]
No. 01	08C	08D	08E	08F	090	091	[Enemy / Guest #1]
No. 02	0A8	0A9	0AA	0AB	0AC	0AD	[Enemy / Guest #2]
No. 03	0C4	0C5	0C6	0C7	0C8	0C9	[Enemy]
No. 04	0E0	0E1	0E2	0E3	0E4	0E5	[Enemy]
No. 05	0FC	0FD	0FE	0FF	000	001	[Enemy]
No. 06	118	119	11A	11B	11C	11D	[Enemy]
No. 07	134	135	136	137	138	139	[Enemy]
No. 08	150	151	152	153	154	155	[Enemy]
No. 09	16C	16D	16E	16F	170	171	[Enemy]
No. 10	188	189	18A	18B	18C	18D	[Enemy]
No. 11	1A4	1A5	1A6	1A7	1A8	1A9	[Enemy]
No. 12	1C0	1C1	1C3	1C4	1C5	1C6	[Enemy]
No. 13	1DC	1DE	1DF	1E0	1E1	1E2	[Enemy]
No. 14	1F8	1F9	1FA	1FB	1FC	1FD	[Enemy]
No. 15	214	215	216	217	218	219	[Enemy]
No. 16	230	231	232	233	234	235	[Enemy]

- 97 3019pppC 00?? [8] Base class modifier.
- 98 3019pppE 00?? [8] Unit number modifier.
- 99 3019pppF 00?? [8] Current job modifier.

100 3019qqq0 000? [4] Sprite palette modifier.
0 = default
1 = Hokuten
2 = Nanten
3 = Death Corps
4 = Glabados Church
5 = shadows (sprites are completely black)
6 and up = default

101 3019qqq2 00?x [4] "x": Various flags.
1 = stars instead of death countdown when Dead
2 = unknown
4 = shroud stats with ???;
enable HP, MP > 999;
MaxHP, MaxMP multiplied by 10 on level up
Setting this bit will allow you to create
a character with up to 65535 HP using the
HP modifier code. The best way to do this
is to set the MaxHP to what you want using
code 126, then use a conditional code
(D0xxxxxx) in combination with code 125 to
set your current HP to the > 999 value
when the battle starts. For instance, if
you had a character with 512 HP in position
1, and you wanted to give him 32,767 HP
instead:

```

301924D2 0084 Set status shroud bit;
Keep sex male
801924F6 7FFF MaxHP = 32767
D01924F4 0200 If CurHP = 512, then...
801924F4 7FFF CurHP = 32767.

```

8 = stars instead of death countdown when Dead

[4] "?": Sex modifier.
1 = unknown, but sometimes used
2 = monster
4 = female
8 = male
Sex flags can be 'stacked' -- i.e., it is
possible to create a unit that is male,
female, AND monster!

102 3019qqq3 000? [4] Zodiac sign modifier.

103 8019qqq6 ???? [16] Inherent ability #1 modifier.
104 8019qqq8 ???? [16] Inherent ability #2 modifier.
105 8019qqqA ???? [16] Inherent ability #3 modifier.
106 8019qqqC ???? [16] Inherent ability #4 modifier.

107 3019qqqE 00?? [8] 'Act' menu command 1 modifier.

108 3019qqqF 00?? [8] 'Act' menu command 2 modifier.
(lasts even after battle)

109 8019rrrr0 0??? [16] Reaction ability modifier.
(lasts even after battle)

110	8019rrrr2 0???	[16] Support ability modifier. (lasts even after battle)
111	8019rrrr4 0???	[16] Move ability modifier. (lasts even after battle)
Equip codes will also last after battle:		
112	3019rrrr6 00??	[8] Head equipment modifier.
113	3019rrrr7 00??	[8] Body equipment modifier.
114	3019rrrr8 00??	[8] Accessory modifier.
115	3019rrrr9 00??	[8] Right hand modifier (if weapon).
116	3019rrrrA 00??	[8] Right hand modifier (if shield).
117	3019rrrrB 00??	[8] Left hand modifier (if weapon).
118	3019rrrrC 00??	[8] Left hand modifier (if shield).
119	3019rrrrD 00??	[8] Exp. modifier.
120	3019rrrrE 00??	[8] Level modifier.
121	3019rrrrF 00??	[8] Brave at start of battle modifier. (To determine your Brave level after the battle ends, the game subtracts this number from "Current Brave" [code #118], divides by 4 with truncation, then adds the result to this byte.)
122	3019sss0 00??	[8] Current Brave modifier.
123	3019sss1 00??	[8] Faith at start of battle modifier.
124	3019sss2 00??	[8] Current Faith modifier.
125	8019sss4 ????	[16] Current HP modifier.
126	8019sss6 ????	[16] Max HP modifier.
127	8019sss8 ????	[16] Current MP modifier.
128	8019sssA ????	[16] Max MP modifier.
129	3019ttt2 00??	[8] Physical AT (PA) modifier.
130	3019ttt3 00??	[8] Magical AT (MA) modifier.
131	3019ttt4 00??	[8] Speed modifier.
132	3019ttt5 00??	[8] CT modifier.
133	3019ttt6 00??	[8] Move modifier.
134	3019ttt7 00??	[8] Jump modifier.
135	3019ttt8 00??	[8] Displayed (not actual) right hand weapon power.
136	3019ttt9 00??	[8] Displayed (not actual) left hand weapon power.
137	3019tttA 00??	[8] Displayed (not actual) right hand weapon evade.

138	3019tttB 00??	[8] Displayed (not actual) left hand weapon evade.
139	3019tttC 00??	[8] Physical accessory-evade modifier.
140	3019tttE 00??	[8] Physical shield-evade modifier.
141	3019tttF 00??	[8] Physical class-evade modifier.
142	3019uuu0 00??	[8] Magical accessory-evade modifier.
143	3019uuu2 00??	[8] Magical shield-evade modifier.
144	80192608 bbaa 8019260A ddcc 8019260C ffee 8019260E hhgg 80192610 jjii 80192612 llkk 80192614 nnmm	[112] Ally 1 job name. Each code alters two letters: "aa" forms the first character of the name; "bb", the second; "cc" the third, etc.
145	801927C8 bbaa 801927CA ddcc 801927CC ffee 801927CE hhgg 801927D0 jjii 801927D2 llkk 801927D4 nnmm	[112] Ally 2 job name.
146	80192988 bbaa 8019298A ddcc 8019298C ffee 8019298E hhgg 80192990 jjii 80192992 llkk 80192994 nnmm	[112] Ally 3 job name
147	80192B48 bbaa 80192B4A ddcc 80192B4C ffee 80192B4E hhgg 80192B50 jjii 80192B52 llkk 80192B54 nnmm	[112] Ally 4 job name
148	80192D08 bbaa 80192D0A ddcc 80192D0C ffee 80192D0E hhgg 80192D10 jjii 80192D12 llkk 80192D14 nnmm	[112] Ally 5 job name
149	8019@@@8 bbaa 8019@@@A ddcc 8019@@@C ffee 8019@@@E hhgg 8019***0 jjii 8019***2 llkk 8019***4 nnmm	[112] Enemies' job names Replacement digits: Enemy @@@ *** ----- --- --- 1 0A0 0A1 2 0BC 0BD 3 0D8 0D9 4 0F4 0F5 5 110 111 6 12C 12D 7 148 149

```

8    164  165
9    180  181
10   19C  19D
11   1B8  1B9

```

```

150  301908D1 0098      Control every unit on the battlefield --
      30190A91 0098      ally or enemy.  Due to its length, you must
      30190C51 0098      enter this code in two separate parts.
      30190E11 0098
      30190FD1 0098      This code allows for some very interesting
      30191191 0098      new play options: try to beat your own party
      30191351 0098      with the enemies by putting your allies on
      30191511 0098      Auto-battle, or, even better, play two-player
      301916D1 0098      Tactics with a friend!  Have one player control
      30191891 0098      the blue-dot units, the other player control
      +                  the red-dot units, and pass the controller
                          back and forth.

      30191A51 0098      (created by Jay McGavren)
      30191C11 0098
      30191DD1 0098
      30191F91 0098
      30192151 0098
      30192311 0098

```

```

.NNNNNL      PART THREE
NNNNNNNL    -----
NNN (NNN                                         debug codes
  NNNN)                                           created by CzarDragon
. __ `4NNN)
NNN)  (NN)
4NNN_JNNN)
4NNNNNNNF
  """"

```

I will only briefly mention these codes -- they are too useful for me to ignore them completely in my FAQ, but Fred Oliver has already written an excellent FAQ on them, and therefore it would be redundant to explain them here. You can retrieve Fred Oliver's FAQ from the GameFAQs FFT FAQ database, which can be found at

<http://www.gamefaqs.com/console/psx/game/20051.html>

```

151  D0198090 0000      World debug code
      80198090 0006

```

On the main menu on the world map screen, when you put your cursor on the first option, it will move automatically to a secret option that looks like it's below the menu. This is a 'battle tester' which will allow you to have a four-on-four combat using members of your party on a battleground of your choosing. See Fred Oliver's FAQ for more information, including a near complete list of the battlegrounds. I have a few notes, though, in addition to what Fred has observed about the battle tester:

- If the 'good guys' (blue-dot units) win, any characters that crystallized

during the battle will remain crystallized. If the 'bad guys' (red-dot units) win and you see a 'GAME OVER' (which isn't really), then all the characters that crystallized during the battle will be restored to normal.

- Level, Brave and Faith changes effected during a test battle will remain if the blue team wins, but will be undone if the red team wins.
- Equip changes will remain after battle regardless of which team wins.

Bring the cursor two more options down from the battle tester, and you will be at the 'party selector', which will allow you to pick any one of 511 different parties -- allies, enemies, monsters, you name it! Again, take a look at Fred Oliver's file for more detailed information, and look at Goryus' Battle List (also on GameFAQs) for the debug number for every enemy party in the game (and then some!).

```
152   D016BC1C 0000           Battle debug code
      8016BC1C 0003
```

These debug options are found on the menu that appears when you press 'triangle' on an unoccupied square. The only useful thing here is the option just below the end of the normal menu, which will enable to you to change various statistics of all the characters in battle. Once again, see Fred's FAQ. I have a couple notes to supplement Fred's commentary on this menu, as well:

- Move, Jump and Speed modification will only last until the end of the battle.
- If you change a character's Speed using the debug menu, it will be immediately reset to its normal value if the character levels up during the course of the battle (so if you're setting a character to 50 Sp or 1 Sp for testing game-flow or something, it's a good idea to either set the Level to 99 as well, or prevent them from ever accruing Exp. via the code in Part 2).

```
JNNNN.   PART FOUR
JNNNNN)  -----
JNNNNNN)                                     CzarDragon's codes
NNNF NNN)
NNNF NNN)
NNNNNNNNNN
`""""""N"
   NNN)
   `""
```

These codes, discovered by CzarDragon after he made a dump of the game's RAM, allow you to modify the inherent characteristics of all the game's different jobs!

I present them here in `algebraic' form in case any of the following Internet resources ever go down, but you can find them in easier-to-navigate form at CzarDragon's Den:

<http://www.geocities.com/CzarDragon/>

NeoKamek has also made a program called GameShark Helper to automatically generate some of these codes; you can find that program here:

<http://www.fftactics.net/fftmech/fftgsh.zip>

Now, the codes. First come the substitution values for each class:

CLASS		www	xxx	yyy	zzz
-----		---	---	---	---
01 Squire	Ramza1	10E	10F	110	111
02 Squire	Ramza2	111	112	113	114
03 Squire	Ramza3	114	115	116	117
04 Squire	Delita1	117	118	119	11A
05 Holy Knight	Delita2	11A	11B	11C	11D
06 Arc Knight	Delita3	11D	11E	11F	120
07 Squire	Albus	120	121	122	123
08 Arc Knight	Zalbag	123	124	125	126
09 Lune Knight	Dycedarg	126	127	128	129
0A Duke	Larg	129	12A	12B	12C
0B Duke	Goltana	12C	12D	12E	12F
0C Princess	Ovelia	12F	130	131	132
0D Holy Swordsman	Orlandu	132	133	134	135
0E High Priest	Funeral	135	136	137	138
0F Dragoner	Reis	138	139	13A	13B
10 Holy Priest	Zalmo	13B	13C	13D	13E
11 Dark Knight	Gafgarion	13E	13F	140	141
12 Hell Knight	Malak ?	141	142	143	144
13 Bishop	Simon	144	145	146	147
14 Cleric	Alma ?	147	148	148	14A
15 Astrologist	Olan	14A	14B	14C	14D
16 Engineer	Mustadio	14D	14E	14F	150
17 Dark Knight	Gafgario	150	151	152	153
18 Cardinal	Draclau	153	154	155	156
19 Heaven Knight	Rafa	156	157	158	159
1A Hell Knight	Malak	159	15A	15B	15C
1B Arc Knight	Elmdor	15C	15D	15E	15F
1C Delita's Sis	Teta	15F	160	161	162
1D Arc Duke	Barinten	162	163	164	165
1E Holy Knight	Agrias	165	166	167	168
1F Temple Knight	Beowulf	168	169	16A	16B
20 White Knight	Wiegraf1	16B	16C	16D	16E
21 Arc Witch	Balmaful	16E	16F	170	171
22 Engineer	Mustadio	171	172	173	174
23 Bi-count	Rudvich	174	175	176	177
24 Divine Knight	Vormav	177	178	179	17A
25 Divine Knight	Rofel	17A	17B	17C	17D
26 Knight Blade	Izlude	17D	17E	17F	180
27 Sorcerer	Kletian	180	181	182	183
28 White Knight	Wiegraf2	183	184	185	186
29 Heaven Knight	Rafa	186	187	188	189
2A Divine Knight	Meliadou	189	18A	18B	18C
2B Engineer	Balk	18C	18D	18E	18F
2C Cleric	Alma ?	18F	190	191	192
2D Assassin	Celia	192	193	194	195
2E Assassin	Lede	195	196	197	198
2F Divine Knight	Meliadou	198	199	19A	19B
30 Cleric	Alma	19B	19C	19D	19E
31 Phony Saint	Ajora	19E	19F	1A0	1A1
32 Soldier	Cloud	1A1	1A2	1A3	1A4
33 Arc Knight	Undead Zal.	1A4	1A5	1A6	1A7

34	Holy Knight	Agrias	1A7	1A8	1A9	1AA
35	Chemist	???	1AA	1AB	1AC	1AD
36	Priest	???	1AD	1AE	1AF	1B0
37	Wizard	???	1B0	1B1	1B2	1B3
38	Oracle	???	1B3	1B4	1B5	1B6
39	-----	-----	1B6	1B7	1B8	1B9
3A	-----	-----	1B9	1BA	1BB	1BC
3B	-----	-----	1BC	1BD	1BE	1BF
3C	Warlock	Velius	1BF	1C0	1C1	1C2
3D	Knight	from Hell	1C2	1C3	1C4	1C5
3E	Angel of Death	Zalera	1C5	1C6	1C7	1C8
3F	Archer	from Hell	1C8	1C9	1CA	1CB
40	Regulator	Hashmalu	1CB	1CC	1CD	1CE
41	Holy Angel	from Hell	1CE	1CF	1D0	1D1
42	Wizard	from Hell	1D1	1D2	1D3	1D4
43	Impure King	Queklain	1D4	1D5	1D6	1D7
44	Time Mage	from Hell	1D7	1D8	1D9	1DA
45	Ghost of Fury	Adramelk	1DA	1DB	1DC	1DD
46	Oracle	from Hell	1DD	1DE	1DF	1E0
47	Summoner	from Hell	1E0	1E1	1E2	1E3
48	Holy Dragon	Reis	1E3	1E4	1E5	1E6
49	Arch Angel	Altima2	1E6	1E7	1E8	1E9
4A	Squire	generic	1E9	1EA	1EB	1EC
4B	Chemist	generic	1EC	1ED	1EE	1EF
4C	Knight	generic	1EF	1F0	1F1	1F2
4D	Archer	generic	1F2	1F3	1F4	1F5
4E	Monk	generic	1F5	1F6	1F7	1F8
4F	Priest	generic	1F8	1F9	1FA	1FB
50	Wizard	generic	1FB	1FC	1FD	1FE
51	Time Mage	generic	1FE	1FF	200	201
52	Summoner	generic	201	202	203	204
53	Thief	generic	204	205	206	207
54	Mediator	generic	207	208	209	20A
55	Oracle	generic	20A	20B	20C	20D
56	Geomancer	generic	20D	20E	20F	210
57	Lancer	generic	210	211	212	213
58	Samurai	generic	213	214	215	216
59	Ninja	generic	216	217	218	219
5A	Calculator	generic	219	21A	21B	21C
5B	Bard	generic	21C	21D	21E	21F
5C	Dancer	generic	21F	220	221	222
5D	Mime	generic	222	223	224	225
5E	Chocobo	Chocobo	225	226	227	228
5F	Black Chocobo	Chocobo	228	229	22A	22B
60	Red Chocobo	Chocobo	22B	22C	22D	22E
61	Goblin	Goblin	22E	22F	230	231
62	Black Goblin	Goblin	231	232	233	234
63	Gobbledeguck	Goblin	234	235	236	237
64	Bomb	Bomb	237	238	239	23A
65	Grenade	Bomb	23A	23B	23C	23D
66	Explosive	Bomb	23D	23E	23F	240
67	Red Panther	Panther	240	241	242	243
68	Cuar	Panther	243	244	245	246
69	Vampire	Panther	246	247	248	249
6A	Pisco Demon	Mindflayer	249	24A	24B	24C
6B	Squidlarkin	Mindflayer	24C	24D	24E	24F
6C	Mindflare	Mindflayer	24F	250	251	252
6D	Skeleton	Skeleton	252	253	254	255
6E	Bone Snatch	Skeleton	255	256	257	258
6F	Living Bone	Skeleton	258	259	25A	25B

70	Ghoul	Ghost	25B	25C	25D	25E
71	Gust	Ghost	25E	25F	260	261
72	Revenant	Ghost	261	262	263	264
73	Flotiball	Ahriman	264	265	266	267
74	Ahriman	Ahriman	267	268	269	26A
75	Plague	Ahriman	26A	26B	26C	26D
76	Juravis	Cockatrice	26D	26E	26F	270
77	Steel Hawk	Cockatrice	270	271	272	273
78	Cockatoris	Cockatrice	273	274	275	276
79	Uribo	Uribo	276	277	278	279
7A	Porky	Uribo	279	27A	27B	27C
7B	Wildbow	Uribo	27C	27D	27E	27F
7C	Woodman	Treant	27F	280	281	282
7D	Trent	Treant	282	283	284	285
7E	Taiju	Treant	285	286	287	288
7F	Bull Demon	Minotaur	288	289	28A	28B
80	Minitaurus	Minotaur	28B	28C	28D	28E
81	Sacred	Minotaur	28E	28F	290	291
82	Morbol	Morbol	291	292	293	294
83	Ochu	Morbol	294	295	296	297
84	Great Morbol	Morbol	297	298	299	29A
85	Behemoth	Behemoth	29A	29B	29C	29D
86	King Behemoth	Behemoth	29D	29E	29F	2A0
87	Dark Behemoth	Behemoth	2A0	2A1	2A2	2A3
88	Dragon	Dragon	2A3	2A4	2A5	2A6
89	Blue Dragon	Dragon	2A6	2A7	2A8	2A9
8A	Red Dragon	Dragon	2A9	2AA	2AB	2AC
8B	Hyudra	Hydra	2AC	2AD	2AE	2AF
8C	Hydra	Hydra	2AF	2B0	2B1	2B2
8D	Tiamat	Hydra	2B2	2B3	2B4	2B5
8E	<nothing>		2B5	2B6	2B7	2B8
8F	<nothing>		2B8	2B9	2BA	2BB
90	Byblos	Apanda	2BB	2BC	2BD	2BE
91	Steel Giant	Worker	2BE	2BF	2C0	2C1
92	-----	-----	2C1	2C2	2C3	2C4
93	-----	-----	2C4	2C5	2C6	2C7
94	-----	-----	2C7	2C8	2C9	2CA
95	-----	-----	2CA	2CB	2CC	2CD
96	Apanda	Apanda	2CD	2CE	2CF	2D0
97	Serpentarius	Elidibs	2D0	2D1	2D2	2D3
98	Holy Dragon	Reis?	2D3	2D4	2D5	2D6
99	Archaic Demon	Demon	2D6	2D7	2D8	2D9
9A	Ultima Demon	Demon	2D9	2DA	2DB	2DC

Now the codes:

153	3006www8 00??	[8] First command modifier.
154	3006www9 00?? 3006wwwA 000?	[16] Inherent ability #1.
155	3006wwwB 00?? 3006wwwC 000?	[16] Inherent ability #2.
156	3006wwwD 00?? 3006wwwE 000?	[16] Inherent ability #3.
157	3006wwwF 00?? 3006xxx0 000?	[16] Inherent ability #4.

158	3006xxx1 00??	[8] Equippable items #1.
159	3006xxx2 00??	[8] Equippable items #2.
160	3006xxx3 00??	[8] Equippable items #3.
161	3006xxx4 00??	[8] Equippable items #4.
162	3006xxx5 00??	[8] "C" value for HP points.
163	3006xxx6 00??	[8] HP point multiplier.
164	3006xxx7 00??	[8] "C" value for MP points.
165	3006xxx8 00??	[8] MP point multiplier.
166	3006xxx9 00??	[8] "C" value for Speed points.
167	3006xxxA 00??	[8] Speed point multiplier.
168	3006xxxB 00??	[8] "C" value for PA points.
169	3006xxxC 00??	[8] PA point multiplier.
170	3006xxxD 00??	[8] "C" value for MA points.
171	3006xxxE 00??	[8] MA point multiplier.
172	3006xxxF 00??	[8] Move.
173	3006yyy0 00??	[8] Jump.
174	3006yyy1 00??	[8] Class evade.
175	3006yyy2 00??	[8] Permanent statuses #1.
176	3006yyy3 00??	[8] Permanent statuses #2.
177	3006yyy4 00??	[8] Permanent statuses #3.
178	3006yyy5 00??	[8] Permanent statuses #4.
176	3006yyy6 00??	[8] Permanent statuses #5.
177	3006yyy7 00??	[8] Status immunities #1.
178	3006yyy8 00??	[8] Status immunities #2.
179	3006yyy9 00??	[8] Status immunities #3.
180	3006yyyA 00??	[8] Status immunities #4.
181	3006yyyB 00??	[8] Status immunities #5.
182	3006yyyC 00??	[8] Status at start of battle #1.
183	3006yyyD 00??	[8] Status at start of battle #2.
184	3006yyyE 00??	[8] Status at start of battle #3.
185	3006yyyF 00??	[8] Status at start of battle #4.
186	3006zzz0 00??	[8] Status at start of battle #5.

Status #1 (168, 173, 178):

01 = Performing
02 = Defending
04 = Jump
08 = Charging
10 = Undead
20 = Dead
40 = Crystal
80 = ?

Status #2 (169, 174, 179):

01 = Treasure
02 = ?
04 = Blood Suck
08 = Silence
10 = Confusion

20 = Darkness
40 = Invite
80 = Petrify

Status #3 (170, 175, 180):

01 = Critical
02 = Frog
04 = Chicken
08 = Berserk
10 = Transparent
20 = Reraise
40 = Float
80 = Oil

Status #4 (171, 176, 181):

01 = (cannot be hit by spells or effects)
02 = Stop
04 = Slow
08 = Haste
10 = Shell
20 = Protect
40 = Regen
80 = Poison

Status #5 (172, 177, 182):

01 = Death Sentence
02 = Reflect
04 = Don't Act
08 = Don't Move
10 = Sleep
20 = Charm
40 = Innocent
80 = Faith

187 3006zzz1 00?? [8] Absorb elements.
01 = Dark
02 = Holy
04 = Water
08 = Earth
10 = Wind
20 = Ice
40 = Lightning
80 = Fire
Add values together to affect multiple elements.

188 3006zzz2 00?? [8] Cancel elements.

189 3006zzz3 00?? [8] Half elements.

190 3006zzz4 00?? [8] Weak elements.

191 3006zzz5 00?? [8] Monster's portrait.

192 3006zzz6 00?? [8] Monster's palette.

193 3006zzz7 00?? [8] Monster's graphic.
01 = Chocobo 0D = Marlboro
02 = Goblin 0E = Dragon
03 = Bomb 0F = Behemoth

04 = Panther	10 = Hydra
05 = Mindflayer	11 = Apanda
06 = Skeleton	12 = Steel Giant
07 = Ghost	13 = Archaic Demon
08 = Ahriman	14 = Ultima Demon
09 = Cockatrice	
0A = Uribo	
0B = Treant	
0C = Minotaur	

JOB CHANGE WHEEL MODIFIERS: These codes will modify the jobs that appear on the job-changing wheel. Some jobs may not work properly.

194	801C83F0 00??	[16] Number of jobs
195	801C83F8 00??	[16] Job #1 modifier
196	801C83FA 00??	[16] Job #2 modifier
197	801C83FC 00??	[16] Job #3 modifier
198	801C83FE 00??	[16] Job #4 modifier
199	801C8400 00??	[16] Job #5 modifier
200	801C8402 00??	[16] Job #6 modifier
201	801C8404 00??	[16] Job #7 modifier
202	801C8406 00??	[16] Job #8 modifier
203	801C8408 00??	[16] Job #9 modifier
204	801C840A 00??	[16] Job #10 modifier
205	801C840C 00??	[16] Job #11 modifier
206	801C840E 00??	[16] Job #12 modifier
207	801C8410 00??	[16] Job #13 modifier
208	801C8412 00??	[16] Job #14 modifier
209	801C8414 00??	[16] Job #15 modifier
210	801C8416 00??	[16] Job #16 modifier
211	801C8418 00??	[16] Job #17 modifier
212	801C841A 00??	[16] Job #18 modifier
213	801C841C 00??	[16] Job #19 modifier
214	801C841E 00??	[16] Job #20 modifier
215	801C8420 00??	[16] Job #21 modifier
216	801C8422 00??	[16] Job #22 modifier
217	801C8424 00??	[16] Job #23 modifier
218	801C8426 00??	[16] Job #24 modifier
219	801C8428 00??	[16] Job #25 modifier
220	801C842A 00??	[16] Job #26 modifier
221	801C842C 00??	[16] Job #27 modifier
222	801C842E 00??	[16] Job #28 modifier
223	801C8430 00??	[16] Job #29 modifier
224	801C8432 00??	[16] Job #30 modifier
225	801C8434 00??	[16] Job #31 modifier
226	801C8436 00??	[16] Job #32 modifier
227	801C8438 00??	[16] Job #33 modifier
228	801C843A 00??	[16] Job #34 modifier
229	801C843C 00??	[16] Job #35 modifier
230	801C843E 00??	[16] Job #36 modifier
231	801C8440 00??	[16] Job #37 modifier
232	801C8442 00??	[16] Job #38 modifier
233	801C8444 00??	[16] Job #39 modifier
234	801C8446 00??	[16] Job #40 modifier
235	801C8448 00??	[16] Job #41 modifier
236	801C844A 00??	[16] Job #42 modifier
237	801C844C 00??	[16] Job #43 modifier

```
.NNNNNNNN. PART FIVE
(NNNNNNNN` -----
NNNL___. `hard mode' code
NNNNNNNNN. from NeoWeird's site
`NNNL http://neoweird.tripod.com/gameshark/Hard_Mode.html
__. (NNN
(NNNL_NNMF
4NNNNNNNF
*****
```

Courtesy of NeoWeird's site,

http://neoweird.tripod.com/gameshark/Hard_Mode.html

This code will make all humans you meet in battle master all of their jobs. This means you'll start seeing enemies casting Holy, Bahamut, and Flare, using Move +3 and Blade Grasp, and a bunch of other abilities that the AI normally does not have enough JP to use. GS 2.2 or higher is required. Note that because the GS cannot handle more than 15 lines of code in a single cheat, you'll have to enter this as three separate 'codes'.

```
239 50003901 0000 Hard mode
30190965 00FF
50003901 0000
30190B25 00FF
50003901 0000
30190CE5 00FF
50003901 0000
30190EA5 00FF
50003901 0000
30191065 00FF
50003901 0000
30191225 00FF
50003901 0000
301913E5 00FF

50003901 0000 Hard mode (continued)
301915A5 00FF
50003901 0000
30191765 00FF
50003901 0000
30191925 00FF
50003901 0000
30191AE5 00FF
50003901 0000
30191CA5 00FF
50003901 0000
30191E65 00FF

50003901 0000 Hard mode (continued)
30192025 00FF
50003901 0000
301921E5 00FF
50003901 0000
301921A5 00FF
```

```

.NNN      PART SIX
(NNNF     -----
JNNNN_   substitution digits for parts 1 - 5
JNNNNNNNL
.NNN ` ` NNN)
(NNN  JNN)
NNNN_JNNN)
`NNNNNNN`
 `....`

```

You might want to print this part out as a separate packet so you can conveniently use it with all the codes contained in the previous part.

```

-----
JOB AND SPRITE DIGITS
-----

```

```

relevant codes
.....
                SPRITE / BASE          CURRENT JOB
FORMATION CODES   1: 3005xx74 00##      3: 3005xx76 00??
IN-BATTLE CODES  97: 3019pppC 00##      99: 3019pppF 00??
.....
JOB WHEEL MODIFIER -> See codes 195 - 238

auxiliary codes
.....
SEX CHANGE        4: 3005xx78 00s0      s = 2 -> monster
                                   4 -> female
                                   8 -> male
.....

```

The first code (1 or 97) defines "who the character is", including the graphic.

- For a normal human (male), replace ## with 80. \
> Base job is "Squire"
- For a normal female, replace ## with 81. /
- For a special human (e.g., one with a non-generic sprite), replace ## with the appropriate two-digit combination from the list for the next code.
- If ?? > 82 (most monsters), then ## = 82. That is, if the number on the left hand side of the chart below is greater than 82 for the sprite & base class that you desire, you will input "82" rather than the number on the chart in this code.

The second code (3 or 99) defines which job the character is currently, and with it, their primary battle command, equippable items, base stats, and inherent abilities/limitations. For a special human, the value for this code and for the code above should be the same. For a monster, the value for the first code (##) should be 82 and the value of the second code (??) should correspond to the monster you want.

