Final Fantasy Tactics Battle Mechanics Handbook

by Aerostar

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* point.  For best viewing, make sure you are using a monospaced font such as *
* Courier and that this entire box, bounded by the asterisks, is visible.    *
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Now that the BMG weighs in at over 750 K, the easiest way to find what you want
will be to use the Find or Search feature in your web browser or text editor.
Search for terms within [square brackets] to skip directly to the section you
want:

- A section number within [square brackets] jumps you immediately to
  that section
- The name of an action, reaction, support, or move ability, status
  ailment, command set, or class within [square brackets] brings
  you directly to detailed information about your search term

This is probably one of the very last updates to the BMG. It's been great fun
researching, writing, and updating it over the past 6 years. Thanks so much to
everyone on the GameFAQs boards for urging me to update, and thanks also to
Ben Siron, who wrote a similar 'handbook' for Final Fantasy IV that inspired
me to make the BMG in the first place. Peace to all, and enjoy!

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For updates to the BMG, look on these websites:

* http://www.fftactics.net/fftmech/
        The FFT Battle Mechanics Guide homepage. Find the latest version
        of the Guide along with an archive of previous versions. 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 BMG, 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've got to check
        it out!

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C O N T E N T S   F F T B M G   v 6 . 1
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[0.1] contents
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TO SKIP TO A SECTION: Find (Ctrl + F) the number of the section between
brackets. For instance, if you wanted to skip to section 9.3, you would
Find "[9.3]" (without the quotes). (No, there is no 9.3. This is to prevent
you from finding this description when you search for a section number!)

TO FIND ALL REFERENCES TO A SECTION: Eliminate the brackets in the previous
search.

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[0.2] acknowledgements
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Before the guide begins, I'd like to take a bit of space to thank everyone for
their positive feedback, helpful hints and suggestions for improving the guide.
Thanks to all of the people below for bits of information and inspiration:

- Degenerator 12 <degenerator12@hotmail.com>
- Karsten <azidahaka@gamebox.net>
- triptolemus <on the GameFAQs FFT message board>
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- NeoKamek <on the GameFAQs FFT message board>
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[0.3] version history
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New in this version:

(version 6.1)
- Revised formulas for the effect of zodiac compatibility on success
  percentage, thanks to data from ganonl and S on the GameFAQs message boards
- Fixed various typos

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(version 6.0)
- Added section 7.4, the class compendium
- Added appendix C, a list of all command sets and their contents
- Added a bunch of new sections in part 3, putting some of the
  info from the big list in 3.3 into a more compact format
- Added the list of attacks affected by Silence status
- Rewrote part 7, hopefully more clearly, changing 'statpoints'
  to 'raw stats'
- Revised reaction, support, and move ability descriptions
- Reorganized sections, putting reaction, support, and move
  abilities immediately after action abilities
- Rewrote section 2.1, on the ATTACK command
- Made various minor revisions and corrections


Past versions of the BMG:

(version 5.2)
- Made minor revisions to abnormal status and reaction/support/move
  abilities sections
- Added all equipment to Appendix B; added a listing for when enemies
  start to use each piece of equipment
- Corrected several errors in formulas, found thanks to NeoKamek's
  careful review of the RAM dump in the GS Handbook

(version 5.0)
- Biggest change: Added a new Part 3, featuring detailed information
  about every action ability in the game. This replaces the old parts
  6 and 7
- Revised sections on abnormal status
- Revised sections on reaction, support, and movement abilities
- Revised several miscellany sections; added list of crystal probabilities
  in section 5.1
- Changed formatting slightly to facilitate searching via Ctrl + F

(version 4.3)
- Expanded and clarified section on reaction abilities
- Made corrections in tables in part 8 by checking against NeoKamek's
  RAM dump
- Corrected and expanded algorithm for damage modifiers for physical
  and magical attacks
- Miscellaneous minor revisions, additions and corrections

(version 4.2)
- Added a new section, 5.6, on which abilities can activate Counter
- Made some corrections to the section on monster attacks
- Corrected (again) the damage formula for 'Holy Bracelet' (thanks Notti!)
- Added the effect of snowstorms on Ice damage in the Weather and
  Terrain section, 5.5
- Made various minor additions and corrections

(version 4.1)
- Added Appendix B
- Corrected the damage formula for 'Holy Bracelet'
- Added more information on the 'Golem' spell
- Corrected Regen, Poison, Move-HP Up and Move-MP Up formulae
- Introduced (x..y) notation for generation of random numbers
- As always, made various corrections and clarifications
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(version 4.0)
- Restructured the guide, moving the complicated gameflow section to the end
  and moving the crux of the FAQ (current parts 2 and 3, former parts 4, 5,
  and 6) closer to the beginning.
- Expanded the section on elemental attributes
- Expanded the section on evasion
- Made some corrections in the chart of monster attacks, including the
  Monster Skills of Bull Demon and Morbol.  Also found out, through
  testing, that 'Tail Swing' does random damage between 1 and 15 * PA.
- Added sections on Brave and Faith limits as well as how to handle
  stat modifications in equations with two instances of the same variable
- Revised or rewrote several sections
- Abolished the frivolous subsection headings
- Expanded lists of Reaction, Support, and Move abilities in 7.2 - 7.4
- Expanded section on weather and terrain effects
- Corrected errors in the HOLY SWORD formulae
- Corrected the range of THROW
- Rewrote the stat-determining equation in 7.2 to reflect more accurately
  how the game stores the data
- Made other sundry corrections

(version 3.21)
- Corrected some of the values in the table in 9.3
- Corrected typo in teleport success equation (thanks to Nick Lang for
  pointing this out)

(version 3.2)
- Added table of inherent abilities and statuses in 2.6.6
- Revised sections on evasion
- Revised TRUTH and UN-TRUTH formulae (thanks to Notti for spotting the errors)
- Corrected the requisite minor errors (those never seem to go away, do they?)

(version 3.1)
- Added several subsections in the miscellany section 2.6, including
  the formulae for teleport success, falling damage, and the success
  of random events (thanks to Goryus <goryus@hotmail.com> for most of
  this information)
- Added information on critical hits <3.1.3>, as well as more detailed
  information on the randomization of axe, flail, and bag damage <3.1.2>
- Corrected formula for UN-TRUTH damage
- As always, sundry minor corrections and revisions

(version 3.05)
- Revised section 9.3, on levelling up, and added section 9.4,
  on levelling down
- Moved data on initial raw stat values into 9.2; revised those
  values
- Corrected typo in equation for JP gain
- Corrected other minor errors

(version 3.00)
- Added Part 9, on character statistics and level up bonuses
- Added equations for gained Exp and JP
- Revised status/effect magic formula into a clearer form
- Made miscellaneous revisions and corrections

(version 2.66)
- Corrected Sing and Dance percentages
- Added Galaxy Stop percentage
- Fixed Battle Skill formulae
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- Changed formulae for Nanoflare and the Tiamat skills into
  the forms used internally by the game

(version 2.60)
- Corrected various errors
- Did some other stuff I can't remember because I did it
  before I went home for vacation but forgot to upload
  the FAQ :)

(version 2.56)
- Corrected miscellaneous errors
- Added game-flow section
- Converted all Speed data to ctr data
- Added approximate success percentages for SING and DANCE
- Renumbered sections

(version 2.1)
- Updated list of monster attacks; corrected physical vs. magical
  attack inaccuracies for monster attacks
- Rewrote definitions of 'physical' and 'magical' attacks
- Updated information on 'Blood Suck' status
- Made a few miscellaneous revisions and clarifications

(version 2.0)
- Section on abnormal status totally rewritten
- Information on JP sharing, counter magic, and learning magic updated
  and revised
- Equations for Zodiac effects and miscellaneous other PA / MA bonuses
  rewritten to more accurately reflect the game's calculation
- Errors in some weapon formulae corrected
- Spell multiplier charts updated to include information on
  reflectability, calculability, avoidability, and ability to be
  countered
- Vertical tolerances added to the range and effect notation of EVERY
  attack!
- Talk Skill is not affected by evade percentages.  Oops.
- List of monster abilities now includes names of the different
  'species' in the monster 'genus'
- TONS of new information added on damage & probability modifiers
- Several corrections, clarifications, and updates made to part 7

Special thanks to Notti <mahgnitton@hotmail.com> for a thorough
critique of version 1.5 of the FAQ and the contribution of
several pieces of information.  Thanks also to Master Daravon
<beefstew99@aol.com>, who pointed out the inaccuracies in the
monster abilities section in version 2.01.  In addition, kudos
to Aaditya Rangan <rangan@math.berkeley.edu> for dealing with
all the game-flow stuff, which all happens to quickly within
the game for me to deal with <grin>.  Finally, thanks to all the
regulars on the GameFAQs FFT Message Board
<http://cgi.gamefaqs.com/boards/gentopic.asp?board=20051>,
many of whom also offered insightful comments on how I might make
this file better.
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M E C H A N I C S   F U N D A M E N T A L S

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[1.1] definitions
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Here are a few definitions of terms that will recur throughout the rest of the
guide.

- A UNIT is any person or monster on the battlefield.

- An attack (lowercase) is any action taken by a unit in battle except for
  'Move', 'Defend', 'Wait', or 'Equip Change'. ATTACK, in uppercase, refers
  to the specific command ATTACK.

- The CASTER is the unit executing an attack. This doesn't necessarily have
  to refer to spells: a unit striking another with a sword is a 'caster' as
  well. This is somewhat counterintuitive, but it is easier to refer to
  all executors of attacks as 'casters' rather than using the words 'caster',
  'attacker', 'stealer', etc. to refer to what is basically the same thing.

- The TARGET is the unit(s) on the receiving end of the attack.
  The caster and target can be the same unit.

- DAMAGE is loss of HP or MP. Unless otherwise stated, assume that the term
  'damage' refers to HP damage.

- An EFFECTIVE stat is one that is not actually displayed on the status screen
  in the game, but is used internally by the game for calculation of the
  formula it appears in.

- PHYSICAL ATTACKING ABILITY (PA) is the number next to the sword icon on the
  middle panel of the status screen. A unit can have a PA no less than 1 and
  no greater than 99. Note: although displayed PA must be 99 or less,
  effective PA can be greater than 99.

- MAGICAL ATTACKING ABILITY (MA) is the number next to the rod icon on the
  middle panel of the status screen. Like PA, MA is bounded by 1 and 99,
  inclusive, but effective MA can in theory be greater than 99.
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- CHARGE TIME (CT) is an indicator of a unit's readiness to Act. A unit
  receives an ACTIVE TURN (AT, or simply 'turn') when its CT is greater than
  or equal to 100. On each AT, a unit can either move and act, move but not
  act, act but not move, or neither act nor move. At the end of the AT, CT
  is decremented according to what the unit did on its turn:

$$\text{move and act} \ldots\ldots\ldots\ldots \text{ new\_CT} = CT - 100$$
$$\text{move only} \ldots\ldots\ldots\ldots \text{ new\_CT} = CT - 80$$
$$\text{act only} \ldots\ldots\ldots\ldots \text{ new\_CT} = CT - 80$$
$$\text{neither act nor move} \ldots \text{ new\_CT} = CT - 60$$

  If new_CT is greater than 60, it is instead set to 60.

- SPEED (Sp) determines how often a unit gets active turns. For each
  unit of FFT time (clocktick), each unit will gain an amount of
  CT equal to its Speed. A unit gets a turn on any clocktick where its
  CT is greater than or equal to 100. Speed also determines the strength
  of some physical attacks (such as THROW and STEAL) and determines the
  charging time for the JUMP attack. Maximum Speed is 50, but under normal
  playing conditions it won't usually exceed 20.

- WEAPON POWER (WP) is a property of weapons that determines their strength.
  It can be seen on the middle panel of the status screen, next to the
  letter of the appropriate hand ('R' or 'L').

- An ATTACK STAT (XA) is a general term that can stand for any
  stat -- usually PA, MA, Speed, or WP -- that may influence the damage
  or success rate of an attack. It is used in discussions where the
  same formula applies to two or more types of attacks, but different stats
  are plugged into the formula for each attack.  For instance, rods and
  staves share the damage formula of XA * WP, where the attack stat
  XA = PA for rods and XA = MA for staves.

- A PHYSICAL ATTACK is one that meets at least ONE of the three following
  criteria:
  (a) Damage or success rate is increased by the caster's
      having Attack UP
  (b) Damage or success rate is decreased by the target's
      having Defense UP or Protect status
  (c) Success rate is decreased by the target's physical evade.
  Note that an attack does not have to use PA in its damage or success
  formula in order to be a physical attack.

- A MAGICAL ATTACK is one that meets at least ONE of the three following
  criteria:
  (a) Damage or success rate is increased by the caster's
      having Magic AttackUP
  (b) Damage or success rate is decreased by the target's
      having Magic DefendUP or Shell status.
  (c) Success rate is decreased by the target's magical evade.
  (In general, magical attacks that have beneficial effects, such as
   Cure and Protect are not susceptible to Shell, Magic DefendUP, or
   magic evade.)
  Note that not all attacks that use MA in their damage or success
  formulas are magical attacks -- some are in fact physical!

- A NEUTRAL ATTACK is defined as one that is neither physical nor
  magical.  Examples include TALK SKILL, DANCE, SING, the DRAW OUT
  ability 'Murasame', and the Bomb's 'Self-Destruct' command.

- A CLOCKTICK is the basic unit of time of an FFT battle.  During
  one clocktick, each unit's CT meter increases by an amount equal

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     to the unit's Speed.  Strictly, a clocktick is defined as the
     period of time between two consecutive S+ phases (don't worry about
     this now; see the gameflow section, Appendix A, for details).

 - A SLOW ACTION is any attack which requires a charging time between
   the time it is selected and the time when it is actually executed.
   Each slow action has an associated value known as 'CTR' (clockticks
   till resolution) which specifies this duration in clockticks. See
   the gameflow section for details.

 - A FAST ACTION is any attack which is resolved immediately upon
   selection.  See the gameflow section, Appendix A, for details.

 - A REACTION is any attack immediately executed by the target of a
   just-resolved slow action, fast action, or act of mimicry.
   Reaction abilities cannot be reacted to or mimed. The nature of
   the reaction is determined by a unit's reaction ability.

 - BRAVE (Br), which is listed on-screen under the character's name
   and occupation, is a stat that supposedly represents courage in
   battle. It's a factor in barehanded attacks, a few special skills
   and some weapon attacks, and also represents the rate at which
   you'll use your Reaction Ability.  In this guide, you will see it
   abbreviated as 'Br'.  Brave is on a scale from 0 to 100; if you
   fall below 10 Brave, you'll be afflicted with the Chicken status
   ailment. Any unit except for Ramza or Guests that has a permanent
   Brave of 5 or less at the end of a battle will leave the party.

 - FAITH (Fa), listed on-screen next to Brave, is supposed to
   represent belief in miracles and supernatural phenomena. It
   factors into both magic damage and rate of success, and is an
   important stat for a mage. Like Brave, it varies from 0 to 100.
   Any character except for Ramza or a Guest that has a permanent
   Faith of 94 or greater at the end of a battle will leave the
   party.

 - To ADD a status change is to cause a unit to be affected by that
   status change.

 - To CANCEL a status change is to remove a status change that had
   previously been added to a unit.

 - To BLOCK a status change or element means that the status cannot
   be set on the blocking unit or that attacks bearing the element
   have a 0% success rate on the blocking unit. To inherently block
   a status or element is to be IMMUNE to that status or element.

 - The RANGE of an attack is the number of squares, counted in a
   straight line, that the attack has the potential to target (not
   counting the caster himself). It is represented on the screen when
   an attack is selected by red, glowing panels.  Examples:

   (X = Caster)
                               #               #
                      #       ###              #
        #           ###     #####              #
      #X#         ##X##   ###X###          ###X###
        #           ###     #####              #
                      #       ###              #
     Range 1    Range 2       #               #
```

```
              Range 3      Range 3
                          (4 directions)


   Usually, Range is independent of vertical height, but for some
   skills (e.g., TALK SKILL), it can be limited by height difference.
   If this is so, it will be noted in the guide with a "vX" after
   the range number, where X is the vertical tolerance of the attack
   in height units. For instance, the range of 'Threaten' is 3v2.


- The EFFECT AREA of an attack determines which panels will actually be
  hit by the attack. It's determined by counting the number of squares
  an attack can hit from the center to one corner of the effect area.
  Effect area is usually restricted by height. Height restrictions will
  be noted in the guide with "vX" appended on to the effect number, with
  X being the vertical tolerance of the attack in height units. For
  instance, the effect area of 'Haste 2' is 2v3.


   Examples:
                         O
              O         OOO
     O       OOO       OOOOO
              O         OOO
                         O
   Effect 1   Effect 2   Effect 3


   A combination of range and effect area is used to determine the
   attack's firing range. We represent this in the guide as two numbers,
   the first being the range and the second the effect area. For
   instance, a spell with firing range {5/1} means it has a range of 5
   and an effect area of 1. If there is an effect area greater than one,
   it can make the attack go further than the range.


   Special firing ranges:

   - for LINEAR firing ranges, the range is measured in the number of
     directions the line can go in. The effect area is measured by
     the number of squares it affects, and the number of directions
     in which it does so. For example, the 'Holy Explosion' attack
     is {4dir/5(1dir)}.

   - for AUTOMATIC firing ranges, the range and the effect area are
     always the same. This is denoted by {A/N}, where N is the
     number of squares, in a straight line counted from the center
     of the effect area, that the attack effects. For instance, {A/3}
     is illustrated below. If the attack is helpful, the caster will
     usually also be targeted; if the attack is harmful, the caster
     will usually not be targeted.

   X: caster
   #: panel in range
   O: affected panel


            O
           OOO          O
           #O#          O                 O
     O    #####         O                OOO
   #X#   ###X###     ###X###            OOXOO
    #     #####         #                OOO
           ###          #                 O
            #           #
```

```
       1/1     3/2    4directions/              A/3
                      3(1direction)     (caster may or may not
                                          be affected.)
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- LINE-OF-SIGHT (LOS) means that the target of an attack must lie along
  a roughly linear path from the caster without any obstacles or other units
  intervening. For longbows, this path can be concave-down parabolic as well
  as linear (the arrow can arc). If an obstacle blocks the line of sight, a
  line-of-sight attack will fail. If another unit blocks the line of sight,
  the attack will be executed on the other unit instead of the intended
  target. This can be used to your advantage with guns and bows to hit
  targets that are closer than 3 panels (which can't normally be fired on):
  target a panel directly behind the unit you want to hit, and since he
  blocks your shot, you'll hit the intended target instead! Sometimes
  this won't work with longbows because the arrow will arc over the
  intervening target.

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[1.2] abbreviations & symbols
     =====================================================================

Listed below are abbreviations and symbols, both mathematical and
game-related, that will be used throughout the guide.

MATHEMATICAL FUNCTIONS
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ARITHMETIC
* signifies multiplication
/ signifies division

FFT uses integer division, meaning that it truncates all remainders.  To
emphasize this, I place instances of division within square brackets:

                        [20 / 4] = 5
                        [21 / 4] = 5
                        [22 / 4] = 5
                        [23 / 4] = 5
                        [24 / 4] = 6

As the above implies, [x] in this guide means to truncate x -- that is,
convert x to a decimal and then drop all decimal places, regardless of what
numbers they contain.  Forinstance, [3.001] = 3; [3.999] = 3; [0.556] = 0;
[-0.872] = 0; [-7.25] = -7.  Note that this differs from the greatest
integer (floor) function in its treatment of negative numbers:  [-9.1] = -9
while floor(-9.1) = -10.  FFT uses truncation, not floor.

The symbol [x * y/z] is short-hand for [(x * y)/z].

In a few instances, the game will round the result of a division UP instead
of dropping the remainder.  To deal with this, I define the 'round-up
division' function, RU{x / y} as follows:

                   RU{x,y} = [(x + y - 1) / y]

This is more intuitive if you think of it as dividing X by Y and rounding up
to the nearest integer.

```
MAXIMUM & MINIMUM FUNCTIONS
max{x,y} = (x if x > y) or (y if y > x)
Intuitively, this function means to take whichever is largest of the two
options separated by the comma.

min{x,y} = (x if x < y) or (y if y < x)
Similarly, this means to take whichever is the smallest of the two options
in the brackets.

RANDOM NUMBER GENERATION
(x..y) means that the game generates a random integer between x and y,
inclusive.

HEXADECIMAL
Where it is necessary for clarity, hexadecimal numbers are prefaced by a
"$" character. So "$2710" means 2710 hex, or 10,000 decimal.


GAME-RELATED ABBREVIATIONS
-------------------------

a : can only target allies (in range/effect notation)
A/2, A/3, etc. : automatic firing range 2, 3, etc. (see above)
Br : Brave
C_x : caster's (attribute x)
CFa : caster's Faith
CT : charge time
CTR : clockticks 'til resolution
CurHP : current HP (in HP 500/556, 500 is the CurHP)
CurMP : current MP
dir : directions
e : can only affect enemies (in range/effect notation)
Fa : Faith
LOS : line-of-sight
Lv : Level
M.AEv : magical accessory Evade%
M.SEv : magical shield Evade%
MA : magical attacking ability
MaxHP : maximum HP (in HP 500/556, 556 is the MaxHP)
MaxMP : maximum MP
P.AEv : physical accessory Evade%
P.CEv : physical inherent Evade%
P.SEv : physical shield Evade%
PA : physical attacking ability
R/E : Range / Effect area (= firing range)
Spd : Speed (statistic)
SP : Speed (of a spell or attack)
T_x : Target's (attribute x)
TFa : Target's Faith
v : vertical (in effect area)
WEv : weapon Evade%
WP, WpnPwr : weapon's power
XA : attack stat

>> In the formulae, assume that any statistic is that of the user of the
   ability unless otherwise specified (e.g., 'Level' refers to 'caster's
   Level').

>> In this guide, commands and command sets are generally rendered in
   ALL CAPITALS. So 'BLOOD SUCK' refers to the command set, while
```

'Blood Suck' refers to the specific attack or status ailment. An
        "attack" is a general term, but "ATTACK" is the specific command
        used in battle.


_____
[1.3] signs of the zodiac
      =====================================================================

What would the Zodiac Brave Story be without Zodiac compatibility?
Every unit in FFT has a Zodiac sign.  The interaction of the Zodiac signs
is almost always an effect in damage calculation.  The few attacks which are
exempt from Zodiac compatibility include

        (1) Damaging attacks where the damage is based on the current
            or maximum values of HP and/or MP.  These attacks include
            the Bomb's 'Self-Destruct', the MAGIC SWORD attack 'Shock!',
            the Byblos' 'Shock', and the Archaic Demon's 'Lifebreak',
            among others.

        (2) The DRAW OUT attack Murasame, which restores (Caster's MA * 12) HP
            to all targets, regardless of Zodiac compatibility.  This is
            probably a programming oversight.

In general, the better the compatibility, the higher the damage or the success
rate of attacks exchanged between two units.


COMPATIBILITY CHART
-------------------


              Ar Ta Ge Cn Lo Vg Li Sc Sa Cp Aq Pi Se
Aries         O  O  O  -  +  O  ?  O  +  -  O  O  O
Taurus        O  O  O  O  -  +  O  ?  O  +  -  O  O
Gemini        O  O  O  O  O  -  +  O  ?  O  +  -  O
Cancer        -  O  O  O  O  O  -  +  O  ?  O  +  O
Leo           +  -  O  O  O  O  O  -  +  O  ?  O  O
Virgo         O  +  -  O  O  O  O  O  -  +  O  ?  O
Libra         ?  O  +  -  O  O  O  O  O  -  +  O  O
Scorpio       O  ?  O  +  -  O  O  O  O  O  -  +  O
Sagittarius   +  O  ?  O  +  -  O  O  O  O  O  -  O
Capricorn     -  +  O  ?  O  +  -  O  O  O  O  O  O
Aquarius      O  -  +  O  ?  O  +  -  O  O  O  O  O
Pisces        O  O  -  +  O  ?  O  +  -  O  O  O  O
Serpentarius  O  O  O  O  O  O  O  O  O  O  O  O  O


O: Neutral
+: Good
-: Bad
?: Worst (same sex), Best (opposite sex), Bad (monsters)

In general, the last step of calculating the damage from an attack will
be multiplication. It is just before this final multiplication step that
zodiac modifiers are applied. In many cases, the two multiplicands will
be a stat-dependent value (e.g., PA) and a stat-independent value (e.g.,
WP). If we call the stat-dependent value XA, then XA is modified by
zodiac in the following way:

 'Neutral' compatibility:  XA_zodiac = XA
 'Good' compatibility:     XA_zodiac = XA + [XA / 4]

```
 'Best' compatibility:    XA_zodiac = XA + [XA / 2]
 'Bad' compatibility:     XA_zodiac = XA - [XA / 4]
 'Worst' compatibility:   XA_zodiac = XA - [XA / 2]
```

Note that there are some attacks with more than one stat-dependent
multiplier or no stat-dependent multipliers. The effect of Zodiac on
these attacks is described in the sections where these formulas are given.

For attacks with a variable success rate, calculation of the success rate
usually involves addition. To get the full Zodiac effect on the success
percentage, BOTH addends are affected in the way described above for XA,
even though typically only one is stat-dependent. For instance, for the
TALK SKILL Death Sentence, base success% = MA + 30. Against a target with
'Good' compatibility, success is equal to (MA + [MA/4]) + (30 + [30/4]),
or (MA + [MA/4] + 37). Note that truncation applies twice, so the results
can be slightly different than calculating (success% + [success% / 4]),
depending on the values of MA and of the attack-specific constant.

Variable success rate attacks are often subject to evasion as well.  An
important thing to keep in mind is that ZODIAC COMPATIBILITY DOES NOT
AFFECT EVASION; it can only affect the base success percentage of an attack.

Since monsters are unisex, they are immune from 'Best' and 'Worst'.  So,
for a monster, any unit that would normally be 'Best' or 'Worst' is instead
'Bad'.  NOTE -- some of the Lucavi beasts actually have their sex bit set
to MALE and thus are not monsters even though they appear to be:

```
                        Queklain ..... Male
                        Velius ....... Monster
                        Zalera ....... Male
                        Adramelk ..... Monster
                        Hashmalum .... Male
                        Altima ....... Monster (both forms)
                        Elidibs ...... Monster
```

_____
[1.4] evasion
      ====================================================================

When you attack a unit, it has a chance to dodge your attack with four
parameters: (1) its class evasion (C-EV); (2) its shield (S-EV); (3) its
accessory (A-EV); (4) its weapon (W-EV), if it has the reaction ability
'Weapon Guard' set.  There are separate categories for physical
(P.SEV, P.AEV, P.CEV) and magical (M.SEV, M.AEV) evade. Note that there
is no magical class evasion. Weapon evasion only works on physical attacks,
and for the purpose of these equations, W.EV = 0 unless the evading unit has
'Weapon Guard'.

EVADING PHYSICAL ATTACKS
------------------------

Physical attack evasion depends on the attacker's position relative to
the target.  These equations will produce a percentage from 0 to 100.

from front:
hit% = [(base hit%)*(100-P.CEV)*(100-P.SEV)*(100-P.AEV)*(100-W.EV) / (10^8)]

from side:
```

```
hit% = [(base hit%) * (100-P.SEV) * (100-P.AEV) * (100-W.EV) / (10^6)]


from rear:
hit% = [(base hit%) * (100-P.AEV) / 100]
```

The above equations were designed with the constraints of FFT's math system
in mind.  Since we are capable of noninteger division, it may be easier to
remove the final division by the large power of 10, and to think of each
factor of (100 - P.xEV) as equivalent to (1 - P.xEV/100), in decimal
form.

- To determine whether an attack is subject to evade, check out the information
  for the attack in question in Part 2 or 3 of this guide.

- For normal weapon attacks, THROW, sword skills, Spin Fist, Repeating Fist,
  Wave Fist, Earth Slash, Throw Stone, and Dash, the base hit% is 100.  For
  other attacks, see the appropriate section of Part 2 or 3 for how to
  determine the base hit%.

- Even if you fire BATTLE SKILL attacks out of a gun, they are still subject
  to evasion.

- MIGHTY SWORD has a 00% success rate if the target is not equipped with an
  appropriate item for the Mighty Sword skill to break.  Consequently, all
  monsters are unaffected by MIGHTY SWORD.

- What is considered the 'front', 'side', and 'back' can be confusing when
  dealing with ranged attacks like arrows and Wave Fist.  The following
  diagram should help (thanks to Notti for giving me the idea to present
  the information in this way).

```
  _____
 |   |   |   |   |   |     If the target is standing on the panel marked 'X'
 | S | B | B | B | S |     and facing in the direction indicated by the arrow,
 |___|___|___|___|___|     if you are attacking from a panel marked 'F', you
 |   |   |   |   |   |     are considered to be attacking from the front; if
 | S | S | B | S | S |     you attack from a panel marked 'S', the game
 |___|___|___|___|___|     considers you to be attacking from the side; and
 |   |   | ||  |   |   |     if you attack from a panel marked 'B', you are
 | S | S | Xv| S | S |     attacking from the rear.  Basically, the game
 |___|___|___|___|___|     just decides whether your forward, sideways, or
 |   |   |   |   |   |     behind distance from your opponent is greater, and
 | S | F | F | F | S |     takes that to be your orientation.  In the event
 |___|___|___|___|___|     of a tie, the foremost direction is the winner
 |   |   |   |   |   |     (front over side, side over back).  Note that this
 | F | F | F | F | F |     is absolutely independent of the relative panel
 |___|___|___|___|___|     heights.
```


EVADING MAGICAL ATTACKS
-----------------------

```
any position:  hit% = [(base hit%) * (100 - M.SEV) * (100 - M.AEV) / 10000]
```

This applies to most magic attacks, whether they are status-inducing
or damage-causing.

- A unit will not try to evade attacks that are curative or that
  add helpful status. See the 3.3, 3.4, or 3.5 to determine whether a
  magic attack is subject to evade.

For an example of how evade percentages work (using the simplified
versions of the equations that involve noninteger division), let's say
Ramza attacks Algus -- who is equipped with a Crystal Shield (P.SEV +40%,
M.SEV +15%) and a Feather Mantle (P.AEV +40%, M.AEV +30%) -- from the side.
Inherent evade% (P.CEV) is ineffective from the side, but Algus' shield
(P.SEV) and cloak (P.AEV) will give him a chance to avoid the damage:

```
                Orig%   Shield    Mantle
Ramza's Hit% = [100 * (1-.40) * (1-.40)] = [100 * .6 * .6] = 36%.
```

And if Ramza now decides to cast Flare on Algus, Algus is also
considerably protected due to M.SEV and M.AEV:

```
                     Shield    Mantle
Flare Hit% = [100 * (1-.15) * (1-.30)] = [100 * .85 * .7] = [.595] = 59%
```

If a target is somehow protected from a particular attack (for instance,
if he has Rubber Shoes [block: Lightning] equipped and is targeted with
Bolt 3, or is targeted with Seal Evil and is not undead), that attack will
have a 00% success rate, regardless of zodiac sign, evasion multipliers,
percentage multipliers, or anything else.

The reaction ability 'Abandon' causes all of a unit's evasion percentages
to be doubled for the entire battle (it does not require a trigger, despite
what the in-game description says). The 'Defending' status causes the same
effect temporarily.

If a target evades an attack due to its C-Ev, a 'Missed!' message will be
displayed. If a target evades an attack due to its A-Ev or S-Ev, a
'Guarded' message will be displayed.

As mentioned in the Zodiac section above, Zodiac compatibility has NO effect
on evasion percentages.

For a list of S-Ev values for each shield, see section B.2. For a list of A-Ev
values for each mantle, see B.3.

_____

[1.5] protect and shell
      =========================================================================

The 'Protect' and 'Shell' statuses can protect units from several attacks
in a variety of ways.  Here is a summary of the different types of defense
afforded by these statuses.

- If a physical attack does damage and the target has Protect, the attack stat
  (XA) in the damage equation will be modified such that new_XA = [XA * 2/3].
  If a physical attack inflicts a status, the XA in the success rate equation
  will be modified such that new_XA = [XA * 2/3]. If a physical attack
  causes damage calculated from the max or current HP of the target (e.g.,
  Mutilate), Protect will only affect the success rate of the attack, and
  not the damage.

- If a magical attack does damage and the target has Shell, the attack stat
  (XA) in the damage equation will be modified such that new_XA = [XA * 2/3].
  If a magical attack inflicts a status, the XA in the success rate equation
  will be modified such that new_XA = [XA * 2/3]. If a magical attack
  causes damage calculated from the max or current HP/MP of the target (e.g.,

Demi, Demi 2, Life Drain, Spell Absorb, Gravi2, Lich), Shell will only
   affect the success rate of the attack, and not the damage.

Unlike Zodiac compatibility, Protect and Shell ONLY affect the XA for
variable success rate attacks -- not the entire percentage. Consequently,
with the exception of some (MA+K)%-based attacks of high-level monsters,
Protect and Shell's effect on success rates of attacks is far less signficant
than the effect of Zodiac compatibility.


_____
[1.6] the elements
      =======================================================================

There are eight elemental properties in the game: Fire, Ice, Lightning,
Water, Earth, Wind, Dark, and Holy.

In turn, there are two separate effects that can be caused by an elemental
attribute. They are (1) XA strengthening for a caster, and (2) damage
modification for a target.

If the caster of an elemental spell has equipment endowed with 'Strengthen:
(element)', when he casts spells of that element, his strengthened_MA will
be equal to [MA * 5/4].  Note that this applies to the MA of the caster,
and not to the damage caused by the spell.  Though this will increase the
damage of most spells (e.g., Fire 4, Shiva, Holy), if the spell normally does
damage that is independent of MA (e.g., Lich), it will do no more damage
from the 'Strengthen' effect (the success percentage, however, which does
depend on MA, will be increased).  The 'Strengthen' bonus works the same for
elemental weapons like Ice Brand and Holy Lance, except it is applied to
the appropriate attack stat(s) of the weapon.

The target of an elemental spell can have a variety of properties that
modify the actual DAMAGE dealt by the spells on that target (and not
the caster's MA):

'Weak: (Element)'  ... Damage from this element is doubled, even when
                       the amount of damage is unaffected by other types
                       of modifiers.  This doubling takes the form of an
                       extra factor of two in the damage equation, inserted
                       just before the final rounding (e.g., Tiamats receive
                       RU{(MaxHP*68)/100} damage from Hurricane instead of
                       RU{(MaxHP*34)/100} because they are weak against Wind).

'Half: (Element)'  ... Damage from this element is halved (and truncated).
                       As with 'Weak', this applies even to attacks not
                       normally susceptible to damage modification, and
                       the factor of 1/2 is inserted just before the final
                       rounding.

'Cancel: (Element)' .. Attacks of this element cannot succeed (the
                       prediction will just say 00%). To avoid a double
                       meaning for 'cancel', I use the word 'block' for
                       this effect.

'Absorb: (Element)' .. Damage from element is added to, instead of
                       subtracted from, the HP total.

Note that Weak, Half, Absorb and Cancel have no effect on the success
rates of elemental attacks.

For Geomancy, only MA is affected by elemental attributes, even
though PA is also used to calculate the damage.

The elemental affiliations of an attack are listed in its description
(press SELECT), and also in the big list in section 3.3.

Example of elemental effects:

This example allows you to appreciate the subtle difference between the
two kinds of elemental effects. Let's assume you have a Summoner with
20 MA and 70 Fa casting Lich on a target with 501 Max HP, neutral Zodiac
compability and 60 Fa.  Lich does damage equal to RU{Target's MaxHP/2}
with a success rate of [(Caster Fa)*(Target Fa)*(MA+160) / 10000].
Now envision some scenarios:

1.  Normal. Lich does RU{501/2} = 251 damage with a success rate of
    [70*60*180/10000] = 75%.

2.  The Summoner equips himself with 108 Gems, which strengthens Dark
    elemental. This means that wherever MA is considered,
    new_MA = [MA * 5/4].  Because MA doesn't determine the damage done
    by Lich, the damage is unaffected, and remains at 251. The success
    rate, however, increases slightly, because new_MA = [20 * 5/4] = 25.
    So the success rate is now [70*60*185/10000] = 77%.

3.  Suppose the Summoner unequips the Gems, then the target equips himself
    with an N-Kai Armlet, which has the property 'Half: Dark'. Since
    'Half' affects damage itself and NOT MA directly, this time the damage
    done by the spell will be affected, but the success rate will not. The
    damage will now be equal to RU{MaxHP/4}, or 126. The success rate,
    however, remains unaffected at 75%.

Weather-related effects on magic -- such as the strengthening of Lightning
during thunderstorms, the weakening of Fire during thunderstorms, and the
strengthening of Ice during snowstorms (see 6.5) -- are effects of the
second type, influencing the actual damage done by the spell rather than
the caster's MA.

Certain attacks -- such as ATTACK, CHARGE, BATTLE SKILL and HOLY SWORD
directives -- are weapon-elemental, meaning they acquire the elemental
properties of the weapon the caster is equipped with. If the caster's weapon
has no elemental affiliation, weapon-elemental attacks will be non-elemental.
In addition, physical attacks that are weapon-elemental only receive a bonus
from the 'Martial Arts' ability if the caster is barehanded.

_____
[1.7] handling multiple instances of the same variable
      ========================================================================

A number of multipliers can act on the variables you'll find in the equations
throughout this guide.  In a few of these equations, the same variable appears
twice; in these cases, it can be hard to determine where to apply the variable
modifiers.  Usually only one instance of the variable is modified.  The list
below shows these equations, with the modifiable variable marked with a "!".
(This applies for caluclating alterations from Zodiac as well.)

ATTACK barehanded      Damage = PA! * [PA * Br/100]
Monster attacks        Damage = PA! * [PA * Br/100]

```
Physical Gun ATTACK   Damage = WP! * WP
Spin Fist             Damage = PA! * [PA / 2]
Repeating Fist        Expected Damage = 5 * (PA! + [PA / 2])
Wave Fist             Damage = PA! * ([PA / 2] + 1)
Earth Slash           Damage = PA! * [PA / 2]
TRUTH                 Damage = MA! * [(MA + K)/2]
Snake Carrier         Damage = PA! * [(PA + 5) / 2]
Nanoflare             Damage = MA! * [(MA + 5) / 2]
Sudden Cry            Damage = PA! * [(PA + 2) / 2]
Turn Punch            Damage = PA! * [PA / 2]
Wave Around           Damage = PA! * [PA / 2]
Choco Ball            Damage = PA! * [PA / 2]
Triple Flame          Damage = MA! * [(MA + 24) / 2]
Triple Thunder        Damage = MA! * [(MA + 12) / 2]
Dark Whisper          Damage = MA! * [(MA +  1) / 2]
```

```
                          _____
                       _NNNNNNNNNNNNNNL.
                    JNNNNNNNNNNNNNNNNNNNL
                   4NNNN"`         `NNNNN)
                    `"`               NNNN)
                                    .NNNNN)
                             __NNNNNNNNN
                      _NNNNNNNNNNNNN"
                     JNNNNNNNNNN""`
                   .NNNNNN"`
                   .NNNNN`
                   JNNNNNNNNNNNNNNNNNNNNNNN
                   NNNNNNNNNNNNNNNNNNNNNNNN
                   """""""""""""""""""""""
```

                   D I R E C T   C O M M A N D S


_____
[2.1] attack
      ==========================================================================


The ATTACK directive is the most basic command in FFT, as well as one of the
most often used.  The following formulae prescribe how much damage an attack
with a particular type of weapon can do.  This damage is subject to specific
modifications, which are detailed in the next section.  See [B.1] for  a list
of the values of WP for each weapon in the game.

The ATTACK command is a weapon-elemental physical attack, unless it is
executed with a magic gun, in which case it is a weapon-elemental MOD 5
magical attack (see section 3.2 for more details on this kind of attack).

Here is a list of the damage formulas and values of XA (for determining damage
modifiers) for all the different types of weapons. See Appendix B.1 for more
information about the weapons of FFT.

STRIKING WEAPONS | Range: 1v3 (from above) / 1v2 (from below)
================================================================================
Bare Hands**...... damage = [(PA * Br) / 100] * PA    XA = [(PA * Br) / 100]
Knife ............ damage = [(PA + Sp) / 2] * WP      XA = [(PA + Sp) / 2]
Ninja Sword ...... damage = [(PA + Sp) / 2] * WP      XA = [(PA * Sp) / 2]

```
Sword ............ damage = PA * WP                  XA = PA
Knight Sword ..... damage = [(PA * Br) / 100] * WP   XA = [(PA * Br) / 100]
Katana ........... damage = [(PA * Br) / 100] * WP   XA = [(PA * Br) / 100]
Staff ............ damage = MA * WP                  XA = MA
Rod .............. damage = PA * WP                  XA = PA
Flail ............ damage = (1..PA) * WP             XA = (1..PA)
Axe .............. damage = (1..PA) * WP             XA = (1..PA)
Bag .............. damage = (1..PA) * WP             XA = (1..PA)
------------------------------------------------------------------------
** If a unit is barehanded, weapon-elemental attacks will receive the bonus
   from the Martial Arts support ability (they don't if the unit is equipped
   with any weapon -- see 6.2). For barehanded units, WP = 0 in any equations
   that use WP (e.g., BATTLE SKILL success rate).


LUNGING WEAPONS  | Range: 2v3 (line of sight)
========================================================================
Lunging weapons can only hit one unit at once -- if one unit is standing behind
another, and you are in front of them both and target the further unit, only
the closer unit will be hit.
Spear ............ damage = PA * WP                  XA = PA
Stick ............ damage = MA * WP                  XA = MA
Cloth ............ damage = [(PA + MA) / 2] * WP     XA = [(PA + MA) / 2]


LONG-DISTANCE WEAPONS | Range: varies
========================================================================
All long-distance weapons require a line of sight to be open between the
attacker and the target. For longbows, this can also be a concave-down
parabolic path for the arrow to take rather than a direct line of sight. If
another unit intervenes in the line of sight between caster and target, that
unit will be hit instead. You can take advantage of this fact to shoot targets
closer than the minimum range.
                                                RANGE
                                              min max
                                              --- ---
Crossbow ......... damage = PA * WP             3   4   XA = PA
Longbow .......... damage = [(PA + Sp) / 2] * WP  3  ***  XA = [(PA + Sp) / 2]
Gun, physical**... damage = WP * WP             3   8   XA = WP
Musical Instrument damage = [(PA + MA) / 2] * WP  3  3   XA = [(PA + MA) / 2]
Dictionary ....... damage = [(PA + MA) / 2] * WP  3  3   XA = [(PA + MA) / 2]
------------------------------------------------------------------------
**  Unlike with other weapons, ATTACKs with Guns are not subject to evasion.
*** Max longbow range is equal to 5 + [(Caster's Height - Target's Height) / 2]


MAGICAL GUNS | range: minimum 3, maximum 8 (line of sight)
========================================================================
An ATTACK with a magical gun is the only time the ATTACK command is magical.
It's a MOD 5 magical attack (see section 3.2 for details) -- basically, a
BLACK MAGIC spell with the WP of the magical gun substituted for MA:

                damage = [(CFa * TFa * Q * WP) / 10000]

60% of the time, the magical gun will deliver a level 1 spell (Q = 14), 30% of
the time, it will deliver a level 2 spell (Q = 18), and 10% of the time, it wil
deliver a level 3 spell (Q = 24). Magical guns cannot score conventional
critical hits.

ATTACKs with magical guns are not subject to the modifiers found in this
```

section; instead, they are subject to those for MOD 5 attacks, where MA0 = WP.
Like those with physical guns, magical gun ATTACKs ignore evasion. They are
subject to Counter Magic, Counter Flood, Blade Grasp, and Hamedo, but do not
trigger other Countergrasp reactions.


CRITICAL HITS
-------------

NOTE: This does not apply to magical guns.

Approximately 5% of the time, the ATTACK command will deliver
a critical hit. The sound of the hit will be more sharp and
sudden, and the damage numbers will be animated slightly
differently.

Critical hits randomly modify the ATTACKing unit's PA, MA,
and/or Speed (depending on what weapon the unit is equipped with)
to increase damage.  This modified PA, MA, or Speed is then
plugged into the appropriate formula above to calculate the final
damage.

Critical hit bonus:

modified_XA = normal_XA + (1..normal_XA) - 1

This equation is equivalent to

modified_XA = normal_XA + (0..(normal_XA-1))

but I suspect that it is the first equation that FFT actually uses,
given that in other cases it generates random numbers of the form
(1..x) rather than (0..x).  However, I don't know for sure.

Regardless, the max damage a critical hit can do is equal to
((2 * normal_XA) - 1) * WP -- slightly less than twice normal
damage -- and the least it can do is normal damage.  Most often it
will be between these two extrema.

Critical hits will also knock the target back one square
fifty percent of the time (assuming that there is an unoccupied
square directly behind the target).


DAMAGE MODIFIERS
----------------

NOTE: These modifiers do not apply to magical guns. For magical gun
modifiers, see the MOD 5 subsection in section 3.2.

Many factors -- including the attacker's abilities and status, the
target's abilities and status, as well as Zodiac compatibility -- can
affect the damage done by weapon attacks.  The procedure outlined below
is a summary of how to apply all these different modifiers.

'XA' below stands for whatever expression that the weapon multiplies by
Weapon Power to get the final damage.  For example, XA = PA for swords,
XA = [(PA + Sp) / 2] for longbows, and XA = WP for physical guns.

If there are multiple instances of the _same_ statistic in a damage

equation (for instance, the non-magic gun and barehand equations), only
modify _one_ instance of the statistic.  See section 1.7 for a
clarification on this.

Let 'XA0' be the attacker's XA on the stat screen.  The 'Attacker' is the
unit making the attack, and the 'Defender' is the unit being attacked.

   1. If this is a critical hit, then XA1 = XA0 + (1..XA0) - 1.  See
      section 2.1 for details.
   2. If the weapon is endowed with an Element, and the attacker has
      equipment that 'Strengthens' that element, then (XA2 = [XA1 * 5/4]),
      else XA2 = XA1
   3. If attacker has Attack UP, then (XA3 = [XA2 * 4/3]), else XA3 = XA2
   4. If attacker has Martial Arts and is barehanded, then
      (XA4 = [XA3 * 3/2]), else XA4 = XA3
   5. If attacker is Berserk, then (XA5 = [XA4 * 3/2]), else XA5 = XA4
   6. If defender has Defense UP, then (XA6 = [XA5 * 2/3]), else XA6 = XA5
   7. If defender has Protect, then (XA7 = [XA6 * 2/3]), else XA7 = XA6
   8. If defender is Charging, then (XA8 = [XA7 * 3/2]), else XA8 = XA7
   9. If defender is Sleeping, then (XA9 = [XA8 * 3/2]), else XA9 = XA8
  10. If defender is a Chicken and/or a Frog, then (XA10 = [XA9 * 3/2]),
      else XA10 = XA9
  11. Apply zodiac multipliers:
          If compatibility is 'Good', then (XA11 = XA10 + [(XA10)/4]))
          elseIf compatibility is 'Bad', then (XA11 = XA10 - [(XA10)/4])
          elseIf compatibility is 'Best', then (XA11 = XA10 + [(XA10)/2])
          elseIf compatibility is 'Worst', then (XA11 = XA10 - [(XA10)/2])
          else XA11 = XA10
  12. Apply weapon's damage formula using XA = XA11 (if there is more
      than one instance of XA, only set _one_ instance to XA11 and
      leave the other as XA0 (see above).

Also remember that weapon attacks can be evaded.  See section 1.3 for
details.


_____
[2.2] charge
      =================================================================


Damage from the Archer's CHARGE command is calculated using the
normal weapon equations, with the following modifications.

For Charge +K, damage is equal to:

Bare Hands: [((PA + K) * Br) / 100] * PA
Knife: [((PA + K) + (Sp + K)) / 2] * WP
Sword: (PA + K) * WP
Knight Sword: [((PA + K) * Br) / 100] * WP
Ninja Sword: [((PA + K) + (Sp + K)) / 2] * WP
Katana: [((PA + K) * Br) / 100] * WP
Staff: (MA + K) * WP
Rod: (PA + K) * WP
Crossbow: (PA + K) * WP
Bow: [((PA + K) + (Sp + K)) / 2] * WP
Gun (physical): (WP + K) * WP
Gun (magical): [CFa/100 * TFa/100 * (WP + K) * Q]
Flail: (1..(PA + K)) * WP
Axe: (1..(PA + K)) * WP
Stick: (MA + K) * WP

```
Spear: (PA + K) * WP
Musical Instrument: [(PA+K + MA+K) / 2] * WP
Dictionary: [(PA+K + MA+K) / 2] * WP
Cloth: [(PA+K + MA+K) / 2] * WP
Bag: (1..(PA + K)) * WP


CHARGE abilities are slow actions and have the following
initial values of ctr:

ATTACK NAME     INITIAL CTR
-----------     -------------
Charge +1 ...   4 clockticks
Charge +2 ...   5 clockticks
Charge +3 ...   6 clockticks
Charge +4 ...   8 clockticks
Charge +5 ... 10 clockticks
Charge +7 ... 14 clockticks
Charge +10... 20 clockticks
Charge +20... 35 clockticks


These ctr values are not affected by the 'Short Charge' or 'Non-charge'
abilities.


A CHARGE directive can only target a panel, not a unit.  If the target of
the CHARGE moves before the CHARGE is executed, the attack will fail to
connect.


If the caster of the CHARGE moves while charging or if his weapon is broken
while he is charging, the CHARGE will be aborted. (Exception: The undead
Archer's version of CHARGE does not have the latter restriction. If the
charging unit's weapon is broken, the CHARGE will continue and will resolve
as a fist attack, even if the original weapon was a long-distance weapon.)


In terms of damage, evasion, and modifiers, CHARGE attacks are treated
just like normal weapon attacks (see section 2.1 for details). CHARGE attacks
are weapon-elemental.


_____
[2.3] jump
      ==========================================================================


Damage from a JUMP is calculated as follows:

   If caster is equipped with any weapon, then
```

$$damage = (PA * K) * WP$$

```
   If caster is barehanded, then
```

$$damage = [(PA * Br) / 100] * PA$$

```
   where K = 3/2 if the jumping character is equipped with a spear
         K = 1 otherwise

The JUMP directive will leave the jumper in the air for a number
of clockticks, ctr:
```

$$ctr = [50 / (Jumper's\ Speed)]$$

```
This ctr value is unaffected by the 'Short Charge' and 'Non-Charge'
abilities.  Haste status is ignored in this equation -- a Hasted
jumper will land in the same number of clockticks as an un-Hasted
jumper with the same Speed.

While JUMP is charging, the jumper cannot be a target. A jumper's
CT will still increase while he is in the air, although the counters
on time-dependent status effects will pause. Normal jumpers will land
with ~50 CT; Hasted jumpers will land with ~75 CT.

Range of the jump is determined by the specific Lancer abilities
that the jumper has learned:


range/effect = XvY/1


where X = 1 if no Level Jump abilities have been learned
      X = 2 if Level Jump2 is the highest Level Jump ability learned
      X = 3 if Level Jump3 is the highest Level Jump ability learned
      X = 4 if Level Jump4 is the highest Level Jump ability learned
      X = 5 if Level Jump5 is the highest Level Jump ability learned
       .
       .
       .
      X = 8 if Level Jump8 is the highest Level Jump ability learned

and   Y = 1 if no Vertical Jump abilities have been learned
      Y = 2 if Vertical Jump2 is the highest Vertical Jump ability learned
      Y = 3 if Vertical Jump3 is the highest Vertical Jump ability learned
       .
       .
       .
      Y = 8 if Vertical Jump8 is the highest Vertical Jump ability learned

The JP cost of these abilities is as follows:

      Level Jump2 ... 150 JP           Vertical Jump2 ... 100 JP
      Level Jump3 ... 300 JP           Vertical Jump3 ... 200 JP
      Level Jump4 ... 450 JP           Vertical Jump4 ... 300 JP
      Level Jump5 ... 600 JP           Vertical Jump5 ... 400 JP
      Level Jump8 ... 900 JP           Vertical Jump6 ... 500 JP
                                       Vertical Jump7 ... 600 JP
                                       Vertical Jump8 ... 900 JP


- - - - -
MODIFIERS
- - - - -


JUMP damage is subject to several modifiers.  Let PA0 be the jumper's PA as
displayed on the status screen.

 1. If target has Defense UP, then (PA1 = [PA0 * 2/3]), else PA1 = PA0
 2. If target has Protect, then (PA2 = [PA1 * 2/3]), else PA2 = PA1
 3. If target is Charging, then (PA3 = [PA2 * 3/2]), else PA3 = PA2
 4. If target is Sleeping, then (PA4 = [PA3 * 3/2]), else PA4 = PA3
 5. If target is a Frog and/or Chicken, then (PA5 = [PA4 * 3/2]), else
    PA5 = PA4
 6. If caster is equipped with a spear, then (PA6 = [PA5 * 3/2]), else
    PA6 = PA5
 7. Factor in zodiac compatibility:
         If compatibility is 'Good', then (PA7 = PA6 + [(PA6)/4]))
```

```
            ElseIf compatibility is 'Bad', then (PA7 = PA6 - [(PA6)/4])
            ElseIf compatibility is 'Best', then (PA7 = PA6 + [(PA6)/2])
            ElseIf compatibility is 'Worst', then (PA7 = PA6 - [(PA6)/2])
            Else PA7 = PA6
   7. Damage = PA7 * WP (armed) or damage = PA7 * [PA0 * Br/100] (unarmed)
```

Miscellaneous properties of JUMP:

```
> Physical attack
> Weapon-elemental
> Cannot be Reflected
> Cannot be evaded
> Triggers Countergrasp reactions
> Triggers Counter Flood
> Does not trigger Counter Magic
> Affected by Protect and Defense UP
> NOT affected by Attack UP or Martial Arts
> Can only target panels, not specific units
> The (PA * WP) component of the damage formula remains the same regardless
  of the weapon equipped -- even if that weapon does not use this formula
  to calculate its ATTACK damage (e.g. staves, dictionaries, knives, guns).
> Jump +X and Ignore Height have NO effect on the JUMP command -- these
  abilities influence the Jump statistic, which is completely different
  from the JUMP action ability.
```

_____

[2.4] throw
      ========================================================================

THROW damage is calculated by the following equation.

$$damage = (Caster\_Speed * ThrownWeaponPower)$$

'ThrownWeaponPower' is the WP of the thrown weapon (see Appendix B for a list
of Weapon Powers).

The range and effect of THROW are M/1 (line of sight), where M is equal to
your 'Move' statistic.

In order to THROW a weapon, you must learn the Ninja ability corresponding
to that weapon's type.  These abilities are as follows:

```
   Shuriken .........  50 JP; allows the unit to THROW shuriken
   Ball .............  70 JP; allows the unit to THROW bombs
   Knife ............ 100 JP; allows the unit to THROW daggers
   Sword ............ 100 JP; allows the unit to THROW regular swords
   Hammer ........... 100 JP; allows the unit to THROW flails
   Katana ........... 100 JP; allows the unit to THROW katana
   Ninja Sword ...... 100 JP; allows the unit to THROW ninja swords
   Axe .............. 120 JP; allows the unit to THROW axes
   Spear ............ 100 JP; allows the unit to THROW spears
   Stick ............ 100 JP; allows the unit to THROW sticks
   Knight Sword ..... 100 JP; allows the unit to THROW knight swords
   Dictionary ....... 100 JP; allows the unit to THROW dictionaries
```

- - - - -
MODIFIERS
- - - - -

THROW is a physical attack, but oddly enough it is not affected by Attack UP.
Below is a summary of the different multipliers that may be applied to it.

The 'thrower' is the unit throwing the weapon, and the 'target' is the unit
being attacked. Let 'Sp0' be the thrower's initial Speed, given on the
status screen.

 1. If target has Defense UP, then (Sp1 = [Sp0 * 2/3]), else Sp1 = Sp0
 2. If target has Protect, then (Sp2 = [Sp1 * 2/3]), else Sp2 = Sp1
 3. If target is Charging, then (Sp3 = [Sp2 * 3/2]), else Sp3 = Sp2
 4. If target is Sleeping, then (Sp4 = [Sp3 * 3/2]), else Sp4 = Sp3
 5. If target is a Frog and/or Chicken, then (Sp5 = [Sp4 * 3/2]), else
    Sp5 = Sp4
 6. Apply zodiac multipliers:
        If compatibility is 'Good', then (Sp6 = Sp5 + [(Sp5)/4]))
        ElseIf compatibility is 'Bad', then (Sp6 = Sp5 - [(Sp5)/4])
        ElseIf compatibility is 'Best', then (Sp6 = Sp5 + [(Sp5)/2])
        ElseIf compatibility is 'Worst', then (Sp6 = Sp5 - [(Sp5)/2])
        Else Sp6 = Sp5
 7. Damage = Sp6 * (ThrownWpnPwr)

Evasion for THROW attacks works the same as it does for normal weapon
attacks (see 1.4).

Miscellaneous properties of THROW:

> Physical attack
> Acquires the elemental of the thrown weapon
> Cannot be Reflected
> Can be evaded
> Triggers Countergrasp reactions
> Triggers Counter Flood
> Triggers Catch: If Catch succeeds, the THROW directive is aborted,
  a 'Caught' message is displayed, and the thrown weapon is added to
  the catcher's inventory.
> Does not trigger Counter Magic
> Affected by Protect and Defense UP
> NOT affected by Attack UP


_____
[2.5] item
     ===========================================================================


The Chemist's ITEM command allows a unit to use various curative items
in battle.  In order to use an ITEM ability, you must have at least one
of the appropriate item in your inventory; each time you use an ITEM
command, your stock of that item will be depleted by 1.

The range and effect of ITEM are 4/1 (line of sight) if the item-user has
the 'Throw Item' support ability (this includes all Chemists, which have
'Throw Item' inherently), and 1/1 otherwise.

Here is a list of all usable items, their effects, their costs in gil, and
the JP cost to learn the Chemist ability that allows you to use them in
battle.

NAME                    JP  EFFECT / HOW TO OBTAIN
------------------- ---  ----------------------------------------------------
[Potion] .......... 30  Restore 30 HP (buy for 50 gil)

```
[Hi-Potion] ....... 200  Restore 70 HP (buy for 200 gil)
[X-Potion] ....... 300  Restore 150 HP (buy for 700 gil)
[Ether] .......... 300  Restore 20 MP (buy for 200 gil)
[Hi-Ether] ....... 400  Restore 50 MP (buy for 600 gil)
[Elixir] ......... 900  Restore full HP & MP (poach Great Morbols)
[Antidote] ........ 70  Cancel: Poison (buy for 50 gil)
[Eye Drop] ........ 80  Cancel: Darkness (buy for 50 gil)
[Echo Grass] ..... 120  Cancel: Silence (buy for 50 gil)
[Maiden's Kiss] ... 200  Cancel: Frog (buy for 50 gil)
[Soft] ............ 250  Cancel: Petrify (buy for 100 gil)
[Holy Water] ..... 400  Cancel: Undead, Blood Suck (buy for 1000 gil)
[Remedy] ......... 700  Cancel: Petrify, Darkness, Confusion, Silence,
                             Oil, Frog, Poison, Sleep (buy for 350 gil)
[Phoenix Down] ....  90  Cancel: Dead; restore (1..20) HP (buy for 300 gil)
```

_____

[2.6] elemental
       ====================================================================


Selecting the ELEMENTAL command will automatically use the ELEMENTAL command
associated with the type of panel the caster is standing on. Here is a summary
list:

| Topography | ELEMENTAL attack used | Element | Random Status |
|------------|----------------------|---------|---------------|
| Natural Surface, Road, Wasteland | Pitfall | none | Don't Move |
| Waterway, River, Lake, Sea, Waterfall | Water Ball | Water | Frog |
| Grassland, Thicket, Water Plant, Ivy | Hell Ivy | none | Stop |
| Gravel, Stone Wall Stone Floor, Tombstone, Mud Wall | Carve Model | none | Petrify |
| Rocky Cliff, Lava Rocks | Local Quake | Earth | Confusion |
| Book, Tree, Brick, Moss, Bridge, Furniture, Iron Plate, Coffin | Kamaitachi | Wind | Don't Act |
| Wooden Floor, Rug, Box, Stairs, Deck | Demon Fire | Fire | Sleep |
| Swamp, Marsh, Poisoned Marsh | Quicksand | Water | Death Sentence |
| Sand Area, Stalactite, Salt | Sand Storm | Wind | Darkness |
| Snow, Ice | Blizzard | Ice | Silence |
| Roof, Sky, Chimney | Gusty Wind | Wind | Slow |
| Lava, Machine | Lava Ball | Fire | Dead |

As detailed in Part 3, each ELEMENTAL attack is magical and deals damage
equal to [(PA + 2) / 2] * MA. The chance of each attack adding its status
is roughly 20-25%.


_____
[2.7] math skill
      =================================================================

The MATH SKILL command, one of the game's most exploitable, allows you to cast
various magic spells on many targets, instantly and without MP cost.  Upon
choosing MATH SKILL, you will be presented with three menus that you will use
to set the parameters that govern the MATH SKILL attack.

First menu:  Here you set the criterion that will determine who the spell
             targets.  The more Calculator JP you spend, the more options
             will appear here:

             CT            250 JP    Target based on units' CT
             Level         350 JP    Target based on units' Level
             Height        200 JP    Target based on units' height
             Exp           200 JP    Target based on units' Exp

Second menu: Here you define the numerical properties of the MATH SKILL.

             Prime Number 300 JP    Targets prime integers
             5             200 JP    Targets integer multiples of 5
             4             400 JP    Targets integer multiples of 4
             3             600 JP    Targets integer multiples of 3

             By 'integer multiple of n', I mean any integer Z such that

             n * j = Z

             for some integer j, j > 0.

Third menu:  Here you select the spell you want to use.  These are all marked
             as "CALC: +" in section 3.3, and are listed below.

             Cure        Wall      Ice       Stop          Zombie
             Cure 2      Esuna     Ice 2     Don't Move    Silence Song
             Cure 3      Holy      Ice 3     Float         Blind Rage
             Raise       Fire      Poison    Reflect       Foxbird
             Raise 2     Fire 2    Frog      Demi          Confusion Song
             Reraise     Fire 3    Death     Demi 2        Dispel Magic
             Regen       Bolt      Flare     Blind         Paralyze
             Protect     Bolt 2    Haste     Pray Faith    Sleep
             Shell       Bolt 3    Slow      Doubt Faith   Petrify

The MATH SKILL will then be cast, using the parameters you selected from the
first, second and third menus.  The spell will not cost any MP, and will be
executed instantly.  Damage formulas, success rates, and evade percentages
work exactly as if the spell had been cast by normal means.


                              _____.
                           _NNNNNNNNNNNNNNN.
                          (NNNNNNNNNNNNNNNNNNN)

```
                          4NNF"          `NNNNN
                                          (NNNN
                               __NNNNNF
                            (NNNNNNNNNN`
                            (NNNNNNNNNNNL
                                  `NNNNL
                JNL                 (NNNN
              NNNNNN_         .JNNNNN
              `NNNNNNNNNNNNNNNNNNNNN`
                `NNNNNNNNNNNNNNNN"
                  `"""""""""`


              A C T I O N   A B I L I T I E S


_____
[3.1] legend
       =====================================================================


What follows is a chart containing detailed information on the 356 action
abilities in FFT that were not covered in Part 2. In this section is a key
to the abbreviations that appear in the chart.

[ xxx ] .....  The number between brackets at the top-center of each box is the
               index number for this attack, in hexadecimal.  Attacks with an
               index number less than or equal to 095 can be Mimicked; those
               with an index number of 096 or greater cannot.

The words in ALL CAPS in the upper-right-hand corner are the command set
from which the attack originates.  Some attacks are found in more than one
command set; for these, only one set is listed.

physical ....  This attack meets at least one of the three following criteria:
               (a) Damage or success rate is increased by the caster's
                   having 'Attack UP'
               (b) Damage or success rate is decreased by the target's
                   having 'Defense UP' or 'Protect' status
               (c) Success rate is decreased by the target's physical evade.
               If a physical attack does not meet one or two of these criteria,
               it will be noted in the attack description (or as EVD: -).

magical .....  This attack meets at least one of the three following criteria:
               (a) Damage or success rate is increased by the caster's
                   having 'Magic AttackUP'
               (b) Damage or success rate is decreased by the target's
                   having 'Magic DefendUP' or 'Shell' status.
               (c) Success rate is decreased by the target's magical evade.
               Most magical attacks meet more than one of these criteria;
               if an attack does not meet one of them, it will be noted in
               the attack description (or as EVD: -). (In general, magical
               attacks that have beneficial effects, such as Cure and Protect,
               are not susceptible to 'Shell', 'Magic DefendUP', or magic
               evade.)

neutral .....  This attack is neither physical nor magical.

REFL ........  + This attack is redirected if target has 'Reflect' status.
               - This attack is unaffected by 'Reflect'.

CALC ........  + This attack can be used with MATH SKILL.
```

```
                   - This attack cannot be used with MATH SKILL.

ELEM ........ Indicates the attack's elemental affiliation. See section 1.6
              for more information.
              F = Fire        A = Wind (Air)  H = Holy
              I = Ice         W = Water       D = Dark
              L = Lightning  E = Earth      wpn = Weapon-elemental
              Weapon-elemental (wpn) attacks use the elemental property
              of whatever weapon the caster is equipped with (if the caster
              has two weapons, the weapon equipped in the top hand takes
              precedence). In addition, weapon-elemental attacks are not
              subject to any bonus from 'Martial Arts'.

MOD ......... Indicates the type of damage or success rate modifiers that
              apply to this attack. See section 3.2 for details.

CBG ......... + This attack activates Countergrasp reactions (see 4.1)
              - This attack does not activate Countergrasp reactions

CM .......... + This attack activates 'Counter Magic' (see 4.1)
              - This attack does not activate 'Counter Magic'

CF .......... + This attack activates 'Counter Flood' (see 4.1)
              - This attack does not activate 'Counter Flood'

EVD ......... + This attack is subject to evade (physical if it is a physical
                attack, magical if it is a magical attack)
              - This attack is not subject to evade

MP .......... Amount of Magic Points required to use this attack

CTR ......... Number of clockticks that must elapse before the attack resolves.
              If CTR = 0, the attack is a fast-action. If CTR > 0, the caster
              will be inflicted with 'Charging' status until the attack
              resolves or until the caster cancels 'Charging' by selecting
              another command during another AT.  Exception: if the attack is
              a SING or DANCE attack, 'Performing' will be inflicted on the
              caster instead of 'Charging'. 'Performing' will not be cancelled
              unless the caster chooses another command from the AT menu on a
              subsequent AT; barring this, the SING or DANCE attack will
              continue to be executed every Nth clocktick, where N = CTR.

JP .......... Job Points required to purchase this ability

MATHEMATICAL SYMBOLS
--------------------

[x / y]      Divide x by y and take only the integer part of the quotient,
             discarding the remainder.  For example, [12 / 4] = 3,
             [13 / 4] = 3, [-14 / 4] = -3, [15 / 4] = 3, [16 / 4] = 4.

RU{x / y}    This is defined as [(x + y - 1) / y].  Intuitively, you can
             think of it as dividing and, if there is a nonzero remainder,
             rounding up to the nearest integer.

(x..y)       The game generates a random integer between x and y,
             inclusive.

OTHER ABBREVIATIONS
-------------------
```

```
Critical hit
possible .......... This attack has the potential to cause a critical hit.
                   Critical hits will occur ~5% of the time. To calculate
                   critical hit damage, see the procedure in section 3.2
                   under "MOD: 2".

Drain ............. Damage from this attack is subtracted from the target's
                   current HP or MP and then added to the caster's current
                   HP or MP.

Undead reversal ... If the target of this attack is Undead, then any damage
                   done to that target will instead heal the target by an
                   amount equal to the putative damage. In addition, if
                   the target of this attack is Undead, any healing done
                   to that target will instead damage the target; the
                   damage will be equal in magnitude to the putative
                   healing.

C_x ............... "Caster's x" -- for example, "C_MaxHP" means caster's
                   maximum HP.

T_x ............... "Target's x" -- for example, "T_MaxHP" means target's
                   maximum HP.

LOS ............... Target must lie along caster's line of sight in order
                   for this attack to hit; if another unit intervenes on
                   this line between caster and target, the other unit
                   will suffer the effect of the spell instead of the
                   target.

CI ................ Caster immune. If placed after the Range number, this
                   means that the caster cannot target himself with this
                   attack. If placed after the Effect number, this means
                   that if even if the caster is within the effect area
                   of this attack, the attack will not hit him. If an
                   attack is CI in Range, it will always be CI in Effect,
                   but this will not be explicitly listed.

4 directions ...... Range extends linearly in four directions: in front of
                   caster, behind caster, and to both sides of caster.

3 directions ...... Effect area extends linearly in three directions: in
                   front of caster and to both sides of caster.

MaxHP ............. Maximum HP
CurrentHP ......... HP currently remaining
MaxMP ............. Maximum MP
CurrentMP ......... MP currently remaining
Sp ................ Speed
PA ................ Physical attack power
MA ................ Magical attack power
Br ................ Brave
CFa ............... Caster's Faith
TFa ............... Target's Faith
```

_____

```
[3.2] damage and success rate modifiers
      =========================================================================
```

```
The attacks of FFT fall into several categories of damage & success modifiers.
In the list below, they will be classified into 6 different types.

To quickly jump back to these descriptions, Search for "[MOD n]" (without the
quotes), where n is the MOD value for the attack you're interested in.


[MOD 0] ~ immutable
-------------------
The damage or success rate of these attacks is subject to no modifications --
it is not even affected by Zodiac compatibility.


[MOD 1] ~ neutral attacks : success rate variable
-------------------------------------------------

The success rate of these attacks is affected only by Zodiac compatibility --
nothing else. Let K be the constant component of the success formula. For
example, for the TALK SKILL Death Sentence, K = 30.

   1. Calculate Z (zodiac addend):
        If compatibility is 'Good', then Z = [MA / 4] + [K / 4]
        ElseIf compatibility is 'Bad', then Z = -[MA / 4] - [K / 4]
        ElseIf compatibility is 'Best', then Z = [MA / 2] + [K / 2]
        ElseIf compatibility is 'Worst', then Z = -[MA / 2] - [K / 2]
        Else, Z = 0
   2. Apply success rate formula: success% = (MA + K + Z)


[MOD 2] ~ physical attacks : damage variable
--------------------------------------------

XA below stands for the relevant attack stat for the attack in question.