Some notes (read before e-mailing me):

- * MAKE SURE you begin the codes with a `_3_`, not an 8!
- * If you change Ramza's sprite, you will not be able to pass the following battles:
 - vs. Wiegraf in Riovanes Castle
 - opening the floodgate at Bethla Garrison
 So, if you're going to change Ramza's sprite, make sure you've either already finished these battles or you know how to change it back to the original.
- * Make sure you `_have_` a character to modify in the slot you're trying to modify.
- * It's best if the character you're trying to create is the same sex as the one you're creating it from: i.e., change females to females, males to males, and monsters to monsters. If you want to align the sex via GameShark, see code 4.
- * If you input more than 16 codes at once, the game may appear to hang at the "Checking memory card..." screen. If this happens, just turn the GS off and turn it back on once your game is loaded.
- * If you use a combination for the sprite code (3005xx74 00##) that is different from the one you use for the current job code (8005XX76 00??), you may find that you don't know any abilities for your current job and can't learn any. To fix this, make both the sprite and current job codes equal to the current job you want. You should now be able to learn all the abilities of that job. When you have learned them all, simply switch back to the original sprite, and you will now be able to use all the abilities of the job! (Or, instead of doing this, you can just enter code 26 to master your base class; this will apply no matter what your base class is.)

REMEMBER:

is the substitution in the code 3005xx74 00##

?? is the substitution in the code 8005xx76 00??

Key for human classes:

```

                                {3}                                {4}
05 | Holy Knight{2}                SPRITE: Delita, second incarnation M
{1} |-----
    | COMMAND: Holy Sword, 1D{5} FORMATION SCREEN: Ramza{6}
    | EQUIP: Swd, Shl, Hlm, Arm, Rbe{7}
    | NOTES: Looks screwy on the party placement screen before battle{8}
    | Delita as a Holy Black Sheep Knight.{9}
  
```

{1} Combination in question. Enter as ## in [3005xx74 00##] to change sprite and base class. Enter as ?? in [8005xx76 00??] to change current job.

{2} Name of job the combination will yield

{3} Sprite that the combination will yield

{4} Whether a male (M) or female (F) should be transformed into this

{5} Primary command that this job will yield; GS digit for that command in 3005xx7B 00?? (code 6).

{6} Sprite that will appear on the formation screen if you use this combination in the 'sprite' code. 'same' indicates that the sprite used on the formation screen will be the same as that used in battle; 'Ramza' indicates that the formation screen sprite will appear as a Chapter 1 Ramza (though the battle sprite will look normal). There is NO WAY TO FIX THIS; characters that appear as Ramza on the formation screen were not intended to be playable, and thus their formation screen sprites are understandably glitched. It's not that big of a deal, as most of the game is battle anyway. :)

{7} Equippable items if you use this combination in the 'current job'

code:

Knf - Knife	Nja - Ninja Sword	Swd - Sword
KnS - Knight Sword	Lan - Lance	Fla - Flail
Axe - Axe	Bow - Bow	XBw - Crossbow
Sta - Staff	Rod - Rod	Stk - Stick
Dic - Dictionary	Kta - Katana	Cth - Cloth
Hrp - Harp	Shl - Shield	Hat - Hat
Hlm - Helmet	Clt - Clothes	Rbe - Robe
Arm - Armor		

(8) Inherent abilities of the job or other important comments regarding this combination

(9) Less important comments; a description of the job or of the person from whom the job originates

=====

SPECIAL HUMANS

Instructions for combinations 00 - 3B:

> These are all 'special humans', so ## is the same as ?? -- that is, you can use these combinations both for sprites and current jobs.

```
00 | [none]                               SPRITE: [none]
   |-----
   | COMMAND: [none]                     FORMATION SCREEN: [none]
   | EQUIP: [none]
   | PROPERTIES: [none]
   | Null.
```

```
01 | Squire                               SPRITE: Ramza, chapter 1           M
   |-----
   | COMMAND: Guts, 19                   FORMATION SCREEN: same
   | EQUIP: Swd, Knf, Fla, Shl, Hlm, Hat, Arm, Clt, Rbe
   | NOTES:
   | If you accidentally change Ramza's sprite in chapter 1,
   | use this combination [30057F74 0001] to change it back.
```

```
02 | Squire                               SPRITE: Ramza, chapter 2/3       M
   |-----
   | COMMAND: Guts, 1A                   FORMATION SCREEN: same
   | EQUIP: Swd, Knf, Fla, Shl, Hlm, Hat, Arm, Clt, Rbe
   | NOTES:
   | If you accidentally change Ramza's sprite in chapter 2 or 3,
   | use this combination [30057F74 0002] to change it back.
```

```
03 | Squire                               SPRITE: Ramza, chapter 4           M
   |-----
   | COMMAND: Guts, 1B                   FORMATION SCREEN: same
   | EQUIP: Swd, Knf, Fla, Shl, Hlm, Hat, Arm, Clt, Rbe
   | NOTES:
   | If you accidentally change Ramza's sprite in chapter 4,
   | use this combination [30057F74 0003] to change it back.
```

```
04 | Squire                               SPRITE: Delita, chapter 1        M
   |-----
   | COMMAND: Guts, 1C                   FORMATION SCREEN: same
   | EQUIP: Swd, Knf, Fla, Shl, Hat, Clt, Rbe
   | NOTES:
   | Delita as a squire in chapter 1.
```

```

05 | Holy Knight                SPRITE: Delita, second incarnation  M
|-----|
| COMMAND: Holy Sword, 1D    FORMATION SCREEN: Ramza
| EQUIP: Swd, Shl, Hlm, Arm, Rbe
| NOTES: Looks screwy on the party placement screen before battle
| Delita as a Holy Black Sheep Knight.

06 | Arc Knight                SPRITE: Delita, final incarnation  M
|-----|
| COMMAND: Mighty Sword, 1E  FORMATION SCREEN: Ramza
| EQUIP: Swd, KSw, Shl, Hlm, Arm, Rbe
| NOTES:
| Delita in his kingly garb.

07 | Squire                    SPRITE: Albus                        M
|-----|
| COMMAND: Basic Skill, 1F   FORMATION SCREEN: same
| EQUIP: Swd, Knf, Fla, Shl, Hat, Clt, Rbe
| NOTES:
| Albus Sadolfas, the treacherous cadet.

08 | Arc Knight                SPRITE: Zalbag                        M
|-----|
| COMMAND: Destroy Sword, 4B FORMATION SCREEN: Ramza
| EQUIP: Swd, KnS, Shl, Hlm, Arm, Rbe
| NOTES:
| Zalbag Beoulve, general of the Hokuten.

09 | Lune Knight              SPRITE: Dycedarg                        M
|-----|
| COMMAND: Sword Skill, 46   FORMATION SCREEN: Ramza
| EQUIP: Swd, KnS, Shl, Hlm, Arm, Rbe
| NOTES: Inherent Defense Up, Magic Def UP
| Dycedarg Beoulve. Should be 'Rune Knight'.

0A | Duke                      SPRITE: Larg                        M
|-----|
| COMMAND: [none]            FORMATION SCREEN: Ramza
| EQUIP: [none]
| NOTES:
| You probably only want to use this for the sprite.

0B | Duke                      SPRITE: Goltana                       M
|-----|
| COMMAND: [none]            FORMATION SCREEN: Ramza
| EQUIP: [none]
| NOTES:
| You probably only want to use this for the sprite.

0C | Princess                  SPRITE: Ovelia                       F
|-----|
| COMMAND: Holy Magic, 24    FORMATION SCREEN: same
| EQUIP: Stf, Hat, Rbe
| NOTES: Inherent Defense UP, Mag Def UP
| Princess Ovelia.

0D | Holy Swordsman            SPRITE: Orlandu                       M
|-----|
| COMMAND: All Swordskill,4A FORMATION SCREEN: same
| EQUIP: Swd, KnS, Nja, Kta, Shl, Hlm, Hat, Arm, Clt, Rbe

```


16	Engineer	SPRITE: Mustadio	M

	COMMAND: Snipe, 25	FORMATION SCREEN: same	
	EQUIP: Gun, Hat, Clt, Rbe		
	NOTES:		
	The job of Ramza's friend, Mustadio.		
17	Dark Knight	SPRITE: Gafgarion	M

	COMMAND: Dark Sword, 20	FORMATION SCREEN: same	
	EQUIP: Swd, Shl, Hlm, Arm, Rbe		
	NOTES:		
	As far as I can tell, the same as 11.		
18	Cardinal	SPRITE: Draclau	M

	COMMAND: [none]	FORMATION SCREEN: Ramza	
	EQUIP: Knf, Rbe		
	NOTES:		
	Suprisingly, this cardinal does not wear red. <grin>		
19	Heaven Knight	SPRITE: Rafa	F

	COMMAND: Truth, 2D	FORMATION SCREEN: same	
	EQUIP: Stf, Stk, Hat, Rbe		
	NOTES:		
	Rafa, the Heaven Knight.		
1A	Hell Knight	SPRITE: Malak	M

	COMMAND: Un-truth, 2E	FORMATION SCREEN: same	
	EQUIP: Stf, Stk, Hat, Rbe		
	NOTES:		
	Rafa's brother, the Hell Knight, Malak.		
1B	Arc Knight	SPRITE: Elmdor	M

	COMMAND: Sword Spirit, 3B	FORMATION SCREEN: Ramza	
	EQUIP: Kta, Shl, Hat, Hlm, Clt, Arm, Rbe		
	NOTES: Unfortunately, Elmdor's Sword Spirit command will never		
	work. Best to use the sprite and make him a different job, like		
	Samurai. It's a pity too, because the Arc Knight job has great		
	stats.		
1C	Delita's Sis	SPRITE: Teta	F

	COMMAND: Magic, 23	FORMATION SCREEN: same	
	EQUIP: [none]		
	NOTES: If you use the 'Delita's Sis' job, she'll always be dead		
	on the battlefield.		
1D	Arc Duke	SPRITE: Barinten	M

	COMMAND: [none]	FORMATION SCREEN: Ramza	
	EQUIP: Rbe		
	NOTES: Another useless class; just for sprite use.		
1E	Holy Knight	SPRITE: Agrias	F

```

| COMMAND: Holy Sword, 21      FORMATION SCREEN: same
| EQUIP: Swd, KnS, Shl, Hlm, Arm, Rbe
| NOTES:
| Agrias Oaks, faithful protector of Princess Ovelia.

1F | Temple Knight                SPRITE: Beowulf                M
|-----|
| COMMAND: Magic Sword, 45     FORMATION SCREEN: same
| EQUIP: Knf, Swd, KnS, Shl, Hlm, Arm, Rbe
| NOTES:
| Only slightly less powerful than the Anglo-Saxon legend....

20 | White Knight                SPRITE: Wiegraf, first incarnation M
|-----|
| COMMAND: Holy Sword, 22      FORMATION SCREEN: Balmafula (!! )
| EQUIP: Swd, KnS, Shl, Hlm, Arm, Rbe
| NOTES:
| Wiegraf Folles of the Death Corps, before possession by Lucavi.
| Ever noticed that he looks like a palette-switched Beowulf? <g>

21 | Arc Witch                   SPRITE: Balmafula                F
|-----|
| COMMAND: [none]              FORMATION SCREEN: same
| EQUIP: Knf, Rbe
| NOTES:
| Another class that doesn't have any abilities, but does have a
| nice sprite.

22 | Engineer                   SPRITE: Mustadio                M
|-----|
| COMMAND: Snipe, 25           FORMATION SCREEN: same
| EQUIP: Gun, Hat, Clt, Rbe
| NOTES:
| The job of Ramza's friend, Mustadio.

23 | Bi-Count                   SPRITE: Rudvich                M
|-----|
| COMMAND: [none]              FORMATION SCREEN: Ramza
| EQUIP: Rbe
| NOTES: Bart Rudvich, notorious black market trader. He's got no
| abilities, and his class should have been translated 'Viscount'.

24 | Divine Knight              SPRITE: Vormav                M
|-----|
| COMMAND: Mighty Sword, 40    FORMATION SCREEN: Ramza
| EQUIP: Swd, KnS, Shl, Hlm, Arm, Clt, Rbe
| NOTES: Vormav Tingel, leader of the new Zodiac Braves.
| Immune to several status ailments.

25 | Divine Knight              SPRITE: Rofel                M
|-----|
| COMMAND: Mighty Sword, 40    FORMATION SCREEN: Ramza
| EQUIP: Swd, KnS, Shl, Hlm, Arm, Clt, Rbe
| NOTES: Vormav's henchman. This job is also immune to several
| status ailments.

26 | Knight Blade              SPRITE: Izlude                M
|-----|
| COMMAND: Battle Skill, 33    FORMATION SCREEN: Ramza
| EQUIP: Swd, KnS, Lan, Nja, Shl, Hlm, Arm, Rbe

```

| NOTES: The son of Vormav, he, too, is endowed with the Zodiac
| Braves' status immunities.

27 | Sorceror SPRITE: Kletian M

| COMMAND: All Magic, 48 FORMATION SCREEN: Ramza
| EQUIP: Rod, Stf, Stk, Hat, Clt, Rbe
| NOTES: Another of the Zodiac Braves, this is one of the few
| special magic-using classes.

28 | White Knight SPRITE: Wiegraf, second incarnation M

| COMMAND: Holy Sword, 30 FORMATION SCREEN: Balmafula
| EQUIP: Swd, KnS, Shl, Hlm, Arm, Rbe
| NOTES:
| Wiegraf after being possessed by Lucavi.

29 | Heaven Knight SPRITE: Rafa F

| COMMAND: Truth, 32 FORMATION SCREEN: same
| EQUIP: Stf, Stk, Hat, Rbe
| NOTES:
| Rafa, the Heaven Knight.

2A | Divine Knight SPRITE: Meliadoul F

| COMMAND: Mighty Sword, 43 FORMATION SCREEN: same
| EQUIP: Swd, KnS, Lan, XBw, Shl, Hlm, Arm, Rbe
| NOTES:
| Meliadoul Tingel, Vormav's daughter.

2B | Engineer SPRITE: Balk M

| COMMAND: Snipe, 25 FORMATION SCREEN: Ramza
| EQUIP: Knf, XBw, Gun, Hat, Arm, Rbe
| NOTES:
| Balk is another Zodiac Brave, with powers similar to Mustadio's.

2C | Cleric SPRITE: Alma F

| COMMAND: Holy Magic, 4C FORMATION SCREEN: same
| EQUIP: [none]
| NOTES:
| Another fake version of Alma's class.

2D | Assassin SPRITE: Celia F

| COMMAND: Use Hand, 36 FORMATION SCREEN: Ramza
| EQUIP: Kta, Hat, Clt
| NOTES: This will glitch the game if you use it in the sprite
| code. Use 2E instead for sprite, and only use this in the
| current job code. You can use this sprite, however, if you
| are playing the game on an emulator such as Bleem! or ePSXe.

2E | Assassin SPRITE: Lede F

| COMMAND: Use Hand, 37 FORMATION SCREEN: Ramza
| EQUIP: Nja, Hat, Clt
| NOTES: Celia, the pink Assassin, is the only Assassin sprite you
| can use without crashing the game. Assassin is one of the most

```

| powerful classes in the game.

2F | Divine Knight                SPRITE: Meliadoul                F
|-----|
| COMMAND: Mighty Sword, 43  FORMATION SCREEN: same
| EQUIP: Swd, KnS, Lan, XBw, Shl, Hlm, Arm, Rbe
| NOTES:
| Meliadoul Tingel, Vormav's daughter.

30 | Cleric                      SPRITE: Alma                      F
|-----|
| COMMAND: Holy Magic, 4C    FORMATION SCREEN: same
| EQUIP: Stf, Hat, Rbe
| NOTES:
| The real job of Alma Beoulve, Ramza's beloved sister.

31 | Phony Saint                 SPRITE: Ajora                     M
|-----|
| COMMAND: [none]           FORMATION SCREEN: Ramza
| EQUIP: Rbe
| NOTES:
| Glitchy. Ajora before he transforms into Altima.

32 | Soldier                    SPRITE: Cloud                     M
|-----|
| COMMAND: Limit, 29        FORMATION SCREEN: same
| EQUIP: Swd, Shl, Hat, Clt, Rbe
| NOTES:
| Cloud Strife, hero of FF7.

33 | Arc Knight                 SPRITE: Zalbag (possessed)       M
|-----|
| COMMAND: Destroy Sword, 4B FORMATION SCREEN: Ramza
| EQUIP: Swd, KnS, Shl, Hlm, Arm, Rbe
| NOTES: One of the best classes in the game, statistically.
| Zalbag possessed by Lucavi.

34 | Holy Knight                SPRITE: Agrias                    F
|-----|
| COMMAND: Holy Sword, 28   FORMATION SCREEN: same
| EQUIP: Swd, KnS, Shl, Hlm, Rib, Arm, Rbe
| NOTES:
| Agrias Oaks, faithful protector of Princess Ovelia.

35 | Chemist                   SPRITE: Male Chemist             M
|-----|
| COMMAND: Item, A1         FORMATION SCREEN: Ramza
| EQUIP: Knf, Gun, Hat, Clt
| NOTES:
| Fake chemist.

36 | Priest                     SPRITE: Male Priest              M
|-----|
| COMMAND: White Magic, A2  FORMATION SCREEN: Ramza
| EQUIP: Stf, Hat, Rbe
| NOTES:
| Fake priest.

37 | Wizard                    SPRITE: Male Wizard              M
|-----|

```



```

| COMMAND: Black Magic, A3   FORMATION SCREEN: Ramza
| EQUIP: Rod, Hat, Rbe
| NOTES:
| Fake wizard.

38 | Oracle                               SPRITE: Male Oracle           M
|-----|
| COMMAND: Yin-Yang Magic,A3 FORMATION SCREEN: Ramza
| EQUIP: Stk, Hat, Rbe
| NOTES:
| Fake oracle.

39 | [none]                               SPRITE: Ramza                 ?
|-----|
| COMMAND: [none]           FORMATION SCREEN: Ramza
| EQUIP: ???
| NOTES:
| ???

3A | [none]                               SPRITE: Celia                 ?
|-----|
| COMMAND: [none]           FORMATION SCREEN: Ramza
| EQUIP: ???
| NOTES:
| Glitches game unless you are playing on an emulator.

3B | [none]                               SPRITE: Lede                  M
|-----|
| COMMAND: [none]           FORMATION SCREEN: Ramza
| EQUIP: ???
| NOTES:
| ???

3C | Warlock                             SPRITE: Velius               M
|-----|
| COMMAND: Fear, 67         FORMATION SCREEN: Ramza
| EQUIP: [none]
| NOTES: Immune to several status ailments.
| The evil transformation of Wiegraf.

3D | Knight (Undead)                   SPRITE: Male Knight          M
|-----|
| COMMAND: Sword Skill, 9B  FORMATION SCREEN: Ramza
| EQUIP: [none]
| NOTES: Undead.
| An undead Knight.

3E | Angel of Death                     SPRITE: Zarela               M
|-----|
| COMMAND: Fear, 6B         FORMATION SCREEN: Ramza
| EQUIP: [none]
| NOTES: Immune to several status ailments.
| The evil transformation of Elmdor.

3F | Archer (Undead)                   SPRITE: Male Archer          M
|-----|
| COMMAND: Charge, 9C       FORMATION SCREEN: Ramza
| EQUIP: [none]
| NOTES: Undead.
| An undead Archer.

```

40	Regulator	SPRITE: Hashmalum	M

	COMMAND: Fear, 6F	FORMATION SCREEN: Ramza	
	EQUIP: [none]		
	NOTES: Immune to several status ailments.		
	The evil transformation of Vormav.		
41	Holy Angel	SPRITE: Altima, first incarnation	F

	COMMAND: [none]	FORMATION SCREEN: Ramza	
	EQUIP: [none]		
	NOTES: Inherent Float, Teleport 2		
	Wow, ever felt guilty ogling a video-game character? ^_ ^()		
42	Wizard (Undead)	SPRITE: Male Wizard	M

	COMMAND: Black Magic, 9D	FORMATION SCREEN: Ramza	
	EQUIP: [none]		
	NOTES: Undead.		
	An undead Wizard.		
43	Impure King	SPRITE: Queklain	M

	COMMAND: Fear, 73	FORMATION SCREEN: Ramza	
	EQUIP: [none]		
	NOTES: Immune to several status ailments.		
	The evil transformation of Cardinal Draclau.		
44	Time Mage (Undead)	SPRITE: Female Time Mage	F

	COMMAND: Time Magic, 9E	FORMATION SCREEN: Ramza	
	EQUIP: [none]		
	NOTES: Undead.		
	An undead Time Mage.		
45	Ghost of Fury	SPRITE: Adramelk	M

	COMMAND: Fear, 77	FORMATION SCREEN: Ramza	
	EQUIP: [none]		
	NOTES: Immune to several status ailments.		
	The evil transformation of Dycedarg.		
46	Oracle (Undead)	SPRITE: Male Oracle	M

	COMMAND: Yin-Yang Magic, 9F	FORMATION SCREEN: Ramza	
	EQUIP: [none]		
	NOTES: Undead.		
	An undead Oracle.		
47	Summoner (Undead)	SPRITE: Female Summoner	F

	COMMAND: Summon Magic, A0	FORMATION SCREEN: Ramza	
	EQUIP: [none]		
	NOTES: Undead.		
	An undead Summoner.		
48	Holy Dragon	SPRITE: Reis (Dragon form)	F

	COMMAND: Breath, 2C	FORMATION SCREEN: same	


```

-----
| COMMAND: Summon Magic, 0D
| EQUIP: Rod, Sta, Hat, Rbe, Clt

53 | Thief                                USE ONLY WITH CURRENT JOB CODE
-----
| COMMAND: Steal, 0E
| EQUIP: Knf, Hat, Clt

54 | Mediator                            USE ONLY WITH CURRENT JOB CODE
-----
| COMMAND: Talk Skill, 0F
| EQUIP: Knf, Gun, Hat, Clt, Rbe

55 | Oracle                              USE ONLY WITH CURRENT JOB CODE
-----
| COMMAND: Yin-Yang Magic, 10
| EQUIP: Rod, Sta, Stk, Dic, Hat, Clt, Rbe

56 | Geomancer                          USE ONLY WITH CURRENT JOB CODE
-----
| COMMAND: Elemental, 11
| EQUIP: Axe, Swd, Shl, Clt, Rbe

57 | Lancer                              USE ONLY WITH CURRENT JOB CODE
-----
| COMMAND: Jump, 12
| EQUIP: Lan, Shl, Hlm, Arm

58 | Samurai                            USE ONLY WITH CURRENT JOB CODE
-----
| COMMAND: Draw Out, 13
| EQUIP: Kta, Shl, Hlm, Arm

59 | Ninja                              USE ONLY WITH CURRENT JOB CODE
-----
| COMMAND: Throw, 14
| EQUIP: Nja, Knf, Fla, Hat, Clt

5A | Calculator                          USE ONLY WITH CURRENT JOB CODE
-----
| COMMAND: Math Skill, 15
| EQUIP: Stk, Dic, Hat, Clt, Rbe

5B | Bard                                USE ONLY WITH CURRENT JOB CODE
-----
| COMMAND: Sing, 16
| EQUIP: Hrp, Hat, Clt, Rbe

5C | Dancer                              USE ONLY WITH CURRENT JOB CODE
-----
| COMMAND: Dance, 17
| EQUIP: Knf, Cth, Hat, Clt, Rbe

5D | Mime                                USE ONLY WITH CURRENT JOB CODE
-----
| COMMAND: [none -- mimics other characters in battle]
| EQUIP: [none]

```

ALWAYS LOOK LIKE A PARTICULAR TYPE OF GENERIC

Use these in the sprite modifier code if you want special classes that look like normal characters -- for instance, a Dark Knight that looks like a Lancer.

Instructions for combinations 60 - 7F:

- > Use `_only_` with "sprite" code [3005xx74 00##]
- > The game did not intend you to use these combinations. Therefore, using these codes will make the 'default' job of the character into a monster class. Do `_not_` change jobs to this monster class, or else the game will be very screwy!
- > On the formation screen, the characters will usually adopt the sprite of their `_current_` job. But their sprite will be as designated below while in battle.
- > There are no combinations for Calculator, Bard, Dancer, or Mime, so don't ask. :)

Combinations for 3005xx74 00##

##	SPRITE	GENDER
--	-----	-----
60	Squire	Male
61	Squire	Female
62	Chemist	Male
63	Chemist	Female
64	Knight	Male
65	Knight	Female
66	Archer	Male
67	Archer	Female
68	Monk	Male
69	Monk	Female
6A	Priest	Male
6B	Priest	Female
6C	Wizard	Male
6D	Wizard	Female
6E	Time Mage	Male
6F	Time Mage	Female
70	Summoner	Male
71	Summoner	Female
72	Thief	Male
73	Thief	Female
74	Mediator	Male
75	Mediator	Female
76	Oracle	Male
77	Oracle	Female
78	Geomancer	Male
79	Geomancer	Female
7A	Lancer	Male
7B	Lancer	Female
7C	Samurai	Male
7D	Samurai	Female
7E	Ninja	Male
7F	Ninja	Female

MONSTERS

Instructions for combinations 5E - 8D:

- > `_always_` input 3005xx74 0082, regardless of the monster type you want.

	Use with 3005xx74 0082.		
6B	Squidlarkin	TYPE: Squid-mage (2)	MON

	COMMANDS: Tentacle	MONSTER SKILL: Mind Blast	
	Black Ink	INHERENT: Lightning weakness, absorb	
	Odd Soundwave	Water, move underwater	
	Use with 3005xx74 0082.		
6C	Mindflare	TYPE: Squid-mage (3)	MON

	COMMANDS: Tentacle	MONSTER SKILL: Level Blast	
	Black Ink	INHERENT: Lightning weakness, absorb	
	Mind Blast	Water, move underwater	
	Use with 3005xx74 0082. (should have been 'Mind Flayer')		
6D	Skeleton	TYPE: Skeleton (1)	MON

	COMMANDS: Knife Hand	MONSTER SKILL: Aqua Soul	
	Thunder Soul	INHERENT: Undead, Fire weakness, Holy	
		weakness, absorb Darkness	
	Use with 3005xx74 0082.		
6E	Bone Snatch	TYPE: Skeleton (2)	MON

	COMMANDS: Knife Hand	MONSTER SKILL: Ice Soul	
	Aqua Soul	INHERENT: Undead, Fire weakness, Holy	
		weakness, absorb Darkness	
	Use with 3005xx74 0082.		
6F	Living Bone	TYPE: Skeleton (3)	MON

	COMMANDS: Knife Hand	MONSTER SKILL: Wind Soul	
	Ice Soul	INHERENT: Undead, Fire weakness, Holy	
		weakness, absorb Darkness	
	Use with 3005xx74 0082.		
70	Ghoul	TYPE: Ghost (1)	MON

	COMMANDS: Throw Spirit	MONSTER SKILL: Grease Touch	
	Sleep Touch	INHERENT: Undead, Fire weakness, Holy	
		weakness, absorb Darkness,	
	Use with 3005xx74 0082.	Float, Teleport	
71	Gust	TYPE: Ghost (2)	MON

	COMMANDS: Throw Spirit	MONSTER SKILL: Drain Touch	
	Grease Touch	INHERENT: Undead, Fire weakness, Holy	
	(should be 'Ghost' or 'Ghast')	weakness, absorb Darkness,	
	Use with 3005xx74 0082.	Float, Teleport	
72	Revenant	TYPE: Ghost (3)	MON

	COMMANDS: Throw Spirit	MONSTER SKILL: Zombie Touch	
	Drain Touch	INHERENT: Undead, Fire weakness, Holy	
		weakness, absorb Darkness,	
	Use with 3005xx74 0082.	Float, Teleport	
73	Flotiball	TYPE: Ahriman (1)	MON

		COMMANDS: Wing Attack	MONSTER SKILL: Look of Fright	
			INHERENT: Float, Fly, half Wind,	
			Ice weakness	
		Use with 3005xx74 0082. (should be 'Float Eyeball')		
74		Ahriman	TYPE: Ahriman (2)	MON

		COMMANDS: Wing Attack	MONSTER SKILL: Death Sentence	
		Look of Devil	INHERENT: Float, Fly, half Wind,	
		Look of Fright	Ice weakness	
		Use with 3005xx74 0082.		
75		Plague	TYPE: Ahriman (3)	MON

		COMMANDS: Wing Attack	MONSTER SKILL: Circle	
		Look of Devil	INHERENT: Float, Fly, half Wind,	
		Death Sentence	Ice weakness	
		Use with 3005xx74 0082.		
76		Juravis	TYPE: Cockatrice (1)	MON

		COMMANDS: Scratch Up	MONSTER SKILL: Feather Bomb	
			INHERENT: Fly, Earth weakness, half	
			Wind, cannot enter water	
		Use with 3005xx74 0082. (should be 'Shura Ibis')		
77		Steel Hawk	TYPE: Cockatrice (2)	MON

		COMMANDS: Scratch Up	MONSTER SKILL: Beak	
		Shine Lover	INHERENT: Fly, Earth weakness, half	
			Wind, cannot enter water	
		Use with 3005xx74 0082.		
78		Cockatoris	TYPE: Cockatrice (3)	MON

		COMMANDS: Scratch Up	MONSTER SKILL: Beaking	
		Beak	INHERENT: Fly, Earth weakness, half	
		Feather Bomb	Wind, cannot enter water	
		Use with 3005xx74 0082. (should be 'Cockatrice')		
79		Uribo	TYPE: Pig (1)	MON

		COMMANDS: Straight Dash	MONSTER SKILL: Oink	
			INHERENT: cannot enter water	
		Use with 3005xx74 0082.		
7A		Porky	TYPE: Pig (2)	MON

		COMMANDS: Straight Dash	MONSTER SKILL: Nose Bracelet	
		Pooh-	INHERENT: cannot enter water	
		Use with 3005xx74 0082.		
7B		Wildbow	TYPE: Pig (3)	MON

		COMMANDS: Straight Dash	MONSTER SKILL: Please Eat	
		Nose Bracelet	INHERENT: cannot enter water	
		Use with 3005xx74 0082. (should be 'Wild Boar')		

7C	Woodman	TYPE: Dryad (1)	MON

	COMMANDS: Leaf Dance	MONSTER SKILL: Protect Spirit	
		INHERENT: Fire weakness	
		absorb Earth	
	Use with 3005xx74 0082.		
7D	Trent	TYPE: Dryad (2)	MON

	COMMANDS: Leaf Dance	MONSTER SKILL: Clam Spirit	
	Spirit of Life	INHERENT: Fire weakness	
		absorb Earth	
	Use with 3005xx74 0082. (should be 'Treant')		
7E	Taiju	TYPE: Dryad (3)	MON

	COMMANDS: Leaf Dance	MONSTER SKILL: Magic Spirit	
	Protect Spirit	INHERENT: Fire weakness	
	Clam Spirit	absorb Earth	
	Use with 3005xx74 0082.		
7F	Bull Demon	TYPE: Minotaur (1)	MON

	COMMANDS: Shake Off	MONSTER SKILL: Gather Power	
		INHERENT: Water weakness	
		cannot enter water	
	Use with 3005xx74 0082.		
80	Minitaurus	TYPE: Minotaur (2)	MON

	COMMANDS: Shake Off	MONSTER SKILL: Blow Fire	
	Wave Around	INHERENT: Water weakness	
		cannot enter water	
	Use with 3005xx74 0082.		
81	Sacred	TYPE: Minotaur (3)	MON

	COMMANDS: Shake Off	MONSTER SKILL: Blow Fire	
	Mimic Titan	INHERENT: Water weakness	
	Gather Power	cannot enter water	
	Use with 3005xx74 0082.		
82	Morbol	TYPE: Molbol (1)	MON

	COMMANDS: Tentacle	MONSTER SKILL: Bad Bracelet	
	Lick	INHERENT: Ice weakness	
		move in water	
	Use with 3005xx74 0082.		
83	Ochu	TYPE: Molbol (2)	MON

	COMMANDS: Tentacle	MONSTER SKILL: Lick	
	Goo	INHERENT: Ice weakness	
		move in water	
	Use with 3005xx74 0082.		
84	Great Morbol	TYPE: Molbol (3)	MON

	COMMANDS: Tentacle	MONSTER SKILL: Moldball Virus	

	Bad Bracelet	INHERENT: Ice weakness move in water	
	Use with 3005xx74 0082.		
85	Behemoth	TYPE: Behemoth (1)	MON

	COMMANDS: Stab Up	MONSTER SKILL: Giga Flare	
	Sudden Cry	INHERENT: cannot enter water	
	Use with 3005xx74 0082.		
86	King Behemoth	TYPE: Behemoth (2)	MON

	COMMANDS: Stab Up	MONSTER SKILL: Hurricane	
	Sudden Cry	INHERENT: cannot enter water	
	Use with 3005xx74 0082.		
87	Dark Behemoth	TYPE: Behemoth (3)	MON

	COMMANDS: Stab Up	MONSTER SKILL: Ulmaguest	
	Sudden Cry	INHERENT: cannot enter water	
	Use with 3005xx74 0082.		
88	Dragon	TYPE: Dragon (1)	MON

	COMMANDS: Dash	MONSTER SKILL: Tail Swing	
		INHERENT: cannot enter water	
	Use with 3005xx74 0082.		
89	Blue Dragon	TYPE: Dragon (2)	MON

	COMMANDS: Dash	MONSTER SKILL: Thunder Brcelet	
	Ice Bracelet	INHERENT: absorb Ice, Fire weakness cannot enter water	
	Use with 3005xx74 0082.		
8A	Red Dragon	TYPE: Dragon (3)	MON

	COMMANDS: Dash	MONSTER SKILL: Fire Bracelet	
	Thnder Brcelet	INHERENT: absorb Fire, Ice weakness cannot enter water	
	Use with 3005xx74 0082.		
8B	Hyudra	TYPE: Hydra (1)	MON

	COMMANDS: Triple Attack	MONSTER SKILL: Triple Bracelet	
		INHERENT: Fly, Ice and Wind weakness, cannot enter water	
	Use with 3005xx74 0082.		
8C	Hydra	TYPE: Hydra (2)	MON

	COMMANDS: Triple Attack	MONSTER SKILL: Triple Thunder	
	Triple Flame	INHERENT: Fly, Ice and Wind weakness, cannot enter water	
	Use with 3005xx74 0082.		

```

8D | Tiamat                                TYPE: Hydra (3)                                MON
|-----|
| COMMANDS: Triple Attack                MONSTER SKILL: Dark Whisper
|           Triple Flame                  INHERENT: Fly, Ice and Wind weakness,
|           Triple Thunder                  cannot enter water
| Use with 3005xx74 0082.