If there are multiple instances of the _same_ statistic in a damage
equation, only modify _one_ instance of the statistic.  See section 1.7
for a clarification on this.

Let XA0 be the attacker's XA on the stat screen.  The 'Attacker' is the
unit making the attack, and the 'Defender' is the unit being attacked.

   1. If this is a critical hit, then XA1 = XA0 + (1..XA0) - 1.
   2. If the attack is endowed with an Element, and the attacker has
      equipment that 'Strengthens' that element, then (XA2 = [XA1 * 5/4]),
      else XA2 = XA1
   3. If attacker has Attack UP, then (XA3 = [XA2 * 4/3]), else XA3 = XA2
   4. If attacker has Martial Arts AND this is not a wpn-elemental attack,
      then (XA4 = [XA3 * 3/2]), else XA4 = XA3
   5. If attacker is Berserk, then (XA5 = [XA4 * 3/2]), else XA5 = XA4
   6. If defender has Defense UP, then (XA6 = [XA5 * 2/3]), else XA6 = XA5
   7. If defender has Protect, then (XA7 = [XA6 * 2/3]), else XA7 = XA6
   8. If defender is Charging, then (XA8 = [XA7 * 3/2]), else XA8 = XA7
   9. If defender is Sleeping, then (XA9 = [XA8 * 3/2]), else XA9 = XA8
  10. If defender is a Chicken and/or a Frog, then (XA10 = [XA9 * 3/2]),
      else XA10 = XA9
  11. Apply zodiac multipliers:
          If compatibility is 'Good', then (XA11 = XA10 + [(XA10)/4]))
          ElseIf compatibility is 'Bad', then (XA11 = XA10 - [(XA10)/4])
          ElseIf compatibility is 'Best', then (XA11 = XA10 + [(XA10)/2])
```

```
          ElseIf compatibility is 'Worst', then (XA11 = XA10 - [(XA10)/2])
          Else, XA11 = XA10
12. Apply damage formula using XA = XA11 (if there is more than one
    instance of XA, only set _one_ instance to XA11 and leave the other
    as XA0 (see above).
13. If target is 'Weak' against the attack's element, then
       damage2 = damage1 * 2
    Else, damage2 = damage1
14. If target has 'Half' against the attack's element, then
       damage3 = [damage2 / 2]
    Else, damage3 = damage2
15. If target has 'Absorb' against the attack's element, then
       damage4 = -(damage3)
    Else, damage4 = damage3
```

The damage done by the attack will be equal to damage4.


```
[MOD 3] ~ physical attacks : success rate variable
--------------------------------------------------


The value of K is equal to the constant component of the attack's
formula -- for example, if the attack's base success rate is equal
to (PA + 50), then K = 50.

NOTE: For the equipment-breaking BATTLE SKILL attacks, both PA and
WP are treated as independent XA's, and are both modified by zodiac
compatibility along with K (step 8), though only PA is modified by
steps 1 - 7.

 1. If caster has Attack UP, then (XA1 = [XA0 * 4/3]), else XA1 = XA0
 2. If caster has Martial Arts and is bare-handed, then
    (XA2 = [XA1 * 3/2]), else XA2 = XA1
 3. If target has Defense UP, then (XA3 = [XA2 * 2/3]), else XA3 = XA2
 4. If target has Protect, then (XA4 = [XA3 * 2/3]), else XA4 = XA3
 5. If target is Charging, then (XA5 = [XA4 * 3/2]), else XA5 = XA4
 6. If target is Sleeping, then (XA6 = [XA5 * 3/2]), else XA6 = XA5
 7. If target is a Frog and/or Chicken, then (XA7 = [XA6 * 3/2]), else
    XA7 = XA6
 8. Calculate Z (zodiac addend):
    For Head Break, Armor Break, Shield Break, Weapon Break:
      If compatibility is 'Good', then Z = [XA7 / 4] + [K / 4] + [WP / 4]
      ElseIf compatibility is 'Bad', then Z = -[XA7 / 4] - [K / 4] - [WP / 4]
      ElseIf compatibility is 'Best', then Z = [XA7 / 2] + [K / 2] + [WP / 2]
      ElseIf compatibility is 'Worst', then Z = -[XA7 / 2] - [K / 2] - [WP / 2]
      Else, Z = 0
    For all other MOD 3 attacks:
      If compatibility is 'Good', then Z = [XA7 / 4] + [K / 4]
      ElseIf compatibility is 'Bad', then Z = -[XA7 / 4] - [K / 4]
      ElseIf compatibility is 'Best', then Z = [XA7 / 2] + [K / 2]
      ElseIf compatibility is 'Worst', then Z = -[XA7 / 2] - [K / 2]
      Else, Z = 0
    XA8 = XA7 + Z
 9. Apply success rate formula using XA = XA8.
10. Consider physical evasion multipliers, if applicable.
```

Note that elementals have no effect on MOD 3 attacks, unless they also
cause damage, in which case the damage is affected (in practice, there
are no MOD 3 attacks that both cause damage and have elemental
affiliation, though).

```
[MOD 4] ~ steal
---------------


Attacks of this type are all STEAL directives.  The 'caster' is the unit
executing the STEAL directive, and the 'target' is the unit being stolen
from.  Let Sp0 be the caster's original Speed as given on the status
screen. K is equal to the constant component of the STEAL formula --
for instance, K = 30 for Steal Weapon.

   1. If caster has Attack UP, then (Sp1 = [Sp0 * 4/3]), else Sp1 = Sp0
   2. If caster has Martial Arts, then (Sp2 = [Sp1 * 3/2]), else Sp2 = Sp1
   3. If target has Defense UP, then (Sp3 = [Sp2 * 2/3]), else Sp3 = Sp2
   4. If target has Protect, then (Sp4 = [Sp3 * 2/3]), else Sp4 = Sp3
   5. If target is Charging, then (Sp5 = [Sp4 * 3/2]), else Sp5 = Sp4
   6. If target is Sleeping, then (Sp6 = [Sp5 * 3/2]), else Sp6 = Sp5
   7. If target is a Frog and/or Chicken, then (Sp7 = [Sp6 * 3/2]), else
      Sp7 = Sp6
   8. Calculate Z (zodiac addend):
         If compatibility is 'Good', then Z = [Sp7 / 4] + [K / 4]
         ElseIf compatibility is 'Bad', then Z = -[Sp7 / 4] - [K / 4]
         ElseIf compatibility is 'Best', then Z = [Sp7 / 2] + [K / 2]
         ElseIf compatibility is 'Worst', then Z = -[Sp7 / 2] - [K / 2]
         Else, Z = 0
   9. Success% = (Sp7 + K + Z)
  10. Consider physical evasion multipliers, if applicable.



[MOD: 5] ~ magical attacks : damage variable
--------------------------------------------


Let MA0 be the caster's MA on the status screen.

  1. If caster has 'Strengthen: [element of spell]', then (MA1 = [MA0 * 5/4])
     else MA1 = MA0
  2. If caster has Magic AttackUP, then (MA2 = [MA1 * 4/3]), else MA2 = MA1
  3. If target has Magic DefendUP, then (MA3 = [MA2 * 2/3]), else MA3 = MA2
  4. If target has Shell, then (MA4 = [MA3 * 2/3]), else MA5 = MA4
  5. Apply zodiac multipliers:
         If compatibility is 'Good', then (MA5 = MA4 + [(MA4)/4]))
         ElseIf compatibility is 'Bad', then (MA5 = MA4 - [(MA4)/4])
         ElseIf compatibility is 'Best', then (MA5 = MA4 + [(MA4)/2])
         ElseIf compatibility is 'Worst', then (MA5 = MA4 - [(MA4)/2])
         Else, MA5 = MA
  6. Apply Faith modifiers:
         If this is an UN-TRUTH attack:
            If caster or target has Faith status, then CFa = 0 or TFa = 0,
               respectively
            If caster or target has Innocent status, then CFa = 100 or
               TFa = 100, respectively
         Else:
            If caster or target has Faith status, then CFa = 100 or
               TFa = 100, respectively
            If caster or target has Innocent status, then CFa = 0 or
               TFa = 0, respectively
  7. Apply the spell's damage formula using MA5 = MA. If there is more
     than one instance of MA in the equation, set the MA that is a
     stand-alone multiplier to MA5, but _leave_ the other one as MA0
     (see section 1.7 for more details).
  8. If this is a snowstorm and the spell is ice-elemental, then
        damage1 = [damage * 5/4]
```

```
         If this is a thunderstorm and the spell is fire-elemental, then
           damage1 = [damage * 3/4]
         If this is a thunderstorm and the spell is lightning-elemental, then
           damage1 = [damage * 5/4]
       Else, damage1 = damage
  9. If target is 'Weak' against spell's element, then
         damage2 = damage1 * 2
       Else, damage2 = damage1
 10. If target has 'Half' spell's element, then
         damage3 = [damage2 / 2]
       Else, damage3 = damage2
 11. If target has 'Absorb' spell's element, then
         damage4 = -(damage3)
       Else, damage4 = damage3
 Damage4 will then be the amount of damage that the spell does.
```

```
[MOD: 6] ~ magical attacks : success rate variable
--------------------------------------------------
```

Let MA0 be the caster's MA as listed on the status screen, and Y be the
constant component of the spell's success rate formula. For instance, for
Death, Y = 100.

```
  1. If caster has 'Strengthen: [element of spell]', then (MA1 = [MA0 * 5/4])
     else MA1 = MA0
  2. If caster has Magic AttackUP, then (MA2 = [MA1 * 4/3]), else MA2 = MA1
  3. If target has Magic DefendUP, then (MA3 = [MA2 * 2/3]), else MA3 = MA2
  4. If target has Shell, then (MA4 = [MA3 * 2/3]), else MA4 = MA3
  5. Calculate Z (Zodiac addend):
         If compatibility is 'Good', then Z = [MA4 / 4] + [Y / 4]
         ElseIf compatibility is 'Bad', then Z = -[MA4 / 4] - [Y / 4]
         ElseIf compatibility is 'Best', then Z = [MA4 / 2] + [Y / 2]
         ElseIf compatibility is 'Worst', then Z = -[MA4 / 2] - [Y / 2]
         Else, Z = 0
  6. Apply the spell's success% formula as follows:
     success% = [(CFa * TFa * (MA4 + Y + Z)) / 10000]
     If caster or target has Faith status, then CFa = 100 or TFa = 100,
     respectively.  If caster or target has Innocent status, then CFa = 0
     or TFa = 0, respectively.
  7. Apply any evasion percentages that the target has due to his
     equipment.
  If the attack also does damage and is elemental, the same elemental
  multipliers apply to the damage as detailed in MOD 5 above.
```

```
[MOD: 7] ~ work attacks
-----------------------
```

The Steel Giant's WORK attacks are neutral attacks that depend only on
Zodiac compatibility. Let PA0 be the caster's PA on the stat screen.

```
  1. Apply zodiac multipliers:
         If compatibility is 'Good', then PA1 = PA0 + [PA0 / 4]
         ElseIf compatibility is 'Bad', then PA1 = PA0 - [PA0 / 4]
         ElseIf compatibility is 'Best', then PA1 = PA0 + [PA0 / 2]
         ElseIf compatibility is 'Worst', then PA1 = PA0 - [PA0 / 2]
         Else, PA1 = PA0
  2. Calculate damage using PA = PA1.
```

```
 _____

 [3.3] the big list
      ====================================================================


The list is in the following format:


 _____
| Attack Name                   [ ### ]                        COMMAND SET |
|==========================================================================|
| phys/mag | CBG:+/-|  MP:  ##   | Formula for damage and/or success rate;  |
| REFL:+/- |  CM:+/-| CTR:  ##   | Additional information about the attack  |
| CALC:+/- |  CF:+/-|  JP: ###   |                                          |
| ELEM:+/- | EVD:+/-| MOD:   #   |                                          |
|------------------------------|                                           |
| Range: # / Effect: #v#       |                                           |
 ---------------------------------------------------------------------------


The attacks are listed in order of index number; this is the bracketed number
in the center of the top line of each box.

To find an attack: use the Find or Search feature (often Ctrl + F), and
search for "| Attack name" (without the quotes), where "Attack name" is the
name of the attack you're interested in. Make sure to leave one, and only one,
space after the "|" character.

To find an index number reference from the chart or from elsewhere in the
BMG, search for "[ xxx ]" (without the quotes), where xxx is the index number
(in hex) of the attack. Make sure to leave spaces between the brackets and
the beginning and end of the index number.

And away we go....



                                    *


 NOTE: Some formulas below are listed in forms that involve decimals
       because these are the easiest way to work with them on a calculator.
       However, FFT does not appear to use floating point arithmetic, and
       all division is integer divison. Here are the versions of the formulas
       as they are most likely passed to FFT's calculation system. In the
       decimal-form equations, the brackets [] signify truncation of the
       decimal. Each pair of formulas is equivalent because truncation is
       based on the divisor 10000 in both cases.

       MOD 5 MAGIC ATTACKS - LISTED HERE:
       ---------------------------------
       damage = [CFa/100 * TFa/100 * MA * Q]
       IS EQUIVALENT TO
       damage = [(CFa * TFa * MA * Q) / 10000]


       MOD 6 MAGIC ATTACKS - LISTED HERE:
       ----------------------------------
       success% = [CFa/100 * TFa/100 * (MA + Y)]
       IS EQUIVALENT TO
       success% = [(CFa * TFa * (MA + Y)) / 10000]


       UN-TRUTH ATTACKS - LISTED HERE:
       ------------------------------
```

```
        damage = [(1 - CFa/100) * (1 - TFa/100) * [(MA + Q) / 2] * MA]
        IS EQUIVALENT TO
        damage = [((100 - CFa) * (100 - TFa) * [(MA + Q) / 2] * MA) / 10000]
```

```
 _____
| [Cure]                        [ 001 ]                     WHITE MAGIC |
|=======================================================================|
| magical  | CBG: - |  MP:   6  | Restore [CFa/100 * TFa/100 * MA * 14] HP  |
| REFL: +  | CM:  - | CTR:   4  | If target is Undead, HP is subtracted |
| CALC: +  | CF:  - |  JP:  50  | instead of added.                     |
| ELEM: -  | EVD: - | MOD:   5  | Ignores Shell and Magic DefendUP.     |
|------------------------------|                                       |
| Range: 4 / Effect: 2v1       |                                       |
 -----------------------------------------------------------------------
```

```
 _____
| [Cure 2]                      [ 002 ]                     WHITE MAGIC |
|=======================================================================|
| magical  | CBG: - |  MP:  10  | Restore [CFa/100 * TFa/100 * MA * 20] HP  |
| REFL: +  | CM:  - | CTR:   5  | If target is Undead, HP is subtracted |
| CALC: +  | CF:  - |  JP: 180  | instead of added.                     |
| ELEM: -  | EVD: - | MOD:   5  | Ignores Shell and Magic DefendUP.     |
|------------------------------|                                       |
| Range: 4 / Effect: 2v1       |                                       |
 -----------------------------------------------------------------------
```

```
 _____
| [Cure 3]                      [ 003 ]                     WHITE MAGIC |
|=======================================================================|
| magical  | CBG: - |  MP:  16  | Restore [CFa/100 * TFa/100 * MA * 30] HP  |
| REFL: +  | CM:  - | CTR:   7  | If target is Undead, HP is subtracted |
| CALC: +  | CF:  - |  JP: 400  | instead of added.                     |
| ELEM: -  | EVD: - | MOD:   5  | Ignores Shell and Magic DefendUP.     |
|------------------------------|                                       |
| Range: 4 / Effect: 2v2       |                                       |
 -----------------------------------------------------------------------
```

```
 _____
| [Cure 4]                      [ 004 ]                     WHITE MAGIC |
|=======================================================================|
| magical  | CBG: - |  MP:  20  | Restore [CFa/100 * TFa/100 * MA * 40] HP  |
| REFL: -  | CM:  - | CTR:  10  | If target is Undead, HP is subtracted |
| CALC: -  | CF:  - |  JP: 700  | instead of added.                     |
| ELEM: -  | EVD: - | MOD:   5  | Ignores Shell and Magic DefendUP.     |
|------------------------------|                                       |
| Range: 4 / Effect: 2v3       |                                       |
 -----------------------------------------------------------------------
```

```
 _____
| [Raise]                       [ 005 ]                     WHITE MAGIC |
|=======================================================================|
| magical  | CBG: - |  MP:  10  | Cancel: Dead & Restore RU{T_MaxHP / 2}  |
| REFL: +  | CM:  - | CTR:   4  | Spell will miss unless target is Dead. |
| CALC: +  | CF:  - |  JP: 180  | If target is Undead, RU{T_MaxHP / 2} will |
| ELEM: -  | EVD: - | MOD:   6  |  be substracted from its HP total.    |
|------------------------------| If target is Dead and Undead, spell will |
| Range: 4 / Effect: 1         |  miss. Ignores Shell and Magic DefendUP. |
|                              | Success% = [CFa/100 * TFa/100 * (MA + 180)]|
 -----------------------------------------------------------------------
```

```
 _____
| [Raise 2]                     [ 006 ]                     WHITE MAGIC |
|=======================================================================|
| magical  | CBG: - |  MP:  20  | Cancel: Dead & Restore (Target's Max HP  |
```

```
| REFL: + | CM: - | CTR:  10  | Spell will miss unless target is Dead.    |
| CALC: + | CF: - | JP: 500   | If target is Undead, (T_MaxHP) will be    |
| ELEM: - | EVD: - | MOD:  6   |  subtracted from its HP total.            |
|----------------------------------| If target is Dead and Undead, spell will  |
| Range: 4 / Effect: 1             |  miss. Ignores Shell and Magic DefendUP.  |
|                                  | Success% = [CFa/100 * TFa/100 * (MA + 160)]|
 ----------------------------------------------------------------------------

 _____
| [Reraise]                        [ 007 ]                     WHITE MAGIC |
|============================================================================|
| magical  | CBG: - |  MP:  16  | Add: Reraise                               |
| REFL: +  | CM: -  | CTR:   7  | If target is Undead, spell will miss.      |
| CALC: +  | CF: -  | JP: 800   | Success% = [CFa/100 * TFa/100 * (MA + 140)]|
| ELEM: -  | EVD: - | MOD:   6  | Ignores Shell and Magic DefendUP.          |
|------------------------------|                                            |
| Range: 4 / Effect: 1         |                                            |
 ----------------------------------------------------------------------------

 _____
| [Regen]                          [ 008 ]                     WHITE MAGIC |
|============================================================================|
| magical  | CBG: - |  MP:   8  | Add: Regen                                 |
| REFL: +  | CM: -  | CTR:   4  | Success% = [CFa/100 * TFa/100 * (MA + 170)]|
| CALC: +  | CF: -  | JP: 300   | Ignores Shell and Magic DefendUP.          |
| ELEM: -  | EVD: - | MOD:   6  |                                            |
|------------------------------|                                            |
| Range: 3 / Effect: 2v0       |                                            |
 ----------------------------------------------------------------------------

 _____
| [Protect]                        [ 009 ]                     WHITE MAGIC |
|============================================================================|
| magical  | CBG: - |  MP:   6  | Add: Protect                               |
| REFL: +  | CM: -  | CTR:   4  | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
| CALC: +  | CF: -  | JP:  70   | Ignores Shell and Magic DefendUP.          |
| ELEM: -  | EVD: - | MOD:   6  |                                            |
|------------------------------|                                            |
| Range: 3 / Effect: 2v0       |                                            |
 ----------------------------------------------------------------------------

 _____
| [Protect 2]                      [ 00A ]                     WHITE MAGIC |
|============================================================================|
| magical  | CBG: - |  MP:  24  | Add: Protect                               |
| REFL: -  | CM: -  | CTR:   7  | Success% = [CFa/100 * TFa/100 * (MA + 120)]|
| CALC: -  | CF: -  | JP: 500   | Ignores Shell and Magic DefendUP.          |
| ELEM: -  | EVD: - | MOD:   6  |                                            |
|------------------------------|                                            |
| Range: 3 / Effect: 2v3       |                                            |
 ----------------------------------------------------------------------------

 _____
| [Shell]                          [ 00B ]                     WHITE MAGIC |
|============================================================================|
| magical  | CBG: - |  MP:   6  | Add: Shell                                 |
| REFL: +  | CM: -  | CTR:   4  | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
| CALC: +  | CF: -  | JP:  70   | Ignores Shell and Magic DefendUP.          |
| ELEM: -  | EVD: - | MOD:   6  |                                            |
|------------------------------|                                            |
| Range: 3 / Effect: 2v0       |                                            |
 ----------------------------------------------------------------------------

 _____
| [Shell 2]                        [ 00C ]                     WHITE MAGIC |
|============================================================================|
```

```
| magical  | CBG: - |  MP:  20  | Add: Shell                               |
| REFL: -  |  CM: - | CTR:   7  | Success% = [CFa/100 * TFa/100 * (MA + 120)]|
| CALC: -  |  CF: - |  JP: 500  | Ignores Shell and Magic DefendUP.        |
| ELEM: -  | EVD: - | MOD:   6  |                                          |
|------------------------------|                                          |
| Range: 3 / Effect: 2v3       |                                          |
 ------------------------------------------------------------------------------

 _____
| [Wall]                         [ 00D ]                       WHITE MAGIC |
|==========================================================================|
| magical  | CBG: - |  MP:  24  | Add: Protect, Shell                      |
| REFL: +  |  CM: - | CTR:   4  | Success% = [CFa/100 * TFa/100 * (MA + 140)]|
| CALC: +  |  CF: - |  JP: 380  | Ignores Shell and Magic DefendUP.        |
| ELEM: -  | EVD: - | MOD:   6  |                                          |
|------------------------------|                                          |
| Range: 3 / Effect: 1         |                                          |
 ------------------------------------------------------------------------------

 _____
| [Esuna]                        [ 00E ]                       WHITE MAGIC |
|==========================================================================|
| magical  | CBG: - |  MP:  18  | Cancel: Petrify, Darkness, Confusion,    |
| REFL: +  |  CM: - | CTR:   3  |         Silence, Berserk, Frog, Poison,  |
| CALC: +  |  CF: - |  JP: 280  |         Sleep, Don't Move, Don't Act     |
| ELEM: -  | EVD: - | MOD:   6  | Success% = [CFa/100 * TFa/100 * (MA + 190)]|
|------------------------------| Ignores Shell and Magic DefendUP.        |
| Range: 3 / Effect: 2v2       |                                          |
 ------------------------------------------------------------------------------

 _____
| [Holy]                         [ 00F ]                       WHITE MAGIC |
|==========================================================================|
| magical  | CBG: - |  MP:  56  | Damage = [CFa/100 * TFa/100 * MA * 50]   |
| REFL: +  |  CM: + | CTR:   6  |                                          |
| CALC: +  |  CF: - |  JP: 600  |                                          |
| ELEM: H  | EVD: - | MOD:   5  |                                          |
|------------------------------|                                          |
| Range: 5 / Effect: 1         |                                          |
 ------------------------------------------------------------------------------

 _____
| [Fire]                         [ 010 ]                       BLACK MAGIC |
|==========================================================================|
| magical  | CBG: - |  MP:   6  | Damage = [CFa/100 * TFa/100 * MA * 14]   |
| REFL: +  |  CM: + | CTR:   4  |                                          |
| CALC: +  |  CF: - |  JP:  50  |                                          |
| ELEM: F  | EVD: + | MOD:   5  |                                          |
|------------------------------|                                          |
| Range: 4 / Effect: 2v1       |                                          |
 ------------------------------------------------------------------------------

 _____
| [Fire 2]                       [ 011 ]                       BLACK MAGIC |
|==========================================================================|
| magical  | CBG: - |  MP:  12  | Damage = [CFa/100 * TFa/100 * MA * 18]   |
| REFL: +  |  CM: + | CTR:   5  |                                          |
| CALC: +  |  CF: - |  JP: 200  |                                          |
| ELEM: F  | EVD: + | MOD:   5  |                                          |
|------------------------------|                                          |
| Range: 4 / Effect: 2v2       |                                          |
 ------------------------------------------------------------------------------

 _____
| [Fire 3]                       [ 012 ]                       BLACK MAGIC |
|==========================================================================|
```

```
| magical  | CBG: - |  MP:  24  | Damage = [CFa/100 * TFa/100 * MA * 24]      |
| REFL: +  | CM: +  | CTR:   7  |                                             |
| CALC: +  | CF: -  |  JP: 480  |                                             |
| ELEM: F  | EVD: + | MOD:   5  |                                             |
|-----------------------------|                                             |
| Range: 4 / Effect: 2v3      |                                             |
 -------------------------------------------------------------------------------


 _____
| [Fire 4]                      [ 013 ]                          BLACK MAGIC |
|===========================================================================|
| magical  | CBG: - |  MP:  48  | Damage = [CFa/100 * TFa/100 * MA * 32]      |
| REFL: -  | CM: -  | CTR:  10  |                                             |
| CALC: -  | CF: -  |  JP: 850  |                                             |
| ELEM: F  | EVD: + | MOD:   5  |                                             |
|-----------------------------|                                             |
| Range: 4 / Effect: 3v3(CI)  |                                             |
 -------------------------------------------------------------------------------


 _____
| [Bolt]                        [ 014 ]                          BLACK MAGIC |
|===========================================================================|
| magical  | CBG: - |  MP:   6  | Damage = [CFa/100 * TFa/100 * MA * 14]      |
| REFL: +  | CM: +  | CTR:   4  |                                             |
| CALC: +  | CF: -  |  JP:  50  |                                             |
| ELEM: L  | EVD: + | MOD:   5  |                                             |
|-----------------------------|                                             |
| Range: 4 / Effect: 2v1      |                                             |
 -------------------------------------------------------------------------------


 _____
| [Bolt 2]                      [ 015 ]                          BLACK MAGIC |
|===========================================================================|
| magical  | CBG: - |  MP:  10  | Damage = [CFa/100 * TFa/100 * MA * 18]      |
| REFL: +  | CM: +  | CTR:   5  |                                             |
| CALC: +  | CF: -  |  JP: 200  |                                             |
| ELEM: L  | EVD: + | MOD:   5  |                                             |
|-----------------------------|                                             |
| Range: 4 / Effect: 2v2      |                                             |
 -------------------------------------------------------------------------------


 _____
| [Bolt 3]                      [ 016 ]                          BLACK MAGIC |
|===========================================================================|
| magical  | CBG: - |  MP:  24  | Damage = [CFa/100 * TFa/100 * MA * 24]      |
| REFL: +  | CM: +  | CTR:   7  |                                             |
| CALC: +  | CF: -  |  JP: 480  |                                             |
| ELEM: L  | EVD: + | MOD:   5  |                                             |
|-----------------------------|                                             |
| Range: 4 / Effect: 2v3      |                                             |
 -------------------------------------------------------------------------------


 _____
| [Bolt 4]                      [ 017 ]                          BLACK MAGIC |
|===========================================================================|
| magical  | CBG: - |  MP:  48  | Damage = [CFa/100 * TFa/100 * MA * 32]      |
| REFL: -  | CM: -  | CTR:  10  |                                             |
| CALC: -  | CF: -  |  JP: 850  |                                             |
| ELEM: L  | EVD: + | MOD:   5  |                                             |
|-----------------------------|                                             |
| Range: 4 / Effect: 3v3(CI)  |                                             |
 -------------------------------------------------------------------------------


 _____
| [Ice]                         [ 018 ]                          BLACK MAGIC |
|===========================================================================|
```

```
| magical   | CBG: - |  MP:   6  | Damage = [CFa/100 * TFa/100 * MA * 14]    |
| REFL: +   | CM: +  | CTR:   4  |                                          |
| CALC: +   | CF: -  |  JP:  50  |                                          |
| ELEM: I   | EVD: + | MOD:   5  |                                          |
|------------------------------|                                          |
| Range: 4 / Effect: 2v1       |                                          |
 -------------------------------------------------------------------------------

 _____
| [Ice 2]                        [ 019 ]                       BLACK MAGIC |
|=========================================================================|
| magical   | CBG: - |  MP:  12  | Damage = [CFa/100 * TFa/100 * MA * 18]    |
| REFL: +   | CM: +  | CTR:   5  |                                          |
| CALC: +   | CF: -  |  JP: 200  |                                          |
| ELEM: I   | EVD: + | MOD:   5  |                                          |
|------------------------------|                                          |
| Range: 4 / Effect: 2v2       |                                          |
 -------------------------------------------------------------------------------

 _____
| [Ice 3]                        [ 01A ]                       BLACK MAGIC |
|=========================================================================|
| magical   | CBG: - |  MP:  24  | Damage = [CFa/100 * TFa/100 * MA * 24]    |
| REFL: +   | CM: +  | CTR:   7  |                                          |
| CALC: +   | CF: -  |  JP: 480  |                                          |
| ELEM: I   | EVD: + | MOD:   5  |                                          |
|------------------------------|                                          |
| Range: 4 / Effect: 2v3       |                                          |
 -------------------------------------------------------------------------------

 _____
| [Ice 4]                        [ 01B ]                       BLACK MAGIC |
|=========================================================================|
| magical   | CBG: - |  MP:  48  | Damage = [CFa/100 * TFa/100 * MA * 32]    |
| REFL: -   | CM: -  | CTR:  10  |                                          |
| CALC: -   | CF: -  |  JP: 850  |                                          |
| ELEM: I   | EVD: + | MOD:   5  |                                          |
|------------------------------|                                          |
| Range: 4 / Effect: 3v3(CI)   |                                          |
 -------------------------------------------------------------------------------

 _____
| [Poison]                       [ 01C ]                       BLACK MAGIC |
|=========================================================================|
| magical   | CBG: - |  MP:   6  | Add: Poison                              |
| REFL: +   | CM: +  | CTR:   3  | Success% = [CFa/100 * TFa/100 * (MA + 160)]|
| CALC: +   | CF: -  |  JP: 150  |                                          |
| ELEM: -   | EVD: + | MOD:   6  |                                          |
|------------------------------|                                          |
| Range: 3 / Effect: 2v0       |                                          |
 -------------------------------------------------------------------------------

 _____
| [Frog]                         [ 01D ]                       BLACK MAGIC |
|=========================================================================|
| magical   | CBG: - |  MP:  12  | Add: Frog                                |
| REFL: +   | CM: +  | CTR:   5  | If target is a Frog, Cancel: Frog        |
| CALC: +   | CF: -  |  JP: 500  | Success% = [CFa/100 * TFa/100 * (MA + 120)]|
| ELEM: -   | EVD: + | MOD:   6  |                                          |
|------------------------------|                                          |
| Range: 3 / Effect: 1         |                                          |
 -------------------------------------------------------------------------------

 _____
| [Death]                        [ 01E ]                       BLACK MAGIC |
|=========================================================================|
```

```
| magical  | CBG: - |  MP:  24 | Add: Dead                              |
| REFL: +  | CM: +  | CTR:  10 | Damage = (Target's MaxHP).  This damage |
| CALC: +  | CF: -  |  JP: 600 |   cannot be reduced or increased and is  |
| ELEM: -  | EVD: + | MOD:   6 |   unaffected by Zodiac (although the    |
|----------------------------|   success rate is affected).           |
|                            | If target is Undead, then Death will not |
| Range: 4                   |   add: Dead, and will restore (T_MaxHP) |
| Effect: 1                  |   rather than damaging for that amount. |
|                            | Success% = [CFa/100 * TFa/100 * (MA + 110)]|
 --------------------------------------------------------------------------
```

```
 _____
| [Flare]                        [ 01F ]                       BLACK MAGIC |
|=============================================================================|
| magical  | CBG: - |  MP:  60 | Damage = [CFa/100 * TFa/100 * MA * 46]   |
| REFL: +  | CM: +  | CTR:   7 |                                          |
| CALC: +  | CF: -  |  JP: 900 |                                          |
| ELEM: -  | EVD: + | MOD:   5 |                                          |
|----------------------------|                                          |
| Range: 5 / Effect: 1       |                                          |
 --------------------------------------------------------------------------
```

```
 _____
| [Haste]                        [ 020 ]                        TIME MAGIC |
|=============================================================================|
| magical  | CBG: - |  MP:   8 | Add: Haste                               |
| REFL: +  | CM: -  | CTR:   2 | Success% = [CFa/100 * TFa/100 * (MA + 180)]|
| CALC: +  | CF: -  |  JP: 100 |                                          |
| ELEM: -  | EVD: - | MOD:   6 |                                          |
|----------------------------|                                          |
| Range: 3 / Effect: 2v0     |                                          |
 --------------------------------------------------------------------------
```

```
 _____
| [Haste 2]                      [ 021 ]                        TIME MAGIC |
|=============================================================================|
| magical  | CBG: - |  MP:  30 | Add: Haste                               |
| REFL: -  | CM: -  | CTR:   7 | Success% = [CFa/100 * TFa/100 * (MA + 240)]|
| CALC: -  | CF: -  |  JP: 550 |                                          |
| ELEM: -  | EVD: - | MOD:   6 |                                          |
|----------------------------|                                          |
| Range: 3 / Effect: 2v3     |                                          |
 --------------------------------------------------------------------------
```

```
 _____
| [Slow]                         [ 022 ]                        TIME MAGIC |
|=============================================================================|
| magical  | CBG: - |  MP:   8 | Add: Slow                                |
| REFL: +  | CM: +  | CTR:   2 | Success% = [CFa/100 * TFa/100 * (MA + 180)]|
| CALC: +  | CF: -  |  JP:  80 |                                          |
| ELEM: -  | EVD: + | MOD:   6 |                                          |
|----------------------------|                                          |
| Range: 3 / Effect: 2v0     |                                          |
 --------------------------------------------------------------------------
```

```
 _____
| [Slow 2]                       [ 023 ]                        TIME MAGIC |
|=============================================================================|
| magical  | CBG: - |  MP:  30 | Add: Slow                                |
| REFL: -  | CM: +  | CTR:   7 | Success% = [CFa/100 * TFa/100 * (MA + 240)]|
| CALC: -  | CF: -  |  JP: 520 |                                          |
| ELEM: -  | EVD: + | MOD:   6 |                                          |
|----------------------------|                                          |
| Range: 3 / Effect: 2v3     |                                          |
 --------------------------------------------------------------------------
```

```
 _____
| [Stop]                         [ 024 ]                        TIME MAGIC |
|==========================================================================|
| magical  | CBG: - |  MP:  14  | Add: Stop                                |
| REFL: +  | CM: +  | CTR:   7  | Success% = [CFa/100 * TFa/100 * (MA + 110)]|
| CALC: +  | CF: -  |  JP: 330  |                                          |
| ELEM: -  | EVD: + | MOD:   6  |                                          |
|------------------------------|                                          |
| Range: 3 / Effect: 2v0       |                                          |
 ----------------------------------------------------------------------------

 _____
| [Don't Move]                   [ 025 ]                        TIME MAGIC |
|==========================================================================|
| magical  | CBG: - |  MP:  10  | Add: Don't Move                          |
| REFL: +  | CM: +  | CTR:   3  | Success% = [CFa/100 * TFa/100 * (MA + 190)]|
| CALC: +  | CF: -  |  JP: 100  |                                          |
| ELEM: -  | EVD: + | MOD:   6  |                                          |
|------------------------------|                                          |
| Range: 3 / Effect: 2v1       |                                          |
 ----------------------------------------------------------------------------

 _____
| [Float]                        [ 026 ]                        TIME MAGIC |
|==========================================================================|
| magical  | CBG: - |  MP:   8  | Add: Float                               |
| REFL: +  | CM: -  | CTR:   2  | Success% = [CFa/100 * TFa/100 * (MA + 140)]|
| CALC: +  | CF: -  |  JP: 200  |                                          |
| ELEM: -  | EVD: - | MOD:   6  |                                          |
|------------------------------|                                          |
| Range: 4 / Effect: 2v1       |                                          |
 ----------------------------------------------------------------------------

 _____
| [Reflect]                      [ 027 ]                        TIME MAGIC |
|==========================================================================|
| magical  | CBG: - |  MP:  12  | Add: Reflect                             |
| REFL: +  | CM: -  | CTR:   2  | Success% = [CFa/100 * TFa/100 * (MA + 180)]|
| CALC: +  | CF: -  |  JP: 330  |                                          |
| ELEM: -  | EVD: - | MOD:   6  |                                          |
|------------------------------|                                          |
| Range: 4 / Effect: 1         |                                          |
 ----------------------------------------------------------------------------

 _____
| [Quick]                        [ 029 ]                        TIME MAGIC |
|==========================================================================|
| magical  | CBG: - |  MP:  24  | Add: Quick                               |
| REFL: +  | CM: +  | CTR:   4  | Success% = [CFa/100 * TFa/100 * (MA + 140)]|
| CALC: -  | CF: -  |  JP: 800  |                                          |
| ELEM: -  | EVD: - | MOD:   6  |                                          |
|------------------------------|                                          |
| Range: 4 / Effect: 1         |                                          |
 ----------------------------------------------------------------------------

 _____
| [Demi]                         [ 02A ]                        TIME MAGIC |
|==========================================================================|
| magical  | CBG: - |  MP:  24  | Deal RU{Target_MaxHP / 4} damage; the    |
| REFL: +  | CM: +  | CTR:   6  |  magnitude of this damage is unaffected by |
| CALC: +  | CF: -  |  JP: 250  |  Zodiac and other modifiers.             |
| ELEM: -  | EVD: + | MOD:   6  | Success% = [CFa/100 * TFa/100 * (MA + 190)]|
|------------------------------|                                          |
| Range: 4 / Effect: 2v1       |                                          |
 ----------------------------------------------------------------------------
```

```
 _____
| [Demi 2]                       [ 02B ]                      TIME MAGIC |
|========================================================================|
| magical  | CBG: - |  MP:  50  | Deal RU{Target_MaxHP / 2} damage; the  |
| REFL: +  | CM: +  | CTR:   9  |  magnitude of this damage is unaffected by |
| CALC: +  | CF: -  | JP: 550   |  Zodiac and other modifiers.           |
| ELEM: -  | EVD: + | MOD:   6  | Success% = [CFa/100 * TFa/100 * (MA + 120)]|
|-----------------------------|                                        |
| Range: 4 / Effect: 2v3      |                                        |
 -------------------------------------------------------------------------

 _____
| [Meteor]                       [ 02C ]                      TIME MAGIC |
|========================================================================|
| magical  | CBG: - |  MP:  70  | Damage = [CFa/100 * TFa/100 * MA * 60]  |
| REFL: -  | CM: +  | CTR:  13  |                                        |
| CALC: -  | CF: -  | JP:1500   |                                        |
| ELEM: -  | EVD: - | MOD:   5  |                                        |
|-----------------------------|                                        |
| Range: 4 / Effect: 4v3      |                                        |
 -------------------------------------------------------------------------

 _____
| [Blind]                        [ 02E ]                  YIN-YANG MAGIC |
|========================================================================|
| magical  | CBG: - |  MP:   4  | Add: Darkness                          |
| REFL: +  | CM: +  | CTR:   2  | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
| CALC: +  | CF: -  | JP: 100   |                                        |
| ELEM: -  | EVD: + | MOD:   6  |                                        |
|-----------------------------|                                        |
| Range: 4 / Effect: 2v1      |                                        |
 -------------------------------------------------------------------------

 _____
| [Spell Absorb]                 [ 02F ]                  YIN-YANG MAGIC |
|========================================================================|
| magical  | CBG: - |  MP:   2  | Drain RU{(T_MaxMP * 33)/100} MP. The   |
| REFL: -  | CM: +  | CTR:   2  |  amount of damage is unaffected by Zodiac |
| CALC: -  | CF: -  | JP: 200   |  and other modifiers.                  |
| ELEM: -  | EVD: - | MOD:   6  | Success% = [CFa/100 * TFa/100 * (MA + 160)]|
|-----------------------------|                                        |
| Range: 4 (CI) / Effect: 1   |                                        |
 -------------------------------------------------------------------------

 _____
| [Life Drain]                   [ 030 ]                  YIN-YANG MAGIC |
|========================================================================|
| magical  | CBG: - |  MP:  16  | Drain RU{T_MaxHP / 4} HP.  The amount of |
| REFL: -  | CM: +  | CTR:   2  |  damage is unaffected by Zodiac and other |
| CALC: -  | CF: -  | JP: 350   |  modifiers.  If the target is Undead, the |
| ELEM: -  | EVD: - | MOD:   6  |  target will gain this amount of HP and |
|-----------------------------|  the caster will lose this amount of HP, |
|                             |  regardless of whether the caster is   |
| Range: 4 (CI) / Effect: 1   |  Undead.                               |
|                             | Success% = [CFa/100 * TFa/100 * (MA + 160)]|
 -------------------------------------------------------------------------

 _____
| [Pray Faith]                   [ 031 ]                  YIN-YANG MAGIC |
|========================================================================|
| magical  | CBG: - |  MP:   6  | Add: Faith                             |
| REFL: +  | CM: -  | CTR:   4  | Success% = [CFa/100 * TFa/100 * (MA + 150)]|
| CALC: +  | CF: -  | JP: 400   |                                        |
| ELEM: -  | EVD: - | MOD:   6  |                                        |
|-----------------------------|                                        |
```

```
| Range: 4 / Effect: 1              |                                         |
  ----------------------------------------------------------------------------


  _____
| [Doubt Faith]                  [ 032 ]                  YIN-YANG MAGIC |
|==============================================================================|
| magical  | CBG: - |  MP:   6  | Add: Innocent                             |
| REFL: +  | CM: -  | CTR:   4  | Success% = [CFa/100 * TFa/100 * (MA + 150)]|
| CALC: +  | CF: -  | JP: 400   |                                           |
| ELEM: -  | EVD: - | MOD:   6  |                                           |
|------------------------------|                                           |
| Range: 4 / Effect: 1         |                                           |
  ----------------------------------------------------------------------------


  _____
| [Zombie]                       [ 033 ]                  YIN-YANG MAGIC |
|==============================================================================|
| magical  | CBG: - |  MP:  20  | Add: Undead                               |
| REFL: +  | CM: +  | CTR:   5  | Success% = [CFa/100 * TFa/100 * (MA + 100)]|
| CALC: +  | CF: -  | JP: 300   |                                           |
| ELEM: -  | EVD: + | MOD:   6  |                                           |
|------------------------------|                                           |
| Range: 4 / Effect: 1         |                                           |
  ----------------------------------------------------------------------------


  _____
| [Silence Song]                 [ 034 ]                  YIN-YANG MAGIC |
|==============================================================================|
| magical  | CBG: - |  MP:  16  | Add: Silence                              |
| REFL: +  | CM: +  | CTR:   3  | Success% = [CFa/100 * TFa/100 * (MA + 180)]|
| CALC: +  | CF: -  | JP: 170   |                                           |
| ELEM: -  | EVD: + | MOD:   6  |                                           |
|------------------------------|                                           |
| Range: 4 / Effect: 2v1       |                                           |
  ----------------------------------------------------------------------------


  _____
| [Blind Rage]                   [ 035 ]                  YIN-YANG MAGIC |
|==============================================================================|
| magical  | CBG: - |  MP:  16  | Add: Berserk                              |
| REFL: +  | CM: +  | CTR:   5  | Success% = [CFa/100 * TFa/100 * (MA + 120)]|
| CALC: +  | CF: -  | JP: 400   |                                           |
| ELEM: -  | EVD: + | MOD:   6  |                                           |
|------------------------------|                                           |
| Range: 4 / Effect: 1         |                                           |
  ----------------------------------------------------------------------------


  _____
| [Foxbird]                      [ 036 ]                  YIN-YANG MAGIC |
|==============================================================================|
| magical  | CBG: - |  MP:  20  | Decrease target's Brave by 30             |
| REFL: +  | CM: +  | CTR:   4  | Success% = [CFa/100 * TFa/100 * (MA + 140)]|
| CALC: +  | CF: -  | JP: 200   |                                           |
| ELEM: -  | EVD: + | MOD:   6  |                                           |
|------------------------------|                                           |
| Range: 4 / Effect: 1         |                                           |
  ----------------------------------------------------------------------------


  _____
| [Confusion Song]               [ 037 ]                  YIN-YANG MAGIC |
|==============================================================================|
| magical  | CBG: - |  MP:  20  | Add: Confusion                            |
| REFL: +  | CM: +  | CTR:   5  | Success% = [CFa/100 * TFa/100 * (MA + 130)]|
| CALC: +  | CF: -  | JP: 400   |                                           |
| ELEM: -  | EVD: + | MOD:   6  |                                           |
|------------------------------|                                           |
```

```
| Range: 4 / Effect: 1          |                                         |
  --------------------------------------------------------------------------------

  _____
| [Dispel Magic]                 [ 038 ]                      YIN-YANG MAGIC |
|============================================================================|
| magical   | CBG: - |  MP:  34  | Cancel: Protect, Shell, Haste, Float,     |
| REFL: -   | CM: +  | CTR:  3   |         Regen, Reraise, Transparent, Faith,|
| CALC: +   | CF: -  | JP: 700   |          Reflect                          |
| ELEM: -   | EVD: - | MOD:  6   | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
|------------------------------|                                            |
| Range: 4 / Effect: 1          |                                            |
  --------------------------------------------------------------------------------

  _____
| [Paralyze]                     [ 039 ]                      YIN-YANG MAGIC |
|============================================================================|
| magical   | CBG: - |  MP:  10  | Add: Don't Act                           |
| REFL: +   | CM: +  | CTR:  4   | Success% = [CFa/100 * TFa/100 * (MA + 185)]|
| CALC: +   | CF: -  | JP: 100   |                                          |
| ELEM: -   | EVD: + | MOD:  6   |                                          |
|------------------------------|                                            |
| Range: 4 / Effect: 2v0        |                                            |
  --------------------------------------------------------------------------------

  _____
| [Sleep]                        [ 03A ]                      YIN-YANG MAGIC |
|============================================================================|
| magical   | CBG: - |  MP:  24  | Add: Sleep                               |
| REFL: +   | CM: +  | CTR:  6   | Success% = [CFa/100 * TFa/100 * (MA + 170)]|
| CALC: +   | CF: -  | JP: 350   |                                          |
| ELEM: -   | EVD: + | MOD:  6   |                                          |
|------------------------------|                                            |
| Range: 4 / Effect: 2v1        |                                            |
  --------------------------------------------------------------------------------

  _____
| [Petrify]                      [ 03B ]                      YIN-YANG MAGIC |
|============================================================================|
| magical   | CBG: - |  MP:  16  | Add: Petrify                             |
| REFL: +   | CM: +  | CTR:  9   | Success% = [CFa/100 * TFa/100 * (MA + 120)]|
| CALC: +   | CF: -  | JP: 580   |                                          |
| ELEM: -   | EVD: + | MOD:  6   |                                          |
|------------------------------|                                            |
| Range: 4 / Effect: 1          |                                            |
  --------------------------------------------------------------------------------

  _____
| [Moogle]                       [ 03C ]                       SUMMON MAGIC |
|============================================================================|
| magical   | CBG: - |  MP:   8  | Restore [CFa/100 * TFa/100 * MA * 12] HP  |
| REFL: -   | CM: -  | CTR:  2   |   If target is Undead, then Moogle does   |
| CALC: -   | CF: -  | JP: 110   |   damage instead of restoring HP.        |
| ELEM: -   | EVD: - | MOD:  5   | Ignores Shell and Magic DefendUP.        |
|------------------------------|                                            |
| Range: 4 / Effect: 3v2 ally   |                                            |
  --------------------------------------------------------------------------------

  _____
| [Shiva]                        [ 03D ]                       SUMMON MAGIC |
|============================================================================|
| magical   | CBG: - |  MP:  24  | Damage = [CFa/100 * TFa/100 * MA * 24]    |
| REFL: -   | CM: -  | CTR:  4   |                                          |
| CALC: -   | CF: -  | JP: 200   |                                          |
| ELEM: I   | EVD: - | MOD:  5   |                                          |
|------------------------------|                                            |
```

```
| Range: 4 / Effect: 3v2 enemy    |                                              |
  --------------------------------------------------------------------------------


  _____
| [Ramuh]                         [ 03E ]                          SUMMON MAGIC |
|===============================================================================|
| magical   | CBG: - |  MP:  24   | Damage = [CFa/100 * TFa/100 * MA * 24]        |
| REFL: -   | CM: -  | CTR:   4   |                                              |
| CALC: -   | CF: -  |  JP: 200   |                                              |
| ELEM: L   | EVD: - | MOD:   5   |                                              |
|-------------------------------|                                              |
| Range: 4 / Effect: 3v2 enemy    |                                              |
  --------------------------------------------------------------------------------


  _____
| [Ifrit]                         [ 03F ]                          SUMMON MAGIC |
|===============================================================================|
| magical   | CBG: - |  MP:  24   | Damage = [CFa/100 * TFa/100 * MA * 24]        |
| REFL: -   | CM: -  | CTR:   4   |                                              |
| CALC: -   | CF: -  |  JP: 200   |                                              |
| ELEM: F   | EVD: - | MOD:   5   |                                              |
|-------------------------------|                                              |
| Range: 4 / Effect: 3v2 enemy    |                                              |
  --------------------------------------------------------------------------------


  _____
| [Titan]                         [ 040 ]                          SUMMON MAGIC |
|===============================================================================|
| magical   | CBG: - |  MP:  30   | Damage = [CFa/100 * TFa/100 * MA * 28]        |
| REFL: -   | CM: -  | CTR:   5   |                                              |
| CALC: -   | CF: -  |  JP: 220   |                                              |
| ELEM: E   | EVD: - | MOD:   5   |                                              |
|-------------------------------|                                              |
| Range: 4 / Effect: 3v2 enemy    |                                              |
  --------------------------------------------------------------------------------


  _____
| [Golem]                         [ 041 ]                          SUMMON MAGIC |
|===============================================================================|
| magical   | CBG: - |  MP:  40   | Golem will absorb, in total, (Caster_MaxHP)|
| REFL: -   | CM: -  | CTR:   3   |    worth of damage dealt to any of caster's |
| CALC: -   | CF: -  |  JP: 500   |    allies from ATTACK (except spell guns),  |
| ELEM: -   | EVD: - | MOD:   6   |    JUMP, THROW, and CHARGE directives.      |
|-------------------------------| Success% = [CFa/100 * TFa/100 * (MA + 200)]|
| Range: Auto / Effect: 1         |    (target = caster)                        |
  --------------------------------------------------------------------------------


  _____
| [Carbunkle]                     [ 042 ]                          SUMMON MAGIC |
|===============================================================================|
| magical   | CBG: - |  MP:  30   | Add: Reflect                                 |
| REFL: -   | CM: -  | CTR:   4   | Success% = [CFa/100 * TFa/100 * (MA + 150)]|
| CALC: -   | CF: -  |  JP: 350   |                                              |
| ELEM: -   | EVD: - | MOD:   6   |                                              |
|-------------------------------|                                              |
| Range: 4 / Effect: 3v2 ally     |                                              |
  --------------------------------------------------------------------------------


  _____
| [Bahamut]                       [ 043 ]                          SUMMON MAGIC |
|===============================================================================|
| magical   | CBG: - |  MP:  60   | Damage = [CFa/100 * TFa/100 * MA * 46]        |
| REFL: -   | CM: -  | CTR:  10   |                                              |
| CALC: -   | CF: -  |  JP:1200   |                                              |
| ELEM: -   | EVD: - | MOD:   5   |                                              |
|-------------------------------|                                              |
```

```
| Range: 4 / Effect: 4v3 enemy   |                                        |
  ----------------------------------------------------------------------------


  _____
| [Odin]                         [ 044 ]                     SUMMON MAGIC |
|=========================================================================|
| magical   | CBG: - |  MP:  50  | Damage = [CFa/100 * TFa/100 * MA * 40]  |
| REFL: -   | CM:  - | CTR:   9  |                                        |
| CALC: -   | CF:  - |  JP: 900  |                                        |
| ELEM: -   | EVD: - | MOD:   5  |                                        |
|-------------------------------|                                        |
| Range: 4 / Effect: 4v3 enemy   |                                        |
  ----------------------------------------------------------------------------


  _____
| [Leviathan]                    [ 045 ]                     SUMMON MAGIC |
|=========================================================================|
| magical   | CBG: - |  MP:  48  | Damage = [CFa/100 * TFa/100 * MA * 38]  |
| REFL: -   | CM:  - | CTR:   9  |                                        |
| CALC: -   | CF:  - |  JP: 850  |                                        |
| ELEM: W   | EVD: - | MOD:   5  |                                        |
|-------------------------------|                                        |
| Range: 4 / Effect: 4v3 enemy   |                                        |
  ----------------------------------------------------------------------------


  _____
| [Salamander]                   [ 046 ]                     SUMMON MAGIC |
|=========================================================================|
| magical   | CBG: - |  MP:  48  | Damage = [CFa/100 * TFa/100 * MA * 38]  |
| REFL: -   | CM:  - | CTR:   9  |                                        |
| CALC: -   | CF:  - |  JP: 820  |                                        |
| ELEM: F   | EVD: - | MOD:   5  |                                        |
|-------------------------------|                                        |
| Range: 4 / Effect: 3v2 enemy   |                                        |
  ----------------------------------------------------------------------------


  _____
| [Silf]                         [ 047 ]                     SUMMON MAGIC |
|=========================================================================|
| magical   | CBG: - |  MP:  26  | Add: Silence                           |
| REFL: -   | CM:  - | CTR:   5  | Success% = [CFa/100 * TFa/100 * (MA + 150)]|
| CALC: -   | CF:  - |  JP: 400  |                                        |
| ELEM: -   | EVD: - | MOD:   6  |                                        |
|-------------------------------|                                        |
| Range: 4 / Effect: 3v2 enemy   |                                        |
  ----------------------------------------------------------------------------


  _____
| [Fairy]                        [ 048 ]                     SUMMON MAGIC |
|=========================================================================|
| magical   | CBG: - |  MP:  28  | Restore [CFa/100 * TFa/100 * MA * 24] HP |
| REFL: -   | CM:  - | CTR:   4  |   If target is Undead, Fairy does damage |
| CALC: -   | CF:  - |  JP: 400  |   instead of restoring HP.              |
| ELEM: -   | EVD: - | MOD:   5  | Ignores Shell and Magic DefendUP.      |
|-------------------------------|                                        |
| Range: 4 / Effect: 3v2 ally    |                                        |
  ----------------------------------------------------------------------------


  _____
| [Lich]                         [ 049 ]                     SUMMON MAGIC |
|=========================================================================|
| magical   | CBG: - |  MP:  10  | Deals RU{T_MaxHP / 2} damage.  The amount |
| REFL: -   | CM:  - | CTR:   9  |   of damage is unaffected by Zodiac and |
| CALC: -   | CF:  - |  JP: 600  |   other modifiers. However, unlike other |
| ELEM: D   | EVD: - | MOD:   6  |   similar attacks, Lich is elemental.  |
|-------------------------------|   This means that if the target has    |
```

```
|                               |  properties that affect Dark-elemental  |
|                               |  DAMAGE (i.e., Half, Cancel, Weak), the |
|                               |  damage will be adjusted accordingly. The |
|                               |  damage is UNAFFECTED if the caster has  |
|           Range: 4            |  `Strengthen: Dark', because `Strengthen' |
|        Effect: 3v2 enemy      |  affects MA for elemental attacks, and not|
|                               |  the damage itself; the damage is not MA- |
|                               |  dependent.  The success rate of Lich,  |
|                               |  which is MA-dependent, will be increased |
|                               |  slightly by `Strengthen: Dark'.  |
|                               | Success% = [CFa/100 * TFa/100 * (MA + 160)]|
 --------------------------------------------------------------------------------

 _____
| [Cyclops]                       [ 04A ]                     SUMMON MAGIC |
|================================================================================|
| magical  | CBG: - |  MP:  62  | Damage = [CFa/100 * TFa/100 * MA * 50]    |
| REFL: -  | CM: -  | CTR:  9   |                                          |
| CALC: -  | CF: -  | JP:1000   |                                          |
| ELEM: -  | EVD: - | MOD:  5   |                                          |
|-------------------------------|                                          |
| Range: 4 / Effect: 3v2 enemy  |                                          |
 --------------------------------------------------------------------------------

 _____
| [Zodiac]                        [ 04B ]                     SUMMON MAGIC |
|================================================================================|
| magical  | CBG: - |  MP:  99  | Damage = [CFa/100 * TFa/100 * MA * 96]    |
| REFL: -  | CM: -  | CTR:  10  |                                          |
| CALC: -  | CF: -  | JP: ---   | Zodiac cannot be purchased with JP -- it  |
| ELEM: -  | EVD: - | MOD:  5   |   must be cast on a Summoner, must do at   |
|-------------------------------|   least 1 damage, and he must survive it.  |
| Range: 4                      |    If these conditions are met, the target |
| Effect: 4v3 enemy             |    will be given a chance to learn Zodiac. |
 --------------------------------------------------------------------------------

 _____
| [Asura]                         [ 04C ]                        DRAW OUT |
|================================================================================|
| magical  | CBG: - |  MP:  0   | Damage = MA * 8                          |
| REFL: -  | CM: -  | CTR:  0   | You must have at least one Asura Knife in  |
| CALC: -  | CF: -  | JP: 100   |   your inventory to use Asura.  There is a |
| ELEM: -  | EVD: - | MOD:  5   |   ~15% chance that one Asura Knife will    |
|-------------------------------|   break after each casting of Asura.       |
| Range: Auto / Effect: 3v3 enemy|                                          |
 --------------------------------------------------------------------------------

 _____
| [Koutetsu]                      [ 04D ]                        DRAW OUT |
|================================================================================|
| magical  | CBG: - |  MP:  0   | Damage = MA * 12                         |
| REFL: -  | CM: -  | CTR:  0   | You must have at least one Kotetsu Knife   |
| CALC: -  | CF: -  | JP: 180   |   in your inventory to use Koutetsu. There |
| ELEM: -  | EVD: - | MOD:  5   |   is a ~15% chance that one Kotetsu Knife  |
|-------------------------------|   will break after each casting of         |
| Range: Auto / Effect: 3v3 enemy|   Koutetsu.                              |
 --------------------------------------------------------------------------------

 _____
| [Bizen Boat]                    [ 04E ]                        DRAW OUT |
|================================================================================|
| magical  | CBG: - |  MP:  0   | Damage to MP = MA * 4                    |
| REFL: -  | CM: -  | CTR:  0   | You must have at least one Bizen Boat in   |
| CALC: -  | CF: -  | JP: 260   |   your inventory to use Bizen Boat. There  |
| ELEM: -  | EVD: - | MOD:  5   |   is a ~15% chance that one Bizen Boat     |
```

```
|-----------------------------|  will break after each casting of    |
| Range: Auto / Effect: 3v3 enemy|  Bizen Boat.                        |
 --------------------------------------------------------------------

 --------------------------------------------------------------------
| [Murasame]                     [ 04F ]                  DRAW OUT |
|================================================================|
| neutral  | CBG: - |  MP:   0 | Heals (MA * 12) HP.  The amount of healing |
| REFL: -  | CM: - | CTR:   0 |  is unaffected by Zodiac and other    |
| CALC: -  | CF: - | JP: 340 |  modifiers.                          |
| ELEM: -  | EVD: - | MOD:   0 | Undead reversal                      |
|-----------------------------| You must have at least one Murasame in your|
|                             |  inventory to use Murasame.  There is a |
| Range: Auto / Effect: 3v3 ally |  ~15% chance that one Murasame will break |
|                             |  after each casting of Murasame.     |
 --------------------------------------------------------------------

 --------------------------------------------------------------------
| [Heaven's Cloud]               [ 050 ]                  DRAW OUT |
|================================================================|
| magical  | CBG: - |  MP:   0 | Damage = MA * 14                     |
| REFL: -  | CM: - | CTR:   0 | May add: Slow (25%)                  |
| CALC: -  | CF: - | JP: 420 | You must have at least one Heaven's Cloud |
| ELEM: -  | EVD: - | MOD:   5 |  in your inventory to use Heaven's Cloud. |
|-----------------------------|  There is a ~15% chance that one Heaven's |
| Range: Auto / Effect: 3v3 enemy|  Cloud will break after each casting of  |
|                             |  Heaven's Cloud.                      |
 --------------------------------------------------------------------

 --------------------------------------------------------------------
| [Kiyomori]                     [ 051 ]                  DRAW OUT |
|================================================================|
| neutral  | CBG: - |  MP:   0 | Add: Protect, Shell                 |
| REFL: -  | CM: - | CTR:   0 | You must have at least one Kiyomori in |
| CALC: -  | CF: - | JP: 500 |  your inventory to use Kiyomori.  There |
| ELEM: -  | EVD: - | MOD:   0 |  is a ~15% chance that one Kiyomori will |
|-----------------------------|  break after each casting of Kiyomori.  |
| Range: Auto / Effect: 3v3 ally |                                      |
 --------------------------------------------------------------------

 --------------------------------------------------------------------
| [Muramasa]                     [ 052 ]                  DRAW OUT |
|================================================================|
| magical  | CBG: - |  MP:   0 | Damage = MA * 18                     |
| REFL: -  | CM: - | CTR:   0 | May add: Confusion, Death Sentence (25%) |
| CALC: -  | CF: - | JP: 580 | You must have at least one Muramasa in |
| ELEM: -  | EVD: - | MOD:   5 |  your inventory to use Muramasa.  There |
|-----------------------------|  is a ~15% chance that one Muramasa will |
| Range: Auto / Effect: 3v3 enemy|  break after each casting of Muramasa.  |
 --------------------------------------------------------------------

 --------------------------------------------------------------------
| [Kikuichimoji]                 [ 053 ]                  DRAW OUT |
|================================================================|
| magical  | CBG: - |  MP:   0 | Damage = MA * 16                     |
| REFL: -  | CM: - | CTR:   0 | You must have at least one Kikuichimoji in |
| CALC: -  | CF: - | JP: 660 |  your inventory to use Kikuichimoji.  |
| ELEM: -  | EVD: - | MOD:   5 |  There is a ~15% chance that one     |
|-----------------------------|  Kikuichimoji will break after each   |
| Range: 4 directions (linear,CI)|  casting of Kikuichimoji.            |
| Effect: 8v3 enemy (linear)    |                                      |
 --------------------------------------------------------------------

 --------------------------------------------------------------------
| [Masamune]                     [ 054 ]                  DRAW OUT |
|================================================================|
```

```
| neutral  | CBG: - |  MP:   0  | Add: Regen, Haste                  |
| REFL: -  | CM: -  | CTR:   0  | You must have at least one Masamune in your|
| CALC: -  | CF: -  | JP: 740  |   your inventory to use Masamune.  There  |
| ELEM: -  | EVD: - | MOD:   0  |   is a ~15% chance that one Masamune will  |
|------------------------------|   break after each casting of Masamune.    |
| Range: Auto / Effect: 3v3 ally |                                    |
  ------------------------------------------------------------------------

  _____
| [Chirijiraden]               [ 055 ]                        DRAW OUT |
|========================================================================|
| magical  | CBG: - |  MP:   0  | Damage = MA * 30                   |
| REFL: -  | CM: -  | CTR:   0  | You must have at least one Chirijiraden in |
| CALC: -  | CF: -  | JP: 820  |   your inventory to use Chirijiraden.     |
| ELEM: -  | EVD: - | MOD:   5  |   There is a ~15% chance that one          |
|------------------------------|   Chirijiraden will break after each       |
| Range: Auto / Effect: 3v3 enemy|   casting of Chirijiraden.               |
  ------------------------------------------------------------------------

  _____
| [Angel Song]                 [ 056 ]                            SING |
|========================================================================|
| neutral  | CBG: - |  MP:   0  | Restore (MA + 20) MP                |
| REFL: -  | CM: -  | CTR:   6  | Success% = 100                      |
| CALC: -  | CF: -  | JP: 100  | Upon selecting Angel Song, the caster will |
| ELEM: -  | EVD: - | MOD:   0  |   enter `Performing' status, and Angel Song|
|------------------------------|   will be executed every 6 clockticks until|
| Range: Auto                  |   the caster has an AT and chooses to stop.|
| Effect: All allies           | Always misses if target has Sleep status.  |
  ------------------------------------------------------------------------

  _____
| [Life Song]                  [ 057 ]                            SING |
|========================================================================|
| neutral  | CBG: - |  MP:   0  | Restore (MA + 10) HP                |
| REFL: -  | CM: -  | CTR:   6  | Success% = 100                      |
| CALC: -  | CF: -  | JP: 100  | Upon selecting Life Song, the caster will  |
| ELEM: -  | EVD: - | MOD:   0  |   enter `Performing' status, and Life Song |
|------------------------------|   will be executed every 6 clockticks until|
| Range: Auto                  |   the caster has an AT and chooses to stop.|
| Effect: All allies           | Always misses if target has Sleep status.  |
  ------------------------------------------------------------------------

  _____
| [Cheer Song]                 [ 058 ]                            SING |
|========================================================================|
| neutral  | CBG: - |  MP:   0  | Target's Speed +1                  |
| REFL: -  | CM: -  | CTR:   8  | Success% = 50                       |
| CALC: -  | CF: -  | JP: 100  | Upon selecting Cheer Song, the caster will |
| ELEM: -  | EVD: - | MOD:   0  |   enter `Performing' status, and Cheer Song|
|------------------------------|   will be executed every 8 clockticks until|
| Range: Auto                  |   the caster has an AT and chooses to stop.|
| Effect: All allies           | Always misses if target has Sleep status.  |
  ------------------------------------------------------------------------

  _____
| [Battle Song]                [ 059 ]                            SING |
|========================================================================|
| neutral  | CBG: - |  MP:   0  | Target's PA +1                     |
| REFL: -  | CM: -  | CTR:   8  | Success% = 50                       |
| CALC: -  | CF: -  | JP: 100  | Upon selecting Battle Song, the caster will|
| ELEM: -  | EVD: - | MOD:   0  |   enter `Performing' status, & Battle Song |
|------------------------------|   will be executed every 8 clockticks until|
| Range: Auto                  |   the caster has an AT and chooses to stop.|
| Effect: All allies           | Always misses if target has Sleep status.  |
```

```
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 _____
| [Magic Song]                    [ 05A ]                                SING |
|=============================================================================|
| neutral  | CBG: - |  MP:   0  | Target's MA +1                              |
| REFL: -  | CM: -  | CTR:  10  | Success% = 50                               |
| CALC: -  | CF: -  | JP: 100   | Upon selecting Magic Song, the caster will  |
| ELEM: -  | EVD: - | MOD:   0  |   enter `Performing' status, and Magic Song |
|-----------------------------|   will be executed every 10 clockticks       |
| Range: Auto                   |   until the caster has an AT and chooses     |
| Effect: All allies            |   to stop.                                  |
|                               | Always misses if target has Sleep status.   |
 ------------------------------------------------------------------------------

 _____
| [Nameless Song]                 [ 05B ]                                SING |
|=============================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Reraise, Regen, Protect, Shell, Ref.   |
| REFL: -  | CM: -  | CTR:  10  | Success% = 50                               |
| CALC: -  | CF: -  | JP: 100   | Upon selecting Nameless Song, the caster    |
| ELEM: -  | EVD: - | MOD:   0  |   will enter `Performing' status, and        |
|-----------------------------|   Nameless Song will be executed every 10    |
| Range: Auto                   |   clockticks until the caster has an AT      |
| Effect: All allies            |   and chooses to stop.                      |
|                               | Always misses if target has Sleep status.   |
 ------------------------------------------------------------------------------

 _____
| [Last Song]                     [ 05C ]                                SING |
|=============================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Quick                                  |
| REFL: -  | CM: -  | CTR:  20  | Success% = 50                               |
| CALC: -  | CF: -  | JP: 100   | Upon selecting Last Song, the caster will   |
| ELEM: -  | EVD: - | MOD:   0  |   enter `Performing' status, and Last Song  |
|-----------------------------|   will be executed every 20 clockticks       |
| Range: Auto                   |   until the caster has an AT and chooses     |
| Effect: All allies            |   to stop.                                  |
|                               | Always misses if target has Sleep status.   |
 ------------------------------------------------------------------------------

 _____
| [Witch Hunt]                    [ 05D ]                               DANCE |
|=============================================================================|
| neutral  | CBG: - |  MP:   0  | Damage to MP = PA + [(PA * Br) / 100]       |
| REFL: -  | CM: -  | CTR:   6  | Success% = 100                              |
| CALC: -  | CF: -  | JP: 100   | Upon selecting Witch Hunt, the caster will  |
| ELEM: -  | EVD: - | MOD:   0  |   enter `Performing' status, and Witch Hunt |
|-----------------------------|   will be executed every 6 clockticks until  |
| Range: Auto                   |   the caster has an AT and chooses to stop. |
| Effect: All enemies           | Always misses if target has Sleep status.   |
 ------------------------------------------------------------------------------

 _____
| [Wiznaibus]                     [ 05E ]                               DANCE |
|=============================================================================|
| neutral  | CBG: - |  MP:   0  | Damage = PA + [(PA * Br) / 100]             |
| REFL: -  | CM: -  | CTR:   6  | Success% = 100                              |
| CALC: -  | CF: -  | JP: 100   | Upon selecting Wiznaibus, the caster will   |
| ELEM: -  | EVD: - | MOD:   0  |   enter `Performing' status, and Wiznaibus  |
|-----------------------------|   will be executed every 6 clockticks until  |
| Range: Auto                   |   the caster has an AT and chooses to stop. |
| Effect: All enemies           | Always misses if target has Sleep status.   |
 ------------------------------------------------------------------------------

 _____
```

```
| [Slow Dance]                    [ 05F ]                        DANCE |
|=====================================================================|
| neutral   | CBG: - |  MP:   0  | Target's Speed -1                  |
| REFL: -   | CM: -  | CTR:   8  | Success% = 50                      |
| CALC: -   | CF: -  | JP: 100   | Upon selecting Slow Dance, the caster will |
| ELEM: -   | EVD: - | MOD:   0  |   enter `Performing' status, and Slow Dance|
|-------------------------------|   will be executed every 8 clockticks until|
| Range: Auto                   |   the caster has an AT and chooses to stop. |
| Effect: All enemies           | Always misses if target has Sleep status.  |
 ---------------------------------------------------------------------

 ---------------------------------------------------------------------
| [Polka Polka]                   [ 060 ]                        DANCE |
|=====================================================================|
| neutral   | CBG: - |  MP:   0  | Target's PA -1                     |
| REFL: -   | CM: -  | CTR:   8  | Success% = 50                      |
| CALC: -   | CF: -  | JP: 100   | Upon selecting Polka Polka, the caster |
| ELEM: -   | EVD: - | MOD:   0  |   will enter `Performing' status, and   |
|-------------------------------|   Polka Polka will be executed every 8  |
| Range: Auto                   |   clockticks until the caster has an AT |
| Effect: All enemies           |   and chooses to stop.                  |
|                               | Always misses if target has Sleep status.  |
 ---------------------------------------------------------------------

 ---------------------------------------------------------------------
| [Disillusion]                   [ 061 ]                        DANCE |
|=====================================================================|
| neutral   | CBG: - |  MP:   0  | Target's MA -1                     |
| REFL: -   | CM: -  | CTR:   8  | Success% = 50                      |
| CALC: -   | CF: -  | JP: 100   | Upon selecting Disillusion, the caster |
| ELEM: -   | EVD: - | MOD:   0  |   will enter `Performing' status, and   |
|-------------------------------|   Disillusion will be executed every 8  |
| Range: Auto                   |   clockticks until the caster has an AT |
| Effect: All enemies           |   and chooses to stop.                  |
|                               | Always misses if target has Sleep status.  |
 ---------------------------------------------------------------------

 ---------------------------------------------------------------------
| [Nameless Dance]                [ 062 ]                        DANCE |
|=====================================================================|
| neutral   | CBG: - |  MP:   0  | Add: Darkness, Confusion, Silence, Frog, |
| REFL: -   | CM: -  | CTR:  10  |      Poison, Slow, Stop, Sleep     |
| CALC: -   | CF: -  | JP: 100   | Success% = 50                      |
| ELEM: -   | EVD: - | MOD:   0  | Upon selecting Nameless Dance, the caster |
|-------------------------------|   will enter `Performing' status, and   |
|                               |   Nameless Dance will be executed every 10 |
| Range: Auto                   |   clockticks until the caster has an AT |
| Effect: All enemies           |   and chooses to stop.                  |
|                               | Always misses if target has Sleep status.  |
 ---------------------------------------------------------------------

 ---------------------------------------------------------------------
| [Last Dance]                    [ 063 ]                        DANCE |
|=====================================================================|
| neutral   | CBG: - |  MP:   0  | Target's CT is set to 0            |
| REFL: -   | CM: -  | CTR:  20  | Success% = 34                      |
| CALC: -   | CF: -  | JP: 100   | Upon selecting Last Dance, the caster will |
| ELEM: -   | EVD: - | MOD:   0  |   enter `Performing' status, and        |
|-------------------------------|   Last Dance will be executed every 20  |
| Range: Auto                   |   clockticks until the caster has an AT |
| Effect: All enemies           |   and chooses to stop.                  |
|                               | Always misses if target has Sleep status.  |
 ---------------------------------------------------------------------
```

```
| [Spin Fist]                     [ 064 ]                     PUNCH ART |
|======================================================================|
| physical | CBG: - |  MP:   0  | Damage = PA * [PA / 2]               |
| REFL: -  | CM: -  | CTR:   0  | Martial Arts gives PA bonus          |
| CALC: -  | CF: -  |  JP: 150  |   (MartialArtsPA = [PA * 3/2])       |
| ELEM: -  | EVD: + | MOD:   2  | Critical hit possible               |
|-----------------------------|                                        |
| Range: Auto (CI) / Effect: 2v0 |                                     |
 ----------------------------------------------------------------------


| [Repeating Fist]                [ 065 ]                     PUNCH ART |
|======================================================================|
| physical | CBG: - |  MP:   0  | Damage = (1..9) * (PA + [PA / 2])    |
| REFL: -  | CM: -  | CTR:   0  | Martial Arts gives PA bonus          |
| CALC: -  | CF: -  |  JP: 300  |   (MartialArtsPA = [PA * 3/2])       |
| ELEM: -  | EVD: + | MOD:   2  | Critical hit possible               |
|-----------------------------|                                        |
| Range: 1v1 (CI) / Effect: 1    |                                     |
 ----------------------------------------------------------------------


| [Wave Fist]                     [ 066 ]                     PUNCH ART |
|======================================================================|
| physical | CBG: - |  MP:   0  | Damage = PA * [(PA + 2)/ 2]          |
| REFL: -  | CM: -  | CTR:   0  | Martial Arts gives PA bonus          |
| CALC: -  | CF: -  |  JP: 300  |   (MartialArtsPA = [PA * 3/2])       |
| ELEM: -  | EVD: + | MOD:   2  | Critical hit possible               |
|-----------------------------|                                        |
| Range: 3v3 (CI) / Effect: 1    |                                     |
 ----------------------------------------------------------------------


| [Earth Slash]                   [ 067 ]                     PUNCH ART |
|======================================================================|
| physical | CBG: - |  MP:   0  | Damage = PA * [PA / 2]               |
| REFL: -  | CM: -  | CTR:   0  | Martial Arts gives PA bonus          |
| CALC: -  | CF: -  |  JP: 600  |   (MartialArtsPA = [PA * 3/2])       |
| ELEM: E  | EVD: - | MOD:   2  | Critical hit possible               |
|----------------------------------------------------------            |
| Range: 4 directions (linear, CI) / Effect: 8v2 (linear) |           |
 ----------------------------------------------------------------------


| [Secret Fist]                   [ 068 ]                     PUNCH ART |
|======================================================================|
| physical | CBG: - |  MP:   0  | Add: Death Sentence                 |
| REFL: -  | CM: -  | CTR:   0  | Success% = MA + 50                   |
| CALC: -  | CF: -  |  JP: 300  | Martial Arts gives MA bonus even if caster |
| ELEM: -  | EVD: - | MOD:   3  |   is not barehanded                 |
|-----------------------------|                                        |
| Range: 1v0 (CI) / Effect: 1    |                                     |
 ----------------------------------------------------------------------


| [Stigma Magic]                  [ 069 ]                     PUNCH ART |
|======================================================================|
| physical | CBG: - |  MP:   0  | Cancel: Petrify, Darkness, Confusion,|
| REFL: -  | CM: -  | CTR:   0  |         Frog, Silence, Berserk, Poison,|
| CALC: -  | CF: -  |  JP: 200  |         Sleep, Don't Move, Don't Act |
| ELEM: -  | EVD: - | MOD:   3  | Success% = PA + 120                 |
|-----------------------------| Martial Arts gives PA bonus even if caster |
| Range: Auto / Effect: 2v0   |   is not barehanded                 |
 ----------------------------------------------------------------------
```

```
| [Chakra]                        [ 06A ]                     PUNCH ART |
|======================================================================|
| physical | CBG: - |  MP:   0  | Restore (PA * 5) HP and [PA * 5/2] MP |
| REFL: -  | CM: -  | CTR:   0  | Martial Arts gives PA bonus           |
| CALC: -  | CF: -  |  JP: 350  |   (MartialArtsPA = [PA * 3/2])        |
| ELEM: -  | EVD: - | MOD:   2  | Ignores Protect and Defense UP        |
|--------------------------------|                                      |
| Range: Auto / Effect: 2v0      |                                      |
 ----------------------------------------------------------------------

| [Revive]                        [ 06B ]                     PUNCH ART |
|======================================================================|
| physical | CBG: - |  MP:   0  | Cancel: Dead; Restore RU{T_MaxHP / 5} HP |
| REFL: -  | CM: -  | CTR:   0  | Success% = PA + 70                    |
| CALC: -  | CF: -  |  JP: 500  | Martial Arts gives PA bonus even if caster |
| ELEM: -  | EVD: - | MOD:   3  |   is not barehanded                   |
|--------------------------------|                                      |
| Range: 1v0 (CI) / Effect: 1    |                                      |
 ----------------------------------------------------------------------

| [Gil Taking]                    [ 06C ]                         STEAL |
|======================================================================|
| physical | CBG: + |  MP:   0  | Steal [Caster_Lv * Caster_Sp] gil     |
| REFL: -  | CM: -  | CTR:   0  | Success% = Sp + 200                   |
| CALC: -  | CF: -  |  JP:  10  | Martial Arts gives Sp bonus even if caster |
| ELEM: -  | EVD: + | MOD:   4  |   is not barehanded                   |
|--------------------------------|                                      |
| Range: 1v1 (CI) / Effect: 1 en |                                      |
 ----------------------------------------------------------------------

| [Steal Heart]                   [ 06D ]                         STEAL |
|======================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Charm                            |
| REFL: -  | CM: -  | CTR:   0  | Success% = MA + 50                    |
| CALC: -  | CF: -  |  JP: 150  | Does not work if target is same sex as |
| ELEM: -  | EVD: - | MOD:   1  |   caster -- males can Steal Heart females |
|--------------------------------|   and monsters; females can Steal Heart |
| Range: 3 (CI)                  |   males and monsters; monsters can Steal |
| Effect: 1 enemy                |   Heart males and females.            |
 ----------------------------------------------------------------------

| [Steal Helmet]                  [ 06E ]                         STEAL |
|======================================================================|
| physical | CBG: + |  MP:   0  | Steal item equipped on target's head  |
| REFL: -  | CM: -  | CTR:   0  | Success% = Sp + 40                    |
| CALC: -  | CF: -  |  JP: 350  | Martial Arts gives Sp bonus even if caster |
| ELEM: -  | EVD: + | MOD:   4  |   is not barehanded                   |
|--------------------------------|                                      |
| Range: 1v1 (CI) / Effect: 1 en |                                      |
 ----------------------------------------------------------------------

| [Steal Armor]                   [ 06F ]                         STEAL |
|======================================================================|
| physical | CBG: + |  MP:   0  | Steal item equipped on target's body  |
| REFL: -  | CM: -  | CTR:   0  | Success% = Sp + 35                    |
| CALC: -  | CF: -  |  JP: 450  | Martial Arts gives Sp bonus even if caster |
| ELEM: -  | EVD: + | MOD:   4  |   is not barehanded                   |
|--------------------------------|                                      |
| Range: 1v1 (CI) / Effect: 1 en |                                      |
 ----------------------------------------------------------------------
```

```
 _____
| [Steal Shield]                 [ 070 ]                          STEAL |
|=======================================================================|
| physical | CBG: + |  MP:   0  | Steal target's shield                 |
| REFL: -  | CM: -  | CTR:   0  | Success% = Sp + 35                    |
| CALC: -  | CF: -  |  JP: 350  | Martial Arts gives Sp bonus even if caster |
| ELEM: -  | EVD: + | MOD:   4  |   is not barehanded                   |
|-----------------------------|                                         |
| Range: 1v1 (CI) / Effect: 1 en |                                      |
 ------------------------------------------------------------------------

 _____
| [Steal Weapon]                 [ 071 ]                          STEAL |
|=======================================================================|
| physical | CBG: + |  MP:   0  | Steal target's weapon                 |
| REFL: -  | CM: -  | CTR:   0  | Success% = Sp + 30                    |
| CALC: -  | CF: -  |  JP: 600  | Martial Arts gives Sp bonus even if caster |
| ELEM: -  | EVD: + | MOD:   4  |   is not barehanded                   |
|-----------------------------|                                         |
| Range: 1v1 (CI) / Effect: 1 en |                                      |
 ------------------------------------------------------------------------

 _____
| [Steal Accessry]               [ 072 ]                          STEAL |
|=======================================================================|
| physical | CBG: + |  MP:   0  | Steal target's accessory              |
| REFL: -  | CM: -  | CTR:   0  | Success% = Sp + 40                    |
| CALC: -  | CF: -  |  JP: 500  | Martial Arts gives Sp bonus even if caster |
| ELEM: -  | EVD: + | MOD:   4  |   is not barehanded                   |
|-----------------------------|                                         |
| Range: 1v1 (CI) / Effect: 1 en |                                      |
 ------------------------------------------------------------------------

 _____
| [Steal Exp.]                   [ 073 ]                          STEAL |
|=======================================================================|
| physical | CBG: - |  MP:   0  | Steal min{(Sp + 5), Target_Exp} Exp.  |
| REFL: -  | CM: -  | CTR:   0  | Success% = Sp + 70                    |
| CALC: -  | CF: -  |  JP: 250  | Martial Arts gives Sp bonus           |
| ELEM: -  | EVD: - | MOD:   4  |    (MartialArtsSp = [Sp * 3/2])        |
|-----------------------------|                                         |
| Range: 1v1 (CI) / Effect: 1    |                                      |
 ------------------------------------------------------------------------

 _____
| [Invitation]                   [ 074 ]                     TALK SKILL |
|=======================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Invite                           |
| REFL: -  | CM: -  | CTR:   0  | Success% = MA + 20                    |
| CALC: -  | CF: -  |  JP: 100  | An Invited unit cannot be Invited back by |
| ELEM: -  | EVD: - | MOD:   1  |   the opposing team.                  |
|-----------------------------| Does not work on monsters unless caster |
| Range: 3v3 (CI) / Effect: 1 en |   has the `Monster Talk' ability.     |
 ------------------------------------------------------------------------

 _____
| [Persuade]                     [ 075 ]                     TALK SKILL |
|=======================================================================|
| neutral  | CBG: - |  MP:   0  | Set target's CT to 0                  |
| REFL: -  | CM: -  | CTR:   0  | Success% = MA + 30                    |
| CALC: -  | CF: -  |  JP: 100  | Does not work on monsters unless caster |
| ELEM: -  | EVD: - | MOD:   1  |   has the `Monster Talk' ability.     |
|-----------------------------|                                         |
| Range: 3v3 / Effect: 1         |                                      |
 ------------------------------------------------------------------------
```

```
 _____
| [Praise]                          [ 076 ]                        TALK SKILL |
|=============================================================================|
| neutral  | CBG: - |  MP:   0  | Target's Brave +4 (+1 permanently)          |
| REFL: -  | CM:  - | CTR:   0  | Success% = MA + 50                          |
| CALC: -  | CF:  - |  JP: 200  | Does not work on monsters unless caster     |
| ELEM: -  | EVD: - | MOD:   1  |   has the `Monster Talk' ability.           |
|-----------------------------|                                               |
| Range: 3v3 / Effect: 1      |                                               |
  ------------------------------------------------------------------------------

 _____
| [Threaten]                        [ 077 ]                        TALK SKILL |
|=============================================================================|
| neutral  | CBG: - |  MP:   0  | Target's Brave -20 (-5 permanently)         |
| REFL: -  | CM:  - | CTR:   0  | Success% = MA + 90                          |
| CALC: -  | CF:  - |  JP: 200  | Does not work on monsters unless caster     |
| ELEM: -  | EVD: - | MOD:   1  |   has the `Monster Talk' ability.           |
|-----------------------------|                                               |
| Range: 3v3 / Effect: 1      |                                               |
  ------------------------------------------------------------------------------

 _____
| [Preach]                          [ 078 ]                        TALK SKILL |
|=============================================================================|
| neutral  | CBG: - |  MP:   0  | Target's Faith +4 (+1 permanently)          |
| REFL: -  | CM:  - | CTR:   0  | Success% = MA + 50                          |
| CALC: -  | CF:  - |  JP: 200  | Does not work on monsters unless caster     |
| ELEM: -  | EVD: - | MOD:   1  |   has the `Monster Talk' ability.           |
|-----------------------------|                                               |
| Range: 3v3 / Effect: 1      |                                               |
  ------------------------------------------------------------------------------

 _____
| [Solution]                        [ 079 ]                        TALK SKILL |
|=============================================================================|
| neutral  | CBG: - |  MP:   0  | Target's Faith -20 (-5 permanently)         |
| REFL: -  | CM:  - | CTR:   0  | Success% = MA + 90                          |
| CALC: -  | CF:  - |  JP: 200  | Does not work on monsters unless caster     |
| ELEM: -  | EVD: - | MOD:   1  |   has the `Monster Talk' ability.           |
|-----------------------------|                                               |
| Range: 3v3 / Effect: 1      |                                               |
  ------------------------------------------------------------------------------

 _____
| [Death Sentence]                  [ 07A ]                        TALK SKILL |
|=============================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Death Sentence                         |
| REFL: -  | CM:  - | CTR:   0  | Success% = MA + 30                          |
| CALC: -  | CF:  - |  JP: 500  | Does not work on monsters unless caster     |
| ELEM: -  | EVD: - | MOD:   1  |   has the `Monster Talk' ability.           |
|-----------------------------|                                               |
| Range: 3v3 / Effect: 1      |                                               |
  ------------------------------------------------------------------------------