```

HUMANOIDS

Instructions for combinations 90 - 9A:

> These work basically like normal monsters (## = 82). The difference is that you can use other codes to set equipment (do not equip weapons), secondary abilities, counter abilities, etc., which you can't do with normal monsters. Because these monsters have human-style command menus, the same categories that are used for humans are used for these monsters on the chart. Note that for equipment on these monsters to take effect, you must change their 'sex' byte (code 4) to either 'male' or 'female', which may produce some undesirable effects (commands being greyed out).

Combinations for 3005xx76 00??

```

90 | Byblos                                TYPE: Apanda                                MON
|-----|
| COMMAND: Byblos, AA                    FORMATION SCREEN: same
| EQUIP: [none]
| NOTES: Counter, Martial Arts, Ignore Height, cannot enter water
| Use with 3005xx74 0082.

```

```

91 | Steel Giant                            TYPE: Steel Giant                            MON
|-----|
| COMMAND: Work, AB                      FORMATION SCREEN: same
| EQUIP: [none]
| NOTES: Inherent Innocent, Defense UP, Any Ground, Any Weather
| Use with 3005xx74 0082.

```

```

96 | Apanda                                TYPE: Apanda                                MON
|-----|
| COMMAND: Bio, AC                       FORMATION SCREEN: same
| EQUIP: [none]
| NOTES: Counter, Martial Arts, cannot enter water
| Use with 3005xx74 0082.

```

```

97 | Serpentarius                          TYPE: Deep Dungeon Boss                      MON
|-----|
| COMMAND: Dark Cloud, AD                FORMATION SCREEN: same
| EQUIP: [none]
| NOTES: Some status immunity; cancel Ice
| Use with 3005xx74 0082.

```

```

98 | Holy Dragon                            TYPE: Dragon                                MON
|-----|
| COMMAND: [none]                        FORMATION SCREEN: same
| EQUIP: [none]
| NOTES:
| ??? - Not the real Holy Dragon; that is 48.

```

```

99 | Archaic Demon                          TYPE: Demon                                MON
|-----|

```


BATTLE 107: 3019qqqE 00?? 108: 3019qqqF 00??
 INHERENT 150: 3006www8 00?? ---: N/A

If a combination does not appear in the left-hand column, it yields a blank space on the command menu which has no effect.

If you find that a command set contains no commands, switch your inherent job (code 1) to the job from which the command set originates, and learn all its abilities, then switch your inherent job back to whatever you want.

Alternatively, you can simply use the code to master your base class (26); this will probably do it just as well.

Abbreviations:

~~~~~

2d - This is the character's secondary command

| NAME              | ORIGINATING CHAR. | NOTES                                                                                                                                                                       |
|-------------------|-------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 00 [none]         | n/a               |                                                                                                                                                                             |
| 01 Attack         | n/a               |                                                                                                                                                                             |
| 02 Defend         | n/a               |                                                                                                                                                                             |
| 03 Equip Change   | n/a               |                                                                                                                                                                             |
| 04 [blank]        | n/a               |                                                                                                                                                                             |
| 05 Basic Skill    | Squire            | For these command sets, you will only know the abilities you have learned for the appropriate job. Use the codes in part 1 to learn all abilities of all jobs, if you wish. |
| 06 Item           | Chemist           |                                                                                                                                                                             |
| 07 Battle Skill   | Knight            |                                                                                                                                                                             |
| 08 Charge         | Archer            |                                                                                                                                                                             |
| 09 Punch Art      | Monk              |                                                                                                                                                                             |
| 0A White Magic    | Priest            |                                                                                                                                                                             |
| 0B Black Magic    | Wizard            |                                                                                                                                                                             |
| 0C Time Magic     | Time Mage         |                                                                                                                                                                             |
| 0D Summon Magic   | Summoner          |                                                                                                                                                                             |
| 0E Steal          | Thief             |                                                                                                                                                                             |
| 0F Talk Skill     | Mediator          |                                                                                                                                                                             |
| 10 Yin Yang Magic | Oracle            | .                                                                                                                                                                           |
| 11 Elemental      | Geomancer         | .                                                                                                                                                                           |
| 12 Jump           | Lancer            | .                                                                                                                                                                           |
| 13 Draw Out       | Samurai           | .                                                                                                                                                                           |
| 14 Throw          | Ninja             | .                                                                                                                                                                           |
| 15 Math Skill     | Calculator        | .                                                                                                                                                                           |
| 16 Sing           | Bard              | .                                                                                                                                                                           |
| 17 Dance          | Dancer            | .                                                                                                                                                                           |
| 19 Guts           | Ramza, ch. 1      | BASIC SKILL + Yell + Wish                                                                                                                                                   |
| 1A Guts           | Ramza, ch. 2/3    | above + Cheer Up                                                                                                                                                            |
| 1B Guts           | Ramza, ch. 4      | above + Scream + Ultima                                                                                                                                                     |
| 1C Guts           | Delita, ch. 1     | BASIC SKILL + Wish                                                                                                                                                          |
| 1D Holy Sword     | Delita, ch. 2/3   | All HOLY SWORD skills + Wish                                                                                                                                                |
| 1E Mighty Sword   | Delita, ch. 4     | All MIGHTY SWORD skills                                                                                                                                                     |
| 1F Basic Skill    | Albus             | BASIC SKILL + Head Break                                                                                                                                                    |
| 20 Dark Sword     | Gafgarion         | Dark Sword + Night Sword                                                                                                                                                    |
| 21 Holy Sword     | Agrias            | All HOLY SWORD skills                                                                                                                                                       |
| 22 Holy Sword     | Wiegraf, ch. 1    | Stasis Sword, Split Punch, Crush Punch                                                                                                                                      |
| 23 Magic          | Teta              | Cure, Wish                                                                                                                                                                  |
| 24 Holy Magic     | Ovelia            | MBarrier, Deathspell 2                                                                                                                                                      |
| 25 Snipe          | Mustadio          | Arm Aim, Leg Aim, Seal Evil                                                                                                                                                 |
| 26 Snipe          | Mustadio          | Arm Aim, Leg Aim, Seal Evil                                                                                                                                                 |
| 27 Dark Sword     | Gafgarion         | Dark Sword + Night Sword                                                                                                                                                    |

|                    |                  |                                        |
|--------------------|------------------|----------------------------------------|
| 28 Holy Sword      | Agrias           | All HOLY SWORD skills                  |
| 29 Limit           | Cloud            | Need Materia Blade to use              |
| 2A White-aid       | Zalmo            | some White Magic + some Magic Sword*   |
| 2B Dragon          | Reis, 2nd form   |                                        |
| 2C Breath          | Reis, 1st form   |                                        |
| 2D Truth           | Rafa             |                                        |
| 2E Un-Truth        | Malak            |                                        |
| 2F Starry Heaven   | Olan             | BASIC SKILL + Galaxy Stop              |
| 30 Holy Sword      | Wiegraf #2       | All HOLY SWORD skills except Explosion |
| 31 Holy Magic      | Alma             | MBarrier, Deathspell 2, Wish           |
| 32 Truth           | Rafa             |                                        |
| 33 Battle Skill    | Izlude           | All eight learned                      |
| 34 Jump            | Izlude (2d)      |                                        |
| 35 Punch Skill     | Wiegraf #3 (2d)  | Wave Fist + Earth Slash                |
| 36 Use Hand        | Celia            | Seal, S.Stitch, StopB., Allure, Ultima |
| 37 Use Hand        | Lede             | Seal, S.Stitch, StopB., Allure, Ultima |
| 38 Throw           | Celia (2d)       |                                        |
| 39 Throw           | Lede (2d)        |                                        |
| 3A Holy Sword      | Wiegraf #3       | Lightning Stab                         |
| 3B Sword Spirit    | Elmdor           | Cannot use                             |
| 3C Mighty Sword    | Rofel            | Shl. Stab, Blstr. Punch, Hell. Punch   |
| 3D All Magic       | Rofel (2d)       | Confusion Song, Petrify, Silence Song  |
| 3E Sword Spirit    | Elmdor           | Cannot use                             |
| 3F Blood Suck      | Elmdor (2d)      | Blood Suck                             |
| 40 Mighty Sword    | Vormav           | All MIGHTY SWORD skills                |
| 41 All Magic       | Vormav (2d)      | Quake                                  |
| 42 Mighty Sword    | Meliadoul,enemy  | Shellbust Stab, Blastar Punch          |
| 43 Mighty Sword    | Meliadoul,ally   | All MIGHTY SWORD skills                |
| 44 Snipe           | Balk             | Leg Aim, Arm Aim, Seal Evil            |
| 45 Magic Sword     | Beowulf          |                                        |
| 46 Sword Skill     | Dycedarg         | All HOLY SWORD + MIGHTY SWORD skills   |
| 47 All Magic       | Dycedarg (2d)    | Fire 3, Bolt 3, Ice 3, Bio 3           |
| 48 All Magic       | Kletian          | Holy, Flare, Demi2, Dark Holy, Raise2  |
| 49 Phantom         | Kletian? (2d)    | Md.Swarm, Baham., Odin, Levia., Salam. |
| 4A All Swordskill  | Orlandu          |                                        |
| 4B Destroy Sword   | Zalbag           | Pwr Ruin, Spd Ruin, Mnd Ruin, Mgc Ruin |
| 4C Holy Magic      | Alma             | MBarrier, Deathspell 2, Wish, Ultima   |
| 67 Fear            | Velius           | Lose Voice, Seal, Loss                 |
| 68 Warlock Summon  | Velius (2d)      | Lich, Cyclops, Titan                   |
| 6B Fear            | Zarela           | Darkness, Spell, Chick.Race, Nightmare |
| 6C Ja Magic        | Zarela (2d)      | Toad2,Grav2,Flare2,Blind2,Conf2,Sleep2 |
| 6F Fear            | Hashmalum        | Speed Ruin, Spell, Death Cold          |
| 70 Dimension Magic | Hashmalum (2d)   | Melt, Tornado, Quake, Meteor           |
| 73 Fear            | Queklain         | Nightmare, Chicken Race, Death Cold    |
| 74 Impure          | Queklain (2d)    | Bio (x3), Bio 2 (x4), Bio 3 (x3)       |
| 77 Fear            | Adramelk         | Seal, Chicken Race, Lose Voice, Loss   |
| 78 All Magic       | Adramelk (2d)    | some BLACK and SUMMON MAGIC + Holy     |
| 7B Ultimate Magic  | Altima #1        | Stronger version of Ultima             |
| 7C Chaos           | Altima #1 (2d)   | Grand Cross                            |
| 7D Complete Magic  | Altima #2        | All-ultima, Grand Cross                |
| 7E Saturation      | Altima #2 (2d)   | Mute, Despair 2, Return 2              |
| 9B Sword Skill     | Undead Knight    | Same as Battle Skill                   |
| 9C Charge          | Undead Archer    | Up to Charge +10                       |
| 9D Black Magic     | Undead Wizard    | all but Flare                          |
| 9E Time Magic      | Undead T. Mage   | all but Meteor                         |
| 9F Yin-Yang Magic  | Undead Oracle    | all but Dispel, Sleep Song, Petr. Song |
| A0 Summon Magic    | Undead Summoner  | Shiv,Ramuh,Ifrif,Car,Odin,Lev,Sal,Lich |
| A1 Item            | Undead unit (2d) |                                        |
| A2 White Magic     | Undead unit (2d) | All WHITE MAGIC spells                 |
| A3 Black Magic     | Undead unit (2d) | Fire, Fire 2, Bolt, Ice                |

|                   |                  |                                            |
|-------------------|------------------|--------------------------------------------|
| A4 Yin-Yang Magic | Undead unit (2d) | All YIN-YANG MAGIC spells                  |
| AA Byblos         | Byblos           | Energy, Parasite, Shock, Difference        |
| AB Work           | Steel Giant      | Destroy, Compress, Dispose, Crush          |
| AC Bio            | Apanda           | Bio (x3), Bio 2 (x4), Bio 3 (x3)           |
| AD Dark Cloud     | Elidibs          | SnakeCarrier, PoisFrog, MidSwarm, Zodiac   |
| AE Dark Magic     | Archaic Demon    | Lifefreak, Dark Holy, Giga Flare           |
| AF Night Magic    | Ultima Demon     | DrkHoly, Nanoflare, Ultima, Hurrc., Ulmag. |

\* You need a sword to activate the Magic Sword components of WHITE-AID.

>> For a more detailed list of each command set and the commands it contains, see the Battle Mechanics Handbook, <http://www.fftactics.net/fftmech/>

>> To modify these command sets to your liking, see the codes in part 7.

-----  
 REACTION, SUPPORT, AND MOVE ABILITIES  
 -----

relevant codes

```

.....
          REACTION              SUPPORT              MOVE
FORMATION      7: 8005xx8C 0???      8: 8005xx8E 0???      9: 8005xx80 0???
  BATTLE      104: 8019rrrr0 0???     105: 8019rrrr2 0???   106: 8019rrrr4 0???
.....
CLASS INHERENT 1   147: 3006www9 00?? + 3006wwwA 000?
CLASS INHERENT 2   148: 3006wwwB 00?? + 3006wwwC 000?
CLASS INHERENT 3   149: 3006wwwD 00?? + 3006wwwE 000?
CLASS INHERENT 4   150: 3006wwwF 00?? + 3006xxx0 000?
.....
IN-BATTLE INHERENT 1  103: 8019qqq6 0???
IN-BATTLE INHERENT 2  104: 8019qqq8 0???
IN-BATTLE INHERENT 3  105: 8019qqqA 0???
IN-BATTLE INHERENT 4  106: 8019qqqC 0???
.....

```

It appears that the reaction, support, and move abilities are interchangeable -- you can place any kind ability in any slot. However, only one reaction ability can work at once. (You can have multiple support or movement abilities active simultaneously.)

Replace ??? with....

(In the case of the class inherent codes, the "1" goes in the second code and the last two digits go in the first code. So to set A Save as Inherent #3 would be 3006wwwD 00A6 + 3005wwwE 0001.)

- 1A6 A Save
- 1A7 MA Save
- 1A8 Speed Save
- 1A9 Sunken State
- 1AA Caution
- 1AB Dragon Spirit
- 1AC Regenerator
- 1AD Brave Up
- 1AE Face Up
- 1AF MP Restore
- 1B0 HP Restore
- 1B1 Critical Quick
- 1B2 Meatbone Slash



1B3 Counter Magic  
1B4 Counter Tackle  
1B5 Counter Flood  
1B6 Absorb Used MP  
1B7 Gilgame Heart  
1B8 Reflect (casts Reflect upon Magic attack)  
1B9 Auto Potion  
1BA Counter  
1BB (nothing)  
1BC Distribute  
1BD MP Switch  
1BE Damage Split  
1BF Weapon Guard  
1C0 Finger Guard  
1C1 Abandon  
1C2 Catch  
1C3 Blade Grasp  
1C4 Arrow Guard  
1C5 Hamedo  
1C6 Equip Armor  
1C7 Equip Shield  
1C8 Equip Sword  
1C9 Equip Katana  
1CA Equip Crossbow  
1CB Equip Spear  
1CC Equip Axe  
1CD Equip Gun  
1CE Half of MP  
1CF Gained JP-UP  
1D0 Gained EXP-UP  
1D1 Attack UP  
1D2 Defense UP  
1D3 Magic Att. UP  
1D4 Magic Def. UP  
1D5 Concentrate  
1D6 Train  
1D7 Secret Hunt  
1D8 Martial Arts  
1D9 Monster Talk  
1DA Throw Item  
1DB Maintenance  
1DC Two Hands  
1DD Two Swords  
1DE Monster Skill  
1DF Defend  
1E0 Equip Change  
1E1 (nothing)  
1E2 Short Charge  
1E3 Non-charge (Immediate use of abilities!)  
1E6 Move +1  
1E7 Move +2  
1E8 Move +3  
1E9 Jump +1  
1EA Jump +2  
1EB Jump +3  
1EC Ignore Height  
1ED Move-HP Up  
1EE Move-MP Up  
1EF Move-Get Exp  
1F0 Move-Get Jp

1F1 Cannot enter water  
 1F2 Teleport  
 1F3 Teleport 2 (teleport anywhere! ultimate movement ability!)  
 1F4 Any Weather  
 1F5 Any Ground  
 1F6 Move in Water  
 1F7 Walk on Water  
 1F8 Move on Lava  
 1F9 Move Underwater (move [and stop] in water up to 3h deep)  
 1FA Float  
 1FB Fly  
 1FC Silent Walk (can't spring traps)  
 1FD Move-Find Item

-----  
 EQUIPMENT  
 -----

relevant codes

```

.....
          FORMATION          BATTLE
HEAD ARMOR      10: 3005xx82 00??  112: 3019rrrr6 00??
BODY ARMOR      11: 3005xx83 00??  113: 3019rrrr7 00??
ACCESSORY       12: 3005xx84 00??  115: 3019rrrr8 00??
R-HAND (weapon) 13: 3005xx85 00??  116: 3019rrrr9 00??
R-HAND (shield) 14: 3005xx86 00??  117: 3019rrrrA 00??
L-HAND (weapon) 15: 3005xx87 00??  118: 3019rrrrB 00??
L-HAND (shield) 16: 3005xx88 00??  119: 3019rrrrC 00??
.....

```

Replace ?? with....

|                   |                   |                    |
|-------------------|-------------------|--------------------|
| 00 <nothing>      | 01 Dagger         | 02 Mythril Knife   |
| 03 Blind Knife    | 04 Mage Masher    | 05 Platina Dagger  |
| 06 Main Gauche    | 07 Orichalcum     | 08 Assassin Dagger |
| 09 Air Knife      | 0A Zorlin Shape   | 0B Hidden Knife    |
| 0C Ninja Knife    | 0D Short Edge     | 0E Ninja Edge      |
| 0F Spell Edge     | 10 Sasuke Knife   | 11 Iga Knife       |
| 12 Koga Knife     | 13 Broad Sword    | 14 Long Sword      |
| 15 Iron Sword     | 16 Mythril Sword  | 17 Blood Sword     |
| 18 Coral Sword    | 19 Ancient Sword  | 1A Sleep Sword     |
| 1B Platinum Sword | 1C Diamond Sword  | 1D Ice Brand       |
| 1E Rune Blade     | 1F Nagra Rock     | 20 Materia Blade   |
| 21 Defender       | 22 Save the Queen | 23 Excalibur       |
| 24 Ragnarok       | 25 Chaos Blade    | 26 Asura Knife     |
| 27 Koutetsu Knife | 28 Bizen Boat     | 29 Murasame        |
| 2A Heaven's Cloud | 2B Kiyomori       | 2C Muramasa        |
| 2D Kikuichimoji   | 2E Masamune       | 2F Chirijiraden    |
| 30 Battle Axe     | 31 Giant Axe      | 32 Slasher         |
| 33 Rod            | 34 Thunder Rod    | 35 Flame Rod       |
| 36 Ice Rod        | 37 Poison Rod     | 38 Wizard Rod      |
| 39 Dragon Rod     | 3A Faith Rod      | 3B Oak Staff       |
| 3C White Staff    | 3D Healing Staff  | 3E Rainbow Staff   |
| 3F Wizard Staff   | 40 Gold Staff     | 41 Mace of Zeus    |
| 42 Sage Staff     | 43 Flail          | 44 Flame Whip      |
| 45 Morning Star   | 46 Scorpion Tail  | 47 Romanda Gun     |
| 48 Mythril Gun    | 49 Stone Gun      | 4A Blaze Gun       |
| 4B Glacier Gun    | 4C Blast Gun      | 4D Bow Gun         |
| 4E Night Killer   | 4F Cross Bow      | 50 Poison Bow      |

|                        |                     |                    |
|------------------------|---------------------|--------------------|
| 51 Hunting Bow         | 52 Gastrafitis      | 53 Long Bow        |
| 54 Silver Bow          | 55 Ice Bow          | 56 Lightning Bow   |
| 57 Windslash Bow       | 58 Mythril Bow      | 59 Ultimus Bow     |
| 5A Yoichi Bow          | 5B Perseus Bow      | 5C Ramia Harp      |
| 5D Bloody Strings      | 5E Fairy Harp       | 5F Battle Dict     |
| 60 Monster Dict        | 61 Papyrus Plate    | 62 Madleegen       |
| 63 Javelin (weak)      | 64 Spear            | 65 Mythril Spear   |
| 66 Partisan            | 67 Oberisk          | 68 Holy Lance      |
| 69 Dragon Whisker      | 6A Javelin (strong) | 6B Cypress Rod     |
| 6C Battle Bamboo       | 6D Musk Rod         | 6E Iron Fan        |
| 6F Gokuu Rod           | 70 Ivory Rod        | 71 Octagon Rod     |
| 72 Whale Whisker       | 73 C Bag            | 74 FS Bag          |
| 75 P Bag               | 76 H Bag            | 77 Persia          |
| 78 Cashmere            | 79 Ryozan Silk      |                    |
|                        |                     |                    |
| 80 Escutcheon (weak)   | 81 Buckler          | 82 Bronze Shield   |
| 83 Round Shield        | 84 Mythril Shield   | 85 Gold Shield     |
| 86 Ice Shield          | 87 Flame Shield     | 88 Aegis Shield    |
| 89 Diamond Shield      | 8A Platina Shield   | 8B Crystal Shield  |
| 8C Genji Shield        | 8D Kaiser Plate     | 8E Venetian Shield |
| 8F Escutcheon (strong) |                     |                    |
|                        |                     |                    |
| 90 Leather Helmet      | 91 Bronze Helmet    | 92 Iron Helmet     |
| 93 Barbuta             | 94 Mythril Helmet   | 95 Gold Helmet     |
| 96 Cross Helmet        | 97 Diamond Helmet   | 98 Platina Helmet  |
| 99 Circlet             | 9A Crystal Helmet   | 9B Genji Helmet    |
| 9C Grand Helmet        | 9D Leather Hat      | 9E Feather Hat     |
| 9F Red Hood            | A0 Headgear         | A1 Triangle Hat    |
| A2 Green Beret         | A3 Twist Headband   | A4 Holy Miter      |
| A5 Black Hood          | A6 Golden Hairpin   | A7 Flash Hat       |
| A8 Thief Hat           | A9 Capuche          | AA Barette         |
| AB Ribbon              |                     |                    |
|                        |                     |                    |
| AC Leather Armor       | AD Linen Cuirass    | AE Bronze Armor    |
| AF Chain Mail          | B0 Mythril Armor    | B1 Plate Mail      |
| B2 Gold Armor          | B3 Diamond Armor    | B4 Platina Armor   |
| B5 Carabini Mail       | B6 Crystal Mail     | B7 Genji Armor     |
| B8 Reflect Mail        | B9 Maximillian      | BA Clothes         |
| BB Leather Outfit      | BC Leather Vest     | BD Chain Vest      |
| BE Mythril Vest        | BF Adaman Vest      | C0 Wizard Outfit   |
| C1 Brigandine          | C2 Judo Outfit      | C3 Power Sleeve    |
| C4 Earth Clothes       | C5 Secret Clothes   | C6 Black Costume   |
| C7 Rubber Costume      | C8 Linen Robe       | C9 Silk Robe       |
| CA Wizard Robe         | CB Chameleon Robe   | CC White Robe      |
| CD Black Robe          | CE Light Robe       | CF Robe of Lords   |
|                        |                     |                    |
| D0 Battle Boots        | D1 Spike Boots      | D2 Germinas Boots  |
| D3 Rubber Shoes        | D4 Feather Boots    | D5 Sprint Shoes    |
| D6 Red Shoes           | D7 Power Wrist      | D8 Genji Gauntlet  |
| D9 Magic Gauntlet      | DA Bracer           | DB Reflect Ring    |
| DC Defense Ring        | DD Magic Ring       | DE Cursed Ring     |
| DF Angel Ring          | E0 Diamond Armlet   | E1 Jade Armlet     |
| E2 108 Gems            | E3 N-Kai Armlet     | E4 Defense Armlet  |
| E5 Small Mantle        | E6 Leather Mantle   | E7 Wizard Mantle   |
| E8 Elf Mantle          | E9 Dracula Mantle   | EA Feather Mantle  |
| EB Vanish Mantle       | EC Chantage         | ED Cherche         |
| EE Salty Rage          | EF Setiemson        |                    |

TEXT

===-

relevant codes

```

.....
                FORMATION                BATTLE
                (name)                   (job name)
LETTERS 2 & 1   8005yy32 bbaa           See codes 144-149
LETTERS 4 & 3   8005yy34 ddcc
LETTERS 6 & 5   8005yy36 ffee
LETTERS 8 & 7   8005yy38 hhgg
LETTERS 10 & 9  8005yy3A jjii
LETTERS 12 & 11 8005yy3C llkk
LETTERS 14 & 13 8005yy3E nnmm
.....

```

These codes, like the ones above, require substitution to pinpoint which character to modify. So, wherever you see "yy" in the codes, replace it with the appropriate value from this chart.

```

yy =   80 for Ramza      81 for the character with index number of 2
       82 for char. 3   83 for char. 4      84 for char. 5      85 for char. 6
       86 for char. 7   87 for char. 8      88 for char. 9      89 for char. 10
       8A for char. 11  8B for char. 12     8C for char. 13     8D for char. 14
       8E for char. 15  8F for char. 16.

```

Replace aa, bb, cc, etc. with...

```

01 - 1   02 - 2   03 - 3   04 - 4   05 - 5   06 - 6   07 - 7   08 - 8
09 - 9   0A - A   0B - B   0C - C   0D - D   0E - E   0F - F   10 - G
11 - H   12 - I   13 - J   14 - K   15 - L   16 - M   17 - N   18 - O
19 - P   1A - Q   1B - R   1C - S   1D - T   1E - U   1F - V   20 - W
21 - X   22 - Y   23 - Z   24 - a   25 - b   26 - c   27 - d   28 - e
29 - f   2A - g   2B - h   2C - i   2D - j   2E - k   2F - l   30 - m
31 - n   32 - o   33 - p   34 - q   35 - r   36 - s   37 - t   38 - u
39 - v   3A - w   3B - x   3C - y   3D - z   FA - space  FE - finisher

```

The last four digits of the code determine the letters of the name, backwards (i.e., the eleventh and twelfth digits of the code determine the first letter, and the ninth and tenth digits determine the second letter). At the end of the name, add a "finisher" (FE) to truncate the name at that point. The best way to demonstrate is through example.

Example 1: Character 2's Name --> "Golbez"

```

80058132 3210      32 changes 2d letter to "o"; 10 changes 1st letter to "G"
80058134 252F      25 changes 4th letter to "b"; 2F changes 3d letter to "l"
80058136 3D28      3D changes 6th letter to "z"; 28 changes 5th letter to "e"
80058138 00FE      FE ends the name here
                   (00 is placeholder.)

```

Example 2: Character 2's Name --> "Edgar"

```

80058132 270E      27 changes 2d letter to "d"; 0E changes 1st letter to "E"
80058134 242A      24 changes 4th letter to "a"; 2A changes 3d letter to "g"
80058136 FE35      FE ends after 5th letter; 35 changes 5th letter to "r"

```

(NNN  
.NNN)  
JNNN  
(NNN`  
NNN)  
(NNN  
""`

-----  
EXPLANATION  
-----

I've been trying to hack these codes for quite some time, and I've finally met with some degree of success using the GS's 'conditional code' (D0xxxxxx) feature. Enjoy! :)

Ever wanted to improve the command set of the Knight? Or add 'Dark Holy' to your list of black magic? With these codes, you can do that and much, much more. They will allow you to customize any command set in the game. There are a few restrictions, though:

- [1] You cannot have more commands in a command set than were originally there (e.g., you cannot put more than 8 commands in 'Battle Skill');
- [2] The codes will only work in battle (big deal; the whole game is battle anyway);
- [3] You must have learnt all the commands in the command set for the codes to work properly (it is possible to modify them to work in other conditions, but it is easiest to write out the codes that work for all commands learnt, as this will give you the maximum number of possible substitutions, anyway).

EXCEPTIONS: You need not know the Summoner's 'Zodiac' nor Ramza's 'Ultima' for their codes to work correctly.

- [4] Command sets which do not directly invoke attacks -- i.e., THROW, CHARGE, DRAW OUT, MATH SKILL and ITEM -- cannot be modified.

Substitutions for ??? can be found at the list at the end of this section.

Example: you have all Black Magic learned, and you want to change 'Fire 2' to 'Melt', 'Ice 2' to 'Dark Holy', and 'Bolt 2' to 'Tornado'.

Looking at the chart, you look up Fire 2, Ice 2, and Bolt 2, and you find ...