 _____
| [Negotiate]                       [ 07B ]                        TALK SKILL |
|=============================================================================|
| neutral  | CBG: - |  MP:   0  | Steal (Lv * Sp) gil                         |
| REFL: -  | CM:  - | CTR:   0  | Success% = MA + 90                          |
| CALC: -  | CF:  - |  JP: 100  | Does not work on monsters unless caster     |
| ELEM: -  | EVD: - | MOD:   1  |   has the `Monster Talk' ability.           |
|-----------------------------|                                               |
| Range: 3v3 (CI) / Effect: 1 en |                                            |
  ------------------------------------------------------------------------------
```

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 _____
| [Insult]                       [ 07C ]                    TALK SKILL |
|======================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Berserk                         |
| REFL: -  | CM:  - | CTR:   0  | Success% = MA + 40                   |
| CALC: -  | CF:  - |  JP: 300  | Does not work on monsters unless caster |
| ELEM: -  | EVD: - | MOD:   1  |   has the `Monster Talk' ability.    |
|-----------------------------|                                      |
| Range: 3v3 / Effect: 1      |                                      |
  ----------------------------------------------------------------------

 _____
| [Mimic Daravon]                [ 07D ]                    TALK SKILL |
|======================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Sleep                           |
| REFL: -  | CM:  - | CTR:   0  | Success% = MA + 40                   |
| CALC: -  | CF:  - |  JP: 300  | Does not work on monsters unless caster |
| ELEM: -  | EVD: - | MOD:   1  |   has the `Monster Talk' ability.    |
|-----------------------------|                                      |
| Range: 3v3 / Effect: 2v3    |                                      |
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 _____
| [Pitfall]                      [ 07E ]                    ELEMENTAL |
|======================================================================|
| magical  | CBG: - |  MP:   0  | Damage = [(PA + 2) / 2] * MA         |
| REFL: -  | CM:  - | CTR:   0  | May add: Don't Move (20 - 25%)       |
| CALC: -  | CF:  + |  JP: 150  |                                      |
| ELEM: -  | EVD: - | MOD:   5  | Topography: Natural Surface, Road,   |
|-----------------------------|                Wasteland             |
| Range: 5 / Effect: 2v0 (CI) |                                      |
  ----------------------------------------------------------------------

 _____
| [Water Ball]                   [ 07F ]                    ELEMENTAL |
|======================================================================|
| magical  | CBG: - |  MP:   0  | Damage = [(PA + 2) / 2] * MA         |
| REFL: -  | CM:  - | CTR:   0  | May add: Frog (20 - 25%)             |
| CALC: -  | CF:  + |  JP: 150  |                                      |
| ELEM: W  | EVD: - | MOD:   5  | Topography: Waterway, River, Lake, Sea, |
|-----------------------------|                Waterfall             |
| Range: 5 / Effect: 2v0 (CI) |                                      |
  ----------------------------------------------------------------------

 _____
| [Hell Ivy]                     [ 080 ]                    ELEMENTAL |
|======================================================================|
| magical  | CBG: - |  MP:   0  | Damage = [(PA + 2) / 2] * MA         |
| REFL: -  | CM:  - | CTR:   0  | May add: Stop (20 - 25%)             |
| CALC: -  | CF:  + |  JP: 150  |                                      |
| ELEM: -  | EVD: - | MOD:   5  | Topography: Grassland, Thicket,      |
|-----------------------------|                Water Plant, Ivy      |
| Range: 5 / Effect: 2v0 (CI) |                                      |
  ----------------------------------------------------------------------

 _____
| [Carve Model]                  [ 081 ]                    ELEMENTAL |
|======================================================================|
| magical  | CBG: - |  MP:   0  | Damage = [(PA + 2) / 2] * MA         |
| REFL: -  | CM:  - | CTR:   0  | May add: Petrify (20 - 25%)          |
| CALC: -  | CF:  + |  JP: 150  |                                      |
| ELEM: -  | EVD: - | MOD:   5  | Topography: Gravel, Stone Wall,      |
|-----------------------------|                Stone Floor, Tombstone, |
| Range: 5 / Effect: 2v0 (CI) |                Mud Wall              |
  ----------------------------------------------------------------------
```

```
 _____
| [Local Quake]                  [ 082 ]                      ELEMENTAL |
|=======================================================================|
| magical  | CBG: - |  MP:   0 | Damage = [(PA + 2) / 2] * MA           |
| REFL: -  | CM:  - | CTR:   0 | May add: Confusion (20 - 25%)          |
| CALC: -  | CF:  + |  JP: 150 |                                        |
| ELEM: E  | EVD: - | MOD:   5 | Topography: Rocky Cliff, Lava Rocks    |
|------------------------------|                                        |
| Range: 5 / Effect: 2v0 (CI)  |                                        |
  ---------------------------------------------------------------------

 _____
| [Kamaitachi]                   [ 083 ]                      ELEMENTAL |
|=======================================================================|
| magical  | CBG: - |  MP:   0 | Damage = [(PA + 2) / 2] * MA           |
| REFL: -  | CM:  - | CTR:   0 | May add: Don't Act  (20 - 25%)         |
| CALC: -  | CF:  + |  JP: 150 |                                        |
| ELEM: A  | EVD: - | MOD:   5 | Topography: Book, Tree, Brick, Moss,   |
|------------------------------|             Bridge, Furniture, Iron Plate, |
| Range: 5 / Effect: 2v0 (CI)  |             Coffin                     |
  ---------------------------------------------------------------------

 _____
| [Demon Fire]                   [ 084 ]                      ELEMENTAL |
|=======================================================================|
| magical  | CBG: - |  MP:   0 | Damage = [(PA + 2) / 2] * MA           |
| REFL: -  | CM:  - | CTR:   0 | May add: Sleep (20 - 25%)              |
| CALC: -  | CF:  + |  JP: 150 |                                        |
| ELEM: F  | EVD: - | MOD:   5 | Topography: Wooden Floor, Rug, Box,    |
|------------------------------|             Stairs, Deck               |
| Range: 5 / Effect: 2v0 (CI)  |                                        |
  ---------------------------------------------------------------------

 _____
| [Quicksand]                    [ 085 ]                      ELEMENTAL |
|=======================================================================|
| magical  | CBG: - |  MP:   0 | Damage = [(PA + 2) / 2] * MA           |
| REFL: -  | CM:  - | CTR:   0 | May add: Death Sentence (20 - 25%)     |
| CALC: -  | CF:  + |  JP: 150 |                                        |
| ELEM: W  | EVD: - | MOD:   5 | Topography: Swamp, Marsh, Poisoned Marsh |
|------------------------------|                                        |
| Range: 5 / Effect: 2v0 (CI)  |                                        |
  ---------------------------------------------------------------------

 _____
| [Blizzard]                     [ 086 ]                      ELEMENTAL |
|=======================================================================|
| magical  | CBG: - |  MP:   0 | Damage = [(PA + 2) / 2] * MA           |
| REFL: -  | CM:  - | CTR:   0 | May add: Silence (20 - 25%)            |
| CALC: -  | CF:  + |  JP: 150 |                                        |
| ELEM: I  | EVD: - | MOD:   5 | Topography: Snow, Ice                  |
|------------------------------|                                        |
| Range: 5 / Effect: 2v0 (CI)  |                                        |
  ---------------------------------------------------------------------

 _____
| [Gusty Wind]                   [ 087 ]                      ELEMENTAL |
|=======================================================================|
| magical  | CBG: - |  MP:   0 | Damage = [(PA + 2) / 2] * MA           |
| REFL: -  | CM:  - | CTR:   0 | May add: Slow (20 - 25%)               |
| CALC: -  | CF:  + |  JP: 150 |                                        |
| ELEM: W  | EVD: - | MOD:   5 | Topography: Roof, Sky, Chimney         |
|------------------------------|                                        |
| Range: 5 / Effect: 2v0 (CI)  |                                        |
  ---------------------------------------------------------------------
```

```
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| [Lava Ball]                    [ 088 ]                           ELEMENTAL |
|===========================================================================|
| magical  | CBG: - |  MP:   0  | Damage = [(PA + 2) / 2] * MA              |
| REFL: -  | CM:  - | CTR:   0  | May add: Dead (20 - 25%)                  |
| CALC: -  | CF:  + |  JP: 150  |                                           |
| ELEM: F  | EVD: - | MOD:   5  | Topography: Lava, Machine                 |
|------------------------------|                                           |
| Range: 5 / Effect: 2v0 (CI)  |                                           |
 -------------------------------------------------------------------------------

 -------------------------------------------------------------------------------
| [Head Break]                   [ 08A ]                         BATTLE SKILL |
|===========================================================================|
| physical | CBG: + |  MP:   0  | Breaks item equipped on target's head     |
| REFL: -  | CM:  - | CTR:   0  | Success% = PA + WP + 45                    |
| CALC: -  | CF:  - |  JP: 300  |                                           |
| ELEM:wpn | EVD: + | MOD:   3  | Identical to ATTACK if target has nothing  |
|------------------------------|   equipped on head                        |
| Range: weapon / Effect: 1    |                                           |
 -------------------------------------------------------------------------------

 -------------------------------------------------------------------------------
| [Armor Break]                  [ 08B ]                         BATTLE SKILL |
|===========================================================================|
| physical | CBG: + |  MP:   0  | Breaks item equipped on target's body     |
| REFL: -  | CM:  - | CTR:   0  | Success% = PA + WP + 40                    |
| CALC: -  | CF:  - |  JP: 400  |                                           |
| ELEM:wpn | EVD: + | MOD:   3  | Identical to ATTACK if target has nothing  |
|------------------------------|   equipped on body                        |
| Range: weapon / Effect: 1    |                                           |
 -------------------------------------------------------------------------------

 -------------------------------------------------------------------------------
| [Shield Break]                 [ 08C ]                         BATTLE SKILL |
|===========================================================================|
| physical | CBG: + |  MP:   0  | Breaks target's shield                    |
| REFL: -  | CM:  - | CTR:   0  | Success% = PA + WP + 55                    |
| CALC: -  | CF:  - |  JP: 300  | Weapon attack                             |
| ELEM:wpn | EVD: + | MOD:   3  | Identical to ATTACK if target has no       |
|------------------------------|   shield equipped                         |
| Range: weapon / Effect: 1    |                                           |
 -------------------------------------------------------------------------------

 -------------------------------------------------------------------------------
| [Weapon Break]                 [ 08D ]                         BATTLE SKILL |
|===========================================================================|
| physical | CBG: + |  MP:   0  | Breaks target's weapon                    |
| REFL: -  | CM:  - | CTR:   0  | Success% = PA + WP + 30                    |
| CALC: -  | CF:  - |  JP: 400  | If target has weapons in both hands, the   |
| ELEM:wpn | EVD: + | MOD:   3  |   weapon in the top hand will be broken.   |
|------------------------------|   Another successful casting of Weapon     |
|                              |   Break can then destroy the other weapon. |
| Range: weapon / Effect: 1    | Identical to ATTACK if target has no        |
|                              |   weapon equipped                         |
 -------------------------------------------------------------------------------

 -------------------------------------------------------------------------------
| [Magic Break]                  [ 08E ]                         BATTLE SKILL |
|===========================================================================|
| physical | CBG: + |  MP:   0  | Damage to MP = RU{T_MaxMP / 2}            |
| REFL: -  | CM:  - | CTR:   0  | Success% = PA + 50                        |
| CALC: -  | CF:  - |  JP: 250  |                                           |
| ELEM:wpn | EVD: + | MOD:   3  |                                           |
|------------------------------|                                           |
```

```
| Range: weapon / Effect: 1      |                                              |
 ------------------------------------------------------------------------------

 _____
| [Speed Break]                   [ 08F ]                          BATTLE SKILL |
|==============================================================================|
| physical | CBG: + |  MP:   0  | Target's Speed -2                            |
| REFL: -  | CM: -  | CTR:   0  | Success% = PA + 50                           |
| CALC: -  | CF: -  | JP: 250   |                                              |
| ELEM:wpn | EVD: + | MOD:   3   |                                              |
|------------------------------|                                              |
| Range: weapon / Effect: 1      |                                              |
 ------------------------------------------------------------------------------

 _____
| [Power Break]                   [ 090 ]                          BATTLE SKILL |
|==============================================================================|
| physical | CBG: + |  MP:   0  | Target's PA -3                               |
| REFL: -  | CM: -  | CTR:   0  | Success% = PA + 50                           |
| CALC: -  | CF: -  | JP: 250   |                                              |
| ELEM:wpn | EVD: + | MOD:   3   |                                              |
|------------------------------|                                              |
| Range: weapon / Effect: 1      |                                              |
 ------------------------------------------------------------------------------

 _____
| [Mind Break]                    [ 091 ]                          BATTLE SKILL |
|==============================================================================|
| physical | CBG: + |  MP:   0  | Target's MA -3                               |
| REFL: -  | CM: -  | CTR:   0  | Success% = PA + 50                           |
| CALC: -  | CF: -  | JP: 250   |                                              |
| ELEM:wpn | EVD: + | MOD:   3   |                                              |
|------------------------------|                                              |
| Range: weapon / Effect: 1      |                                              |
 ------------------------------------------------------------------------------

 _____
| [Accumulate]                    [ 092 ]                           BASIC SKILL |
|==============================================================================|
| neutral  | CBG: - |  MP:   0  | Target's PA +1                               |
| REFL: -  | CM: -  | CTR:   0  | Success% = 100                               |
| CALC: -  | CF: -  | JP: 300   |                                              |
| ELEM: -  | EVD: - | MOD:   0   |                                              |
|------------------------------|                                              |
| Range: Auto / Effect: 1        |                                              |
 ------------------------------------------------------------------------------

 _____
| [Dash]                          [ 093 ]                           BASIC SKILL |
|==============================================================================|
| physical | CBG: - |  MP:   0  | Damage = PA * (1..4)                         |
| REFL: -  | CM: -  | CTR:   0  | Causes knockback (~50%)                      |
| CALC: -  | CF: -  | JP:  75   | Martial Arts gives PA bonus                  |
| ELEM: -  | EVD: - | MOD:   2   |   (MartialArtsPA = [PA * 3/2])              |
|------------------------------|                                              |
| Range: 1v1 (CI) / Effect: 1    |                                              |
 ------------------------------------------------------------------------------

 _____
| [Throw Stone]                   [ 094 ]                           BASIC SKILL |
|==============================================================================|
| physical | CBG: - |  MP:   0  | Damage = PA * (1..2)                         |
| REFL: -  | CM: -  | CTR:   0  | Causes knockback (~50%)                      |
| CALC: -  | CF: -  | JP:  90   | Martial Arts gives PA bonus                  |
| ELEM: -  | EVD: + | MOD:   2   |   (MartialArtsPA = [PA * 3/2])              |
|------------------------------|                                              |
```

```
| Range: 4 (CI) / Effect: 1       |                                        |
  ------------------------------------------------------------------------------


  _____
| [Heal]                         [ 095 ]                        BASIC SKILL |
|===========================================================================|
| neutral  | CBG: - |  MP:   0  | Cancel: Darkness, Silence, Poison          |
| REFL: -  | CM: -  | CTR:   0  | Success% = 100                             |
| CALC: -  | CF: -  |  JP: 150  |                                            |
| ELEM: -  | EVD: - | MOD:   0  |                                            |
|-----------------------------|                                            |
| Range: 1v2 (CI) / Effect: 1    |                                            |
  ------------------------------------------------------------------------------


  _____
| [Yell]                         [ 096 ]                              GUTS |
|===========================================================================|
| neutral  | CBG: - |  MP:   0  | Target's Speed +1                          |
| REFL: -  | CM: -  | CTR:   0  | Success% = 100                             |
| CALC: -  | CF: -  |  JP: 200  |                                            |
| ELEM: -  | EVD: - | MOD:   0  |                                            |
|-----------------------------|                                            |
| Range: 3 / Effect: 1           |                                            |
  ------------------------------------------------------------------------------


  _____
| [Cheer Up]                     [ 097 ]                              GUTS |
|===========================================================================|
| neutral  | CBG: - |  MP:   0  | Target's Brave +5                          |
| REFL: -  | CM: -  | CTR:   0  | Success% = 100                             |
| CALC: -  | CF: -  |  JP: 200  |                                            |
| ELEM: -  | EVD: - | MOD:   0  |                                            |
|-----------------------------|                                            |
| Range: 3 / Effect: 1           |                                            |
  ------------------------------------------------------------------------------


  _____
| [Wish]                         [ 098 ]                              GUTS |
|===========================================================================|
| neutral  | CBG: - |  MP:   0  | Restore RU{Caster_MaxHP * 2/5} HP          |
| REFL: -  | CM: -  | CTR:   0  |    to target;                              |
| CALC: -  | CF: -  |  JP:   0  | Damage = RU{Caster_MaxHP * 1/5} to caster. |
| ELEM: -  | EVD: - | MOD:   0  | The amount of healing and damage is        |
|-----------------------------|    unaffected by Zodiac compatibility.     |
| Range: 1v3 (CI) / Effect: 1    | Success% = 100                             |
  ------------------------------------------------------------------------------


  _____
| [Scream]                       [ 099 ]                              GUTS |
|===========================================================================|
| neutral  | CBG: - |  MP:   0  | Target's Brave +10, PA +1, MA +1, Speed +1 |
| REFL: -  | CM: -  | CTR:   0  | Success% = 100                             |
| CALC: -  | CF: -  |  JP: 500  |                                            |
| ELEM: -  | EVD: - | MOD:   0  |                                            |
|-----------------------------|                                            |
| Range: Auto / Effect: 1        |                                            |
  ------------------------------------------------------------------------------


  _____
| [Ultima]                       [ 09A ]                              GUTS |
|===========================================================================|
| magical  | CBG: - |  MP:  10  | Damage = [CFa/100 * TFa/100 * MA * 23]     |
| REFL: -  | CM: -  | CTR:   5  |                                            |
| CALC: -  | CF: -  |  JP: ---  | Ultima cannot be purchased with JP -- it   |
| ELEM: -  | EVD: - | MOD:   5  |    must be cast on a (03)-Squire,          |
|-----------------------------|    (14 or 2C)-Cleric, (2D or 2E)-Assassin, |
```

```
|                              |   must do at least 1 damage, and the   |
| Range: 4                     |   target must survive. If these conditions |
| Effect: 2v1                  |   are met, the target will be given a  |
|                              |   chance to learn Ultima.              |
 --------------------------------------------------------------------------------

 _____
| [Stasis Sword]                 [ 09B ]                         HOLY SWORD |
|==========================================================================|
| physical | CBG: - |  MP:   0  | Damage = PA * (WP + 2)                    |
| REFL: -  |  CM: - | CTR:   0  | May add: Stop (25%)                       |
| CALC: -  |  CF: - |  JP: 100  | May critically hit                        |
| ELEM:wpn | EVD: - | MOD:   2  | Caster must have a Sword or Knight Sword  |
|----------------------------|    equipped in order to use this skill.    |
| Range: 2 / Effect: 2v0 (CI)  |                                           |
 --------------------------------------------------------------------------------

 _____
| [Split Punch]                  [ 09C ]                         HOLY SWORD |
|==========================================================================|
| physical | CBG: - |  MP:   0  | Damage = PA * (WP + 3)                    |
| REFL: -  |  CM: - | CTR:   0  | May add: Death Sentence (25%)             |
| CALC: -  |  CF: - |  JP: 400  | May critically hit (~5%)                  |
| ELEM:wpn | EVD: - | MOD:   2  | Caster must have a Sword or Knight Sword  |
|----------------------------|    equipped in order to use this skill.    |
| Range: 3v2 / Effect: 1 (CI)  |                                           |
 --------------------------------------------------------------------------------

 _____
| [Crush Punch]                  [ 09D ]                         HOLY SWORD |
|==========================================================================|
| physical | CBG: - |  MP:   0  | Damage = PA * (WP + 2)                    |
| REFL: -  |  CM: - | CTR:   0  | May add: Dead (25%)                       |
| CALC: -  |  CF: - |  JP: 500  | May critically hit (~5%)                  |
| ELEM:wpn | EVD: - | MOD:   2  | Caster must have a Sword or Knight Sword  |
|----------------------------|    equipped in order to use this skill.    |
| Range: 3v1 / Effect: 1 (CI)  |                                           |
 --------------------------------------------------------------------------------

 _____
| [Lightning Stab]               [ 09C ]                         HOLY SWORD |
|==========================================================================|
| physical | CBG: - |  MP:   0  | Damage = PA * (WP + 4)                    |
| REFL: -  |  CM: - | CTR:   0  | May add: Silence (25%)                    |
| CALC: -  |  CF: - |  JP: 700  | May critically hit (~5%)                  |
| ELEM:wpn | EVD: - | MOD:   2  | Caster must have a Sword or Knight Sword  |
|----------------------------|    equipped in order to use this skill.    |
| Range: 3 / Effect: 2v1 (CI)  |                                           |
 --------------------------------------------------------------------------------

 _____
| [Holy Explosion]               [ 09F ]                         HOLY SWORD |
|==========================================================================|
| physical | CBG: - |  MP:   0  | Damage = PA * (WP + 5)                    |
| REFL: -  |  CM: - | CTR:   0  | May add: Confusion (25%)                  |
| CALC: -  |  CF: - |  JP: 800  | May critically hit (~5%)                  |
| ELEM:wpn | EVD: - | MOD:   2  | Caster must have a Sword or Knight Sword  |
|----------------------------|    equipped in order to use this skill.    |
| Range: 4 directions (linear,CI)|                                         |
| Effect: 5v2 (linear)         |                                           |
 --------------------------------------------------------------------------------

 _____
| [Shellbust Stab]               [ 0A0 ]                        MIGHTY SWORD |
|==========================================================================|
| physical | CBG: - |  MP:   0  | Damage = PA * WP; May critically hit (~5%) |
```

```
| REFL: - | CM: - | CTR:   0 | Breaks item equipped on target's body    |
| CALC: - | CF: - | JP: 200 | Will miss if target has nothing equipped |
| ELEM:wpn | EVD: - | MOD:   2 |   on its body.                           |
|-------------------------------| Caster must have a Sword or Knight Sword |
| Range: 3 (CI) / Effect: 1     |   equipped in order to use this skill.   |
 -------------------------------------------------------------------------

 _____
| [Blastar Punch]               [ 0A1 ]                      MIGHTY SWORD |
|=========================================================================|
| physical | CBG: - |  MP:   0 | Damage = PA * WP; May critically hit (~5%) |
| REFL: - | CM: - | CTR:   0 | Breaks item equipped on target's head    |
| CALC: - | CF: - | JP: 400 | Will miss if target has nothing equipped |
| ELEM:wpn | EVD: - | MOD:   2 |   on its head.                           |
|-------------------------------| Caster must have a Sword or Knight Sword |
| Range: 3 (CI) / Effect: 1     |   equipped in order to use this skill.   |
 -------------------------------------------------------------------------

 _____
| [Hellcry Punch]               [ 0A2 ]                      MIGHTY SWORD |
|=========================================================================|
| physical | CBG: - |  MP:   0 | Damage = PA * WP; May critically hit (~5%) |
| REFL: - | CM: - | CTR:   0 | Breaks target's weapon; if target has two |
| CALC: - | CF: - | JP: 500 |   weapons equipped, the one in the top hand|
| ELEM:wpn | EVD: - | MOD:   2 |   will be broken; a subsequent casting of |
|-------------------------------|   Hellcry Punch will then break the weapon |
|                               |   in the bottom hand.                    |
|                               | Will miss if target has no weapon equipped |
| Range: 3 (CI) / Effect: 1     |   in either hand.                        |
|                               | Caster must have a Sword or Knight Sword |
|                               |   equipped in order to use this skill.   |
 -------------------------------------------------------------------------

 _____
| [Icewolf Bite]                [ 0A3 ]                      MIGHTY SWORD |
|=========================================================================|
| physical | CBG: - |  MP:   0 | Damage = PA * WP; May critically hit (~5%) |
| REFL: - | CM: - | CTR:   0 | Breaks target's equipped accessory       |
| CALC: - | CF: - | JP: 800 | Will miss if target has no accessory     |
| ELEM:wpn | EVD: - | MOD:   2 |   equipped.                              |
|-------------------------------| Caster must have a Sword or Knight Sword |
| Range: 3 (CI) / Effect: 1     |   equipped in order to use this skill.   |
 -------------------------------------------------------------------------

 _____
| [Dark Sword]                  [ 0A4 ]                        DARK SWORD |
|=========================================================================|
| physical | CBG: - |  MP:   0 | Drain (PA * WP) MP from target           |
| REFL: - | CM: - | CTR:   0 | May critically hit (~5%)                 |
| CALC: - | CF: - | JP: 500 |                                          |
| ELEM:wpn | EVD: - | MOD:   2 | Caster must have a Sword or Knight Sword |
|-------------------------------|   equipped in order to use this skill.   |
| Range: 3 (CI) / Effect: 1     |                                          |
 -------------------------------------------------------------------------

 _____
| [Night Sword]                 [ 0A5 ]                        DARK SWORD |
|=========================================================================|
| physical | CBG: - |  MP:   0 | Drain (PA * WP) HP from target           |
| REFL: - | CM: - | CTR:   0 | May critically hit (~5%)                 |
| CALC: - | CF: - | JP: 250 | Undead reversal                          |
| ELEM:wpn | EVD: - | MOD:   2 |                                          |
|-------------------------------| Caster must have a Sword or Knight Sword |
| Range: 3 (CI) / Effect: 1     |   equipped in order to use this skill.   |
 -------------------------------------------------------------------------
```

```
 _____
| [Dark Holy]                    [ 0A6 ]                          DARK MAGIC |
|=============================================================================|
| magical  | CBG: - |  MP:  40  | Damage = [CFa/100 * TFa/100 * MA * 37]     |
| REFL: -  | CM:  + | CTR:   7  |                                            |
| CALC: -  | CF:  - |  JP:   0  |                                            |
| ELEM: D  | EVD: - | MOD:   5  |                                            |
|------------------------------|                                            |
| Range: 4 / Effect: 1         |                                            |
  ---------------------------------------------------------------------------

 _____
| [Deathspell 2]                 [ 0A7 ]                          HOLY MAGIC |
|=============================================================================|
| magical  | CBG: - |  MP:  20  | Cancel: Petrify, Confusion, Silence,       |
| REFL: -  | CM:  - | CTR:   4  |         Blood Suck, Frog, Poison, Stop,    |
| CALC: -  | CF:  - |  JP:   0  |         Sleep, Don't Move, Don't Act       |
| ELEM: -  | EVD: - | MOD:   6  | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
|------------------------------|                                            |
| Range: 4 / Effect: 1         |                                            |
  ---------------------------------------------------------------------------

 _____
| [Galaxy Stop]                  [ 0A8 ]                        STARRY HEAVEN |
|=============================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Don't Act, Don't Move, and Stop       |
| REFL: -  | CM:  - | CTR:   5  | Success% = 50                              |
| CALC: -  | CF:  - |  JP:   0  |                                            |
| ELEM: -  | EVD: - | MOD:   0  |                                            |
|------------------------------|                                            |
| All enemies                  |                                            |
  ---------------------------------------------------------------------------

 _____
| [Heaven Thunder]               [ 0A9 ]                              TRUTH |
|=============================================================================|
| magical  | CBG: - |  MP:   0  | Damage = [(MA + 8) / 2] * MA               |
| REFL: -  | CM:  - | CTR:   3  | Heaven Thunder will hit random panels in   |
| CALC: -  | CF:  - |  JP:   0  |   its effect area, and it will strike a    |
| ELEM: L  | EVD: - | MOD:   5  |   random number of times between 1 and 6,  |
|------------------------------|   inclusive. Each strike affects one       |
| Range: 4 / Effect: 2v3       |   panel.                                   |
  ---------------------------------------------------------------------------

 _____
| [Asura]                        [ 0AA ]                              TRUTH |
|=============================================================================|
| magical  | CBG: - |  MP:   0  | Damage = [(MA + 9) / 2] * MA               |
| REFL: -  | CM:  - | CTR:   4  | Asura will hit random panels in its effect |
| CALC: -  | CF:  - |  JP: 200  |   area, and it will strike a random number |
| ELEM: F  | EVD: - | MOD:   5  |   of times between 1 and 6, inclusive.     |
|------------------------------|   Each strike affects one panel.           |
| Range: 4 / Effect: 2v3       |                                            |
  ---------------------------------------------------------------------------

 _____
| [Diamond Sword]                [ 0AB ]                              TRUTH |
|=============================================================================|
| magical  | CBG: - |  MP:   0  | Damage = [(MA + 10) / 2] * MA              |
| REFL: -  | CM:  - | CTR:   5  | Diamond Sword will hit random panels in    |
| CALC: -  | CF:  - |  JP: 300  |   its effect area, and it will strike a    |
| ELEM: A  | EVD: - | MOD:   5  |   random number of times between 1 and 6,  |
|------------------------------|   inclusive. Each strike affects one       |
| Range: 4 / Effect: 2v3       |   panel.                                   |
  ---------------------------------------------------------------------------
```

```
 _____
| [Hydragon Pit]                  [ 0AC ]                         TRUTH |
|=======================================================================|
| magical  | CBG: - |  MP:   0  | Damage = [(MA + 12) / 2] * MA         |
| REFL: -  | CM: -  | CTR:   6  | Hydragon Pit will hit random panels in|
| CALC: -  | CF: -  | JP: 400   |   its effect area, and it will strike a|
| ELEM: W  | EVD: - | MOD:   5  |   random number of times between 1 and 6,|
|-----------------------------|   inclusive. Each strike affects one   |
| Range: 4 / Effect: 2v3      |   panel.                               |
 -----------------------------------------------------------------------

 _____
| [Space Storage]                 [ 0AD ]                         TRUTH |
|=======================================================================|
| magical  | CBG: - |  MP:   0  | Damage = [(MA + 6) / 2] * MA          |
| REFL: -  | CM: -  | CTR:   5  | May add any ONE of the following: Darkness,|
| CALC: -  | CF: -  | JP: 500   |   Confusion, Silence, Frog, Poison, Slow, |
| ELEM: -  | EVD: - | MOD:   5  |   Sleep (5 to 6%)                      |
|-----------------------------| Space Storage will hit random panels in its|
|                             |   effect area, and it will strike a random |
| Range: 4 / Effect: 2v3      |   number of times between 1 and 6,     |
|                             |   inclusive. Each strike affects one panel.|
 -----------------------------------------------------------------------

 _____
| [Sky Demon]                     [ 0AE ]                         TRUTH |
|=======================================================================|
| magical  | CBG: - |  MP:   0  | Damage = [(MA + 20) / 2] * MA         |
| REFL: -  | CM: -  | CTR:   7  | Sky Demon will hit random panels in its|
| CALC: -  | CF: -  | JP: 600   |   effect area, and it will strike a random |
| ELEM: E  | EVD: - | MOD:   5  |   number of times between 1 and 6,     |
|-----------------------------|   inclusive. Each strike affects one   |
| Range: 4 / Effect: 2v3      |   panel.                               |
 -----------------------------------------------------------------------

 _____
| [Heaven Bltback]                [ 0AF ]                      UN-TRUTH |
|=======================================================================|
| magical  | CBG: - |  MP:   0  | CFM = (1 - CFa/100); TFM = (1 - TFa/100) |
| REFL: -  | CM: -  | CTR:   3  | Damage = [CFM * TFM * [(MA + 27) / 2] * MA]|
| CALC: -  | CF: -  | JP:   0   | Heaven Bltback will hit random panels in |
| ELEM: L  | EVD: - | MOD:   5  |   its effect area, and it will strike a |
|-----------------------------|   random number of times between 1 and 6, |
| Range: 4 / Effect: 2v3      |   inclusive. Each strike affects one panel.|
 -----------------------------------------------------------------------

 _____
| [Asura Back]                    [ 0B0 ]                      UN-TRUTH |
|=======================================================================|
| magical  | CBG: - |  MP:   0  | CFM = (1 - CFa/100); TFM = (1 - TFa/100) |
| REFL: -  | CM: -  | CTR:   4  | Damage = [CFM * TFM * [(MA + 30) / 2] * MA]|
| CALC: -  | CF: -  | JP: 200   | Asura Back will hit random panels in its |
| ELEM: F  | EVD: - | MOD:   5  |   effect area, and will strike a random |
|-----------------------------|   number of times between 1 and 6,     |
| Range: 4 / Effect: 2v3      |   inclusive. Each strike affects one panel.|
 -----------------------------------------------------------------------

 _____
| [Dia Swd Back]                  [ 0B1 ]                      UN-TRUTH |
|=======================================================================|
| magical  | CBG: - |  MP:   0  | CFM = (1 - CFa/100); TFM = (1 - TFa/100) |
| REFL: -  | CM: -  | CTR:   5  | Damage = [CFM * TFM * [(MA + 34) / 2] * MA]|
| CALC: -  | CF: -  | JP: 300   | Dia Swd Back will hit random panels in |
| ELEM: A  | EVD: - | MOD:   5  |   its effect area, and it will strike a |
|-----------------------------|   random number of times between 1 and 6, |
```

```
| Range: 4 / Effect: 2v3        |   inclusive. Each strike affects one panel.|
 -----------------------------------------------------------------------------

 _____
| [Dragon Pit Back]             [ 0B2 ]                              UN-TRUTH |
|=============================================================================|
| magical  | CBG: - |  MP:   0  | CFM = (1 - CFa/100); TFM = (1 - TFa/100)    |
| REFL: -  | CM: -  | CTR:   6  | Damage = [CFM * TFM * [(MA + 40) / 2] * MA] |
| CALC: -  | CF: -  | JP: 400   | Dragon Pit Back will hit random panels in   |
| ELEM: W  | EVD: - | MOD:   5  |   its effect area, and it will strike a     |
|------------------------------|   random number of times between 1 and 6,  |
| Range: 4 / Effect: 2v3        |   inclusive. Each strike affects one panel.|
 -----------------------------------------------------------------------------

 _____
| [Space Str Back]              [ 0B3 ]                                 TRUTH |
|=============================================================================|
| magical  | CBG: - |  MP:   0  | CFM = (1 - CFa/100); TFM = (1 - TFa/100)    |
| REFL: -  | CM: -  | CTR:   5  | Damage = [CFM * TFM * [(MA + 20) / 2] * MA] |
| CALC: -  | CF: -  | JP: 500   | May add any ONE of the following: Darkness, |
| ELEM: -  | EVD: - | MOD:   5  |   Confusion, Silence, Frog, Poison, Slow,   |
|------------------------------|   Sleep (5 to 6%)                           |
|                              | Space Str Back will hit random panels in    |
| Range: 4                      |   its effect area, and it will strike a     |
| Effect: 2v3                   |   random number of times between 1 and 6,   |
|                              |   inclusive. Each strike affects one panel.|
 -----------------------------------------------------------------------------

 _____
| [Sky Demon Back]              [ 0B4 ]                              UN-TRUTH |
|=============================================================================|
| magical  | CBG: - |  MP:   0  | CFM = (1 - CFa/100); TFM = (1 - TFa/100)    |
| REFL: -  | CM: -  | CTR:   7  | Damage = [CFM * TFM * [(MA + 60) / 2] * MA] |
| CALC: -  | CF: -  | JP: 600   | Sky Demon Back will hit random panels in    |
| ELEM: E  | EVD: - | MOD:   5  |   its effect area, and it will strike a     |
|------------------------------|   random number of times between 1 and 6,  |
| Range: 4 / Effect: 2v3        |   inclusive. Each strike affects one panel.|
 -----------------------------------------------------------------------------

 _____
| [Seal]                        [ 0B5 ]                              USE HAND |
|=============================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Petrify                               |
| REFL: -  | CM: -  | CTR:   0  | Success% = 100                             |
| CALC: -  | CF: -  | JP:   0   |                                            |
| ELEM: -  | EVD: - | MOD:   0  |                                            |
|------------------------------|                                            |
| Range: 6 / Effect: 1          |                                            |
 -----------------------------------------------------------------------------

 _____
| [Shadow Stitch]               [ 0B6 ]                              USE HAND |
|=============================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Stop                                  |
| REFL: -  | CM: -  | CTR:   0  | If target does not currently have Stop      |
| CALC: -  | CF: -  | JP:   0   |    status, then success% = 100             |
| ELEM: -  | EVD: - | MOD:   0  | Else success% = 0                          |
|------------------------------|                                            |
| Range: 4 (CI) / Effect: 1     |                                            |
 -----------------------------------------------------------------------------

 _____
| [Stop Bracelet]               [ 0B7 ]                              USE HAND |
|=============================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Dead                                  |
| REFL: -  | CM: -  | CTR:   0  | Success% = 100                             |
```

```
| CALC: - | CF: - | JP:   0   |                                           |
| ELEM: - | EVD: - | MOD:   0   |                                           |
|-------------------------------|                                           |
| Range: 1v0 (CI) / Effect: 1   |                                           |
 ----------------------------------------------------------------------------


 _____
| [Shock]                        [ 0B9 ]                             BYBLOS |
|===========================================================================|
| neutral  | CBG: - |  MP:   0   | Damage = (Caster_MaxHP - Caster_CurrentHP) |
| REFL: -  | CM: -  | CTR:   0   | Success% = 100                             |
| CALC: -  | CF: -  | JP:   0    | The amount of damage is unaffected by      |
| ELEM: -  | EVD: - | MOD:   0   |   Zodiac compatibility.                    |
|-------------------------------|                                           |
| Range: 5v3 (CI) / Effect: 1   |                                           |
 ----------------------------------------------------------------------------


 _____
| [Difference]                   [ 0BA ]                             BYBLOS |
|===========================================================================|
| neutral  | CBG: - |  MP:   0   | Damage = (Target_CurrentMP)                |
| REFL: -  | CM: -  | CTR:   0   | Success% = 100                             |
| CALC: -  | CF: -  | JP:   0    | The amount of damage is unaffected by      |
| ELEM: -  | EVD: - | MOD:   0   |   Zodiac compatibility.                    |
|-------------------------------|                                           |
| Range: 5v3 (CI) / Effect: 1   |                                           |
 ----------------------------------------------------------------------------


 _____
| [Seal]                         [ 0BB ]                               FEAR |
|===========================================================================|
| neutral  | CBG: - |  MP:   0   | Add: Petrify                               |
| REFL: -  | CM: -  | CTR:   0   | Success% = 100                             |
| CALC: -  | CF: -  | JP:   0    |                                           |
| ELEM: -  | EVD: - | MOD:   0   |                                           |
|-------------------------------|                                           |
| Range: 5 (CI) / Effect: 1     |                                           |
 ----------------------------------------------------------------------------


 _____
| [Chicken Race]                 [ 0BC ]                               FEAR |
|===========================================================================|
| neutral  | CBG: - |  MP:   0   | Add: Don't Act                             |
| REFL: -  | CM: -  | CTR:   0   | Success% = 100                             |
| CALC: -  | CF: -  | JP:   0    |                                           |
| ELEM: -  | EVD: - | MOD:   0   |                                           |
|-------------------------------|                                           |
| Range: 5 (CI) / Effect: 1     |                                           |
 ----------------------------------------------------------------------------


 _____
| [Hold Tight]                   [ 0BD ]                               FEAR |
|===========================================================================|
| neutral  | CBG: - |  MP:   0   | Add: Don't Move                            |
| REFL: -  | CM: -  | CTR:   0   | Success% = 100                             |
| CALC: -  | CF: -  | JP:   0    |                                           |
| ELEM: -  | EVD: - | MOD:   0   |                                           |
|-------------------------------|                                           |
| Range: 5 (CI) / Effect: 1     |                                           |
 ----------------------------------------------------------------------------


 _____
| [Darkness]                     [ 0BE ]                               FEAR |
|===========================================================================|
| neutral  | CBG: - |  MP:   0   | Add: Darkness                              |
| REFL: -  | CM: -  | CTR:   0   | Success% = 100                             |
```

```
| CALC: - |  CF: - | JP:    0   |                                          |
| ELEM: - | EVD: - | MOD:    0   |                                          |
|-------------------------------|                                          |
| Range: 5 (CI) / Effect: 1     |                                          |
  -------------------------------------------------------------------------


 _____
| [Lose Voice]                  [ 0BF ]                             FEAR |
|========================================================================|
| neutral | CBG: - |  MP:    0   | Add: Silence                          |
| REFL: - |  CM: - | CTR:    0   | Success% = 100                        |
| CALC: - |  CF: - | JP:    0   |                                          |
| ELEM: - | EVD: - | MOD:    0   |                                          |
|-------------------------------|                                          |
| Range: 5 (CI) / Effect: 1     |                                          |
  -------------------------------------------------------------------------


 _____
| [Loss]                        [ 0C0 ]                             FEAR |
|========================================================================|
| neutral | CBG: - |  MP:    0   | Add: Confusion                        |
| REFL: - |  CM: - | CTR:    0   | Success% = 100                        |
| CALC: - |  CF: - | JP:    0   |                                          |
| ELEM: - | EVD: - | MOD:    0   |                                          |
|-------------------------------|                                          |
| Range: 5 (CI) / Effect: 2v0   |                                          |
  -------------------------------------------------------------------------


 _____
| [Spell]                       [ 0C1 ]                             FEAR |
|========================================================================|
| neutral | CBG: - |  MP:    0   | Add: Stop                             |
| REFL: - |  CM: - | CTR:    0   | Success% = 100                        |
| CALC: - |  CF: - | JP:    0   |                                          |
| ELEM: - | EVD: - | MOD:    0   |                                          |
|-------------------------------|                                          |
| Range: 5 (CI) / Effect: 2v0   |                                          |
  -------------------------------------------------------------------------


 _____
| [Nightmare]                   [ 0C2 ]                             FEAR |
|========================================================================|
| neutral | CBG: - |  MP:    0   | Add: Either Sleep OR Death Sentence    |
| REFL: - |  CM: - | CTR:    0   |      (randomly chosen, unless target is |
| CALC: - |  CF: - | JP:    0   |       protected against one of the two).|
| ELEM: - | EVD: - | MOD:    0   | Success% = 100                        |
|-------------------------------|                                          |
| Range: 5 (CI) / Effect: 2v0   |                                          |
  -------------------------------------------------------------------------


 _____
| [Death Cold]                  [ 0C3 ]                             FEAR |
|========================================================================|
| neutral | CBG: - |  MP:    0   | Add: Slow                             |
| REFL: - |  CM: - | CTR:    0   | Success% = 100                        |
| CALC: - |  CF: - | JP:    0   |                                          |
| ELEM: - | EVD: - | MOD:    0   |                                          |
|-------------------------------|                                          |
| Range: 5 (CI) / Effect: 2v0   |                                          |
  -------------------------------------------------------------------------


 _____
| [Magic Ruin]                  [ 0C4 ]                     DESTROY SWORD |
|========================================================================|
| magical | CBG: - |  MP:   20   | Damage to MP = RU{Target_MaxMP / 2}    |
| REFL: - |  CM: - | CTR:    3   | Success% = [CFa/100 * TFa/100 * (MA + 250)]|
```

```
| CALC: - |  CF: - |  JP: 400  |                                           |
| ELEM: - | EVD: - | MOD:   6  |                                           |
|-----------------------------|                                           |
| Range: 4 (CI) / Effect: 2v0 |                                           |
 -------------------------------------------------------------------------

 _____
| [Speed Ruin]                 [ 0C5 ]                      DESTROY SWORD |
|========================================================================|
| magical  | CBG: - |  MP:  20 | Target's Speed -3                        |
| REFL: -  | CM: -  | CTR:   3 | Success% = [CFa/100 * TFa/100 * (MA + 250)]|
| CALC: -  |  CF: - |  JP: 400 |                                          |
| ELEM: -  | EVD: - | MOD:   6 |                                          |
|-----------------------------|                                          |
| Range: 4 (CI) / Effect: 2v0 |                                          |
 -------------------------------------------------------------------------

 _____
| [Power Ruin]                 [ 0C6 ]                      DESTROY SWORD |
|========================================================================|
| magical  | CBG: - |  MP:  20 | Target's PA -5                           |
| REFL: -  | CM: -  | CTR:   3 | Success% = [CFa/100 * TFa/100 * (MA + 250)]|
| CALC: -  |  CF: - |  JP: 400 |                                          |
| ELEM: -  | EVD: - | MOD:   6 |                                          |
|-----------------------------|                                          |
| Range: 4 (CI) / Effect: 2v0 |                                          |
 -------------------------------------------------------------------------

 _____
| [Mind Ruin]                  [ 0C7 ]                      DESTROY SWORD |
|========================================================================|
| magical  | CBG: - |  MP:  20 | Target's MA -5                           |
| REFL: -  |  CM: - | CTR:   3 | Success% = [CFa/100 * TFa/100 * (MA + 250)]|
| CALC: -  |  CF: - |  JP: 400 |                                          |
| ELEM: -  | EVD: - | MOD:   6 |                                          |
|-----------------------------|                                          |
| Range: 4 (CI) / Effect: 2v0 |                                          |
 -------------------------------------------------------------------------

 _____
| [Blood Suck]                 [ 0C8 ]                          BLOOD SUCK |
|========================================================================|
| neutral  | CBG: - |  MP:  20 | Drain RU{Target_MaxHP / 4} HP            |
| REFL: -  |  CM: - | CTR:   0 | Add: Blood Suck (100%)                   |
| CALC: -  |  CF: - |  JP:   0 | Success% = 100                           |
| ELEM: -  | EVD: - | MOD:   0 | Undead reversal                          |
|-----------------------------| Blood Suck is unaffected by Zodiac       |
| Range: 1v0 (CI) / Effect: 1 |   compatibility                          |
 -------------------------------------------------------------------------

 _____
| [Allure]                     [ 0C9 ]                           USE HAND |
|========================================================================|
| neutral  | CBG: - |  MP:  20 | Add: Charm                              |
| REFL: -  |  CM: - | CTR:   0 | Success% = 70 + MA if target and caster  |
| CALC: -  |  CF: - |  JP:   0 |             are different genders        |
| ELEM: -  | EVD: - | MOD:   1 | Success% = 0 if target and caster are    |
|-----------------------------|             same gender                  |
| Range: 3 (CI) / Effect: 1 enemy|                                       |
 -------------------------------------------------------------------------

 _____
| [Bio]                        [ 0CA ]                                BIO |
|========================================================================|
| magical  | CBG: - |  MP:   8 | Damage = [CFa/100 * TFa/100 * MA * 12]   |
| REFL: +  |  CM: + | CTR:   3 | May add: Darkness (5 to 6%)              |
```

```
| CALC: -  | CF: - | JP:   0  | Bio cannot hit its caster, even if s/he  |
| ELEM: -  | EVD: + | MOD:   5  |   is in the effect area of the spell.   |
|------------------------------|                                         |
| Range: 4 / Effect: 2v2 (CI)  |                                         |
 -------------------------------------------------------------------------


 _____
| [Bio]                          [ 0CB ]                             BIO |
|========================================================================|
| magical  | CBG: - |  MP:   8  | Damage = [CFa/100 * TFa/100 * MA * 12]  |
| REFL: +  | CM: + | CTR:   3  | May add: Poison (5 to 6%)               |
| CALC: -  | CF: - | JP:   0  | Bio cannot hit its caster, even if s/he  |
| ELEM: -  | EVD: + | MOD:   5  |   is in the effect area of the spell.   |
|------------------------------|                                         |
| Range: 4 / Effect: 2v2 (CI)  |                                         |
 -------------------------------------------------------------------------


 _____
| [Bio]                          [ 0CC ]                             BIO |
|========================================================================|
| magical  | CBG: - |  MP:   8  | Damage = [CFa/100 * TFa/100 * MA * 12]  |
| REFL: +  | CM: + | CTR:   3  | May add: Oil (5 to 6%)                  |
| CALC: -  | CF: - | JP:   0  | Bio cannot hit its caster, even if s/he  |
| ELEM: -  | EVD: + | MOD:   5  |   is in the effect area of the spell.   |
|------------------------------|                                         |
| Range: 4 / Effect: 2v2 (CI)  |                                         |
 -------------------------------------------------------------------------


 _____
| [Bio 2]                        [ 0CD ]                             BIO |
|========================================================================|
| magical  | CBG: - |  MP:  16  | Add: Frog                              |
| REFL: +  | CM: + | CTR:   5  | Success% = [CFa/100 * TFa/100 * (MA + 110)]|
| CALC: -  | CF: - | JP:   0  | Bio 2 cannot hit its caster, even if s/he  |
| ELEM: -  | EVD: + | MOD:   6  |   is in the effect area of the spell.   |
|------------------------------|                                         |
| Range: 4 / Effect: 2v3 (CI)  |                                         |
 -------------------------------------------------------------------------


 _____
| [Bio 2]                        [ 0CE ]                             BIO |
|========================================================================|
| magical  | CBG: - |  MP:  16  | Add: Slow                              |
| REFL: +  | CM: + | CTR:   5  | Success% = [CFa/100 * TFa/100 * (MA + 110)]|
| CALC: -  | CF: - | JP:   0  | Bio 2 cannot hit its caster, even if s/he  |
| ELEM: -  | EVD: + | MOD:   6  |   is in the effect area of the spell.   |
|------------------------------|                                         |
| Range: 4 / Effect: 2v3 (CI)  |                                         |
 -------------------------------------------------------------------------


 _____
| [Bio 2]                        [ 0CF ]                             BIO |
|========================================================================|
| magical  | CBG: - |  MP:  16  | Add: Silence                           |
| REFL: +  | CM: + | CTR:   5  | Success% = [CFa/100 * TFa/100 * (MA + 120)]|
| CALC: -  | CF: - | JP:   0  | Bio 2 cannot hit its caster, even if s/he  |
| ELEM: -  | EVD: + | MOD:   6  |   is in the effect area of the spell.   |
|------------------------------|                                         |
| Range: 4 / Effect: 2v3 (CI)  |                                         |
 -------------------------------------------------------------------------


 _____
| [Bio 2]                        [ 0D0 ]                             BIO |
|========================================================================|
| magical  | CBG: - |  MP:  16  | Add: Petrify                           |
| REFL: +  | CM: + | CTR:   5  | Success% = [CFa/100 * TFa/100 * (MA + 110)]|
```

```
| CALC: - | CF: - | JP:   0 | Bio 2 cannot hit its caster, even if s/he |
| ELEM: - | EVD: + | MOD:   6 |   is in the effect area of the spell.     |
|------------------------------|                                           |
| Range: 4 / Effect: 2v3 (CI)  |                                           |
 -------------------------------------------------------------------------


 _____
| [Bio 3]                      [ 0D1 ]                               BIO |
|========================================================================|
| magical  | CBG: - |  MP:  24 | Damage = [CFa/100 * TFa/100 * MA * 24]    |
| REFL: +  | CM: +  | CTR:   6 | May add: Dead (5 to 6%)                   |
| CALC: -  | CF: -  | JP:   0 | Bio 3 cannot hit its caster, even if s/he |
| ELEM: -  | EVD: + | MOD:   5 |   is in the effect area of the spell.     |
|------------------------------|                                           |
| Range: 4 / Effect: 3v3 (CI)  |                                           |
 -------------------------------------------------------------------------


 _____
| [Bio 3]                      [ 0D2 ]                               BIO |
|========================================================================|
| magical  | CBG: - |  MP:  24 | Damage = [CFa/100 * TFa/100 * MA * 24]    |
| REFL: +  | CM: +  | CTR:   6 | May add: Undead (5 to 6%)                 |
| CALC: -  | CF: -  | JP:   0 | Bio 3 cannot hit its caster, even if s/he |
| ELEM: -  | EVD: + | MOD:   5 |   is in the effect area of the spell.     |
|------------------------------|                                           |
| Range: 4 / Effect: 3v3 (CI)  |                                           |
 -------------------------------------------------------------------------


 _____
| [Bio 3]                      [ 0D3 ]                               BIO |
|========================================================================|
| magical  | CBG: - |  MP:  24 | Damage = [CFa/100 * TFa/100 * MA * 24]    |
| REFL: +  | CM: +  | CTR:   6 | May add: Petrify (5 to 6%)                |
| CALC: -  | CF: -  | JP:   0 | Bio 3 cannot hit its caster, even if s/he |
| ELEM: -  | EVD: + | MOD:   5 |   is in the effect area of the spell.     |
|------------------------------|                                           |
| Range: 4 / Effect: 3v3 (CI)  |                                           |
 -------------------------------------------------------------------------


 _____
| [MBarrier]                   [ 0D4 ]                        HOLY MAGIC |
|========================================================================|
| magical  | CBG: - |  MP:  30 | Add: Regen, Reraise, Haste, Protect, Shell |
| REFL: -  | CM: -  | CTR:   4 | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
| CALC: -  | CF: -  | JP:   0 | Ignores Shell and Magic DefendUP.         |
| ELEM: -  | EVD: - | MOD:   6 |                                           |
|------------------------------|                                           |
| Range: 5 / Effect: 1         |                                           |
 -------------------------------------------------------------------------


 _____
| [Leg Aim]                    [ 0D5 ]                             SNIPE |
|========================================================================|
| physical | CBG: - |  MP:   0 | Add: Don't Move                          |
| REFL: -  | CM: -  | CTR:   0 | Success% = Sp + 50                       |
| CALC: -  | CF: -  | JP: 200 |                                           |
| ELEM: -  | EVD: - | MOD:   3 |                                           |
|------------------------------|                                           |
| Range: weapon / Effect: 1    |                                           |
 -------------------------------------------------------------------------


 _____
| [Arm Aim]                    [ 0D6 ]                             SNIPE |
|========================================================================|
| physical | CBG: - |  MP:   0 | Add: Don't Act                           |
| REFL: -  | CM: -  | CTR:   0 | Success% = Sp + 50                       |
```

```
| CALC: - | CF: - | JP: 300  |                                          |
| ELEM: - | EVD: - | MOD:   3  |                                          |
|------------------------------|                                          |
| Range: weapon / Effect: 1    |                                          |
  ------------------------------------------------------------------------

  _____
| [Seal Evil]                  [ 0D7 ]                              SNIPE |
|========================================================================|
| physical | CBG: - | MP:   0  | Add: Petrify                             |
| REFL: -  | CM: - | CTR:   0  | Success% = Sp + 70 if target is Undead    |
| CALC: -  | CF: - | JP: 200  |             0 if target is not Undead     |
| ELEM: -  | EVD: - | MOD:   3  |                                          |
|------------------------------|                                          |
| Range: weapon / Effect: 1    |                                          |
  ------------------------------------------------------------------------

  _____
| [Melt]                       [ 0D8 ]                   DIMENSION MAGIC |
|========================================================================|
| magical  | CBG: - | MP:  70  | Damage = [CFa/100 * TFa/100 * MA * 38]    |
| REFL: -  | CM: + | CTR:   7  |                                          |
| CALC: -  | CF: - | JP:9999  |                                          |
| ELEM: F  | EVD: - | MOD:   5  |                                          |
|------------------------------|                                          |
| Range: 4 / Effect: 4v3       |                                          |
  ------------------------------------------------------------------------

  _____
| [Tornado]                    [ 0D9 ]                   DIMENSION MAGIC |
|========================================================================|
| magical  | CBG: - | MP:  70  | Damage = [CFa/100 * TFa/100 * MA * 37]    |
| REFL: -  | CM: + | CTR:   7  |                                          |
| CALC: -  | CF: - | JP:9999  |                                          |
| ELEM: A  | EVD: - | MOD:   5  |                                          |
|------------------------------|                                          |
| Range: 4 / Effect: 4v3       |                                          |
  ------------------------------------------------------------------------

  _____
| [Quake]                      [ 0DA ]                   DIMENSION MAGIC |
|========================================================================|
| magical  | CBG: - | MP:  70  | Damage = [CFa/100 * TFa/100 * MA * 39]    |
| REFL: -  | CM: + | CTR:   7  |                                          |
| CALC: -  | CF: - | JP:9999  |                                          |
| ELEM: E  | EVD: - | MOD:   5  |                                          |
|------------------------------|                                          |
| Range: 4 / Effect: 4v3       |                                          |
  ------------------------------------------------------------------------

  _____
| [Toad 2]                     [ 0DD ]                          JA MAGIC |
|========================================================================|
| magical  | CBG: - | MP:  35  | Add: Frog                                |
| REFL: -  | CM: - | CTR:   4  | Success% = [CFa/100 * TFa/100 * (MA + 160)]|
| CALC: -  | CF: - | JP:   0  |                                          |
| ELEM: -  | EVD: - | MOD:   6  |                                          |
|------------------------------|                                          |
| Range: 4 / Effect: 2v3 enemy |                                          |
  ------------------------------------------------------------------------

  _____
| [Gravi 2]                    [ 0DE ]                          JA MAGIC |
|========================================================================|
| magical  | CBG: - | MP:  35  | Damage = (Target_CurrentHP - 1)          |
| REFL: -  | CM: - | CTR:   4  | The amount of damage is not affected by   |
```

```
| CALC: - | CF: - | JP:   0  |   Zodiac compatibility or other modifiers. |
| ELEM: - | EVD: - | MOD:  6  | Success% = [CFa/100 * TFa/100 * (MA + 160)]|
|------------------------------|                                            |
| Range: 4 / Effect: 2v3 enemy |                                            |
 ------------------------------------------------------------------------------


 _____
| [Flare 2]                        [ 0DF ]                          JA MAGIC |
|==============================================================================|
| magical  | CBG: - |  MP:  35 | Damage = [CFa/100 * TFa/100 * MA * 38]        |
| REFL: -  | CM: - | CTR:   4 |                                              |
| CALC: -  | CF: - | JP:    0 |                                              |
| ELEM: -  | EVD: - | MOD:   6 |                                              |
|------------------------------|                                              |
| Range: 4 / Effect: 2v3 enemy |                                              |
 ------------------------------------------------------------------------------


 _____
| [Blind 2]                        [ 0E0 ]                          JA MAGIC |
|==============================================================================|
| magical  | CBG: - |  MP:  35 | Add: Darkness                                |
| REFL: -  | CM: - | CTR:   4 | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
| CALC: -  | CF: - | JP:    0 |                                              |
| ELEM: -  | EVD: - | MOD:   6 |                                              |
|------------------------------|                                              |
| Range: 4 / Effect: 2v3 enemy |                                              |
 ------------------------------------------------------------------------------


 _____
| [Small Bomb]                     [ 0E1 ]                              BOMB |
|==============================================================================|
| physical | CBG: - |  MP:   0 | Damage = PA * [PA / 2]                        |
| REFL: -  | CM: - | CTR:   0 | There are three versions of Small Bomb.      |
| CALC: -  | CF: - | JP:    0 |  This is the Grenade's  _____|
| ELEM: -  | EVD: + | MOD:   2 |  version.                |                  |
|------------------------------| See also [0E2], [114].   |   Grenade        |
| Range: 1v0 (CI) / Effect: 1  |                          |                  |
 ------------------------------------------------------------------------------


 _____
| [Small Bomb]                     [ 0E2 ]                              BOMB |
|==============================================================================|
| physical | CBG: - |  MP:   0 | Damage = PA * [PA / 2]                        |
| REFL: -  | CM: - | CTR:   0 | There are three versions of Small Bomb.      |
| CALC: -  | CF: - | JP:    0 |  This is the Explosive's _____|
| ELEM: -  | EVD: + | MOD:   2 |  version.                |                  |
|------------------------------| See also [0E1], [114].   |                  |
| Range: 1v0 (CI) / Effect: 1  |                          | {Explosive}      |
 ------------------------------------------------------------------------------


 _____
| [Confuse 2]                      [ 0E3 ]                          JA MAGIC |
|==============================================================================|
| magical  | CBG: - |  MP:  35 | Add: Confusion                               |
| REFL: -  | CM: - | CTR:   4 | Success% = [CFa/100 * TFa/100 * (MA + 160)]|
| CALC: -  | CF: - | JP:    0 |                                              |
| ELEM: -  | EVD: - | MOD:   6 |                                              |
|------------------------------|                                              |
| Range: 4 / Effect: 2v3 enemy |                                              |
 ------------------------------------------------------------------------------


 _____
| [Sleep 2]                        [ 0E4 ]                          JA MAGIC |
|==============================================================================|
| magical  | CBG: - |  MP:  35 | Add: Sleep                                   |
| REFL: -  | CM: - | CTR:   4 | Success% = [CFa/100 * TFa/100 * (MA + 150)]|
```

```
| CALC: - |  CF: - |  JP:   0  |                                          |
| ELEM: - | EVD: - | MOD:   6  |                                          |
|------------------------------|                                          |
| Range: 4 / Effect: 2v3 enemy |                                          |
  --------------------------------------------------------------------------


  _____
| [Ultima]                      [ 0E5 ]                      ULTIMATE MAGIC |
|==========================================================================|
| magical  | CBG: - |  MP:  25  | Damage = [CFa/100 * TFa/100 * MA * 30]    |
| REFL: -  |  CM: - | CTR:   7  |                                          |
| CALC: -  |  CF: - |  JP:   0  |                                          |
| ELEM: -  | EVD: - | MOD:   5  |                                          |
|------------------------------|                                          |
| Range: 4 / Effect: 3v3       |                                          |
  --------------------------------------------------------------------------


  _____
| [All-ultima]                  [ 0E6 ]                      COMPLETE MAGIC |
|==========================================================================|
| magical  | CBG: - |  MP:  50  | Damage = [CFa/100 * TFa/100 * MA * 55]    |
| REFL: -  |  CM: - | CTR:  15  |                                          |
| CALC: -  |  CF: - |  JP:   0  |                                          |
| ELEM: -  | EVD: - | MOD:   5  |                                          |
|------------------------------|                                          |
| Range: 5 / Effect: 4v3       |                                          |
  --------------------------------------------------------------------------


  _____
| [Mute]                        [ 0E7 ]                          SATURATION |
|==========================================================================|
| magical  | CBG: - |  MP:   0  | Damage to MP = (Target_CurrentMP)         |
| REFL: -  |  CM: - | CTR:   7  | The amount of damage is unaffected by     |
| CALC: -  |  CF: - |  JP:   0  |   Zodiac compatibility and other modifiers.|
| ELEM: -  | EVD: - | MOD:   6  | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
|------------------------------|                                          |
| Range: 4 / Effect: 3v3       |                                          |
  --------------------------------------------------------------------------


  _____
| [Despair 2]                   [ 0E8 ]                          SATURATION |
|==========================================================================|
| magical  | CBG: - |  MP:   0  | Cancel: Float, Regen, Reraise, Protect,   |
| REFL: -  |  CM: - | CTR:   7  |         Shell, Haste, Transparent, Faith, |
| CALC: -  |  CF: - |  JP:   0  |         Reflect                           |
| ELEM: -  | EVD: - | MOD:   6  | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
|------------------------------|                                          |
| Range: 4 / Effect: 3v3 enemy |                                          |
  --------------------------------------------------------------------------


  _____
| [Return 2]                    [ 0E9 ]                          SATURATION |
|==========================================================================|
| magical  | CBG: - |  MP:   0  | Target's CT goes to 0                     |
| REFL: -  |  CM: - | CTR:   7  | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
| CALC: -  |  CF: - |  JP:   0  |                                          |
| ELEM: -  | EVD: - | MOD:   6  |                                          |
|------------------------------|                                          |
| Range: 4 / Effect: 3v3 enemy |                                          |
  --------------------------------------------------------------------------


  _____
| [Blind]                       [ 0EA ]                         MAGIC SWORD |
|==========================================================================|
| magical  | CBG: - |  MP:   6  | Add: Darkness                             |
| REFL: -  |  CM: - | CTR:   0  | Success% = [CFa/100 * TFa/100 * (MA + 220)]|
```

```
| CALC: - |  CF: - |  JP:  50 |                                        |
| ELEM: - | EVD: + | MOD:   6 | Caster must be equipped with a Sword or |
|---------------------------|   Knight Sword in order to use Blind.  |
| Range: 4 (CI) / Effect: 1     |                                        |
 ------------------------------------------------------------------------


 _____
| [Aspel]                      [ 0EB ]                     MAGIC SWORD |
|=====================================================================|
| magical  | CBG: - |  MP:   2 | Drain RU{Target_MaxMP / 3} MP         |
| REFL: -  | CM: - | CTR:   0 | The amount of damage is unaffected by  |
| CALC: - |  CF: - |  JP:   0 |   Zodiac and other modifiers.          |
| ELEM: - | EVD: + | MOD:   6 | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
|---------------------------| Caster must be equipped with a Sword or  |
| Range: 4 (CI) / Effect: 1     |   Knight Sword in order to use Aspel.  |
 ------------------------------------------------------------------------


 _____
| [Drain]                      [ 0EC ]                     MAGIC SWORD |
|=====================================================================|
| magical  | CBG: - |  MP:  12 | Drain RU{Target_MaxHP / 4} HP         |
| REFL: -  | CM: - | CTR:   0 | The amount of damage is unaffected by  |
| CALC: - |  CF: - |  JP: 180 |   Zodiac and other modifiers.          |
| ELEM: - | EVD: + | MOD:   6 | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
|---------------------------| Caster must be equipped with a Sword or  |
| Range: 4 (CI) / Effect: 1     |   Knight Sword in order to use Drain.  |
 ------------------------------------------------------------------------


 _____
| [Faith]                      [ 0ED ]                     MAGIC SWORD |
|=====================================================================|
| magical  | CBG: - |  MP:  10 | Add: Faith                           |
| REFL: -  | CM: - | CTR:   0 | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
| CALC: - |  CF: - |  JP: 200 |                                        |
| ELEM: - | EVD: + | MOD:   6 | Caster must be equipped with a Sword or |
|---------------------------|   Knight Sword in order to use Faith.  |
| Range: 4 (CI) / Effect: 1     |                                        |
 ------------------------------------------------------------------------


 _____
| [Innocent]                   [ 0EE ]                     MAGIC SWORD |
|=====================================================================|
| magical  | CBG: - |  MP:  10 | Add: Innocent                        |
| REFL: -  | CM: - | CTR:   0 | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
| CALC: - |  CF: - |  JP: 200 |                                        |
| ELEM: - | EVD: + | MOD:   6 | Caster must be equipped with a Sword or |
|---------------------------|   Knight Sword in order to use Innocent. |
| Range: 4 (CI) / Effect: 1     |                                        |
 ------------------------------------------------------------------------


 _____
| [Zombie]                     [ 0EF ]                     MAGIC SWORD |
|=====================================================================|
| magical  | CBG: - |  MP:  14 | Add: Undead                          |
| REFL: -  | CM: - | CTR:   0 | Success% = [CFa/100 * TFa/100 * (MA + 190)]|
| CALC: - |  CF: - |  JP: 150 |                                        |
| ELEM: - | EVD: + | MOD:   6 | Caster must be equipped with a Sword or |
|---------------------------|   Knight Sword in order to use Zombie.  |
| Range: 4 (CI) / Effect: 1     |                                        |
 ------------------------------------------------------------------------


 _____
| [Silence]                    [ 0F0 ]                     MAGIC SWORD |
|=====================================================================|
| magical  | CBG: - |  MP:  16 | Add: Silence                         |
| REFL: -  | CM: - | CTR:   0 | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
```

```
| CALC: - | CF: - |  JP:  90 |                                          |
| ELEM: - | EVD: + | MOD:   6 | Caster must be equipped with a Sword or   |
|----------------------------|    Knight Sword in order to use Silence.  |
| Range: 4 (CI) / Effect: 1  |                                          |
  -------------------------------------------------------------------------


  _____
| [Berserk]                     [ 0F1 ]                       MAGIC SWORD |
|=========================================================================|
| magical | CBG: - |  MP:  16 | Add: Berserk                             |
| REFL: - | CM: - | CTR:   0 | Success% = [CFa/100 * TFa/100 * (MA + 180)]|
| CALC: - | CF: - |  JP: 200 |                                          |
| ELEM: - | EVD: + | MOD:   6 | Caster must be equipped with a Sword or   |
|----------------------------|    Knight Sword in order to use Berserk.  |
| Range: 4 (CI) / Effect: 1  |                                          |
  -------------------------------------------------------------------------


  _____
| [Chicken]                     [ 0F2 ]                       MAGIC SWORD |
|=========================================================================|
| magical | CBG: - |  MP:  12 | Target's Brave -50                       |
| REFL: - | CM: - | CTR:   0 | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
| CALC: - | CF: - |  JP: 500 |                                          |
| ELEM: - | EVD: + | MOD:   6 | Caster must be equipped with a Sword or   |
|----------------------------|     Knight Sword in order to use Chicken.  |
| Range: 4 (CI) / Effect: 1  |                                          |
  -------------------------------------------------------------------------


  _____
| [Confuse]                     [ 0F3 ]                       MAGIC SWORD |
|=========================================================================|
| magical | CBG: - |  MP:  14 | Add: Confusion                           |
| REFL: - |  CM: - | CTR:   0 | Success% = [CFa/100 * TFa/100 * (MA + 190)]|
| CALC: - | CF: - |  JP: 200 |                                          |
| ELEM: - | EVD: + | MOD:   6 | Caster must be equipped with a Sword or   |
|----------------------------|    Knight Sword in order to use Confuse.   |
| Range: 4 (CI) / Effect: 1  |                                          |
  -------------------------------------------------------------------------


  _____
| [Despair]                     [ 0F4 ]                       MAGIC SWORD |
|=========================================================================|
| magical | CBG: - |  MP:  20 | Cancel: Float, Regen, Reraise, Protect,   |
| REFL: - |  CM: - | CTR:   0 |         Shell, Haste, Transparent, Faith,  |
| CALC: - | CF: - |  JP: 300 |           Reflect                        |
| ELEM: - | EVD: + | MOD:   6 | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
|----------------------------| Caster must be equipped with a Sword or   |
| Range: 4 (CI) / Effect: 1  |    Knight Sword in order to use Despair.   |
  -------------------------------------------------------------------------


  _____
| [Don't Act]                   [ 0F5 ]                       MAGIC SWORD |
|=========================================================================|
| magical | CBG: - |  MP:  14 | Add: Don't Act                           |
| REFL: - |  CM: - | CTR:   0 | Success% = [CFa/100 * TFa/100 * (MA + 200)]|
| CALC: - | CF: - |  JP:  50 |                                          |
| ELEM: - | EVD: + | MOD:   6 | Caster must be equipped with a Sword or   |
|----------------------------|    Knight Sword in order to use Don't Act. |
| Range: 4 (CI) / Effect: 1  |                                          |
  -------------------------------------------------------------------------


  _____
| [Sleep]                       [ 0F6 ]                       MAGIC SWORD |
|=========================================================================|
| magical | CBG: - |  MP:  20 | Add: Sleep                               |
| REFL: - |  CM: - | CTR:   0 | Success% = [CFa/100 * TFa/100 * (MA + 190)]|
```

```
| CALC: -  | CF: - | JP: 170  |                                        |
| ELEM: -  | EVD: + | MOD:   6 | Caster must be equipped with a Sword or |
|------------------------------|   Knight Sword in order to use Sleep.   |
| Range: 4 (CI) / Effect: 1    |                                        |
  ------------------------------------------------------------------------

  _____
| [Break]                         [ 0F7 ]                   MAGIC SWORD |
|=======================================================================|
| magical  | CBG: - |  MP:  24 | Add: Petrify                           |
| REFL: -  | CM: - | CTR:   0 | Success% = [CFa/100 * TFa/100 * (MA + 180)]|
| CALC: -  | CF: - | JP: 300  |                                        |
| ELEM: -  | EVD: + | MOD:   6 | Caster must be equipped with a Sword or |
|------------------------------|   Knight Sword in order to use Break.   |
| Range: 4 (CI) / Effect: 1    |                                        |
  ------------------------------------------------------------------------

  _____
| [Shock!]                        [ 100 ]                   MAGIC SWORD |
|=======================================================================|
| neutral  | CBG: - |  MP:  20 | Damage = (Caster_MaxHP - Caster_CurrentHP) |
| REFL: -  | CM: - | CTR:   0 | The amount of damage is unaffected by  |
| CALC: -  | CF: - | JP: 600  |   Zodiac compatibility and other modifiers.|
| ELEM: -  | EVD: - | MOD:   0 | Success% = 100                         |
|------------------------------| Caster must be equipped with a Sword or |
| Range: 8 (CI) / Effect: 1    |   Knight Sword in order to use Shock!.  |
  ------------------------------------------------------------------------

  _____
| [Ice Bracelet]                  [ 0F8 ]                       DRAGON |
|=======================================================================|
| magical  | CBG: - |  MP:   0 | Damage = MA * 12                       |
| REFL: -  | CM: - | CTR:   0 | Ice Bracelet will hit whichever unit is |
| CALC: -  | CF: - | JP:   0  |   encountered first along the line of sight|
| ELEM: I  | EVD: + | MOD:   5 |   from the caster to the target.        |
|------------------------------| NOTE: This is the Dragoner's version. It |
| Range: 2v2 (4 directions, CI) | uses a different damage formula from that |
| Effect: 1 (LOS)              | of the monster version [151].          |
  ------------------------------------------------------------------------

  _____
| [Fire Bracelet]                 [ 0F9 ]                       DRAGON |
|=======================================================================|
| magical  | CBG: - |  MP:   0 | Damage = MA * 12                       |
| REFL: -  | CM: - | CTR:   0 | Fire Bracelet will hit whichever unit is |
| CALC: -  | CF: - | JP:   0  |   encountered first along the line of sight|
| ELEM: F  | EVD: + | MOD:   5 |   from the caster to the target.        |
|------------------------------| NOTE: This is the Dragoner's version. It |
| Range: 2v2 (4 directions, CI) | uses a different damage formula from that |
| Effect: 1 (LOS)              | of the monster version [152].          |
  ------------------------------------------------------------------------

  _____
| [Thnder Brcelet]                [ 0FA ]                       DRAGON |
|=======================================================================|
| magical  | CBG: - |  MP:   0 | Damage = MA * 12                       |
| REFL: -  | CM: - | CTR:   0 | Thnder Brcelet will hit whichever unit is |
| CALC: -  | CF: - | JP:   0  |   encountered first along the line of sight|
| ELEM: L  | EVD: + | MOD:   5 |   from the caster to the target.        |
|------------------------------| NOTE: This is the Dragoner's version. It |
| Range: 2v2 (4 directions, CI) | uses a different damage formula from that |
| Effect: 1 (LOS)              | of the monster version [151].          |
  ------------------------------------------------------------------------

  _____
| [Dragon Tame]                   [ 0FB ]                       DRAGON |
```

```
|==============================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Invite                                  |
| REFL: -  | CM: -  | CTR:   0  | Success% = 100 if target is a Dragon,        |
| CALC: -  | CF: -  | JP: 300   |               Blue Dragon, Red Dragon,       |
| ELEM: -  | EVD: - | MOD:   0  |               Hyudra, Hydra, Tiamat, or      |
|-------------------------------|               Holy Dragon                    |
| Range: 2v2 (CI) / Effect: 1 en |          0 otherwise                         |
 ------------------------------------------------------------------------------

 _____
| [Dragon Care]                  [ 0FC ]                              DRAGON |
|==============================================================================|
| neutral  | CBG: - |  MP:   0  | Damage to caster = [Caster_MaxHP / 5]        |
| REFL: -  | CM: -  | CTR:   0  | Restores [Caster_MaxHP * 2/5] HP to target   |
| CALC: -  | CF: -  | JP: 300   | Success% = 100 if target is a Dragon, Blue   |
| ELEM: -  | EVD: - | MOD:   0  |               Dragon, Red Dragon, Hyudra,    |
|-------------------------------|               Hydra, Tiamat, Holy Dragon     |
| Range: 2v2 (CI) / Effect: 1 en |          0 otherwise                        |
 ------------------------------------------------------------------------------

 _____
| [Dragon PowerUp]               [ 0FD ]                              DRAGON |
|==============================================================================|
| neutral  | CBG: - |  MP:   0  | Target's Sp +2, PA +2, MA +2, Br +5          |
| REFL: -  | CM: -  | CTR:   0  | Success% = 100 if target is a Dragon,        |
| CALC: -  | CF: -  | JP: 400   |               Blue Dragon, Red Dragon,       |
| ELEM: -  | EVD: - | MOD:   0  |               Hyudra, Hydra, Tiamat, or      |
|-------------------------------|               Holy Dragon                    |
| Range: 2v2 (CI) / Effect: 1   |          0 otherwise                         |
 ------------------------------------------------------------------------------

 _____
| [Dragon LevelUp]               [ 0FE ]                              DRAGON |
|==============================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Quick                                   |
| REFL: -  | CM: -  | CTR:   0  | Success% = 100 if target is a Dragon,        |
| CALC: -  | CF: -  | JP: 400   |               Blue Dragon, Red Dragon,       |
| ELEM: -  | EVD: - | MOD:   0  |               Hyudra, Hydra, Tiamat, or      |
|-------------------------------|               Holy Dragon                    |
| Range: 2v2 (CI) / Effect: 1   |          0 otherwise                         |
 ------------------------------------------------------------------------------

 _____
| [Holy Bracelet]                [ 0FF ]                              DRAGON |
|==============================================================================|
| magical  | CBG: - |  MP:   0  | Damage = [(MA + 20) / 2] * MA                |
| REFL: -  | CM: -  | CTR:   0  | Holy Bracelet will hit random panels in its  |
| CALC: -  | CF: -  | JP: 900   |   effect area, and will strike a random      |
| ELEM: H  | EVD: - | MOD:   5  |   number of times between 1 and 4,           |
|-------------------------------|   inclusive. Each strike affects one         |
| Range: 4 / Effect: 3v3 (CI)   |   panel.                                     |
 ------------------------------------------------------------------------------

 _____
| [Braver]                       [ 101 ]                               LIMIT |
|==============================================================================|
| magical  | CBG: - |  MP:   0  | Damage = MA * 12                             |
| REFL: -  | CM: -  | CTR:   3  |                                              |
| CALC: -  | CF: -  | JP: 150   | Caster must be equipped with a               |
| ELEM: -  | EVD: - | MOD:   5  |   Materia Blade in order to use Braver.      |
|-------------------------------|                                              |
| Range: 2 (CI) / Effect: 1     |                                              |
 ------------------------------------------------------------------------------

 _____
| [Cross-slash]                  [ 102 ]                               LIMIT |
```

```
|===========================================================================|
| magical  | CBG: - |  MP:   0  | Damage = MA * 22                          |
| REFL: -  | CM: -  | CTR:   4  |                                           |
| CALC: -  | CF: -  | JP: 200   | Caster must be equipped with a            |
| ELEM: -  | EVD: - | MOD:   5  |  Materia Blade in order to use            |
|----------------------------|   Cross-slash.                              |
| Range: 2 (CI) / Effect: 2v0  |                                           |
  --------------------------------------------------------------------------

  _____
| [Blade Beam]                   [ 103 ]                            LIMIT |
|===========================================================================|
| magical  | CBG: - |  MP:   0  | Damage = (Caster_MaxHP - Caster_CurrentHP) |
| REFL: -  | CM: -  | CTR:   5  |                                           |
| CALC: -  | CF: -  | JP: 250   | Caster must be equipped with a            |
| ELEM: -  | EVD: - | MOD:   5  |  Materia Blade in order to use            |
|----------------------------|    Blade Beam.                              |
| Range: 2 (CI) / Effect: 1    |                                           |
  --------------------------------------------------------------------------

  _____
| [Climhazzard]                  [ 104 ]                            LIMIT |
|===========================================================================|
| magical  | CBG: - |  MP:   0  | Damage = (Target_MaxHP - Target_CurrentHP) |
| REFL: -  | CM: -  | CTR:   7  |                                           |
| CALC: -  | CF: -  | JP: 450   | Caster must be equipped with a            |
| ELEM: -  | EVD: - | MOD:   5  |  Materia Blade in order to use            |
|----------------------------|    Climhazzard.                             |
| Range: 2 (CI) / Effect: 1    |                                           |
  --------------------------------------------------------------------------

  _____
| [Meteorain]                    [ 105 ]                            LIMIT |
|===========================================================================|
| magical  | CBG: - |  MP:   0  | Damage = MA * 26                          |
| REFL: -  | CM: -  | CTR:  10  |                                           |
| CALC: -  | CF: -  | JP: 560   | Caster must be equipped with a            |
| ELEM: -  | EVD: - | MOD:   5  |  Materia Blade in order to use Meteorain. |
|----------------------------|                                             |
| Range: 3 (CI) / Effect: 3v0  |                                           |
  --------------------------------------------------------------------------

  _____
| [Finish Touch]                 [ 106 ]                            LIMIT |
|===========================================================================|
| magical  | CBG: - |  MP:   0  | Add any one (randomly determined) of the  |
| REFL: -  | CM: -  | CTR:   5  |   following: Dead, Petrify, Stop          |
| CALC: -  | CF: -  | JP: 670   | Success% = 100                            |
| ELEM: -  | EVD: - | MOD:   5  | Caster must be equipped with a            |
|----------------------------|    Materia Blade in order to use            |
| Range: 3 (CI) / Effect: 2v0  |    Finish Touch.                          |
  --------------------------------------------------------------------------

  _____
| [Omnislash]                    [ 107 ]                            LIMIT |
|===========================================================================|
| magical  | CBG: - |  MP:   0  | Damage = MA * 40                          |
| REFL: -  | CM: -  | CTR:  15  |                                           |
| CALC: -  | CF: -  | JP: 900   | Caster must be equipped with a            |
| ELEM: -  | EVD: - | MOD:   5  |  Materia Blade in order to use Omnislash. |
|----------------------------|                                             |
| Range: 3 (CI) / Effect: 3v0  |                                           |
  --------------------------------------------------------------------------

  _____
| [Cherry Blossom]               [ 108 ]                            LIMIT |
```

```
|=============================================================================|
| magical   | CBG: - |  MP:   0  | Damage = MA * 60                           |
| REFL: -   | CM: -  | CTR:  20  |                                           |
| CALC: -   | CF: -  | JP:1200   | Caster must be equipped with a            |
| ELEM: -   | EVD: - | MOD:   5  |   Materia Blade in order to use           |
|----------------------------|   Cherry Blossom.                            |
| Range: 3 (CI) / Effect: 3v0 |                                            |
  -----------------------------------------------------------------------------

 _____
| [Choco Attack]                  [ 109 ]                         (CHOCOBO)|
|=============================================================================|
| physical  | CBG: + |  MP:   0  | Damage = PA * [PA * Br/100]                |
| REFL: -   | CM: -  | CTR:   0  | Critical hit possible                     |
| CALC: -   | CF: +  | JP:   0   |                        _____|
| ELEM: -   | EVD: + | MOD:   2  |                        | Chocobo        |
|----------------------------|                           | Black Chocobo  |
| Range: 1v2 (CI) / Effect: 1 |                           | Red Chocobo    |
  -----------------------------------------------------------------------------

 _____
| [Choco Ball]                    [ 10A ]                         (CHOCOBO)|
|=============================================================================|
| physical  | CBG: - |  MP:   0  | Damage = PA * [PA / 2]                     |
| REFL: -   | CM: -  | CTR:   0  | Caster cannot be targeted                  |
| CALC: -   | CF: -  | JP:   0   | Critical hit possible  _____|
| ELEM: -   | EVD: + | MOD:   2  |                        |                |
|----------------------------|                           | Black Chocobo  |
| Range: 4 (CI) / Effect: 1  |                            | Red Chocobo    |
  -----------------------------------------------------------------------------

 _____
| [Choco Meteor]                  [ 10A ]                         (CHOCOBO)|
|=============================================================================|
| magical   | CBG: - |  MP:   0  | Damage = MA * 4                           |
| REFL: -   | CM: -  | CTR:   0  |                                           |
| CALC: -   | CF: -  | JP:   0   |                        _____|
| ELEM: -   | EVD: - | MOD:   5  |                        |                |
|----------------------------|                           | {Black Chocobo}|
| Range: 5 / Effect: 1       |                            | Red Chocobo    |
  -----------------------------------------------------------------------------

 _____
| [Choco Esuna]                   [ 10C ]                         (CHOCOBO)|
|=============================================================================|
| magical   | CBG: - |  MP:   0  | Cancel: Petrify, Darkness, Silence, Poison,|
| REFL: -   | CM: -  | CTR:   0  |         Stop, Don't Move, Don't Act        |
| CALC: -   | CF: -  | JP:   0   | Success% = MA + 65     _____|
| ELEM: -   | EVD: - | MOD:   6  | Affects the caster.    | {Chocobo}      |
|----------------------------| Ignores Shell and         | Black Chocobo  |
| Range: Auto / Effect: 2v2   |   Magic DefendUP.         |                |
  -----------------------------------------------------------------------------

 _____
| [Choco Cure]                    [ 10D ]                         (CHOCOBO)|
|=============================================================================|
| magical   | CBG: - |  MP:   0  | Restores (MA * 3) HP                       |
| REFL: -   | CM: -  | CTR:   0  | If target is undead, does damage instead   |
| CALC: -   | CF: -  | JP:   0   |   of restoring HP.     _____|
| ELEM: -   | EVD: - | MOD:   5  | Affects the caster.    | Chocobo        |
|----------------------------| Ignores Shell and         |                |
| Range: Auto / Effect: 2v2   |   Magic DefendUP.         | {Red Chocobo}  |
  -----------------------------------------------------------------------------

 _____
| [Tackle]                        [ 10E ]                          (GOBLIN)|
```

```
|=============================================================================|
| physical | CBG: + |  MP:   0  | Damage = PA * [PA * Br/100]                 |
| REFL: -  | CM: -  | CTR:  0  | Critical hit possible                       |
| CALC: -  | CF: +  | JP:   0  |                      _____       |
| ELEM: -  | EVD: + | MOD:  2  |                     | Goblin          |      |
|-----------------------------|                     | Black Goblin    |      |
| Range: 1v2 (CI) / Effect: 1 |                     | Gobbledeguck    |      |
 -----------------------------------------------------------------------------

 _____
| [Goblin Punch]              [ 10F ]                               (GOBLIN)|
|=============================================================================|
| physical | CBG: + |  MP:   0  | Damage = (Caster_MaxHP - Caster_CurrentHP) |
| REFL: -  | CM: -  | CTR:  0  | Success% = PA + 35                          |
| CALC: -  | CF: +  | JP:   0  |                      _____       |
| ELEM: -  | EVD: + | MOD:  3  |                     | {Goblin}        |      |
|-----------------------------|                     | {Black Goblin}  |      |
| Range: 1v1 (CI) / Effect: 1 |                     | Gobbledeguck    |      |
 -----------------------------------------------------------------------------

 _____
| [Turn Punch]                [ 110 ]                               (GOBLIN)|
|=============================================================================|
| physical | CBG: - |  MP:   0  | Damage = PA * [PA / 2]                      |
| REFL: -  | CM: -  | CTR:  0  | Critical hit possible                       |
| CALC: -  | CF: -  | JP:   0  |                      _____       |
| ELEM: -  | EVD: + | MOD:  2  |                     |                 |      |
|-----------------------------|                     | Black Goblin    |      |
| Range: Auto (CI) / Effect: 2v1 |                  |                 |      |
 -----------------------------------------------------------------------------

 _____
| [Eye Gouge]                 [ 111 ]                               (GOBLIN)|
|=============================================================================|
| physical | CBG: + |  MP:   0  | Add: Darkness                              |
| REFL: -  | CM: -  | CTR:  0  | Success% = MA + 45                          |
| CALC: -  | CF: +  | JP:   0  |                      _____       |
| ELEM: -  | EVD: + | MOD:  3  |                     | Goblin          |      |
|-----------------------------|                     |                 |      |
| Range: 1v2 (CI) / Effect: 1 |                     | Gobbledeguck    |      |
 -----------------------------------------------------------------------------

 _____
| [Mutilate]                  [ 112 ]                               (GOBLIN)|
|=============================================================================|
| physical | CBG: - |  MP:   0  | Drain RU{Target_MaxHP * 3/4} HP            |
| REFL: -  | CM: -  | CTR:  0  |   The amount of damage done is unaffected   |
| CALC: -  | CF: -  | JP:   0  |   by Zodiac and other   _____   |
| ELEM: -  | EVD: + | MOD:  3  |   modifiers.           |                 |  |
|-----------------------------| Undead reversal        |                 |  |
| Range: 1v0 (CI) / Effect: 1 | Success% = MA + 30     | {Gobbledeguck}  |  |
 -----------------------------------------------------------------------------

 _____
| [Bite]                      [ 113]                                  (BOMB)|
|=============================================================================|
| physical | CBG: + |  MP:   0  | Damge = PA * [PA * Br/100]                  |
| REFL: -  | CM: -  | CTR:  0  | Criical hit possible                       |
| CALC: -  | CF: +  | JP:   0  |                      _____       |
| ELEM: -  | EVD: + | MOD:  2  |                     | Bomb            |      |
|-----------------------------|                     | Grenade         |      |
| Range: 1v2 (CI) / Effect: 1 |                     | Explosive       |      |
 -----------------------------------------------------------------------------

 _____
| [Small Bomb]                [ 114 ]                                 (BOMB)|
```

```
|===========================================================================|
| magical  | CBG: - |  MP:   0  | Damage = MA * 4                           |
| REFL: -  | CM: -  | CTR:  0  | There are three versions of Small Bomb.   |
| CALC: -  | CF: -  |  JP:   0  |  This is the Bomb's    _____   |
| ELEM: -  | EVD: + | MOD:  5  |  version; it is magical, | {Bomb}         |
|------------------------------|  unlike the others.     |                |
| Range: 1v0 (CI) / Effect: 1    | See also [0E1], [0E2].  |                |
  -------------------------------------------------------------------------


  _____
| [Self-Destruct]                      [ 115 ]                      (BOMB)|
|===========================================================================|
| neutral  | CBG: - |  MP:   0  | Damage to caster = (C_CurrentHP)          |
| REFL: -  | CM: -  | CTR:  0  | Damage to target = (C_MaxHP - C_CurrentHP) |
| CALC: -  | CF: -  |  JP:   0  | Add: Oil                _____   |
| ELEM: -  | EVD: - | MOD:  0  | Success% = 100          | Bomb           |
|------------------------------| Ignores Zodiac compat-  | Grenade        |
| Range: Auto / Effect: 3v3      |   ibility.              | Explosive      |
  -------------------------------------------------------------------------


  _____
| [Flame Attack]                       [ 116 ]                      (BOMB)|
|===========================================================================|
| magical  | CBG: - |  MP:   0  | Damage = MA * 3                          |
| REFL: -  | CM: -  | CTR:  0  |                                          |
| CALC: -  | CF: -  |  JP:   0  |                         _____  |
| ELEM: F  | EVD: + | MOD:  5  |                         |              |
|------------------------------|                         | {Grenade}    |
| Range: 3 (CI) / Effect: 1      |                         |              |
  -------------------------------------------------------------------------


  _____
| [Spark]                              [ 117 ]                      (BOMB)|
|===========================================================================|
| magical  | CBG: - |  MP:   0  | Damage = MA * 2                          |
| REFL: -  | CM: -  | CTR:  0  | Affects the caster.                      |
| CALC: -  | CF: -  |  JP:   0  |                         _____  |
| ELEM: F  | EVD: - | MOD:  5  |                         |              |
|------------------------------|                         |              |
| Range: Auto / Effect: 3v1      |                         | Explosive    |
  -------------------------------------------------------------------------


  _____
| [Scratch]                            [ 118 ]                    (COEURL)|
|===========================================================================|
| physical | CBG: + |  MP:   0  | Damage = PA * [PA * (Br / 100)]          |
| REFL: -  | CM: -  | CTR:  0  | Critical hit possible                    |
| CALC: -  | CF: + |  JP:   0  |                         _____  |
| ELEM: -  | EVD: + | MOD:  2  |                         | Red Panther   |
|------------------------------|                         | Cuar          |
| Range: 1v3 (CI) / Effect: 1    |                         | Vampire       |
  -------------------------------------------------------------------------


  _____
| [Cat Kick]                           [ 119 ]                    (COEURL)|
|===========================================================================|
| physical | CBG: - |  MP:   0  | Damage = PA * (1..8)                     |
| REFL: -  | CM: -  | CTR:  0  | Causes knockback (~50%)                  |
| CALC: -  | CF: -  |  JP:   0  |                         _____  |
| ELEM: -  | EVD: + | MOD:  2  |                         | {Red Panther} |
|------------------------------|                         | Cuar          |
| Range: 1v2 (CI) / Effect: 1    |                         | Vampire       |
  -------------------------------------------------------------------------


  _____
| [Blaster]                            [ 11A ]                    (COEURL)|
```

```
|=============================================================================|
| magical   | CBG: - |  MP:   0  | Add: either Petrify or Stop                 |
| REFL: -   | CM: -  | CTR:   0  | Success% = MA + 30                          |
| CALC: -   | CF: -  |  JP:   0  |                             _____|
| ELEM: -   | EVD: + | MOD:   6  |                            |                 |
|------------------------------- |                            | {Cuar}          |
| Range: 3 (CI) / Effect: 1 (LOS)|                            |  Vampire        |
 ----------------------------------------------------------------------------- 

 _____
| [Poison Nail]               [ 11B ]                             (COEURL)|
|=============================================================================|
| physical  | CBG: + |  MP:   0  | Add: Poison                                 |
| REFL: -   | CM: -  | CTR:   0  | Success% = MA + 40                          |
| CALC: -   | CF: + |  JP:   0  |                             _____|
| ELEM: -   | EVD: + | MOD:   3  |                            |  Red Panther    |
|------------------------------- |                            |  Cuar           |
| Range: 1v2 (CI) / Effect: 1    |                            |                 |
 ----------------------------------------------------------------------------- 

 _____
| [Blood Suck]                [ 11C ]                             (COEURL)|
|=============================================================================|
| neutral   | CBG: - |  MP:   0  | Drain RU{Target_MaxHP / 4} HP               |
| REFL: -   | CM: -  | CTR:   0  | Undead reversal; damage unaffected by       |
| CALC: -   | CF: -  |  JP:   0  |   Zodiac and other modifiers. Damage has a  |
| ELEM: -   | EVD: - | MOD:   0  |   100% success rate and is unaffected by    |
|------------------------------- |   evade percentages.      ----------------|
|                                | Add: Blood Suck (25%)     |                 |
| Range: 1v0 (CI) / Effect: 1    |                            |                 |
|                                |                            | {Vampire}       |
 ----------------------------------------------------------------------------- 

 _____
| [Tentacle]                  [ 11D ]                          (MINDFLAYER)|
|=============================================================================|
| physical  | CBG: + |  MP:   0  | Damage = PA * [PA * (Br / 100)]             |
| REFL: -   | CM: -  | CTR:   0  | Critical hit possible                       |
| CALC: -   | CF: + |  JP:   0  |                             _____|
| ELEM: -   | EVD: + | MOD:   2  |                            |  Pisco Demon    |
|------------------------------- |                            |  Squidlarkin    |
| Range: 1v2 (CI) / Effect: 1    |                            |  Mindflare      |
 ----------------------------------------------------------------------------- 

 _____
| [Black Ink]                 [ 11E ]                          (MINDFLAYER)|
|=============================================================================|
| physical  | CBG: - |  MP:   0  | Add: Darkness                               |
| REFL: -   | CM: -  | CTR:   0  | Success% = MA + 50                          |
| CALC: -   | CF: -  |  JP:   0  |                                             |
| ELEM: -   | EVD: + | MOD:   3  |                             _____|
|------------------------------- |                            | {Pisco Demon}   |
| Range: 2 (4 directions, CI)    |                            |  Squidlarkin    |
| Effect: 1                      |                            |  Mindflare      |
 ----------------------------------------------------------------------------- 

 _____
| [Odd Soundwave]             [ 11F ]                          (MINDFLAYER)|
|=============================================================================|
| neutral   | CBG: - |  MP:   0  | Cancel: Float, Reraise, Transparent, Regen,|
| REFL: -   | CM: -  | CTR:   0  |         Protect, Shell, Haste, Faith,       |
| CALC: -   | CF: -  |  JP:   0  |           Reflect             _____|
| ELEM: -   | EVD: - | MOD:   0  | Success% = 100              |                 |
|------------------------------- |                            |  Squidlarkin    |
| Range: Auto / Effect: 3v1      |                            |                 |
```

```
         --------------------------------------------------------------------
        _____
       | [Mind Blast]                         [ 120 ]                (MINDFLAYER)|
       |========================================================================|
       | magical  | CBG: - |  MP:   0 | Add: either Confusion or Berserk        |
       | REFL: -  |  CM: - | CTR:   0 | Success% = MA + 35                       |
       | CALC: -  |  CF: - |  JP:   0 | Caster immune           _____|
       | ELEM: -  | EVD: - | MOD:   6 |                        |                |
       |------------------------------|                        | {Squidlarkin}  |
       | Range: 3 / Effect: 2v1       |                        |  Mindflare     |
         --------------------------------------------------------------------

        _____
       | [Level Blast]                        [ 121 ]                (MINDFLAYER)|
       |========================================================================|
       | magical  | CBG: - |  MP:   0 | Target's Level -1                       |
       | REFL: -  |  CM: - | CTR:   0 | Success% = MA + 60                       |
       | CALC: -  |  CF: - |  JP:   0 |                         _____|
       | ELEM: -  | EVD: - | MOD:   6 |                        |                |
       |------------------------------|                        |                |
       | Range: 4 / Effect: 1         |                        | {Mindflare}    |
         --------------------------------------------------------------------

        _____
       | [Knife Hand]                         [ 122 ]                 (SKELETON)|
       |========================================================================|
       | physical | CBG: + |  MP:   0 | Damage = PA * [PA * (Br / 100)]          |
       | REFL: -  |  CM: - | CTR:   0 | Critical hit possible                   |
       | CALC: -  |  CF: + |  JP:   0 |                         _____|
       | ELEM: -  | EVD: + | MOD:   2 |                        |  Skeleton      |
       |------------------------------|                        |  Bone Snatch   |
       | Range: 1v2 (CI) / Effect: 1  |                        |  Living Bone   |
         --------------------------------------------------------------------

        _____
       | [Thunder Soul]                       [ 123 ]                 (SKELETON)|
       |========================================================================|
       | magical  | CBG: - |  MP:   0 | Damage = MA * 2                         |
       | REFL: -  |  CM: - | CTR:   0 |                                         |
       | CALC: -  |  CF: - |  JP:   0 |                         _____|
       | ELEM: L  | EVD: + | MOD:   5 |                        |  Skeleton      |
       |------------------------------|                        |  Bone Snatch   |
       | Range: 3 (CI) / Effect: 1 (LOS)|                      |  Living Bone   |
         --------------------------------------------------------------------

        _____
       | [Aqua Soul]                          [ 124 ]                 (SKELETON)|
       |========================================================================|
       | magical  | CBG: - |  MP:   0 | Damage = MA * 2                         |
       | REFL: -  |  CM: - | CTR:   0 |                                         |
       | CALC: -  |  CF: - |  JP:   0 |                         _____|
       | ELEM: W  | EVD: + | MOD:   5 |                        | {Skeleton}     |
       |------------------------------|                        |  Bone Snatch   |
       | Range: 3 (CI) / Effect: 1 (LOS)|                      |                |
         --------------------------------------------------------------------

        _____
       | [Ice Soul]                           [ 125 ]                 (SKELETON)|
       |========================================================================|
       | magical  | CBG: - |  MP:   0 | Damage = MA * 2                         |
       | REFL: -  |  CM: - | CTR:   0 |                                         |
       | CALC: -  |  CF: - |  JP:   0 |                         _____|
       | ELEM: I  | EVD: + | MOD:   5 |                        |                |
       |------------------------------|                        | {Bone Snatch}  |
       | Range: 3 (CI) / Effect: 1 (LOS)|                      |  Living Bone   |
```

```
            _____
           |                                                                        |
           | [Wind Soul]                   [ 126 ]                        (SKELETON)|
           |========================================================================|
           | magical  | CBG: - |  MP:   0  | Damage = MA * 3                        |
           | REFL: -  |  CM: - | CTR:   0  |                                        |
           | CALC: -  |  CF: - |  JP:   0  |                       _____|
           | ELEM: A  | EVD: + | MOD:   5  |                      |                 |
           |-----------------------------|                      |                 |
           | Range: 3 (CI) / Effect: 1 (LOS)|                   | {Living Bone}   |
            ------------------------------------------------------------------------

            _____
           |                                                                        |
           | [Throw Spirit]                [ 127 ]                           (GHOST)|
           |========================================================================|
           | physical | CBG: - |  MP:   0  | Damage = PA * [PA * (Br/100)]          |
           | REFL: -  |  CM: - | CTR:   0  | Critical hit possible                  |
           | CALC: -  |  CF: + |  JP:   0  |                       _____|
           | ELEM: -  | EVD: + | MOD:   2  |                      | Ghoul           |
           |-----------------------------|                      | Gust            |
           | Range: 3 (CI) / Effect: 1 (LOS)|                   | Revenant        |
            ------------------------------------------------------------------------

            _____
           |                                                                        |
           | [Zombie Touch]                [ 128 ]                           (GHOST)|
           |========================================================================|
           | physical | CBG: + |  MP:   0  | Add: Undead                            |
           | REFL: -  |  CM: - | CTR:   0  | Success% = MA + 45                     |
           | CALC: -  |  CF: - |  JP:   0  |                       _____|
           | ELEM: -  | EVD: + | MOD:   3  |                      |                 |
           |-----------------------------|                      |                 |
           | Range: 1v2 (CI) / Effect: 1  |                      | {Revenant}      |
            ------------------------------------------------------------------------

            _____
           |                                                                        |
           | [Sleep Touch]                 [ 129 ]                           (GHOST)|
           |========================================================================|
           | physical | CBG: + |  MP:   0  | Add: Sleep                             |
           | REFL: -  |  CM: - | CTR:   0  | Success% = MA + 40                     |
           | CALC: -  |  CF: - |  JP:   0  |                       _____|
           | ELEM: -  | EVD: + | MOD:   3  |                      | Ghoul           |
           |-----------------------------|                      |                 |
           | Range: 1v2 (CI) / Effect: 1  |                      |                 |
            ------------------------------------------------------------------------

            _____
           |                                                                        |
           | [Drain Touch]                 [ 12A ]                           (GHOST)|
           |========================================================================|
           | physical | CBG: + |  MP:   0  | Drain RU{Target_MaxHP * 34 / 100} HP   |
           | REFL: -  |  CM: - | CTR:   0  | Undead reversal                        |
           | CALC: -  |  CF: - |  JP:   0  | Success% = MA + 60    _____|
           | ELEM: -  | EVD: + | MOD:   3  |                      |                 |
           |-----------------------------|                      | {Gust}          |
           | Range: 1v2 (CI) / Effect: 1  |                      | Revenant        |
            ------------------------------------------------------------------------

            _____
           |                                                                        |
           | [Grease Touch]                [ 12B ]                           (GHOST)|
           |========================================================================|
           | physical | CBG: + |  MP:   0  | Add: Oil                               |
           | REFL: -  |  CM: - | CTR:   0  | Success% = MA + 50                     |
           | CALC: -  |  CF: - |  JP:   0  |                       _____|
           | ELEM: -  | EVD: + | MOD:   3  |                      | {Ghoul}         |
           |-----------------------------|                      | Gust            |
           | Range: 1v2 (CI) / Effect: 1  |                      |                 |
```

```
 ----------------------------------------------------------------------
 _____
| [Wing Attack]              [ 12C ]                      (AHRIMAN)|
|=================================================================|
| physical | CBG: + |  MP:   0 | Damage = PA * [PA * (Br/100)]      |
| REFL: -  |  CM: - | CTR:   0 | Critical hit possible             |
| CALC: -  |  CF: + |  JP:   0 |                  _____|
| ELEM: -  | EVD: + | MOD:   2 |                 | Flotiball       |
|------------------------------|                 | Ahriman         |
| Range: 1v2 (CI) / Effect: 1  |                 | Plague          |
 ----------------------------------------------------------------------

 _____
| [Look of Devil]            [ 12D ]                      (AHRIMAN)|
|=================================================================|
| physical | CBG: - |  MP:   0 | Add one of the following: Petrify, Stop, |
| REFL: -  |  CM: - | CTR:   0 |   Don't Act, Silence, Darkness    |
| CALC: -  |  CF: - |  JP:   0 | Success% = 35 + MA   _____|
| ELEM: -  | EVD: + | MOD:   3 |                 |                 |
|------------------------------|                 | Ahriman         |
| Range: 3 (CI) / Effect: 1 (LOS)|               | Plague          |
 ----------------------------------------------------------------------

 _____
| [Look of Fright]           [ 12E ]                      (AHRIMAN)|
|=================================================================|
| magical  | CBG: - |  MP:   0 | Target's Brave -10                |
| REFL: -  |  CM: - | CTR:   0 | Success% = 40 + MA                |
| CALC: -  |  CF: - |  JP:   0 |                  _____|
| ELEM: -  | EVD: + | MOD:   6 |                 | {Flotiball}     |
|------------------------------|                 | Ahriman         |
| Range: 3 (CI) / Effect: 1 (LOS)|               |                 |
 ----------------------------------------------------------------------

 _____
| [Circle]                   [ 12F ]                      (AHRIMAN)|
|=================================================================|
| magical  | CBG: - |  MP:   0 | Target's MA -2                    |
| REFL: -  |  CM: - | CTR:   0 | Success% = MA + 55                |
| CALC: -  |  CF: - |  JP:   0 |                  _____|
| ELEM: -  | EVD: - | MOD:   6 |                 |                 |
|------------------------------|                 |                 |
| Range: 4 (CI) / Effect: 1    |                 | {Plague}        |
 ----------------------------------------------------------------------

 _____
| [Death Sentence]           [ 130 ]                      (AHRIMAN)|
|=================================================================|
| magical  | CBG: - |  MP:   0 | Add: Death Sentence               |
| REFL: -  |  CM: - | CTR:   0 | Success% = MA + 40                |
| CALC: -  |  CF: - |  JP:   0 |                  _____|
| ELEM: -  | EVD: - | MOD:   6 |                 |                 |
|------------------------------|                 | {Ahriman}       |
| Range: 3 (CI) / Effect: 1    |                 | Plague          |
 ----------------------------------------------------------------------

 _____
| [Scratch Up]               [ 131 ]                   (COCKATRICE)|
|=================================================================|
| physical | CBG: + |  MP:   0 | Damage = PA * [PA * (Br/100)]      |
| REFL: -  |  CM: - | CTR:   0 | Critical hit possible             |
| CALC: -  |  CF: + |  JP:   0 |                  _____|
| ELEM: -  | EVD: + | MOD:   2 |                 | Juravis         |
|------------------------------|                 | Steel Hawk      |
| Range: 1v2 (CI) / Effect: 1  |                 | Cocatoris       |
```

```
 ------------------------------------------------------------------------
 _____
| [Beak]                        [ 132 ]                       (COCKATRICE)|
|========================================================================|
| physical | CBG: + |  MP:   0  | Add: Petrify                          |
| REFL: -  |  CM: - | CTR:   0  | Success% = MA + 37                    |
| CALC: -  |  CF: - |  JP:   0  |                    _____|
| ELEM: -  | EVD: + | MOD:   3  |                   |                |
|------------------------------|                   | {Steel Hawk}   |
| Range: 1v0 (CI) / Effect: 1  |                   |  Cocatoris     |
 ------------------------------------------------------------------------

 _____
| [Shine Lover]                 [ 133 ]                       (COCKATRICE)|
|========================================================================|
| physical | CBG: + |  MP:   0  | Steal [Caster_Level * Caster_Speed] gil|
| REFL: -  |  CM: - | CTR:   0  | Success% = Sp + 200                   |
| CALC: -  |  CF: - |  JP:   0  |    (fun game: try to get  _____|
| ELEM: -  | EVD: + |           |      the success rate     |          |
|------------------------------|      below 100%!)          |  Steel Hawk |
| Range: 1v1 (CI) / Effect: 1 en|                           |          |
 ------------------------------------------------------------------------

 _____
| [Feather Bomb]                [ 134 ]                       (COCKATRICE)|
|========================================================================|
| magical  | CBG: - |  MP:   0  | Damage = MA * 2                       |
| REFL: -  |  CM: - | CTR:   0  |                                       |
| CALC: -  |  CF: - |  JP:   0  |                    _____|
| ELEM: -  | EVD: - | MOD:   5  |                   | {Juravis}      |
|------------------------------|                   |                |
| Range: 3 (CI) / Effect: 1    |                   |  Cocatoris     |
 ------------------------------------------------------------------------

 _____
| [Beaking]                     [ 135 ]                       (COCKATRICE)|
|========================================================================|
| magical  | CBG: + |  MP:   0  | Target's PA -2                        |
| REFL: -  |  CM: - | CTR:   0  | Success% = MA + 45                    |
| CALC: -  |  CF: - |  JP:   0  | NB: I believe this is _____|
| ELEM: -  | EVD: + | MOD:   6  | the ONLY magic attack |          |
|------------------------------| in the game that can be|          |
| Range: 1v1 (CI) / Effect: 1  | Counter-grasped.       | {Cocatoris}    |
 ------------------------------------------------------------------------

 _____
| [Straight Dash]               [ 136 ]                          (URIBO)|
|========================================================================|
| physical | CBG: + |  MP:   0  | Damage = PA * [PA * (Br/100)]         |
| REFL: -  |  CM: - | CTR:   0  | Critical hit possible                 |
| CALC: -  |  CF: + |  JP:   0  |                    _____|
| ELEM: -  | EVD: + | MOD:   2  |                   |  Uribo         |
|------------------------------|                   |  Porky         |
| Range: 1v0 (CI) / Effect: 1  |                   |  Wildbow       |
 ------------------------------------------------------------------------

 _____
| [Nose Bracelet]               [ 137 ]                          (URIBO)|
|========================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Charm                            |
| REFL: -  |  CM: - | CTR:   0  | Success% = 40 + MA if target is not the|
| CALC: -  |  CF: - |  JP:   0  |           same sex as  _____|
| ELEM: -  | EVD: - | MOD:   1  |            caster;     |          |
|------------------------------|          0 otherwise   | {Porky}        |
| Range: 1v1 (CI) / Effect: 1 en|                        |  Wildbow       |
```

```
 --------------------------------------------------------------------------------
|_____|
| [Oink]                         [ 138 ]                              (URIBO)|
|================================================================================|
| physical | CBG: - |  MP:   0  | Cancel: Dead                                |
| REFL: -  |  CM: - | CTR:   0  | Restore (Target_MaxHP) to target            |
| CALC: -  |  CF: - |  JP:   0  | Success% = PA + 70                          |
| ELEM: -  | EVD: - | MOD:   3  |            if target is | {Uribo}           |
|-----------------------------|            Dead;        |                   |
| Range: 1v1 (CI) / Effect: 1   |          0 otherwise    |                   |
 --------------------------------------------------------------------------------

 _____
| [Pooh-]                        [ 139 ]                              (URIBO)|
|================================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Sleep                                  |
| REFL: -  |  CM: - | CTR:   0  | Success% = 100                              |
| CALC: -  |  CF: - |  JP:   0  |                        _____|
| ELEM: -  | EVD: - | MOD:   0  |                        |                   |
|-----------------------------|                        |   Porky           |
| Range: 1v1 (CI) / Effect: 1   |                        |                   |
 --------------------------------------------------------------------------------

 _____
| [Please Eat]                   [ 13A ]                              (URIBO)|
|================================================================================|
| neutral  | CBG: - |  MP:   0  | Effect on target: Level +1                  |
| REFL: -  |  CM: - | CTR:   0  | Effect on caster: Add: Crystal              |
| CALC: -  |  CF: - |  JP:   0  | Success% = 100         _____|
| ELEM: -  | EVD: - | MOD:   0  |                        |                   |
|-----------------------------|                        |                   |
| Range: 1v1 (CI) / Effect: 1   |                        | {Wildbow}         |
 --------------------------------------------------------------------------------

 _____
| [Leaf Dance]                   [ 13B ]                              (DRYAD)|
|================================================================================|
| magical  | CBG: - |  MP:   0  | Damage = MA * 3                             |
| REFL: -  |  CM: - | CTR:   0  |                                             |
| CALC: -  |  CF: + |  JP:   0  |                        _____|
| ELEM: -  | EVD: - | MOD:   5  |                        |   Woodman         |
|-----------------------------|                        |   Trent           |
| Range: Auto (CI) / Effect: 2v0 |                      |   Taiju           |
 --------------------------------------------------------------------------------

 _____
| [Protect Spirit]               [ 13C ]                              (DRYAD)|
|================================================================================|
| magical  | CBG: - |  MP:   0  | Add: Protect                                |
| REFL: -  |  CM: - | CTR:   0  | Success% = MA + 45                          |
| CALC: -  |  CF: - |  JP:   0  | Ignores Shell and      _____|
| ELEM: -  | EVD: - | MOD:   6  |   Magic DefendUP       | {Woodman}         |
|-----------------------------|                        |                   |
| Range: Auto (CI) / Effect: 2v0 |                      |   Taiju           |
 --------------------------------------------------------------------------------

 _____
| [Clam Spirit]                  [ 13D ]                              (DRYAD)|
|================================================================================|
| magical  | CBG: - |  MP:   0  | Add: Shell                                  |
| REFL: -  |  CM: - | CTR:   0  | Success% = MA + 45                          |
| CALC: -  |  CF: - |  JP:   0  | Ignores Shell and                          |
| ELEM: -  | EVD: - | MOD:   6  |   Magic DefendUP       |                   |
|-----------------------------|                        | {Trent}           |
| Range: Auto (CI) / Effect: 2v0 |                      |   Taiju           |
```

```
  --------------------------------------------------------------------------------
 _____
| [Spirit of Life]            [ 13E ]                              (DRYAD)|
|========================================================================|
| magical  | CBG: - |  MP:   0 | Restore (MA * 2) HP to target           |
| REFL: -  | CM: -  | CTR:   0 | Undead reversal                         |
| CALC: -  | CF: -  | JP:    0 | Ignores Shell and       _____ |
| ELEM: -  | EVD: - | MOD:   5 |   Magic DefendUP        |               |
|------------------------------|                         |   Trent       |
| Range: Auto (CI) / Effect: 2v0 |                       |               |
  --------------------------------------------------------------------------------

 _____
| [Magic Spirit]              [ 13F ]                              (DRYAD)|
|========================================================================|
| magical  | CBG: - |  MP:   0 | Restore (MA * 1) MP to target           |
| REFL: -  | CM: -  | CTR:   0 | Ignores Shell and                       |
| CALC: -  | CF: -  | JP:    0 |   Magic DefendUP        _____  |
| ELEM: -  | EVD: - | MOD:   5 |                         |               |
|------------------------------|                         |               |
| Range: Auto (CI) / Effect: 2v0 |                       | {Taiju}       |
  --------------------------------------------------------------------------------

 _____
| [Shake Off]                 [ 140 ]                           (MINOTAUR)|
|========================================================================|
| physical | CBG: + |  MP:   0 | Damage = PA * [PA * (Br/100)]           |
| REFL: -  | CM: -  | CTR:   0 | Critical hit possible                   |
| CALC: -  | CF: +  | JP:    0 |                         _____  |
| ELEM: -  | EVD: + | MOD:   2 |                         | Bull Demon    |
|------------------------------|                         | Minitaurus    |
| Range: 1v2 (CI) / Effect: 1  |                         | Sacred        |
  --------------------------------------------------------------------------------

 _____
| [Wave Around]               [ 141 ]                           (MINOTAUR)|
|========================================================================|
| physical | CBG: + |  MP:   0 | Damage = PA * [(PA + 1) / 2]            |
| REFL: -  | CM: -  | CTR:   0 | Critical hit possible                   |
| CALC: -  | CF: -  | JP:    0 |                         _____  |
| ELEM: -  | EVD: - | MOD:   2 |                         |               |
|------------------------------|                         | Minitaurus    |
| Range: Auto (CI) / Effect: 2v1 |                       |               |
  --------------------------------------------------------------------------------

 _____
| [Mimic Titan]               [ 142 ]                           (MINOTAUR)|
|========================================================================|
| magical  | CBG: - |  MP:   0 | Damage = MA * 3                         |
| REFL: -  | CM: -  | CTR:   0 |                                         |
| CALC: -  | CF: -  | JP:    0 |                         _____  |
| ELEM: E  | EVD: - | MOD:   5 |                         |               |
|------------------------------|                         |               |
| Range: Auto (CI) / Effect: 3v1 |                       | Sacred        |
  --------------------------------------------------------------------------------

 _____
| [Gather Power]              [ 143 ]                           (MINOTAUR)|
|========================================================================|
| neutral  | CBG: - |  MP:   0 | Target's PA +2                          |
| REFL: -  | CM: -  | CTR:   0 | Success% = 100                          |
| CALC: -  | CF: -  | JP:    0 |                         _____  |
| ELEM: -  | EVD: - | MOD:   0 |                         | {Bull Demon}  |
|------------------------------|                         |               |
| Range: Auto / Effect: 1      |                         | Sacred        |
```

```
          --------------------------------------------------------------------------------

          _____
         | [Blow Fire]                     [ 144 ]                            (MINOTAUR)|
         |================================================================================|
         | magical  | CBG: - |  MP:   0  | Damage = MA * 4                               |
         | REFL: -  |  CM: - | CTR:   0  |                                               |
         | CALC: -  |  CF: - |  JP:   0  |                                               |
         | ELEM: F  | EVD: + | MOD:   5  |                           _____   |
         |------------------------------|                          |                  |  |
         | Range: 2v2 (4 directions, CI) |                         | {Minitaurus}     |  |
         | Effect: 1 (LOS)               |                         | {Sacred}         |  |
          --------------------------------------------------------------------------------

          _____
         | [Tentacle]                      [ 145 ]                              (MORBOL)|
         |================================================================================|
         | physical | CBG: + |  MP:   0  | Damage = PA * [PA * (Br/100)]                 |
         | REFL: -  |  CM: - | CTR:   0  | Critical hit possible                         |
         | CALC: -  |  CF: + |  JP:   0  |                           _____   |
         | ELEM: -  | EVD: + | MOD:   2  |                          | Morbol           |  |
         |------------------------------|                          | Ochu             |  |
         | Range: 1v1 (CI) / Effect: 1  |                          | Great Morbol     |  |
          --------------------------------------------------------------------------------

          _____
         | [Lick]                          [ 146 ]                              (MORBOL)|
         |================================================================================|
         | neutral  | CBG: - |  MP:   0  | Add: Reflect                                  |
         | REFL: -  |  CM: - | CTR:   0  | Success% = 100                                |
         | CALC: -  |  CF: - |  JP:   0  |                           _____   |
         | ELEM: -  | EVD: - | MOD:   0  |                          | Morbol           |  |
         |------------------------------|                          | {Ochu}           |  |
         | Range: 1v0 (CI) / Effect: 1  |                          |                  |  |
          --------------------------------------------------------------------------------

          _____
         | [Goo]                           [ 147 ]                              (MORBOL)|
         |================================================================================|
         | neutral  | CBG: + |  MP:   0  | Add: Don't Move                               |
         | REFL: -  |  CM: - | CTR:   0  | Success% = 100                                |
         | CALC: -  |  CF: - |  JP:   0  |                           _____   |
         | ELEM: -  | EVD: - | MOD:   0  |                          |                  |  |
         |------------------------------|                          | Ochu             |  |
         | Range: 1v1 (CI) / Effect: 1  |                          |                  |  |
          --------------------------------------------------------------------------------

          _____
         | [Bad Bracelet]                  [ 148 ]                              (MORBOL)|
         |================================================================================|
         | neutral  | CBG: - |  MP:   0  | Add: Petrify, Stop, Sleep, Poison, Silence,|
         | REFL: -  |  CM: - | CTR:   0  |      Frog (25% chance of adding each;       |
         | CALC: -  |  CF: - |  JP:   0  |      each status is       _____ |
         | ELEM: -  | EVD: - | MOD:   0  |      treated as a        | {Morbol}        |  |
         |------------------------------|      separate event.)    |                  |  |
         | Range: Auto (CI) / Effect: 3v0 |                        | Great Morbol     |  |
          --------------------------------------------------------------------------------

          _____
         | [Moldball Virus]                [ 149 ]                              (MORBOL)|
         |================================================================================|
         | neutral  | CBG: - |  MP:   0  | Target becomes a Morbol                       |
         | REFL: -  |  CM: - | CTR:   0  | Success% = (MA + 5) if target's base class |
         | CALC: -  |  CF: - |  JP:   0  |  is monster or generic    _____ |
         | ELEM: -  | EVD: - | MOD:   0  |  human; 0 otherwise      |                  |  |
         |------------------------------|                          |                  |  |
```

```
| Range: 1v0 (CI) / Effect: 1      |                          | {Great Morbol}  |
  ------------------------------------------------------------------------------


  _____
| [Stab Up]                       [ 14A ]                          (BEHEMOTH)|
|============================================================================|
| physical | CBG: + |  MP:   0  | Damage = PA * [PA * (Br/100)]               |
| REFL: -  | CM: -  | CTR:   0  | Critical hit possible                      |
| CALC: -  | CF: +  | JP:    0  |                        _____|
| ELEM: -  | EVD: + | MOD:   2  |                       | Behemoth           |
|-----------------------------|                         | King Behemoth      |
| Range: 1v2 (CI) / Effect: 1     |                     | Dark Behemoth      |
  ------------------------------------------------------------------------------


  _____
| [Sudden Cry]                    [ 14A ]                          (BEHEMOTH)|
|============================================================================|
| physical | CBG: + |  MP:   0  | Damage = PA * [(PA + 2) / 2]                |
| REFL: -  | CM: -  | CTR:   0  | Add: Dead (20-25%)                         |
| CALC: -  | CF: -  | JP:    0  | Critical hit possible  _____|
| ELEM: -  | EVD: + | MOD:   2  |                       | Behemoth           |
|-----------------------------|                         | King Behemoth      |
| Range: 1v0 (CI) / Effect: 1     |                     | Dark Behemoth      |
  ------------------------------------------------------------------------------


  _____
| [Hurricane]                     [ 14C ]                          (BEHEMOTH)|
|============================================================================|
| magical  | CBG: - |  MP:   0  | Damage = RU{(Target_MaxHP * 34) / 100}     |
| REFL: -  | CM: -  | CTR:   0  |   Damage is not subject to modifiers except|
| CALC: -  | CF: -  | JP:    0  |   for elemental Weak,  _____|
| ELEM: A  | EVD: - | MOD:   6  |   Half, and Cancel.   |                    |
|-----------------------------| Success% = MA + 50      | {King Behemoth}    |
| Range: 4 / Effect: 3v2          |                     |                    |
  ------------------------------------------------------------------------------


  _____
| [Ulmaguest]                     [ 14D ]                          (BEHEMOTH)|
|============================================================================|
| neutral  | CBG: - |  MP:   0  | Damage = (Caster_MaxHP - Caster_CurrentHP) |
| REFL: -  | CM: -  | CTR:   0  | Damage is unaffected by Zodiac and other   |
| CALC: -  | CF: -  | JP:    0  |   modifiers.          _____|
| ELEM: -  | EVD: - | MOD:   0  |                       |                    |
|-----------------------------|                         |                    |
| Range: 4 / Effect: 3v1          |                     | {Dark Behemoth}    |
  ------------------------------------------------------------------------------


  _____
| [Giga Flare]                    [ 14E ]                          (BEHEMOTH)|
|============================================================================|
| magical  | CBG: - |  MP:   0  | Damage = MA * 7                            |
| REFL: -  | CM: -  | CTR:   0  |                                            |
| CALC: -  | CF: -  | JP:    0  |                        _____|
| ELEM: -  | EVD: - | MOD:   5  |                       | {Behemoth}         |
|-----------------------------|                         |                    |
| Range: 4 / Effect: 3v0          |                     |                    |
  ------------------------------------------------------------------------------


  _____
| [Dash]                          [ 14F ]                            (DRAGON)|
|============================================================================|
| physical | CBG: + |  MP:   0  | Damage = PA * [(PA * (Br/100)]             |
| REFL: -  | CM: -  | CTR:   0  | Critical hit possible                      |
| CALC: -  | CF: +  | JP:    0  |                        _____|
| ELEM: -  | EVD: + | MOD:   2  |                       | Dragon             |
|-----------------------------|                         | Blue Dragon        |
```

```
| Range: 1v2 (CI) / Effect: 1    |                         |   Red Dragon   |
 -------------------------------------------------------------------------------

 _____
| [Tail Swing]                    [ 150 ]                             (DRAGON)|
|=============================================================================|
| physical | CBG: + |  MP:   0   | Damage = PA * (1..15)                       |
| REFL: -  | CM: -  | CTR:   0   |  (Damage forecast = PA * 8)                 |
| CALC: -  | CF: -  | JP:    0   | Causes knockback (~50%)  _____|
| ELEM: -  | EVD: + | MOD:   2   |                         | {Dragon}          |
|------------------------------|                          |                   |
| Range: 1v2 (CI) / Effect: 1    |                         |                   |
 -------------------------------------------------------------------------------

 _____
| [Ice Bracelet]                  [ 151 ]                             (DRAGON)|
|=============================================================================|
| magical  | CBG: - |  MP:   0   | Damage = MA * 5                             |
| REFL: -  | CM: -  | CTR:   0   |  NB: This is the monster version. The       |
| CALC: -  | CF: -  | JP:    0   |      Dragoner's version [0F8] uses a        |
| ELEM: I  | EVD: + | MOD:   5   |      different formula.  _____|
|------------------------------|                          |                   |
| Range: 2v2 (4 directions, CI)  |                         |   Blue Dragon     |
| Effect: 1 (LOS)                |                         |                   |
 -------------------------------------------------------------------------------

 _____
| [Fire Bracelet]                 [ 152 ]                             (DRAGON)|
|=============================================================================|
| magical  | CBG: - |  MP:   0   | Damage = MA * 5                             |
| REFL: -  | CM: -  | CTR:   0   |  NB: This is the monster version. The       |
| CALC: -  | CF: -  | JP:    0   |      Dragoner's version [0F9] uses a        |
| ELEM: F  | EVD: + | MOD:   5   |      different formula.  _____|
|------------------------------|                          |                   |
| Range: 2v2 (4 directions, CI)  |                         |                   |
| Effect: 1 (LOS)                |                         | {Red Dragon}      |
 -------------------------------------------------------------------------------

 _____
| [Thnder Brcelet]                [ 153 ]                             (DRAGON)|
|=============================================================================|
| magical  | CBG: - |  MP:   0   | Damage = MA * 5                             |
| REFL: -  | CM: -  | CTR:   0   |  NB: This is the monster version. The       |
| CALC: -  | CF: -  | JP:    0   |      Dragoner's version [0FA] uses a        |
| ELEM: L  | EVD: + | MOD:   5   |      different formula.  _____|
|------------------------------|                          |                   |
| Range: 2v2 (4 directions, CI)  |                         | {Blue Dragon}     |
| Effect: 1 (LOS)                |                         |   Red Dragon      |
 -------------------------------------------------------------------------------

 _____
| [Triple Attack]                 [ 154 ]                             (HYDRA)|
|=============================================================================|
| physical | CBG: + |  MP:   0   | Damage = PA * [(PA * (Br/100)]              |
| REFL: -  | CM: -  | CTR:   0   | Critical hit possible                       |
| CALC: -  | CF: + | JP:    0   |                                             |
| ELEM: -  | EVD: + | MOD:   2   |                          _____|
|------------------------------|                          | Hyudra            |
| Range: 1v1 (CI)                |                         | Hydra             |
| Effect: 1 (x3 directions) v1   |                         |                   |
 -------------------------------------------------------------------------------

 _____
| [Triple Bracelet]               [ 155 ]                             (HYDRA)|
|=============================================================================|
| magical  | CBG: - |  MP:   0   | Damage = RU{Target_MaxHP / 2}               |
```

```
| REFL: - | CM: - | CTR:  0 |     Damage is not subject to modifiers.    |
| CALC: - | CF: - | JP:  0 | Success% = MA + 120                        |
| ELEM: - | EVD: + | MOD:  0 |                        _____   |
|-------------------------------|                      | {Hyudra}        |
| Range: 2v2 (4 directions, CI) |                      |                 |
| Effect: 2 (x3 directions) v2  |                      |   Tiamat        |
 -------------------------------------------------------------------------

 -------------------------------------------------------------------------
| [Triple Thunder]              [ 156 ]                          (HYDRA)|
|=========================================================================|
| magical  | CBG: - |  MP:  0 | Damage = MA * [(MA + 12) / 2]             |
| REFL: -  | CM: - | CTR:  0 | Triple Thunder will strike random panels in|
| CALC: -  | CF: - |  JP:  0 |   its effect area, and    _____|
| ELEM: L  | EVD: - | MOD:  5 |   will strike 3 times.   |                 |
|-------------------------------|   Each strike affects    | {Hydra}        |
| Range: 4 (CI) / Effect: 2v0   |   one panel.             |  Tiamat        |
 -------------------------------------------------------------------------

 -------------------------------------------------------------------------
| [Triple Flame]                [ 157 ]                          (HYDRA)|
|=========================================================================|
| magical  | CBG: - |  MP:  0 | Damage = MA * [(MA + 24) / 2]             |
| REFL: -  | CM: - | CTR:  0 | Triple Flame will strike random panels in  |
| CALC: -  | CF: - |  JP:  0 |   its effect area, and    _____|
| ELEM: F  | EVD: - | MOD:  5 |   will strike 3 times.   |                 |
|-------------------------------|   Each strike affects    |  Hydra         |
| Range: 4 (CI) / Effect: 2v0   |   one panel.             |  Tiamat        |
 -------------------------------------------------------------------------

 -------------------------------------------------------------------------
| [Dark Whisper]                [ 158 ]                          (HYDRA)|
|=========================================================================|
| magical  | CBG: - |  MP:  0 | Damage = MA * [(MA + 1) / 2]              |
| REFL: -  | CM: - | CTR:  0 | Add: Sleep or Dead (5 to 6%)              |
| CALC: -  | CF: - |  JP:  0 | Dark Whisper will strike random panels in  |
| ELEM: D  | EVD: - | MOD:  5 |   its effect area, and    _____|
|-------------------------------|   will strike 6 times.   |                 |
| Range: 4 (CI)                 |   Each strike affects    |                 |
| Effect: 2v0                   |   one panel.             | {Tiamat}       |
 -------------------------------------------------------------------------

 -------------------------------------------------------------------------
| [Snake Carrier]               [ 159 ]                      DARK CLOUD |
|=========================================================================|
| physical | CBG: + |  MP:  0 | Damage = PA * [(PA + 5) / 2]              |
| REFL: -  | CM: - | CTR:  0 |                                           |
| CALC: -  | CF: - |  JP:  0 |                                           |
| ELEM: -  | EVD: + | MOD:  2 |                                           |
|-------------------------------|                                           |
| Range: 1v2 (CI) / Effect: 1   |                                           |
 -------------------------------------------------------------------------

 -------------------------------------------------------------------------
| [Poison Frog]                 [ 15A ]                      DARK CLOUD |
|=========================================================================|
| neutral  | CBG: - |  MP:  0 | Add: Poison, Frog                         |
| REFL: -  | CM: - | CTR:  0 | Success% = 100                            |
| CALC: -  | CF: - |  JP:  0 |                                           |
| ELEM: -  | EVD: - | MOD:  0 |                                           |
|-------------------------------|                                           |
| Range: 4 / Effect: 3v1 (CI)   |                                           |
 -------------------------------------------------------------------------

 -------------------------------------------------------------------------
| [Midgar Swarm]                [ 15B ]                      DARK CLOUD |
```

```
|==============================================================================|
| magical  | CBG: - |  MP:   0  | Damage = MA * 24                            |
| REFL: -  | CM: -  | CTR:  10  |                                             |
| CALC: -  | CF: -  |  JP:   0  |                                             |
| ELEM: -  | EVD: - | MOD:   5  |                                             |
|------------------------------|                                             |
| Range: 4 / Effect: 3v2       |                                             |
 ------------------------------------------------------------------------------

 _____
| [Lifebreak]                  [ 15C ]                            DARK MAGIC  |
|==============================================================================|
| neutral  | CBG: - |  MP:   0  | Damage = (Caster_MaxHP - Caster_CurrentHP)  |
| REFL: -  | CM: -  | CTR:   2  | This damage is not affected by Zodiac       |
| CALC: -  | CF: -  |  JP:   0  |   compatibility or other modifiers.         |
| ELEM: -  | EVD: - | MOD:   0  |                                             |
|------------------------------|                                             |
| Range: 4 / Effect: 1         |                                             |
 ------------------------------------------------------------------------------

 _____
| [Nanoflare]                  [ 15D ]                           NIGHT MAGIC  |
|==============================================================================|
| magical  | CBG: - |  MP:   0  | Damage = MA * [(MA + 5) / 2]                |
| REFL: -  | CM: -  | CTR:   5  |                                             |
| CALC: -  | CF: -  |  JP:   0  |                                             |
| ELEM: -  | EVD: - | MOD:   5  |                                             |
|------------------------------|                                             |
| Range: 4 / Effect: 3v1       |                                             |
 ------------------------------------------------------------------------------

 _____
| [Grand Cross]                [ 15E ]                        COMPLETE MAGIC  |
|==============================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Petrify, Darkness, Confusion,          |
| REFL: -  | CM: -  | CTR:   5  |      Berserk, Frog, Poison, Slow, Sleep      |
| CALC: -  | CF: -  |  JP:   0  | Grand Cross has a 25% chance of adding       |
| ELEM: -  | EVD: - | MOD:   0  |   each status ailment; each status is        |
|------------------------------|   treated as an independent event.          |
| Range: 4 / Effect: 3v2 enemy |                                             |
 ------------------------------------------------------------------------------

 _____
| [Destroy]                    [ 15F ]                                 WORK  |
|==============================================================================|
| neutral  | CBG: - |  MP:   0  | Damage to target: PA * 10                   |
| REFL: -  | CM: -  | CTR:   0  | Damage to caster: [(PA * 10) / 8]           |
| CALC: -  | CF: -  |  JP:   0  |                                             |
| ELEM: -  | EVD: - | MOD:   7  |                                             |
|------------------------------|                                             |
| Range: 1v2 (CI) / Effect: 1  |                                             |
 ------------------------------------------------------------------------------

 _____
| [Compress]                   [ 160 ]                                 WORK  |
|==============================================================================|
| neutral  | CBG: - |  MP:   0  | Damage to target: PA * 12                   |
| REFL: -  | CM: -  | CTR:   0  | Damage to caster: [(PA * 12) / 6]           |
| CALC: -  | CF: -  |  JP:   0  |                                             |
| ELEM: -  | EVD: - | MOD:   7  |                                             |
|------------------------------|                                             |
| Range: 1v2 (CI) / Effect: 1  |                                             |
 ------------------------------------------------------------------------------

 _____
| [Dispose]                    [ 161 ]                                 WORK  |
```

```
|===========================================================================|
| neutral  | CBG: - |  MP:   0  | Damage to target: PA * 10                 |
| REFL: -  | CM: -  | CTR:   0  | Damage to caster: [(PA * 10) / 4]         |
| CALC: -  |  CF: - |  JP:   0  |                                           |
| ELEM: -  | EVD: - | MOD:   7  |                                           |
|------------------------------|                                           |
| Range: 8 (CI) / Effect: 1    |                                           |
 ---------------------------------------------------------------------------
 _____
| [Crush]                         [ 162 ]                            WORK   |
|===========================================================================|
| neutral  | CBG: - |  MP:   0  | Damage to target: PA * 16                 |
| REFL: -  | CM: -  | CTR:   0  | Damage to caster: [(PA * 16) / 4]         |
| CALC: -  |  CF: - |  JP:   0  |                                           |
| ELEM: -  | EVD: - | MOD:   7  |                                           |
|------------------------------|                                           |
| Range: 1v0 (CI) / Effect: 1  |                                           |
 ---------------------------------------------------------------------------
 _____
| [Energy]                        [ 163 ]                          BYBLOS  |
|===========================================================================|
| neutral  | CBG: - |  MP:   0  | Restores RU{C_MaxHP / 2} HP to target;    |
| REFL: -  | CM: -  | CTR:   0  | Deals RU{C_MaxHP / 4} damage to caster    |
| CALC: -  |  CF: - |  JP:   0  | This damage is not affected by Zodiac or  |
| ELEM: -  | EVD: - | MOD:   0  |  other modifiers.                         |
|------------------------------|                                           |
| Range: 4 (CI) / Effect: 1    |                                           |
 ---------------------------------------------------------------------------
 _____
| [Parasite]                      [ 164 ]                          BYBLOS  |
|===========================================================================|
| neutral  | CBG: - |  MP:   0  | Add: Petrify, Darkness, Confusion,        |
| REFL: -  | CM: -  | CTR:   0  |      Silence, Oil, Frog, Poison, Sleep    |
| CALC: -  |  CF: - |  JP:   0  | Parasite has a 25% chance of adding each  |
| ELEM: -  | EVD: - | MOD:   0  |  status ailment; each status is treated   |
|------------------------------|  as an independent event.                 |
| Range: 4 (CI) / Effect: 1    |                                           |
 ---------------------------------------------------------------------------



_____
[3.4] magic constants: damage
      =====================================================================


The next few sections distill some of the more useful pieces of information
from section 3.3 into a more condensed format. Here is a list of every spell
in the game that uses the common faith-based damage formula:
```

$$damage = [(MA * CFa * TFa * Q)/10000]$$

```
The chart lists each spell's value for Q, the MP cost, and a few other
parameters. It's in alphabetical order for easy eyeballing.

LEGEND
------
Q-VALUE : constant which determines strength of spell.  See [3.1].
MP : amount of MP that must be expended to cast the spell
ELE : elemental attributes of the spell:
     F: fire  L: lightning   H: holy  W: water  U: undead reversal
     I: ice   A: wind (air)  D: dark  E: earth  -: no elemental
```

```
CM? : 'x' indicates that the spell can be countered with Counter Magic
REF : 'x' indicates that the spell will be reflected by Reflect status
CAL : 'x' indicates that the spell can be Calculated
R/E : the spell's range and effect
EV? : 'x' indicates the spell's can be avoided with a unit's magic evasion


SPELL ....... Q = | MP |CTR |ELE|CM?|REF|CAL| R/E    |EV?
===========================================================
All-ultima ... 55 | 50 | 15 | - |   |   |   | 5/4v3  |
Bahamut ...... 46 | 60 | 10 | - |   |   |   | 4/4v3e |
Bio .......... 12 |  8 |  3 | - | x | x |   | 4/2v3  | x
Bio 3 ........ 24 | 24 |  6 | - | x | x |   | 4/3v3  | x
Bolt  ........ 14 |  6 |  4 | L | x | x | x | 4/2v1  | x
Bolt 2 ....... 18 | 10 |  5 | L | x | x | x | 4/2v2  | x
Bolt 3 ....... 24 | 24 |  7 | L | x | x | x | 4/2v3  | x
Bolt 4 ....... 32 | 48 | 10 | L |   |   |   | 4/3v3  | x
Cure ......... 14 |  6 |  4 | U |   | x | x | 4/2v1  |
Cure 2 ....... 20 | 12 |  5 | U |   | x | x | 4/2v1  |
Cure 3 ....... 30 | 16 |  7 | U |   | x | x | 4/2v2  |
Cure 4 ....... 40 | 20 | 10 | U |   |   |   | 4/2v3  |
Cyclops ...... 50 | 62 |  9 | A |   |   |   | 4/3v2e |
Dark Holy .... 37 | 40 |  7 | D | x |   |   | 4/1    |
Fairy ........ 24 | 24 |  4 | U |   |   |   | 4/3v2a |
Fire ......... 14 |  6 |  4 | F | x | x | x | 4/2v1  | x
Fire 2 ....... 18 | 12 |  5 | F | x | x | x | 4/2v2  | x
Fire 3 ....... 24 | 24 |  7 | F | x | x | x | 4/2v3  | x
Fire 4 ....... 32 | 48 | 10 | F |   |   |   | 4/3v3  | x
Flare ........ 46 | 60 |  7 | - | x | x | x | 5/1    | x
Flare 2 ...... 38 | 35 |  4 | - |   |   |   | 4/2v3e |
Holy ......... 50 | 56 |  6 | H | x | x | x | 5/1    |
Ice .......... 14 |  6 |  4 | I | x | x | x | 4/2v1  | x
Ice 2 ........ 18 | 12 |  5 | I | x | x | x | 4/2v2  | x
Ice 3 ........ 24 | 24 |  7 | I | x | x | x | 4/2v3  | x
Ice 4 ........ 32 | 48 | 10 | I |   |   |   | 4/3v3  | x
Ifrit ........ 24 | 24 |  4 | F |   |   |   | 4/3v2e |
Leviathan .... 38 | 48 |  9 | W |   |   |   | 4/4v3e |
Melt ......... 38 | 70 |  7 | F | x |   |   | 4/4v3  |
Meteor ....... 60 | 70 | 15 | - | x |   |   | 4/4v3  |
Moogle ....... 12 |  8 |  2 | U |   |   |   | 4/3v2a |
Odin ......... 40 | 50 |  9 | - |   |   |   | 4/4v3e |
Quake ........ 39 | 70 |  7 | E | x |   |   | 4/4v3  |
Ramuh ........ 24 | 24 |  4 | L |   |   |   | 4/3v2e |
Salamander ... 38 | 48 |  9 | F |   |   |   | 4/3v2e |
Shiva ........ 24 | 24 |  4 | I |   |   |   | 4/3v2e |
Titan ........ 28 | 30 |  5 | E |   |   |   | 4/3v2e |
Tornado ...... 37 | 70 |  7 | A | x |   |   | 4/4v3  |
Ultima 09A ... 23 | 10 |  5 | - |   |   |   | 4/2v1  |
Ultima 0E5 ... 30 | 25 |  7 | - |   |   |   | 4/3v3  |
Zodiac ....... 96 | 99 | 10 | - |   |   |   | 4/4v3e |
```

_____
[3.5] magic constants: effects
      =====================================================================


Magic that depends on faith and causes a special effect -- such as a status
abnormality, a reduction in stats, or a reduction in HP by a set percentage --
is governed by this equation:


$$\text{base success\%} = [CFa/100 * TFa/100 * (MA + Y)]$$

where Y is a percentage multiplier specific to the spell, CFa is the caster's
Faith, and TFa is the target's Faith.

These spells are subject to all of the MOD 6 modifications listed in 3.2.
If the spell is subject to evasion (marked with an 'e' in the chart below),
then the base success percentage will be multiplied by the target's magic
evasion factor to determine the final success percentage.

Values of Y range from 100 to 250, while MA is usually less than 30, so
MA is not that crucial to the success of these spells -- Faith is much more
important. Because of this, effect magic makes a good secondary skill for
a high-Faith unit in a job with low MA.

The chart below allows quick comparisons of all the game's effect magic.
For more details in each spell, look it up in section 3.3 by searching for
the spell name within [square brackets].


LEGEND
------
Y   : constant used in determining the success rate of the spell
MP  : MP cost of the spell
CTR : charge time of the spell, in clockticks
CM  : 'c' indicates that the spell can be countered with Counter Magic
RF  : 'r' indicates that the spell will be reflected by Reflect status
CA  : 'a' indicates that the spell can be calculated
EV  : 'e' indicates that the spell can be evaded with magic evade

For any spells of this type that cause damage, the damage is unaffected
by Protect, Shell, Magic AttackUP and Magic DefendUP, but the success
rate is affected.

```
SPELL NAME        Y   MP CTR CM RF CA EV  RESULTS {Range/Effect}
--------------   ---  -- --- -- -- -- --  ------------------------------------
Aspel            200   2   0              e  Drain RU{T_MaxMP / 4} {4/1}
Berserk          180  16   0              e  Add: Berserk {4/1}
Bio 2 (0CD)      110  16   5  c  r        e  Add: Frog {4/2v3}
Bio 2 (0CE)      110  16   5  c  r        e  Add: Slow {4/2v3}
Bio 2 (0CF)      120  16   5  c  r        e  Add: Silence {4/2v3}
Bio 2 (0D0)      110  16   5  c  r        e  Add: Petrify {4/2v3}
Blind (02E)      200   4   2  c  r  a     e  Add: Darkness {4/2v1}
Blind (0EA)      220   6   0              e  Add: Darkness {4/1}
Blind 2          200  35   4                 Add: Darkness {4/2v3e}
Blind Rage       120  16   5  c  r  a     e  Add: Berserk {4/1}
Break            180  24   0              e  Add: Petrify
Carbunkle        150  30   4                 Add: Reflect {4/3v2a}
Chicken          200  12   0              e  Target's Brave -50
Confuse          190  14   0              e  Add: Confusion {4/1}
Confuse 2        160  35   4                 Add: Confusion {4/2v3e}
Confusion Song   130  20   5  c  r  a     e  Add: Confusion {4/1}
Death            100  24  10  c  r  a     e  Add: Dead, Damage: (T_MaxHP) {4/1}
Deathspell 2     200  20   4                 Cancel neg. status (see 3.3) {4/1}
Demi             190  24   6  c  r  a     e  RU{T_MaxHP / 4} damage {4/2v1}
Demi 2           120  50   9  c  r  a     e  RU{T_MaxHP / 2} damage {4/2v3}
Despair          200  20   0              e  Cancel pos. status (see 3.3) {4/1}
Despair 2        200   0   7                  Cancel pos. status (see 3.3) {4/3v3e}
Dispel Magic     200  34   3  c        a     Cancel neg. status (see 3.3) {4/1}
Don't Act        200  14   0              e  Add: Don't Act {4/1}
Don't Move       190  10   3  c  r  a     e  Add: Don't Move {3/2v1}
```

```
Doubt Faith      150   6   4  c  r  a     Add: Innocent {4/1}
Drain            200  12   0           e  Drain RU{T_MaxHP / 4} {4/1}
Esuna            190  18   3     r  a     Cancel neg. status (see 3.3) {3/2v2}
Faith            200  10   0  c  r  a     Add: Faith {4/1}
Float            140   8   2     r  a     Add: Float {4/2v1}
Foxbird          140  20   4  c  r  a  e  Target's Brave -30 {4/1}
Frog             120  12   5  c  r  a  e  Add: Frog {3/1}
Golem            200  40   3              Absorbs damage (see 3.3) {all allies}
Gravi 2          160  35   4              Damage: T_CurHP - 1 {4/2v3e}
Haste            180   8   2     r  a     Add: Haste {3/2v0}
Haste 2          240  30   7              Add: Haste {4/2v3}
Innocent         200  10   0           e  Add: Innocent {4/1}
Lich             160  40   9              Damage: RU{T_MaxHP / 2} {4/3v2e}
Life Drain       160  16   2  c           Drain RU{MaxHP/4} {4/1}
MBarrier         200  30   4              Add: Pro, Shl, Hst, Rgn, Rer {5/1}
Magic Ruin       250  20   3              Damage to MP: RU{T_MaxMP / 2} {4/2v0}
Mind Ruin        250  20   3              Target's MA -5 {4/2v0}
Mute             200   0   7              Damage to MP: (T_CurMP) {4/3v2}
Paralyze         185  10   5  c  r  a  e  Add: Don't Act {4/2v0}
Petrify          120  16   9  c  r  a  e  Add: Petrify {4/1}
Poison           160   6   3  c  r  a  e  Add: Poison {4/2v2}
Power Ruin       250  20   3              Target's PA -5 {4/2v0}
Pray Faith       150   6   4     r  a     Add: Faith {4/1}
Protect          200   6   4     r  a     Add: Protect {3/2v0}
Protect 2        120  24   7              Add: Protect {3/2v3}
Quick            140  24   4  c  r        Add: Quick {3/1}
Raise            180  10   4     r  a     Cancel: Dead, restore half HP {4/1}
Raise 2          160  20  10     r  a     Cancel: Dead, restore all HP {4/1}
Reflect          180  12   2     r  a     Add: Reflect {3/1}
Regen            170   8   4     r  a     Add: Regen {3/2v0}
Reraise          140  16   7     r  a     Add: Reraise {3/1}
Return 2         200   0   7              Target's CT set to zero {4/3v2e}
Shell            200   6   4     r  a     Add: Shell {3/2v0}
Shell 2          120  20   7     r  a     Add: Shell {3/2v3}
Silence Song     180  16   3  c  r  a  e  Add: Silence {4/2v1}
Silence          200  16   0           e  Add: Silence {4/1}
Silf             150  26   5              Add: Silence {4/3v2e}
Sleep (03A)      170  24   6  c  r  a  e  Add: Sleep {4/2v1}
Sleep (0F6)      190  20   0           e  Add: Sleep {4/1}
Sleep 2          150  35   4              Add: Sleep {4/2v3e}
Slow             180   8   2  c  r  a  e  Add: Slow  {3/2v0}
Slow 2           240  30   7  c        e  Add: Slow  {4/2v3}
Speed Ruin       250  20   3              Target's Speed -3 {4/2v0}
Spell Absorb     160   2   2  c           Drain RU{T_MaxMP * 33/100} {4/1}
Stop             110  14   7  c  r  a  e  Add: Stop  {3/2v0}
Toad 2           160  35   4              Add: Frog {4/2v3e}
Wall             140  24   4     r  a     Add: Protect, Shell {3/1}
Zombie (033)     100  20   5  c  r  a  e  Add: Undead {4/1}
Zombie (0EF)     190  14   0           e  Add: Undead {4/1}
```

_____
[3.6] battle skill
      =========================================================================


BATTLE SKILL directives are physical attacks, even if shot from a magical gun.
For the equipment breaks, the formula is


              success% =  (Caster's PA + WP + K) * (evasion factor)

```
where K is a command-specific constant:

COMMAND          RESULT                   K
------------     ---------------------    --
Head Break       Breaks target's helmet   45
Armor Break      Breaks target's armor    40
Shield Break     Breaks target's shield   55
Weapon Break     Breaks target's weapon   30


If the caster is not equipped with a weapon, WP = 0.


For the stat breaks, the formula is,


           success% =  (Caster's PA + K) * (evasion factor)


where K is a command-specific constant:


COMMAND          RESULT                      K
------------     ------------------------    --
Magic Break      damage to MP: RU{MaxMP/2}   50
Speed Break      Speed -2                    50
Power Break      PA -3                       50
Mind Break       MA -3                       50


If a BATTLE SKILL is targeted on a type of item that the target is not
equipped with, an ATTACK directive will be executed instead of the
BATTLE SKILL. The evasion factor is present even if the BATTLE SKILL
is shot out of a gun. BATTLE SKILLs are MOD 3 attacks and are subject
to all the modifications listed in 3.2.




_____
[3.7] steal
     ===================================================================


STEAL directives, except Steal Heart, are physical attacks with the
following success formula:


           success% =  (Caster's Speed + K) * (evasion factor)


K is a constant that varies for the different STEAL commands:


COMMAND          K  EVADE  NOTES
---------------  ---  -----  -----------------------------------
Steal Helmet     40   yes
Steal Armor      35   yes
Steal Shield     35   yes
Steal Weapon     30   yes
Steal Accessory  40   yes
Steal Exp.       70   no    exp stolen = min{C_Sp + 5, T_Exp}
Gil Taking       90   yes   gil taken = C_Lv * C_Sp
------------------------------------------------------------
Steal Heart      --   no    neutral MOD 1: success% = C_MA + 50


All of the above attacks are subject to MOD 4 modifiers (see section 3.2
for details).


Evasion applies to all STEAL attacks except Steal Exp. and Steal Heart.
Steal Heart uses a different scheme entirely (it is a neutral attack,
not subject to evade, with base success percent equal to caster's MA + 50).
```

_____

[3.8] punch art
      =====================================================================

PUNCH ART commands are physical attacks -- even Secret Fist, which uses MA in
its success formula. For formulas that use PA more than once, the instance of
PA that is modified is marked with a '!'. Spin Fist, Repeating Fist, Wave Fist,
and Earth Slash can all score critical hits (~5% rate).

```
COMMAND            RESULT                                     MOD EVADE
-------            ------------------------------------------ --- -----
Spin Fist          damage = PA! * [PA / 2]                     2  yes
Repeating Fist     damage = (1..9) * (PA! + [PA / 2])          2  yes
Wave Fist          damage = PA! * ([PA / 2] + 1)               2  yes
Earth Slash        damage = PA! * [PA / 2]    {earth}          2  no
Secret Fist        success% = MA + 50                          3  no
Stigma Magic       success% = PA + 120                         3  no
Chakra             recovery = (5 * PA) HP; [(5 * PA) / 2] MP   2  no
Revive             success% = PA+70; recovery = RU{T_MaxHP/5}  3  no
```

_____

[3.9] draw out
      =====================================================================

Damage-causing DRAW OUT skills are magical attacks, while Murasame and the
status-adding DRAW OUT skills are neutral attacks. Here are the damage
formulas:

```
SKILL NAME         RESULT {range/effect}
--------------     ------------------------------------------------------------
Asura              Damage: 8 * MA {A/3v3e}
Koutetsu           Damage: 12 * MA {A/3v3e}
Bizen Boat         Damage to MP = 4 * MA {A/3v3e}
Murasame           Restore HP: 12 * MA {A/3v3a}, unaffected by compatibility
Heaven's Cloud     Damage: 14 * MA, ~25% add: Slow {A/3v3e}
Kiyomori           Add: Protect and Shell (100%) {A/3v3a}
Muramasa           Damage: 18 * MA, ~25% add: Confusion/Death Sentence {A/3v3e}
Kikuichimoji       Damage: 16 * MA {4dir/8v3e}
Masamune           Add: Regen and Haste (100%) {A/3v3a}
Chirijiraden       Damage: 30 * MA {A/3v3e}
```

Damage-causing DRAW OUT attacks are MOD 5, while Murasame, Kiyomori, and
Masamune are MOD 0 (see section 3.3 for details).

DRAW OUT attacks have a 100% success rate and ignore evade percentages.

When you use a DRAW OUT attack, one of the corresponding katana in your
inventory may break. The probability of this happening is approximately 15%
(thanks to Goryus for this number). You must have at least 1 of the
corresponding katana in your inventory (unequipped) in order to use any
DRAW OUT attack.

_____

[3.10] talk skill
      =====================================================================

For TALK SKILL commands, the base success rate is equal to (Caster's MA + K),
where K is an attribute of each TALK SKILL command:

```
COMMAND          K    EFFECT
-------------    --   ----------------------------------------
Invitation       20   Add: Invite
Persuade         30   Target's CT set to zero
Praise           50   Target's Brave +4
Threaten         90   Target's Brave -20
Preach           50   Target's Faith +4
Solution         90   Target's Faith -20
Death Sentence   30   Add: Death Sentence
Negotiate        90   Steal ((Caster's Lv) * (Caster's Speed)) gil
Insult           40   Add: Berserk
Mimic Daravon    40   Add: Sleep
```

Despite using MA, TALK SKILL attacks are neutral MOD 1 attacks (see section
3.2 for details), and cannot be evaded.

TALK SKILL will have a 00% success rate if the target has Sleep status,
and cannot be used if the caster has Silence status.

TALK SKILL will miss on monsters unless the caster has the Monster Talk
support ability (Mediators have this inherently).

_____

[3.11] sword skills
       =======================================================================

These include attacks from the DARK SWORD, HOLY SWORD, and MIGHTY SWORD
skillsets. They are MOD 2 physical attacks with base damage determined as
follows:

$$damage = PA * (WP + K)$$

```
COMMAND          K   ADDITIONAL EFFECTS
--------------   -   ------------------------------------------------------
Dark Sword       0   MP drain
Night Sword      0   HP drain (undead reversal)
------------------------------------------------------------------------
Stasis Sword     2   Add: Stop (25%)
Crush Punch      2   Add: Dead (25%)
Split Punch      3   Add: Death Sentence (25%)
Lightning Stab   4   Add: Silence (25%)
Holy Explosion   5   Add: Confusion (25%)
------------------------------------------------------------------------
Shellbust Stab   0   Break target's equipped as armor (100%)
Blastar Punch    0   Break target's helmet (100%)
Hellcry Punch    0   Break target's weapon (100%)
Icewolf Bite     0   Break target's acccessory (100%)
```

DARK SWORD will drain (PA * WP) regardless of the target's current HP/MP
total -- i.e., you can drain more HP/MP than the target has remaining.

MIGHTY SWORD breaks the item in question 100% of the time, and has a
0% success rate if the target is not equipped with an appropriate item
for the MIGHTY SWORD skill to break. Consequently, all monsters are
unaffected by MIGHTY SWORD.

```
Sword skills are not affected by evade percentages. Tthey will
always succeed (except for MIGHTY SWORD, which will never succeed
if the target is not equipped with the type of equipment that the
skill breaks).

Despite what the in-game help says, all sword skills are WEAPON-ELEMENTAL,
meaning that they take on the elemental of the equipped weapon, if it has
any. If the equipped weapon is non-elemental, then sword skills using that
weapon are non-elemental. However, the AI thinks that HOLY SWORD skills
are Holy-elemental. You can use this to your advantage: if you wear Holy-
absorbing or nullifying equipment, then the AI will not target HOLY SWORD
skills on you.
```

_____

[3.12] truth and un-truth
    =============================================================================

```
-----
TRUTH
-----
```

The Heaven Knight's TRUTH spells are dependent on only the MA of the caster.
All TRUTH spells have a range/effect of {4/2v3} and will fire a random number
of times (between 1 and 6, inclusive) at random squares in the affected region.

| SPELL NAME | EFFECT |
| --- | --- |
| Heaven Thunder | Damage: $[(MA + 8) / 2] * MA$ (Lightning) |
| Asura | Damage: $[(MA + 9) / 2] * MA$ (Fire) |
| Diamond Sword | Damage: $[(MA + 10) / 2] * MA$ (Wind) |
| Hydragon Pit | Damage: $[(MA + 12) / 2] * MA$ (Water) |
| Space Storage | Damage: $[(MA + 6) / 2] * MA$ (may add any one of the following: Darkness, Confusion, Silence, Frog, Poison, Slow, or Sleep) |
| Sky Demon | Damage: $[(MA + 20) / 2] * MA$ (Earth) |

Space Storage will add a status ailment roughly 6.25% of the time.

```
--------
UN-TRUTH
--------
```

The Hell Knight's UN-TRUTH attacks show a reverse Faith dependence: they do
more damage when the target and caster have low Faith. We can think of the
formula in terms of a new intermediate stat, the 'faith multiplier' (FM).
Normally, FM = Fa. But for UN-TRUTH, FM = (100 - Fa).

UN-TRUTH is then a MOD 5 magical attack with damage determined by this
formula:

$$damage = [(CasterFM * TargetFM * [(MA + Q) / 2] * MA!) / 10000]$$

where CasterFM is the caster's UN-TRUTH faith multiplier (100 - Fa)
     TargetFM is the target's UN-TRUTH faith multiplier (100 - Fa)
     MA is the caster's MA
     K is a constant multiplier dependent on the spell being cast
       (see the table below for values of Q).
     ! indicates the instance of MA that is modified

The UN-TRUTH formula reveals that the real effect of Faith status is to
set FM = 100, and the real effect of Innocent status is to set FM = 0.
UN-TRUTH will do zero damage if either caster or target has Innocent
status, and any unit with Faith status acts as if they have 0 Faith as
far as UN-TRUTH is concerned (because the true effect of Faith status
is to set FM = 100).

The range and effect of all UN-TRUTH spells is the same as that of
their TRUTH counterparts:  {4/2v3}, hitting a random number of times
on random squares of the affected area.

```
SPELL NAME            Q-VALUE & OTHER PROPERTIES
------------------    ------------------------------------------------
Heaven Thunder Back   27 (Lightning)
Asura Back            30 (Fire)
Diamond Sword Back    34 (Wind)
Dragon Pit Back       40 (Water)
Space Storage Back    20 (may add: Darkness, Confusion, Silence, Frog,
                                    Poison, Slow, or Sleep)
Sky Demon Back        60 (Earth)
```

The chance of Space Storage adding a status ailment is about 6.25%.

_____
[3.13] limit
      =================================================================

The Soldier's LIMIT skillset consists mostly of MOD 5 magical attacks. Unlike
most charging magical attacks, though, LIMIT attacks can only be targeted on
panels, not on units. In addition, a Materia Blade must be equipped to use any
LIMIT skill.

```
SKILL NAME        CTR   RESULT {range/effect}                         MOD
-------------     ---   ------------------------------------------    ---
Braver              3   Damage: MA * 12 {2/1}                           5
Cross-slash         4   Damage: MA * 22 {2/2v0}                         5
Blade Beam          5   Damage: CasterMaxHP - CasterCurHP {2/1}         0
Climhazzard         7   Damage: TargetMaxHP - TargetCurHP {2/1}         0
Meteorain          10   Damage: MA * 26 {4/3v0}                         5
Finish Touch        5   Add: Stop or Petrify or Dead (100%) {3/2v0}     0
Omnislash          15   Damage: MA * 40 {3/3v0}                         5
Cherry Blossom     20   Damage: MA * 60 {3/3v0}                         5
```

```
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                          `"""

              R E A C T I O N ,   S U P P O R T ,
            &   M O V E M E N T   A B I L I T I E S
```

_____

[4.1] reaction abilities
      ========================================================================

I've divided reaction abilities into five groups, based on how they are
triggered: pseudo-support abilities, damage-triggered abilities, countergrasp
abilities, abilities activated when critical, and other abilities.

No reaction abilities will activate if the reacting unit is afflicted with
any of the following status changes: Berserk, Blood Suck, Don't Act, Sleep,
Confusion, Stop.

PSEUDO-SUPPORT ABILITIES:  These reaction abilities act more like support
abilities, in that they do not depend on Brave, nor do they require a specific
trigger to activate -- essentially, they are always active if set.  These are
good choices for low-Brave units.

    [Abandon] - 400 JP, Ninja
    This ability doubles all inherent, shield, accessory, and weapon evade
    percentages.  That is, instead of (1 - Ev), each evasion stat contributes a
    multiplier of (1 - 2*Ev) to the success percent equation for evadable
    attacks.

    [Weapon Guard] - 200 JP, Knight
    This ability enables your weapon evasion (W-EV).

DAMAGE-TRIGGERED ABILTIES:  These abilities are triggered if you receive
HP damage (including 0 damage) from any OTHER unit.  They will trigger
(Brave)% of the time.

    [A Save] - 550 JP, Dancer
    Your PA increases by 1.

    [Auto Potion] - 400 JP, Chemist
    Use a Potion (recovers 30 HP). If you have no Potions in stock, use a
    Hi-Potion (recovers 70 HP). If you have no Hi-Potions in stock, use an
    X-Potion (recovers 150 HP). If you have none of these potions in stock,
    the ability has no effect.

    [Caution] - 200 JP, Thief
    You gain Defending status. This will expire on your next active turn.

    [Damage Split] - 300 JP, Calculator
    The unit that damaged you will take RU{damage / 2} damage and you will
    recover RU{damage / 2} HP. (Will only trigger if damage > 0.)

    [Gilgame Heart] - 200 JP, Thief
    Steal (Damage * 10) gil from the enemy, where Damage is the amount of
    damage that was just done to you.

    [MA Save] - 450 JP, Bard)
    Your MA increases by 1.

    [Regenerator] - 400 JP, Priest
```

You gain Regen status. Like standard Regen, this will expire in 31
clockticks.

[Speed Save] - 800 JP, Archer
Your Speed increases by 1.

COUNTERGRASP:  So called from the two most popular reaction abilities of
this class, Counter and Blade Grasp, these attacks will be triggered by
any of the physical attacks listed below. The attack does not have to
succeed or cause damage in order for the reaction ability to activate.
Like most reaction abilities, these will activate Br% of the time.

```
            ------------LIST OF COUNTERGRASP ACTIVATORS-------------
            |=========================================================|
            |  ATTACK*           Eye Gouge         Beaking           |
            |  JUMP              Scratch           Shine Lover        |
            |  THROW             Poison Nail        Straight Dash     |
            |  CHARGE            Blood Suck**      Bite              |
            |  BATTLE SKILL      Tentacle (squid)  Shake Off         |
            |  Steal Helmet      Knife Hand        Wave Around       |
            |  Steal Armor       Sleep Touch       Tentacle (morbol) |
            |  Steal Weapon      Grease Touch      Goo               |
            |  Steal Accessry    Drain Touch       Stab Up           |
            |  Steal Shield      Zombie Touch      Sudden Cry        |
            |  Gil Taking        Snake Carrier     Dash (dragon)     |
            |  Choco Attack      Wing Attack       Tail Swing        |
            |  Tackle            Scratch Up        Triple Attack     |
            |  Goblin Punch      Beak                                |
            |                                                         |
            |  * Countergrasp reactions (except Blade Grasp) do not   |
            |    work against ATTACKs with magic guns                 |
            |  ** Vampire version of 'Blood Suck' only!               |
            ---------------------------------------------------------
```

[Blade Grasp] - 700 JP, Samurai
This ability makes the base hit percentage for Countergrasp
activators executed against you equal to (Base - YourBr) instead of
Base, where Base is the success rate of the attack before evasion
is considered.  Unlike the other Countergrasp reaction abilities,
Blade Grasp DOES work against magic guns.  Blade Grasp can only
activate once per attack, so it will at most block one of the two
hits from a Two Swords attack.  Blade Grasp is NOT considered to
be evasion, and its effects stack with those of evasion. See
section 6.6 for details.

[Brave Up] - 500 JP, Dancer
Your Br is increased by 3.

[Counter] - 300 JP, Monk
If the unit which attacked you is within range of your equipped
weapon, you will counter with an ATTACK directive. The Counter-ATTACK
can't trigger reactions (except pseudo-supports), which means it can't
be blocked by Blade Grasp.

[Counter Tackle] - 180 JP, Squire
If the unit that attacked you is within range of 'Dash', you will
counter with 'Dash'.

[Dragon Spirit] - 560 JP, Lancer
You gain Reraise status, unless you already have Reraise or are immune

to Reraise.

    [Sunken State] - 900 JP, Ninja
    You gain Transparent status, unless you are immune to Transparent.

ABILITIES ACTIVATED WHEN IN CRITICAL STATUS:  These abilities will
activate Br% of the time if you receive HP damage (including 0 damage)
from ANOTHER unit and are in Critical status after that damage
resolves. It doesn't matter whether you were Critical before the damage
was dealt.

    [Critical Quick] - 700 JP, Time Mage
    You gain Quick status -- specifically, you are tagged with a critical
    quick-flag.  This ability can be used to set up 'The Quickening',
    which allows your units to get infinite turns.  See Shinmen Takazo's
    excellent Quickening FAQ on gamefaqs.com for details.

    [HP Restore] - 500 JP, Monk
    Restore (your MaxHP - your CurrentHP) HP. (In other words,
    restore your HP to maximum.)

    [Meatbone Slash] - 200 JP, Samurai
    If the attacker is within range of your weapon, you will counter
    with 'Meatbone Slash', a neutral MOD 0 attack that deals damage
    equal to your Max HP.

    [MP Restore] - 400 JP, Summoner
    Restore (your MaxMP - your CurrentMP) MP. (In other words,
    restore your MP to maximum.)

OTHER REACTION ABILITIES:  These don't fit in any category.

    [Absorb Used MP] - 250 JP, Oracle
    Whenever another unit uses an ability that costs MP, and you are
    one of the targets, you have a Br% chance of gaining the amount
    of MP that the other unit consumed.

    [Arrow Guard] - 450 JP, Archer
    This is like Blade Grasp, but it only works on bow and crossbow
    attacks (this includes ATTACK, CHARGE, BATTLE SKILL, and SNIPE,
    with bow or crossbow equipped).  See 'Blade Grasp'.

    [Catch] - 200 JP, Thief
    If you are targeted with a THROW attack, you will catch the
    item and add it to your inventory Br% of the time. The message
    'Caught' will be displayed in red upon a successful Catch.
    Mimed THROW attacks cannot be Caught (I guess this is because no
    'real' item is consumed for a mimed THROW).

    [Counter Flood] - 300 JP, Geomancer
    If you are targeted by a Counter Flood-enabled attack (Check
    the big list (section 3.3) to see if an attack is Counter Flood-
    enabled. For the most part, these are Countergraspable attacks
    that also cause damage, plus ELEMENTAL attacks and some other
    oddballs), you will counter with an ELEMENTAL directive
    corresponding to the ground you are currently standing on,
    regardless of your assailant's distance from you and regardless of
    whether you have actually learned that ability. The ELEMENTAL
    directive will have its usual effect area, so if one of your units
    happens to be standing next to the target of Counter Flood and is

on the same height, (s)he'll be damaged too!  Like most reactions,
Counter Flood will activate Br% of the time.

[Counter Magic] - 800 JP, Wizard
If you are targeted by a magic gun or a spell that is subject to
Counter Magic (see the big list in section 3.3), you will cast that
spell back at the caster, paying the appropriate MP cost.  This
will activate Br% of the time and only if you have sufficient MP
to cast the spell.

[Distribute] - 200 JP, Calculator
If you are healed by another unit (this ability does NOT activate if
you are healing yourself!), every allied unit that does not have full
HP will gain RU{(gained_HP - (maxHP - curHP)) / N}, where gained_HP
is the magnitude of the triggering HP gain, maxHP is your maximum HP,
curHP was your current HP before the HP gain, and N is the number of
allied units that do not have full HP. (In other words, any excess
healing will be split equally (round up) among all other party
members that are not at full HP.  Note that only one unit's healing
will be shown in the animation, but all units that do not have full
HP will be healed.)  This ability will activate Br% of the time.

[Face Up] - 500 JP, Bard
If you are targeted by any Faith-based magical attack, this
ability will increase your Faith by 3. It works Br% of the time.

[Finger Guard] - 300 JP, Mediator
Base success percentage of TALK SKILL attacks executed against
you is now equal to (Base% - YourBr%).

[Hamedo] - 1200 JP, Monk
If you are targeted by an ATTACK, BATTLE SKILL, THROW, or CHARGE
directive and your attacker is within range of your weapon, the
attacker's directive will be cancelled and you will instead
execute an ATTACK directive on the attacker.  The Hamedo-ATTACK
cannot trigger reactions (except for pseudo-supports).  Note that
this only works on the above-listed commands, which means it is
useless on monsters, since they have special forms of physical
attack. (And even though Berserk units can only ATTACK, Hamedo
still doesn't work on Berserked monsters.) This ability will
trigger Br% of the time.  Note: unlike Counter, Hamedo will
activate against spell guns.

[MP Switch] - 400 JP, Time Mage
If you receive HP damage and your CurMP > 0, the damage will
instead be dealt to your MP Br% of the time.  This works on
almost _any_ source of damage, including Poison, falling damage,
and self-inflicted damage.  It does not, however, work on damage
incurred by other reaction abilities like Hamedo, Counter, and
Meatbone Slash.

[Reflect] - 200 JP, GameShark only
This has no effect.

_____
[4.2] support abilities
      =========================================================================

Unlike most reaction abilities, support abilities are always active while

they are equipped.

[Attack UP] - 400 JP, Geomancer
For physical attacks except JUMP and some others (see 3.3), the effective
value of your relevant stat XA = [XA * 4/3].  Usually, XA is PA, but it
can sometimes be MA (as in a stick ATTACK), Speed (as in a STEAL directive),
or a complex expression like [(PA + MA) / 2] (as in a dictionary ATTACK).
Check the list in section 3.3 to see whether an attack is physical.

[Concentrate] - 400 JP, Archer
Targets cannot evade your physical attacks via their evasion percentages
(P.CEV, P.SEV, P.AEV, W-EV).  Note that this does not guarantee 100% success
on attacks such as BATTLE SKILL, since these attacks can still MISS.  Targets
may also still evade using the 'Blade Grasp' and 'Arrow Guard' abilities.
Concentrate has no effect on magic evasion.

[Defend] - 50 JP, Squire
Adds the DEFEND command (add: Defending on the caster) to your action menu.

[Defense UP] - 400 JP, Oracle
For physical attacks except JUMP and some others (see 3.3), units attacking
you receive a penalty to their relevant stat XA such that XA = [XA * 2/3].
Usually, stat XA is PA, but it can sometimes be MA (as in a stick ATTACK),
Speed (as in THROW), WP (as in a gun ATTACK), or a complex expression like
[(PA + MA) / 2] (as in a dictionary ATTACK). Check the list in section 3.3
to see whether an attack is physical.

[Equip Armor] - 500 JP, Knight
You can equip armor and helmets regardless of your current job.

[Equip Axe] - 200 JP, Squire
You can equip axes regardless of your current job.

[Equip Change] - 0 JP, Chemist
Adds the EQUIP CHANGE command to your action menu.  This allows you to
change your equipment in battle.  Using EQUIP CHANGE counts as an
action.

[Equip Crossbow] - 350 JP, Archer
You can equip crossbows regardless of your current job.

[Equip Gun] - 750 JP, Mediator
You can equip guns (both regular and magical) regardless of your
current job.

[Equip Knife] - 400 JP, Samurai
You can equip katana regardless of your current job.

[Equip Shield] - 250 JP, Knight
You can equip shields regardless of your current job.

[Equip Spear] - 400 JP, Lancer
You can equip spears regardless of your current job.

[Equip Sword] - 400 JP, Knight
You can equip swords (but not knight swords) regardless of your
current job.

[Gained Exp-UP] - 350 JP, Calculator
When you receive experience for an action, you receive bonus experience

such that received Exp = earned Exp * 2.

[Gained JP-UP] - 200 JP, Squire
When you receive JP for an action, you receive bonus JP such that received
JP = [earned JP * 3/2].

[Half of MP] - 900 JP, Summoner
Any MP-using ability costs you half as many MP to use (round up).
(HalfMPCost = RU{MPCost / 2})

[Magic AttackUP] - 400 JP, Wizard
For magical attacks, the effective value of your MA = [MA * 4/3].
This does not include physical attacks (such as stick and staff ATTACK)
that use MA as their relevant stat. Check the list in section 3.3 to see
whether an attack is magical.

[Magic DefendUP] - 400 JP, Priest
For magical attacks targeting you, the effective value of the caster's
MA = [MA * 2/3].  This does not include physical attacks (such as stick and
staff ATTACK) which use MA as their relevant stat. Check the list in section
3.3 to see whether an attack is magical.

[Maintenance] - 250 JP, Chemist
Your equipment cannot be stolen or broken.  Any attack that steals or
breaks equipment will have a 0% success rate if targeted against you.

[Martial Arts] - 200 JP, Monk
Your effective XA for all physical attacks except JUMP and THROW is equal
to [XA * 3/2].  If you are not barehanded, those physical attacks that
are weapon-elemental (ATTACK, CHARGE, BATTLE SKILL, SNIPE, sword skills)
will not receive the bonus.

[Monster Skill] - 200 JP, Squire
Monsters standing on squares adjacent to you will have access to a new
skill (vertical tolerance 3).  This will have no effect if you are
Berserk, Confused, or Unable to Fight.

[Monster Talk] - 100 JP, Mediator
Enables you to target TALK SKILL on monsters, regardless of your job.

[Non-charge] - 3000 JP, GameShark only
All slow actions, except for JUMP, CHARGE, SING, and DANCE, become fast
actions.

[Secret Hunt] - 200 JP, Thief
If you kill a monster with damage from your weapon (i.e., through ATTACK,
CHARGE or Counter), you will poach it; that is, it will be transformed
into an item that you can buy at one of the Fur Shops located around Ivalice.
Items bought at the Fur Shop will be half their normal price! Also, you can
sell any item to the Fur Shop to raise some quick cash, and then later buy
it back for the same amount you sold it for!

[Short Charge] - 800 JP, Time Mage
For all slow actions except for JUMP, CHARGE, SING and DANCE,
ctr = RU{ctr/2}.

[Throw Item] - 350 JP, Chemist
Range of ITEM becomes 4/1 (line of sight), regardless of your current job.

[Train] - 450 JP, Mediator

If you strike a monster directly with your weapon (e,g., through ATTACK,
CHARGE, or Counter), and that monster is Critical after the attack
resolves, you will also add: Invite to that same monster.

[Two Hands] - 900 JP, Samurai
You are able to grip one-handed weapons with both hands, doubling
weapon power (does not apply to non-striking weapons like guns and
crossbows).  Weapon power is doubled for the ATTACK command only and
does not affect other physical attacks -- even those that employ weapons
such as JUMP, BATTLE SKILL, HOLY SWORD, DARK SWORD and MIGHTY SWORD.
(It does apply, however, to the ATTACK that results from targetting a
BATTLE SKILL on a piece of equipment that the target does not have.)

[Two Swords] - 900 JP, Ninja
You are able to equip two one-handed weapons at once.  This has some
interesting upshots -- for instance, all BATTLE SKILL, CHARGE, and
SNIPE directives are executed twice if you are carrying two weapons.
In addition, if you attack a target that has Blade Grasp set,
Blade Grasp can only block one of the two hits that you incur.  If
the first hit of a Two Sworded attack fails to connect for any
reason (evade, Blade Grasp, or inherent inaccuracy of the attack),
then the target will turn to face the attacker prior to the second
hit, and the second hit will be treated as if it were executed
from the front (i.e., all possible evade parameters will be
considered).


_____
[4.3] movement abilities
      ===================================================================


Movement abilities allow you to move about the battlefield more easily, or
activate special powers when you move.

[Any Ground] - 220 JP, Geomancer
Normally each square of flowing water you walk through costs you two movement
points instead of one.  With this ability, the movement penalty to walk through
flowing water vanishes.

[Any Weather] - 200 JP, Oracle
Normally, you can walk over marsh sqaures without suffering the water penalty.
However, if it is raining heavily in a marshland, you will face a similar
penalty -- you must use two movement points for every square of marsh you
move over.  If you have Any Weather equipped, that penalty will not take
effect.  In addition, weather effects on magic (increase in Lightning damage
and decrease in Fire damage during thunderstorms) are nullified if the caster
has Any Weather.  This is in a heated battle with Move on Lava for the title
of 'most useless ability'. And another curiosity:  the programmers gave the
Steel Giant class Any Ground and Any Weather inherent, but they also gave
it Cannot enter water inherent, making Any Ground and Any Weather completely
useless! Maybe they intended to program more weather and terrain effects
into the game but never got around to it.

[Cannot enter water] - 200 JP, inherent for several monsters)
You cannot move or stop on squares that are submerged in water.

[Float] - 540 JP, Time Mage
You float 1h above the ground. This has the same effect as the Float status,
except that it allows you to stop on lava squares (the Float status only
allows you to move, not stop, over lava).

```
[Fly] - 1200 JP, Bard and Dancer
Allows you to fly over all height differences, enemies, and obstacles.
Nullifies fall damage.

[Ignore Height] - 700 JP, Lancer
You are able to jump to any vertical height, regardless of your 'Jump'
stat.  This has no effect on the Lancer's JUMP command.

[Jump +1] - 200 JP, Archer
'Jump' stat + 1.  This has no effect on the Lancer's JUMP command.

[Jump +2] - 480 JP, Thief
'Jump' stat + 2.  This has no effect on the Lancer's JUMP command.

[Jump +3] - 1000 JP, Dancer
'Jump' stat + 3.  This has no effect on the Lancer's JUMP command.

[Move +1] - 200 JP, Squire
'Move' stat + 1.

[Move +2] - 520 JP, Thief
'Move' stat + 2.

[Move +3] - 1000 JP, Bard
'Move' stat + 3.

[Move in Water] - 420 JP, Ninja
You can move (and stop) on top of water; water is treated like
normal ground.

[Move on Lava] - 150 JP, Geomancer
You can move (and stop) on top of lava; lava is treated like
normal ground.

[Move Undrwater] - 200 JP, inherent for Mindflayer type monsters
You can move (and stop) in water up to 3h deep without penalty.

[Move-Find Item] - 100 JP, Chemist
You can extract hidden items from booby-trapped squares without
triggering the traps. Each square has two items: the odds of getting
one (usually the commoner item) are Br%, and the odds of getting the
other (usually the rarer item) are (100 - Br)%.

[Move-Get Exp] - 400 JP, Calculator
You gain 1 Exp. per panel moved, unless you are afflicted with
Berserk, Confusion, or Blood Suck status.

[Move-Get JP] - 360 JP, Calculator
You gain 2 JP per panel moved, unless you are afflicted with
Berserk, Confusion, or Blood Suck status.

[Move-HP Up] - 300 JP, Monk
Recover RU{MaxHP / 10} HP if you move at least one panel, unless
you are afflicted with Berserk, Confusion, or Blood Suck status.

[Move-MP Up] - 350 JP, Oracle
Recover RU{MaxMP / 10} MP if you move at least one panel, unless
you are afflicted with Berserk, Confusion, or Blood Suck status.
```

```
[Silent Walk] - 700 JP, GameShark only
No known effect.

[Teleport] - 600 JP, Time Mage
Able to teleport through obstacles, height differences, units, etc.
Chance of success is 100% within your Move range and decreases 10%
per extra square you move.  See section 6.7 for details.

[Teleport 2] - 0 JP, inherent for Arch Angel, Holy Angel
Teleport anywhere on the battlefield with 100% success.

[Walk on Water] - 300 JP, Samurai
Ignore water depth; all water is treated like it is 1h deep,
regardless of actual depth. (Doesn't it seem like this should be
called Move in Water, and Move in Water should be called
Walk on Water?)


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                       4NNNNNNNNNNNNNNNNNNNN)
                        "NNNNNNNNNNNNNNF
                          `"""""""""


               A B N O R M A L   S T A T U S



                        CREDITS
           ************************************************************
           > Jjukil <jjukil@excite.com> provided a lot of
             information on the Frog status.
           ************************************************************


There are five types of status alterations in Final Fantasy Tactics:
preparative, supportive, negative, damaged-derived, and miscellaneous.
Below are summaries of all the status ailments, the effects
they have on your units, and how they can be identified.

Abbrevations:
DO   - identifies a DRAW OUT technique
MS   - identifies a MAGIC SWORD technique
(25) - status is randomly added to the target of this ability
       or weapon. rate of status addition is ~25%.
(6)  - status is randomly added to the target of this ability
       or weapon. rate of status addition is ~6.25%.
(R)  - status is added as a reaction ability
(A)  - this item confers Auto-status
(1)  - character starts battle with this status when this item is equipped
```

The 'Duration:' category indicates the length of time that the status
will remain in effect if left to its own devices (i.e., if the character
is targeted by no spells or effects that add, remove, or cancel out that
status).  See section A.2 for definitions of the phases of battle and of
'clockticks'.  'Infinite' in this category means the effect will last
the entire battle; all effects except 'Invite' and 'Morbol' will wear
off at the end of battle.

An ability in [brackets] indicates that the ability can only target a
certain type of unit (e.g., [Dragon Tame] only affects Dragons and Hydras).
Look the ability up in section 3.3 for more details.

Auto-statuses, set by pieces of equipment like Excalibur (Auto-Haste) and
Robe of Lords (Auto-Protect, Auto-Shell), cannot be removed unless the
equipment is de-equipped, broken, or stolen.  If a unit with an Auto-status
(e.g., Auto-Regen) is afflicted with another status that normally would
cancel the first (e.g., Poison), the second status will take effect for its
normal duration (e.g., 35 clockticks) and then the first status will return.
During the period that the second status is in effect, both statuses will
technically be set, but only the second status will be 'expressed'.
If an item that imparts an Auto-status is equipped in battle via
Equip Change,the status will take effect immediately and last until the
equipment is de-equiped, broken, or stolen. Auto-statuses are not subject
to clocktick limits.

Initial-statuses, set by equipment like the Angel Ring (Initial-Reraise)
and the Stone Gun (Initial-Petrify) take effect at the beginning of battle
and can be removed as normal. If an item that imparts an Initial-status is
equipped in battle via Equip Change, the status will NOT take effect.

To find a status by name, search for the name between [square brackets].


_____
[5.1] preparative status changes
       ======================================================================

These status changes occur when a character is preparing to execute an action.
They will be cancelled when the action is executed or (at your option) at the
character's next AT.

[Charging]
Appearance:  'C' in a starburst above character's head
Description:  This status occurs when a character is charging up a slow-action.
When a character is in 'Charging' status, his evade percentages will all drop
to 0%, and all units attacking him physically will receive a bonus to their PA
(new PA = [PA * 3/2]) (i.e., the charging character will take about 1.5 times
as much damage from physical attacks, and physical abilities which cause non-
damaging effects (e.g., BATTLE SKILL) will have a higher chance of working).
Add with:  Initiate spell-casting or CHARGE directive
Cancel with:  Execute directive; cancel on next AT;
              add Berserk; add Blood Suck
Duration:  until the S+ phase when the slow-action is resolved.

[Defending]
Appearance:  Arms crossed in defensive stance
Description:  This status is activated when the 'Defend' command is selected.
When a character is 'Defending', his evade percentages will all be doubled.
Note: if the character also has 'Abandon', his evade percentages will be
quadrupled.  If a chracter with Abandon is defending and is attacked by a

character with Darkness, his evade percentages will be octupled!
Add with:  DEFEND, Caution (R)
Cancel with:  cancelled on next AT; add Berserk; add Blood Suck
Duration:  one turn


[Performing]
Appearance:  Character is singing or dancing
Description:  This status is activated when a SING or DANCE directive is
selected.  When a character is 'Performing', his evade percentages will all
drop to 0%.
Add with:  SING, DANCE
Cancel with:  cancellation of SING or DANCE directive; add Berserk;
              add Blood Suck
Duration:  player-determined


_____

[5.2] supportive status changes
      =========================================================================


These status changes will afford special abilities or protections to your
characters.

[Float]
Appearance:  Character is floating 1h above the ground
Description:  This status is invoked by the 'Float' spell, the accessory
'Feather Boots', or the Move ability, 'Float'.  Characters with 'Float'
will act as if they are stationed 1h above where they are actually
standing.  For example, if a character with Float is standing at height
9, and there is a character at height 7 trying to attack the floating
character with an attack which has a vertical tolerance of 2, he will
be unable to do so because the floater will behave as if he were
standing at height 10.  In addition, floating characters can move over
rugged terrain such as lava and water without penalty to their
movement, and are unaffected by other terrain-based penalties such as
the inability to move in water of depth 2h or greater (a character with
'Float' will float 1h above the water level).  Furthermore, floating
characters are immune to Earth-elemental attacks.  Characters with the
'Float' movement ability (but _not_ those who received the status from
the boots, the Cherche, or from the TIME MAGIC), will be able to stop
over lava.
Add with:  Float (TIME MAGIC), Feather Boots (A), Cherche (A), Float (M)
Cancel with:  Dispel Magic, Despair, Despair 2, Odd Soundwave
Duration:  infinite

[Haste]
Appearance:  Animation is sped up
Description:  Effective Speed = [Speed * 3/2].  Note that this is
only applied in CT incrementing, and has no effect on formulas that
depend on Speed, such as the damage for the THROW directive or an
ATTACK with a longbow.  Haste also has no effect on the charge time
of a JUMP directive.
Cancels:  Slow
Add with:  Haste, Haste 2, MBarrier, DO Masamune, Excalibur (A),
           Setiemson (A), Nameless Song
Cancel with:  Dispel Magic, Despair, Despair 2, Odd Soundwave,
              add Slow
Duration:  31 clockticks

[Protect]

```
Appearance:  Triangle in dialogue balloon above character's head
Description:  Reduces physical damage by one-third.  More precisely,
any unit attacking the Protected unit with a physical attack will
receive a PA penalty such that (revised PA) = [PA * 2/3].
Also note that though PA is the stat usually modified by Protect,
it doesn't _have_ to be.  Some physical attacks calculate damage
or success rate based on MA or Speed.  For these attacks, Protect
acts as above, except replace 'PA' with 'MA' or 'Speed'.  In
addition, physical attacks that have stat-dependent success rates
(e.g., BATTLE SKILL, STEAL) will face a penalty such that
revised stat = [stat * 2/3] when targeting a Protected unit;
consequently, Protect can lower either the success rate or the
damage of physical attacks.  Unless it is imparted by an item,
Protect will wear off on its own after a time.
Add with:  Protect, Protect 2, Wall, MBarrier, Protect Spirit,
           DO Kiyomori, Salty Rage (A), Save the Queen (A),
           Robe of Lords (A), Nameless Song
Cancel with:  Dispel Magic, Despair, Despair 2, Odd Soundwave
Duration:  31 clockticks


[Regen]
Appearance:  Character has a bluish glow
Description:  At the end of every AT, a character with Regen will gain
back [MaxHP / 8] HP.  Regen will wear off on its own after a time
unless it is imparted by an item.
Cancels:   Poison
Add with:  Regen, MBarrier, DO Masamune, Chaos Blade (A), Chantage (A),
           Regenerator (R), Nameless Song
Cancel with:  Dispel Magic, Despair, Despair 2, Odd Soundwave, add Poison
Duration:  35 clockticks


[Reraise]
Appearance:  Angel hovering above character's head
Description:  If character is put into 'Dead' status, he will be revived
with RU{MaxHP/10} on what would be his first AT after dying.  Reraise is
cancelled when a character is revived by it. If an Undead character has
Reraise (this can only be accomplished with Auto-Reraise), Reraise will
have no effect other than to prevent you from seeing the Dead counter,
and to block the 50% chance of auto-revival normally associated with
Undead status.
Blocks:    Undead
Add with:  Reraise, MBarrier, Angel Ring (1), Chantage (A),
           Dragon Spirit (R), Nameless Song
Cancel with:  Dispel Magic, Despair, Despair 2, Odd Soundwave,
Duration:  until revival, one AT after Dead is added


[Shell]
Appearance:  Square in dialogue balloon above character's head
Description:  The caster of magical attacks against a unit will Shell
will have his or her MA reduced to [MA * 2/3].  This in effect reduces
the damage or success rate of magical attacks executed against the unit
with Shell.  Note that Shell does NOT affect damage from spells that
subtract a certain percentage of the target's HP (such as Demi, Lich
and Life Drain), though it may affect the success rate of these spells.
Unless imparted by an item, Shell will wear off on its own after a time.
Add with:  Shell, Shell 2, Wall, MBarrier, DO Kiyomori, Clam Spirit,
           Ragnarok (A), Salty Rage (A), Robe of Lords (A), Nameless Song
Cancel with:  Dispel Magic, Despair, Despair 2, Odd Soundwave
Duration:  31 clockticks
```

```
[Transparent]
Appearance:  Character is translucent
Description:  Character is ignored by computer-controlled units.  Attacks
made by a Transparent character ignore all evade percentages -- physical
AND magical.  Transparent is cancelled at the end of any AT during which
the Transparent character takes an action or the Transparent character
takes any damage.
Add with:  Sunken State (R), Secret Clothes (1), Vanish Mantle (1),
           Setiemson (1)
Cancel with:  Dispel Magic, Despair, Despair 2, Odd Soundwave,
                act with Transparent unit, damage Transparent unit
Duration:  player-determined


_____
[5.3] negative status changes
      ==================================================================


These status changes will weaken your characters or impede them from
battling normally.