```
D019F3E2 701F
8019F3C6 7???  Fire 2
```

```
D019F3E2 701F
8019F3CE 7???  Bolt 2
```

```
D019F3E2 701F
8019F3D6 7???  Ice 2
```

Look up the values for Melt, Tornado, and Dark Holy in the chart at the bottom of the file, and you will see that they are, respectively, 0D8, 0D9, and 0A6. Substitute them in the appropriate codes, and then enter the resulting codes into your GameShark:

```
D019F3E2 701F
8019F3C6 70D8  Fire 2 to Melt
```

D019F3E2 701F  
8019F3CE 70D9 Bolt 2 to Tornado

D019F3E2 701F  
8019F3D6 70A6 Ice 2 to Dark Holy

This will achieve the desired result. Note that though the old spell's MP and speed value will still be displayed, the actual amount of MP needed for the spell will be deducted from your total MP. However, even if you don't have enough MP, you can still use the spell as long as you were eligible to use the attack it replaced.

\*\* You MUST enter the codes in the order that they are listed (the D019 code first and then the 8019 code) or else the codes WILL NOT WORK.

-----  
THE CODES  
-----

> format:

COMMAND SET

-----

code1  
code2 Original attack that is modified by code1 + code2

-----  
REGULAR COMMANDS  
-----

WHITE MAGIC

-----

D019F3E0 700F  
8019F3C4 7??? Cure  
D019F3E0 700F  
8019F3C6 7??? Cure 2  
D019F3E0 700F  
8019F3C8 7??? Cure 3  
D019F3E0 700F  
8019F3CA 7??? Cure 4  
D019F3E0 700F  
8019F3CC 7??? Raise  
D019F3E0 700F  
8019F3CE 7??? Raise 2  
D019F3E0 700F  
8019F3D0 7??? Reraise  
D019F3E0 700F  
8019F3D2 7??? Regen  
D019F3E0 700F  
8019F3D4 7??? Protect  
D019F3E0 700F  
8019F3D6 7??? Protect 2  
D019F3E0 700F  
8019F3D8 7??? Shell  
D019F3E0 700F  
8019F3DA 7??? Shell 2  
D019F3E0 700F

8019F3DC 7??? Wall  
D019F3E0 700F  
8019F3DE 7??? Esuna  
D019F3E0 700F  
8019F3E0 7??? Holy

BLACK MAGIC

-----

D019F3E2 701F  
8019F3C4 7??? Fire  
D019F3E2 701F  
8019F3C6 7??? Fire 2  
D019F3E2 701F  
8019F3C8 7??? Fire 3  
D019F3E2 701F  
8019F3CA 7??? Fire 4  
D019F3E2 701F  
8019F3CC 7??? Bolt  
D019F3E2 701F  
8019F3CE 7??? Bolt 2  
D019F3E2 701F  
8019F3D0 7??? Bolt 3  
D019F3E2 701F  
8019F3D2 7??? Bolt 4  
D019F3E2 701F  
8019F3D4 7??? Ice  
D019F3E2 701F  
8019F3D6 7??? Ice 2  
D019F3E2 701F  
8019F3D8 7??? Ice 3  
D019F3E2 701F  
8019F3DA 7??? Ice 4  
D019F3E2 701F  
8019F3DC 7??? Poison  
D019F3E2 701F  
8019F3DE 7??? Frog  
D019F3E2 701F  
8019F3E0 7??? Death  
D019F3E2 701F  
8019F3E2 7??? Flare

TIME MAGIC

-----

D019F3DA 702C  
8019F3C4 7??? Haste  
D019F3DA 702C  
8019F3C6 7??? Haste 2  
D019F3DA 702C  
8019F3C8 7??? Slow  
D019F3DA 702C  
8019F3CA 7??? Slow 2  
D019F3DA 702C  
8019F3CC 7??? Stop  
D019F3DA 702C  
8019F3CE 7??? Don't Move  
D019F3DA 702C  
8019F3D0 7??? Float  
D019F3DA 702C

8019F3D2 7??? Reflect  
D019F3DA 702C  
8019F3D4 7??? Quick  
D019F3DA 702C  
8019F3D6 7??? Demi  
D019F3DA 702C  
8019F3D8 7??? Demi 2  
D019F3DA 702C  
8019F3DA 7??? Meteor

SUMMON MAGIC

-----  
D019F3E0 704A  
8019F3C4 7??? Moogle  
D019F3E0 704A  
8019F3C6 7??? Shiva  
D019F3E0 704A  
8019F3C8 7??? Ramuh  
D019F3E0 704A  
8019F3CA 7??? Ifrit  
D019F3E0 704A  
8019F3CC 7??? Titan  
D019F3E0 704A  
8019F3CE 7??? Golem  
D019F3E0 704A  
8019F3D0 7??? Carbuncle  
D019F3E0 704A  
8019F3D2 7??? Bahamut  
D019F3E0 704A  
8019F3D4 7??? Odin  
D019F3E0 704A  
8019F3D6 7??? Leviathan  
D019F3E0 704A  
8019F3D8 7??? Salamander  
D019F3E0 704A  
8019F3DA 7??? Sylph  
D019F3E0 704A  
8019F3DC 7??? Fairy  
D019F3E0 704A  
8019F3DE 7??? Lich  
D019F3E0 704A  
8019F3E0 7??? Cyclops  
D019F3E2 704B  
8019F3E2 7??? Zodiac (enter only if you have it)

YIN-YANG MAGIC

-----  
D019F3DE 703B  
8019F3C4 7??? Blind  
D019F3DE 703B  
8019F3C6 7??? Spell Absorb  
D019F3DE 703B  
8019F3C8 7??? Life Drain  
D019F3DE 703B  
8019F3CA 7??? Pray Faith  
D019F3DE 703B  
8019F3CC 7??? Doubt Faith  
D019F3DE 703B



8019F3CE 7??? Zombie  
D019F3DE 703B  
8019F3D0 7??? Silence Song  
D019F3DE 703B  
8019F3D2 7??? Blind Rage  
D019F3DE 703B  
8019F3D4 7??? Foxbird  
D019F3DE 703B  
8019F3D6 7??? Confusion Song  
D019F3DE 703B  
8019F3D8 7??? Dispel Magic  
D019F3DE 703B  
8019F3DA 7??? Paralyze  
D019F3DE 703B  
8019F3DC 7??? Sleep Song  
D019F3DE 703B  
8019F3DE 7??? Petrify Song

#### SING

----

D019F3D0 705C  
8019F3C4 7??? Angel Song  
D019F3D0 705C  
8019F3C6 7??? Life Song  
D019F3D0 705C  
8019F3C8 7??? Cheer Song  
D019F3D0 705C  
8019F3CA 7??? Battle Song  
D019F3D0 705C  
8019F3CC 7??? Magic Song  
D019F3D0 705C  
8019F3CE 7??? Nameless Song  
D019F3D0 705C  
8019F3D0 7??? Last Song

#### DANCE

-----

D019F3D0 7063  
8019F3C4 7??? Witch Hunt  
D019F3D0 7063  
8019F3C6 7??? Wiznaibus  
D019F3D0 7063  
8019F3C8 7??? Slow Dance  
D019F3D0 7063  
8019F3CA 7??? Polka-Polka  
D019F3D0 7063  
8019F3CC 7??? Disillusion  
D019F3D0 7063  
8019F3CE 7??? Nameless Dance  
D019F3D0 7063  
8019F3D0 7??? Last Dance

#### BATTLE SKILL

-----

D019F3D2 7091  
8019F3C4 7??? Head Break  
D019F3D2 7091

8019F3C6 7??? Armor Break  
D019F3D2 7091  
8019F3C8 7??? Shield Break  
D019F3D2 7091  
8019F3CA 7??? Weapon Break  
D019F3D2 7091  
8019F3CC 7??? Magic Break  
D019F3D2 7091  
8019F3CE 7??? Speed Break  
D019F3D2 7091  
8019F3D0 7??? Power Break  
D019F3D2 7091  
8019F3D2 7??? Mind Break

#### PUNCH ART

-----

D019F3D2 706B  
8019F3C4 7??? Spin Fist  
D019F3D2 706B  
8019F3C6 7??? Repeated Fist  
D019F3D2 706B  
8019F3C8 7??? Wave Fist  
D019F3D2 706B  
8019F3CA 7??? Earth Slash  
D019F3D2 706B  
8019F3CC 7??? Secret Fist  
D019F3D2 706B  
8019F3CE 7??? Stigma Magic  
D019F3D2 706B  
8019F3D0 7??? Chakra  
D019F3D2 706B  
8019F3D2 7??? Revive

#### STEAL

-----

D019F3D2 7073  
8019F3C4 7??? Gil Taking  
D019F3D2 7073  
8019F3C6 7??? Steal Heart  
D019F3D2 7073  
8019F3C8 7??? Steal Helmet  
D019F3D2 7073  
8019F3CA 7??? Steal Armor  
D019F3D2 7073  
8019F3CC 7??? Steal Shield  
D019F3D2 7073  
8019F3CE 7??? Steal Weapon  
D019F3D2 7073  
8019F3D0 7??? Steal Accessory  
D019F3D2 7073  
8019F3D2 7??? Steal Exp.

#### TALK SKILL

-----

D019F3D6 707D  
8019F3C4 7??? Invitation  
D019F3D6 707D

8019F3C6 7??? Persuade  
D019F3D6 707D  
8019F3C8 7??? Praise  
D019F3D6 707D  
8019F3CA 7??? Threaten  
D019F3D6 707D  
8019F3CC 7??? Preach  
D019F3D6 707D  
8019F3CE 7??? Solution  
D019F3D6 707D  
8019F3D0 7??? Death Sentence  
D019F3D6 707D  
8019F3D2 7??? Negotiate  
D019F3D6 707D  
8019F3D4 7??? Insult  
D019F3D6 707D  
8019F3D6 7??? Mimic Daravon

#### BASIC SKILL

-----

D019F3CA 7095  
8019F3C4 7??? Accumulate  
D019F3CA 7095  
8019F3C6 7??? Dash  
D019F3CA 7095  
8019F3C8 7??? Throw Stone  
D019F3CA 7095  
8019F3CA 7??? Heal  
-For Ramza's GUTS:-----  
D019F3CC 7096  
8019F3CC 7??? Yell  
D019F3CE 7098  
8019F3CE 7??? Wish  
D019F3D0 7097  
8019F3D0 7??? Cheer Up  
D019F3D2 7099  
8019F3D2 7??? Scream  
D019F3D4 709A  
8019F3D4 7??? Ultima

-----

#### SPECIAL COMMANDS

-----

#### HOLY SWORD

-----

D019F3CC 709F  
8019F3C4 7??? Stasis Sword  
D019F3CC 709F  
8019F3C6 7??? Split Punch  
D019F3CC 709F  
8019F3C8 7??? Crush Punch  
D019F3CC 709F  
8019F3CA 7??? Lightning Stab  
D019F3CC 709F  
8019F3CC 7??? Holy Explosion

DARK SWORD

-----

D019F3C6 70A5  
8019F3C4 7??? Dark Sword  
D019F3C6 70A5  
8019F3C6 7??? Night Sword

MIGHTY SWORD

-----

D019F3CA 70A3  
8019F3C4 7??? Shellbust Stab  
D019F3CA 70A3  
8019F3C6 7??? Blastar Punch  
D019F3CA 70A3  
8019F3C8 7??? Hellcry Punch  
D019F3CA 70A3  
8019F3CA 7??? Icewolf Bite

SWORD SKILL

-----

D019F3D4 70A3  
8019F3C4 7??? Stasis Sword  
D019F3D4 70A3  
8019F3C6 7??? Split Punch  
D019F3D4 70A3  
8019F3C8 7??? Crush Punch  
D019F3D4 70A3  
8019F3CA 7??? Lightning Stab  
D019F3D4 70A3  
8019F3CC 7??? Holy Explosion  
D019F3D4 70A3  
8019F3CE 7??? Shellbust Stab  
D019F3D4 70A3  
8019F3D0 7??? Blastar Punch  
D019F3D4 70A3  
8019F3D2 7??? Hellcry Punch  
D019F3D4 70A3  
8019F3D4 7??? Icewolf Bite

ALL SWORDSKILL

-----

D019F3D8 70A5  
8019F3C4 7??? Stasis Sword  
D019F3D8 70A5  
8019F3C6 7??? Split Punch  
D019F3D8 70A5  
8019F3C8 7??? Crush Punch  
D019F3D8 70A5  
8019F3CA 7??? Lightning Stab  
D019F3D8 70A5  
8019F3CC 7??? Holy Explosion  
D019F3D8 70A5  
8019F3CE 7??? Shellbust Stab  
D019F3D8 70A5  
8019F3D0 7??? Blastar Punch  
D019F3D8 70A5  
8019F3D2 7??? Hellcry Punch

D019F3D8 70A5  
8019F3D4 7??? Icewolf Bite  
D019F3D8 70A5  
8019F3D6 7??? Dark Sword  
D019F3D8 70A5  
8019F3D8 7??? Night Sword

LIMIT

-----

D019F3D2 7108  
8019F3C4 7??? Braver  
D019F3D2 7108  
8019F3C6 7??? Cross-slash  
D019F3D2 7108  
8109F3C8 7??? Blade Beam  
D019F3D2 7108  
8019F3CA 7??? Climhazzard  
D019F3D2 7108  
8019F3CC 7??? Meteorain  
D019F3D2 7108  
8019F3CE 7??? Finish Touch  
D019F3D2 7108  
8019F3D0 7??? Omnislash  
D019F3D2 7108  
8019F3D2 7??? Cherry Blossom

MAGIC SWORD

-----

D019F3E0 7100  
8019F3C4 7??? Blind  
D019F3E0 7100  
8019F3C6 7??? Aspel  
D019F3E0 7100  
8019F3C8 7??? Drain  
D019F3E0 7100  
8019F3CA 7??? Faith  
D019F3E0 7100  
8019F3CC 7??? Innocent  
D019F3E0 7100  
8019F3CE 7??? Zombie  
D019F3E0 7100  
8019F3D0 7??? Silence  
D019F3E0 7100  
8019F3D2 7??? Berserk  
D019F3E0 7100  
8019F3D4 7??? Chicken  
D019F3E0 7100  
8019F3D6 7??? Confuse  
D019F3E0 7100  
8019F3D8 7??? Despair  
D019F3E0 7100  
8019F3DA 7??? Don't Act  
D019F3E0 7100  
8019F3DC 7??? Sleep  
D019F3E0 7100  
8019F3DE 7??? Break  
D019F3E0 7100  
8019F3E0 7??? Shock!

TRUTH

-----

D019F3CE 70AE  
8019F3C4 7??? Heaven Thunder  
D019F3CE 70AE  
8019F3C6 7??? Asura  
D019F3CE 70AE  
8019F3C8 7??? Diamond Sword  
D019F3CE 70AE  
8019F3CA 7??? Hydragon Pit  
D019F3CE 70AE  
8019F3CC 7??? Space Storage  
D019F3CE 70AE  
8019F3CE 7??? Sky Demon

UN-TRUTH

-----

D019F3CE 70B4  
8019F3C4 7??? Heaven Thunder Back  
D019F3CE 70B4  
8019F3C6 7??? Asura Back  
D019F3CE 70B4  
8019F3C8 7??? Diamond Sword Back  
D019F3CE 70B4  
8019F3CA 7??? Hydragon Pit Back  
D019F3CE 70B4  
8019F3CC 7??? Space Storage Back  
D019F3CE 70B4  
8019F3CE 7??? Sky Demon Back

-----  
ENEMY COMMANDS  
-----

These work well as 'templates' to create new command sets. The number in brackets is the digit for the code 3005xx7B 00?? (see part one) that will give one of your units the command set in question for his or her secondary command. I don't believe that the codes will have any effect on the abilities the computer-controlled enemies use (though don't quote me on that -- I'm not 100% sure).

USE HAND [36]

-----

D019F3CC 70C9  
8019F3C4 7??? Seal  
D019F3CC 70C9  
8019F3C6 7??? Shadow Stitch  
D019F3CC 70C9  
8019F3C8 7??? Stop Bracelet  
D019F3CC 70C9  
8019F3CA 7??? Allure  
D019F3CC 70C9  
8019F3CC 7??? Ultima

WHITE-AID [2A] (sword equipped)

-----

D019F3D4 700E  
8019F3C4 7??? Cure 3  
D019F3D4 700E  
8019F3C6 7??? Cure 2  
D019F3D4 700E  
8019F3C8 7??? Confuse  
D019F3D4 700E  
8019F3CA 7??? Sleep  
D019F3D4 700E  
8019F3CC 7??? Drain  
D019F3D4 700E  
8019F3CE 7??? Silence  
D019F3D4 700E  
8019F3D0 7??? Don't Act  
D019F3D4 700E  
8019F3D2 7??? Raise 2  
D019F3D4 700E  
8019F3D4 7??? Esuna

WHITE-AID (no sword equipped)

-----

D019F3CA 700E  
8019F3C4 7??? Cure 3  
D019F3CA 700E  
8019F3C6 7??? Cure 2  
D019F3CA 700E  
8019F3C8 7??? Raise 2  
D019F3CA 700E  
8019F3CA 7??? Esuna

ALL MAGIC [48]

-----

D019F3CC 7006  
8019F3C4 7??? Holy  
D019F3CC 7006  
8019F3C6 7??? Flare  
D019F3CC 7006  
8019F3C8 7??? Demi 2  
D019F3CC 7006  
8019F3CA 7??? Dark Holy  
D019F3CC 7006  
8019F3CC 7??? Raise 2

PHANTOM [49]

-----

D019F3CC 7046  
8019F3C4 7??? Midgar Swarm  
D019F3CC 7046  
8019F3C6 7??? Bahamut  
D019F3CC 7046  
8019F3C8 7??? Odin  
D019F3CC 7046  
8019F3CA 7??? Leviathan  
D019F3CC 7046  
8019F3CC 7??? Salamander

DESTROY SWORD [4B]

-----  
D019F3CA 70C7  
8019F3C4 7??? Magic Ruin  
D019F3CA 70C7  
8019F3C6 7??? Speed Ruin  
D019F3CA 70C7  
8019F3C8 7??? Power Ruin  
D019F3CA 70C7  
8019F3CA 7??? Mind Ruin

WARLOCK SUMMON [68]

-----  
D019F3C8 704A  
8019F3C4 7??? Titan  
D019F3C8 704A  
8019F3C6 7??? Lich  
D019F3C8 704A  
8019F3C8 7??? Cyclops

JA MAGIC [6C]

-----  
D019F3CE 70E4  
8019F3C4 7??? Toad 2  
D019F3CE 70E4  
8019F3C6 7??? Gravi 2  
D019F3CE 70E4  
8019F3C8 7??? Flare 2  
D019F3CE 70E4  
8019F3CA 7??? Blind 2  
D019F3CE 70E4  
8019F3CC 7??? Confuse 2  
D019F3CE 70E4  
8019F3CE 7??? Sleep 2

DIMENSION MAGIC [70]

-----  
D019F3CA 702C  
8019F3C4 7??? Melt  
D019F3CA 702C  
8019F3C6 7??? Tornado  
D019F3CA 702C  
8019F3C8 7??? Quake  
D019F3CA 702C  
8019F3CA 7??? Meteor

IMPURE [74]

-----  
D019F3D6 70D3  
8019F3C4 7??? Bio  
D019F3D6 70D3  
8019F3C6 7??? Bio  
D019F3D6 70D3  
8019F3C8 7??? Bio



D019F3D6 70D3  
8019F3CA 7??? Bio 2  
D019F3D6 70D3  
8019F3CC 7??? Bio 2  
D019F3D6 70D3  
8019F3CE 7??? Bio 2  
D019F3D6 70D3  
8019F3D0 7??? Bio 2  
D019F3D6 70D3  
8019F3D2 7??? Bio 3  
D019F3D6 70D3  
8019F3D4 7??? Bio 3  
D019F3D6 70D3  
8019F3D6 7??? Bio 3

ALL MAGIC [78]

-----

D019F3D6 7046  
8019F3C4 7??? Holy  
D019F3D6 7046  
8019F3C6 7??? Fire 4  
D019F3D6 7046  
8019F3C8 7??? Bolt 4  
D019F3D6 7046  
8019F3CA 7??? Ice 4  
D019F3D6 7046  
8019F3CC 7??? Flare  
D019F3D6 7046  
8019F3CE 7??? Demi 2  
D019F3D6 7046  
8019F3D0 7??? Bahamut  
D019F3D6 7046  
8019F3D2 7??? Odin  
D019F3D6 7046  
8019F3D4 7??? Leviathan  
D019F3D6 7046  
8019F3D6 7??? Salamander

DARK CLOUD [AD]

-----

D019F3CA 704B  
8019F3C4 7??? Snake Carrier  
D019F3CA 704B  
8019F3C6 7??? Poison Frog  
D019F3CA 704B  
8019F3C8 7??? Midgar Swarm  
D019F3CC 704B  
8019F3CA 7??? Zodiac

DARK MAGIC [AE]

-----

D019F3C8 714E  
8019F3C4 7??? Lifebreak  
D019F3C8 714E  
8019F3C6 7??? Dark Holy  
D019F3C8 714E  
8019F3C8 7??? Giga Flare

## NIGHT MAGIC [AF]

```
-----  
D019F3CC 714D  
8019F3C4 7???   Nanoflare  
D019F3CC 714D  
8019F3C6 7???   Dark Holy  
D019F3CC 714D  
8019F3C8 7???   Ultima  
D019F3CC 714D  
8019F3CA 7???   Hurricane  
D019F3CC 714D  
8019F3CC 7???   Ulmaguest
```

## ----- MONSTER COMMANDS -----

These will let you modify monsters' abilities to your liking.  
It's really cool to watch a monster cast a spell. :)

How to use: replace xxx with the digits for the monster you want to use (monsters with one ability are a waste to modify; I haven't included them). Replace ??? with the three-digit code from the list in section 14.3 that corresponds to the command you want. For instance, to replace a Red Chocobo's "Choco Ball" ability with "Dark Holy":

- A Red Chocobo has three abilities, so you will find it under that heading below. You find that the digits for xxx are 10B. Look up Dark Holy in section 14.6 and you find that its ??? digits are 0A6.  
So your code would be:

```
D019F3C8 710B  
8019F3C6 70A6   Replaces Red Chocobo's second ability (Choco Ball)  
                with 'Dark Holy'.
```

## MONSTERS WITH TWO ABILITIES

```
-----  
D019F3C6 7xxx  
8019F3C4 7???   First Ability  
D019F3C6 7xxx  
8019F3C6 7???   Second Ability
```

Digits for xxx:

```
-----  
10D:Chocobo (Choco Attack, Choco Cure)  
111:Goblin (Tackle, Eye Gouge)  
110:Black Goblin (Tackle, Turn Punch)  
115: Bomb (Bite, Self-Destruct)  
11B:Red Panther (Scratch, Poison Nail)  
123: Skeleton (Knife Hand, Thunder Soul)  
124: Bone Snatch (Knife Hand, Aqua Soul)  
125: Living Bone (Knife Hand, Ice Soul)  
129: Ghoul (Throw Spirit, Sleep Touch)  
12B: Gust (Throw Spirit, Grease Touch)
```

12A:Revenant (Throw Spirit, Drain Touch)  
133:Steel Hawk (Scratch Up, Shine Lover)  
139:Porky (Straight Dash, Pooh-)  
137:Wildbow (Straight Dash, Nose Bracelet)  
13E:Treant (Leaf Dance, Spirit of Life)  
141:Minitaurus (Shake Off, Wave Around)  
146:Morbol (Tentacle, Lick)  
147:Ochu (Tentacle, Goo)  
148:Great Morbol (Tentacle, Bad Bracelet)  
14B:Behemoths (all three) (Stab Up, Sudden Cry)  
151:Blue Dragon (Dash, Ice Bracelet)  
152:Red Dragon (Dash, Fire Bracelet)  
157:Hydra (Triple Attack, Triple Flame)

#### MONSTERS WITH THREE ABILITIES

-----  
D019F3C8 7xxx  
8019F3C4 7??? First ability  
D019F3C8 7xxx  
8019F3C6 7??? Second ability  
D019F3C8 7xxx  
8019F3C8 7??? Third ability

Digits for xxx:

-----  
10C:Black Chocobo (Choco Attack, Choco Ball, Choco Esuna)  
10B:Red Chocobo (Choco Attack, Choco Ball, Choco Meteor)  
10F:Gabbledagak (Tackle, Goblin Punch, Eye Gouge)  
114:Grenade (Bite, Self-Destruct, Small Bomb)  
117:Explosive (Bite, Self-Destruct, Spark)  
11B:Cuar (Scratch, Cat Kick, Poison Nail)  
11A:Vampire (Scratch, Cat Kick, Blaster)  
11F:Squidlarkin (Tentacle, Black Ink, Odd Soundwave)  
120:Mindflare (Tentacle, Black Ink, Mind Blast)  
12E:Ahriman (Wing Attack, Look of Devil, Look of Fright)  
130:Plague (Wing Attack, Look of Devil, Death Sentence)  
134:Cockatoris (Scratch Up, Beak, Feather Bomb)  
13D:Taiju (Leaf Dance, Protect Spirit, Clam Spirit)  
143:Sacred (Shake Off, Mimic Titan, Gather Power)  
157:Tiamat (Triple Bracelet, Triple Thunder, Triple Flame)

-----  
ANY COMMAND SET  
-----

As you've probably noticed by now, the codes are in the format

D019F3xx 7yyy  
8019F3C4 7???  
D019F3xx 7yyy  
8019F3C6 7???  
D019F3xx 7yyy  
8019F3C8 7???  
.  
.  
.  
D019F3xx 7yyy  
8019F3xx 7???

The substitutions for xx and yyy for a given command set are as follows:

xx = \$C4 + (2\*(number of commands in set - 1))

"number of commands in set" must be expressed in hexadecimal.

yyy = three-digit code (from list below) for the last command in the command set

-----  
SUBSTITUTION DIGITS FOR COMMAND SET MODIFIER  
-----

Wow, there sure are a lot of these... just about 356, in fact.

But after an hour or so, a couple bags of Ruffles, and a litre bottle of Pepsi, I have them all written out. Have fun creating new command sets. <grin>

If you're interested in more information about a particular technique, the originating command sets for all the attacks are given here. Look up the originating command set in section 7 (or 6, if it is a monster attack) of my FFT Battle Mechanics handbook <<http://www.fftactics.net/fftmech/>> for full information about the attack. If a command set is not specified for an attack, the attack belongs to the nearest command set above it on the list.

| ??? ATTACK NAME | ORIGINAL COMMAND SET |
|-----------------|----------------------|
| --- -----       | -----                |
| 000:(nothing)   |                      |
| 001:Cure        | WHITE MAGIC          |
| 002:Cure 2      |                      |
| 003:Cure 3      |                      |
| 004:Cure 4      |                      |
| 005:Raise       |                      |
| 006:Raise 2     |                      |
| 007:Reraise     |                      |
| 008:Regen       |                      |
| 009:Protect     |                      |
| 00A:Protect 2   |                      |
| 00B:Shell       |                      |
| 00C:Shell 2     |                      |
| 00D:Wall        |                      |
| 00E:Esuna       |                      |
| 00F:Holy        |                      |
| 010:Fire        | BLACK MAGIC          |
| 011:Fire 2      |                      |
| 012:Fire 3      |                      |
| 013:Fire 4      |                      |
| 014:Bolt        |                      |
| 015:Bolt 2      |                      |
| 016:Bolt 3      |                      |
| 017:Bolt 4      |                      |
| 018:Ice         |                      |
| 019:Ice 2       |                      |
| 01A:Ice 3       |                      |
| 01B:Ice 4       |                      |
| 01C:Poison      |                      |
| 01D:Frog        |                      |
| 01E:Death       |                      |
| 01F:Flare       |                      |
| 020:Haste       | TIME MAGIC           |

021:Haste 2  
022:Slow  
023:Slow 2  
024:Stop  
025:Don't Move  
026:Float  
027:Reflect  
028:(nothing)  
029:Quick  
02A:Demi  
02B:Demi 2  
02C:Meteor  
02D:(nothing)  
02E:Blind YIN-YANG MAGIC  
02F:Spell Absorb  
030:Life Drain  
031:Pray Faith  
032:Doubt Faith  
033:Zombie  
034:Silence Song  
035:Blind Rage  
036:Foxbird  
037:Confusion Song  
038:Dispel Magic  
039:Paralyze  
03A:Sleep Song  
03B:Petrify Song  
03C:Moogle SUMMON MAGIC  
03D:Shiva  
03E:Ramuh  
03F:Ifrith  
040:Titan  
041:Golem  
042:Carbuncle  
043:Bahamut  
044:Odin  
045:Leviathan  
046:Salamander  
047:Sylph  
048:Fairy  
049:Lich  
04A:Cyclops  
04B:Zodiac  
04C:Asura DRAW OUT  
04D:Kotetsu  
04E:Bizen Boat  
04F:Murasame  
050:Heaven's Cloud  
051:Kiyomori  
052:Muramasa  
053:Kikuichimoji  
054:Masamune  
055:Chirijiraden  
056:Angel Song SING  
057:Life Song  
058:Cheer Song  
059:Battle Song  
05A:Magic Song  
05B:Nameless Song  
05C>Last Song

|                     |              |
|---------------------|--------------|
| 05D:Witch Hunt      | DANCE        |
| 05E:Wiznaibus       |              |
| 05F:Slow Dance      |              |
| 060:Polka-Polka     |              |
| 061:Disillusion     |              |
| 062:Nameless Dance  |              |
| 063:Last Dance      |              |
| 064:Spin Fist       | PUNCH ART    |
| 065:Repeated Fist   |              |
| 066:Wave Fist       |              |
| 067:Earth Slash     |              |
| 068:Secret Fist     |              |
| 069:Stigma Magic    |              |
| 06A:Chakra          |              |
| 06B:Revive          |              |
| 06C:Gil Taking      | STEAL        |
| 06D:Steal Heart     |              |
| 06E:Steal Helmet    |              |
| 06F:Steal Armor     |              |
| 070:Steal Shield    |              |
| 071:Steal Weapon    |              |
| 072:Steal Accessory |              |
| 073:Steal Exp.      |              |
| 074:Invitation      | TALK SKILL   |
| 075:Persuade        |              |
| 076:Praise          |              |
| 077:Threaten        |              |
| 078:Preach          |              |
| 079:Solution        |              |
| 07A:Death Sentence  |              |
| 07B:Negotiate       |              |
| 07C:Insult          |              |
| 07D:Mimic Daravon   |              |
| 07E:Pitfall         | ELEMENTAL    |
| 07F:Water Ball      |              |
| 080:Hell Ivy        |              |
| 081:Carve Model     |              |
| 082:Local Quake     |              |
| 083:Kamaitachi      |              |
| 084:Demon Fire      |              |
| 085:Quicksand       |              |
| 086:Sand Storm      |              |
| 087:Blizzard        |              |
| 088:Gusty Wind      |              |
| 089:Lava Ball       |              |
| 08A:Head Break      | BATTLE SKILL |
| 08B:Armor Break     |              |
| 08C:Shield Break    |              |
| 08D:Weapon Break    |              |
| 08E:Magic Break     |              |
| 08F:Speed Break     |              |
| 090:Power Break     |              |
| 091:Mind Break      |              |
| 092:Accumulate      | BASIC SKILL  |
| 093:Dash            |              |
| 094:Throw Stone     |              |
| 095:Heal            |              |
| 096:Yell            |              |
| 097:Cheer Up        |              |
| 098:Wish            |              |

|                     |               |
|---------------------|---------------|
| 099:Scream          |               |
| 09A:Ultima          |               |
| 09B:Stasis Sword    | HOLY SWORD    |
| 09C:Split Punch     |               |
| 09D:Crush Punch     |               |
| 09E:Lightning Stab  |               |
| 09F:Holy Explosion  |               |
| 0A0:Shellbust Stab  | MIGHTY SWORD  |
| 0A1:Blaster Punch   |               |
| 0A2:Hellcry Punch   |               |
| 0A3:Icewolf Bite    |               |
| 0A4:Dark Sword      | DARK SWORD    |
| 0A5:Night Sword     |               |
| 0A6:Dark Holy       | DARK MAGIC    |
| 0A7:Deathspell 2    | HOLY MAGIC    |
| 0A8:Galaxy Stop     | STARRY HEAVEN |
| 0A9:Heaven Thunder  | TRUTH         |
| 0AA:Asura           |               |
| 0AB:Diamond Sword   |               |
| 0AC:Hydragon Pit    |               |
| 0AD:Space Storage   |               |
| 0AE:Sky Demon       |               |
| 0AF:Heaven Bltback  | UN-TRUTH      |
| 0B0:Asura Back      |               |
| 0B1:Dia Swd Back    |               |
| 0B2:Dragon Pit Back |               |
| 0B3:Space Str Back  |               |
| 0B4:Sky Demon Back  |               |
| 0B5:Seal            | USE HAND      |
| 0B6:Shadow Stitch   |               |
| 0B7:Stop Bracelet   |               |
| 0B8:(nothing)       |               |
| 0B9:Shock           | BYBLOS        |
| 0BA:Difference      |               |
| 0BB:Seal            | FEAR          |
| 0BC:Chicken Race    |               |
| 0BD:Hold Tight      |               |
| 0BE:Darkness        |               |
| 0BF:Lose Voice      |               |
| 0C0:Loss            |               |
| 0C1:Spell           |               |
| 0C2:Nightmare       |               |
| 0C3:Death Cold      |               |
| 0C4:Magic Ruin      | DESTROY SWORD |
| 0C5:Speed Ruin      |               |
| 0C6:Power Ruin      |               |
| 0C7:Mind Ruin       |               |
| 0C8:Blood Suck      | BLOOD SUCK    |
| 0C9:Allure          | USE HAND      |
| 0CA:Bio             | BIO           |
| 0CB:Bio             |               |
| 0CC:Bio             |               |
| 0CD:Bio 2           |               |
| 0CE:Bio 2           |               |
| 0CF:Bio 2           |               |
| 0D0:Bio 2           |               |
| 0D1:Bio 3           |               |
| 0D2:Bio 3           |               |
| 0D3:Bio 3           |               |
| 0D4:MBarrier        | HOLY MAGIC    |

|                      |                     |
|----------------------|---------------------|
| 0D5:Leg Aim          | SNIPE               |
| 0D6:Arm Aim          |                     |
| 0D7:Seal Evil        |                     |
| 0D8:Melt             | DIMENSION MAGIC     |
| 0D9:Tornado          |                     |
| 0DA:Quake            |                     |
| 0DB:(blue teleport)  |                     |
| 0DC:(red teleport)   |                     |
| 0DD:Toad 2           | JA MAGIC            |
| 0DE:Gravi 2          |                     |
| 0DF:Flare 2          |                     |
| 0E0:Blind 2          |                     |
| 0E1:Small Bomb       | Grenade command set |
| 0E2:Small Bomb       | Grenade command set |
| 0E3:Confuse 2        | JA MAGIC            |
| 0E4:Sleep 2          |                     |
| 0E5:Ultima           | ULTIMATE MAGIC      |
| 0E6:All-ultima       | COMPLETE MAGIC      |
| 0E7:Mute             | SATURATION          |
| 0E8:Despair 2        |                     |
| 0E9:Return 2         |                     |
| 0EA:Blind            | MAGIC SWORD         |
| 0EB:Aspel            |                     |
| 0EC:Drain            |                     |
| 0ED:Faith            |                     |
| 0EE:Innocent         |                     |
| 0EF:Zombie           |                     |
| 0F0:Silence          |                     |
| 0F1:Berserk          |                     |
| 0F2:Chicken          |                     |
| 0F3:Confuse          |                     |
| 0F4:Despair          |                     |
| 0F5:Don't Act        |                     |
| 0F6:Sleep            |                     |
| 0F7:Break            |                     |
| 0F8:Ice Bracelet     | DRAGON              |
| 0F9:Fire Bracelet    |                     |
| 0FA:Thunder Bracelet |                     |
| 0FB:Dragon Tame      |                     |
| 0FC:Dragon Care      |                     |
| 0FD:Dragon PowerUp   |                     |
| 0FE:Dragon LevelUp   |                     |
| 0FF:Holy Bracelet    |                     |
| 100:Shock!           | MAGIC SWORD         |
| 101:Braver           | LIMIT               |
| 102:Cross-slash      |                     |
| 103:Blade Beam       |                     |
| 104:Climhazard       |                     |
| 105:Meteorain        |                     |
| 106:Finishing Touch  |                     |
| 107:Omnislash        |                     |
| 108:Cherry Blossom   |                     |
| 109:Choco Attack     | Chocobo attacks     |
| 10A:Choco Ball       |                     |
| 10B:Choco Meteor     |                     |
| 10C:Choco Esuna      |                     |
| 10D:Choco Cure       |                     |
| 10E:Tackle           | Goblin attacks      |
| 10F:Goblin Punch     |                     |
| 110:Turn Punch       |                     |



|                    |                    |
|--------------------|--------------------|
| 111:Eye Gouge      |                    |
| 112:Mutilate       |                    |
| 113:Bite           | Bomb attacks       |
| 114:Small Bomb     |                    |
| 115:Self Destruct  |                    |
| 116:Flame Attack   |                    |
| 117:Spark          |                    |
| 118:Scratch        | Cuar attacks       |
| 119:Cat Kick       |                    |
| 11A:Blaster        |                    |
| 11B:Poison Nail    |                    |
| 11C:Blood Suck     |                    |
| 11D:Tentacle       | Mindflayer attacks |
| 11E:Black Ink      |                    |
| 11F:Odd Soundwave  |                    |
| 120:Mind Blast     |                    |
| 121:Level Blast    |                    |
| 122:Knife Hand     | Skeleton attacks   |
| 123:Thunder Soul   |                    |
| 124:Aqua Soul      |                    |
| 125:Ice Soul       |                    |
| 126:Wind Soul      |                    |
| 127:Throw Spirit   | Ghost attacks      |
| 128:Zombie Touch   |                    |
| 129:Sleep Touch    |                    |
| 12A:Drain Touch    |                    |
| 12B:Grease Touch   |                    |
| 12C:Wing Attack    | Ahriman attacks    |
| 12D:Look of Devil  |                    |
| 12E:Look of Fright |                    |
| 12F:Circle         |                    |
| 130:Death Sentence |                    |
| 131:Scratch Up     | Cockatrice attacks |
| 132:Beak           |                    |
| 133:Shine Lover    |                    |
| 134:Feather Bomb   |                    |
| 135:Beaking        |                    |
| 136:Straight Dash  | Uribo attacks      |
| 137:Nose Bracelet  |                    |
| 138:Oink           |                    |
| 139:Pooh-          |                    |
| 13A:Please Eat     |                    |
| 13B:Leaf Dance     | Dryad attacks      |
| 13C:Protect Spirit |                    |
| 13D:Clam Spirit    |                    |
| 13E:Spirit of Life |                    |
| 13F:Magic Spirit   |                    |
| 140:Shake Off      | Minotaur attacks   |
| 141:Wave Around    |                    |
| 142:Mimic Titan    |                    |
| 143:Gather Power   |                    |
| 144:Blow Fire      |                    |
| 145:Tentacle       | Morbol attacks     |
| 146:Lick           |                    |
| 147:Goo            |                    |
| 148:Bad Bracelet   |                    |
| 149:Moldball Virus |                    |
| 14A:Stab Up        | Behemoth attacks   |
| 14B:Sudden Cry     |                    |
| 14C:Hurricane      |                    |

14D:Ulmaquest  
 14E:Giga Flare  
 14F:Dash                   Dragon attacks  
 150:Tail Swing  
 151:Ice Bracelet  
 152:Fire Bracelet  
 153:Thunder Bracelet  
 154:Triple Attack       Hydra attacks  
 155:Triple Bracelet  
 156:Triple Thunder  
 157:Triple Flame  
 158:Dark Whisper  
 159:Snake Carrier       DARK CLOUD  
 15A:Poison Frog  
 15B:Midgar Swarm  
 15C:Lifebreak           DARK MAGIC  
 15D:Nanoflare           NIGHT MAGIC  
 15E:Grand Cross         COMPLETE MAGIC  
 15F:Destroy             WORK  
 160:Compress  
 161:Dispose  
 162:Crush  
 163:Energy               BYBLOS  
 164:Parasite

- 165-16F glitch when used.
- 170-1A5 are action abilities that can't directly be used in battle (like Level Jump X and Vertical Jump X, and the abilities that let you throw different items as the Ninja, use different items as the Chemist, and perform different calculations with the Calculator). They have no effect in battle.
- 1A6-1FD are reaction, support, and movement abilities that will have no effect if used in this code.

|                 |          |                           |
|-----------------|----------|---------------------------|
| JNN             | APPENDIX |                           |
| (NNNL           | -----    |                           |
| .NNNNN)         |          | action ability modifiers  |
| NNNFNNN.        |          | equipment modifiers       |
| (NNN 4NNN       |          | for advanced users only!  |
| .NNNNNNNNN)     |          | tables made by CzarDragon |
| NNNNNNNNNNN.    |          |                           |
| (NNN       4NN) |          |                           |
| ""`        ""`  |          |                           |

These are for advanced GameShark users only -- there are too many memory addresses, and there is not an easy way to algebraically represent them, so I present them in the form of a guided RAM dump, originally made by CzarDragon.

Note that NeoKamek's GS helper will automatically generate codes to alter attacks. It is available at <http://www.fftactics.net/fftmech/fftgsh.zip>

Note also that CzarDragon, NOT ME, made these tables. Czar gave me permission to use them over a year ago, and I haven't gotten around to updating the GS FAQ until now. :)

-----

ACTION ABILITY BYTES

-----

Effect of each byte

.....

- BASEADDR +0 : Range
- BASEADDR +1 : Effect (in the game's turns, the "Effect" of the spell is the value of this byte plus one)
- BASEADDR +2 : Vertical tolerance of effect
- BASEADDR +3 : Type of range --
  - 00 = standard
  - 01 = cannot target self
  - 02 = auto (size specified by BASEADDR +1)
  - 04 = ? - used for sword skills
  - 08 = vertically limited range (limit = BASEADDR +2)
  - 10 = cross
  - 20 = use range of equipped weapon
- BASEADDR +4 : Type of effect area --
  - 00 = standard
  - 01 = doesn't hit caster
  - 02 = three directions
  - 04 = four directions
  - 08 = random targets
  - 10 = all allies
  - 20 = ? - not used
  - 40 = enemies only
  - 80 = allies only
- BASEADDR +5 :
  - 00 = nothing
  - 01 = ?
  - 02 = enables quote
  - 04 = continuous usage
  - 08 = ?
  - 10 = blocks mimicry
  - 20 = ? - used with magic attacks and Talk Skill
  - 40 = calculable
  - 80 = reflectable
- BASEADDR +6 :
  - 00 = nothing
  - 01 = you don't get to choose the targets
  - 02 = enables evade
  - 04 = requires Materia Blade to use
  - 08 = requires sword to use
  - 10 = enables Counter-grasp
  - 20 = line-of-sight
  - 40 = enables Counter Magic
  - 80 = enables Counter Flood
- BASEADDR +7 : Element
  - 00 = nothing
  - 01 = Dark
  - 02 = Holy
  - 04 = Water
  - 08 = Earth
  - 10 = Wind
  - 20 = Ice
  - 40 = Lightning
  - 80 = Fire

BASEADDR +8 : Determines formula -- I'm not going to list them all here; just look up the attack you want in the table below and then look in the Battle Mechanics Handbook for its formula.

BASEADDR +9 : Constant parameter, K or Y, used to define success rate of spell

BASEADDR +A : Constant parameter, Q, used to determine power of spell

BASEADDR +B : Add status (again, look it up in the table and compare against the BMG or against what you know the attack does.)

BASEADDR +C : Clockticks until resolution

BASEADDR +D : MP cost

| BASEADDR | BASEADDR PLUS ... |    |    |    |    |    |    |    |    |    |    |    |    |    |           |
|----------|-------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|-----------|
|          | +0                | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 | +A | +B | +C | +D |           |
| 3005FBF0 | 00                | 00 | 00 | 20 | 00 | 08 | 92 | 00 | 0D | 00 | 00 | 00 | 00 | 00 | <BLANK>   |
| 3005FBFE | 04                | 01 | 01 | 00 | 00 | E2 | 00 | 00 | 0C | 00 | 0E | 00 | 04 | 06 | Cure      |
| 3005FC0C | 04                | 01 | 01 | 00 | 00 | E2 | 00 | 00 | 0C | 00 | 14 | 00 | 05 | 0A | Cure 2    |
| 3005FC1A | 04                | 01 | 02 | 00 | 00 | E2 | 00 | 00 | 0C | 00 | 1E | 00 | 07 | 10 | Cure 3    |
| 3005FC28 | 04                | 01 | 03 | 00 | 00 | 22 | 00 | 00 | 0C | 00 | 28 | 00 | 0A | 14 | Cure 4    |
| 3005FC36 | 04                | 00 | 00 | 00 | 00 | E2 | 00 | 00 | 0D | B4 | 32 | 20 | 04 | 0A | Raise     |
| 3005FC44 | 04                | 00 | 00 | 00 | 00 | E2 | 00 | 00 | 0D | A0 | 64 | 20 | 0A | 14 | Raise 2   |
| 3005FC52 | 03                | 00 | 00 | 00 | 00 | E2 | 00 | 00 | 0B | 8C | 00 | 21 | 07 | 10 | Reraise   |
| 3005FC60 | 03                | 01 | 00 | 00 | 00 | E2 | 00 | 00 | 0B | AA | 00 | 22 | 04 | 08 | Regen     |
| 3005FC6E | 03                | 01 | 00 | 00 | 00 | E2 | 00 | 00 | 0B | C8 | 00 | 23 | 04 | 06 | Protect   |
| 3005FC7C | 03                | 01 | 03 | 00 | 00 | 22 | 00 | 00 | 0B | 78 | 00 | 23 | 07 | 18 | Protect 2 |
| 3005FC8A | 03                | 01 | 00 | 00 | 00 | E2 | 00 | 00 | 0B | C8 | 00 | 24 | 04 | 06 | Shell     |
| 3005FC98 | 03                | 01 | 03 | 00 | 00 | 22 | 00 | 00 | 0B | 78 | 00 | 24 | 07 | 14 | Shell 2   |
| 3005FCA6 | 03                | 00 | 00 | 00 | 00 | E2 | 00 | 00 | 0B | 8C | 00 | 25 | 04 | 18 | Wall      |
| 3005FCB4 | 03                | 01 | 02 | 00 | 00 | E2 | 00 | 00 | 0B | BE | 00 | 26 | 03 | 12 | Esuna     |
| 3005FCC2 | 05                | 00 | 00 | 00 | 00 | E2 | 40 | 02 | 08 | 00 | 32 | 00 | 06 | 38 | Holy      |
| 3005FCDD | 04                | 01 | 01 | 00 | 00 | E2 | 42 | 80 | 08 | 00 | 0E | 00 | 04 | 06 | Fire      |
| 3005FCDE | 04                | 01 | 02 | 00 | 00 | E2 | 42 | 80 | 08 | 00 | 12 | 00 | 05 | 0C | Fire 2    |
| 3005FCEC | 04                | 01 | 03 | 00 | 00 | E2 | 42 | 80 | 08 | 00 | 18 | 00 | 07 | 18 | Fire 3    |
| 3005FCFA | 04                | 02 | 03 | 00 | 01 | 22 | 02 | 80 | 08 | 00 | 20 | 00 | 0A | 30 | Fire 4    |
| 3005FD08 | 04                | 01 | 01 | 00 | 00 | E2 | 42 | 40 | 08 | 00 | 0E | 00 | 04 | 06 | Bolt      |
| 3005FD16 | 04                | 01 | 02 | 00 | 00 | E2 | 42 | 40 | 08 | 00 | 12 | 00 | 05 | 0A | Bolt 2    |
| 3005FD24 | 04                | 01 | 03 | 00 | 00 | E2 | 42 | 40 | 08 | 00 | 18 | 00 | 07 | 18 | Bolt 3    |
| 3005FD32 | 04                | 02 | 03 | 00 | 01 | 22 | 02 | 40 | 08 | 00 | 20 | 00 | 0A | 30 | Bolt 4    |
| 3005FD40 | 04                | 01 | 01 | 00 | 00 | E2 | 42 | 20 | 08 | 00 | 0E | 00 | 04 | 06 | Ice       |
| 3005FD4E | 04                | 01 | 02 | 00 | 00 | E2 | 42 | 20 | 08 | 00 | 12 | 00 | 05 | 0C | Ice 2     |
| 3005FD5C | 04                | 01 | 03 | 00 | 00 | E2 | 42 | 20 | 08 | 00 | 18 | 00 | 07 | 18 | Ice 3     |
| 3005FD6A | 04                | 02 | 03 | 00 | 01 | 22 | 02 | 20 | 08 | 00 | 20 | 00 | 0A | 30 | Ice 4     |
| 3005FD78 | 04                | 01 | 02 | 00 | 00 | E2 | 42 | 00 | 0A | A0 | 00 | 27 | 03 | 06 | Poison    |
| 3005FD86 | 03                | 00 | 00 | 00 | 00 | E2 | 42 | 00 | 0A | 78 | 00 | 73 | 05 | 0C | Frog      |
| 3005FD94 | 04                | 00 | 00 | 00 | 00 | E2 | 42 | 00 | 0E | 64 | 64 | 29 | 0A | 18 | Death     |
| 3005FDA2 | 05                | 00 | 00 | 00 | 00 | E2 | 42 | 00 | 08 | 00 | 2E | 00 | 07 | 3C | Flare     |
| 3005FDB0 | 03                | 01 | 00 | 00 | 00 | E2 | 00 | 00 | 0B | B4 | 00 | 2A | 02 | 08 | Haste     |
| 3005FDBE | 03                | 01 | 03 | 00 | 00 | 22 | 00 | 00 | 0B | F0 | 00 | 2A | 07 | 1E | Haste 2   |
| 3005FDCC | 03                | 01 | 00 | 00 | 00 | E2 | 42 | 00 | 0A | B4 | 00 | 2B | 02 | 08 | Slow      |
| 3005FDDA | 03                | 01 | 03 | 00 | 00 | 22 | 02 | 00 | 0A | F0 | 00 | 2B | 07 | 1E | Slow 2    |

|          |                                           |                |  |
|----------|-------------------------------------------|----------------|--|
| 3005FDE8 | 03 01 00 00 00 E2 42 00 0A 6E 00 2C 07 0E | Stop           |  |
| 3005FDF6 | 03 01 01 00 00 E2 42 00 0A BE 00 2D 03 0A | Don't Move     |  |
| 3005FE04 | 04 01 01 00 00 E2 00 00 0B 8C 00 2E 02 08 | Float          |  |
| 3005FE12 | 04 00 00 00 00 E2 00 00 0B B4 00 2F 02 0C | Reflect        |  |
| +-----+  |                                           |                |  |
| 3005FE20 | 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | <BLANK>        |  |
| +-----+  |                                           |                |  |
| 3005FE2E | 04 00 00 00 00 A2 40 00 12 8C 00 00 04 18 | Quick          |  |
| 3005FE3C | 04 01 01 00 00 E2 42 00 09 BE 19 00 06 18 | Demi           |  |
| 3005FE4A | 04 01 03 00 00 E2 42 00 09 78 32 00 09 32 | Demi 2         |  |
| 3005FE58 | 04 03 03 00 00 22 40 00 08 00 3C 00 0D 46 | Meteor         |  |
| +-----+  |                                           |                |  |
| 3005FE66 | 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | <BLANK>        |  |
| +-----+  |                                           |                |  |
| 3005FE74 | 04 01 01 00 00 E2 42 00 0A C8 00 30 02 04 | Blind          |  |
| 3005FE82 | 04 00 00 01 01 22 40 00 0F A0 21 00 02 02 | Spell Absorb   |  |
| 3005FE90 | 04 00 00 01 01 22 40 00 10 A0 19 00 02 10 | Life Drain     |  |
| 3005FE9E | 04 00 00 00 00 E2 00 00 0A 96 00 31 04 06 | Pray Faith     |  |
| 3005FEAC | 04 00 00 00 00 E2 00 00 0A 96 00 32 04 06 | Doubt Faith    |  |
| 3005FEBA | 04 00 00 00 00 E2 42 00 0A 64 00 33 05 14 | Zombie         |  |
| 3005FEC8 | 04 01 01 00 00 E2 42 00 0A B4 00 34 03 10 | Silence Song   |  |
| 3005FED6 | 04 00 00 00 00 E2 42 00 0A 78 00 35 05 10 | Blind Rage     |  |
| 3005FEE4 | 04 00 00 00 00 E2 42 00 61 8C 1E 00 04 14 | Foxbird        |  |
| 3005FEF2 | 04 00 00 00 00 E2 42 00 0A 82 00 36 05 14 | Confusion Song |  |
| 3005FF00 | 04 00 00 00 00 62 40 00 0A C8 00 37 03 22 | Dispel Magic   |  |
| 3005FF0E | 04 01 00 00 00 E2 42 00 0A B9 00 38 05 0A | Paralyze       |  |
| 3005FF1C | 04 01 01 00 00 E2 42 00 0A AA 00 39 06 18 | Sleep          |  |
| 3005FF2A | 04 00 00 00 00 E2 42 00 0A 78 00 3A 09 10 | Petrify        |  |
| +-----+  |                                           |                |  |
| 3005FF38 | 04 02 02 00 80 22 00 00 0C 00 0C 00 02 08 | Moogle         |  |
| 3005FF46 | 04 02 02 00 40 22 00 20 08 00 18 00 04 18 | Shiva          |  |
| 3005FF54 | 04 02 02 00 40 22 00 40 08 00 18 00 04 18 | Ramuh          |  |
| 3005FF62 | 04 02 02 00 40 22 00 80 08 00 18 00 04 18 | Ifrit          |  |
| 3005FF70 | 04 02 02 00 40 22 00 08 08 00 1C 00 05 1E | Titan          |  |
| 3005FF7E | 00 00 00 02 10 22 01 00 14 C8 00 00 03 28 | Golem          |  |
| 3005FF8C | 04 02 02 00 80 22 00 00 0B 96 00 2F 04 1E | Carbunkle      |  |
| 3005FF9A | 04 03 03 00 40 22 00 00 08 00 2E 00 0A 3C | Bahamut        |  |
| 3005FFA8 | 04 03 03 00 40 22 00 00 08 00 28 00 09 32 | Odin           |  |
| 3005FFB6 | 04 03 03 00 40 22 00 04 08 00 26 00 09 30 | Leviathan      |  |
| 3005FFC4 | 04 02 02 00 40 22 00 80 08 00 26 00 09 30 | Salamander     |  |
| 3005FFD2 | 04 02 02 00 40 22 00 00 0A 96 00 34 05 1A | Silf           |  |
| 3005FFE0 | 04 02 02 00 80 22 00 00 0C 00 18 00 04 1C | Fairy          |  |
| 3005FFEE | 04 02 02 00 40 22 00 01 09 A0 32 00 09 28 | Lich           |  |
| 3005FFFC | 04 02 02 00 40 22 00 00 08 00 32 00 09 3E | Cyclops        |  |
| 3006000A | 04 03 03 00 40 22 00 00 08 00 60 00 0A 63 | Zodiac         |  |
| +-----+  |                                           |                |  |
| 30060018 | 00 02 03 02 40 02 01 00 20 00 08 00 00 00 | Asura          |  |
| 30060026 | 00 02 03 02 40 02 01 00 20 00 0C 00 00 00 | Koutetsu       |  |
| 30060034 | 00 02 03 02 40 02 01 00 21 00 04 00 00 00 | Bizen Boat     |  |
| 30060042 | 00 02 03 02 80 02 01 00 23 00 0C 00 00 00 | Murasame       |  |
| 30060050 | 00 02 03 02 40 02 01 00 20 00 0E 2B 00 00 | Heaven's Cloud |  |
| 3006005E | 00 02 03 02 80 02 01 00 22 00 00 25 00 00 | Kiyomori       |  |
| 3006006C | 00 02 03 02 40 02 01 00 20 00 12 4D 00 00 | Muramasa       |  |
| 3006007A | 08 08 03 11 55 02 00 00 20 00 10 00 00 00 | Kikuichimoji   |  |
| 30060088 | 00 02 03 02 80 02 01 00 22 00 00 4E 00 00 | Masamune       |  |
| 30060096 | 00 02 03 02 40 02 01 00 20 00 1E 00 00 00 | Chirijiraden   |  |
| +-----+  |                                           |                |  |
| 300600A4 | 00 FF FF 02 80 04 01 00 1C 64 14 00 06 00 | Angel Song     |  |
| 300600B2 | 00 FF FF 02 80 04 01 00 1C 64 0A 00 06 00 | Life Song      |  |
| 300600C0 | 00 FF FF 02 80 04 01 00 1C 32 00 00 08 00 | Cheer Song     |  |

|          |                                           |                |
|----------|-------------------------------------------|----------------|
| 300600CE | 00 FF FF 02 80 04 01 00 1C 32 00 00 08 00 | Battle Song    |
| 300600DC | 00 FF FF 02 80 04 01 00 1C 32 00 00 0A 00 | Magic Song     |
| 300600EA | 00 FF FF 02 80 04 01 00 1C 32 00 3B 0A 00 | Nameless Song  |
| 300600F8 | 00 FF FF 02 80 04 01 00 1C 32 00 00 14 00 | Last Song      |
| +-----+  |                                           |                |
| 30060106 | 00 FF FF 02 40 04 01 00 1D 64 14 00 06 00 | Witch Hunt     |
| 30060114 | 00 FF FF 02 40 04 01 00 1D 64 0A 00 06 00 | Wiznaibus      |
| 30060122 | 00 FF FF 02 40 04 01 00 1D 32 00 00 08 00 | Slow Dance     |
| 30060130 | 00 FF FF 02 40 04 01 00 1D 32 00 00 08 00 | Polka Polka    |
| 3006013E | 00 FF FF 02 40 04 01 00 1D 32 00 00 0A 00 | Disillusion    |
| 3006014C | 00 FF FF 02 40 04 01 00 1D 32 00 3C 0A 00 | Nameless Dance |
| 3006015A | 00 FF FF 02 40 04 01 00 1D 22 00 00 14 00 | Last Dance     |
| +-----+  |                                           |                |
| 30060168 | 00 01 00 03 11 00 03 00 31 00 00 00 00 00 | Spin Fist      |
| 30060176 | 01 00 01 09 11 02 02 00 32 09 00 00 00 00 | Repeating Fist |
| 30060184 | 03 00 03 09 11 02 02 00 31 00 02 00 00 00 | Wave Fist      |
| 30060192 | 08 08 02 11 15 02 00 08 31 00 00 00 00 00 | Earth Slash    |
| 300601A0 | 01 00 00 09 11 02 00 00 50 32 00 3D 00 00 | Secret Fist    |
| 300601AE | 00 01 00 02 10 00 01 00 33 78 00 26 00 00 | Stigma Magic   |
| 300601BC | 00 01 00 02 10 00 01 00 34 00 05 00 00 00 | Chakra         |
| 300601CA | 01 00 00 09 10 00 00 00 35 46 14 20 00 00 | Revive         |
| +-----+  |                                           |                |
| 300601D8 | 01 00 01 09 51 00 12 00 27 C8 00 00 00 00 | Gil Taking     |
| 300601E6 | 03 00 00 01 51 00 00 00 29 32 00 3E 00 00 | Steal Heart    |
| 300601F4 | 01 00 01 09 51 00 12 00 26 28 00 00 00 00 | Steal Helmet   |
| 30060202 | 01 00 01 09 51 00 12 00 26 23 00 00 00 00 | Steal Armor    |
| 30060210 | 01 00 01 09 51 00 12 00 26 23 00 00 00 00 | Steal Shield   |
| 3006021E | 01 00 01 09 51 00 12 00 26 1E 00 00 00 00 | Steal Weapon   |
| 3006022C | 01 00 01 09 51 00 12 00 26 28 00 00 00 00 | Steal Accessry |
| 3006023A | 01 00 01 09 11 00 00 00 28 46 05 00 00 00 | Steal Exp      |
| +-----+  |                                           |                |
| 30060248 | 03 00 03 09 50 20 00 00 2A 14 00 3F 00 00 | Invitation     |
| 30060256 | 03 00 03 08 10 20 00 00 2A 1E 00 00 00 00 | Persuade       |
| 30060264 | 03 00 03 08 10 20 00 00 2A 32 04 00 00 00 | Praise         |
| 30060272 | 03 00 03 08 10 20 00 00 2A 5A 14 00 00 00 | Threaten       |
| 30060280 | 03 00 03 08 10 20 00 00 2A 32 04 00 00 00 | Preach         |
| 3006028E | 03 00 03 08 10 20 00 00 2A 5A 14 00 00 00 | Solution       |
| 3006029C | 03 00 03 08 10 20 00 00 2A 1E 00 3D 00 00 | Death Sentence |
| 300602AA | 03 00 03 09 51 20 00 00 2A 5A 00 00 00 00 | Negotiate      |
| 300602B8 | 03 00 03 08 10 20 00 00 2A 28 00 35 00 00 | Insult         |
| 300602C6 | 03 01 03 08 10 20 00 00 2A 28 00 39 00 00 | Mimic Daravon  |
| +-----+  |                                           |                |
| 300602D4 | 05 01 00 00 11 00 80 00 24 00 02 41 00 00 | Pitfall        |
| 300602E2 | 05 01 00 00 11 00 80 04 24 00 02 42 00 00 | Water Ball     |
| 300602F0 | 05 01 00 00 11 00 80 00 24 00 02 43 00 00 | Hell Ivy       |
| 300602FE | 05 01 00 00 11 00 80 00 24 00 02 44 00 00 | Carve Model    |
| 3006030C | 05 01 00 00 11 00 80 08 24 00 02 45 00 00 | Local Quake    |
| 3006031A | 05 01 00 00 11 00 80 10 24 00 02 46 00 00 | Kamaitachi     |
| 30060328 | 05 01 00 00 11 00 80 80 24 00 02 47 00 00 | Demon Fire     |
| 30060336 | 05 01 00 00 11 00 80 04 24 00 02 48 00 00 | Quicksand      |
| 30060344 | 05 01 00 00 11 00 80 10 24 00 02 49 00 00 | Sand Storm     |
| 30060352 | 05 01 00 00 11 00 80 20 24 00 02 4A 00 00 | Blizzard       |
| 30060360 | 05 01 00 00 11 00 80 10 24 00 02 4B 00 00 | Gusty Wind     |
| 3006036E | 05 01 00 00 11 00 80 80 24 00 02 4C 00 00 | Lava Ball      |
| +-----+  |                                           |                |
| 3006037C | 00 00 00 20 10 00 12 00 25 00 2D 00 00 00 | Head Break     |
| 3006038A | 00 00 00 20 10 00 12 00 25 00 28 00 00 00 | Armor Break    |
| 30060398 | 00 00 00 20 10 00 12 00 25 00 37 00 00 00 | Shield Break   |
| 300603A6 | 00 00 00 20 10 00 12 00 25 00 1E 00 00 00 | Weapon Break   |
| 300603B4 | 00 00 00 20 10 00 12 00 2C 32 32 00 00 00 | Magic Break    |

|          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
|----------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----------------|--|
| 300603C2 | 00 | 00 | 00 | 20 | 10 | 00 | 12 | 00 | 2B | 02 | 32 | 00 | 00 | 00 | Speed Break    |  |
| 300603D0 | 00 | 00 | 00 | 20 | 10 | 00 | 12 | 00 | 2B | 03 | 32 | 00 | 00 | 00 | Power Break    |  |
| 300603DE | 00 | 00 | 00 | 20 | 10 | 00 | 12 | 00 | 2B | 03 | 32 | 00 | 00 | 00 | Mind Break     |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 300603EC | 00 | 00 | 00 | 02 | 10 | 00 | 00 | 00 | 36 | 00 | 01 | 00 | 00 | 00 | Accumulate     |  |
| 300603FA | 01 | 00 | 01 | 09 | 11 | 00 | 00 | 00 | 37 | 00 | 04 | 00 | 00 | 00 | Dash           |  |
| 30060408 | 04 | 00 | 00 | 01 | 11 | 00 | 22 | 00 | 37 | 00 | 02 | 00 | 00 | 00 | Throw Stone    |  |
| 30060416 | 01 | 00 | 02 | 08 | 10 | 00 | 00 | 00 | 38 | 00 | 00 | 4F | 00 | 00 | Heal           |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 30060424 | 03 | 00 | 00 | 00 | 10 | 10 | 00 | 00 | 39 | 00 | 01 | 00 | 00 | 00 | Yell           |  |
| 30060432 | 03 | 00 | 00 | 00 | 10 | 10 | 00 | 00 | 3A | 00 | 05 | 00 | 00 | 00 | Cheer Up       |  |
| 30060440 | 01 | 00 | 03 | 09 | 10 | 10 | 00 | 00 | 3C | 00 | 00 | 00 | 00 | 00 | Wish           |  |
| 3006044E | 00 | 00 | 00 | 02 | 10 | 10 | 00 | 00 | 3B | 0A | 01 | 00 | 00 | 00 | Scream         |  |
| 3006045C | 04 | 01 | 01 | 00 | 00 | 32 | 00 | 00 | 08 | 00 | 17 | 00 | 05 | 0A | Ultima         |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 3006046A | 02 | 01 | 00 | 04 | 11 | 12 | 08 | 02 | 2D | 00 | 02 | 75 | 00 | 00 | Stasis Sword   |  |
| 30060478 | 03 | 00 | 02 | 0C | 11 | 12 | 08 | 02 | 2D | 00 | 03 | 76 | 00 | 00 | Split Punch    |  |
| 30060486 | 03 | 00 | 01 | 0C | 11 | 12 | 08 | 02 | 2D | 00 | 02 | 77 | 00 | 00 | Crush Punch    |  |
| 30060494 | 03 | 01 | 01 | 04 | 11 | 12 | 08 | 42 | 2D | 00 | 04 | 78 | 00 | 00 | Lightning Stab |  |
| 300604A2 | 05 | 05 | 02 | 15 | 15 | 12 | 08 | 02 | 2D | 00 | 05 | 79 | 00 | 00 | Holy Explosion |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 300604B0 | 03 | 00 | 00 | 05 | 11 | 12 | 08 | 00 | 2E | 00 | 00 | 00 | 00 | 00 | Shellbust Stab |  |
| 300604BE | 03 | 00 | 00 | 05 | 11 | 12 | 08 | 00 | 2E | 00 | 00 | 00 | 00 | 00 | Blastar Punch  |  |
| 300604CC | 03 | 00 | 00 | 05 | 11 | 12 | 08 | 00 | 2E | 00 | 00 | 00 | 00 | 00 | Hellcry Punch  |  |
| 300604DA | 03 | 00 | 00 | 05 | 11 | 12 | 08 | 00 | 2E | 00 | 00 | 00 | 00 | 00 | Icewolf Bite   |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 300604E8 | 03 | 00 | 00 | 05 | 11 | 12 | 08 | 01 | 2F | 00 | 00 | 00 | 00 | 00 | Dark Sword     |  |
| 300604F6 | 03 | 00 | 00 | 05 | 11 | 12 | 08 | 01 | 30 | 00 | 00 | 00 | 00 | 00 | Night Sword    |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 30060504 | 04 | 00 | 00 | 00 | 00 | 32 | 40 | 01 | 08 | 00 | 25 | 00 | 07 | 28 | Dark Holy      |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 30060512 | 04 | 00 | 00 | 00 | 00 | 30 | 00 | 00 | 0B | C8 | 00 | 50 | 04 | 14 | Deathspell 2   |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 30060520 | 00 | FF | FF | 02 | 50 | 12 | 01 | 00 | 41 | 32 | 00 | 51 | 05 | 00 | Galaxy Stop    |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 3006052E | 04 | 01 | 03 | 00 | 08 | 33 | 01 | 40 | 1E | 06 | 08 | 00 | 03 | 00 | Heaven Thunder |  |
| 3006053C | 04 | 01 | 03 | 00 | 08 | 33 | 01 | 80 | 1E | 06 | 09 | 00 | 04 | 00 | Asura          |  |
| 3006054A | 04 | 01 | 03 | 00 | 08 | 33 | 01 | 10 | 1E | 06 | 0A | 00 | 05 | 00 | Diamond Sword  |  |
| 30060558 | 04 | 01 | 03 | 00 | 08 | 33 | 01 | 04 | 1E | 06 | 0C | 00 | 06 | 00 | Hydragon Pit   |  |
| 30060566 | 04 | 01 | 03 | 00 | 08 | 33 | 01 | 00 | 1E | 06 | 06 | 52 | 05 | 00 | Space Storage  |  |
| 30060574 | 04 | 01 | 03 | 00 | 08 | 33 | 01 | 08 | 1E | 06 | 14 | 00 | 07 | 00 | Sky Demon      |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 30060582 | 04 | 01 | 03 | 00 | 08 | 33 | 01 | 40 | 1F | 06 | 1B | 00 | 03 | 00 | Heaven Bltback |  |
| 30060590 | 04 | 01 | 03 | 00 | 08 | 33 | 01 | 80 | 1F | 06 | 1E | 00 | 04 | 00 | Asura Back     |  |
| 3006059E | 04 | 01 | 03 | 00 | 08 | 33 | 01 | 10 | 1F | 06 | 22 | 00 | 05 | 00 | Dia Swrd Back  |  |
| 300605AC | 04 | 01 | 03 | 00 | 08 | 33 | 01 | 04 | 1F | 06 | 28 | 00 | 06 | 00 | Dragn Pit Back |  |
| 300605BA | 04 | 01 | 03 | 00 | 08 | 33 | 01 | 00 | 1F | 06 | 14 | 52 | 05 | 00 | Space Str Back |  |
| 300605C8 | 04 | 01 | 03 | 00 | 08 | 33 | 01 | 08 | 1F | 06 | 3C | 00 | 07 | 00 | Sky Demon Back |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 300605D6 | 06 | 00 | 00 | 00 | 10 | 10 | 00 | 00 | 38 | 00 | 00 | 53 | 00 | 00 | Seal           |  |
| 300605E4 | 04 | 00 | 00 | 01 | 11 | 10 | 00 | 00 | 38 | 00 | 00 | 2C | 00 | 00 | Shadow Stitch  |  |
| 300605F2 | 01 | 00 | 00 | 09 | 11 | 10 | 00 | 00 | 38 | 00 | 00 | 29 | 00 | 00 | Stop Bracelet  |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 30060600 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | <BLANK>        |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 3006060E | 05 | 00 | 03 | 09 | 11 | 10 | 00 | 00 | 43 | 00 | 00 | 00 | 00 | 00 | Shock          |  |
| 3006061C | 05 | 00 | 03 | 09 | 11 | 10 | 00 | 00 | 44 | 00 | 00 | 00 | 00 | 00 | Difference     |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 3006062A | 05 | 00 | 00 | 01 | 11 | 12 | 00 | 00 | 38 | 00 | 00 | 72 | 00 | 00 | Seal           |  |
| 30060638 | 05 | 00 | 00 | 01 | 11 | 12 | 00 | 00 | 38 | 00 | 00 | 38 | 00 | 00 | Chicken Race   |  |

|          |                                           |            |
|----------|-------------------------------------------|------------|
| 30060646 | 05 00 00 01 11 12 00 00 38 00 00 2D 00 00 | Hold Tight |
| 30060654 | 05 00 00 01 11 12 00 00 38 00 00 30 00 00 | Darkness   |
| 30060662 | 05 01 00 01 01 12 00 00 38 00 00 34 00 00 | Lose Voice |
| 30060670 | 05 01 00 01 01 12 00 00 38 00 00 36 00 00 | Loss       |
| 3006067E | 05 01 00 01 01 12 00 00 38 00 00 2C 00 00 | Spell      |
| 3006068C | 05 01 00 01 01 12 00 00 38 00 00 54 00 00 | Nightmare  |
| 3006069A | 05 01 00 01 01 12 00 00 38 00 00 62 00 00 | Death Cold |
| +-----+  |                                           |            |
| 300606A8 | 04 01 00 05 01 12 08 00 1B FA 32 00 03 14 | Magic Ruin |
| 300606B6 | 04 01 00 05 01 12 08 00 1A 03 FA 00 03 14 | Speed Ruin |
| 300606C4 | 04 01 00 05 01 12 08 00 1A 05 FA 00 03 14 | Power Ruin |
| 300606D2 | 04 01 00 05 01 12 08 00 1A 05 FA 00 03 14 | Mind Ruin  |
| +-----+  |                                           |            |
| 300606E0 | 01 00 00 09 10 10 00 00 47 00 19 55 00 00 | Blood Suck |
| +-----+  |                                           |            |
| 300606EE | 03 00 00 01 51 10 00 00 29 46 00 3E 00 00 | Allure     |
| +-----+  |                                           |            |
| 300606FC | 04 01 02 00 01 B2 42 00 08 00 0C 56 03 08 | Bio        |
| 3006070A | 04 01 02 00 01 B2 42 00 08 00 0C 57 03 08 | Bio        |
| 30060718 | 04 01 02 00 01 B2 42 00 08 00 0C 58 03 08 | Bio        |
| 30060726 | 04 01 03 00 01 B2 42 00 0A 6E 00 61 05 10 | Bio 2      |
| 30060734 | 04 01 03 00 01 B2 42 00 0A 6E 00 62 05 10 | Bio 2      |
| 30060742 | 04 01 03 00 01 B2 42 00 0A 78 00 63 05 10 | Bio 2      |
| 30060750 | 04 01 03 00 01 B2 42 00 0A 6E 00 72 05 10 | Bio 2      |
| 3006075E | 04 02 03 00 01 B2 42 00 08 00 18 59 06 18 | Bio 3      |
| 3006076C | 04 02 03 00 01 B2 42 00 08 00 18 5A 06 18 | Bio 3      |
| 3006077A | 04 02 03 00 01 B2 42 00 08 00 18 5B 06 18 | Bio 3      |
| +-----+  |                                           |            |
| 30060788 | 05 00 00 00 00 30 00 00 0B C8 00 5C 04 1E | Mbarrier   |
| +-----+  |                                           |            |
| 30060796 | 00 00 00 20 10 10 00 00 3F 32 00 2D 00 00 | Leg Aim    |
| 300607A4 | 00 00 00 20 10 10 00 00 3F 32 00 38 00 00 | Arm Aim    |
| 300607B2 | 00 00 00 20 10 10 00 00 40 46 00 5D 00 00 | Seal Evil  |
| +-----+  |                                           |            |
| 300607C0 | 04 03 03 00 00 32 40 80 08 00 26 00 07 46 | Melt       |
| 300607CE | 04 03 03 00 00 32 40 10 08 00 25 00 07 46 | Tornado    |
| 300607DC | 04 03 03 00 00 32 40 08 08 00 27 00 07 46 | Quake      |
| +-----+  |                                           |            |
| 300607EA | 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | <BLANK>    |
| 300607F8 | 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | <BLANK>    |
| +-----+  |                                           |            |
| 30060806 | 04 01 03 00 40 32 00 00 0A A0 00 28 04 23 | Toad 2     |
| 30060814 | 04 01 03 00 40 32 00 00 17 A0 00 00 04 23 | Gravi 2    |
| 30060822 | 04 01 03 00 40 32 00 00 08 00 26 00 04 23 | Flare 2    |
| 30060830 | 04 01 03 00 40 32 00 00 0A C8 00 30 04 23 | Blind 2    |
| +-----+  |                                           |            |
| 3006083E | 01 00 00 09 11 10 02 00 31 00 00 00 00 00 | Small Bomb |
| 3006084C | 01 00 00 09 11 10 02 00 31 00 00 00 00 00 | Small Bomb |
| +-----+  |                                           |            |
| 3006085A | 04 01 03 00 40 32 00 00 0A A0 00 36 04 23 | Confuse 2  |
| 30060868 | 04 01 03 00 40 32 00 00 0A 96 00 39 04 23 | Sleep 2    |
| +-----+  |                                           |            |
| 30060876 | 04 02 03 00 00 32 00 00 08 00 1E 00 0A 28 | Ultima     |
| +-----+  |                                           |            |
| 30060884 | 05 03 03 00 00 32 00 00 08 00 37 00 0F 32 | All-ultima |
| +-----+  |                                           |            |
| 30060892 | 04 02 03 00 00 32 00 00 16 C8 00 00 07 00 | Mute       |
| 300608A0 | 04 02 03 00 40 32 00 00 0A C8 00 37 07 00 | Despair 2  |
| 300608AE | 04 02 03 00 40 32 00 00 15 C8 00 00 07 00 | Return 2   |
| +-----+  |                                           |            |



|          |                                           |                 |  |
|----------|-------------------------------------------|-----------------|--|
| 300608BC | 04 00 00 05 11 10 0A 00 0A DC 00 30 00 06 | Blind           |  |
| 300608CA | 04 00 00 05 11 10 0A 00 0F C8 19 00 00 02 | Aspel           |  |
| 300608D8 | 04 00 00 05 11 10 0A 00 10 C8 19 00 00 0C | Drain           |  |
| 300608E6 | 04 00 00 05 11 10 0A 00 0A C8 00 31 00 0A | Faith           |  |
| 300608F4 | 04 00 00 05 11 10 0A 00 0A C8 00 32 00 0A | Innocent        |  |
| 30060902 | 04 00 00 05 11 10 0A 00 0A BE 00 33 00 0E | Zombie          |  |
| 30060910 | 04 00 00 05 11 10 0A 00 0A C8 00 34 00 10 | Silence         |  |
| 3006091E | 04 00 00 05 11 10 0A 00 0A B4 00 35 00 10 | Berserk         |  |
| 3006092C | 04 00 00 05 11 10 0A 00 61 C8 32 00 00 0C | Chicken         |  |
| 3006093A | 04 00 00 05 11 10 0A 00 0A BE 00 36 00 0E | Confuse         |  |
| 30060948 | 04 00 00 05 11 10 0A 00 0A C8 00 37 00 14 | Despair         |  |
| 30060956 | 04 00 00 05 11 10 0A 00 0A C8 00 38 00 0E | Don't Act       |  |
| 30060964 | 04 00 00 05 11 10 0A 00 0A BE 00 39 00 14 | Sleep           |  |
| 30060972 | 04 00 00 05 11 10 0A 00 0A B4 00 3A 00 18 | Break           |  |
| +-----+  |                                           |                 |  |
| 30060980 | 02 02 02 19 15 11 22 20 4E 00 0C 00 00 00 | Ice Bracelet    |  |
| 3006098E | 02 02 02 19 15 11 22 80 4E 00 0C 00 00 00 | Fire Bracelet   |  |
| 3006099C | 02 02 02 19 15 11 22 40 4E 00 0C 00 00 00 | Thnuder Brcelet |  |
| 300609AA | 02 00 02 09 51 10 00 00 5A 00 00 3F 00 00 | Dragon Tame     |  |
| 300609B8 | 02 00 02 09 11 10 00 00 5B 00 00 5E 00 00 | Dragon Care     |  |
| 300609C6 | 02 00 02 09 11 10 00 00 5C 05 02 00 00 00 | Dragon PowerUp  |  |
| 300609D4 | 02 00 02 09 11 10 00 00 5D 00 00 00 00 00 | Dragon LevelUp  |  |
| 300609E2 | 04 02 03 00 19 11 00 02 1E 04 14 00 00 00 | Holy Bracelet   |  |
| +-----+  |                                           |                 |  |
| 300609F0 | 08 00 00 05 11 10 08 00 43 00 00 00 00 14 | Shock!          |  |
| +-----+  |                                           |                 |  |
| 300609FE | 02 00 00 05 11 10 04 00 4E 00 0C 00 03 00 | Braver          |  |
| 30060A0C | 02 01 00 05 11 10 04 00 4E 00 16 00 04 00 | Cross-slash     |  |
| 30060A1A | 02 00 00 05 11 10 04 00 43 00 00 00 05 00 | Blade Beam      |  |
| 30060A28 | 02 00 00 05 11 10 04 00 45 00 00 00 07 00 | Climhazard      |  |
| 30060A36 | 03 02 00 05 11 10 04 00 4E 00 1A 00 0A 00 | Meteorain       |  |
| 30060A44 | 03 01 00 05 11 10 04 00 38 00 00 5F 05 00 | Finish Touch    |  |
| 30060A52 | 03 02 00 05 11 10 04 00 4E 00 28 00 0F 00 | Omnislash       |  |
| 30060A60 | 03 02 00 05 11 10 04 00 4E 00 3C 00 14 00 | Cherry Blossom  |  |
| +-----+  |                                           |                 |  |
| 30060A6E | 01 00 02 09 11 10 92 00 01 00 00 00 00 00 | Choco Attack    |  |
| 30060A7C | 04 00 00 01 11 10 02 00 31 00 00 00 00 00 | Choco Ball      |  |
| 30060A8A | 05 00 00 00 10 10 00 00 4E 00 04 00 00 00 | Choco Meteor    |  |
| 30060A98 | 00 01 02 02 10 10 00 00 51 41 00 64 00 00 | Choco Esuna     |  |
| 30060AA6 | 00 01 02 02 10 10 00 00 4C 00 03 00 00 00 | Choco Cure      |  |
| +-----+  |                                           |                 |  |
| 30060AB4 | 01 00 02 09 11 10 92 00 01 00 00 00 00 00 | Tackle          |  |
| 30060AC2 | 01 00 01 09 11 10 12 00 4F 23 00 00 00 00 | Goblin Punch    |  |
| 30060AD0 | 00 01 01 03 11 10 01 00 31 00 00 00 00 00 | Turn Punch      |  |
| 30060ADE | 01 00 02 09 11 10 12 00 50 2D 00 30 00 00 | Eye Gouge       |  |
| 30060AEC | 01 00 00 09 11 10 02 00 4D 1E 4B 00 00 00 | Mutilate        |  |
| +-----+  |                                           |                 |  |
| 30060AFA | 01 00 02 09 11 10 92 00 01 00 00 00 00 00 | Bite            |  |
| 30060B08 | 01 00 00 09 11 10 02 00 4E 00 04 00 00 00 | Small Bomb      |  |
| 30060B16 | 00 02 03 02 10 10 01 00 52 00 00 65 00 00 | Self Destruct   |  |
| 30060B24 | 03 00 00 01 11 10 02 80 4E 00 03 00 00 00 | Flame Attack    |  |
| 30060B32 | 00 02 01 02 10 10 01 80 4E 00 02 00 00 00 | Spark           |  |
| +-----+  |                                           |                 |  |
| 30060B40 | 01 00 03 09 11 10 92 00 01 00 00 00 00 00 | Scratch         |  |
| 30060B4E | 01 00 02 09 11 10 02 00 37 00 08 00 00 00 | Cat Kick        |  |
| 30060B5C | 03 00 00 01 11 10 22 00 3D 1E 00 66 00 00 | Blaster         |  |
| 30060B6A | 01 00 02 09 11 10 12 00 50 28 00 27 00 00 | Poison Nail     |  |
| 30060B78 | 01 00 00 09 11 10 12 00 47 00 19 6B 00 00 | Blood Suck      |  |
| +-----+  |                                           |                 |  |
| 30060B86 | 01 00 02 09 11 10 92 00 01 00 00 00 00 00 | Tentacle        |  |

|          |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |
|----------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----------------|
| 30060B94 | 02 | 02 | 02 | 19 | 15 | 11 | 22 | 00 | 50 | 32 | 00 | 30 | 00 | 00 | Black Ink      |
| 30060BA2 | 00 | 02 | 01 | 02 | 10 | 10 | 01 | 00 | 38 | 00 | 00 | 37 | 00 | 00 | Odd Soundwave  |
| 30060BB0 | 03 | 01 | 01 | 00 | 11 | 10 | 00 | 00 | 3D | 23 | 00 | 67 | 00 | 00 | Mind Blast     |
| 30060BBE | 04 | 00 | 00 | 00 | 11 | 10 | 00 | 00 | 59 | 3C | 00 | 00 | 00 | 00 | Level Blast    |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |
| 30060BCC | 01 | 00 | 02 | 09 | 11 | 10 | 92 | 00 | 01 | 00 | 00 | 00 | 00 | 00 | Knife Hand     |
| 30060BDA | 03 | 00 | 00 | 01 | 11 | 10 | 22 | 40 | 4E | 00 | 02 | 00 | 00 | 00 | Thunder Soul   |
| 30060BE8 | 03 | 00 | 00 | 01 | 11 | 10 | 22 | 04 | 4E | 00 | 02 | 00 | 00 | 00 | Aqua Soul      |
| 30060BF6 | 03 | 00 | 00 | 01 | 11 | 10 | 22 | 20 | 4E | 00 | 02 | 00 | 00 | 00 | Ice Soul       |
| 30060C04 | 03 | 00 | 00 | 01 | 11 | 10 | 22 | 10 | 4E | 00 | 03 | 00 | 00 | 00 | Wind Soul      |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |
| 30060C12 | 03 | 00 | 00 | 01 | 11 | 10 | A2 | 00 | 01 | 00 | 00 | 00 | 00 | 00 | Throw Spirit   |
| 30060C20 | 01 | 00 | 02 | 09 | 11 | 10 | 12 | 00 | 50 | 2D | 00 | 6C | 00 | 00 | Zombie Touch   |
| 30060C2E | 01 | 00 | 02 | 09 | 11 | 10 | 12 | 00 | 50 | 28 | 00 | 6D | 00 | 00 | Sleep Touch    |
| 30060C3C | 01 | 00 | 02 | 09 | 11 | 10 | 12 | 00 | 4D | 3C | 22 | 00 | 00 | 00 | Drain Touch    |
| 30060C4A | 01 | 00 | 02 | 09 | 11 | 10 | 12 | 00 | 50 | 32 | 00 | 6E | 00 | 00 | Grease Touch   |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |
| 30060C58 | 01 | 00 | 02 | 09 | 11 | 10 | 92 | 00 | 01 | 00 | 00 | 00 | 00 | 00 | Wing Attack    |
| 30060C66 | 03 | 00 | 00 | 01 | 11 | 10 | 22 | 00 | 50 | 23 | 00 | 6F | 00 | 00 | Look of Devil  |
| 30060C74 | 03 | 00 | 00 | 01 | 11 | 10 | 22 | 00 | 62 | 28 | 0A | 00 | 00 | 00 | Look of Fright |
| 30060C82 | 04 | 00 | 00 | 01 | 11 | 10 | 00 | 00 | 56 | 37 | 02 | 00 | 00 | 00 | Circle         |
| 30060C90 | 03 | 00 | 00 | 01 | 11 | 30 | 00 | 00 | 3D | 28 | 00 | 3D | 00 | 00 | Death Sentence |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |
| 30060C9E | 01 | 00 | 02 | 09 | 11 | 10 | 92 | 00 | 01 | 00 | 00 | 00 | 00 | 00 | Scratch Up     |
| 30060CAC | 01 | 00 | 00 | 09 | 11 | 10 | 12 | 00 | 50 | 25 | 00 | 70 | 00 | 00 | Beak           |
| 30060CBA | 01 | 00 | 01 | 09 | 51 | 10 | 12 | 00 | 27 | C8 | 00 | 00 | 00 | 00 | Shine Lover    |
| 30060CC8 | 03 | 00 | 00 | 01 | 11 | 10 | 00 | 00 | 4E | 00 | 02 | 00 | 00 | 00 | Feather Bomb   |
| 30060CD6 | 01 | 00 | 01 | 09 | 11 | 10 | 12 | 00 | 55 | 2D | 02 | 00 | 00 | 00 | Beaking        |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |
| 30060CE4 | 01 | 00 | 00 | 09 | 11 | 10 | 92 | 00 | 01 | 00 | 00 | 00 | 00 | 00 | Straight Dash  |
| 30060CF2 | 01 | 00 | 01 | 09 | 51 | 11 | 00 | 00 | 29 | 28 | 00 | 3E | 00 | 00 | Nose Bracelet  |
| 30060D00 | 01 | 00 | 01 | 09 | 11 | 11 | 00 | 00 | 35 | 46 | 64 | 20 | 00 | 00 | Oink           |
| 30060D0E | 01 | 00 | 01 | 09 | 11 | 11 | 00 | 00 | 38 | 00 | 00 | 68 | 00 | 00 | Pooh-          |
| 30060D1C | 01 | 00 | 01 | 09 | 11 | 10 | 00 | 00 | 57 | 00 | 00 | 60 | 00 | 00 | Please Eat     |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |
| 30060D2A | 00 | 01 | 00 | 03 | 11 | 10 | 81 | 00 | 4E | 00 | 03 | 00 | 00 | 00 | Leaf Dance     |
| 30060D38 | 00 | 01 | 00 | 03 | 11 | 10 | 01 | 00 | 51 | 2D | 00 | 23 | 00 | 00 | Protect Spirit |
| 30060D46 | 00 | 01 | 00 | 03 | 11 | 10 | 01 | 00 | 51 | 2D | 00 | 24 | 00 | 00 | Clam Spirit    |
| 30060D54 | 00 | 01 | 00 | 03 | 11 | 10 | 01 | 00 | 4C | 00 | 02 | 00 | 00 | 00 | Spirit of Life |
| 30060D62 | 00 | 01 | 00 | 03 | 11 | 10 | 01 | 00 | 54 | 00 | 01 | 00 | 00 | 00 | Magic Spirit   |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |
| 30060D70 | 01 | 00 | 02 | 09 | 11 | 10 | 92 | 00 | 01 | 00 | 00 | 00 | 00 | 00 | Shake Off      |
| 30060D7E | 00 | 01 | 01 | 03 | 11 | 10 | 11 | 00 | 31 | 00 | 01 | 00 | 00 | 00 | Wave Around    |
| 30060D8C | 00 | 02 | 01 | 03 | 11 | 10 | 01 | 08 | 4E | 00 | 03 | 00 | 00 | 00 | Mimic Titan    |
| 30060D9A | 00 | 00 | 00 | 02 | 10 | 10 | 00 | 00 | 36 | 00 | 02 | 00 | 00 | 00 | Gather Power   |
| 30060DA8 | 02 | 02 | 02 | 19 | 15 | 11 | 22 | 80 | 4E | 00 | 04 | 00 | 00 | 00 | Blow Fire      |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |
| 30060DB6 | 01 | 00 | 01 | 09 | 11 | 10 | 92 | 00 | 01 | 00 | 00 | 00 | 00 | 00 | Tentacle       |
| 30060DC4 | 01 | 00 | 00 | 09 | 11 | 10 | 00 | 00 | 38 | 00 | 00 | 2F | 00 | 00 | Lick           |
| 30060DD2 | 01 | 00 | 01 | 09 | 11 | 10 | 12 | 00 | 38 | 00 | 00 | 2D | 00 | 00 | Goo            |
| 30060DE0 | 00 | 02 | 00 | 03 | 11 | 10 | 01 | 00 | 38 | 00 | 00 | 69 | 00 | 00 | Bad Bracelet   |
| 30060DEE | 01 | 00 | 00 | 09 | 11 | 10 | 02 | 00 | 58 | 05 | 00 | 00 | 00 | 00 | Moldball Virus |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |
| 30060DFC | 01 | 00 | 02 | 09 | 11 | 10 | 92 | 00 | 01 | 00 | 00 | 00 | 00 | 00 | Stab Up        |
| 30060EOA | 01 | 00 | 00 | 09 | 11 | 10 | 12 | 00 | 31 | 00 | 02 | 29 | 00 | 00 | Sudden Cry     |
| 30060E18 | 04 | 02 | 02 | 00 | 10 | 10 | 00 | 10 | 53 | 32 | 22 | 00 | 00 | 00 | Hurricane      |
| 30060E26 | 04 | 02 | 01 | 00 | 10 | 10 | 00 | 00 | 43 | 00 | 00 | 00 | 00 | 00 | Ulmaguest      |
| 30060E34 | 04 | 02 | 00 | 00 | 10 | 10 | 00 | 00 | 4E | 00 | 07 | 00 | 00 | 00 | Giga Flare     |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |    |    |                |
| 30060E42 | 01 | 00 | 02 | 09 | 11 | 10 | 92 | 00 | 01 | 00 | 00 | 00 | 00 | 00 | Dash           |