[Blood Suck]
Appearance:  Character is colored purple
Description:  Character is a vampire.  He will be uncontrollable, and
attack random units with the human version of the 'Blood Suck' [0C8] attack.
All evade percentages will drop to 0, and character will be unable to use
reaction abilities and certain move abilities like Move-HP Up and Move-Get Exp.
All monsters are inherently immune to Blood Suck. A unit with Blood Suck is
considered Unable to Fight. If all units on one team are simultaneously
Unable to Fight, that team loses the battle.
Cancels:   Charging, Defending, Performing
Add with:  Blood Suck [0C8] (from the BLOOD SUCK command set),
           Blood Suck [11C] (25%) (from the Vampire's command set)
Cancel with:  Deathspell 2, Holy Water
Block with:  108 Gems, Barette, Ribbon
Duration:  infinite

[Charm]
Appearance:  Heart in dialogue balloon above character's head
Description:  Character perceives enemies as allies, and allies as
enemies. For instance, a Charmed enemy can cast harmful SUMMON MAGIC
on other enemies. However, the (original) allies of a Charmed unit will
NOT perceive it as an enemy. For example, if one of your Summoners
becomes Charmed, she can cast Shiva on your party while Charmed, but
other units in your party cannot cast Shiva on her. If a unit on team A
is charmed by a unit on team B, mimes on team A will not mimic
that unit's actions while she is Charmed, but mimes on team B will.
The only effect of Charming an allied unit is to put that unit under
AI control until Charm is removed.
Add with:  Steal Heart, Allure, Fairy Harp (25%)
Cancel with:  HP damage to unit
Block with:  N-Kai Armlet, Barette, Ribbon
Duration:  31 clockticks

[Chicken]
Appearance:  Character is, well... a chicken
Description:  This status is caused by a character having less than 10
Brave.  The character will flee from all foes, and regain 1 Brave per
AT until he reaches 10 Brave, at which point Chicken will be cancelled.
```

Characters attacking a chicken will receive a PA bonus (usually, new
PA = [PA * 3/2]) (i.e., Chickens will take about 1.5 times as much
damage from physical attacks).  Weapon attacks that normally have
a vertical 3 tolerance when attacking from above will only have a
vetical 2 tolerance if the target is a Chicken.
Add with:  lower Brave to 9 or less
Cancel with:  raise Brave to 10
Block with:  nothing
Duration:  the number of turns it takes for Brave to increment to 10


[Confusion]
Appearance:  Awkward movements by character, speech balloon with '?'
Description:  Character will attack the unit closest to it, regardless
of whether that unit is an ally or enemy, with random attacks. Confused
units will also sometimes charge spells on unoccupied panels.  Evasion
percentages of targets attacked by a Confused unit will be doubled.
Confusion also prevents the use of reaction abilities and special effect-
generating Move abilities like Move-HP Up and Move-Get Exp.  Confusion will
be cancelled if the afflicted character takes damage.
Add with:      Confusion Song, MS Confuse, Confuse 2, Mind Blast,
               Nameless Dance, Parasite, Bad Bracelet, Grand Cross, Loss,
               Muramasa (25%), Local Quake (25%), Holy Explosion (25%),
               Ramia Harp (25%)
Cancel with:  Esuna, Remedy, Deathspell 2, Stigma Magic,
               {Dragon Care}, HP damage
Block with:   N-Kai Armlet, Barette, Ribbon
Duration:     infinite


[Darkness]
Appearance:  Eye with 'x' hovering above character
Description:  For physical attacks executed by a unit with Darkness,
all targets' evade percentages are doubled.
Add with:  Blind, MS Blind, Blind 2, Darkness, Eye Gouge, Black Ink,
           Parasite, Bad Breath, Nameless Dance, Grand Cross,
           Look of Devil, Sand Storm (25%), [0CA] Bio (6%),
           Blind Knife (25%), Night Killer (25%)
Cancel with:  Esuna, Remedy, Stigma Magic, Choco Esuna, Eye Drop,
              Heal, {Dragon Care}, Octagon Rod (25%)
Block with:  Angel Ring, Grand Helmet
Duration:  infinite


[Death Sentence]
Appearance:  Number hovering above character
Description:  A countdown will start from 3 and decrement during each
of the affected character's ATs.  When the countdown reaches 0, the
character is given 'Dead' status.  The AI will ignore enemy units
afflicted with Death Sentence, as if they were Transparent. If the
afflicted unit is immune to Dead, Death Sentence will expire without
any ill effects when the countdown reaches 0.
Add with:  Death Sentence (TALK SKILL), Death Sentence (Ahriman),
           Nightmare, Secret Fist, Quicksand (25%), Muramasa (25%),
           Assassin Dagger (25%)
Cancel with:  add Undead, add Petrify, White Staff (25%)
Block with:  Defense Ring, Ribbon
Duration:  three turns


[Don't Act]
Appearance:  'DA' in dialogue balloon above character's head
Description:  'Act' command is sealed.  Unit cannot act, evade,
or use reaction abilities, including Blade Grasp and Abandon. At

the end of an AT, a unit with Don't Act will have his CT
decremented as if he had acted.
Add with:  Paralyze, MS Don't Act, Arm Aim, Galaxy Stop,
           Look of Devil, Chicken Race, Kamaitachi (25%),
           Spell Edge (25%)
Cancel with:  Esuna, Choco Esuna, Deathspell 2, Stigma Magic,
              {Dragon Care}, Octagon Rod (25%)
Block with:  Thief Hat, Ribbon
Duration:  23 clockticks


[Don't Move]
Appearance:  'DM' in dialogue balloon above character's head
Description:  'Move' command is sealed.  At the end of an AT,
a unit with Don't Move will have his CT decremented as if he
had moved.
Add with:  Don't Move, Leg Aim, Hold Tight, Galaxy Stop,
           Look of Devil, Goo, Pitfall (25%),
           Ancient Sword (25%)
Cancel with:  Esuna, Choco Esuna, Deathspell 2, Stigma Magic,
              {Dragon Care}, Octagon Rod (25%)
Block with:  Rubber Shoes, Thief Hat, Ribbon
Duration:  23 clockticks


[Frog]
Appearance:  Character is a frog
Description:  Character cannot do anything but use the ATTACK command
and the 'Frog' BLACK MAGIC spell; characters attacking a Frog will
receive a PA bonus (new PA = [PA * 3/2]) (i.e., Frogs will take
about 1.5 times as much damage from physical attacks).  Attacking frogs
deal damage equal to [PA * Br/100].  Berserk status has no effect on
Frogs' attack damage. (Thanks to Jjukil <Jjukil@excite.com> for this
detailed information on the Frog status.)  Weapon attacks that normally
have a vertical 3 tolerance when attacking from above will only have a
vetical 2 tolerance if the target is a Frog.  Frogs controlled by the
AI will not trigger Countergrasp reaction abilities when they attack.
Add with:  Frog, Toad 2, Poison Frog, Parasite, Bad Bracelet,
           Grand Cross, Nameless Dance, [0CD] Bio 2, Water Ball (25%),
           Nagrarock (25%)
Cancel with:  Frog, Toad 2, Poison Frog, Esuna, Stigma Magic,
               Remedy, Deathspell 2, Maiden's Kiss, Octagon Rod (25%)
Block with:  108 Gems, Cachusha, Ribbon
Duration:  infinite


[Morbol]
Appearance:  Character is a Morbol
Description: Works only on monsters and generic humans.  Character
has been transformed into a Morbol.
Add with:  Moldball Virus
Cannot be cancelled.
Duration:  _really_ infinite (lasts even after battle!)


[Oil]
Appearance:  Character is tinted black
Description:  This is supposed to increase damage from fire attacks.
Because of a glitch, it has no effect.
Add with:  Self-Destruct, Grease Touch, Parasite, Bad Bracelet,
           Bio [0CC] (6%)
Cancel with:  Remedy, {Dragon Care}, Octagon Rod (25%),
              fire-elemental attack
Block with:  <none>

```
Duration:  infinite


[Petrify]
Appearance:  Character is completely gray and does not move
Description:  Character's CT does not increment.  Character cannot move or
act.  Character cannot be the target of spells or effects except for those
that cancel Petrify; character cannot be damaged or healed.  A unit with
Petrify is considered Unable to Fight. If all units on a team are Unable
to Fight, that team loses the battle.
Cancels:  Death Sentence, Transparent
Blocks:    everything
Add with:  Petrify, Break, Seal [0B5], Seal [0BB], [Seal Evil],
           Blaster, Beak, Parasite, Bad Bracelet, Grand Cross,
           Look of Devil, Bio 2 [0D0], Finishing Touch,
           Carve Model (25%), Bio 3 [0D3] (6%), Chaos Blade (25%),
           Stone Gun (1)
Cancel with:  Esuna, Stigma Magic, Remedy, Choco Esuna, Soft,
                Deathspell 2
Block with:  Jade Armlet, Barette, Ribbon
Duration:  infinite


[Poison]
Appearance:  Character is glowing green
Description:  Character takes [MaxHP / 8] damage at the end of each AT.
Cancels:  Regen
Add with:  Poison, Poison Nail, Poison Frog, Nameless Dance, Parasite,
           Bad Bracelet, Grand Cross, Poison Rod (25%), Poison Bow (25%)
           Bio [0CB] (6%)
Cancel with:  Esuna, Stigma Magic, Remedy, Heal, Antidote, Deathspell 2,
                Choco Esuna, {Dragon Care}, Octagon Rod (25%),
                add Regen
Block with:  108 Gems, Cachusha, Ribbon
Duration:  35 clockticks


[Silence]
Appearance:  Dialogue balloon with '...' above character's head
Description:  Character cannot use Silence-flagged magic or TALK SKILL.
Specifically, the following attacks are disabled (the name of a skillset
means that the entire skillset is disabled by Silence):
-----------------------------------------------------------------------
WHITE MAGIC      TRUTH            Deathspell 2   All-ultima
BLACK MAGIC      UN-TRUTH         MBarrier       Mute
TIME MAGIC       BIO              Melt           Despair 2
YIN-YANG MAGIC   JA MAGIC         Tornado        Return 2
SUMMON MAGIC     Ultima (09A)     Quake          Death Sentence (0EA)
TALK SKILL       Dark Holy        Ultima (0E5)   Midgar Swarm
-----------------------------------------------------------------------
Curiously enough, SING is not disabled by Silence, nor are any of the
Temple Knight's MAGIC SWORD attacks.
Add with:  Silence Song, Silence, Lose Voice, Silf, Parasite,
           Bad Bracelet, Nameless Dance, Grand Cross,
           Look of Devil, Bio 2 [0CF], Blizzard (25%),
           Lightning Stab (25%), Mage Masher (25%)
Cancel with:  Esuna, Stigma Magic, Remedy, Deathspell 2, Choco Esuna,
                Heal, Echo Grass, {Dragon Care}
Block with:  Magic Ring, Golden Hairpin, Cachusha, Ribbon
Duration:  infinite


[Sleep]
Appearance:  Dialogue balloon with 'ZZZ' above character's head
```

```
Description:  Unit's CT stops incrementing; characters attacking a
sleeping unit will receive a PA bonus (usually, new PA = [PA * 3/2])
(i.e., Sleepers will take about 1.5 times as much damage from
physical attacks).  Sleeping units cannot evade or use reaction
abilities (including Blade Grasp and Abandon, which will be inactive
while a character is asleep).  Sleeping characters are immune to
TALK SKILL.
Add with:  Sleep, MS Sleep, Mimic Daravon, Sleep 2, Nightmare,
           Nameless Dance, Parasite, Bad Bracelet, Grand Cross,
           Demon Fire (25%), Sleep Sword (25%), Zorlin Shape (25%),
           Dark Whisper (6%)
Cancel with:  Esuna, Stigma Magic, Remedy, Deathspell 2,
              {Dragon Care}, HP damage
Block with:  Defense Ring, Grand Helmet, Barette, Ribbon
Duration:  59 clockticks


[Slow]
Appearance:  Slower animation than normal
Description:  Character's effective speed is halved (round down).
Cancels:   Haste
Add with:  Slow, Slow 2, Death Cold, Bio 2 [0CE], Nameless Dance,
           Grand Cross, Gusty Wind (25%), Heaven's Cloud (25%),
           Slasher (25%)
Cancel with:  add Haste, Octagon Rod (25%)
Block with: Diamond Armlet, Cachusha, Ribbon
Duration:  23 clockticks


[Stop]
Appearance:  Character stops moving
Description:  Freezes character's CT meter.  Stopped characters
cannot evade or use reaction abilities, including Blade Grasp and
Abandon.  Stop will wear off on its own after a short time.
Add with:  Stop, Galaxy Stop, Shadow Stitch, Spell,
           Nameless Dance, Blaster, Finishing Touch,
           Hell Ivy (25%), Stasis Sword (25%)
Cancel with:  Deathspell 2, Choco Esuna, {Dragon Care}, Finishing Touch,
              Octagon Rod (25%)
Block with:  Jade Armlet, Cachusha, Ribbon, Black Costume
Duration:  19 clockticks


[Undead]
Appearance:  Character has a magenta tint
Description:  Character becomes undead.  This has several effects:
(1) most attacks which normally restore HP, such as Cure spells, Potions,
    and the Healing Staff, will instead subtract HP.  Exception:  Chakra
    will still heal HP.  Even though Cure spells will damage the character,
    he still will not try to evade them.  HP loss from Cure spells will
    still trigger damage-dependent reaction abilities, like MP Switch and
    Auto Potion (the latter of which sucks for the Undead unit, since it
    will cause even more damage!). 'Regen' status still works as normal.
(2) 'Reraise' cannot be set on that character. If the character has
    Auto-Reraise (as from Chantage or Angel Ring), then Reraise will remain
    set when Undead is set. If the Undead/Reraised character is killed,
    that character cannot be revived by any means (aside from ending the
    battle).
(3) the 'Death' spell will restore the character to full HP.  The 'Raise'
    spell will subtract [Undead Character's MaxHP / 2] HP.  The 'Raise 2'
    spell will subtract (Undead Character's Remaining HP) Note that though
    Undead absorb 'Death', they are _not_ immune to attacks that add: Dead,
    such as Stop Bracelet. (The 'Death' spell is special-cased -- it both
```

```
      adds Dead AND subtracts (Target's Max HP) HP. The effect of the Undead
      ailment is to (a) remove the add: Dead property from 'Death', and
      (b) reverse damage from 'Death' into healing.) Undead units will still
      try to evade 'Death', even though it's beneficial to them.
  (4) HP-draining attacks, such as Life Drain and Blood Suck, work as
      follows (MP is still drained as normal).

                        effect on  effect on
                 target  caster     target
                 ------  ---------  ---------
                 normal  + HP        - HP
                 undead  - HP        + HP


      These rules apply whether the caster is normal or whether he is
      Undead as well.
  (5) when an Undead character has the 'Dead' status, there is a roughly
      50% chance that instead of crystallizing when the countdown runs out,
      he will be revived with a random amount of HP (CurHP = (1..MaxHP)).
  (6) when a 'Death Sentence' runs out on an undead character, it will
      simply cancel 'Death Sentence' rather than adding 'Dead'.
  Blocks:    Reraise
  Add with:  Zombie, MS Zombie, Zombie Touch, Bio 3 [0D2] (6%), Cursed Ring (A)
  Cancel with:  Holy Water
  Block with:  108 Gems, Cachusha, Ribbon
  Duration:  infinite


  _____
  [5.4] damage-derived status changes
        =======================================================================


  These status abnormalities occur when a character has sustained too much
  damage in battle.

  [Critical]
  Appearance:  Character is kneeling
  Description:  Character's current HP is less than RU{MaxHP / 5}.  Critical
  has no adverse effects per se, but a Critical character is in danger of
  dying.  Critical can be cancelled with HP recovery.  Certain reaction
  abilities can only be activated when the reacting unit is in Critical status.
  Add with:  HP depletion
  Cancel with:  HP recovery
  Duration:  infinite

  [Dead]
  Appearance:  Character is lying on ground
  Description:  Character has 0 HP and is incapacitated.  Character does
  not get a turn.  When 'Dead' is set, a countdown will begin from 3 and
  decrement by 1 at each AT the character would have had.  When the
  countdown reaches -1, the character either turns into a treasure box or
  a crystal (50% chance of either outcome), and is removed from the game.
  Not surprisingly, a Dead unit is considered Unable to Fight. If all the
  members of a team are simultaneously Unable to Fight, that team loses
  the battle. (Interesting side note: because Dead cancels Blood Suck,
  and because Dead is a lot easier to remove than Blood Suck is, killing
  a Blood Sucked unit is often the best way to deal with it if you don't
  have any Holy Water handy.)
  Cancels:    Berserk, Blood Suck, Confusion, Charm, Charging, Critical,
              Death Sentence, Defending, Don't Move, Don't Act, Faith,
              Float, Haste, Innocent, Performing, Poison, Protect,
```

```
              Reflect, Regen, Shell, Slow, Stop, Transparent
Add with:  HP depletion, Death, Stop Bracelet, Finishing Touch,
           Lava Ball (25%), Crush Punch (25%), Sudden Cry (25%),
           Bio 3 [0D1] (6%), Dark Whisper (6%)
Cancel with:  Raise, Raise 2, Phoenix Down, Revive, Oink
Block with:  Angel Ring, Barette, Ribbon, Judo Outfit, Chameleon Robe
NOTE:  'Dead' inflicted by HP depletion cannot be blocked by equipment.
Duration:  four turns
```

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```
[5.5] other status changes
      ========================================================================
```

These are miscellaneous status changes that do not fit into any other
category; they are not intrinsically positive or negative but can
vary depending on the situation.

```
[Berserk]
Appearance:  Character has a bright red tint and a red star in a
             speech balloon hovering above his head
Description:  Character's effective PA is equal to [PA * 3/2].
Character is uncontrollable, and will always use the ATTACK
command.  Character cannot use reaction abilities and certain
move abilities, such as Move-HP Up and Move-Get Exp.
Add with:  Blind Rage, Berserk, Insult, Mind Blast, Grand Cross
Cancel with:  Esuna, Stigma Magic
Block with:  Magic Ring, Barette, Ribbon
Duration:  infinite
```

```
[Faith]
Appearance:  Arrow up and Glabados cross in a speech balloon above
             character's head
Description:  Character's Faith is considered to be 100. (exception:
              UN-TRUTH attacks consider the character's Faith to be
              zero.)
Cancels:   Innocent
Add with:  Pray Faith, Faith, Faith Rod (25%), Faith Rod (A)
Cancel with:  Dispel Magic, Despair, Despair 2, Odd Soundwave,
              add Innocent
Duration:  31 clockticks
```

```
[Innocent]
Appearance:  Arrow down and Glabados cross in a speech balloon
             above character's head
Description:  Character's Faith is considered to be zero. (exception:
              UN-TRUTH attacks consider the character's Faith to be
              100.)
Cancels:   Faith
Add with:  Doubt Faith, Innocent, Gokuu Rod (25%)
Cancel with:  add Faith
Duration:  31 clockticks
```

```
[Invite]
Appearance:  none visible
Description:  Character joins the enemy's party (as a Guest).  An
Invited ally becomes an enemy, and an Invited enemy becomes an ally.
At the end of the battle, any Invited enemies will be given the chance
to permanently join the ally party.  Invited units are considered
Unable to Fight (for their original team). If all the members of a team
```

are simultaneously Unable to Fight, that team loses the battle.  As far
as I can tell, the AI will never try to Invite your units, even under
Confusion and even if Invite is the only option possible. A unit can
only be Invited once per battle; units with Invite are immune to Invite.
Blocks:  Invite
Add with:  Invitation, {Train} (when target is Critical), {Dragon Tame}
Block with:  Cursed Ring, Barette, Ribbon, add Invite
Duration:  infinite

[Reflect]
Appearance:  none
Description:  Reflectable spells bounce off a character with the 'Reflect'
condition and are redirected to another panel.  The new target panel of
the spell will at the end of a line segment drawn between caster and
target, where the target is the midpoint.  This is much easier to explain
with a diagram:

```
_|_|_|_|_|_|_
_|_|_|_|_|_|_    c = caster
_|_|_|_|_|r|_    t = target
_|_|_|t|_|_|_    r = new target panel for reflected spell
_|c|_|_|_|_|_
_|_|_|_|_|_|_
```

Add with:  Reflect, Carbunkle, Lick, Reflect Mail (A), Reflect Ring (A),
           Cherche (A)
Cancel with:  Dispel Magic, Despair, Despair 2, Odd Soundwave
Duration:  31 clockticks

[Quick]
Appearance:  n/a
Description:  If the Quicked character is eligible (i.e., he has no
status ailments that would prevent him from taking a turn), that
character gets a quick-turn.  Quick is cancelled upon the beginning
of this AT.  (If a Stopped character is Quicked, he will remain at CT
100 until after Stop wears off).  Quick-turns take precedence over all
other turns; they are placed at the top of the AT_list regardless of
the character's position on the character_list (see A.2).  See A.4
for a detailed discussion of the Quick status.
Add with:  Quick, {Dragon LevelUp}, Last Song, Critical Quick (R)
Duration:  instantaneous

```
                        _____.
                      .JNNNNNNNNNNNN_
                     JNNNNNNNNNNNNNNNNN)
                    .NNNNNN`        "NNNN`
                    NNNNN`              ``
                   (NNNN` ._NNNNNNN_.
                   (NNNNJNNNNNNNNNNNNNNL
                   (NNNNNNNNN""""4NNNNNN
                   (NNNNNN`         `NNNN)
                    NNNNN            NNNN)
                    `NNNNNL.       .NNNNN)
                     `NNNNNNNNNNNNNNNNNNNF
                        "NNNNNNNNNNNNNNN`
                           `""""""""`
```

```
                          M I S C E L L A N Y


                              CREDITS
             *********************************************************
             > Goryus <goryus@hotmail.com>, through tireless testing,
               provided much of the data for the miscellaneous
               factoids in this section, including the formula for
               teleport percentage and the chances of random events
               occurring.
             *********************************************************
```

_____

[6.1] crystals
     ========================================================================


When an enemy crystallizes and you are given the opportunity to learn its
abilities, you will gain ALL of the abilities on the list, not just the one
you select.

Each ability has a characteristic chance of appearing on the list that
is generated when a unit picks up a crystal.  In order for the crystal-
picking unit to learn a given ability, these conditions must be met:

(1) The unit that left the crystal must have had the ability learned;
(2) The unit that picks up the crystal must have access to the EXACT job
    from which the dead unit learned the ability. For instance, a
    (34)-Holy Knight (Agrias' class) cannot learn Lightning Stab from
    a dead (05)-Holy Knight (Delita's class).

Note that only humans can transfer abilities via crystal -- monsters
always have access to their full complement of abilities anyway, so it
would be kind of pointless.

Here are these crystallization probabilities for all the game's
abilities.

| ABILITY       | CHANCE | ABILITY         | CHANCE | ABILITY          | CHANCE |
|---------------|--------|-----------------|--------|------------------|--------|
| Cure          | 90%    | Diamond Sword   | 50%    | Triple Bracelet  | 100%   |
| Cure 2        | 80%    | Hydragon Pit    | 50%    | Triple Thunder   | 100%   |
| Cure 3        | 60%    | Space Storage   | 50%    | Triple Flame     | 100%   |
| Cure 4        | 40%    | Sky Demon       | 50%    | Dark Whisper     | 100%   |
| Raise         | 70%    | Heaven Bltback  | 100%   | Snake Carrier    | 100%   |
| Raise 2       | 50%    | Asura Back      | 50%    | Poison Frog      | 100%   |
| Reraise       | 50%    | Dia Swd Back    | 50%    | Midgar Swarm     | 100%   |
| Regen         | 60%    | Dragon Pit Back | 50%    | Lifebreak        | 100%   |
| Protect       | 60%    | Space Str Back  | 50%    | Nanoflare        | 100%   |
| Protect 2     | 10%    | Sky Demon Back  | 50%    | Grand Cross      | 100%   |
| Shell         | 60%    | Seal            | 100%   | Destroy          | 100%   |
| Shell 2       | 10%    | Shadow Stitch   | 100%   | Compress         | 100%   |
| Wall          | 20%    | Stop Bracelet   | 100%   | Dispose          | 100%   |
| Esuna         | 60%    | [Ability 0B8]   | 0%     | Crush            | 100%   |
| Holy          | 50%    | Shock           | 100%   | Energy           | 100%   |
| Fire          | 90%    | Difference      | 100%   | Parasite         | 100%   |
| Fire 2        | 65%    | Seal            | 100%   | [Ability 165]    | 100%   |
| Fire 3        | 40%    | Chicken Race    | 100%   | [Ability 166]    | 100%   |
| Fire 4        | 30%    | Hold Tight      | 100%   | [Ability 167]    | 100%   |
| Bolt          | 90%    | Darkness        | 100%   | [Ability 168]    | 100%   |

| | | | | | |
|---|---|---|---|---|---|
| Bolt 2 | 75% | Lose Voice | 100% | [Ability 169] | 100% |
| Bolt 3 | 55% | Loss | 100% | [Ability 16A] | 100% |
| Bolt 4 | 30% | Spell | 100% | [Ability 16B] | 100% |
| Ice | 90% | Nightmare | 100% | [Ability 16C] | 100% |
| Ice 2 | 85% | Death Cold | 100% | [Ability 16D] | 100% |
| Ice 3 | 70% | Magic Ruin | 100% | [Ability 16E] | 100% |
| Ice 4 | 30% | Speed Ruin | 100% | [Ability 16F] | 100% |
| Poison | 60% | Power Ruin | 100% | Potion | 100% |
| Frog | 50% | Mind Ruin | 100% | Hi-Potion | 70% |
| Death | 20% | Blood Suck | 100% | X-Potion | 45% |
| Flare | 50% | Allure | 100% | Ether | 25% |
| Haste | 80% | Bio | 100% | Hi-Ether | 10% |
| Haste 2 | 20% | Bio | 100% | Elixir | 5% |
| Slow | 80% | Bio | 100% | Antidote | 65% |
| Slow 2 | 20% | Bio 2 | 100% | Eye Drop | 35% |
| Stop | 40% | Bio 2 | 100% | Echo Grass | 35% |
| Don't Move | 60% | Bio 2 | 100% | Maiden's Kiss | 35% |
| Float | 40% | Bio 2 | 100% | Soft | 35% |
| Reflect | 70% | Bio 3 | 100% | Holy Water | 10% |
| [Ability 028] | 0% | Bio 3 | 100% | Remedy | 70% |
| Quick | 10% | Bio 3 | 100% | Phoenix Down | 60% |
| Demi | 75% | MBarrier | 100% | Shuriken | 90% |
| Demi 2 | 50% | Leg Aim | 50% | Knife | 50% |
| Meteor | 30% | Arm Aim | 50% | Sword | 50% |
| [Ability 02D] | 0% | Seal Evil | 50% | Hammer | 50% |
| Blind | 80% | Melt | 50% | Katana | 50% |
| Spell Absorb | 20% | Tornado | 50% | Ninja Sword | 50% |
| Life Drain | 50% | Quake | 50% | Axe | 50% |
| Pray Faith | 60% | [Ability 0DB] | 0% | Spear | 50% |
| Doubt Faith | 60% | [Ability 0DC] | 0% | Stick | 50% |
| Zombie | 20% | Toad 2 | 100% | Knight Sword | 50% |
| Silence Song | 70% | Gravi 2 | 100% | Dictionary | 50% |
| Blind Rage | 40% | Flare 2 | 100% | Ball | 50% |
| Foxbird | 50% | Blind 2 | 100% | Level Jump2 | 50% |
| Confusion Song | 60% | Small Bomb | 100% | Level Jump3 | 50% |
| Dispel Magic | 30% | Small Bomb | 100% | Level Jump4 | 50% |
| Paralyze | 60% | Confuse 2 | 100% | Level Jump5 | 50% |
| Sleep Song | 70% | Sleep 2 | 100% | Level Jump8 | 50% |
| Petrify Song | 20% | Ultima | 100% | Vertical Jump2 | 50% |
| Moogle | 90% | All-ultima | 100% | Vertical Jump3 | 50% |
| Shiva | 70% | Mute | 100% | Vertical Jump4 | 50% |
| Ramuh | 75% | Despair 2 | 100% | Vertical Jump5 | 50% |
| Ifrit | 80% | Return 2 | 100% | Vertical Jump6 | 50% |
| Titan | 60% | Blind | 60% | Vertical Jump7 | 50% |
| Golem | 10% | Aspel | 62% | Vertical Jump8 | 50% |
| Carbuncle | 50% | Drain | 64% | Charge +1 | 70% |
| Bahamut | 20% | Faith | 66% | Charge +2 | 50% |
| Odin | 20% | Innocent | 68% | Charge +3 | 50% |
| Leviathan | 40% | Zombie | 70% | Charge +4 | 50% |
| Salamander | 30% | Silence | 72% | Charge +5 | 50% |
| Sylph | 60% | Berserk | 74% | Charge +7 | 50% |
| Fairy | 60% | Chicken | 76% | Charge +10 | 50% |
| Lich | 30% | Confuse | 78% | Charge +20 | 50% |
| Cyclops | 20% | Despair | 80% | CT | 40% |
| Zodiac | 90% | Don't Act | 82% | Level | 45% |
| Asura | 50% | Sleep | 84% | Exp | 55% |
| Kotetsu | 50% | Break | 86% | Height | 60% |
| Bizen Boat | 50% | Ice Bracelet | 100% | Prime Number | 50% |
| Murasame | 50% | Fire Bracelet | 100% | 5 | 55% |
| Heaven's Cloud | 50% | Thnder Bracelet | 100 | 4 | 65% |

| | | | | | |
|---|---|---|---|---|---|
| Kiyomori | 50% | Dragon Tame | 50% | 3 | 70% |
| Muramasa | 30% | Dragon Care | 50% | A Save | 50% |
| Kikuichimoji | 40% | Dragon PowerUp | 50% | MA Save | 50% |
| Masamune | 20% | Dragon LevelUp | 50% | Speed Save | 50% |
| Chirijiraden | 10% | Holy Bracelet | 50% | Sunken State | 10% |
| Angel Song | 50% | Shock! | 10% | Caution | 10% |
| Life Song | 50% | Braver | 100% | Dragon Spirit | 50% |
| Cheer Song | 50% | Cross-slash | 100% | Regenerator | 50% |
| Battle Song | 50% | Blade Beam | 100% | Brave Up | 45% |
| Magic Song | 50% | Climhazzard | 100% | Face Up | 45% |
| Nameless Song | 50% | Meteorain | 100% | MP Restore | 50% |
| Last Song | 50% | Finishing Touch | 100% | HP Restore | 50% |
| Witch Hunt | 50% | Omnislash | 100% | Critical Quick | 30% |
| Wiznaibus | 50% | Cherry Blossom | 100% | Meatbone Slash | 50% |
| Slow Dance | 50% | Choco Attack | 100% | Counter Magic | 50% |
| Polka-Polka | 50% | Choco Ball | 100% | Counter Tackle | 50% |
| Disillusion | 50% | Choco Meteor | 100% | Counter Flood | 50% |
| Nameless Dance | 50% | Choco Esuna | 100% | Absorb Used MP | 50% |
| Last Dance | 50% | Choco Cure | 100% | Gilgame Heart | 20% |
| Spin Fist | 90% | Tackle | 100% | Reflect | 50% |
| Repeated Fist | 50% | Goblin Punch | 100% | Auto Potion | 50% |
| Wave Fist | 50% | Turn Punch | 100% | Counter | 80% |
| Earth Slash | 50% | Eye Gouge | 100% | [Ability 1BB] | 50% |
| Secret Fist | 50% | Mutilate | 100% | Distribute | 40% |
| Stigma Magic | 60% | Bite | 100% | MP Switch | 50% |
| Chakra | 70% | Small Bomb | 100% | Damage Split | 50% |
| Revive | 30% | Self Destruct | 100% | Weapon Guard | 60% |
| Gil Taking | 90% | Flame Attack | 100% | Finger Guard | 40% |
| Steal Heart | 40% | Spark | 100% | Abandon | 50% |
| Steal Helmet | 50% | Scratch | 100% | Catch | 50% |
| Steal Armor | 50% | Cat Kick | 100% | Blade Grasp | 50% |
| Steal Shield | 50% | Blaster | 100% | Arrow Guard | 50% |
| Steal Weapon | 50% | Poison Nail | 100% | Hamedo | 50% |
| Steal Accessory | 50% | Blood Suck | 100% | Equip Armor | 50% |
| Steal Exp. | 55% | Tentacle | 100% | Equip Shield | 45% |
| Invitation | 80% | Black Ink | 100% | Equip Sword | 50% |
| Persuade | 50% | Odd Soundwave | 100% | Equip Katana | 50% |
| Praise | 50% | Mind Blast | 100% | Equip Crossbow | 50% |
| Threaten | 50% | Level Blast | 100% | Equip Spear | 10% |
| Preach | 50% | Knife Hand | 100% | Equip Axe | 5% |
| Solution | 50% | Thunder Soul | 100% | Equip Gun | 25% |
| Death Sentence | 50% | Aqua Soul | 100% | Half of MP | 50% |
| Negotiate | 50% | Ice Soul | 100% | Gained JP-UP | 50% |
| Insult | 50% | Wind Soul | 100% | Gained EXP-UP | 50% |
| Mimic Daravon | 50% | Throw Spirit | 100% | Attack UP | 50% |
| Pitfall | 50% | Zombie Touch | 100% | Defense UP | 50% |
| Water Ball | 60% | Sleep Touch | 100% | Magic Att. UP | 50% |
| Hell Ivy | 60% | Drain Touch | 100% | Magic Def. UP | 50% |
| Carve Model | 60% | Grease Touch | 100% | Concentrate | 50% |
| Local Quake | 60% | Wing Attack | 100% | Train | 50% |
| Kamaitachi | 60% | Look of Devil | 100% | Secret Hunt | 50% |
| Demon Fire | 60% | Look of Fright | 100% | Martial Arts | 50% |
| Quicksand | 60% | Circle | 100% | Monster Talk | 50% |
| Sand Storm | 60% | Death Sentence | 100% | Throw Item | 50% |
| Blizzard | 60% | Scratch Up | 100% | Maintenance | 50% |
| Gusty Wind | 60% | Beak | 100% | Two Hands | 50% |
| Lava Ball | 60% | Shine Lover | 100% | Two Swords | 50% |
| Head Break | 50% | Feather Bomb | 100% | Monster Skill | 55% |
| Armor Break | 50% | Beaking | 100% | Defend | 35% |
| Shield Break | 50% | Straight Dash | 100% | Equip Change | 100% |

```
Weapon Break       50%  |  Nose Bracelet   100%  |  [Ability 1E1]     0%
Magic Break        50%  |  Oink            100%  |  Short Charge      50%
Speed Break        50%  |  Pooh-           100%  |  Non-charge        50%
Power Break        50%  |  Please Eat      100%  |  [Ability 1E4]     50%
Mind Break         50%  |  Leaf Dance      100%  |  [Ability 1E5]     50%
Accumulate         50%  |  Protect Spirit  100%  |  Move +1           50%
Dash               90%  |  Clam Spirit     100%  |  Move +2           42%
Throw Stone        80%  |  Spirit of Life  100%  |  Move +3           32%
Heal               70%  |  Magic Spirit    100%  |  Jump +1           50%
Yell               50%  |  Shake Off       100%  |  Jump +2           45%
Cheer Up           50%  |  Wave Around     100%  |  Jump +3           32%
Wish              100%  |  Mimic Titan     100%  |  Ignore Height     50%
Scream             50%  |  Gather Power    100%  |  Move-HP Up        50%
Ultima            100%  |  Blow Fire       100%  |  Move-MP Up        50%
Stasis Sword      100%  |  Tentacle        100%  |  Move-Get Exp      50%
Split Punch        80%  |  Lick            100%  |  Move-Get Jp       50%
Crush Punch        70%  |  Goo             100%  |  Can't enter H2O   50%
Lightning Stab     60%  |  Bad Bracelet    100%  |  Teleport          50%
Holy Explosion     50%  |  Moldball Virus  100%  |  Teleport 2       100%
Shellbust Stab     90%  |  Stab Up         100%  |  Any Weather       50%
Blastar Punch      80%  |  Sudden Cry      100%  |  Any Ground        50%
Hellcry Punch      70%  |  Hurricane       100%  |  Move in Water     50%
Icewolf Bite       60%  |  Ulmaguest       100%  |  Walk on Water     50%
Dark Sword         50%  |  Giga Flare      100%  |  Move on Lava      30%
Night Sword       100%  |  Dash            100%  |  Move Underwate    50%
Dark Holy         100%  |  Tail Swing      100%  |  Float             50%
Deathspell 2      100%  |  Ice Bracelet    100%  |  Fly               50%
Galaxy Stop       100%  |  Fire Bracelet   100%  |  Silent Walk       50%
Heaven Thunder    100%  |  Thnder Bracelet 100   |  Move-Find Item    75%
Asura              50%  |  Triple Attack   100%  |
```

For generic humans, he color of the crystal is an indicator of the unit's
palette:

```
Ramza's units (palette 00) ............ teal-gray crystal
Hokuten units (palette 01) ........... bright blue crystal
Nanten units (palette 02) ............ red crystal
Death Corps uints (palette 03) ........ yellow crystal
Glabados Church units (palette 04) .... purplish-gray crystal
```

Special humans and humanoid monsters will always drop teal-gray crystals,
regardless of their palette byte (although the poof of smoke that
accompanies crystal formation will be colored by the palette byte).

Standard monsters' crystal color is determined by the unit's 'tier' within
its species.

```
Tier 1 monsters (Chocobo, Goblin, etc.) ................ teal-gray crystal
Tier 2 monsters (Black Chocobo, Black Goblin, etc.) .... bright blue crystal
Tier 3 monsters (Red Chocobo, Gobbledeguck, etc.) ...... red crystal
```

_____
[6.2] counter magic
      =====================================================================

The 'Counter Magic' reaction ability causes a character to
respond to a magical attack with the same magical attack, with the
caster of the original magic being the epicenter of the countered
magic's range.  Counter Magic is activated by the following spells:

```
- All Black Magic except Fire 4, Ice 4, and Bolt 4
- Holy, Dark Holy
- Yin-Yang Magic except Pray Faith and Doubt Faith
- Slow, Slow 2, Don't Move, Quick, Stop, Demi, Demi 2, Meteor
- Bio, Bio 2, Bio 3
- Melt, Tornado, Quake
- Attacks from the Blaze Gun, Glacier Gun, and Blast Gun


For a discussion of the Counter Magic-Quick phenomenon, see section A.3.


Counter Magic cannot counter Calculated spells, nor can it counter
spells which have already been Reflected.  Similarly, a spell cast by
Counter Magic cannot be Reflected.


_____
[6.3] experience, job points, and job levels
     ===================================================================


EXPERIENCE
----------


The Exp that a unit will gain when performing an action is given
by the following equation.

Exp = [Max{(10 + (T_Lv - C_Lv) + D), 1} * M]


     where T_Lv is the target's level
           C_Lv is the caster's (attacker's) level
           M = 2 if the caster has 'Gained Exp-UP'
               1 otherwise
           D is a 'death modifier' that only applies if the action
             kills its target. We define the variable PrevKills as the
             number of times the target has been killed previously in
             this battle, excluding the current kill. D is then determined
             as follows:

             If PrevKills = 0, then D = +10
             If PrevKills = 1, then D =   0
             If PrevKills = 2, then D =  -4
             If PrevKills = 3, then D =  -5
             If PrevKills = 4, then D =  -6
             If PrevKills = 5, then D =  -7
             If PrevKills > 5, then D =  -8


                (Thanks to Degenerator 12 <degenerator12@hotmail.com> for this
                 information!)

     As an example of this, let's imagine a level 50 unit without Gained Exp-UP
     killing a level 53 unit repeatedly. It doesn't matter if the killing is
     accomplished by adding Dead directly or by depleting the unit's HP.

     First kill:    PrevKills = 0, D = 10
                    Exp = (10 + (53 - 50) + 10) = 13 + 10 = 23

     Second kill:   PrevKills = 1, D = 0
                    Exp = (10 + (53 - 50) + 0) = 13 + 0 = 13

     Third kill:    PrevKills = 2, D = -1
```

```
                              Exp = (10 + (53 - 50) - 1) = 13 - 1 = 12
        .
        .
        .

      Sixth kill:      PrevKills = 5, D = -8
                       Exp = (10 + (53 - 50) - 8) = 13 - 8 = 5

      Seventh kill:    PrevKills = 6, D = -8
                       Exp = (10 + (53 - 50) - 8) = 13 - 8 = 5
        .
        .
        .

      And so on. As you can see, killing a unit nets you extra experiencne at
      first, but if you repeatedly kill the unit, you are penalized. The bonuses
      to Exp for consecutive kills of the same unit run as follows: +10, 0, -4,
      -5, -6, -7, -8, -8, -8, .... The -8 seems to go on ad infinitum. Remember,
      minimum Exp that an action can give is 1.

If the action has multiple (let's say N) targets, the caster will be awarded
Max{Exp.(1),Exp.(2), ... ,Exp.(N)}, where Exp.(X) refers to the experience
awarded for executing the action on target X.


JOB POINTS
----------


JP are doled out according to this equation:

JP = [(8 + (JobLevel * 2) + [Lv / 4]) * M]

where JobLevel is caster's level at their current job
          (can range from 1 - 8)
      Lv is the level of the person performing the action
      M is 3/2 if the caster has 'Gained JP-UP'
          1 otherwise

JP SHARING
When unit X gains JP, everyone else in the party will earn
[gained JP / 4] towards the job which unit X currently has.
Note: if unit X has 'Gained JP-UP', the extra JP given by that
ability are ignored in the JP sharing equation.

Monsters do not receive JP.


JOB LEVELS
----------


A unit's job level for each job is dependent only on the total JP
the unit has gained in that job:

                  Job Level 0:    0 to   99 total JP
                  Job Level 1:  100 to  199 total JP
                  Job Level 2:  200 to  349 total JP
                  Job Level 3:  350 to  549 total JP
                  Job Level 4:  550 to  799 total JP
                  Job Level 5:  800 to 1149 total JP
                  Job Level 6: 1150 to 1549 total JP
```

```
                    Job Level 7: 1550 to 2099 total JP
                    Job Level 8: 2100 or more total JP


When a unit first unlocks a job, it will automatically be at job
level 1, so the unit will receive (100..199) JP.

Job level is separate from the 'Mastered' designation, which appears
when a unit has learned all available abilities in a job. Any job that
requires < 2100 JP to master can be mastered on a lower level than 8.


_____
[6.4] learning magic without jp
       =================================================================


The spells Ultima and Zodiac must be learned 'blue mage style':  by
experiencing their effects.  However, other spells can be learned
in this manner as well.  In order for a unit to learn a spell blue mage
style, his or her current job MUST coincide with the spell's job of origin.
The learning unit must be a target of the spell, the spell must succeed on
the learning unit. Success is defined as dealing damage greater than zero
(for damaging attacks) or adding the intended status (for status-adding
attacks). If these conditions are met, the target will be given a chance
to learn the spell. This chance is equal to the chance that the ability
will be inherited from a dropped crystal (see section 6.1 for a table).


WIZARD              SUMMONER            03-SQUIRE (Ramza #3)
--------------      ----------------    --------------------
Fire 4              Bahamut             Ultima*
Ice 4               Odin
Bolt 4              Leviathan           CLERIC
                    Salamander          --------------------
PRIEST              Lich                Ultima*
--------------      Cyclops
Cure 4              Zodiac*             ASSASSIN
Protect 2                               --------------------
Shell 2                                 Ultima*


TIME MAGE           --------------------------------------
--------------      | * indicates spells that can ONLY     |
Haste 2             |   be learned blue mage style         |
Slow 2              --------------------------------------


_____
[6.5] weather and terrain
       =================================================================


The weather and terrain on the battlefield can have a (limited)
influence on the battle mechanics.


Normally you can move a number of sqaures equal to your Move statistic,
so we might say that moving one square uses one 'Move Point'.


WATER
-----


When moving through flowing water, moving one square instead uses two Move
Points.  You cannot advance a square in flowing water unless you have
two Move Points left.  This means if you have a Move of 5, you will only
```

be able to move two squares in flowing water.  This effect is nullified if
the unit in question has the movement abilities 'Any Ground' or
'Move Undrwater' equipped.

Stagnant water has no effect on Move under normal conditions.  However, if
it is raining heavily or thunderstorming, stagnant water (as in marshes
and small ponds) also requires two Move Points to traverse one square.
This effect is nullified if the unit in question has the movement abilities
'Any Weather' or 'Move Undrwater' equipped.

When standing in water, you are considered to be at a height equal to the
stated height of the panel minus the depth of the water, unless you have
an ability that changes this such as 'Float' (which allows you to hover 1h
over the water) or 'Move in Water' (which allows you to walk on the water).

If a unit is submerged in water 2h deep or greater, the unit cannot Act
or use reaction abilities (including Abandon and Blade Grasp, which will
become disabled).  This effect is neutralized if the unit has the 'Float'
status or the movement abilities 'Move in Water' or 'Walk on Water'.


THUNDERSTORMS
-------------

In some battles, thunderstorms will be occurring.  If this is the
case, then damage from Lightning-elemental spells = [normal_damage * 5/4]
and damage from Fire-elemental spells = [normal_damage * 3/4].  This
effect is also nullified if the caster has the 'Any Weather' ability.


SNOWSTORMS
----------

In the case of a snowstorm during battle, damage from Ice-elemental
spells = [normal_damage * 5/4].  This, too, is nullified if the caster
has 'Any Weather'.


SLOPED PANELS
-------------

When moving onto a panel over a height difference, the overall height of
the panel is irrelevant; what is relevant is the height of the edge that
borders the panel you are moving to.  To illustrate:


        (B) - stated height = '7'
      |\          8    Assume each panel is two characters wide, and 1h =
      | \         7    1 character high.  A unit standing on C (3h)
      |  |        6    with a Jump of 3 can make it onto panel (B), even
      |  |        5    though the stated height is 7, because the closer
   (A)|  |(C)     4    edge is of height 6.  Similarly, a unit standing
 --|--   --|--| 3    on (A) with a Jump of 4 _cannot_ make it onto panel
                      (B), even though the stated height is 7, because
                      the closer edge is at height 8.


HORIZONTAL JUMPING
------------------

A unit is able to jump over a horizontal gap of length [Jump / 2] panels,
where 'Jump' is the unit's Jump statistic.  Jump +1, Jump +2, and Jump +3
increase your ability to Jump horizontally, as they affect your Jump
statistic directly, but Ignore Height does not, as it only permits
infinite vertical jumping.


FALLING
-------

If a character falls (because of the knocking back effect of Throw
Stone, a critical hit, or a similar attack) a distance greater than
his Jump statistic, he will sustain damage:

fall_damage = RU{((fall_distance - Jump) * MaxHP) / 10}


STEEL NEEDLE TRAPS
------------------

Steel Needle traps deal damage equal to [MaxHP / 5].


DEGENERATOR TRAPS
-----------------

Degenerator traps cause you to lose 1 level, and lose the stat growth
that you would have gained during that level up had it occured in your
current job.  If you step on one at level 1, you will remain at level 1,
but your stats will still undergo a decrease according to the level down
formula found in section 7.3.


A SHOT IN THE DARK
------------------

When the battle takes place at night, there is an accuracy
penalty charged to users of bows and crossbows.  A target's
evade percentages (P.CEv, P.SEv, P.AEv) are increased as follows:

                    night_evade = RU{evade * 4/3}

Note that this doesn't apply for guns.


_____
[6.6] blade grasp
      ==========================================================================

The Samurai's 'Blade Grasp' is a powerful little reaction ability
which has the effect of adding an additional evade multiplier of
(1 - (Br/100)) to the success% of the attack in question.  Blade
Grasp is not the same as evasion, however -- several attacks which
can be evaded cannot be blocked by Blade Grasp, and a few that can
be blocked by Blade Grasp cannot be evaded by other means.  Blade
Grasp works on the same attacks that Counter does (see the list in
section 3.3), with the exception that Blade Grasp works against Spell Guns,
while Counter does not.

Note that in the case of a Two Swords attack, Blade Grasp can only block

one of the two hits -- if the first hit is Grasped, the second can't be (but
if the first hit connects, the second can be Grasped).

Blade Grasp does not activate in response to blows from the Counter,
Hamedo or Meatbone Slash reaction abilities.


_____
[6.7] teleport
      ==========================================================================


(thanks to Goryus on the GameFAQs FFT Message Board for this data)

The 'Teleport' ability from the Time Mage is one of the game's best,
allowing a unit to ignore height differences and pass through walls
and obstacles.  Teleport can fail if you attempt to teleport too far,
however, and the success rate is given by the formula below.

success% = min(100, (100 - 10 * (teleport_distance - move)))

where 'teleport_distance' is the number of squares that you are
teleporting -- note that just as with normal movement, each square
you move diagonally counts as two squares, because you can only move
in four directions (forward, backward, left and right).

'Move' is the Move stat of the person who is teleporting.

This equation essentially means that you are penalized 10% for each
square outside your movement range that you attempt to teleport.  If
you teleport inside your movement range, you are guaranteed success.


_____
[6.8] random events
      ==========================================================================


(thanks to Goryus for the data in this section)

There are a few attacks in FFT that have an additional effect sometimes
when they are used.  These include the Holy Sword attacks, weapons with
'Add:', and the Dash and Throw Stone abilities.  Here is a list of
random occurrences along with their probabilities of happening.

| EVENT | PROB. | DESCRIPTION / EXAMPLES |
| --- | --- | --- |
| Weapon's magic | 25% | random spellcasting from weapons like the Ice Brand, Fire Rod, Holy Lance, and Lightning Bow |
| Spell quote | 15% | long spell quote vs. only the name of the spell |
| Critical hit | 5% | a physical attack that causes more damage. it will make a different sound and the damage numbers will appear in a different way than usual.  See section 2.1 for details. |
| Katana breakage | 15% | when using DRAW OUTs |
| Knockback | 50% | targets of certain attacks will be knocked back one square (assuming there is an empty square in back of where the target is standing) fifty percent of the time.  The following attacks can trigger this: (Critical hit), Dash, Throw Stone, Cat Kick, Tail Swing. |
| Undead revival | 50% | a unit with 'Undead' status will be revived |

with a random number of HP from 1 to (MaxHP)
                              instead of crystallizing when the Dead
                              counter reaches -1.


_____
[6.9] longbow range modifications
      =====================================================================

Normally, longbows can fire between three and five squares away from the
Archer.  However, height differences modify this range. Call this height
difference 'HD':

          HD = (shooter's height - target's height)

                  bow range = 5 + [HD / 2]

This means that you get a +1 range extension for each 2h in vertical height
if you are higher, and a -1 range penalty for every 2h in vertical height if
you are lower.

Crossbows and guns are not subject to this range modification.


_____
[6.10] on brave and faith
       ====================================================================

When the game generates new units, it randomly assigns Brave and Faith values,
with the exception of a few story battle enemies (bosses and the Wizards at
Bethla Sluice, for example) that have fixed Faith. The range of Brave and
Faith values depends on where the unit is generated:

UNIT IS GENERATED    RANGE OF BR & FA
-----------------    ----------------
At start of game     (45..74)
As random enemy      (45..74)
In soldier office    (40..70)
From monster egg     (40..70)

Unlike most other stats, you can permanently change Brave and Faith
during a battle.  The formula by which the permanent Brave or Faith
gain is determined is

permanent_BraveGain = [battle_BraveGain / 4]
permanent_FaithGain = [battle_FaithGain / 4]

where battle_BraveGain = (Brave at end of battle - Brave at start of battle)
      battle_FaithGain = (Faith at end of battle - Brave at start of battle)

To write the equation in plain English: for ever four points of Brave or Faith
you gain (lose) in battle, you will gain (lose) one permanently.

Furthermore, if your Brave gets too low, or your Faith too high, bad things
will happen.

If his or her Faith is greater than or equal to 95 at the end of a battle, any
character except for Ramza or a Guest will immediately leave the party out of
religious fervor, never to be heard from again (maybe they join the
Glabadosian Right?).

If the unit's Faith is 85 to 94, you'll sometimes receive 'Warnings' at
the end of battle warning you how your bloodthirsty ways are unholy.

If the unit's Brave is 5 or lower at the end of a battle, the unit will
immediately leave the party due to cowardice.

If the unit's Brave is 6 to 15, you'll sometimes get a cowardly 'Warning'
at the end of the battle.

The above apply to in-battle Brave and Faith values, not permanent Brave
and Faith values.

_____
[6.11] enemy levels
      =====================================================================

Levels of enemy units in FFT can be determined by three different schemes.

FIXED LEVEL:  This is used for most enemies in story battles. The enemy's
level is fixed at a certain value and will always be the same, regardless of
the levels of your party members. For instance, Velius is always at Level 31.


VARIABLE RANDOM:  This is used for most enemies in random battles. The enemy's
level is randomly chosen based on the highest-levelled member of your party.
This counts all units on your 16-man roster, regardless of whether you
actually bring them into battle. If we call the level of this highest-levelled
unit 'HiLv':
                    enemy level = ((HiLv - [HiLv/8]) .. HiLv)


VARIABLE NONRANDOM:  This scheme is used for certain enemies in random
battles and is especially prevalent in the Deep Dungeon. If we use the same
definition of HiLv as above:
                          enemy level = HiLv + K
        where K is some constant (in practice, it ranges from 0 to ~24)

In all cases, the maximum level that can be generated is 99.


_____
[6.12] missing and guarding
      =====================================================================

When attacks fail to connect, there are a few different messages that can be
displayed.

'Missed!' is displayed under the following conditions:
    (1) The attack misses due to inherent inaccuracy (most status-inducing
        attacks, STEAL and BATTLE SKILL commands don't have a 100% success
        rate, even independent of evasion).
    (2) The target evades the attack through its C-Ev (class evasion).
    (3) The target dodges the attack through Arrow Guard.
    (4) The attack carries an elemental that the target is directly
        immune to.
    (5) The target is not a valid target for the attack, but the attack
        would have been beneficial to the unit had it succeeded (e.g.,
        casting Dragon Care on a target that is not a Dragon or Hydra, or

```
          casting Esuna on a target with no status ailments).

'Guarded' is displayed under the following conditions:
    (1) The target has inherent, equipment-mediated, or status-mediated
        immunity to the effect of the attack (e.g., trying to target Stop
        on a unit with the Black Costume, trying to use status effects
        on a Zodiac beast with inherent immunity, or trying to Invite a
        unit that has already been Invited).
    (2) The target evades the attack through its S-Ev (shield evasion).
        In this case, an image of the target's shield will also appear.
    (3) The target evades the attack through its W-Ev (weapon evasion)
        in conjunction with Weapon Guard. In this case, an image of the
        target's weapon will also appear.
    (3) The target evades the attack through its A-Ev (mantle evasion).
    (4) The target dodges the attack through Blade Grasp or Finger Guard.
        In this case, the target will also raise both arms.
    (5) The attack is Earth-elemental and the target is floating.
    (6) The target is not a valid target for the attack, but the
        attack would have been harmful to the target had it succeeded
        (e.g., casting Seal Evil on a non-Undead unit or casting a
        MIGHTY SWORD attack on a unit lacking the proper piece of
        equipment).

'Caught' is displayed if a unit intercepts a THROW attack using the
Catch reaction ability.

Attacks on Dead units (other than those that cancel: Dead) will not even
graphically resolve, nor will attacks targeted on units of the wrong team
(Allure on an ally, for example).




                          _____.
                          NNNNNNNNNNNNNNNNNNNNN)
                          NNNNNNNNNNNNNNNNNNNNN)
                                        JNNNNF
                                      .NNNNN`
                                      .NNNNN`
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                                     JNNNNF
                                    NNNNN`
                                   .NNNNN`
                                   .NNNNN`
                                   """""

              S T A T S   &   S T A T   G R O W T H



                          CREDITS
          ***********************************************************
            > George Greer <fft@fftactics.org> first discovered that
              there were three bytes of data corresponding to each
              of the stats.  George's website, featuring a bunch of
              technical information especially regarding the contents
              of the FFT CD, is at http://www.fftactics.org/
```

```
                > Garanhir <garanhir@stupid.com> created an excellent
                  FAQ on levelling up and down.  This FAQ provided much
                  of the inspiration for me to write this section, and
                  it's available at
                  http://www.angelfire.com/games2/garanhir/

                > NeoKamek made a RAM dump that I used to correct the
                  tables in this section after I realized (by way of
                  CzarDragon's site) that the stat multipliers and C
                  values were stored in the RAM.

                > ganon1 has created a program to calculate stat changes
                  from leveling up and down. You can download it from
                  this link:
                  http://www.geocities.com/sigmahaven/lvlsimbeta.zip
                  *********************************************************
```

_____

[7.1] how stats work in fft
      ========================================================================

The five surface stats of each unit -- HP, MP, Speed, PA, and MA -- are
determined from a set of five more 'raw stats' that are then multiplied
by job-dependent constants. The raw stats are never visible in-game,
but they are stored in the game's memory.

The stats you actually see are derived from these hidden parameters by
these equations:

                HP = [(RawHP * ClassHPMultiplier) / 1638400]
                MP = [(RawMP * ClassMPMultiplier) / 1638400]
                Sp = [(RawSp * ClassSpMultiplier) / 1638400]
                PA = [(RawPA * ClassPAMultiplier) / 1638400]
                MA = [(RawMA * ClassMAMultiplier) / 1683400]

Notes:

- If the final value is less than 1, it becomes 1 -- that is,
  revised_value = max{value, 1}.

- Enemy Zodiac beasts, in the special story battles where you fight them,
  have unique equations that determine their HP and MP:

                HP = [(RawHP * ClassHPMultiplier) / 163840]
                MP = [(RawMP * ClassMPMultiplier) / 163840]

  The division by 163,840 instead of by 1,638,400 accounts for the Zodiac
  beasts' extremely high HP and MP despite their unremarkable multipliers.

The following subsections discuss the different components of the stat
determination formula.


RAW STATS
---------

> RHP, RMP, RPA, RMA, and RSp (Raw HP, Raw MP, Raw PA, Raw MA, Raw Speed)
  are three-byte values (values between 0 and $FFFFFF, or 16777215). They
  are stored at the following locations in the RAM (this is unimportant
```

unless you have a GameShark or other means of modifying the RAM):

--------------------------------------------------------------------------
The raw stats are stored at the following RAM locations (presented in
GameShark code format):

```
              STAT   BYTE 3      BYTE 2      BYTE 1
              ----   ----------  ----------  ----------
              RHP    3005xx8F    3005xx8E    3005xx8D
              RMP    3005xx92    3005xx91    3005xx90
              RSp    3005xx95    3005xx94    3005xx93
              RPA    3005xx98    3005xx97    3005xx96
              RMA    3005xx9B    3005xx9A    3005xx99
```

          (xx defines which character you're modifying, as with
           the job and sprite GameShark codes... $7F = unit 01,
          $80 = unit 02, $81 = unit 03, etc.)

If byte 3 were $08, byte 2 were $3E, and byte 1 were $99, the raw stat
would have the value $083E99, or 540313. Note that the bytes are IN REVERSE
ORDER in terms of their RAM locations -- that is, because most hex editors
display addresses increasing from left to right, byte 1 comes first in the
RAM, followed by byte 2, followed by byte 3, whereas in the value of the
actual raw stats, byte 3 is worth most, followed by byte 2, followed by
byte 1.
--------------------------------------------------------------------------

How do you determine the values of your units' raw stats? What follows
is a list of the initial raw stat values (i.e., at level 1) for different
kinds of units.

For human units, the initial value is a constant for a each gender for the
RSp, RPA, and RMA stats.  For monsters, which are all one gender and are
neither male nor female, only RSp is nonrandom.

```
                          initial values
              Gender   RSp      RPA      RMA
              -------  ------   ------   ------
              Male     98,304   81,920   65,536
              Female   98,304   65,536   81,920
              Monster  81,920   random   random
```

Because the level up bonus is ultimately based on this initial value,
females will have better MA growth than males, and males will have better
PA growth than females.

EXCEPTION:  Ramza starts with 81,920 of both RPA and RMA (but otherwise
is a normal male, despite his appearance).

Monsters have randomized initial RPA and RMA values.  A monster's initial
values will lie between the two extrema for each stat, inclusive.

```
              Gender    initial RPA        initial RMA
              -------   ---------------    ---------------
              Monster   (81,920..98,303)   (81,920..98,303)
```

However, RHP and RMP have random variation for all units, human and
monster; different units will start with different amounts of RHP and RMP

```
                    within a certain range:


                    Gender     initial RHP          initial RMP
                    -------    -----------------    -----------------
                    Male       (491,520..524,287)   (229,376..245,759)
                    Female     (458,752..491,519)   (245,760..262,143)
                    Monster    (573,440..622,591)   (98,304..147,455)


   Note that bred monsters, instead of having truly random stats, seem to
   have their raw stats all selected at once from a set of 250-500 preset
   'stat configurations'.  Bred monsters can have Brave and Faith ranging
   from 40 to 70 inclusive, unlike other randomly-generated monsters and
   units found in battle, which can have Brave and Faith ranging from 45
   to 74 inclusive.



MULTIPLIERS
-----------


> Multipliers are class-specific constants that mostly fall between 50 and
  200. Differences in multipliers are chiefly responsible for the strengths
  and weaknesses of FFT's jobs -- a Lancer, for instance, has a very high PA
  mulitplier (PAM) but a very low MA multiplier (MAM). Different classes
  also have different rates of stat growth (see section 7.2 below), but
  differences in multipliers turn out to be more significant for the surface
  stats.

  For practice working with raw stats and multipliers, let's calculate the
  range of the surface stats HP and MP that you'll see on the Level 1 Squires
  you can recruit from the Soldier Office.

  Looking at section 7.4, we can see that a generic Squire (class 4A) has
  an HP multiplier (HPM) of 100 and an MP multiplier (MPM) of 75. Let's
  consider a female Squire. Females start with between 458,752 and 491,519
  RHP (from the chart above). Plugging these values into the equation
  at the beginning of this section, we get:

  Minimum female HP = [(RHP * HPM) / 1638400] = [(458752 * 100) / 1638400]
                    = [45875200 / 1638400] = 28


  Maximum female HP = [(RHP * HPM) / 1638400] = [(491519 * 100) / 1638400]
                    = [49151900 / 1638400] = 29


  So females should start with either 28 or 29 HP, excluding bonuses from
  equipment (which will just be added onto the 28 or 29).

  For RMP, initial values range between 245,760 and 262,143, and Squire's
  MPM is 75. So:

  Miminum female MP = [(RMP * MPM) / 1638400] = [(245760 * 75) / 1638400]
                    = [18432000 / 1638400] = 11
  Maximum female MP = [(RMP * MPM) / 1638400] = [(262143 * 75) / 1638400]
                    = [19660725 / 1638400] = 11


  Females should always start with 11 MP on level 1. But note that although
  all females have 11 MP at level 1, their raw MP values are randomly
  generated, and this difference will become evident at higher levels.

  Bonuses from equipment are added on top of these values. In the
  Soldier Office, all recruits come equipped with Clothes (HP +5, MP +0)
```

and Leather Hat (HP +8, MP +0), for a total equipment bonus of HP +13,
MP +0. So all female recruits you find in the Office should have 41 or 42
HP and 11 MP. Try it out -- it works!

There are some consequences of the initial raw stat distribution:
  - females gain more MP and MA on level up than males
  - males gain more HP and PA on level up than females
  - monsters gain more HP, PA, and MA than either human sex;
    monsters gain less MP and Speed than either human sex (though the
    Speed stat often rivals or exceeds humans because monster classes
    tend to have lower C values for Speed than do human classes).


_____
[7.2] leveling up
      =====================================================================

Okay, so now we know how raw stats work on level 1, but how do stats change
when units level up?

RHP, RMP, RSp, RPA, and RMA are all increased on level up, even when there
is no visible increase in the corresponding surface stat. Different classes
get different raw stat bonuses on level up, which results in the classes'
differing stat growth. The difference in stat growth between genders is only
because of the differences in the initial statpoint distribution -- if you
use GameShark to give a female 105,000 RPA at level 1, she will have better
PA growth than a male.

Raw stat growth on leveling up is determined by the following equation:

$$bonus = [current\_RX / (C + Lv)]$$

   where RX is a generic term for any raw stat (RHP, RMP, RSp, RPA, or RMA)
         Lv is the LOWER level in question -- so if you are leveling up
            from 50 to 51, Lv = 50.

C is a constant that varies for each class. The value of C is what
differentiates one class's growth pattern from another's. Keep in mind
that since C is in the denominator of this expression, LOWER VALUES OF C
YIELD HIGHER STATS.

> Note that if you don't do any leveling down (see section 7.3 for the
  effect of leveling down) and never change jobs, it just so happens that
  the amount of raw stats you gain on a level up will be a constant. That
  is, the ratio of current_RX to (C + Lv) remains constant -- meaning if
  you want to calculate the raw stat increase from multiple level ups,
  you just have to calculate it once and multiply it by the number of
  level ups. Not too useful for humans, but very useful for monsters,
  who can't change jobs.


_____
[7.3] leveling down
      =====================================================================

For years, FFT players have been using the 'level up/down' trick to build
characters with super stats.  The idea behind the trick is that you level up
in a job with strong stat growth (low C values) such as Ninja or Mime, and
then level down (using Mindflare's 'Level Blast' technique or one of the
many Degenerator traps scattered throughout the game's battlefields) with a

class with poor stat growth (high C values) such as Bard or Dancer.  Though
the game adjusts your stats when you level down so that you lose the stats
that you would have gained as that class, by using poor classes to level down
you can fool the game and lose less going down than you gain going up; in
this manner, you can build all your stats up to their maxima if you do enough
leveling cycles.

Note though, that if you level up and down _without_ changing classes, you
will actually _lower_ your stats.  This is because the level down algorithm
is the following equation:

                    decrement = [current_RX / (Lv + C)]

        where Lv is the level you are levelling DOWN to (i.e., the lower
              level).  For instance, if you level down to 50 from level 51,
              Lv = 50.

This results in a slight stat decrease.  Consider the following example.

Suppose you have a male Squire (491,520 < initial RHP < 524,288) with initial
RHP of 504,000.  Levelling up from 1 to 2, he will receive an RHP bonus as
follows (HPC = 11):

bonus = [504,000 / (11 + 1)] = [504,000 / 12] = 42000.

Your new RHP at level 2 will be 546,000.  So if you level down from 2 to 1,
your RHP will decrease as follows:

decrement = [546,000 / (11 + 1)] = [546,000 / 12] = 45500.

Your new RHP at level 1 will then be 546,000 - 45500 = 500,500 instead of
504,000 as you had originally.

While this isn't that big of a decrease, if done all the way down from level
99 to level 1, it can add up.  However, if you do change classes while
leveling down, this small loss will be compensated for by the higher C
values of the poor stat-gaining class that you level down in.


_____
[7.4] the class compendium
      =====================================================================


This section gives detailed information on all the jobs and classes in FFT.
Many of these are normally enemy-only, but they can be easily accessed with
a GS (and even if you don't have a GS, you can see what you're up against).

ABBREVIATIONS USED IN THE CLASS COMPENDIUM:

COMMAND SET:  The primary command set innately associated with this class.
              You can look up the command set in Appendix C by searching for
              its name within [SQUARE BRACKETS].

SPRITE:       The sprite associated with this class. This is the sprite that
              will result if you input the class' hex index number into the
              GameShark code 3005xx74 00??. If a '(+)' follows the sprite
              name, then the sprite will be glitchless on the formation
              screen. If nothing follows the sprite name, the sprite will
              be usable in battle but appear glitched on the formation
              screen. If a '(-)' follows the sprite name, the sprite is

```
                 either glitched in battle or missing normal frames of
                 animation.

   EQ:           List of equippable items. The category 'Accessory' includes
                 Shoes, Gauntlets, Rings, Armlets, and Mantles. In addition to
                 the equips listed, all females can equip Ribbons, Bags, and
                 Perfumes in any equipment-using class.

   IMMUNE:       List of status changes and elements that the class is innately
                 immune to. Note that battle-specific immunites can be set over
                 innate immunities, so that classes used as enemies are often
                 immune to more status ailments than will be listed in this
                 guide (for example, Serpentarius is not innately immune to
                 Frog, but Elidibs has Frog immunity set for the battle when
                 you fight him).

   INNATE:       List of innate abilties, including reaction abilities, support
                 abilities, movement abilities, elemental absorption, elemental
                 halving, and elemental weakness.

   HPM:          HP multiplier
   HPC:          C value for raw HP increment on level up
   MPM:          MP multiplier
   MPC:          C value for raw MP increment on level up
   SpM:          Speed multiplier
   SpC:          C value for raw speed increment on level up
   PAM:          PA multiplier
   PAC:          C value for raw PA increment on level up
   MAM:          MA multiplier
   MAC:          C value for raw MA increment on level up

   TYPE:         The type of unit that this class is intended for:
                 Special - Special human class. Can use equipment, change jobs,
                           and customize abilities. If a unit has one of these
                           classes as a base class, its sprite will not change
                           when it changes jobs.
                 Generic - Generic human class. Can use equipment, change jobs,
                           and customize abilities. Base class is 80 (for males)
                           or 81 (for females). No base sprite; sprite changes
                           with job change.
                 Monster - Monster class. Cannot change jobs, use equipment or
                           customize abilities. Base class is 82. No base sprite;
                           sprite is determined by the specific monster class.
                 Demon -   Monster class. Cannot change jobs, use equipment or
                           customize abilities. Base class is 82. No base sprite;
                           sprite is determined by the specific demon class.
                           Although demon class units cannot set abilities
                           in-game, reactions, supports, and movements can be set
                           (and will work) using a GameShark. (Steel Giant works
                           the same as demon classes, and so is classified as a
                           demon.)
                 Lucavi -  Same as demon, except that the base class determines
                           the sprite. Lucavi units are sometimes male gender and
                           sometimes monster gender. (Holy Dragon works the same
                           as Lucavi classes, and so is classified as a Lucavi.)

                 GAMESHARK ASIDE: feel free to ignore
                 --------------------------------------------------------------
                 For use in the codes below:
```

```
            xx = 7F: unit 01,  80: unit 02,  81: unit 03,  82: unit 04,
                 83: unit 05,  84: unit 06,  85: unit 07,  86: unit 08,
                 87: unit 09,  88: unit 10,  89: unit 11,  8A: unit 12,
                 8B: unit 13,  8C: unit 14,  8D: unit 15,  8E: unit 16.


                     3005xx74 00??            3005xx76 00??
                     ----------------------   -------------------------
            Special  determines sprite        determines job only
            Generic  80 (male) or 81 (female) determines job & sprite
            Monster  always 82                determines class & sprite
            Demon    always 82                determines class & sprite
            Lucavi   determines sprite        determines class only


            For generics, 3005xx74 only determines the gender of the sprite
            that will be displayed, not the actual gender of the unit. That
            is dependent on another code:


            3005xx78 00?0    Determines unit's gender:
                             8 = male
                             4 = female
                             2 = monster
            -----------------------------------------------------------------
            END GAMESHARK ASIDE

ACT:        For monster classes, all the monster's action abilities will be
            listed, preceded by the two-digit hex index number for that
            monster's command set. Abilities enclosed in (parentheses)
            are only active when a unit standing on an adjacent panel to
            the monster (and within +/- 3h vertically) has the Monster Skill
            ability set.



--------------------------------------------------------------------------------
C L A S S   C O M P E N D I U M
--------------------------------------------------------------------------------

Classes are sorted by index number. To find a class you're interested in,
search for its name within [square brackets].