```

| 30060E50 | 01 00 02 09 11 10 12 00 37 00 0F 00 00 00 | Tail Swing |
| 30060E5E | 02 02 02 19 15 11 22 20 4E 00 05 00 00 00 | Ice Bracelet |
| 30060E6C | 02 02 02 19 15 11 22 80 4E 00 05 00 00 00 | Fire Bracelet |
| 30060E7A | 02 02 02 19 15 11 22 40 4E 00 05 00 00 00 | Thnder Brcelet |
+-----+
| 30060E88 | 01 01 01 11 13 10 92 00 01 00 00 00 00 00 | Triple Attack |
| 30060E96 | 02 02 02 19 13 11 02 00 53 78 32 00 00 00 | Triple Brcelet |
| 30060EA4 | 04 01 00 01 19 11 00 40 5E 02 0C 00 00 00 | Triple Thunder |
| 30060EB2 | 04 01 00 01 19 11 00 80 5E 02 18 00 00 00 | Triple Flame |
| 30060EC0 | 04 01 00 01 19 11 00 01 5E 05 01 71 00 00 | Dark Whisper |
+-----+
| 30060ECE | 01 00 02 09 11 10 13 00 31 00 05 00 00 00 | Snake Carrier |
| 30060EDC | 04 02 01 00 11 12 01 00 38 00 00 74 00 00 | Poison Frog |
| 30060EEA | 04 02 02 00 00 32 01 00 4E 00 18 00 0A 00 | Midgar Swarm |
+-----+
| 30060EF8 | 04 00 00 00 00 12 01 00 43 00 00 00 02 00 | Lifebreak |
+-----+
| 30060F06 | 04 02 01 00 00 12 01 00 5F 00 05 00 05 00 | Nanoflare |
+-----+
| 30060F14 | 04 02 02 00 41 12 01 00 38 00 00 6A 05 00 | Grand Cross |
+-----+
| 30060F22 | 01 00 02 09 11 10 80 00 42 08 0A 00 00 00 | Destroy |
| 30060F30 | 01 00 02 09 11 10 00 00 42 06 0C 29 00 00 | Compress |
| 30060F3E | 08 00 00 01 11 10 00 00 42 04 0A 00 00 00 | Dispose |
| 30060F4C | 01 00 00 09 11 10 00 00 42 04 10 00 00 00 | Crush |
+-----+
| 30060F5A | 04 00 00 01 11 10 00 00 3C 00 00 00 00 00 | Energy |
| 30060F68 | 04 00 00 01 11 10 00 00 38 00 00 69 00 00 | Parasite |
+-----+
| 30060F76 | 0F 0F 03 00 00 00 00 00 08 00 06 00 00 00 | <BLANK> |
| 30060F84 | 0F 0F 03 00 00 00 00 00 08 00 06 00 00 00 | <BLANK> |
| 30060F92 | 04 00 00 00 00 00 00 00 0E C8 64 29 00 00 | <BLANK> |
| 30060FA0 | 0F 0F 03 00 00 00 00 00 0B 32 00 23 00 00 | <BLANK> |
| 30060FAE | 0F 0F 03 00 00 00 00 00 0B 00 00 24 00 00 | <BLANK> |
| 30060FBC | 0F 0F 03 00 00 00 00 00 0B 06 00 24 00 00 | <BLANK> |
| 30060FCA | 0F 0F 03 00 00 00 00 00 0B 10 00 24 00 00 | <BLANK> |
| 30060FD8 | 0F 0F 03 00 00 00 00 00 0B 2E 00 24 00 00 | <BLANK> |
| 30060FE6 | 0F 0F 03 00 00 00 00 00 0B 25 00 24 00 00 | <BLANK> |
| 30060FF4 | 0F 0F 03 00 00 00 00 00 0B 87 00 24 00 00 | <BLANK> |
+-----+

```

```

=====
EQUIPMENT BYTES I
=====

```

Thanks to NeoKamek for figuring a lot of these out, especially the graphics!

```

BASEADDR +0 : palette \ Best to just look these up in the table to
BASEADDR +1 : graphic / get the custom palette and graphic you want.

```

```

BASEADDR +2 : weapon power / predicted evade%
              again, each weapon has its own entry so you can just
              look in the table to mimic any weapon you want.

```

```

BASEADDR +3 : equipment type graphic:
              01 = Dagger           12 = Cloth
              02 = Ninja Sword      13 = Shield
              03 = Sword             14 = Helmet

```

|                   |                   |
|-------------------|-------------------|
| 04 = Knight Sword | 15 = Hat          |
| 05 = Katana       | 16 = Ribbon       |
| 06 = Axe          | 17 = Armor        |
| 07 = Rod          | 18 = Clothes      |
| 08 = Staff        | 19 = Robe         |
| 09 = Flail        | 1A = Shoes        |
| 0A = Gun          | 1B = Gauntlet     |
| 0B = Crossbow     | 1C = Ring         |
| 0C = Bow          | 1D = Armband      |
| 0D = Harp         | 1E = Mantle       |
| 0E = Dictionary   | 1F = Perfume      |
| 0F = Spear        | 20 = Shuriken     |
| 10 = Stick        | 21 = Ball         |
| 11 = Bag          | 22 = Chemist item |

BASEADDR +4 : identification number

BASEADDR +5 : type of equipment (same digits as BASEADDR +3)

BASEADDR +6 : always 0

BASEADDR +7 : extra effects (again, just look in the table at the item whose effect you want to mimic)

Some new ones discovered by NeoKamek:

73 = Move +1, Jump +2  
84 = Move +2, Jump +9, PA +92  
85 = Move +2, Jump +3  
89 = Move +6, Jump +7, PA +92  
8F = Move +0  
91 = Move +8

BASEADDR +8 : price, low byte

BASEADDR +9 : price, high byte

BASEADDR +A : when enemies start to carry the item

01 - 0E = at progressive points through the game

14 = never

BASEADDR +B : always 0

(weapons I)

| BASEADDR | +0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 | +A | +B |                 |
|----------|----|----|----|----|----|----|----|----|----|----|----|----|-----------------|
| 30062EB8 | 00 | 00 | 00 | 80 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | 00 | <BLANK>         |
| 30062EC4 | 00 | 01 | 01 | 80 | 01 | 01 | 00 | 00 | 64 | 00 | 01 | 00 | Dagger          |
| 30062ED0 | 00 | 02 | 03 | 80 | 02 | 01 | 00 | 00 | F4 | 01 | 02 | 00 | Mythril Knife   |
| 30062EDC | 00 | 04 | 07 | 80 | 03 | 01 | 00 | 00 | 20 | 03 | 03 | 00 | Blind Knife     |
| 30062EE8 | 02 | 06 | 0B | 80 | 04 | 01 | 00 | 00 | DC | 05 | 04 | 00 | Mage Masher     |
| 30062EF4 | 04 | 01 | 0E | 80 | 05 | 01 | 00 | 00 | 08 | 07 | 06 | 00 | Platina Dagger  |
| 30062F00 | 00 | 03 | 15 | 80 | 06 | 01 | 00 | 00 | B8 | 0B | 0A | 00 | Main Gauche     |
| 30062F0C | 04 | 05 | 19 | 80 | 07 | 01 | 00 | 00 | A0 | 0F | 0B | 00 | Orichalcum      |
| 30062F18 | 00 | 06 | 1D | 80 | 08 | 01 | 00 | 00 | 88 | 13 | 0C | 00 | Assassin Dagger |
| 30062F24 | 04 | 02 | 21 | 80 | 09 | 01 | 00 | 00 | 40 | 1F | 0E | 00 | Air Knife       |
| 30062F30 | 02 | 04 | 5F | 82 | 0A | 01 | 00 | 00 | E0 | 2E | 14 | 00 | Zorlin Shape    |
| 30062F3C | 00 | 07 | 0A | 80 | 0B | 02 | 00 | 00 | B8 | 0B | 09 | 00 | Hidden Knife    |
| 30062F48 | 00 | 09 | 0D | 80 | 0C | 02 | 00 | 00 | 88 | 13 | 0A | 00 | Ninja Knife     |

|          |                                     |                |
|----------|-------------------------------------|----------------|
| 30062F54 | 00 08 0F 80 0D 02 00 00 58 1B 0B 00 | Short Edge     |
| 30062F60 | 02 07 16 80 0E 02 00 00 10 27 0C 00 | Ninja Edge     |
| 30062F6C | 04 08 1B 80 0F 02 00 00 80 3E 0D 00 | Spell Edge     |
| 30062F78 | 04 07 5F 82 10 02 00 00 0A 00 14 00 | Sasuke Knife   |
| 30062F84 | 0D 0A 60 82 11 02 00 00 0A 00 14 00 | Iga Knife      |
| 30062F90 | 0B 0B 60 82 12 02 00 00 0A 00 14 00 | Koga Knife     |
| +-----+  |                                     |                |
| 30062F9C | 00 0C 01 80 13 03 00 00 C8 00 01 00 | Broad Sword    |
| 30062FA8 | 00 0D 04 80 14 03 00 00 F4 01 02 00 | Long Sword     |
| 30062FB4 | 02 0E 07 80 15 03 00 00 84 03 03 00 | Iron Sword     |
| 30062FC0 | 02 0F 09 80 16 03 00 00 40 06 04 00 | Mythril Sword  |
| 30062FCC | 03 0E 0C 82 17 03 00 00 C4 09 05 00 | Blood Sword    |
| 30062FD8 | 01 10 0F 80 18 03 00 00 E4 0C 06 00 | Coral Sword    |
| 30062FE4 | 03 0F 15 80 19 03 00 00 88 13 09 00 | Ancient Sword  |
| 30062FF0 | 04 0C 17 80 1A 03 00 00 88 13 0A 00 | Sleep Sword    |
| 30062FFC | 04 11 1C 80 1B 03 00 00 F8 2A 0C 00 | Platinum Sword |
| 30063008 | 00 12 1A 80 1C 03 00 00 40 1F 0B 00 | Diamond Sword  |
| 30063014 | 01 0D 22 80 1D 03 00 00 B0 36 0D 00 | Ice Brand      |
| 30063020 | 04 13 25 80 1E 03 00 01 20 4E 0E 00 | Rune Blade     |
| 3006302C | 03 14 5F 82 1F 03 00 00 0A 00 14 00 | Nagrarock      |
| 30063038 | 01 15 60 82 20 03 00 00 0A 00 14 00 | Materia Blade  |
| +-----+  |                                     |                |
| 30063044 | 03 16 5C 82 21 04 00 00 40 9C 14 00 | Defender       |
| 30063050 | 00 17 5F 82 22 04 00 02 0A 00 14 00 | Save the Queen |
| 3006305C | 03 18 60 82 23 04 00 03 0A 00 14 00 | Excalibur      |
| 30063068 | 04 19 61 82 24 04 00 04 0A 00 14 00 | Ragnarok       |
| 30063074 | 04 16 62 82 25 04 00 05 0A 00 14 00 | Chaos Blade    |
| +-----+  |                                     |                |
| 30063080 | 00 1A 09 80 26 05 00 00 40 06 07 00 | Asura Knife    |
| 3006308C | 01 1B 0C 80 27 05 00 00 B8 0B 07 00 | Koutetsu Knife |
| 30063098 | 01 1C 0F 80 28 05 00 00 88 13 08 00 | Bizen Boat     |
| 300630A4 | 04 1A 15 80 29 05 00 00 58 1B 09 00 | Murasame       |
| 300630B0 | 04 1D 18 80 2A 05 00 00 40 1F 0A 00 | Heaven's Cloud |
| 300630BC | 05 1C 1B 80 2B 05 00 00 10 27 0C 00 | Kiyomori       |
| 300630C8 | 03 1E 1E 80 2C 05 00 00 98 3A 0D 00 | Muramasa       |
| 300630D4 | 05 1F 21 80 2D 05 00 00 F0 55 0E 00 | Kikuichimoji   |
| 300630E0 | 05 1B 5F 82 2E 05 00 00 0A 00 14 00 | Masamune       |
| 300630EC | 03 1A 60 82 2F 05 00 00 0A 00 14 00 | Chirijiraden   |
| +-----+  |                                     |                |
| 300630F8 | 00 20 04 80 30 06 00 00 DC 05 04 00 | Battle Axe     |
| 30063104 | 0F 21 0C 80 31 06 00 00 A0 0F 07 00 | Giant Axe      |
| 30063110 | 05 22 1F 80 32 06 00 00 E0 2E 0A 00 | Slasher        |
| +-----+  |                                     |                |
| 3006311C | 05 23 01 80 33 07 00 00 C8 00 01 00 | Rod            |
| 30063128 | 02 25 05 80 34 07 00 06 90 01 03 00 | Thunder Rod    |
| 30063134 | 06 24 05 80 35 07 00 07 90 01 03 00 | Flame Rod      |
| 30063140 | 01 25 05 80 36 07 00 08 90 01 03 00 | Ice Rod        |
| 3006314C | 06 24 0C 80 37 07 00 00 F4 01 06 00 | Poison Rod     |
| 30063158 | 00 26 17 80 38 07 00 09 40 1F 0B 00 | Wizard Rod     |
| 30063164 | 07 24 5F 82 39 07 00 00 E0 2E 14 00 | Dragon Rod     |
| 30063170 | 03 25 60 82 3A 07 00 49 0A 00 14 00 | Faith Rod      |
| +-----+  |                                     |                |
| 3006317C | 03 27 01 80 3B 08 00 00 78 00 01 00 | Oak Staff      |
| 30063188 | 02 27 05 80 3C 08 00 00 20 03 03 00 | White Staff    |
| 30063194 | 00 28 09 82 3D 08 00 00 A0 0F 04 00 | Healing Staff  |
| 300631A0 | 01 27 0C 80 3E 08 00 00 98 08 06 00 | Rainbow Staff  |
| 300631AC | 03 29 0F 80 3F 08 00 0A A0 0F 08 00 | Wizard Staff   |
| 300631B8 | 02 29 18 80 40 08 00 00 58 1B 0B 00 | Gold Staff     |
| 300631C4 | 00 2A 5F 82 41 08 00 0B 0A 00 14 00 | Mace of Zeus   |
| 300631D0 | 02 2A 60 82 42 08 00 00 0A 00 14 00 | Sage Staff     |

|          |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
|----------|----|----|----|----|----|----|----|----|----|----|----|----|----------------|--|
| 300631DC | 02 | 2B | 0A | 80 | 43 | 09 | 00 | 00 | B0 | 04 | 08 | 00 | Flail          |  |
| 300631E8 | 01 | 2B | 14 | 80 | 44 | 09 | 00 | 00 | A0 | 0F | 0A | 00 | Flame Whip     |  |
| 300631F4 | 00 | 2B | 20 | 80 | 45 | 09 | 00 | 00 | 28 | 23 | 0C | 00 | Morning Star   |  |
| 30063200 | 03 | 2B | 5A | 82 | 46 | 09 | 00 | 00 | 40 | 9C | 14 | 00 | Scorpion Tail  |  |
| 3006320C | 05 | 2C | 0B | 82 | 47 | 0A | 00 | 00 | 88 | 13 | 07 | 00 | Romanda Gun    |  |
| 30063218 | 07 | 2C | 0F | 82 | 48 | 0A | 00 | 00 | 98 | 3A | 0A | 00 | Mythril Gun    |  |
| 30063224 | 00 | 2D | 5F | 82 | 49 | 0A | 00 | 48 | 0A | 00 | 14 | 00 | Stone Gun      |  |
| 30063230 | 03 | 2E | 5B | 82 | 4A | 0A | 00 | 00 | 0A | 00 | 14 | 00 | Blaze Gun      |  |
| 3006323C | 05 | 2E | 5C | 82 | 4B | 0A | 00 | 00 | 0A | 00 | 14 | 00 | Glacier Gun    |  |
| 30063248 | 07 | 2E | 5D | 82 | 4C | 0A | 00 | 00 | 0A | 00 | 14 | 00 | Blast Gun      |  |
| 30063254 | 03 | 2F | 01 | 80 | 4D | 0B | 00 | 00 | 90 | 01 | 01 | 00 | Bow Gun        |  |
| 30063260 | 01 | 2F | 05 | 82 | 4E | 0B | 00 | 00 | DC | 05 | 04 | 00 | Night Killer   |  |
| 3006326C | 07 | 2F | 0B | 80 | 4F | 0B | 00 | 00 | D0 | 07 | 07 | 00 | Cross Bow      |  |
| 30063278 | 06 | 30 | 0E | 80 | 50 | 0B | 00 | 00 | A0 | 0F | 09 | 00 | Poison Bow     |  |
| 30063284 | 07 | 30 | 18 | 80 | 51 | 0B | 00 | 00 | 40 | 1F | 0B | 00 | Hunting Bow    |  |
| 30063290 | 02 | 30 | 21 | 82 | 52 | 0B | 00 | 00 | 20 | 4E | 0E | 00 | Gastrafitis    |  |
| 3006329C | 03 | 31 | 02 | 80 | 53 | 0C | 00 | 00 | 20 | 03 | 03 | 00 | Long Bow       |  |
| 300632A8 | 02 | 31 | 06 | 80 | 54 | 0C | 00 | 00 | DC | 05 | 04 | 00 | Silver Bow     |  |
| 300632B4 | 05 | 31 | 0B | 80 | 55 | 0C | 00 | 00 | D0 | 07 | 05 | 00 | Ice Bow        |  |
| 300632C0 | 00 | 32 | 0F | 80 | 56 | 0C | 00 | 00 | B8 | 0B | 07 | 00 | Lightning Bow  |  |
| 300632CC | 07 | 31 | 1B | 80 | 57 | 0C | 00 | 00 | 40 | 1F | 0B | 00 | Windslash Bow  |  |
| 300632D8 | 07 | 33 | 14 | 80 | 58 | 0C | 00 | 00 | 88 | 13 | 09 | 00 | Mythril Bow    |  |
| 300632E4 | 01 | 33 | 25 | 80 | 59 | 0C | 00 | 00 | F0 | 55 | 0E | 00 | Ultimus Bow    |  |
| 300632F0 | 03 | 34 | 34 | 82 | 5A | 0C | 00 | 00 | 0A | 00 | 14 | 00 | Yoichi Bow     |  |
| 300632FC | 05 | 35 | 35 | 82 | 5B | 0C | 00 | 00 | 0A | 00 | 14 | 00 | Perseus Bow    |  |
| 30063308 | 03 | 36 | 0D | 80 | 5C | 0D | 00 | 00 | 88 | 13 | 07 | 00 | Ramia Harp     |  |
| 30063314 | 06 | 36 | 19 | 80 | 5D | 0D | 00 | 00 | 10 | 27 | 0B | 00 | Bloody Strings |  |
| 30063320 | 02 | 36 | 24 | 82 | 5E | 0D | 00 | 00 | 30 | 75 | 14 | 00 | Fairy Harp     |  |
| 3006332C | 02 | 37 | 0D | 80 | 5F | 0E | 00 | 00 | B8 | 0B | 07 | 00 | Battle Dict    |  |
| 30063338 | 07 | 37 | 17 | 80 | 60 | 0E | 00 | 00 | 70 | 17 | 0A | 00 | Monster Dict   |  |
| 30063344 | 05 | 37 | 22 | 80 | 61 | 0E | 00 | 00 | 10 | 27 | 0B | 00 | Papyrus Plate  |  |
| 30063350 | 03 | 37 | 5F | 82 | 62 | 0E | 00 | 00 | 30 | 75 | 14 | 00 | Madlemgen      |  |
| 3006335C | 02 | 38 | 0C | 80 | 63 | 0F | 00 | 00 | E8 | 03 | 05 | 00 | Javelin        |  |
| 30063368 | 01 | 3B | 10 | 80 | 64 | 0F | 00 | 00 | D0 | 07 | 07 | 00 | Spear          |  |
| 30063374 | 04 | 39 | 15 | 80 | 65 | 0F | 00 | 00 | 94 | 11 | 09 | 00 | Mythril Spear  |  |
| 30063380 | 07 | 3B | 19 | 80 | 66 | 0F | 00 | 00 | 58 | 1B | 0B | 00 | Partisan       |  |
| 3006338C | 04 | 3A | 1D | 80 | 67 | 0F | 00 | 00 | 10 | 27 | 0E | 00 | Oberisk        |  |
| 30063398 | 02 | 3C | 5F | 82 | 68 | 0F | 00 | 00 | A0 | 8C | 14 | 00 | Holy Lance     |  |
| 300633A4 | 05 | 38 | 60 | 82 | 69 | 0F | 00 | 00 | E0 | AB | 14 | 00 | Dragon Whisker |  |
| 300633B0 | 06 | 3C | 61 | 82 | 6A | 0F | 00 | 00 | E8 | 03 | 14 | 00 | Javelin        |  |
| 300633BC | 00 | 3D | 09 | 80 | 6B | 10 | 00 | 00 | E8 | 03 | 06 | 00 | Cypress Rod    |  |
| 300633C8 | 07 | 3E | 0D | 80 | 6C | 10 | 00 | 00 | 78 | 05 | 07 | 00 | Battle Bamboo  |  |
| 300633D4 | 02 | 3D | 15 | 80 | 6D | 10 | 00 | 00 | 60 | 09 | 09 | 00 | Musk Rod       |  |
| 300633E0 | 01 | 3E | 18 | 80 | 6E | 10 | 00 | 00 | A0 | 0F | 0A | 00 | Iron Fan       |  |
| 300633EC | 03 | 3F | 1B | 80 | 6F | 10 | 00 | 00 | 4C | 1D | 0B | 00 | Gokuu Rod      |  |
| 300633F8 | 06 | 40 | 5F | 82 | 70 | 10 | 00 | 00 | 10 | 27 | 14 | 00 | Ivory Rod      |  |
| 30063404 | 00 | 3F | 28 | 80 | 71 | 10 | 00 | 00 | 20 | 4E | 0E | 00 | Octagon Rod    |  |
| 30063410 | 03 | 41 | 60 | 82 | 72 | 10 | 00 | 00 | 88 | 90 | 14 | 00 | Whale Whisker  |  |
| 3006341C | 02 | 42 | 50 | 82 | 73 | 11 | 00 | 0C | 08 | CF | 09 | 00 | C Bag          |  |
| 30063428 | 07 | 42 | 51 | 82 | 74 | 11 | 00 | 00 | 60 | EA | 14 | 00 | FS Bag         |  |
| 30063434 | 05 | 42 | 52 | 82 | 75 | 11 | 00 | 0D | 20 | CB | 0B | 00 | P Bag          |  |

|          |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
|----------|----|----|----|----|----|----|----|----|----|----|----|----|----------------|--|
| 30063440 | 01 | 42 | 53 | 82 | 76 | 11 | 00 | 0E | 90 | E2 | 0E | 00 | H Bag          |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 3006344C | 05 | 43 | 18 | 80 | 77 | 12 | 00 | 00 | 58 | 1B | 0A | 00 | Persia         |  |
| 30063458 | 07 | 44 | 1D | 80 | 78 | 12 | 00 | 00 | 98 | 3A | 0C | 00 | Cashmere       |  |
| 30063464 | 06 | 43 | 5F | 82 | 79 | 12 | 00 | 00 | 40 | 9C | 14 | 00 | Ryozan Silk    |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 30063470 | 00 | 45 | 01 | 80 | 7A | 20 | 00 | 00 | 32 | 00 | 05 | 00 | Shuriken       |  |
| 3006347C | 03 | 45 | 12 | 80 | 7B | 20 | 00 | 00 | 2C | 01 | 0A | 00 | Magic Shuriken |  |
| 30063488 | 01 | 45 | 21 | 80 | 7C | 20 | 00 | 00 | E8 | 03 | 0D | 00 | Yagyū Darkness |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 30063494 | 03 | 46 | 01 | 80 | 7D | 21 | 00 | 00 | FA | 00 | 07 | 00 | Fire Ball      |  |
| 300634A0 | 05 | 46 | 12 | 80 | 7E | 21 | 00 | 00 | FA | 00 | 07 | 00 | Water Ball     |  |
| 300634AC | 02 | 46 | 1D | 80 | 7F | 21 | 00 | 00 | FA | 00 | 07 | 00 | Lightning Ball |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |                |  |

(shields I)

| BASEADDR | +0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 | +A | +B |                 |  |
|----------|----|----|----|----|----|----|----|----|----|----|----|----|-----------------|--|
| 300634B8 | 00 | 47 | 01 | 40 | 00 | 13 | 00 | 00 | 90 | 01 | 01 | 00 | Escutcheon      |  |
| 300634C4 | 02 | 4C | 03 | 40 | 01 | 13 | 00 | 00 | BC | 02 | 03 | 00 | Buckler         |  |
| 300634D0 | 01 | 48 | 06 | 40 | 02 | 13 | 00 | 00 | B0 | 04 | 04 | 00 | Bronze Shield   |  |
| 300634DC | 07 | 4C | 09 | 40 | 03 | 13 | 00 | 00 | 40 | 06 | 05 | 00 | Round Shield    |  |
| 300634E8 | 05 | 4A | 0C | 40 | 04 | 13 | 00 | 00 | C4 | 09 | 06 | 00 | Mythril Shield  |  |
| 300634F4 | 00 | 4E | 0F | 40 | 05 | 13 | 00 | 00 | AC | 0D | 07 | 00 | Gold Shield     |  |
| 30063500 | 01 | 49 | 16 | 40 | 06 | 13 | 00 | 0F | 70 | 17 | 09 | 00 | Ice Shield      |  |
| 3006350C | 03 | 4F | 16 | 40 | 07 | 13 | 00 | 10 | 64 | 19 | 09 | 00 | Flame Shield    |  |
| 30063518 | 03 | 49 | 16 | 40 | 08 | 13 | 00 | 11 | 10 | 27 | 0A | 00 | Aegis Shield    |  |
| 30063524 | 05 | 4D | 19 | 40 | 09 | 13 | 00 | 00 | E0 | 2E | 0B | 00 | Diamond Shield  |  |
| 30063530 | 01 | 4A | 1D | 40 | 0A | 13 | 00 | 00 | 80 | 3E | 0D | 00 | Platina Shield  |  |
| 3006353C | 01 | 4D | 24 | 40 | 0B | 13 | 00 | 00 | 08 | 52 | 0E | 00 | Crystal Shield  |  |
| 30063548 | 05 | 49 | 24 | 42 | 0C | 13 | 00 | 00 | 0A | 00 | 14 | 00 | Genji Shield    |  |
| 30063554 | 01 | 4C | 27 | 42 | 0D | 13 | 00 | 12 | 0A | 00 | 14 | 00 | Kaiser Plate    |  |
| 30063560 | 03 | 4B | 28 | 42 | 0E | 13 | 00 | 13 | 0A | 00 | 14 | 00 | Venetian Shield |  |
| 3006356C | 07 | 4E | 32 | 42 | 0F | 13 | 00 | 00 | 90 | 01 | 14 | 00 | Escutcheon      |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |                 |  |

(armor I)

| BASEADDR | +0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 | +8 | +9 | +A | +B |                |  |
|----------|----|----|----|----|----|----|----|----|----|----|----|----|----------------|--|
| 30063578 | 00 | 50 | 01 | 20 | 00 | 14 | 00 | 00 | C8 | 00 | 01 | 00 | Leather Helmet |  |
| 30063584 | 0D | 51 | 04 | 20 | 01 | 14 | 00 | 00 | F4 | 01 | 02 | 00 | Bronze Helmet  |  |
| 30063590 | 09 | 51 | 07 | 20 | 02 | 14 | 00 | 00 | E8 | 03 | 03 | 00 | Iron Helmet    |  |
| 3006359C | 0B | 52 | 09 | 20 | 03 | 14 | 00 | 00 | DC | 05 | 05 | 00 | Barbuta        |  |
| 300635A8 | 0A | 53 | 0C | 20 | 04 | 14 | 00 | 00 | 34 | 08 | 06 | 00 | Mythril Helmet |  |
| 300635B4 | 00 | 53 | 0F | 20 | 05 | 14 | 00 | 00 | F0 | 0A | 07 | 00 | Gold Helmet    |  |
| 300635C0 | 0D | 54 | 11 | 20 | 06 | 14 | 00 | 00 | A0 | 0F | 08 | 00 | Cross Helmet   |  |
| 300635CC | 0C | 55 | 16 | 20 | 07 | 14 | 00 | 00 | 70 | 17 | 0A | 00 | Diamond Helmet |  |
| 300635D8 | 0A | 56 | 19 | 20 | 08 | 14 | 00 | 00 | 40 | 1F | 0C | 00 | Platina Helmet |  |
| 300635E4 | 0B | 57 | 1D | 20 | 09 | 14 | 00 | 00 | 10 | 27 | 0C | 00 | Circlet        |  |
| 300635F0 | 09 | 55 | 1B | 20 | 0A | 14 | 00 | 00 | B0 | 36 | 0E | 00 | Crystal Helmet |  |
| 300635FC | 0C | 58 | 24 | 22 | 0B | 14 | 00 | 00 | 0A | 00 | 14 | 00 | Genji Helmet   |  |
| 30063608 | 09 | 59 | 28 | 22 | 0C | 14 | 00 | 14 | 0A | 00 | 14 | 00 | Grand Helmet   |  |
| +-----+  |    |    |    |    |    |    |    |    |    |    |    |    |                |  |
| 30063614 | 0B | 5A | 01 | 20 | 0D | 15 | 00 | 00 | 96 | 00 | 01 | 00 | Leather Hat    |  |
| 30063620 | 0D | 5B | 04 | 20 | 0E | 15 | 00 | 00 | 5E | 01 | 02 | 00 | Feather Hat    |  |
| 3006362C | 0C | 5C | 07 | 20 | 0F | 15 | 00 | 00 | 20 | 03 | 03 | 00 | Red Hood       |  |

|          |                                     |                |  |
|----------|-------------------------------------|----------------|--|
| 30063638 | 0A 5D 0A 20 10 15 00 15 B0 04 05 00 | Headgear       |  |
| 30063644 | 0C 5E 0D 20 11 15 00 16 08 07 06 00 | Triangle Hat   |  |
| 30063650 | 0B 5F 10 20 12 15 00 17 B8 0B 07 00 | Green Beret    |  |
| 3006365C | 02 60 15 20 13 15 00 18 88 13 09 00 | Twist Headband |  |
| 30063668 | 0B 61 18 20 14 15 00 19 70 17 0A 00 | Holy Miter     |  |
| 30063674 | 0F 5C 1B 20 15 15 00 00 58 1B 0B 00 | Black Hood     |  |
| 30063680 | 0B 62 20 20 16 15 00 1A E0 2E 0C 00 | Golden Hairpin |  |
| 3006368C | 0D 63 26 20 17 15 00 1B 80 3E 0E 00 | Flash Hat      |  |
| 30063698 | 09 5F 2E 20 18 15 00 1C B8 88 0F 00 | Thief Hat      |  |

|          |                                     |          |  |
|----------|-------------------------------------|----------|--|
| 300636A4 | 0B 64 32 22 19 16 00 45 20 4E 14 00 | Cachusha |  |
| 300636B0 | 0C 65 33 22 1A 16 00 46 20 4E 14 00 | Barette  |  |
| 300636BC | 0B 66 34 22 1B 16 00 47 60 EA 14 00 | Ribbon   |  |

|          |                                     |               |  |
|----------|-------------------------------------|---------------|--|
| 300636C8 | 00 6A 01 10 1C 17 00 00 C8 00 01 00 | Leather Armor |  |
| 300636D4 | 0B 6B 04 10 1D 17 00 00 58 02 02 00 | Linen Cuirass |  |
| 300636E0 | 0E 67 06 10 1E 17 00 00 20 03 03 00 | Bronze Armor  |  |
| 300636EC | 03 6C 08 10 1F 17 00 00 14 05 04 00 | Chain Mail    |  |
| 300636F8 | 09 67 0B 10 20 17 00 00 D0 07 05 00 | Mythril Armor |  |
| 30063704 | 00 68 0E 10 21 17 00 00 B8 0B 06 00 | Plate Mail    |  |
| 30063710 | 02 68 11 10 22 17 00 00 10 0E 07 00 | Gold Armor    |  |
| 3006371C | 0A 69 16 10 23 17 00 00 70 17 0A 00 | Diamond Armor |  |
| 30063728 | 08 6D 1A 10 24 17 00 00 28 23 0C 00 | Platina Armor |  |
| 30063734 | 08 6E 1E 10 25 17 00 00 C8 32 0D 00 | Carabini Mail |  |
| 30063740 | 05 69 25 10 26 17 00 00 38 4A 0E 00 | Crystal Mail  |  |
| 3006374C | 03 6F 25 12 27 17 00 00 0A 00 14 00 | Genji Armor   |  |
| 30063758 | 03 70 27 12 28 17 00 1D 50 46 0E 00 | Reflect Mail  |  |
| 30063764 | 0D 71 2D 12 29 17 00 00 0A 00 14 00 | Maximillian   |  |

|          |                                     |                |  |
|----------|-------------------------------------|----------------|--|
| 30063770 | 06 74 01 10 2A 18 00 00 96 00 01 00 | Clothes        |  |
| 3006377C | 03 75 03 10 2B 18 00 00 2C 01 02 00 | Leather Outfit |  |
| 30063788 | 02 76 05 10 2C 18 00 00 F4 01 03 00 | Leather Vest   |  |
| 30063794 | 06 77 07 10 2D 18 00 00 84 03 04 00 | Chain Vest     |  |
| 300637A0 | 04 73 0A 10 2E 18 00 00 DC 05 05 00 | Mythril Vest   |  |
| 300637AC | 0B 73 0C 10 2F 18 00 00 40 06 06 00 | Adaman Vest    |  |
| 300637B8 | 03 78 0E 10 30 18 00 00 6C 07 07 00 | Wizard Outfit  |  |
| 300637C4 | 01 79 11 10 31 18 00 00 C4 09 08 00 | Brigandine     |  |
| 300637D0 | 00 7A 15 10 32 18 00 1E A0 0F 0A 00 | Judo Outfit    |  |
| 300637DC | 03 7B 19 10 33 18 00 1F 58 1B 0B 00 | Power Sleeve   |  |
| 300637E8 | 0B 7C 1D 10 34 18 00 20 10 27 0D 00 | Earth Clothes  |  |
| 300637F4 | 03 72 23 12 35 18 00 21 0A 00 14 00 | Secret Clothes |  |
| 30063800 | 0B 72 25 10 36 18 00 22 E0 2E 0E 00 | Black Costume  |  |
| 3006380C | 03 7D 32 12 37 18 00 23 80 BB 14 00 | Rubber Costume |  |

|          |                                     |                |  |
|----------|-------------------------------------|----------------|--|
| 30063818 | 06 7E 03 10 38 19 00 00 B0 04 03 00 | Linen Robe     |  |
| 30063824 | 01 7E 05 10 39 19 00 00 60 09 04 00 | Silk Robe      |  |
| 30063830 | 0B 7F 0B 10 3A 19 00 24 A0 0F 07 00 | Wizard Robe    |  |
| 3006383C | 0B 80 10 12 3B 19 00 25 88 13 0A 00 | Chameleon Robe |  |
| 30063848 | 0C 81 1A 10 3C 19 00 26 28 23 0B 00 | White Robe     |  |
| 30063854 | 0C 82 1F 10 3D 19 00 27 C8 32 0C 00 | Black Robe     |  |
| 30063860 | 0D 83 26 10 3E 19 00 28 30 75 0E 00 | Light Robe     |  |
| 3006386C | 0D 7F 2D 12 3F 19 00 29 0A 00 14 00 | Robe of Lords  |  |

(accessories I)

|          |                                     |              |  |
|----------|-------------------------------------|--------------|--|
| BASEADDR | +0 +1 +2 +3 +4 +5 +6 +7 +8 +9 +A +B |              |  |
| 30063878 | 00 84 0A 08 00 1A 00 2A E8 03 02 00 | Battle Boots |  |





-----  
 WEAPON BYTES II  
 -----

BASEADDR +0 : range

BASEADDR +1 : 00 = one hand only  
 01 = requires both hands to hold  
 02 = ?  
 04 = Two Hands YES  
 08 = Two Swords YES  
 10 = fires line-of-sight or arc trajectory  
 20 = fires line-of-sight trajectory  
 40 = lunging weapon (spear, stick, cloth)  
 80 = striking weapon

BASEADDR +2 : 01 = normal  
 02 = randomly cast a spell  
 03 = used for gun  
 04 = used for elemental gun  
 06 = drain HP  
 07 = restore HP

BASEADDR +3 : always FF

BASEADDR +4 : weapon power

BASEADDR +5 : weapon evade%

BASEADDR +6 : elemental (see above)

BASEADDR +7 : spell to cast / status to add  
 => You can mimic any spell's status-adding ability  
 by looking that spell up in the 'Abilities' chart  
 above, and copying the BASEADDR +B from there to  
 the BASEADDR +7 byte for your weapon  
 => For random spellcasting, this is the index number  
 of the spell. See the listing in part 7.

| BASEADDR | +0 | +1 | +2 | +3 | +4 | +5 | +6 | +7 |                 |
|----------|----|----|----|----|----|----|----|----|-----------------|
| 30063AB8 | 01 | 88 | 01 | FF | 00 | 00 | 00 | 00 | <BLANK>         |
| 30063AC0 | 01 | 8A | 01 | FF | 03 | 05 | 00 | 00 | Dagger          |
| 30063AC8 | 01 | 8A | 01 | FF | 04 | 05 | 00 | 00 | Mythril Knife   |
| 30063AD0 | 01 | 8A | 01 | FF | 04 | 05 | 00 | 09 | Blind Knife     |
| 30063AD8 | 01 | 8A | 01 | FF | 04 | 05 | 00 | 0A | Mage Masher     |
| 30063AE0 | 01 | 8A | 01 | FF | 05 | 0A | 00 | 00 | Platina Dagger  |
| 30063AE8 | 01 | 8A | 01 | FF | 06 | 28 | 00 | 00 | Main Gauche     |
| 30063AF0 | 01 | 8A | 01 | FF | 07 | 05 | 00 | 00 | Orichalcum      |
| 30063AF8 | 01 | 8A | 01 | FF | 07 | 05 | 00 | 0B | Assassin Dagger |
| 30063B00 | 01 | 8A | 01 | FF | 0A | 05 | 10 | 00 | Air Knife       |
| 30063B08 | 01 | 8A | 01 | FF | 0C | 0A | 00 | 0C | Zorlin Shape    |
| 30063B10 | 01 | 8E | 01 | FF | 08 | 05 | 00 | 00 | Hidden Knife    |
| 30063B18 | 01 | 8E | 01 | FF | 09 | 05 | 00 | 00 | Ninja Knife     |

|          |                         |                |  |
|----------|-------------------------|----------------|--|
| 30063B20 | 01 8E 01 FF 0A 05 00 00 | Short Edge     |  |
| 30063B28 | 01 8E 01 FF 0C 05 00 00 | Ninja Edge     |  |
| 30063B30 | 01 8E 01 FF 0D 05 00 0D | Spell Edge     |  |
| 30063B38 | 01 8E 01 FF 0E 0F 00 00 | Sasuke Knife   |  |
| 30063B40 | 01 8E 01 FF 0F 0A 00 00 | Iga Knife      |  |
| 30063B48 | 01 8E 01 FF 0F 05 00 00 | Koga Knife     |  |
| +-----+  |                         |                |  |
| 30063B50 | 01 8E 01 FF 04 05 00 00 | Broad Sword    |  |
| 30063B58 | 01 8E 01 FF 05 0A 00 00 | Long Sword     |  |
| 30063B60 | 01 8E 01 FF 06 05 00 00 | Iron Sword     |  |
| 30063B68 | 01 8E 01 FF 07 08 00 00 | Mythril Sword  |  |
| 30063B70 | 01 8E 06 FF 08 05 00 00 | Blood Sword    |  |
| 30063B78 | 01 8E 01 FF 08 05 40 00 | Coral Sword    |  |
| 30063B80 | 01 8E 01 FF 09 05 00 0E | Ancient Sword  |  |
| 30063B88 | 01 8E 01 FF 09 05 00 0F | Sleep Sword    |  |
| 30063B90 | 01 8E 01 FF 0C 0A 00 00 | Platinum Sword |  |
| 30063B98 | 01 8E 01 FF 0A 0A 00 00 | Diamond Sword  |  |
| 30063BA0 | 01 8E 02 FF 0D 0A 20 19 | Ice Brand      |  |
| 30063BA8 | 01 8E 01 FF 0E 0F 00 00 | Rune Blade     |  |
| 30063BB0 | 01 8E 01 FF 01 32 00 10 | Nagrarock      |  |
| 30063BB8 | 01 8E 01 FF 0A 0A 00 00 | Materia Blade  |  |
| +-----+  |                         |                |  |
| 30063BC0 | 01 8E 01 FF 10 3C 00 00 | Defender       |  |
| 30063BC8 | 01 8E 01 FF 12 1E 00 00 | Save the Queen |  |
| 30063BD0 | 01 8E 01 FF 15 23 00 00 | Excalibur      |  |
| 30063BD8 | 01 8E 01 FF 18 14 00 00 | Ragnarok       |  |
| 30063BE0 | 01 8E 01 FF 28 14 00 11 | Chaos Blade    |  |
| +-----+  |                         |                |  |
| 30063BE8 | 01 8E 01 FF 07 0F 00 00 | Asura Knife    |  |
| 30063BF0 | 01 8E 01 FF 08 0F 00 00 | Koutetsu Knife |  |
| 30063BF8 | 01 8E 01 FF 09 0F 00 00 | Bizen Boat     |  |
| 30063C00 | 01 8E 01 FF 0A 0F 00 00 | Murasame       |  |
| 30063C08 | 01 8E 01 FF 0B 0F 00 00 | Heaven's Cloud |  |
| 30063C10 | 01 8E 01 FF 0C 0F 00 00 | Kiyomori       |  |
| 30063C18 | 01 8E 01 FF 0E 0F 00 00 | Muramasa       |  |
| 30063C20 | 01 8E 01 FF 0F 0F 00 00 | Kikuichimoji   |  |
| 30063C28 | 01 8E 01 FF 12 0F 00 00 | Masamune       |  |
| 30063C30 | 01 8E 01 FF 19 0F 00 00 | Chirijiraden   |  |
| +-----+  |                         |                |  |
| 30063C38 | 01 87 01 FF 09 00 00 00 | Battle Axe     |  |
| 30063C40 | 01 87 01 FF 0C 00 00 00 | Giant Axe      |  |
| 30063C48 | 01 87 01 FF 10 00 00 12 | Slasher        |  |
| +-----+  |                         |                |  |
| 30063C50 | 01 8C 01 FF 03 14 00 00 | Rod            |  |
| 30063C58 | 01 8C 02 FF 03 14 40 14 | Thunder Rod    |  |
| 30063C60 | 01 8C 02 FF 03 14 80 10 | Flame Rod      |  |
| 30063C68 | 01 8C 02 FF 03 14 20 18 | Ice Rod        |  |
| 30063C70 | 01 8C 01 FF 03 14 00 13 | Poison Rod     |  |
| 30063C78 | 01 8C 01 FF 04 14 00 00 | Wizard Rod     |  |
| 30063C80 | 01 8C 01 FF 05 14 00 00 | Dragon Rod     |  |
| 30063C88 | 01 8C 01 FF 05 14 00 14 | Faith Rod      |  |
| +-----+  |                         |                |  |
| 30063C90 | 01 8C 01 FF 03 0F 00 00 | Oak Staff      |  |
| 30063C98 | 01 8C 01 FF 03 0F 00 1C | White Staff    |  |
| 30063CA0 | 01 8C 07 FF 04 0F 00 00 | Healing Staff  |  |
| 30063CA8 | 01 8C 01 FF 05 0F 00 00 | Rainbow Staff  |  |
| 30063CB0 | 01 8C 01 FF 04 0F 00 00 | Wizard Staff   |  |
| 30063CB8 | 01 8C 01 FF 06 0F 00 00 | Gold Staff     |  |
| 30063CC0 | 01 8C 01 FF 06 0F 00 00 | Mace of Zeus   |  |
| 30063CC8 | 01 8C 01 FF 07 0F 00 00 | Sage Staff     |  |

|                                                     |  |  |
|-----------------------------------------------------|--|--|
| 30063CD0   01 8E 01 FF 09 00 00 00   Flail          |  |  |
| 30063CD8   01 8E 02 FF 0B 00 80 11   Flame Whip     |  |  |
| 30063CE0   01 8E 01 FF 10 00 00 00   Morning Star   |  |  |
| 30063CE8   01 8E 01 FF 17 00 00 00   Scorpion Tail  |  |  |
| +-----+                                             |  |  |
| 30063CF0   08 20 03 FF 06 05 00 00   Romanda Gun    |  |  |
| 30063CF8   08 20 03 FF 08 05 00 00   Mythril Gun    |  |  |
| 30063D00   08 20 03 FF 10 05 00 00   Stone Gun      |  |  |
| 30063D08   08 20 04 FF 14 05 20 00   Blaze Gun      |  |  |
| 30063D10   08 20 04 FF 15 05 80 00   Glacier Gun    |  |  |
| 30063D18   08 20 04 FF 16 05 40 00   Blast Gun      |  |  |
| +-----+                                             |  |  |
| 30063D20   04 20 01 FF 03 05 00 00   Bow Gun        |  |  |
| 30063D28   04 20 01 FF 03 05 00 15   Night Killer   |  |  |
| 30063D30   04 20 01 FF 04 05 00 00   Cross Bow      |  |  |
| 30063D38   04 20 01 FF 04 05 00 16   Poison Bow     |  |  |
| 30063D40   04 20 01 FF 06 05 00 00   Hunting Bow    |  |  |
| 30063D48   04 20 01 FF 0A 05 00 00   Gastrafitis    |  |  |
| +-----+                                             |  |  |
| 30063D50   05 15 01 FF 04 00 00 00   Long Bow       |  |  |
| 30063D58   05 15 01 FF 05 00 00 00   Silver Bow     |  |  |
| 30063D60   05 15 01 FF 05 00 20 00   Ice Bow        |  |  |
| 30063D68   05 15 02 FF 06 00 40 15   Lightning Bow  |  |  |
| 30063D70   05 15 01 FF 08 00 10 00   Windslash Bow  |  |  |
| 30063D78   05 15 01 FF 07 00 00 00   Mythril Bow    |  |  |
| 30063D80   05 15 01 FF 0A 00 00 00   Ultimus Bow    |  |  |
| 30063D88   05 15 01 FF 0C 00 00 00   Yoichi Bow     |  |  |
| 30063D90   05 15 01 FF 10 00 00 00   Perseus Bow    |  |  |
| +-----+                                             |  |  |
| 30063D98   03 20 01 FF 0A 0A 00 17   Ramia Harp     |  |  |
| 30063DA0   03 20 06 FF 0D 0A 00 00   Bloody Strings |  |  |
| 30063DA8   03 20 01 FF 0F 0A 00 18   Fairy Harp     |  |  |
| +-----+                                             |  |  |
| 30063DB0   03 22 01 FF 07 0F 00 00   Battle Dict    |  |  |
| 30063DB8   03 22 01 FF 08 0F 00 00   Monster Dict   |  |  |
| 30063DC0   03 22 01 FF 09 0F 00 00   Papyrus Plate  |  |  |
| 30063DC8   03 22 01 FF 0B 0F 00 00   Madlemgen      |  |  |
| +-----+                                             |  |  |
| 30063DD0   02 46 01 FF 08 0A 00 00   Javelin        |  |  |
| 30063DD8   02 46 01 FF 09 0A 00 00   Spear          |  |  |
| 30063DE0   02 46 01 FF 0A 0A 00 00   Mythril Spear  |  |  |
| 30063DE8   02 46 01 FF 0B 0A 00 00   Partisan       |  |  |
| 30063DF0   02 46 01 FF 0C 0A 00 00   Oberisk        |  |  |
| 30063DF8   02 46 02 FF 0E 0A 02 0F   Holy Lance     |  |  |
| 30063E00   02 46 01 FF 11 0A 00 00   Dragon Whisker |  |  |
| 30063E08   02 46 01 FF 1E 0A 00 00   Javelin        |  |  |
| +-----+                                             |  |  |
| 30063E10   02 46 01 FF 06 14 00 00   Cypress Rod    |  |  |
| 30063E18   02 46 01 FF 07 14 00 00   Battle Bamboo  |  |  |
| 30063E20   02 46 01 FF 08 14 00 00   Musk Rod       |  |  |
| 30063E28   02 46 01 FF 09 14 00 00   Iron Fan       |  |  |
| 30063E30   02 46 01 FF 0A 14 00 19   Gokuu Rod      |  |  |
| 30063E38   02 46 01 FF 0B 14 00 00   Ivory Rod      |  |  |
| 30063E40   02 46 01 FF 0C 14 00 1A   Octagon Rod    |  |  |
| 30063E48   02 46 01 FF 10 14 00 00   Whale Whisker  |  |  |
| +-----+                                             |  |  |
| 30063E50   01 80 01 FF 0A 00 00 00   C Bag          |  |  |
| 30063E58   01 80 01 FF 14 00 00 00   FS Bag         |  |  |
| 30063E60   01 80 01 FF 0C 00 00 00   P Bag          |  |  |