>> If you prefer the way that raw stat values were presented in BMG 5.x, you
   can download the old tables at this URL:
   http://www.fftactics.net/fftmech/oldchart.txt

01 [Squire]
================================================================================
Basic job for all units. The starting point to becoming a fine warrior.
Unlike other Squires, he can equip robes but not axes.
--------------------------------------------------------------------------------
COMMAND SET: 19 GUTS          | SPRITE: Ramza, chapter 1 (+)
--------------------------------------------------------------------------------
EQ: Sword, Knife, Flail, Hat, Robe, Clothes, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 125 | MPM: 105 | SpM: 107 | PAM: 111 | MAM: 102 | Move: 4 | C.EV: 10%
HPC:  11 | MPC:  11 | SpC:  95 | PAC:  50 | MAC:  48 | Jump: 3 | TYPE: Special
================================================================================


02 [Squire]
================================================================================
```

Basic job for all units. The starting point to becoming a fine warrior.
Unlike other Squires, he can equip robes, shields, helmets, and armor,
but not axes.
--------------------------------------------------------------------------------
COMMAND SET: 1A GUTS          | SPRITE: Ramza, chapter 2 & 3 (+)
--------------------------------------------------------------------------------
EQ: Sword, Knife, Flail, Armor, Hat, Helmet, Shield, Robe, Clothes, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 125 | MPM: 105 | SpM: 107 | PAM: 111 | MAM: 102 | Move: 4 | C.Ev: 10%
HPC:  11 | MPC:  11 | SpC:  95 | PAC:  50 | MAC:  48 | Jump: 3 | TYPE: Special
================================================================================


03 [Squire]
================================================================================
Basic job for all units. The starting point to becoming a fine warrior.
Unlike other Squires, he can equip robes, shields, helmets, armor, and
knight swords, but not axes.
--------------------------------------------------------------------------------
COMMAND SET: 1B GUTS          | SPRITE: Ramza, chapter 4 (+)
--------------------------------------------------------------------------------
EQ: Sword, Knight Sword, Knife, Flail, Armor, Hat, Helmet, Shield, Robe,
    Clothes, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 125 | MPM: 105 | SpM: 107 | PAM: 111 | MAM: 102 | Move: 4 | C.Ev: 10%
HPC:  11 | MPC:  11 | SpC:  95 | PAC:  50 | MAC:  48 | Jump: 3 | TYPE: Special
================================================================================


04 [Squire]
================================================================================
Basic job for all units. The starting point to becoming a fine warrior.
Unlike other Squires, he can equip robes but not axes.
--------------------------------------------------------------------------------
COMMAND SET: 1C GUTS          | SPRITE: Delita, chapter 1 (+)
--------------------------------------------------------------------------------
EQ: Sword, Knife, Flail, Hat, Robe, Clothes, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 130 | MPM: 100 | SpM: 100 | PAM: 120 | MAM: 100 | Move: 4 | C.Ev: 05%
HPC:  10 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


05 [Holy Knight]
================================================================================
Devoted knight baptized by the church. Draws 'Holy Sword' skill from the
weapon under divine protection from God.
--------------------------------------------------------------------------------
COMMAND SET: 1D HOLY SWORD    | SPRITE: Delita, chapter 2 & 3
--------------------------------------------------------------------------------
EQ: Sword, Knife, Flail, Armor, Helmet, Shield, Robe, Clothes, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite, Blood Suck, Frog, Chicken, Death Sentence, Charm
--------------------------------------------------------------------------------
HPM: 135 | MPM: 100 | SpM: 110 | PAM: 120 | MAM: 105 | Move: 4 | C.Ev: 10%
HPC:  10 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================

```
06 [Arc Knight]
================================================================================
Holy knight who follows God's word. His 'Mighty Sword' destroys not only the
enemys' body but also their belongings.
--------------------------------------------------------------------------------
COMMAND SET: 1E MIGHTY SWORD   | SPRITE: Delita, chapter 1
--------------------------------------------------------------------------------
EQ: Sword, Knight Sword, Knife, Flail, Armor, Helmet, Shield, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite, Blood Suck, Frog, Chicken, Charm
--------------------------------------------------------------------------------
HPM: 150 | MPM: 100 | SpM: 120 | PAM: 120 | MAM: 110 | Move: 4 | C.Ev: 15%
HPC:  10 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


07 [Squire]
================================================================================
Basic job for all units. The starting point to becoming a fine warrior.
--------------------------------------------------------------------------------
COMMAND SET: 1F BASIC SKILL    | SPRITE: Algus (+)
--------------------------------------------------------------------------------
EQ: Sword, Knife, Flail, Hat, Robe, Clothes, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 120 | MPM: 100 | SpM: 100 | PAM: 110 | MAM: 100 | Move: 4 | C.Ev: 15%
HPC:  10 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


08 [Arc Knight]
================================================================================
Holy knight who follows God's word. His 'Destroy Sword' destroys not only the
enemys' body but also their belongings.
--------------------------------------------------------------------------------
COMMAND SET: 4B DESTROY SWORD  | SPRITE: Zalbag
--------------------------------------------------------------------------------
EQ: Sword, Knight Sword, Armor, Robe, Helmet, Shield, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 168 | MPM:  80 | SpM: 100 | PAM: 120 | MAM: 100 | Move: 4 | C.Ev: 10%
HPC:  10 | MPC:  11 | SpC: 100 | PAC:  40 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


09 [Lune Knight]
================================================================================
Elite knight with mysterious power equipping weapons and accessories with
ancient magic characters carved in them.
--------------------------------------------------------------------------------
COMMAND SET: 46 SWORD SKILL    | SPRITE: Dycedarg
--------------------------------------------------------------------------------
EQ: Sword, Knight Sword, Armor, Robe, Helmet, Shield, Accessory
--------------------------------------------------------------------------------
IMMUNE: Undead, Dead, Blood Suck, Confusion, Invite, Petrify, Berserk,
        Transparent, Reraise, Stop, Poison, Death Sentence, Don't Act,
        Don't Move, Sleep, Charm
--------------------------------------------------------------------------------
INNATE: Defense UP, Magic DefendUP
--------------------------------------------------------------------------------
```

```
HPM: 170 | MPM: 103 | SpM: 110 | PAM: 105 | MAM: 100 | Move: 4 | C.Ev: 10%
HPC:  10 | MPC:   9 | SpC:  95 | PAC:  48 | MAC:  42 | Jump: 3 | TYPE: Special
================================================================================


0A [Duke]
================================================================================
Duke with hundreds of knights. A rank only given to selected Nobles.
--------------------------------------------------------------------------------
COMMAND SET: 00 <none>        | SPRITE: Larg
--------------------------------------------------------------------------------
EQ: <nothing>
--------------------------------------------------------------------------------
IMMUNE: Invite, Petrify
--------------------------------------------------------------------------------
HPM: 100 | MPM: 100 | SpM: 100 | PAM: 100 | MAM: 100 | Move: 3 | C.Ev: 10%
HPC:  11 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


0B [Duke]
================================================================================
Duke attended by hundreds of knights. A rank only given to selected ones from
the nobility.
--------------------------------------------------------------------------------
COMMAND SET: 00 <none>        | SPRITE: Goltana
--------------------------------------------------------------------------------
EQ: <nothing>
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 100 | MPM: 100 | SpM: 100 | PAM: 100 | MAM: 100 | Move: 3 | C.Ev: 10%
HPC:  11 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


0C [Princess]
================================================================================
Daughter of the king, and an heir of the royal family. Her graceful manners
show dignity.
--------------------------------------------------------------------------------
COMMAND SET: 24 HOLY MAGIC    | SPRITE: Ovelia (+)
--------------------------------------------------------------------------------
EQ: Staff, Hat, Clothes, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite, Petrify
--------------------------------------------------------------------------------
INNATE: Defense UP, Magic DefendUP
--------------------------------------------------------------------------------
HPM: 100 | MPM: 100 | SpM: 100 | PAM: 100 | MAM: 100 | Move: 4 | C.Ev: 20%
HPC:  11 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


0D [Holy Swordsman]
================================================================================
Martial art expert who is one of the best knights. His swordsmanship has no
match.
--------------------------------------------------------------------------------
COMMAND SET: 4A ALL SWORDSKILL | SPRITE: Orlandu (+)
--------------------------------------------------------------------------------
EQ: Ninja Sword, Sword, Knight Sword, Katana, Shield, Helmet, Hat, Armor,
    Clothes, Robe, Accessory
--------------------------------------------------------------------------------
```

```
    IMMUNE: Invite
    -------------------------------------------------------------------------------
    HPM: 160 | MPM: 120 | SpM: 110 | PAM: 122 | MAM: 100 | Move: 4 | C.Ev: 20%
    HPC:  10 | MPC:  11 | SpC: 100 | PAC:  42 | MAC:  42 | Jump: 3 | TYPE: Special
    ===============================================================================


    0E [High Priest]
    ===============================================================================
    A messenger of God who has the highest authority in the church. His words are
    powerful enough to alter the fate of a nation.
    -------------------------------------------------------------------------------
    COMMAND SET: 00 <none>        | SPRITE: Funeral
    -------------------------------------------------------------------------------
    EQ: Robe, Accessory
    -------------------------------------------------------------------------------
    IMMUNE: Invite
    -------------------------------------------------------------------------------
    HPM: 100 | MPM: 100 | SpM: 100 | PAM: 100 | MAM: 100 | Move: 3 | C.Ev: 10%
    HPC:  11 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
    ===============================================================================


    0F [Dragoner]
    ===============================================================================
    Has a human appearance, but is a dragon. The blood of the holy dragon running
    through him can work miracles.
    -------------------------------------------------------------------------------
    COMMAND SET: 2B DRAGON        | SPRITE: Reis (human) (+)
    -------------------------------------------------------------------------------
    EQ: Ring, Armlet
    -------------------------------------------------------------------------------
    IMMUNE: Invite
    -------------------------------------------------------------------------------
    INNATE: Monster Talk, Two Swords, Monster Skill, Train
    -------------------------------------------------------------------------------
    HPM: 140 | MPM: 115 | SpM: 120 | PAM: 120 | MAM: 110 | Move: 3 | C.Ev:  7%
    HPC:   5 | MPC:  10 | SpC:  95 | PAC:  39 | MAC:  38 | Jump: 3 | TYPE: Special
    ===============================================================================


    10 [Holy Priest]
    ===============================================================================
    A priest of high rank, who has been chosen among many priests. Severely
    suppresses heretics who disobey the teachings of God.
    -------------------------------------------------------------------------------
    COMMAND SET: 2A WHITE-AID     | SPRITE: Zalmo
    -------------------------------------------------------------------------------
    EQ: Rod, Staff, Dictionary, Stick, Hat, Clothes, Robe, Accessory
    -------------------------------------------------------------------------------
    IMMUNE: Dead, Undead, Petrify, Invite, Blood Suck, Reraise, Transparent,
            Chicken, Frog, Poison, Stop, Charm, Sleep, Don't Move, Don't Act,
            Death Sentence
    -------------------------------------------------------------------------------
    HPM: 160 | MPM: 200 | SpM: 100 | PAM:  90 | MAM: 150 | Move: 4 | C.Ev:  9%
    HPC:  10 | MPC:  11 | SpC: 120 | PAC:  50 | MAC:  49 | Jump: 3 | TYPE: Special
    ===============================================================================


    11 [Dark Knight]
    ===============================================================================
    Knight of darkness of who lives without facing the light of God. His
    'Dark Sword' absorbs enemys' spirits.
    -------------------------------------------------------------------------------
```

```
COMMAND SET: 27 DARK SWORD     | SPRITE: Gafgarion (+)
--------------------------------------------------------------------------------
EQ: Sword, Shield, Helmet, Armor, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Petrify, Invite, Blood Suck, Transparent, Berserk, Charm
--------------------------------------------------------------------------------
HPM: 150 | MPM: 100 | SpM: 120 | PAM: 100 | MAM:  90 | Move: 3 | C.Ev: 15%
HPC:  11 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


12 [Hell Knight]
================================================================================
Assassin who controls the laws of nature. His 'Un-truth' has the opposite
effect of the Heaven Knight's 'Truth'.
--------------------------------------------------------------------------------
COMMAND SET: 2E UN-TRUTH       | SPRITE: Malak
--------------------------------------------------------------------------------
EQ: <nothing>
--------------------------------------------------------------------------------
IMMUNE: Crystal, Undead, Charging, Jumping, Defending, Performing, Petrify,
        Invite, Darkness, Confusion, Silence, Blood Suck, Treasure, Oil,
        Float, Reraise, Transparent, Berserk, Chicken, Frog, Critical, Poison,
        Regen, Protect, Shell, Haste, Slow, Stop, Faith, Innocent, Charm,
        Sleep, Don't Move, Don't Act, Reflect, Death Sentence
--------------------------------------------------------------------------------
INNATE: Auto-Dead
--------------------------------------------------------------------------------
HPM:   0 | MPM:   0 | SpM:   0 | PAM:   0 | MAM:   0 | Move: 4 | C.Ev:  8%
HPC:   0 | MPC:   0 | SpC:   0 | PAC:   0 | MAC:   0 | Jump: 3 | TYPE: Special
================================================================================


13 [Bishop]
================================================================================
Priest who takes an active part in spreading the teachings of God to people
around the world.
--------------------------------------------------------------------------------
COMMAND SET: 00 <none>         | SPRITE: Simon (+)
--------------------------------------------------------------------------------
EQ: <none>
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 100 | MPM: 180 | SpM: 100 | PAM: 100 | MAM: 100 | Move: 3 | C.Ev: 10%
HPC:  15 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


14 [Cleric]
================================================================================
One who takes holy orders and lives faithfully. Protects loved ones with
'Holy Magic', from pure spirits.
--------------------------------------------------------------------------------
COMMAND SET: 4C HOLY MAGIC     | SPRITE: Alma (+)
--------------------------------------------------------------------------------
EQ: Staff, Hat, Clothes, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
INNATE: Defense UP, Magic DefendUP, Initial-Dead
--------------------------------------------------------------------------------
HPM: 100 | MPM: 150 | SpM: 115 | PAM: 100 | MAM: 160 | Move: 4 | C.Ev: 24%
```

```
HPC:  11 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
===============================================================================


15 [Astrologist]
===============================================================================
One who can read the movements of the stars in the sky. Uses 'Starry Heaven'
change battle conditions.
-------------------------------------------------------------------------------
COMMAND SET: 2F STARRY HEAVEN  | SPRITE: Olan (+)
-------------------------------------------------------------------------------
EQ: Dictionary, Hat, Clothes, Robe, Accessory
-------------------------------------------------------------------------------
IMMUNE: Dead, Undead, Invite, Confusion, Transparent, Berserk, Chicken, Frog,
        Charm, Sleep, Don't Move, Don't Act, Death Sentence
-------------------------------------------------------------------------------
HPM: 140 | MPM: 108 | SpM: 125 | PAM: 100 | MAM: 130 | Move: 4 | C.Ev: 15%
HPC:  10 | MPC:  11 | SpC:  95 | PAC:  50 | MAC:  55 | Jump: 3 | TYPE: Special
===============================================================================


16 [Engineer]
===============================================================================
Technician working for a revival of a lost civilization. His best skill is
'Snipe', using the legendary 'Gun'.
-------------------------------------------------------------------------------
COMMAND SET: 26 SNIPE          | SPRITE: Mustadio (+)
-------------------------------------------------------------------------------
EQ: Gun, Hat, Clothes, Robe, Accessory
-------------------------------------------------------------------------------
IMMUNE: Invite
-------------------------------------------------------------------------------
HPM: 100 | MPM:  75 | SpM: 115 | PAM:  95 | MAM: 100 | Move: 3 | C.Ev: 18%
HPC:  11 | MPC:  13 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 4 | TYPE: Special
===============================================================================


17 [Dark Knight]
===============================================================================
Knight of darkness of who lives without facing the light of God. His
'Dark Sword' absorbs enemys' spirits.
-------------------------------------------------------------------------------
COMMAND SET: 20 DARK SWORD     | SPRITE: Gafgarion (+)
-------------------------------------------------------------------------------
EQ: Sword, Shield, Helmet, Armor, Robe, Accessory
-------------------------------------------------------------------------------
IMMUNE: Invite
-------------------------------------------------------------------------------
HPM: 150 | MPM: 100 | SpM: 120 | PAM: 100 | MAM:  90 | Move: 3 | C.Ev: 15%
HPC:  11 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
===============================================================================


18 [Cardinal]
===============================================================================
Cardinal, the highest authority in the church next to the High Priest.
-------------------------------------------------------------------------------
COMMAND SET: 00 <none>         | SPRITE: Draclau
-------------------------------------------------------------------------------
EQ: Knife, Robe, Accessory
-------------------------------------------------------------------------------
IMMUNE: Invite
-------------------------------------------------------------------------------
HPM: 100 | MPM: 100 | SpM: 100 | PAM: 100 | MAM: 100 | Move: 3 | C.Ev: 10%
```

```
HPC:  11 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


19 [Heaven Knight]
================================================================================
Assassin who controls the laws of nature. Buries his opponents with the
forbidden spell 'Truth'.
--------------------------------------------------------------------------------
COMMAND SET: 2D TRUTH         | SPRITE: Rafa (+)
--------------------------------------------------------------------------------
EQ: Staff, Stick, Hat, Clothes, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM:  90 | MPM: 100 | SpM: 115 | PAM:  80 | MAM: 100 | Move: 3 | C.Ev: 10%
HPC:  11 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


1A [Hell Knight]
================================================================================
Assassin who controls the laws of nature. His 'Un-truth' has the opposite
effect of the Heaven Knight's 'Truth'.
--------------------------------------------------------------------------------
COMMAND SET: 2E UN-TRUTH      | SPRITE: Malak (+)
--------------------------------------------------------------------------------
EQ: Staff, Stick, Hat, Clothes, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 100 | MPM: 110 | SpM: 110 | PAM: 105 | MAM: 100 | Move: 4 | C.Ev:  8%
HPC:  10 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


1B [Arc Knight]
================================================================================
Holy knight who follows God's word. His 'Sword Spirit' releases a spirit
wave from within the sword.
--------------------------------------------------------------------------------
COMMAND SET: 3B SWORD SPIRIT  | SPRITE: Elmdor
--------------------------------------------------------------------------------
EQ: Katana, Shield, Helmet, Hat, Armor, Clothes, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Dead, Undead, Petrify, Invite, Confusion, Blood Suck, Reraise,
        Transparent, Berserk, Chicken, Frog, Poison, Stop, Charm, Sleep,
        Don't Move, Don't Act, Death Sentence
--------------------------------------------------------------------------------
HPM: 180 | MPM: 120 | SpM: 120 | PAM: 120 | MAM: 100 | Move: 3 | C.Ev: 16%
HPC:   9 | MPC:  10 | SpC: 100 | PAC:  40 | MAC:  42 | Jump: 5 | TYPE: Special
================================================================================


1C [Delita's Sis]
================================================================================
Younger sister of Delita Hyral. Supported each other since their parents died
at a young age.
--------------------------------------------------------------------------------
COMMAND SET: 23 MAGIC         | SPRITE: Teta
--------------------------------------------------------------------------------
EQ: <nothing>
--------------------------------------------------------------------------------
IMMUNE: Crystal, Undead, Charging, Jumping, Defending, Performing, Petrify,
```

```
              Invite, Darkness, Confusion, Silence, Blood Suck, Treasure, Oil,
              Float, Reraise, Transparent, Berserk, Chicken, Frog, Critical, Poison,
              Regen, Protect, Shell, Haste, Slow, Stop, Faith, Innocent, Charm,
              Sleep, Don't Move, Don't Act, Reflect, Death Sentence
--------------------------------------------------------------------------------
INNATE: Auto-Dead
--------------------------------------------------------------------------------
HPM:   0 | MPM:   0 | SpM:   0 | PAM:   0 | MAM:   0 | Move: 0 | C.Ev:  0%
HPC:   0 | MPC:   0 | SpC:   0 | PAC:   0 | MAC:   0 | Jump: 0 | TYPE: Special
================================================================================


1D [Arc Duke]
================================================================================
High-ranking Noble. United feudal lords from various regions. His power equals
that of a King of a small nation.
--------------------------------------------------------------------------------
COMMAND SET: 00 <none>         | SPRITE: Barinten
--------------------------------------------------------------------------------
EQ: Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 100 | MPM: 100 | SpM: 100 | PAM: 100 | MAM: 100 | Move: 3 | C.Ev: 10%
HPC:  11 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


1E [Holy Knight]
================================================================================
Devoted knight baptized by the church. Draws 'Holy Sword' skill from the
weapon under divine protection from God.
--------------------------------------------------------------------------------
COMMAND SET: 28 HOLY SWORD     | SPRITE: Agrias (+)
--------------------------------------------------------------------------------
EQ: Sword, Knight Sword, Shield, Helmet, Armor, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 140 | MPM: 100 | SpM: 100 | PAM: 100 | MAM: 100 | Move: 3 | C.Ev: 25%
HPC:  10 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


1F [Temple Knight]
================================================================================
Holy knight who protects the church from heathens. Uses 'Magic Sword' to drive
away hostile enemies.
--------------------------------------------------------------------------------
COMMAND SET: 45 MAGIC SWORD    | SPRITE: Beowulf (+)
--------------------------------------------------------------------------------
EQ: Knife, Sword, Knight Sword, Shield, Helmet, Armor, Robe, Clothes,
    Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 122 | MPM: 145 | SpM: 105 | PAM: 125 | MAM: 105 | Move: 4 | C.Ev: 14%
HPC:  10 | MPC:  11 | SpC: 100 | PAC:  48 | MAC:  45 | Jump: 3 | TYPE: Special
================================================================================


20 [White Knight]
================================================================================
Holy knight who wears the armor of purity. Drives away enemies with
```

```
'Holy Sword' skill from his pure soul.
--------------------------------------------------------------------------------
COMMAND SET: 22 HOLY SWORD    | SPRITE: Wiegraf, chapter 1
--------------------------------------------------------------------------------
EQ: Sword, Knight Sword, Shield, Helmet, Armor, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Dead, Undead, Petrify, Invite, Confusion, Reraise, Transparent,
        Berserk, Chicken, Frog, Charm, Sleep, Death Sentence
--------------------------------------------------------------------------------
HPM: 140 | MPM: 150 | SpM: 100 | PAM: 116 | MAM: 100 | Move: 3 | C.Ev: 10%
HPC:  11 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


21 [Arc Witch]
================================================================================
Witch reborn as an archwitch by contract with the darkness. Uses the mighty
power of darkness.
--------------------------------------------------------------------------------
COMMAND SET: 00 <none>        | SPRITE: Balmafula (+)
--------------------------------------------------------------------------------
EQ: Knife, Robe, Clothes, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 100 | MPM: 100 | SpM: 100 | PAM: 100 | MAM: 100 | Move: 3 | C.Ev: 10%
HPC:  11 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


22 [Engineer]
================================================================================
Technician working for a revival of a lost civilization. His best skill is
'Snipe', using the legendary 'Gun'.
--------------------------------------------------------------------------------
COMMAND SET: 25 SNIPE         | SPRITE: Mustadio (+)
--------------------------------------------------------------------------------
EQ: Gun, Hat, Clothes, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
INNATE: Maintenance
--------------------------------------------------------------------------------
HPM: 100 | MPM:  75 | SpM: 115 | PAM:  95 | MAM: 100 | Move: 3 | C.Ev: 18%
HPC:  11 | MPC:  13 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 4 | TYPE: Special
================================================================================


23 [Bi-count]
================================================================================
Rank for Nobles. Fourth highest peerage of fifth-class Nobles.
--------------------------------------------------------------------------------
COMMAND SET: 00 <none>        | SPRITE: Rudvich (-)
--------------------------------------------------------------------------------
EQ: Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 100 | MPM: 100 | SpM: 100 | PAM: 100 | MAM: 100 | Move: 3 | C.Ev: 10%
HPC:  11 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


24 [Divine Knight]
```

```
================================================================================
Holy knight who pledges loyalty and devotion to God. He takes holy orders
with his sword.
--------------------------------------------------------------------------------
COMMAND SET: 40 MIGHTY SWORD   | SPRITE: Vormav
--------------------------------------------------------------------------------
EQ: Sword, Knight Sword, Shield, Helmet, Armor, Clothes, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Dead, Undead, Petrify, Invite, Confusion, Blood Suck, Reraise,
        Transparent, Berserk, Chicken, Frog, Poison, Stop, Charm, Sleep,
        Don't Move, Don't Act, Death Sentence
--------------------------------------------------------------------------------
HPM: 165 | MPM: 100 | SpM: 115 | PAM: 124 | MAM: 100 | Move: 4 | C.Ev: 25%
HPC:   9 | MPC:   9 | SpC: 100 | PAC:  37 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


25 [Divine Knight]
================================================================================
Holy knight who pledges loyalty and devotion to God. He takes holy orders
with his sword.
--------------------------------------------------------------------------------
COMMAND SET: 3C MIGHTY SWORD   | SPRITE: Rofel
--------------------------------------------------------------------------------
EQ: Sword, Knight Sword, Shield, Helmet, Armor, Clothes, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Dead, Undead, Petrify, Invite, Confusion, Blood Suck, Reraise,
        Transparent, Berserk, Chicken, Frog, Poison, Stop, Charm, Sleep,
        Don't Move, Don't Act, Death Sentence
--------------------------------------------------------------------------------
HPM: 150 | MPM: 100 | SpM: 115 | PAM: 122 | MAM: 100 | Move: 4 | C.Ev: 21%
HPC:  10 | MPC:  10 | SpC: 100 | PAC:  38 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


26 [Knight Blade]
================================================================================
Warrior in despair who is devoted to the power of darkness. The ominous shine
of his blade slashes frightened enemies.
--------------------------------------------------------------------------------
COMMAND SET: 33 BATTLE SKILL   | SPRITE: Izlude
--------------------------------------------------------------------------------
EQ: Ninja Sword, Sword, Knight Sword, Spear, Shield, Helmet, Armor, Robe,
    Accessory
--------------------------------------------------------------------------------
IMMUNE: Dead, Undead, Petrify, Invite, Confusion, Blood Suck, Reraise,
        Transparent, Berserk, Chicken, Frog, Poison, Stop, Charm, Sleep,
        Don't Move, Don't Act, Death Sentence
--------------------------------------------------------------------------------
INNATE: Concentrate
--------------------------------------------------------------------------------
HPM: 155 | MPM:  50 | SpM: 110 | PAM: 120 | MAM:  50 | Move: 4 | C.Ev: 10%
HPC:  10 | MPC:  11 | SpC: 100 | PAC:  48 | MAC:  50 | Jump: 4 | TYPE: Special
================================================================================


27 [Sorceror]
================================================================================
Sorceror who performs mysterious acts using magic. The powerful magic torments
enemies.
--------------------------------------------------------------------------------
COMMAND SET: 48 ALL MAGIC      | SPRITE: Kletian
--------------------------------------------------------------------------------
```

```
EQ: Rod, Staff, Stick, Hat, Clothes, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Dead, Undead, Petrify, Invite, Confusion, Blood Suck, Reraise,
        Transparent, Berserk, Chicken, Frog, Poison, Stop, Charm, Sleep,
        Don't Act, Death Sentence
--------------------------------------------------------------------------------
HPM: 125 | MPM: 140 | SpM: 105 | PAM:  80 | MAM: 125 | Move: 3 | C.Ev: 14%
HPC:  10 | MPC:   8 | SpC: 100 | PAC:  55 | MAC:  49 | Jump: 3 | TYPE: Special
================================================================================


28 [White Knight]
================================================================================
Holy knight who wears the armor of purity. Drives away enemies with
'Holy Sword' skill from his pure soul.
--------------------------------------------------------------------------------
COMMAND SET: 30 HOLY SWORD     | SPRITE: Wiegraf, chapter 3
--------------------------------------------------------------------------------
EQ: Sword, Knight Sword, Shield, Helmet, Armor, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Dead, Undead, Petrify, Invite, Confusion, Blood Suck, Reraise,
         Transparent, Berserk, Chicken, Frog, Poison, Stop, Charm, Sleep,
         Don't Move, Don't Act, Death Sentence
--------------------------------------------------------------------------------
HPM: 165 | MPM: 150 | SpM: 110 | PAM: 120 | MAM:  95 | Move: 3 | C.Ev: 15%
HPC:  10 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


29 [Heaven Knight]
================================================================================
Assassin who controls the laws of nature. Buries his opponents with the
forbidden spell 'Truth'.
--------------------------------------------------------------------------------
COMMAND SET: 32 TRUTH          | SPRITE: Rafa (+)
--------------------------------------------------------------------------------
EQ: Staff, Stick, Hat, Clothes, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 100 | MPM: 100 | SpM: 115 | PAM: 100 | MAM: 100 | Move: 3 | C.Ev: 10%
HPC:  11 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


2A [Divine Knight]
================================================================================
Holy knight who pledges loyalty and devotion to God. He takes holy orders
with his sword.
--------------------------------------------------------------------------------
COMMAND SET: 43 MIGHTY SWORD   | SPRITE: Meliadoul (+)
--------------------------------------------------------------------------------
EQ: Sword, Knight Sword, Crossbow, Spear, Shield, Helmet, Armor, Clothes,
    Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 125 | MPM:  80 | SpM: 105 | PAM: 120 | MAM:  90 | Move: 4 | C.Ev: 12%
HPC:  10 | MPC:  15 | SpC: 100 | PAC:  39 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


2B [Engineer]
================================================================================
```

```
Technician working for a revival of a lost civilization. His best skill is
'Snipe', using legendary 'Gun'.
--------------------------------------------------------------------------------
COMMAND SET: 44 SNIPE        | SPRITE: Balk
--------------------------------------------------------------------------------
EQ: Knife, Gun, Crossbow, Hat, Armor, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Dead, Undead, Petrify, Invite, Confusion, Blood Suck, Reraise,
        Transparent, Berserk, Chicken, Frog, Poison, Stop, Charm, Sleep,
        Don't Act, Death Sentence
--------------------------------------------------------------------------------
INNATE: Defense UP, Magic DefendUP, Monster Talk
--------------------------------------------------------------------------------
HPM: 125 | MPM:  80 | SpM: 105 | PAM: 120 | MAM:  90 | Move: 4 | C.Ev: 12%
HPC:  10 | MPC:  15 | SpC: 100 | PAC:  39 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


2C [Cleric]
================================================================================
One who takes holy orders and lives faithfully. Protects loved ones with
'Holy Magic', emitted from pure spirits.
--------------------------------------------------------------------------------
COMMAND SET: 4C HOLY MAGIC    | SPRITE: Alma (+)
--------------------------------------------------------------------------------
EQ: <nothing>
--------------------------------------------------------------------------------
IMMUNE: Crystal, Undead, Charging, Jumping, Defending, Performing, Petrify,
        Invite, Darkness, Confusion, Silence, Blood Suck, Treasure, Oil,
        Float, Reraise, Transparent, Berserk, Chicken, Frog, Critical, Poison,
        Regen, Protect, Shell, Haste, Slow, Stop, Faith, Innocent, Charm,
        Sleep, Don't Move, Don't Act, Reflect, Death Sentence
--------------------------------------------------------------------------------
INNATE: Auto-Dead
--------------------------------------------------------------------------------
HPM:   0 | MPM:   0 | SpM:   0 | PAM:   0 | MAM:   0 | Move: 4 | C.Ev: 18%
HPC:   0 | MPC:   0 | SpC:   0 | PAC:   0 | MAC:   0 | Jump: 3 | TYPE: Special
================================================================================


2D [Assassin]
================================================================================
Savage warrior raised by assassins. Quickly kills his enemies with 'Use Hand'.
--------------------------------------------------------------------------------
COMMAND SET: 36 USE HAND      | SPRITE: Celia (-) (crashes game on PSX)
--------------------------------------------------------------------------------
EQ: Katana, Hat, Clothes, Accessory
--------------------------------------------------------------------------------
IMMUNE: Dead, Petrify, Invite, Transparent, Chicken, Frog
--------------------------------------------------------------------------------
INNATE: Two Swords
--------------------------------------------------------------------------------
HPM: 160 | MPM: 125 | SpM: 110 | PAM: 120 | MAM: 125 | Move: 4 | C.Ev: 30%
HPC:   9 | MPC:   8 | SpC: 105 | PAC:  50 | MAC:  45 | Jump: 7 | TYPE: Special
================================================================================


2E [Assassin]
================================================================================
Savage warrior raised by assassins. Quickly kills his enemies with 'Use Hand'.
--------------------------------------------------------------------------------
COMMAND SET: 37 USE HAND      | SPRITE: Lede (-)
--------------------------------------------------------------------------------
```

```
EQ: Ninja Sword, Hat, Clothes, Accessory
--------------------------------------------------------------------------------
IMMUNE: Dead, Petrify, Invite, Transparent, Chicken, Frog
--------------------------------------------------------------------------------
INNATE: Two Swords
--------------------------------------------------------------------------------
HPM: 155 | MPM: 125 | SpM: 115 | PAM: 120 | MAM: 125 | Move: 4 | C.Ev: 28%
HPC:   9 | MPC:   8 | SpC: 110 | PAC:  50 | MAC:  45 | Jump: 7 | TYPE: Special
================================================================================


2F [Divine Knight]
================================================================================
Holy knight who pledges loyalty and devotion to God. He takes holy orders
with his sword.
--------------------------------------------------------------------------------
COMMAND SET: 42 MIGHTY SWORD  | SPRITE: Meliadoul (+)
--------------------------------------------------------------------------------
EQ: Sword, Knight Sword, Crossbow, Shield, Helmet, Armor, Clothes, Robe,
    Accessory
--------------------------------------------------------------------------------
IMMUNE: Dead, Petrify, Invite
--------------------------------------------------------------------------------
HPM: 125 | MPM:  80 | SpM: 105 | PAM: 120 | MAM:  90 | Move: 4 | C.Ev: 12%
HPC:  10 | MPC:  15 | SpC: 100 | PAC:  39 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


30 [Cleric]
================================================================================
One who takes holy orders and lives faithfully. Protects loved one with
'Holy Magic', from pure spirits.
--------------------------------------------------------------------------------
COMMAND SET: 31 HOLY MAGIC    | SPRITE: Alma (+)
--------------------------------------------------------------------------------
EQ: Staff, Hat, Clothes, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM:  90 | MPM: 100 | SpM: 105 | PAM: 100 | MAM: 160 | Move: 4 | C.Ev: 18%
HPC:  11 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


31 [Phony Saint]
================================================================================
Agitator who misleads people with lies and masks. Don't underestimate him,
although he cannot match the power of a genuine saint.
--------------------------------------------------------------------------------
COMMAND SET: 00 <none>        | SPRITE: Ajora (-)
--------------------------------------------------------------------------------
EQ: Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 100 | MPM: 100 | SpM: 100 | PAM: 100 | MAM: 100 | Move: 3 | C.Ev: 10%
HPC:  11 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


32 [Soldier]
================================================================================
A mysterious foreigner. Uses 'Limit' when his anger peaks.
--------------------------------------------------------------------------------
```

```
COMMAND SET: 29 LIMIT         | SPRITE: Cloud (+)
--------------------------------------------------------------------------------
EQ: Sword, Hat, Ribbon, Clothes, Accessory
--------------------------------------------------------------------------------
IMMUNE: Dead, Petrify, Invite
--------------------------------------------------------------------------------
HPM: 125 | MPM: 116 | SpM: 100 | PAM: 123 | MAM: 120 | Move: 3 | C.Ev: 20%
HPC:  11 | MPC:  10 | SpC: 100 | PAC:  42 | MAC:  46 | Jump: 3 | TYPE: Special
================================================================================


33 [Arc Knight]
================================================================================
Holy knight who follows God's word. His 'Destroy Sword' destroys not only the
enemys body but also their belongings.
--------------------------------------------------------------------------------
COMMAND SET: 4B DESTROY SWORD  | SPRITE: Zalbag, possessed
--------------------------------------------------------------------------------
EQ: Sword, Knight Sword, Shield, Helmet, Armor, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 170 | MPM: 105 | SpM: 125 | PAM: 125 | MAM: 105 | Move: 4 | C.Ev: 22%
HPC:   8 | MPC:  10 | SpC:  97 | PAC:  38 | MAC:  48 | Jump: 3 | TYPE: Special
================================================================================


34 [Holy Knight]
================================================================================
Devoted knight baptized by the church. Draws 'Holy Sword' skill from the
weapon under divine protection from God.
--------------------------------------------------------------------------------
COMMAND SET: 21 HOLY SWORD     | SPRITE: Agrias (+)
--------------------------------------------------------------------------------
EQ: Sword, Knight Sword, Shield, Helmet, Armor, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM: 140 | MPM: 100 | SpM: 100 | PAM: 100 | MAM: 100 | Move: 3 | C.Ev: 25%
HPC:  10 | MPC:  11 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


35 [Chemist]
================================================================================
<no description>
--------------------------------------------------------------------------------
COMMAND SET: 06 ITEM           | SPRITE: Female Chemist
--------------------------------------------------------------------------------
EQ: Everything
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM:  75 | MPM:  75 | SpM: 100 | PAM:  75 | MAM:  80 | Move: 3 | C.Ev: 00%
HPC:  12 | MPC:  16 | SpC: 100 | PAC:  75 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


36 [Priest]
================================================================================
<no description>
--------------------------------------------------------------------------------
COMMAND SET: 0A WHITE MAGIC    | SPRITE: Female Priest
--------------------------------------------------------------------------------
```

```
EQ: Everything
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM:  80 | MPM: 120 | SpM: 110 | PAM:  90 | MAM: 110 | Move: 3 | C.Ev: 00%
HPC:  10 | MPC:  10 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


37 [Wizard]
================================================================================
<no description>
--------------------------------------------------------------------------------
COMMAND SET: 0B BLACK MAGIC    | SPRITE: Male Wizard
--------------------------------------------------------------------------------
EQ: Everything
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM:  80 | MPM: 120 | SpM: 110 | PAM:  90 | MAM: 110 | Move: 3 | C.Ev: 00%
HPC:  12 | MPC:   9 | SpC: 100 | PAC:  60 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


38 [Oracle]
================================================================================
<no description>
--------------------------------------------------------------------------------
COMMAND SET: 10 YIN-YANG MAGIC | SPRITE: Male Oracle
--------------------------------------------------------------------------------
EQ: Everything
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM:  75 | MPM: 110 | SpM: 100 | PAM:  50 | MAM: 120 | Move: 3 | C.Ev: 00%
HPC:  12 | MPC:  10 | SpC: 100 | PAC:  60 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


38 [Oracle]
================================================================================
<no description>
--------------------------------------------------------------------------------
COMMAND SET: 10 YIN-YANG MAGIC | SPRITE: Male Oracle
--------------------------------------------------------------------------------
EQ: Everything
--------------------------------------------------------------------------------
IMMUNE: Invite
--------------------------------------------------------------------------------
HPM:  75 | MPM: 110 | SpM: 100 | PAM:  50 | MAM: 120 | Move: 3 | C.Ev: 00%
HPC:  12 | MPC:  10 | SpC: 100 | PAC:  60 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


39 - 3B : <blank>

3C [Warlock]
================================================================================
Strange monster created by the holy stone. Sends enemies to hell by wounding
their bodies and spirit.
--------------------------------------------------------------------------------
COMMAND SET: 67 FEAR          | SPRITE: Velius
--------------------------------------------------------------------------------
EQ: <none>
```

```
--------------------------------------------------------------------------------
IMMUNE: Crystal, Dead, Undead, Petrify, Invite, Confusion, Blood Suck,
        Treasure, Oil, Float, Reraise, Transparent, Berserk, Chicken, Frog,
        Poison, Regen, Stop, Faith, Innocent, Charm, Sleep, Don't Act,
        Death Sentence
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Martial Arts, Short Charge
--------------------------------------------------------------------------------
HPM:  80 | MPM:  86 | SpM: 132 | PAM: 141 | MAM: 140 | Move: 5 | C.Ev: 18%
HPC:  12 | MPC:  10 | SpC:  95 | PAC:  38 | MAC:  46 | Jump: 5 | TYPE: Lucavi
================================================================================


3D [Knight]
================================================================================
Knight sent from hell.
--------------------------------------------------------------------------------
COMMAND SET: 9B SWORD SKILL   | SPRITE: Male Knight, undead
--------------------------------------------------------------------------------
EQ: Sword, Knight Sword, Flail, Shield, Helmet, Armor, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite, Darkness, Blood Suck, Reraise, Transparent, Poison, Regen,
        Charm, Death Sentence
--------------------------------------------------------------------------------
INNATE: Auto-Undead, Monster Skill
--------------------------------------------------------------------------------
HPM: 130 | MPM:  80 | SpM: 110 | PAM: 125 | MAM:  80 | Move: 3 | C.Ev: 10%
HPC:   9 | MPC:  15 | SpC: 100 | PAC:  40 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


3E [Angel of Death]
================================================================================
Immortal messenger who rises above the earth. Deludes the enemys' with 'Fear'
leading to eternal sleep.
--------------------------------------------------------------------------------
COMMAND SET: 6B FEAR          | SPRITE: Zalera
--------------------------------------------------------------------------------
EQ: <none>
--------------------------------------------------------------------------------
IMMUNE: Crystal, Dead, Undead, Petrify, Invite, Confusion, Silence,
        Blood Suck, Treasure, Oil, Reraise, Transparent, Berserk,
        Chicken, Frog, Poison, Regen, Stop, Faith, Innocent, Charm, Sleep,
        Don't Move, Don't Act, Death Sentence
--------------------------------------------------------------------------------
INNATE: Auto-Float, Cannot enter water, Fly, Short Charge, Monster Skill
--------------------------------------------------------------------------------
HPM:  85 | MPM: 100 | SpM: 133 | PAM: 145 | MAM: 140 | Move: 5 | C.Ev: 24%
HPC:  12 | MPC:  10 | SpC:  90 | PAC:  38 | MAC:  46 | Jump: 4 | TYPE: Lucavi
================================================================================


3F [Archer]
================================================================================
Archer sent from hell.
--------------------------------------------------------------------------------
COMMAND SET: 9C CHARGE        | SPRITE: Male Archer, undead
--------------------------------------------------------------------------------
EQ: Crossbow, Bow, Shield, Hat, Clothes, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite, Darkness, Blood Suck, Reraise, Transparent, Poison, Regen,
        Charm, Death Sentence
--------------------------------------------------------------------------------
```

```
INNATE: Auto-Undead, Auto-Float, Monster Skill
-------------------------------------------------------------------------------
HPM: 110 | MPM:  65 | SpM: 105 | PAM: 115 | MAM:  80 | Move: 3 | C.Ev: 10%
HPC:  10 | MPC:  16 | SpC: 100 | PAC:  45 | MAC:  50 | Jump: 3 | TYPE: Special
===============================================================================


40 [Regulator]
===============================================================================
Controls the laws of this world. Controls who can and cannot live on the
earth with his powers.
-------------------------------------------------------------------------------
COMMAND SET: 6F FEAR         | SPRITE: Hashmalum
-------------------------------------------------------------------------------
EQ: <none>
-------------------------------------------------------------------------------
IMMUNE: Crystal, Dead, Undead, Petrify, Invite, Confusion, Silence,
        Blood Suck, Treasure, Oil, Float, Reraise, Transparent, Berserk,
        Chicken, Frog, Poison, Regen, Stop, Faith, Innocent, Charm, Sleep,
        Don't Act, Death Sentence
-------------------------------------------------------------------------------
INNATE: Cannot enter water, Short Charge
-------------------------------------------------------------------------------
HPM:  83 | MPM:  87 | SpM: 148 | PAM: 141 | MAM: 125 | Move: 5 | C.Ev: 12%
HPC:  12 | MPC:  10 | SpC: 100 | PAC:  38 | MAC:  46 | Jump: 4 | TYPE: Lucavi
===============================================================================


41 [Holy Angel]
===============================================================================
Set free by truth, which controls the universe. His deeds rise above good and
evil.
-------------------------------------------------------------------------------
COMMAND SET: 59 <nothing>    | SPRITE: Altima, first form
-------------------------------------------------------------------------------
EQ: <none>
-------------------------------------------------------------------------------
IMMUNE: Crystal, Dead, Undead, Petrify, Invite, Confusion, Silence,
        Blood Suck, Treasure, Oil, Reraise, Transparent, Berserk,
        Chicken, Frog, Poison, Regen, Stop, Faith, Innocent, Charm, Sleep,
        Don't Move, Death Sentence
-------------------------------------------------------------------------------
INNATE: Auto-Float, Martial Arts, Short Charge, Teleport 2
-------------------------------------------------------------------------------
HPM:  70 | MPM:  90 | SpM: 118 | PAM: 113 | MAM: 120 | Move: 5 | C.Ev: 11%
HPC:  12 | MPC:  10 | SpC: 100 | PAC:  40 | MAC:  46 | Jump: 4 | TYPE: Lucavi
===============================================================================


42 [Wizard]
===============================================================================
Black Mage sent from hell.
-------------------------------------------------------------------------------
COMMAND SET: 9D BLACK MAGIC   | SPRITE: Male Wizard, undead
-------------------------------------------------------------------------------
EQ: Rod, Hat, Clothes, Robe, Accessory
-------------------------------------------------------------------------------
IMMUNE: Invite, Darkness, Blood Suck, Reraise, Transparent, Poison, Regen,
        Charm, Death Sentence
-------------------------------------------------------------------------------
INNATE: Auto-Undead, Auto-Float, Monster Skill
-------------------------------------------------------------------------------
HPM: 100 | MPM: 120 | SpM: 105 | PAM:  60 | MAM: 150 | Move: 3 | C.Ev: 05%
```

```
HPC:  11 | MPC:   9 | SpC: 100 | PAC:  60 | MAC:  50 | Jump: 3 | TYPE: Special
================================================================================


43 [Impure King]
================================================================================
One who wants all hideous impurities. When controlled by his wickedness,
becomes difficult for a human to even maintain sanity.
--------------------------------------------------------------------------------
COMMAND SET: 73 FEAR          | SPRITE: Queklain
--------------------------------------------------------------------------------
EQ: <none>
--------------------------------------------------------------------------------
IMMUNE: Crystal, Dead, Undead, Petrify, Invite, Confusion, Silence,
        Blood Suck, Treasure, Oil, Float, Reraise, Transparent, Berserk,
        Chicken, Frog, Poison, Regen, Stop, Faith, Innocent, Charm, Sleep,
        Don't Act, Death Sentence
--------------------------------------------------------------------------------
INNATE: Martial Arts, Short Charge
--------------------------------------------------------------------------------
HPM:  50 | MPM:  90 | SpM: 130 | PAM: 144 | MAM: 130 | Move: 4 | C.Ev: 12%
HPC:  12 | MPC:  10 | SpC: 100 | PAC:  42 | MAC:  46 | Jump: 4 | TYPE: Lucavi
================================================================================


44 [Time Mage]
================================================================================
Time Mage sent from hell.
--------------------------------------------------------------------------------
COMMAND SET: 9E TIME MAGIC    | SPRITE: Female Time Mage, undead
--------------------------------------------------------------------------------
EQ: Staff, Hat, Clothes, Robe, Accessory
--------------------------------------------------------------------------------
IMMUNE: Invite, Darkness, Blood Suck, Reraise, Transparent, Poison, Regen,
        Charm, Death Sentence
--------------------------------------------------------------------------------
INNATE: Auto-Undead, Auto-Float, Monster Skill
--------------------------------------------------------------------------------
HPM: 100 | MPM: 120 | SpM: 110 | PAM:  50 | MAM: 135 | Move: 3 | C.Ev: 05%
HPC:  11 | MPC:  10 | SpC: 100 | PAC:  65 | MAC:  48 | Jump: 3 | TYPE: Special
================================================================================


45 [Ghost of Fury]
================================================================================
Emperor of another world who rules with fury. Proud of his magic power that
controls absolute spells.
--------------------------------------------------------------------------------
COMMAND SET: 77 FEAR          | SPRITE: Adramelk
--------------------------------------------------------------------------------
EQ: <none>
--------------------------------------------------------------------------------
IMMUNE: Crystal, Dead, Undead, Petrify, Invite, Confusion, Silence,
        Blood Suck, Treasure, Oil, Float, Reraise, Transparent, Berserk,
        Chicken, Frog, Poison, Regen, Stop, Faith, Innocent, Charm, Sleep,
        Don't Act, Death Sentence
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Short Charge
--------------------------------------------------------------------------------
HPM:  90 | MPM:  95 | SpM: 150 | PAM: 139 | MAM: 110 | Move: 5 | C.Ev: 19%
HPC:  12 | MPC:  10 | SpC: 100 | PAC:  43 | MAC:  47 | Jump: 4 | TYPE: Lucavi
================================================================================
```

```
46 [Oracle]
===============================================================================
Auger sent from hell.
-------------------------------------------------------------------------------
COMMAND SET: 9F YIN-YANG MAGIC | SPRITE: Male Oracle, undead
-------------------------------------------------------------------------------
EQ: Rod, Staff, Stick, Hat, Clothes, Robe, Accessory
-------------------------------------------------------------------------------
IMMUNE: Invite, Darkness, Blood Suck, Reraise, Transparent, Poison, Regen,
        Charm, Death Sentence
-------------------------------------------------------------------------------
INNATE: Auto-Undead, Auto-Float, Monster Skill
-------------------------------------------------------------------------------
HPM:  90 | MPM: 110 | SpM: 110 | PAM:  50 | MAM: 120 | Move: 3 | C.Ev: 05%
HPC:  11 | MPC:  10 | SpC: 100 | PAC:  60 | MAC:  45 | Jump: 3 | TYPE: Special
===============================================================================


47 [Summoner]
===============================================================================
Summoner sent from hell.
-------------------------------------------------------------------------------
COMMAND SET: A0 SUMMON MAGIC  | SPRITE: Female Summoner, undead
-------------------------------------------------------------------------------
EQ: Rod, Staff, Hat, Clothes, Robe, Accessory
-------------------------------------------------------------------------------
IMMUNE: Invite, Darkness, Blood Suck, Reraise, Transparent, Poison, Regen,
        Charm, Death Sentence
-------------------------------------------------------------------------------
INNATE: Auto-Undead, Auto-Float, Monster Skill
-------------------------------------------------------------------------------
HPM:  85 | MPM: 125 | SpM: 100 | PAM:  50 | MAM: 125 | Move: 3 | C.Ev: 05%
HPC:  12 | MPC:   8 | SpC: 100 | PAC:  70 | MAC:  40 | Jump: 3 | TYPE: Special
===============================================================================


48 [Holy Dragon]
===============================================================================
Holy Dragon transformed from a Lancer. Defeats enemies with physical attacks
using his massive body and breath.
-------------------------------------------------------------------------------
COMMAND SET: 2C BREATH        | SPRITE: Reis, dragon form
-------------------------------------------------------------------------------
EQ: <none>
-------------------------------------------------------------------------------
IMMUNE: Invite, Blood Suck
-------------------------------------------------------------------------------
INNATE: Cannot enter water
-------------------------------------------------------------------------------
HPM: 130 | MPM: 115 | SpM: 132 | PAM: 147 | MAM: 110 | Move: 5 | C.Ev: 05%
HPC:   6 | MPC:  30 | SpC:  90 | PAC:  39 | MAC:   6 | Jump: 3 | TYPE: Lucavi
===============================================================================


49 [Arch Angel]
===============================================================================
Ultimate being, status achieved by a holy angel. Brings chaos or order and
beginnings or ends to worlds.
-------------------------------------------------------------------------------
COMMAND SET: 7D COMPLETE MAGIC | SPRITE: Altima, second form
-------------------------------------------------------------------------------
EQ: <none>
-------------------------------------------------------------------------------
```

```
IMMUNE: Crystal, Dead, Undead, Petrify, Invite, Confusion, Silence,
        Blood Suck, Treasure, Oil, Reraise, Transparent, Berserk,
        Chicken, Frog, Poison, Regen, Stop, Faith, Innocent, Charm, Sleep,
        Don't Act, Death Sentence
-------------------------------------------------------------------------------
INNATE: Auto-Float, Face Up, Short Charge, Teleport 2
-------------------------------------------------------------------------------
HPM: 125 | MPM: 100 | SpM: 150 | PAM: 120 | MAM: 130 | Move: 8 | C.Ev: 10%
HPC:  10 | MPC:  15 | SpC:  95 | PAC:  38 | MAC:  48 | Jump: 5 | TYPE: Lucavi
===============================================================================


4A [Squire]
===============================================================================
Basic job for all units. The starting point to becoming a fine warrior.
-------------------------------------------------------------------------------
COMMAND SET: 05 BASIC SKILL    | SPRITE: n/a
-------------------------------------------------------------------------------
EQ: Knife, Sword, Axe, Flail, Hat, Clothes, Acessory
-------------------------------------------------------------------------------
HPM: 100 | MPM:  75 | SpM: 100 | PAM:  90 | MAM:  80 | Move: 4 | C.Ev: 05%
HPC:  11 | MPC:  15 | SpC: 100 | PAC:  60 | MAC:  50 | Jump: 3 | TYPE: Generic
===============================================================================


4B [Chemist]
===============================================================================
Chemist who prescribes items to restore HP and treat abnormal status. Item
throw ability
-------------------------------------------------------------------------------
COMMAND SET: 06 ITEM           | SPRITE: n/a
-------------------------------------------------------------------------------
EQ: Knife, Gun, Hat, Clothes, Acessory
-------------------------------------------------------------------------------
INNATE: Throw Item
-------------------------------------------------------------------------------
HPM:  80 | MPM:  75 | SpM: 100 | PAM:  75 | MAM:  80 | Move: 3 | C.Ev: 05%
HPC:  12 | MPC:  16 | SpC: 100 | PAC:  75 | MAC:  50 | Jump: 3 | TYPE: Generic
===============================================================================


4C [Knight]
===============================================================================
Fine warriors, bold and brave with etiquette. Draws 'Battle Skill' with the
powerful knight sword.
-------------------------------------------------------------------------------
COMMAND SET: 07 BATTLE SKILL   | SPRITE: n/a
-------------------------------------------------------------------------------
EQ: Sword, Knight Sword, Shield, Helmet, Armor, Robe, Accessory
-------------------------------------------------------------------------------
HPM: 120 | MPM:  80 | SpM: 100 | PAM: 120 | MAM:  80 | Move: 3 | C.Ev: 10%
HPC:  10 | MPC:  15 | SpC: 100 | PAC:  40 | MAC:  50 | Jump: 3 | TYPE: Generic
===============================================================================


4D [Archer]
===============================================================================
Useful in preemptive attacks, the Archer is best utilized in high locations to
extend arrow range.
-------------------------------------------------------------------------------
COMMAND SET: 08 CHARGE         | SPRITE: n/a
-------------------------------------------------------------------------------
EQ: Crossbow, Bow, Shield, Hat, Clothes, Accessory
-------------------------------------------------------------------------------
```

```
HPM: 100 | MPM:  65 | SpM: 100 | PAM: 110 | MAM:  80 | Move: 3 | C.Ev: 10%
HPC:  11 | MPC:  16 | SpC: 100 | PAC:  45 | MAC:  50 | Jump: 3 | TYPE: Generic
===============================================================================


4E [Monk]
===============================================================================
Monks are warriors who train their bodies in the ways of martial arts. Their
battle ability 'Punch Art' drives enemies away.
-------------------------------------------------------------------------------
COMMAND SET: 09 PUNCH ART     | SPRITE: n/a
-------------------------------------------------------------------------------
EQ: Clothes, Acessory
-------------------------------------------------------------------------------
INNATE: Martial Arts
-------------------------------------------------------------------------------
HPM: 135 | MPM:  80 | SpM: 110 | PAM: 129 | MAM:  80 | Move: 3 | C.Ev: 20%
HPC:   9 | MPC:  13 | SpC: 100 | PAC:  48 | MAC:  50 | Jump: 4 | TYPE: Generic
===============================================================================


4F [Priest]
===============================================================================
The Priest controls holy magic by borrowing soul power. Often uses
recuperative and support magic, 'White Magic'.
-------------------------------------------------------------------------------
COMMAND SET: 0A WHITE MAGIC    | SPRITE: n/a
-------------------------------------------------------------------------------
EQ: Staff, Clothes, Robe, Accessory
-------------------------------------------------------------------------------
HPM:  80 | MPM: 120 | SpM: 110 | PAM:  90 | MAM: 110 | Move: 3 | C.Ev: 05%
HPC:  10 | MPC:  10 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Generic
===============================================================================


50 [Wizard]
===============================================================================
The Wizard controls the elements which make up this world. Often uses attack
magic, 'Black Magic'.
-------------------------------------------------------------------------------
COMMAND SET: 0B BLACK MAGIC    | SPRITE: n/a
-------------------------------------------------------------------------------
EQ: Rod, Hat, Clothes, Robe, Accessory
-------------------------------------------------------------------------------
HPM:  75 | MPM: 120 | SpM: 100 | PAM:  60 | MAM: 150 | Move: 3 | C.Ev: 05%
HPC:  12 | MPC:   9 | SpC: 100 | PAC:  60 | MAC:  50 | Jump: 3 | TYPE: Generic
===============================================================================


51 [Time Mage]
===============================================================================
The Time Mage controls time and space. This sorcerer toys with the laws of the
universe.
-------------------------------------------------------------------------------
COMMAND SET: 0C TIME MAGIC     | SPRITE: n/a
-------------------------------------------------------------------------------
EQ: Staff, Hat, Clothes, Robe, Accessory
-------------------------------------------------------------------------------
HPM:  75 | MPM: 120 | SpM: 100 | PAM:  50 | MAM: 130 | Move: 3 | C.Ev: 05%
HPC:  12 | MPC:  10 | SpC: 100 | PAC:  65 | MAC:  50 | Jump: 3 | TYPE: Generic
===============================================================================


52 [Summoner]
===============================================================================
```

```
Warrior calls illusionary monsters, spirits of the highest rank. Uses
'Summon Magic', a special contract with the spirits.
-------------------------------------------------------------------------------
COMMAND SET: 0D SUMMON MAGIC   | SPRITE: n/a
-------------------------------------------------------------------------------
EQ: Rod, Staff, Hat, Clothes, Robe, Accessory
-------------------------------------------------------------------------------
HPM:  70 | MPM: 125 | SpM:  90 | PAM:  50 | MAM: 125 | Move: 3 | C.Ev: 05%
HPC:  13 | MPC:   8 | SpC: 100 | PAC:  70 | MAC:  50 | Jump: 3 | TYPE: Generic
===============================================================================


53 [Thief]
===============================================================================
Warriors who can steal anything from anyone. Their skill and boldness are
legendary.
-------------------------------------------------------------------------------
COMMAND SET: 0E STEAL          | SPRITE: n/a
-------------------------------------------------------------------------------
EQ: Knife, Hat, Clothes, Accessory
-------------------------------------------------------------------------------
HPM:  90 | MPM:  50 | SpM: 110 | PAM: 100 | MAM:  60 | Move: 4 | C.Ev: 25%
HPC:  11 | MPC:  16 | SpC:  90 | PAC:  50 | MAC:  50 | Jump: 4 | TYPE: Generic
===============================================================================


54 [Mediator]
===============================================================================
Warrior who battles by talking to the enemy. Uses clever 'Talk Skill'.
Monster Lang. ability.
-------------------------------------------------------------------------------
COMMAND SET: 0F TALK SKILL     | SPRITE: n/a
-------------------------------------------------------------------------------
EQ: Knife, Gun, Hat, Clothes, Robe, Accessory
-------------------------------------------------------------------------------
INNATE: Monster Talk
-------------------------------------------------------------------------------
HPM:  80 | MPM:  70 | SpM: 100 | PAM:  75 | MAM:  75 | Move: 3 | C.Ev: 05%
HPC:  11 | MPC:  18 | SpC: 100 | PAC:  55 | MAC:  50 | Jump: 3 | TYPE: Generic
===============================================================================


55 [Oracle]
===============================================================================
The Oracle has control over the elements of life itself, through the
manipulation of Yin and Yang.
-------------------------------------------------------------------------------
COMMAND SET: 10 YIN-YANG MAGIC | SPRITE: n/a
-------------------------------------------------------------------------------
EQ: Rod, Staff, Dictionary, Stick, Hat, Clothes, Robe, Accessory
-------------------------------------------------------------------------------
HPM:  75 | MPM: 110 | SpM: 100 | PAM:  50 | MAM: 120 | Move: 3 | C.Ev: 05%
HPC:  12 | MPC:  10 | SpC: 100 | PAC:  60 | MAC:  50 | Jump: 3 | TYPE: Generic
===============================================================================


56 [Geomancer]
===============================================================================
Warrior who knows of good and bad luck, from the earth. Uses 'Elemental',
which brings mysterious geographical powers.
-------------------------------------------------------------------------------
COMMAND SET: 11 ELEMENTAL      | SPRITE: n/a
-------------------------------------------------------------------------------
EQ: Sword, Axe, Shield, Hat, Robe, Clothes, Accessory
```

```
--------------------------------------------------------------------------------
HPM: 110 | MPM:  95 | SpM: 100 | PAM: 110 | MAM: 105 | Move: 4 | C.Ev: 10%
HPC:  10 | MPC:  11 | SpC: 100 | PAC:  45 | MAC:  50 | Jump: 3 | TYPE: Generic
================================================================================


57 [Lancer]
================================================================================
Warrior 'Jump' high and attack enemies despite heavy arms and weapons. An
expert with spears.
--------------------------------------------------------------------------------
COMMAND SET: 12 JUMP        | SPRITE: n/a
--------------------------------------------------------------------------------
EQ: Spear, Shield, Helmet, Armor, Robe, Accessory
--------------------------------------------------------------------------------
HPM: 120 | MPM:  50 | SpM: 100 | PAM: 120 | MAM:  50 | Move: 3 | C.Ev: 15%
HPC:  10 | MPC:  15 | SpC: 100 | PAC:  40 | MAC:  50 | Jump: 4 | TYPE: Generic
================================================================================


58 [Samurai]
================================================================================
Foreign warrior who strengthens the soul by improving swordsmanship. Uses
skills that 'Draw Out' the spirit of the sword.
--------------------------------------------------------------------------------
COMMAND SET: 13 DRAW OUT    | SPRITE: n/a
--------------------------------------------------------------------------------
EQ: Katana, Helmet, Armor, Robe, Accessory
--------------------------------------------------------------------------------
HPM:  75 | MPM:  75 | SpM: 100 | PAM: 128 | MAM:  90 | Move: 3 | C.Ev: 20%
HPC:  12 | MPC:  14 | SpC: 100 | PAC:  45 | MAC:  50 | Jump: 3 | TYPE: Generic
================================================================================


59 [Ninja]
================================================================================
Combatant who hides as a means of battle. Can 'Throw' weapons at distant
enemies. 2-sword ability
--------------------------------------------------------------------------------
COMMAND SET: 14 THROW       | SPRITE: n/a
--------------------------------------------------------------------------------
EQ: Knife, Ninja Sword, Flail, Hat, Clothes, Accessory
--------------------------------------------------------------------------------
INNATE: Two Swords
--------------------------------------------------------------------------------
HPM:  70 | MPM:  50 | SpM: 120 | PAM: 120 | MAM:  75 | Move: 4 | C.Ev: 30%
HPC:  12 | MPC:  13 | SpC:  80 | PAC:  43 | MAC:  50 | Jump: 4 | TYPE: Generic
================================================================================


5A [Calculator]
================================================================================
Scholarly warrior create phenomenon through math. Uses 'Math Skill' to drive
away the target.
--------------------------------------------------------------------------------
COMMAND SET: 15 MATH SKILL    | SPRITE: n/a
--------------------------------------------------------------------------------
EQ: Dictionary, Stick, Hat, Clothes, Robe, Accessory
--------------------------------------------------------------------------------
HPM:  65 | MPM:  80 | SpM:  50 | PAM:  50 | MAM:  70 | Move: 3 | C.Ev: 05%
HPC:  14 | MPC:  10 | SpC: 100 | PAC:  70 | MAC:  50 | Jump: 3 | TYPE: Generic
================================================================================


5B [Bard]
```

```
================================================================================
Warrior who uses his voice as a weapon. Can 'Sing' songs that protect allies.
--------------------------------------------------------------------------------
COMMAND SET: 16 SING         | SPRITE: n/a
--------------------------------------------------------------------------------
EQ: Harp, Hat, Clothes, Accessory
--------------------------------------------------------------------------------
HPM:  55 | MPM:  50 | SpM: 100 | PAM:  30 | MAM: 115 | Move: 3 | C.Ev: 05%
HPC:  20 | MPC:  20 | SpC: 100 | PAC:  80 | MAC:  50 | Jump: 3 | TYPE: Generic
================================================================================


5C [Dancer]
================================================================================
Warrior who dances in battle dressed in charming costumes. Can 'Dance' and
disturb enemies.
--------------------------------------------------------------------------------
COMMAND SET: 17 DANCE        | SPRITE: n/a
--------------------------------------------------------------------------------
EQ: Knife, Fabric, Hat, Clothes, Accessory
--------------------------------------------------------------------------------
HPM:  60 | MPM:  50 | SpM: 100 | PAM: 110 | MAM:  95 | Move: 3 | C.Ev: 05%
HPC:  20 | MPC:  20 | SpC: 100 | PAC:  50 | MAC:  50 | Jump: 3 | TYPE: Generic
================================================================================


5D [Mime]
================================================================================
Warrior who can 'Mimic' others. When an ally takes action, he mimics it.
--------------------------------------------------------------------------------
COMMAND SET: 18 MIMIC        | SPRITE: n/a
--------------------------------------------------------------------------------
EQ: <none> | Cannot use secondary, reaction, support, or move abilities.
--------------------------------------------------------------------------------
INNATE: Concentrate, Martial Arts, Monster Skill
--------------------------------------------------------------------------------
HPM: 140 | MPM:  50 | SpM: 120 | PAM: 120 | MAM: 115 | Move: 4 | C.Ev: 05%
HPC:   6 | MPC:  30 | SpC: 100 | PAC:  35 | MAC:  40 | Jump: 4 | TYPE: Generic
================================================================================


5E [Chocobo]
================================================================================
Enormous bird. Cannot fly since its wings have degenerated. Bred for
transportation due to its high running power.
--------------------------------------------------------------------------------
ACT: B0 = Choco Attack, Choco Cure, <nothing>, (Choco Esuna)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Walk on Water, Counter
--------------------------------------------------------------------------------
HPM: 108 | MPM: 100 | SpM: 119 | PAM:  97 | MAM:  94 | Move: 6 | C.Ev: 15%
HPC:   8 | MPC:  30 | SpC:  75 | PAC:  34 | MAC:   7 | Jump: 5 | TYPE: Monster
================================================================================


5F [Black Chocobo]
================================================================================
Enormous bird. Cannot fly since its wings have degenerated. Bred for
transportation due to its high running power. The only Chocobo that can fly.
--------------------------------------------------------------------------------
ACT: B1 = Choco Attack, Choco Ball, Choco Esuna, (Choco Meteor)
--------------------------------------------------------------------------------
```

```
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Walk on Water, Fly, Counter
--------------------------------------------------------------------------------
HPM:  80 | MPM: 150 | SpM:  98 | PAM: 150 | MAM: 105 | Move: 6 | C.Ev: 25%
HPC:   7 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 5 | TYPE: Monster
================================================================================


60 [Red Chocobo]
================================================================================
Enormous bird. Cannot fly since its wings have degenerated. Bred for
transportation due to its high running power.
--------------------------------------------------------------------------------
ACT: B2 = Choco Attack, Choco Ball, Choco Meteor, (Choco Cure)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Walk on Water, Ignore Height, Counter
--------------------------------------------------------------------------------
HPM:  91 | MPM:  90 | SpM: 136 | PAM: 130 | MAM:  99 | Move: 6 | C.Ev: 10%
HPC:   4 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 5 | TYPE: Monster
================================================================================


61 [Goblin] : Goblin type 1
================================================================================
Small demon with big ears and an upturned nose. Small body but quite strong.
--------------------------------------------------------------------------------
ACT: B3 = Tackle, Eye Gouge, <nothing>, (Goblin Punch)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Counter, Ice Weakness
--------------------------------------------------------------------------------
HPM: 117 | MPM:  40 | SpM: 105 | PAM:  98 | MAM:  85 | Move: 3 | C.Ev: 18%
HPC:   7 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================


62 [Black Goblin] : Goblin type 2
================================================================================
Small demon with big ears and an upturned nose. Small body but quite strong.
--------------------------------------------------------------------------------
ACT: B4 = Tackle, Turn Punch, <nothing>, (Goblin Punch)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Counter, Ice Weakness
--------------------------------------------------------------------------------
HPM:  86 | MPM:  35 | SpM: 114 | PAM: 103 | MAM:  87 | Move: 3 | C.Ev: 19%
HPC:   6 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================


63 [Gobbledeguck] : Goblin type 3
================================================================================
Small demon with big ears and an upturned nose. Small body but quite strong.
--------------------------------------------------------------------------------
ACT: B5 = Tackle, Eye Gouge, Goblin Punch, (Mutilate)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Counter, Ice Weakness
```

```
--------------------------------------------------------------------------------
HPM:  98 | MPM:  75 | SpM: 128 | PAM: 115 | MAM:  92 | Move: 3 | C.Ev: 20%
HPC:   6 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================

64 [Bomb] : Bomb type 1
================================================================================
Monster covered with fire. Its body fluid is highly flammable like oil.
--------------------------------------------------------------------------------
ACT: B6 = Bite, Self Destruct, <nothing>, (Small Bomb 114)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Oil, Float, Earth
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Float, Counter, Absorb Fire, Half Ice,
        Water Weakness
--------------------------------------------------------------------------------
HPM:  85 | MPM:  20 | SpM: 104 | PAM: 100 | MAM:  93 | Move: 3 | C.Ev: 10%
HPC:   7 | MPC:  30 | SpC:  90 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================

65 [Grenade] : Bomb type 2
================================================================================
Monster covered with fire. Its body fluid is highly flammable like oil.
--------------------------------------------------------------------------------
ACT: B7 = Bite, Small Bomb 0E1, Self Destruct, (Flame Attack)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Oil, Float, Earth
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Float, Counter, Absorb Fire, Half Ice,
        Water Weakness
--------------------------------------------------------------------------------
HPM:  87 | MPM:  30 | SpM: 115 | PAM:  85 | MAM:  94 | Move: 3 | C.Ev: 11%
HPC:   7 | MPC:  30 | SpC:  90 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================

66 [Explosive] : Bomb type 3
================================================================================
Monster covered with fire. Its body fluid is highly flammable like oil.
--------------------------------------------------------------------------------
ACT: B8 = Bite, Spark, Self Destruct, (Small Bomb 0E2)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Oil, Float, Earth
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Float, Counter, Absorb Fire, Half Ice,
        Water Weakness
--------------------------------------------------------------------------------
HPM: 124 | MPM:  40 | SpM: 100 | PAM: 116 | MAM:  96 | Move: 3 | C.Ev: 12%
HPC:   7 | MPC:  30 | SpC:  90 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================

67 [Red Panther] : Coeurl type 1
================================================================================
4 legged creature who attacks with sharp fangs and quick moves. Causes
abnormal status with its venom.
--------------------------------------------------------------------------------
ACT: B9 = Scratch, Poison Nail, <nothing>, (Cat Kick)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Ignore Height, Counter, Earth Weakness
```

```
--------------------------------------------------------------------------------
HPM: 116 | MPM:  50 | SpM: 116 | PAM:  98 | MAM:  91 | Move: 4 | C.Ev: 23%
HPC:   6 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 4 | TYPE: Monster
================================================================================

68 [Cuar] : Coeurl type 2
================================================================================
4 legged creature who attacks with sharp fangs and quick moves. Causes
abnormal status with its venom.
--------------------------------------------------------------------------------
ACT: BA = Scratch, Cat Kick, Poison Nail, (Blaster)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Ignore Height, Counter, Earth Weakness
--------------------------------------------------------------------------------
HPM:  91 | MPM:  60 | SpM: 129 | PAM: 116 | MAM: 105 | Move: 4 | C.Ev: 26%
HPC:   6 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 4 | TYPE: Monster
================================================================================

69 [Vampire] : Coeurl type 3
================================================================================
4 legged creature who attacks with sharp fangs and quick moves. Causes
abnormal status with its venom.
--------------------------------------------------------------------------------
ACT: BB = Scratch, Cat Kick, Blaster, (Blood Suck 11C)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Ignore Height, Counter, Earth Weakness
--------------------------------------------------------------------------------
HPM:  99 | MPM:  70 | SpM: 134 | PAM: 132 | MAM:  85 | Move: 4 | C.Ev: 24%
HPC:   6 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 4 | TYPE: Monster
================================================================================

6A [Pisco Demon] : Mindflayer type 1
================================================================================
Slimy mollusk-like monster with human exterior appearing quite intelligent,
but no skeleton.
--------------------------------------------------------------------------------
ACT: BC = Tentacle, <nothing>, <nothing>, (Black Ink)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Move Underwater, Counter, Absorb Water, Lightning Weakness
--------------------------------------------------------------------------------
HPM: 108 | MPM: 120 | SpM: 111 | PAM:  90 | MAM:  96 | Move: 3 | C.Ev: 08%
HPC:   7 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================

6B [Squidlarkin] : Mindflayer type 2
================================================================================
Slimy mollusk-like monster with human exterior appearing quite intelligent,
but no skeleton.
--------------------------------------------------------------------------------
ACT: BD = Tentacle, Black Ink, Odd Soundwave, (Mind Blast)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Move Underwater, Counter, Absorb Water, Lightning Weakness
```