```

| 30063E68 | 01 80 01 FF 0E 00 00 00 | H Bag          |
+-----+-----+-----+
| 30063E70 | 02 40 01 FF 08 32 00 00 | Persia        |
| 30063E78 | 02 40 01 FF 0A 32 00 00 | Cashmere     |
| 30063E80 | 02 40 01 FF 0F 32 00 00 | Ryozan Silk  |
+-----+-----+-----+
| 30063E88 | 00 22 01 FF 04 00 00 00 | Shuriken     |
| 30063E90 | 00 22 01 FF 07 00 00 00 | Magic Shuriken |
| 30063E98 | 00 22 01 FF 0A 00 00 00 | Yagyu Darkness |
+-----+-----+-----+
| 30063EA0 | 00 22 01 FF 08 00 80 00 | Fire Ball    |
| 30063EA8 | 00 22 01 FF 08 00 04 00 | Water Ball   |
| 30063EB0 | 00 22 01 FF 08 00 40 00 | Lightning Ball |
+-----+-----+-----+

```

```

=====
SHIELD BYTES II
=====

```

```

BASEADDR +1 : Physical S-Evade
BASEADDR +2 : Magical S-Evade

```

```

BASEADDR  +0 +1
+-----+-----+-----+
| 30063EB8 | 0A 03 | Escutcheon   |
| 30063EBA | 0D 03 | Buckler      |
| 30063EBC | 10 00 | Bronze Shield |
| 30063EBE | 13 00 | Round Shield |
| 30063EC0 | 16 05 | Mythril Shield |
| 30063EC2 | 19 00 | Gold Shield  |
| 30063EC4 | 1C 00 | Ice Shield   |
| 30063EC6 | 1F 00 | Flame Shield |
| 30063EC8 | 0A 32 | Aegis Shield |
| 30063ECA | 22 0F | Diamond Shield |
| 30063ECC | 25 0A | Platina Shield |
| 30063ECE | 28 0F | Crystal Shield |
| 30063ED0 | 2B 00 | Genji Shield |
| 30063ED2 | 2E 14 | Kaiser Plate |
| 30063ED4 | 32 19 | Venetian Shield |
| 30063ED6 | 4B 32 | Escutcheon   |
+-----+-----+-----+

```

```

=====
ARMOR BYTES II
=====

```

```

BASEADDR +0 : HP to add
BASEADDR +1 : MP to add

```

```

BASEADDR  +0 +1
+-----+-----+-----+
| 30063ED8 | 0A 00 | Leather Helmet |
| 30063EDA | 14 00 | Bronze Helmet  |
| 30063EDC | 1E 00 | Iron Helmet    |
| 30063EDE | 28 00 | Barbuta       |
| 30063EE0 | 32 00 | Mythril Helmet |
| 30063EE2 | 3C 00 | Gold Helmet    |
| 30063EE4 | 46 00 | Cross Helmet   |
+-----+-----+-----+

```

|          |       |                |  |
|----------|-------|----------------|--|
| 30063EE6 | 50 00 | Diamond Helmet |  |
| 30063EE8 | 5A 00 | Platina Helmet |  |
| 30063EEA | 64 00 | Circlet        |  |
| 30063EEC | 78 00 | Crystal Helmet |  |
| 30063EEE | 82 00 | Genji Helmet   |  |
| 30063EF0 | 96 00 | Grand Helmet   |  |
| +-----+  |       |                |  |
| 30063EF2 | 08 00 | Leather Hat    |  |
| 30063EF4 | 10 05 | Feather Hat    |  |
| 30063EF6 | 18 08 | Red Hood       |  |
| 30063EF8 | 20 00 | Headgear       |  |
| 30063EFA | 28 0C | Triangle Hat   |  |
| 30063EFC | 30 00 | Green Beret    |  |
| 30063EFE | 38 00 | Twist Headband |  |
| 30063F00 | 40 14 | Holy Miter     |  |
| 30063F02 | 48 00 | Black Hood     |  |
| 30063F04 | 50 32 | Golden Hairpin |  |
| 30063F06 | 58 0F | Flash Hat      |  |
| 30063F08 | 64 00 | Thief Hat      |  |
| +-----+  |       |                |  |
| 30063F0A | 14 00 | Cachusha       |  |
| 30063F0C | 14 00 | Barette        |  |
| 30063F0E | 0A 00 | Ribbon         |  |
| +-----+  |       |                |  |
| 30063F10 | 0A 00 | Leather Armor  |  |
| 30063F12 | 14 00 | Linen Cuirass  |  |
| 30063F14 | 1E 00 | Bronze Armor   |  |
| 30063F16 | 28 00 | Chain Mail     |  |
| 30063F18 | 32 00 | Mythril Armor  |  |
| 30063F1A | 3C 00 | Plate Mail     |  |
| 30063F1C | 46 00 | Gold Armor     |  |
| 30063F1E | 50 00 | Diamond Armor  |  |
| 30063F20 | 5A 00 | Platina Armor  |  |
| 30063F22 | 64 00 | Carabini Mail  |  |
| 30063F24 | 6E 00 | Crystal Mail   |  |
| 30063F26 | 96 00 | Genji Armor    |  |
| 30063F28 | 82 00 | Reflect Mail   |  |
| 30063F2A | C8 00 | Maximillian    |  |
| +-----+  |       |                |  |
| 30063F2C | 05 00 | Clothes        |  |
| 30063F2E | 0A 00 | Leather Outfit |  |
| 30063F30 | 12 00 | Leather Vest   |  |
| 30063F32 | 18 00 | Chain Vest     |  |
| 30063F34 | 1E 00 | Mythril Vest   |  |
| 30063F36 | 24 00 | Adaman Vest    |  |
| 30063F38 | 2A 0F | Wizard Outfit  |  |
| 30063F3A | 32 00 | Brigandine     |  |
| 30063F3C | 3C 00 | Judo Outfit    |  |
| 30063F3E | 46 00 | Power Sleeve   |  |
| 30063F40 | 55 0A | Earth Clothes  |  |
| 30063F42 | 14 00 | Secret Clothes |  |
| 30063F44 | 64 00 | Black Costume  |  |
| 30063F46 | 96 1E | Rubber Costume |  |
| +-----+  |       |                |  |
| 30063F48 | 0A 0A | Linen Robe     |  |
| 30063F4A | 14 10 | Silk Robe      |  |
| 30063F4C | 1E 16 | Wizard Robe    |  |
| 30063F4E | 28 1C | Chameleon Robe |  |
| 30063F50 | 32 22 | White Robe     |  |
| 30063F52 | 3C 1E | Black Robe     |  |

|          |       |               |  |
|----------|-------|---------------|--|
| 30063F54 | 4B 32 | Light Robe    |  |
| 30063F56 | 64 50 | Robe of Lords |  |

=====

ACCESSORY BYTES II

=====

BASEADDR +0 : Physical A-Evade

BASEADDR +1 : Magical A-Evade

| BASEADDR | +0    | +1             |  |
|----------|-------|----------------|--|
| 30063F58 | 00 00 | Battle Boots   |  |
| 30063F5A | 00 00 | Spike Shoes    |  |
| 30063F5C | 00 00 | Germinas Boots |  |
| 30063F5E | 00 00 | Rubber Shoes   |  |
| 30063F60 | 00 00 | Feather Boots  |  |
| 30063F62 | 00 00 | Sprint Shoes   |  |
| 30063F64 | 00 00 | Red Shoes      |  |
| 30063F66 | 00 00 | Power Wrist    |  |
| 30063F68 | 00 00 | Genji Gauntlet |  |
| 30063F6A | 00 00 | Magic Gauntlet |  |
| 30063F6C | 00 00 | Bracer         |  |
| 30063F6E | 00 00 | Reflect Ring   |  |
| 30063F70 | 00 00 | Defense Ring   |  |
| 30063F72 | 00 00 | Magic Ring     |  |
| 30063F74 | 00 00 | Cursed Ring    |  |
| 30063F76 | 00 00 | Angel Ring     |  |
| 30063F78 | 00 00 | Diamond Armlet |  |
| 30063F7A | 00 00 | Jade Armlet    |  |
| 30063F7C | 00 00 | 108 Gems       |  |
| 30063F7E | 00 00 | N-Kai Armlet   |  |
| 30063F80 | 00 00 | Defense Armlet |  |
| 30063F82 | 0A 0A | Small Mantle   |  |
| 30063F84 | 0F 0F | Leather Mantle |  |
| 30063F86 | 12 12 | Wizard Mantle  |  |
| 30063F88 | 19 19 | Elf Mantle     |  |
| 30063F8A | 1C 1C | Dracula Mantle |  |
| 30063F8C | 28 1E | Feather Mantle |  |
| 30063F8E | 23 00 | Vanish Mantle  |  |
| 30063F90 | 00 00 | Chantage       |  |
| 30063F92 | 00 00 | Cherche        |  |
| 30063F94 | 00 00 | Setiemson      |  |
| 30063F96 | 00 00 | Salty Rage     |  |

=====

ITEM BYTES II

=====

BASEADDR +0 : 48 = Restore 10\*Q HP

49 = Restore 10\*Q MP

4A = Restore all HP/MP  
38 = Remove status  
4B = Remove status and restore (1..(Q-1)) HP

BASEADDR +1 : Value of "Q"

BASEADDR +2 : Status to remove

01 = Poison  
02 = Darkness  
03 = Silence  
04 = Frog  
05 = Petrify  
06 = Undead, Blood Suck  
07 = Petrify, Darkness, Confusion, Silence,  
Oil, Frog, Poison, Sleep  
08 = Dead

| BASEADDR | +0 | +1 | +2 |               |
|----------|----|----|----|---------------|
| 30063F98 | 48 | 03 | 00 | Potion        |
| 30063F9B | 48 | 07 | 00 | Hi-Potion     |
| 30063F9E | 48 | 0F | 00 | X-Potion      |
| 30063FA1 | 49 | 02 | 00 | Ether         |
| 30063FA4 | 49 | 05 | 00 | Hi-Ether      |
| 30063FA7 | 4A | 00 | 00 | Elixir        |
| 30063FAA | 38 | 00 | 01 | Antidote      |
| 30063FAD | 38 | 00 | 02 | Eye Drop      |
| 30063FB0 | 38 | 00 | 03 | Echo Grass    |
| 30063FB3 | 38 | 00 | 04 | Maiden's Kiss |
| 30063FB6 | 38 | 00 | 05 | Soft          |
| 30063FB9 | 38 | 00 | 06 | Holy Water    |
| 30063FBC | 38 | 00 | 07 | Remedy        |
| 30063FBF | 4B | 14 | 08 | Phoenix Down  |
| 30063FC2 | 00 | 00 | 00 | <BLANK>       |
| 30063FC5 | 00 | 00 | 00 | <BLANK>       |

-----  
end of file.

revision 4.10, 23 june 2002

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questions? comments? angry rants? e-mail me at <aerostar@fftactics.net>

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