```
--------------------------------------------------------------------------------
HPM: 115 | MPM: 115 | SpM: 101 | PAM: 101 | MAM:  96 | Move: 3 | C.Ev: 09%
HPC:   7 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================

6C [Mindflare] : Mindflayer type 3
================================================================================
Slimy mollusk-like monster with human exterior appearing quite intelligent,
but no skeleton.
--------------------------------------------------------------------------------
ACT: BE = Tentacle, Black Ink, Mind Blast, (Level Blast)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Move Underwater, Counter, Absorb Water, Lightning Weakness
--------------------------------------------------------------------------------
HPM:  92 | MPM: 160 | SpM: 112 | PAM: 127 | MAM:  92 | Move: 3 | C.Ev: 10%
HPC:   7 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================

6D [Skeleton] : Skeleton type 1
================================================================================
Undead warrior in skeletal form. Recovers periodically even when HP hits 0.
--------------------------------------------------------------------------------
ACT: BF = Knife Hand, Thunder Soul, <nothing>, (Aqua Soul)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Reraise, Poison, Regen
--------------------------------------------------------------------------------
INNATE: Counter, Auto-Undead, Absorb Dark, Fire Weakness, Holy Weakness
--------------------------------------------------------------------------------
HPM: 115 | MPM:  50 | SpM: 120 | PAM: 108 | MAM:  85 | Move: 3 | C.Ev: 11%
HPC:   5 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 4 | TYPE: Monster
================================================================================

6E [Bone Snatch] : Skeleton type 2
================================================================================
Undead warrior in skeletal form. Recovers periodically even when HP hits 0.
--------------------------------------------------------------------------------
ACT: C0 = Knife Hand, Aqua Soul, <nothing>, (Ice Soul)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Reraise, Poison, Regen
--------------------------------------------------------------------------------
INNATE: Counter, Auto-Undead, Absorb Dark, Fire Weakness, Holy Weakness
--------------------------------------------------------------------------------
HPM:  90 | MPM:  40 | SpM: 106 | PAM: 123 | MAM:  87 | Move: 3 | C.Ev: 12%
HPC:   5 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 4 | TYPE: Monster
================================================================================

6F [Living Bone] : Skeleton type 3
================================================================================
Undead warrior in skeletal form. Recovers periodically even when HP hits 0.
--------------------------------------------------------------------------------
ACT: C1 = Knife Hand, Ice Soul, <nothing>, (Wind Soul)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Reraise, Poison, Regen
--------------------------------------------------------------------------------
INNATE: Counter, Auto-Undead, Absorb Dark, Fire Weakness, Holy Weakness
--------------------------------------------------------------------------------
HPM: 101 | MPM:  30 | SpM: 102 | PAM: 125 | MAM:  88 | Move: 3 | C.Ev: 13%
HPC:   5 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 4 | TYPE: Monster
```

```
================================================================================

70 [Ghoul] : Ghost type 1
================================================================================
Floating ghost that never dies. Possesses enemies with its touch causing
abnormal status.
--------------------------------------------------------------------------------
ACT: C2 = Throw Spirit, Sleep Touch, <nothing>, (Grease Touch)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float, Reraise, Poison, Regen
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Float, Counter, Teleport, Auto-Undead,
        Absorb Dark, Fire Weakness, Holy Weakness
--------------------------------------------------------------------------------
HPM:  83 | MPM: 124 | SpM: 103 | PAM:  90 | MAM: 105 | Move: 4 | C.Ev: 26%
HPC:   7 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 4 | TYPE: Monster
================================================================================

71 [Gust] : Ghost type 2
================================================================================
Floating ghost that never dies. Possesses enemies with its touch causing
abnormal status.
--------------------------------------------------------------------------------
ACT: C3 = Throw Spirit, Grease Touch, <nothing>, (Drain Touch)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float, Reraise, Poison, Regen
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Float, Counter, Teleport, Auto-Undead,
        Absorb Dark, Fire Weakness, Holy Weakness
--------------------------------------------------------------------------------
HPM:  82 | MPM:  96 | SpM: 110 | PAM:  93 | MAM: 106 | Move: 4 | C.Ev: 27%
HPC:   7 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 4 | TYPE: Monster
================================================================================

72 [Revnant] : Ghost type 3
================================================================================
Floating ghost that never dies. Possesses enemies with its touch causing
abnormal status.
--------------------------------------------------------------------------------
ACT: C4 = Throw Spirit, Drain Touch, <nothing>, (Zombie Touch)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float, Reraise, Poison, Regen
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Float, Counter, Teleport, Auto-Undead,
        Absorb Dark, Fire Weakness, Holy Weakness
--------------------------------------------------------------------------------
HPM:  93 | MPM:  64 | SpM: 121 | PAM:  97 | MAM: 110 | Move: 5 | C.Ev: 28%
HPC:   7 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 4 | TYPE: Monster
================================================================================

73 [Flotiball] : Ahriman type 1
================================================================================
Huge cycloptic monster that attacks with strange eye power.
--------------------------------------------------------------------------------
ACT: C5 = Wing Attack, <nothing>, <nothing>, (Look of Fright)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Fly, Counter, Half Wind, Ice Weakness
--------------------------------------------------------------------------------
```

```
HPM:  80 | MPM:  80 | SpM: 104 | PAM:  90 | MAM:  89 | Move: 5 | C.Ev: 12%
HPC:   6 | MPC:  30 | SpC:  85 | PAC:  40 | MAC:   7 | Jump: 5 | TYPE: Monster
================================================================================


74 [Ahriman] : Ahriman type 2
================================================================================
Huge cycloptic monster that attacks with strange eye power.
--------------------------------------------------------------------------------
ACT: C6 = Wing Attack, Look of Devil, Look of Fright, (Death Sentence)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Fly, Counter, Half Wind, Ice Weakness
--------------------------------------------------------------------------------
HPM:  75 | MPM:  95 | SpM:  95 | PAM: 140 | MAM:  95 | Move: 5 | C.Ev: 13%
HPC:   6 | MPC:  30 | SpC:  85 | PAC:  40 | MAC:   7 | Jump: 5 | TYPE: Monster
================================================================================


75 [Plague] : Ahriman type 3
================================================================================
Huge cycloptic monster that attacks with strange eye power.
--------------------------------------------------------------------------------
ACT: C7 = Wing Attack, Look of Devil, Death Sentence, (Circle)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Fly, Counter, Half Wind, Ice Weakness
--------------------------------------------------------------------------------
HPM:  77 | MPM: 140 | SpM: 108 | PAM: 126 | MAM: 120 | Move: 5 | C.Ev: 11%
HPC:   6 | MPC:  30 | SpC:  85 | PAC:  40 | MAC:   7 | Jump: 5 | TYPE: Monster
================================================================================


76 [Juravis] : Cockatrice type 1
================================================================================
Bird monster with sharp beak and huge wings. Flying ability is quite high,
but it usually walks.
--------------------------------------------------------------------------------
ACT: C8 = Scratch Up, <nothing>, <nothing>, (Feather Bomb)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Fly, Counter, Half Wind, Earth Weakness
--------------------------------------------------------------------------------
HPM:  90 | MPM:  40 | SpM: 113 | PAM: 105 | MAM:  85 | Move: 6 | C.Ev: 30%
HPC:   7 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 6 | TYPE: Monster
================================================================================


77 [Steel Hawk] : Cockatrice type 2
================================================================================
Bird monster with sharp beak and huge wings. Flying ability is quite high,
but it usually walks.
--------------------------------------------------------------------------------
ACT: C9 = Scratch Up, Shine Lover, <nothing>, (Beak)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Fly, Counter, Half Wind, Earth Weakness
--------------------------------------------------------------------------------
HPM:  85 | MPM:  60 | SpM: 131 | PAM: 108 | MAM:  90 | Move: 6 | C.Ev: 28%
HPC:   7 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 6 | TYPE: Monster
```

```
================================================================================

78 [Cocatoris] : Cockatrice type 3
================================================================================
Bird monster with sharp beak and huge wings. Flying ability is quite high,
but it usually walks.
--------------------------------------------------------------------------------
ACT: CA = Scratch Up, Beak, Feather Bomb, (Beaking)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Fly, Counter, Half Wind, Earth Weakness
--------------------------------------------------------------------------------
HPM: 101 | MPM:  10 | SpM: 135 | PAM: 152 | MAM: 100 | Move: 6 | C.Ev: 33%
HPC:   7 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 6 | TYPE: Monster
================================================================================


79 [Uribo] : Uribo type 1
================================================================================
Monster that looks like a cute boar. But, it walks on two legs.
--------------------------------------------------------------------------------
ACT: CB = Straight Dash, <nothing>, <nothing>, (Oink)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Counter
--------------------------------------------------------------------------------
HPM:  69 | MPM:   1 | SpM: 140 | PAM:  70 | MAM: 110 | Move: 3 | C.Ev: 42%
HPC:   9 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================


7A [Porky] : Uribo type 2
================================================================================
Monster that looks like a cute boar. But, it walks on two legs.
--------------------------------------------------------------------------------
ACT: CC = Straight Dash, Pooh-, <nothing>, (Nose Bracelet)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Counter
--------------------------------------------------------------------------------
HPM:  83 | MPM:   1 | SpM: 139 | PAM:  80 | MAM: 110 | Move: 3 | C.Ev: 36%
HPC:   9 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================


7B [Wildbow] : Uribo type 3
================================================================================
Monster that looks like a cute boar. But, it walks on two legs.
--------------------------------------------------------------------------------
ACT: CD = Straight Dash, Nose Bracelet, <nothing>, (Please Eat)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Counter
--------------------------------------------------------------------------------
HPM:  77 | MPM:   1 | SpM: 138 | PAM: 160 | MAM: 110 | Move: 3 | C.Ev: 39%
HPC:   9 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================


7C [Woodman] : Dryad type 1
```

```
================================================================================
Tree with a mind from spiritual powers dwelling in plants. Spirits of the
leaves have great powers.
--------------------------------------------------------------------------------
ACT: CE = Leaf Dance, <nothing>, <nothing>, (Protect Spirit)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Counter, Absorb Earth, Fire Weakness
--------------------------------------------------------------------------------
HPM: 150 | MPM: 160 | SpM:  99 | PAM: 102 | MAM: 100 | Move: 3 | C.Ev: 00%
HPC:   7 | MPC:  30 | SpC:  90 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================


7D [Trent] : Dryad type 2
================================================================================
Tree with a mind from spiritual powers dwelling in plants. Spirits of the
leaves have great powers.
--------------------------------------------------------------------------------
ACT: CF = Leaf Dance, Spirit of Life, <nothing>, (Clam Spirit)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Counter, Absorb Earth, Fire Weakness
--------------------------------------------------------------------------------
HPM: 130 | MPM: 180 | SpM:  96 | PAM:  89 | MAM:  95 | Move: 3 | C.Ev: 00%
HPC:   7 | MPC:  30 | SpC:  90 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================


7E [Taiju] : Dryad type 3
================================================================================
Tree with a mind from spiritual powers dwelling in plants. Spirits of the
leaves have great powers.
--------------------------------------------------------------------------------
ACT: D0 = Leaf Dance, Protect Spirit, Clam Spirit, (Magic Spirit)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Counter, Absorb Earth, Fire Weakness
--------------------------------------------------------------------------------
HPM: 175 | MPM: 150 | SpM:  94 | PAM:  97 | MAM:  99 | Move: 3 | C.Ev: 00%
HPC:   7 | MPC:  30 | SpC:  90 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================


7F [Bull Demon] : Minotaur type 1
================================================================================
Monster with a bull's head and a human body. It draws powerful attacks.
--------------------------------------------------------------------------------
ACT: D1 = Shake Off, <nothing>, <nothing>, (Gather Power)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Counter, Water Weakness
--------------------------------------------------------------------------------
HPM: 135 | MPM:   5 | SpM: 107 | PAM: 120 | MAM: 100 | Move: 3 | C.Ev: 11%
HPC:   6 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================


80 [Minitaurus] : Minotaur type 2
================================================================================
```

```
Monster with a bull's head and a human body. It draws powerful attacks.
--------------------------------------------------------------------------------
ACT: D2 = Shake Off, Wave Around, <nothing>, (Blow Fire)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Counter, Water Weakness
--------------------------------------------------------------------------------
HPM: 160 | MPM:   8 | SpM: 108 | PAM: 152 | MAM: 100 | Move: 4 | C.Ev: 15%
HPC:   6 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================

81 [Sacred] : Minotaur type 3
================================================================================
Monster with a bull's head and a human body. It draws powerful attacks.
--------------------------------------------------------------------------------
ACT: D3 = Shake Off, Mimic Titan, Gather Power, (Blow Fire)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Counter, Water Weakness
--------------------------------------------------------------------------------
HPM: 151 | MPM:  10 | SpM: 122 | PAM: 173 | MAM: 100 | Move: 3 | C.Ev: 12%
HPC:   6 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================

82 [Morbol] : Marlboro type 1
================================================================================
Monster that eats anything with a huge mouth. Its sticky body liquid emits
a foul smell.
--------------------------------------------------------------------------------
ACT: D4 = Tentacle, Lick, <nothing>, (Bad Bracelet)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Move in Water, Counter, Ice Weakness
--------------------------------------------------------------------------------
HPM: 175 | MPM:  15 | SpM:  97 | PAM: 105 | MAM:  99 | Move: 3 | C.Ev: 00%
HPC:   8 | MPC:  30 | SpC:  90 | PAC:  38 | MAC:  30 | Jump: 3 | TYPE: Monster
================================================================================

83 [Ochu] : Marlboro type 2
================================================================================
Monster that eats anything with a huge mouth. Its sticky body liquid emits
a foul smell.
--------------------------------------------------------------------------------
ACT: D5 = Tentacle, Goo, <nothing>, (Lick)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Move in Water, Counter, Ice Weakness
--------------------------------------------------------------------------------
HPM: 145 | MPM:  15 | SpM:  95 | PAM: 110 | MAM: 110 | Move: 3 | C.Ev: 00%
HPC:   8 | MPC:  30 | SpC:  90 | PAC:  39 | MAC:  27 | Jump: 3 | TYPE: Monster
================================================================================

84 [Great Morbol] : Marlboro type 3
================================================================================
Monster that eats anything with a huge mouth. Its sticky body liquid emits
a foul smell.
```

```
--------------------------------------------------------------------------------
ACT: D6 = Tentacle, Bad Bracelet, <nothing>, (Moldball Virus)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Move in Water, Counter, Ice Weakness
--------------------------------------------------------------------------------
HPM: 181 | MPM:  10 | SpM:  93 | PAM:  98 | MAM:  95 | Move: 3 | C.Ev: 00%
HPC:   8 | MPC:  30 | SpC:  88 | PAC:  39 | MAC:  24 | Jump: 3 | TYPE: Monster
================================================================================


85 [Behemoth] : Behemoth type 1
================================================================================
Ferocious hoofed monster with large horns, a brilliant mane, a thick tail,
and a strong body.
--------------------------------------------------------------------------------
ACT: D7 = Stab Up, Sudden Cry, <nothing>, (Giga Flare)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Counter
--------------------------------------------------------------------------------
HPM: 140 | MPM: 120 | SpM: 117 | PAM: 134 | MAM: 105 | Move: 4 | C.Ev: 13%
HPC:   5 | MPC:  30 | SpC:  85 | PAC:  36 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================


86 [King Behemoth] : Behemoth type 2
================================================================================
Ferocious hoofed monster with large horns, a brilliant mane, a thick tail,
and a strong body.
--------------------------------------------------------------------------------
ACT: D8 = Stab Up, Sudden Cry, <nothing>, (Hurricane)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Counter
--------------------------------------------------------------------------------
HPM: 150 | MPM: 140 | SpM: 123 | PAM: 149 | MAM: 100 | Move: 4 | C.Ev: 13%
HPC:   5 | MPC:  30 | SpC:  85 | PAC:  35 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================


87 [Dark Behemoth] : Behemoth type 3
================================================================================
Ferocious hoofed monster with large horns, a brilliant mane, a thick tail,
and a strong body.
--------------------------------------------------------------------------------
ACT: D9 = Stab Up, Sudden Cry, <nothing>, (Ulmaguest)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Counter
--------------------------------------------------------------------------------
HPM: 161 | MPM: 160 | SpM: 125 | PAM: 200 | MAM:  95 | Move: 4 | C.Ev: 18%
HPC:   5 | MPC:  30 | SpC:  85 | PAC:  34 | MAC:   6 | Jump: 3 | TYPE: Monster
================================================================================


88 [Dragon] : Dragon type 1
================================================================================
Huge monster with a scaly body. It has wings but can't fly. Ferocious but not
intelligent.
```

```
--------------------------------------------------------------------------------
ACT: DA = Dash, <nothing>, <nothing>, (Tail Swing)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Counter
--------------------------------------------------------------------------------
HPM: 133 | MPM:  75 | SpM: 118 | PAM: 136 | MAM: 100 | Move: 5 | C.Ev: 05%
HPC:   6 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================


89 [Blue Dragon] : Dragon type 2
================================================================================
Huge monster with a scaly body. It has wings but can't fly. Ferocious but not
intelligent.
--------------------------------------------------------------------------------
ACT: DB = Dash, Ice Bracelet, <nothing>, (Thnder Brcelet)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Counter, Absorb Ice, Fire Weakness
--------------------------------------------------------------------------------
HPM: 135 | MPM: 110 | SpM: 124 | PAM: 130 | MAM: 105 | Move: 5 | C.Ev: 09%
HPC:   6 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   7 | Jump: 3 | TYPE: Monster
================================================================================


8A [Red Dragon] : Dragon type 3
================================================================================
Huge monster with a scaly body. It has wings but can't fly. Ferocious but not
intelligent.
--------------------------------------------------------------------------------
ACT: DC = Dash, Thnder Brcelet, <nothing>, (Fire Bracelet)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Counter, Absorb Fire, Ice Weakness
--------------------------------------------------------------------------------
HPM: 157 | MPM: 115 | SpM: 132 | PAM: 147 | MAM: 100 | Move: 5 | C.Ev: 08%
HPC:   6 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:   6 | Jump: 3 | TYPE: Monster
================================================================================


8B [Hyudra] : Hydra type 1
================================================================================
3 headed monster. Can fly despite its massive body. The 3 heads have the same
mind.
--------------------------------------------------------------------------------
ACT: DD = Triple Attack, <nothing>, <nothing>, (Triple Brcelet)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Fly, Counter, Ice Weakness, Wind Weakness
--------------------------------------------------------------------------------
HPM:  80 | MPM:  50 | SpM: 126 | PAM: 133 | MAM: 100 | Move: 4 | C.Ev: 00%
HPC:   3 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:  34 | Jump: 4 | TYPE: Monster
================================================================================


8C [Hydra] : Hydra type 2
================================================================================
3 headed monster. Can fly despite its massive body. The 3 heads have the same
mind.
```

```
--------------------------------------------------------------------------------
ACT: DE = Triple Attack, Triple Flame, <nothing>, (Triple Thunder)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Fly, Counter, Ice Weakness, Wind Weakness
--------------------------------------------------------------------------------
HPM: 100 | MPM: 160 | SpM: 133 | PAM: 151 | MAM: 100 | Move: 4 | C.Ev: 00%
HPC:   3 | MPC:  30 | SpC:  85 | PAC:  39 | MAC:  31 | Jump: 4 | TYPE: Monster
================================================================================


8D [Tiamat] : Hydra type 3
================================================================================
3 headed monster. Can fly despite its massive body. The 3 heads have the same
mind.
--------------------------------------------------------------------------------
ACT: DD = Triple Brcelet, Triple Thunder, Triple Flame, (Dark Whisper)
--------------------------------------------------------------------------------
IMMUNE: Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Fly, Counter, Ice Weakness, Wind Weakness
--------------------------------------------------------------------------------
HPM: 112 | MPM:  90 | SpM: 137 | PAM: 175 | MAM: 120 | Move: 4 | C.Ev: 00%
HPC:   3 | MPC:  30 | SpC:  85 | PAC:  35 | MAC:  29 | Jump: 4 | TYPE: Monster
================================================================================


90 [Byblos]
================================================================================
Monster with sharp nails and huge horns. Stands on two legs with a long,
slender tail.
--------------------------------------------------------------------------------
COMMAND SET: AA BYBLOS        | SPRITE: Byblos (+)
--------------------------------------------------------------------------------
IMMUNE: Invite, Blood Suck
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Ignore Height, Secret Hunt, Counter, Fire Weakness
--------------------------------------------------------------------------------
HPM: 130 | MPM: 110 | SpM: 104 | PAM: 100 | MAM: 100 | Move: 3 | C.Ev: 33%
HPC:   6 | MPC:   7 | SpC:  75 | PAC:  40 | MAC:  35 | Jump: 6 | TYPE: Demon
================================================================================


91 [Steel Giant]
================================================================================
A taciturn general operation robot from a lost civilization. Follows commands
dutifully.
--------------------------------------------------------------------------------
COMMAND SET: AB WORK       | SPRITE: Worker 8 (+)
--------------------------------------------------------------------------------
IMMUNE: Dead, Undead, Petrify, Invite, Darkness, Silence, Blood Suck, Oil,
        Float, Reraise, Transparent, Berserk, Chicken, Frog, Poison, Regen,
        Protect, Shell, Haste, Slow, Stop, Faith, Charm, Sleep, Don't Move,
        Don't Act, Reflect, Death Sentence, Fire, Ice, Wind, Earth, Holy, Dark
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Any Weather, Any Ground, Counter, Auto-Innocent,
        Lightning Weakness
--------------------------------------------------------------------------------
HPM: 115 | MPM:   0 | SpM: 105 | PAM: 140 | MAM:   0 | Move: 3 | C.Ev: 00%
HPC:   4 | MPC: 100 | SpC:  80 | PAC:  30 | MAC: 100 | Jump: 3 | TYPE: Demon
================================================================================
```

```
96 [Apanda]
================================================================================
Monster with sharp nails and huge horns. Stands on two legs with a long,
slender tail.
--------------------------------------------------------------------------------
COMMAND SET: AC BIO            | SPRITE: Apanda (+)
--------------------------------------------------------------------------------
IMMUNE: Invite, Blood Suck, Float
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Ignore Height, Short Charge, Counter,
        Fire Weakness
--------------------------------------------------------------------------------
HPM: 140 | MPM: 120 | SpM: 105 | PAM: 100 | MAM: 100 | Move: 4 | C.Ev: 10%
HPC:   6 | MPC:   7 | SpC:  98 | PAC:  36 | MAC:  35 | Jump: 3 | TYPE: Demon
================================================================================


97 [Serpentarius]
================================================================================
Legendary demon who governs the serpent planet drifting in the sky. Tries to
drain the world by spitting a flame of evil.
--------------------------------------------------------------------------------
COMMAND SET: AD DARK CLOUD     | SPRITE: Elidibs (+)
--------------------------------------------------------------------------------
IMMUNE: Crystal, Dead, Undead, Petrify, Invite, Confusion, Silence,
        Blood Suck, Treasure, Float, Reraise, Transparent, Berserk, Chicken,
        Poison, Regen, Charm, Sleep, Don't Move, Don't Act, Death Sentence,
        Ice
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Short Charge, Counter
--------------------------------------------------------------------------------
HPM: 100 | MPM: 150 | SpM:  90 | PAM:  50 | MAM: 125 | Move: 4 | C.Ev: 03%
HPC:  10 | MPC:   8 | SpC: 100 | PAC:  70 | MAC:  50 | Jump: 3 | TYPE: Demon
================================================================================


99 [Archaic Demon]
================================================================================
Ancient devil that lived before God's time. Destroys everything with its
'Darkness magic'.
--------------------------------------------------------------------------------
COMMAND SET: AE DARK MAGIC     | SPRITE: Archaic Demon (+)
--------------------------------------------------------------------------------
IMMUNE: Invite, Blood Suck, Float, Transparent, Holy
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Short Charge, Counter
--------------------------------------------------------------------------------
HPM: 140 | MPM: 200 | SpM: 110 | PAM: 130 | MAM: 145 | Move: 4 | C.Ev: 05%
HPC:   8 | MPC:   9 | SpC: 100 | PAC:  39 | MAC:  45 | Jump: 3 | TYPE: Demon
================================================================================


9A [Ultima Demon]
================================================================================
Monster who's crowned with Altima's name. Destroys everything with the
ultimate 'Night Magic'.
--------------------------------------------------------------------------------
COMMAND SET: AF NIGHT MAGIC    | SPRITE: Ultima Demon (+)
--------------------------------------------------------------------------------
IMMUNE: Invite, Blood Suck, Float, Transparent, Holy
--------------------------------------------------------------------------------
INNATE: Cannot enter water, Martial Arts, Short Charge, Counter
--------------------------------------------------------------------------------
```

```
HPM: 155 | MPM: 180 | SpM: 105 | PAM: 135 | MAM: 128 | Move: 5 | C.Ev: 10%
HPC:   9 | MPC:   8 | SpC: 100 | PAC:  39 | MAC:  43 | Jump: 2 | TYPE: Demon
================================================================================
```


                              A P P E N D I X

                                 _____.
                                JNNNNNN
                               (NNNNNNNN
                               (NNNNFNNNNL
                              .NNNNN  (NNNN)
                               NNNNN    4NNNN.
                              JNNNN`      NNNNN
                              (NNNN)       `NNNNN
                              (NNNNN_____JNNNNL
                             .NNNNNNNNNNNNNNNNNNNN)
                              NNNNNNNNNNNNNNNNNNNNN.
                             JNNNN`            NNNNN
                             (NNNN)             `NNNNN
                             """""               `"""""`


                        A A D I T Y A   R A N G A N ' S
                      T H E O R Y   O F   G A M E F L O W

                                  CREDITS
                 ********************************************************
                 > Aaditya Rangan <rangan@math.berkeley.edu> developed
                   essentially all the ideas presented in this section.
                 ********************************************************


_____
[A.1] action and reaction
      ==========================================================================

Before considering FFT's gameflow, it is important to understand
the three following terms:

- A SLOW ACTION is any attack which requires a charging time between
  the time it is selected and the time when it is actually executed.
  Each slow action has an associated value known as 'ctr' (clockticks
  till resolution) which specifies this duration in clockticks.  Slow
  actions can only resolve during SR phases.

- A FAST ACTION is any attack which is resolved immediately upon
  selection.  Fast actions resolve during CR phases; slow actions
  can never resolve in a CR phase.

- A REACTION is any counterattack or ability immediately executed by
  the target of a just-resolved slow action, fast action, or act of
  mimicry.  Reaction abilities cannot be reacted to or mimed.  The

nature of the reaction is determined by a unit's reaction ability.
An altered version of Newton's third law governs reaction abilities
in FFT: every action has a _chance_ to generate a reaction; however,
as mentioned above, reactions do not count as actions themselves.

Simple, huh?  Now, for the good stuff...

_____
[A.2] basic gameflow
      =================================================================

* NOTE: This section is based ENTIRELY on the theory of
  gameflow developed by Aaditya Rangan <rangan@math.berkeley.edu>.
  I, Aerostar, take NO credit for this information.  All credit
  should go to Aaditya.


THE CHARACTER-LIST
------------------

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:

                   _____
                  /_L_/_K_/_J_/_I_/
                 /_H_/_G_/_F_/_E_/
                /_D_/_C_/_B_/_A_/

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

The three 'rows' are ABCD, EFGH, and IJKL.  Sometimes a map will
have more rows than this, 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 foremost row being considered first
and the rearmost being considered last. Letter 'A' is assigned to the
rightmost square in the foremost 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.

In the case of multiple units with CT >= 100, the one with the lowest
number on the character_list gets to go first. Since each unit has a
unique number, this resolves all ties.


PHASES OF BATTLE
----------------

Once the character_list is formed, gameflow proceeds as follows:

```
<do>
S+ phase
SR phase
C+ phase
CR phase
Status Check
<loop>
```

This applies to ordinary battle situations -- i.e.,
no miming, critical quicking, counter-magic quick loops or the like.
See sections A.3 and A.4 for that type of stuff. :)


~ S+ phase ~

One 'clocktick' is defined as the duration of time between two
consecutive S+ phases.

During this phase, the AT_list is checked, and every eligible
slow-action has its ctr_countdown decremented by 1 (see below).

Every slow_action has some initial_ctr that counts down during
the S+ phase. If two slow_actions reach zero at the same time, the
slow_action spawned by the character with the lower number on the
character_list is resolved first.

The initial ctr values are as follows:

```
Charge +1 ............ 4
Charge +2 ............ 5
Charge +3 ............ 6
Charge +4 ............ 8
Charge +5 ........... 10
Charge +7 ........... 14
Charge +10........... 20
Charge +20........... 35
JUMP ................ [50 / (jumper's speed)]
5 SP actions ........ 20
7 SP actions ........ 15
10 SP actions ....... 10
12 SP actions ....... 9
13 SP actions ....... 8
15 SP actions ....... 7
17 SP actions ....... 6
20 SP actions ....... 5
25 SP actions ....... 4
34 SP actions ....... 3
50 SP actions ....... 2
```

'SP' refers to the Speed stat that is listed for the attack in
the game. Notice that SP will only take on the values 5, 7, 10,
12, 13, 15, 17, 20, 25, 34, and 50. This is because it doesn't
really exist per se: rather, it's just an encoded form of the
ctr: SP = RU{100/ctr}.

All slow_actions, EXCEPT THOSE ON THE LIST THAT FOLLOWS, have their
initial ctr affected by Short Charge:

short_ctr = RU{initial_ctr/2}.

List of actions not affected by Short Charge:
- JUMP command
- CHARGE commands
- SING commands
- DANCE commands

Slow_actions whose ctrs are altered by short-charge can also be
made into fast_actions by the 'Non-charge' ability. In that case,
they are treated *as* fast_actions and not as slow_actions.

All active ctr_countdowns are decremented by 1 in the S+ phase, but
nothing else can 'happen'. Character's don't gain CT, nobody gets
any turns, and spells don't go off. Nothing happens.


~ SR phase ~

During this phase, slow actions can resolve. That is, all the
slow actions on the AT_list are checked, and all those whose
ctr_countdowns are at zero AND whose casters are healthy are executed.
Slow actions that aren't fully charged are simply ignored.

When a slow action resolves, each target, in character_list order,
is given a chance to react (i.e., activate his reaction ability).

Characters don't increment CT during this phase. Slow actions don't charge
up during this phase.  No characters can take any turns during this phase
(with the exception of quick-turns, of course).


~ C+ phase ~

During this phase, characters charge up their CT. Each character adds to
his CT appropriately:

CT_increment = (character's Speed)

Even if a character's CT exceeds 100, the extra CT _will_ be stored
(though not displayed on the CT bar).

No slow actions charge up in this phase, and no slow actions are resolved.
No characters get any turns.


~ CR phase ~

During this phase, characters can take their standard (non-quick)turns.
That is, characters get their 'natural' AT's during this phase. No slow
actions charge. No slow actions resolve. No characters charge. During a
character's turn he can execute a fast-action or he can start
charging a slow-action.  If multiple characters have CT >= 100, the
order is determined by the enumeration in the character_list; characters
with lower numbers go first

When a fast action resolves, each target, in character_list order, is
given a chance to react.  Reaction abilities are NOT considered fast
actions; they are 'faster than fast'.

Once a character takes a turn, his CT is decreased as follows:

```
If character moved and acted    --> new_CT = min(60, CT - 100)
If character moved but did not act --> new_CT = min(60, CT - 80)
If character acted but did not move --> new_CT = min(60, CT - 80)
If character neither moved nor acted --> new_CT = min(60, CT - 60)
```

Note that if you have 'Don't Move' or 'Don't Act', for CT purposes
the game always considers that you have already moved or acted: i.e.,
a 'Don't Move' character that waits or a 'Don't Act' character that
doesn't move will still have his CT reduced by 80.  If a unit has both
'Don't Move' and 'Don't Act', his CT will always be reduced by 100.


~ Status Check phase ~

The character_list is checked in order, and all status effects whose
ctr_countdowns have reached zero are removed.

The initial ctr_countdown values for the timed status effects follow:

```
STATUS          INITIAL CTR
-------------- -------------
Charm ........ 31 clockticks
Don't Act .... 23 clockticks
Don't Move ... 23 clockticks
Faith ........ 31 clockticks
Haste ........ 31 clockticks
Innocent ..... 31 clockticks
Poison ....... 35 clockticks
Protect ...... 31 clockticks
Reflect ...... 31 clockticks
Regen ........ 35 clockticks
Shell ........ 31 clockticks
Slow ......... 23 clockticks
Sleep ........ 59 clockticks
Stop ......... 19 clockticks
```

After the status check, the loop has been traversed once and
starts anew at the next S+ phase.


_____
[A.3] the mime-cycle
      ===============================================================


Whenever a fast action or slow action resolves, a mime-cycle ensues.
During the mime-cycle, each Mime in battle will have a chance to
mimic the last action that was taken (call this the last_action).
ONE last_action is stored in the game's memory, along with who
performed that last_action.  Reaction abilities are NOT written into
the last_action.  If the Mime in question is not on the same team
as the person who performed the last_action, the last_action is NOT
mimicked (this prevents mimicking enemy actions).  Note that
mimicked actions do NOT count as fast actions; they, like reaction
abilities, are 'faster than fast'.

Upon mimicking an action, the Mime's target(s) get a chance to
react to the mimicry in order determined by the character list;
then the next Mime in the character_list mimics.  This goes on
until no more eligible mimes remain.

```
_____
[A.4] the quick and the dead
      ==================================================================
```

Of all FFT's 400-or-so spells and effects, there is one that
presents more gameflow nightmares than any other -- this is the
Time Mage spell, Quick, and its related reaction ability,
Critical Quick.

When a target is given the 'Quick' status, his CT is set to 100
(or sometimes 154 for mimed Quick -- probably a glitch) and he
receives a 'quick-flag'.  This quick-flag indicates that the
character is in line to receive a quick-turn.  A quick-turn is
distinguished from a normal turn in that it can occur during
ANY phase of battle, not just the CR.

What creates the difficulty are our friends, the Mimes, which
can mimic the Quick spell and hand out quick-flags during the
mime-cycle!  And to boot, Quick can be Counter Magicked (WHY,
Squaresoft?!), which means a mimed Quick can be thrown back
at the mime in the middle of the mime-cycle, creating a really
nasty gameflow mess.

To guide us through this mire of *cough* quick-sand *cough*,
here is a superb analysis of the whole Quick-Mime-Counter Magic
from the gameflow guru, Aaditya Rangan <rangan@math.berkeley.edu>:

- Begin Aaditya's section.  What follows was NOT written by
  me, but by Aaditya Rangan.  This is some amazing stuff. -

-[QUOTE]----------------------------------------------------------------

PRELIMINARIES

0. An action (i.e., a fast action, or the resolution of a
slow action) will always immediately spawn a reaction.  Every action
will ALWAYS allow for its targets to react.  In other words, nobody
can take quick-turns in between an action and its reactions.

1. A mime-cycle is when the mimes are checked in character_list order,
and all the eligible mimes mimic the last_action.  After each mime
mimics the last action, his target gets a chance to react.  Then the
next mime on the list mimicks the last_action, and so on.  Mime-cycles
are always completed. That is, they are never interrupted.  Nobody can
take a quick-turn (of any type) in the middle of a mime-cycle.  So
basically, all a mime-cycle can do (for my purposes) is hand out a bunch
of quick-flags all over the place.  There is no way anybody can do
anything 'funny' in the middle of a mime-cycle, and the mime-cycle
is completely determined by the last_action (defined prior to the
mime-cycle).

2. The game sometimes checks for quick-turns in between actions
and mime-cycles.  The game sometimes checks for quick-turns after
mime-cycles.  This is why I must introduce the notion of a 'quick-
safety'.  This can be either on or off.  The quick-safety is basically
some bit toggled somewhere which switches the gameflow between 'safe'
mode (no quick-turns happening here, no siree) and 'quick' mode (alas!
must resolve multiple quick-turns).  The only reason I am introducing
```

this quick-safety is that quick-turn resolution during SR phases makes
NO SENSE without it.

3. There seem to be four different types of Quick. There is Quick (the
spell); there is Critical Quick (the reaction); there is mime-Quick
(when a character gets hit with the Quick spell during a mime-cycle);
and there is mime-Critical Quick (when a character Critical Quicks
during a mime-cycle).  As far as I can tell, Counter Magic-Quick (the
reaction) and Quick (the spell) are equivalent.  So a character can
have no quick flag, a quick-spell-flag, a critical-quick-flag, a
mime-quick-spell-flag, or a mime-critical-quick-flag. I will denote
these with N-flag, QS-flag, CQ-flag, MQS-flag and MCQ-flag respectively.

4. As far as I can tell right now, the only observable difference
between MQS and MCQ is that MQS raises CT to 100, whereas MCQ raises CT
to 154 (what the hell is that all about?).  What is even more weird is
that MCQ only raises CT to 154 most of the time -- sometimes it only
raises CT to 100.  QS is definitely different from CQ, and I'm pretty
sure CQ is different from MCQ. So I'm guessing that QS is different
from MQS.

5. As you probably guessed, the difference between QS and CQ has to
do with the quick-safety. I'll get into that later.


ENTER THE JUNGLE

The standard way events are resolved is:

1. Resolve the initial basic action (and redefine last_action). This
step can apply a QS-flag.

2. Resolve the initial reaction(s).  This step can apply (several)
CQ-flags. It can also apply a QS-flag (via Counter Magic).

3. Check the character_list for quick-flags.  If nobody has any
quick-flags, head on to step 4.  Otherwise give the first quick-flagged
character on the list a quick-turn.  This character can act, and
redefine the last-action.  Then allow all appropriate reactions (hence
applying CQ-flags).  After the reactions, ignore the rest of the
quick-flagged characters on the character_list, and immediately skip to
the...

4. Mime-cycle.  Examining the last_action, all eligible mimes do their
thing.  Each mime is checked in order of the character_list, and the
first eligible mime acts (and triggers reactions).  Then the next
eligible mime acts (and triggers reactions), and so on.  This allows
the distribution of several MQS-flags or MCQ-flags.  At the end of the
mime-cycle, the last_action is cleared (set to null).

5. Check the character_list for quick-flags. If nobody has any
quick-flags, head on to step 6.  Otherwise, give the first
quick-flagged character on the list a quick-turn.  If that character
acts, he redefines the last-action.  Then allow all appropriate
reactions (hence applying cq-flags).  After this character's quick-turn
is finished, go back to step 4.

6. Now the initial basic action is considered to have ended. The
last-action is cleared, and the game moves on. (If we were in an SR
phase, the game would check for the next eligible slow-action, and (if

it finds one) then head back to step 1).  If we were in a CR phase,
the game would check for the next eligible character, and give them
an AT.

So what's the problem?

Well, often during SR phases, steps 3 and 5 above are SKIPPED. That is,
characters who should get quick-turns are instead 'passed over' until
later (this is where I get to the quick-safety)... Once I
explain this, it should generalize to the CR phases.

(If you think that steps 3 and 5 are basically the same step, then
you're right. I am pretty sure that 3 and 5 both involve calling the
same subroutine to resolve the first quick-turn on the character_list.
The only difference is that skipping 3 leads to 4, whereas skipping 5
leads to 6 (a difference in the function call only, not the
subroutine)).

So here are some rules to fix all this wackiness. First assume that the
game ONLY looks at step 3 and 5 if the quick-safety is OFF (that is,
steps 3 and 5 are automatically skipped if the game is in 'safe' mode).

a. At the beginning of step 1, the character_list is checked for
quick-flags. If anybody has any quick-flags, the quick-safety is turned
OFF (that is, the game enters 'quick' mode).  Otherwise, the
quick-safety is turned ON (the game falls into 'safe' mode).

b. If step 1 (or 2) applies a QS-flag, the quick-safety is turned OFF
(note that application of a CQ-flag does NOT turn the safety off).  So
if the initial actor quick-spells somebody (or is hit by Counter
Magic-Quick), then the game is put into 'quick' mode.

c. Now, after step 2, the game will enter step 3 only if it is in
'quick' mode.  If the quick-safety is on, the game will skip straight
to step 4.

d. At the beginning of step 4, the character_list is checked for
quick-flags.  If anybody has any quick-flags, the quick-safety is turned
off.  Otherwise, the quick-safety is not altered.  The quick-safety is
not altered during the resolution of the mime cycle. That is, the
application of MQS-flags or MCQ-flags won't switch the game into 'quick'
mode.  So unless the quick-safety was OFF to begin with, the game will
skip straight to step 6 after the mime-cycle.

e. During step 6, the quick-safety is turned ON (and the game is put
back into 'safe' mode).

Now, this explains everything I have observed so far.  Quick-spell (and
Counter Magic-Quick) will immediately put the game into quick mode. That
means that somebody will get a quick-turn before the resulting mime-cycle.
Critical Quick will NOT put the game into quick-mode, until AFTER step 3
(at the beginning of step 4). That means that CQ won't trigger a quick-
turn until after the resulting mimecycle.

In addition (and this is the most important part), MimeQS and MimeQC will
NOT switch the game into quick mode. That means that if the game is in
safe mode BEFORE the mime-cycle, and then some MimeQS-flags or MimeCQ-flags
are applied, those quick-turns get skipped until later (until the next
'step 3' comes around, to be more precise).

SUMMARY
-------


Here's a more concise version of what goes on.


The above steps can be rewritten as follows:


1. Resolution of basic initial action:
1a. If there are any quick-flags, turn quick-safety OFF.
1b. Resolve basic inital action, handing out QS-flags as needed.
1c. Rewrite last_action appropriately. (including information about
the action taken, and the team that took that action).
1d. Go on to step 2.


2. Resolution of basic initial reaction(s):
2a. Resolve basic initial reaction(s) (in character_list order),
handing out QS-flags and CQ-flags as needed.
2b. If there are any QS-flags, turn quick-safety OFF.
2c. If the quick-safety is off, go to step 3.
2d. If the quick-safety is on, go to step 4.


3. Resolution of the first quick-turn:
3a. Check the character_list for the first fellow with a quick-flag.
3b. Give that sap a turn.
3c. If he acts, rewrite the last_action appropriately.
3d. If he acted, resolve all the reactions, and hand out the CQ-flags
as needed.
3e. Go on to step 4.


4. Mime-cycle:
4a. If there are any quick-flags, turn quick-safety OFF.
4b. Go through the mime-cycle (I won't bore you with the details),
handing out MQS-flags and MCQ-flags as necessary.
4c. Clear the last_action (rewrite it to empty).
4d. If the quick-safety is off, go to step 5.
4e. If the quick-safety is on, go to step 6.


5. Resolution of the first quick-turn:
5a. Check the character_list for the first fellow with a quick-flag.
5b. If there aren't any quick-flags, go on to step 6.
5c. Otherwise, give the first character on the charcter_list a
quick-turn.
5c. If he acts, rewrite the last_action appropriately.
5d. If he acted, resolve all the reactions, and hand out the CQ-flags
as needed.
5e. Go back to step 4.


6. End of action:
6a. If in an SR phase, turn quick-safety on.
6b. If in an SR phase, look for the next slow-action on the
character_list.
6c. Once you find it, go back to step 1.

EXAMPLE
-------


Now here is an easily reproducible example that illustrates the need
for the quick-safety.

```
A,B and C all have CT 100, speed 99, and Short Charge.
D and E are mimes.
A starts casting Quick (targets an empty panel)
B waits
C waits

(time passes, and every character's CT increments)

A, B, C all wait

(time passes)

A's Quick goes off, and misses
D mimes A and hits C
E mimes A and hits B

(every character's CT increments)

Now, during the subsequent CR phase, the turn order is
B, C, A
```

As you can see, B and C definitely got quick-flags (MQS-flags, to be
exact). But they did not get quick-turns until the following CR phase.
In other words, they were ignored during the SR phase. There was a
mime-cycle during the SR phase (after A's quick-spell went off). And
yet B and C did NOT get quick-turns right after the mime-cycle. The
reason is that at the beginning of the mime-cycle, nobody had any
quick-flags, and so the game stayed in 'safe' mode.

Here is a slightly different example.

```
A,B and C all have CT 100, speed 99, and Short Charge.
D and E are mimes.
A starts casting Quick (targets an empty panel)
B and C wait.

(time passes, and every character's CT increments)

B starts casting Haste (targets an empty panel)
C starts casting Haste (targets an empty panel)

(time passes)

A's Quick spell goes off, missing.
D mimes A, and hits C with a Quick spell
E mimes A, and hits B with a Quick spell
B's Haste spell goes off
B gets a quick-turn
B waits
D mimes B, and hits C with a Haste spell
E mimes B, and hits C with a Haste spell
C gets a quick-turn
C waits

(every character's CT increments)

Now, during the subsequent CR phase, the turn order is
A, B, C
```

Now you can see the effect of the quick-safety. Since there were no
quick-flags during A's action, the game was left in safe mode. So after
the resultant mime-cycle, C and B were ignored. However, at the
beginning of B's haste spell, the game switched to 'quick' mode. Then,
B got a quick-turn BEFORE the resultant mime-cycle. After B finished,
the mime-cycle went off, and then C got a quick-turn. After C finished,
every character's CT incremented.

------------------------------------------------------------------[END QUOTE]-

Well, that pretty much covers gameflow -- thanks again to Aaditya Rangan for
providing all that information.


                          A P P E N D I X

                       _____
                       NNNNNNNNNNNNNNNNNNNNNNNN.
                       NNNNNNNNNNNNNNNNNNNNNNNNNN.
                       NNNN)                `NNNN)
                       NNNN)                 NNNN)
                       NNNN)               _NNNNN`
                       NNNNNNNNNNNNNNNNNNNNNNNN`
                       NNNNNNNNNNNNNNNNNNNNNNNN.
                       NNNN)             "NNNNN
                       NNNN)             (NNNN
                       NNNN)             JNNNN
                       NNNNNNNNNNNNNNNNNNNNNNNNF
                       NNNNNNNNNNNNNNNNNNNNNNNF
                       """"""""""""""""""""""`

                 W E A P O N S ,   A R M O R ,
                  & A C C E S S O R I E S

This is a list of all the weapons, armor, and accessories in the game. Here's
a guide to the information you'll find:

NAME:     name of the item

##:       the game's internal reference number (in hex) for the item
          (useful for GameShark codes and the like)

WP:       weapon power (for weapons)

Ev:       weapon evasion (for weapons)

HP+:      amount of HP this item will add when equipped (for armor)

MP+:      amount of MP this item will add when equipped (for armor)

PRICE:    price to buy the item in a standard shop, in gil. some items can
          only be bought from Fur Shops, in which case they'll be half of this
          cost. some items can't be bought at all (many of these have prices of
          10 gil)

E.LV:     random enemies will start using the item at this level. this means
          - randomly generated units will be able to equip it at this level
            and above

```
                     - enemy units with THROW will be able to THROW it at this level and
                       above
                   if this number is enclosed in parentheses, this means that random
                   enemies cannot equip the item. for instance, Defender has "(92)" here.
                   this means that you'll never see a random enemy with a Defender
                   equipped, although enemy Ninjas with 'Knight Sword' learned will be
                   able to THROW it starting at level 92. non-random enemies (e.g.,
                   Meliadoul, Dycedarg) also may equip this type of item.


TERMS USED IN ITEM DESCRIPTIONS
-------------------------------

"Add:" means that an ATTACK with the weapon will add the listed status effects
to the target if it connects. This will only happen a certain amount of the
time (usually 25%).

"Auto-" before the name of a status effect means that this piece of equipment
automatically gives its wearer this status, and the status cannot be removed
unless the equipment is removed. If the equipment is removed, broken, or
stolen, auto-status will immediately be removed.

"Block:" means that the unit equipped with this item is protected from the
listed status effects and/or elements. In the case of status effects, any
attempt to add the status effect will be reduced to a 00% success rate. In
the case of elements, any attack that causes damage carrying the listed
elements will have a 00% success rate.

"Initial-" before the name of a status effect means that the wearer of this
piece of equipment will start each battle with that status effect. The effect
will not be added if you use 'Equip Change' to equip the item mid-battle, and
it will not be removed if the item is removed, stolen, or broken (unless
something else that happens in the course of removing, stealing, or breaking
the item would have normally caused the status effect to disappear).

"M:" means that an ATTACK with the weapon will randomly cast the spell listed
after normal attack damage is dealt. This seems to happen 20-25% of the time.

'YES Two Swords' means that one of this type of weapon may be held in each hand
using the 'Two Swords' support ability.

'YES Two Hands' means that equipping the 'Two Hands' support ability will allow
you to grip this type of weapon in both hands, doubling damage.

'Both hands only' means that the weapon can only be held in both hands, and
that 'Two Hands' has no effect on the weapon's damage.


_____
[B.1] weapons
     ==========================================================================

DAGGERS:          [(PA + Sp) / 2] * WP
                  Range 1v2 (from below) / 1v3 (from above)
                  YES Two Swords
                  NO  Two Hands
-------------------------------------------------------------------------------
## NAME           WP  Ev  PRICE  E.LV  EFFECTS
-- -------------- --  --  -----  ----  ------------------------------------
01 Dagger          3   0    100     1
```

```
02 Mythril Knife     4   5    500    3
03 Blind Knife       4   5    800    7   Add: Darkness (25%)
04 Mage Masher       4   5   1500   11   Add: Silence (25%)
05 Platina Dagger    5  10   1800   14
06 Main Gauche       6  40   3000   21
07 Orichalcum        7   5   4000   25
08 Assassin Dagger   7   5   5000   29   Add: Death Sentence (25%)
09 Air Knife        10   5   8000   33   Wind-elemental
0A Zorlin Shape     12  10  12000  (96)  Add: Sleep (25%)


NINJA SWORDS:      [(PA + Sp) / 2] * WP
                   Range 1v2 (from below) / 1v3 (from above)
                   YES Two Swords
                   YES Two Hands
-------------------------------------------------------------------------------
## NAME            WP  Ev  PRICE  E.LV  EFFECTS
-- -------------- --  --  -----  ----  --------------------------------------
0B Hidden Knife      8   5   3000   10
0C Ninja Knife       9   5   5000   13
0D Short Edge       10   5   7000   15
0E Ninja Edge       12   5  10000   22
0F Spell Edge       13   5  16000   27   Add: Don't Act (25%)
10 Sasuke Knife     14  15     10  (95)
11 Iga Knife        15  10     10  (96)
12 Koga Knife       15   5     10  (96)


SWORDS:            PA * WP
                   Range 1v2 (from below) / 1v3 (from above)
                   YES Two Swords
                   YES Two Hands
-------------------------------------------------------------------------------
## NAME            WP  Ev  PRICE  E.LV  EFFECTS
-- -------------- --  --  -----  ----  --------------------------------------
13 Broad Sword       4   5    200    1
14 Long Sword        5  10    500    4
15 Iron Sword        6   5    900    7
16 Mythril Sword     7   8   1600    9
17 Blood Sword       8   5   2500  (12)  Absorbs damage as HP (Undead reversal)
18 Coral Sword       8   5   3300   15   Lightning-elemental
19 Ancient Sword     9   5   5000   21   Add: Don't Move (25%)
1A Sleep Sword       9   5   5000   23   Add: Sleep (25%)
1B Platinum Sword   12  10  11000   28
1C Diamond Sword    10  10   8000   26
1D Ice Brand        13  10  14000   34   Ice-elemental; M: Ice 2
1E Rune Blade       14  15  20000   37   MA +2
1F Nagrarock         1  50     10  (95)  Add: Frog (25%)
20 Materia Blade    10  10     10  (96)  Required to enable LIMIT commands


KNIGHT SWORDS:     [PA * Br/100] * WP
                   Range 1v2 (from below) / 1v3 (from above)
                   YES Two Swords
                   YES Two Hands
-------------------------------------------------------------------------------
## NAME            WP  Ev  COST   E.LV  EFFECTS
-- -------------- --  --  -----  ----  --------------------------------------
21 Defender         16  60  40000  (92)
22 Save the Queen   18  30     10  (95)  Auto-Protect
```

```
23 Excalibur         21  35     10  (96)  Auto-Haste, Absorb: Holy, M: Holy,
                                            Strengthen: Holy
24 Ragnarok          24  20     10  (97)  Auto-Shell
25 Chaos Blade       40  20     10  (98)  Auto-Regen, Add: Petrify (25%)



KATANA:                 [PA * Br/100] * WP
                        Range 1v2 (from below) / 1v3 (from above)
                        YES Two Swords
                        YES Two Hands
--------------------------------------------------------------------------------
## NAME             WP  Ev  COST   E.LV  EFFECTS
-- --------------   --  --  -----  ----  -------------------------------------
26 Asura Knife       7  15  1600     9
27 Koutetsu Knife    8  15  3000    12
28 Bizen Boat        9  15  5000    15
29 Murasame         10  15  7000    21     At least one of the appropriate
2A Heaven's Cloud   11  15  8000    24   katana must be in stock in order to
2B Kiyomori         12  15 10000    27   use the corresonding DRAW OUT attack.
2C Muramasa         14  15 15000    30
2D Kikuichimoji     15  15 22000    33
2E Masamune         18  15     10  (95)
2F Chirijiraden     25  15     10  (96)



AXES:                   WP * F | F = (1..PA)
                        Range 1v2 (from below) / 1v3 (from above)
                        Both hands only
                        NO Two Swords
                        NO Two Hands
--------------------------------------------------------------------------------
## NAME             WP  Ev  COST   E.LV  EFFECTS
-- --------------   --  --  -----  ----  -------------------------------------
30 Battle Axe        9   0  1500     4
31 Giant Axe        12   0  4000    12
32 Slasher          16   0 12000    31  Add: Slow (25%)



RODS:                   PA * WP
                        Range 1v2 (from below) / 1v3 (from above)
                        YES Two Swords
                        YES Two Hands
--------------------------------------------------------------------------------
## NAME             WP  Ev  COST   E.LV  EFFECTS
-- --------------   --  --  -----  ----  -------------------------------------
33 Rod               3  20   200     1
34 Thunder Rod       3  20   400     5  Lightning-elemental,
                                          Strengthen: Lightning, M: Bolt
35 Flame Rod         3  20   400     5  Fire-elemental, Strengthen: Fire
                                         M: Fire
36 Ice Rod           3  20   400     5  Ice-elemental, Strengthen: Ice
                                         M: Ice
37 Poison Rod        3  20   500    12  Add: Poison (25%)
38 Wizard Rod        4  20  8000    23  MA +2
39 Dragon Rod        5  20 12000  (95)
3A Faith Rod         5  20    10  (96)  Auto-Faith, Add: Faith (25%)



STAVES:                 MA * WP
                        Range 1v2 (from below) / 1v3 (from above)
```

```
                         YES Two Swords
                         YES Two Hands
                  ------------------------------------------------------------------
## NAME                  WP  Ev  PRICE  E.LV  EFFECTS
-- -------------         --  --  -----  ----  ------------------------------------
3B Oak Staff              3  15    120     1
3C White Staff            3  15    800     5  Cancel: Death Sentence (25%)
                                                (on target of ATTACK)
3D Healing Staff          4  15   4000  ( 9)  Restores HP instead of damaging HP
3E Rainbow Staff          5  15   4000    12
3F Wizard Staff           4  15   2200    15  MA +1
40 Gold Staff             6  15   7000    24
41 Mace of Zeus           6  15     10  (95)  PA +2, MA +1
42 Sage Staff             7  15     10  (96)


HAMMERS:                 WP * F | F = (1..PA)
                         Range 1v2 (from below) / 1v3 (from above)
                         YES Two Swords
                         YES Two Hands
                  ------------------------------------------------------------------
## NAME                  WP  Ev  PRICE  E.LV  EFFECTS
-- -------------         --  --  -----  ----  ------------------------------------
43 Flail                  9   0   1200    10
44 Flame Whip            11   0   4000    20  Fire-elemental, M: Fire 2
45 Morning Star          16   0   9000    32
46 Scorpion Tail         23   0  40000  (90)


GUNS, PHYSICAL:          WP * WP
                         3 <= Range <= 8 (line of sight)
                         NO  Two Swords
                         NO  Two Hands
                         Not subject to evasion
                  ------------------------------------------------------------------
## NAME                  WP  Ev  PRICE  E.LV  EFFECTS
-- -------------         --  --  -----  ----  ------------------------------------
47 Romanda Gun            6   5   5000  (11)
48 Mythril Gun            8   5  15000  (15)
49 Stone Gun             16   5     10  (95)  Initial-Petrify


GUNS, MAGICAL:           [CFa/100 * TFa/100 * Q * WP]
                         Q = 14 : 60% of the time
                         Q = 18 : 30% of the time
                         Q = 24 : 10% of the time
                         Works as a magic spell with MA = WP
                         3 <= Range <= 8 (line of sight)
                         NO  Two Swords
                         NO  Two Hands
                         Not subject to evasion
                  ------------------------------------------------------------------
## NAME                  WP  Ev  PRICE  E.LV  EFFECTS
-- -------------         --  --  -----  ----  ------------------------------------
4A Blaze Gun             20   5     10  (91)  Casts Ice, Ice 2, or Ice 3
4B Glacier Gun           21   5     10  (92)  Casts Fire, Fire 2, or Fire 3
4C Blast Gun             22   5     10  (93)  Casts Bolt, Bolt 2, or Bolt 3


CROSSBOWS:               PA * WP
```

```
                        3 <= Range <= 4 (line of sight)
                        NO   Two Swords
                        NO   Two Hands
--------------------------------------------------------------------------------
## NAME            WP  Ev  PRICE  E.LV  EFFECTS
-- --------------  --  --  -----  ----  -------------------------------------
4D Bow Gun          3   5    400    1
4E Night Killer     3   5   1500    5   Add: Darkness (25%)
4F Cross Bow        4   5   2000   11
50 Poison Bow       4   5   4000   14   Add: Poison (25%)
51 Hunting Bow      6   5   8000   24
52 Gastrafitis     10   5  20000  (33)



LONGBOWS:               [(PA + Sp) / 2] * WP
                        3 <= Range <= 5 + [height_difference/2]
                            (line of sight or parabolic arc)
                        Both hands only
                        NO   Two Swords
                        NO   Two Hands
--------------------------------------------------------------------------------
## NAME            WP  Ev  PRICE  E.LV  EFFECTS
-- --------------  --  --  -----  ----  -------------------------------------
53 Long Bow         4   0    800    2
54 Silver Bow       5   0   1500    6
55 Ice Bow          5   0   2000   11   Ice-elemental, M: Ice
56 Lightning Bow    6   0   3000   15   Lightning-elemental, M: Bolt
57 Windslash Bow    8   0   8000   27   Wind-elemental
58 Mythril Bow      7   0   5000   20
59 Ultimus Bow     10   0  22000   37
5A Yoichi Bow      12   0     10  (52)
5B Perseus Bow     16   0     10  (53)



INSTRUMENTS:            [(PA + MA) / 2] * WP
                        Range 3 (and only 3) (line of sight)
                        NO   Two Swords
                        NO   Two Hands
--------------------------------------------------------------------------------
## NAME            WP  Ev  PRICE  E.LV  EFFECTS
-- --------------  --  --  -----  ----  -------------------------------------
5C Ramia Harp      10  10   5000   13   Add: Confusion (25%)
5D Bloody Strings  13  10  10000   25   Absorbs damage as HP (Undead reversal)
5E Fairy Harp      15  10     10  (36)  Add: Charm (25%)



DICTIONARIES:           [(PA + MA) / 2] * WP
                        Range 3 (and only 3) (line of sight)
                        NO   Two Swords
                        NO   Two Hands
--------------------------------------------------------------------------------
## NAME            WP  Ev  PRICE  E.LV  EFFECTS
-- --------------  --  --  -----  ----  -------------------------------------
5F Battle Dict      7  15   3000   13
60 Monster Dict     8  15   6000   23
61 Papyrus Plate    9  15  10000   34
62 Madlemgen       11  15  30000  (95)



SPEARS:                 PA * WP
```

```
                        Range 2v3 (4 directions)
                        NO  Two Swords
                        YES Two Hands
--------------------------------------------------------------------------------
## NAME              WP  Ev   PRICE  E.LV  EFFECTS
-- --------------    --  --   -----  ----  --------------------------------------
63 Javelin           8   10    1000   12
64 Spear             9   10    2000   16
65 Mythril Spear    10   10    4500   21
66 Partisan         11   10    7000   25
67 Oberisk          12   10   10000   29
68 Holy Lance       14   10   36000   (95)  Holy-elemental, M: Holy
69 Dragon Whisker   17   10   44000   (96)
6A Javelin          30   10      10   (97)


STICKS:                 MA * WP
                        Range 2v3 (4 directions)
                        NO  Two Swords
                        YES Two Hands
--------------------------------------------------------------------------------
## NAME              WP  Ev   PRICE  E.LV  EFFECTS
-- --------------    --  --   -----  ----  --------------------------------------
6B Cypress Rod       6   20    1000    9
6C Battle Bamboo     7   20    1400   13
6D Musk Rod          8   20    2400   21
6E Iron Fan          9   20    4000   24
6F Gokuu Rod        10   20    7500   27   Add: Innocent (25%)
70 Ivory Rod        11   20   10000   (95)
71 Octagon Rod      12   20   20000   40   Cancel: Darkness, Silence, Oil, Frog,
                                             Poison, Stop, Slow, Don't Move,
                                             Don't Act (25%; on target of ATTACK)
72 Whale Whisker    16   20   37000   (96)


BAGS:                   F * WP | F = (1..PA)
                        Range 1v3 (from above) / 1v2 (from below)
                        NO  Two Swords
                        NO  Two Hands
                        Only females can equip
--------------------------------------------------------------------------------
## NAME              WP  Ev   PRICE  E.LV  EFFECTS
-- --------------    --  --   -----  ----  --------------------------------------
73 C Bag            10    0   53000   (80)  MA +1
74 FS Bag           20    0   60000   (81)
75 P Bag            12    0   52000   (82)  Auto-Regen
76 H Bag            14    0   58000   (83)  Sp +1


CLOTHS:                 [(PA + MA) / 2] * WP
                        Range 2v3 (4 directions)
                        NO  Two Swords
                        NO  Two Hands
--------------------------------------------------------------------------------
## NAME              WP  Ev   PRICE  E.LV  EFFECTS
-- --------------    --  --   -----  ----  --------------------------------------
77 Persia            8   50    7000   (24)
78 Cashmere         10   50   15000   (29)
79 Ryozan Silk      15   50   40000   (95)
```

```
THROWN ITEMS:     Can only be used for THROW (damage = Sp * WP)
                  Range (Caster's Move)/1
-------------------------------------------------------------------------------
## NAME            WP  Ev  PRICE  E.LV  EFFECTS
-- -------------   --  --  -----  ----  ------------------------------------
7A Shuriken         4   0         ( 1)
7B Magic Shuriken   7   0         (18)
7C Yagyu Darkness  10   0         (33)
7D Fire Ball        8   0         ( 1)  Fire-elemental
7E Water Ball       8   0         (18)  Water-elemental
7F Lightning Ball   8   0         (29)  Lightning-elemental
```

[B.2] shields

      =====================================================================

Shields offer both physical (P.SEV) and magical (M.SEV) evasion bonuses.
See section 1.4 for details.

```
-------------------------------------------------------------------------------
              /S-Ev\
## NAME        P.  M.  COST  E.LV  EFFECTS
-- -------------  --  --  -----  ----  ------------------------------------
80 Escutcheon      10   3    400    1
81 Buckler         13   3    700    3
82 Bronze Shield   16   0   1200    6
83 Round Shield    19   0   1600    9
84 Mythril Shield  22   5   2500   12
85 Gold Shield     25   0   3500   15
86 Ice Shield      28   0   6000   22  Absorb: Ice, Half: Fire,
                                         Weak: Lightning
87 Flame Shield    31   0   6500   22  Absorb: Fire, Half: Ice, Weak: Water
88 Aegis Shield    10  50  10000   22  MA +1
89 Diamond Shield  34  15  12000   25
8A Platina Shield  37  10  16000   29
8B Crystal Shield  40  15  21000   36
8C Genji Shield    43   0     10  (36)
8D Kaiser Plate    46  20     10  (39)  Strengthen: Fire, Lightning, Ice
8E Venetian Shield 50  25     10  (40)  Half: Fire, Lightning, Ice
8F Escutcheon      75  50     10  (50)
```

[B.3] headgear

      =====================================================================

H E L M E T S

```
-------------------------------------------------------------------------------
## NAME            HP+  MP+  PRICE  E.LV  EFFECTS
-- -------------   ---  ---  -----  ----  ------------------------------------
90 Leather Helmet   10    0    200    1
91 Bronze Helmet    20    0    500    4
92 Iron Helmet      30    0   1000    7
93 Barbuta          40    0   1500    9
94 Mythril Helmet   50    0   2100   12
95 Gold Helmet      60    0   2800   15
96 Cross Helmet     70    0   4000   17
97 Diamond Helmet   80    0   6000   22
```

```
98 Platina Helmet   90    0   8000   25
99 Circlet         100    0  10000   29
9A Crystal Helmet  120    0  14000   27
9B Genji Helmet    130    0     10  (36)
9C Grand Helmet    150    0     10  (40)  Block: Darkness, Sleep


H A T S
-------------------------------------------------------------------------------
## NAME            HP+  MP+  PRICE  E.LV  EFFECTS
-- -------------   ---  ---  -----  ----  ------------------------------------
9D Leather Hat       8    0    150    1
9E Feather Hat      16    5    350    4
9F Red Hood         24    8    800    7
A0 Headgear         32    0   1200   10   PA +1
A1 Triangle Hat     40   12   1800   13   MA +1
A2 Green Beret      48    0   3000   16   Sp +1
A3 Twist Headband   56    0   5000   21   PA +2
A4 Holy Miter       64   20   6000   24   MA +1
A5 Black Hood       72    0   7000   27
A6 Golden Hairpin   80   50  12000   32   Block: Silence
A7 Flash Hat        88   15  16000   38   MA +1, Sp +1
A8 Thief Hat       100    0  35000   46   Sp +2; Block: Don't Move, Don't Act


R I B B O N S
-------------------------------------------------------------------------------
## NAME            HP+  MP+  PRICE  E.LV  EFFECTS
-- -------------   ---  ---  -----  ----  ------------------------------------
A9 Cachusha         20    0  20000  (50)  Block: Dead, Petrify, Invite,
                                           Confusion, Blood Suck, Stop,
                                           Berserk, Charm, Sleep
AA Barette          20    0  20000  (51)  Block: Undead, Darkness, Silence,
                                           Frog, Poison, Slow, Don't Act,
                                           Don't Move, Death Sentence
AB Ribbon           10    0  60000  (52)  Block: Dead, Undead, Petrify, Invite,
                                           Darkness, Confusion, Silence,
                                           Blood Suck, Berserk, Frog,
                                           Poison, Slow, Stop, Charm,
                                           Sleep, Don't Move, Don't Act,
                                           Death Sentence


_____
[B.4] armor
      =========================================================================


A R M O R
-------------------------------------------------------------------------------
## NAME            HP+  MP+  PRICE  E.LV  EFFECTS
-- -------------   ---  ---  -----  ----  ------------------------------------
AC Leather Armor    10    0    200    1
AD Linen Cuirass    20    0    600    4
AE Bronze Armor     30    0    800    6
AF Chain Mail       40    0   1300    8
B0 Mythril Armor    50    0   2000   11
B1 Plate Mail       60    0   3000   14
B2 Gold Armor       70    0   3600   17
B3 Diamond Armor    80    0   6000   22
B4 Platina Armor    90    0   9000   26
B5 Carabini Mail   100    0  13000   30
B6 Crystal Mail    110    0  19000   37
```

```
B7 Genji Armor      150    0    10  (37)
B8 Reflect Mail     130    0 18000  (39)  Auto-Reflect
B9 Maximillian      200    0    10  (45)


C L O T H E S
-------------------------------------------------------------------------------
## NAME            HP+  MP+  PRICE  E.LV  EFFECTS
-- --------------  ---  ---  -----  ----  ------------------------------------
BA Clothes           5    0    150    1
BB Leather Outfit   10    0    300    3
BC Leather Vest     18    0    500    5
BD Chain Vest       24    0    900    7
BE Mythril Vest     30    0   1500   10
BF Adaman Vest      36    0   1600   12
C0 Wizard Outfit    42   15   1900   14
C1 Brigandine       50    0   2500   17
C2 Judo Outfit      60    0   4000   21   PA +1; Block: Dead
C3 Power Sleeve     70    0   7000   25   PA +2
C4 Earth Clothes    85   10  10000   29   Absorb: Earth; Strengthen: Earth
C5 Secret Clothes   20    0     10  (35)  Sp +2; Initial-Transparent
C6 Black Costume   100    0  12000   37   Block: Stop
C7 Rubber Costume  150   50  48000  (50)  Block: Lightning


R O B E S
-------------------------------------------------------------------------------
## NAME            HP+  MP+  PRICE  E.LV  EFFECTS
-- --------------  ---  ---  -----  ----  ------------------------------------
C8 Linen Robe       10   10   1200    3
C9 Silk Robe        20   16   2400    5
CA Wizard Robe      30   22   4000   11   MA +2
CB Chameleon Robe   40   28   5000  (16)  Block: Dead; Absorb: Holy
CC White Robe       50   34   9000   26   Half: Fire, Lightning, Ice
CD Black Robe       60   30  13000   31   Strengthen: Fire, Lightning, Ice
CE Light Robe       75   50  30000   38
CF Robe of Lords   100   80     10  (45)  Auto-Protect, Auto-Shell,
                                            PA +2, MA +1



_____
[B.5] accessories
      =========================================================================


S H O E S
-------------------------------------------------------------------------------
## NAME            PRICE  E.LV  EFFECTS
-- --------------  -----  ----  -----------------------------------------------
D0 Battle Boots     1000   10   Move +1
D1 Spike Boots      1200   20   Jump +1
D2 Germinas Boots   5000   30   Move +1, Jump +1
D3 Rubber Shoes     1500  ( 5)  Block: Don't Move, Lightning
D4 Feather Boots    2500  (50)  Auto-Float
D5 Sprint Shoes     7000  (30)  Sp +1
D6 Red Shoes       10000  (40)  Move +1, MA +1


G A U N T L E T S
-------------------------------------------------------------------------------
## NAME            PRICE  E.LV  EFFECTS
-- --------------  -----  ----  -----------------------------------------------
D7 Power Wrist      5000   20   PA +1
D8 Genji Gauntlet     10  (50)  PA +2, MA +2
```

```
D9 Magic Gauntlet  20000   35   MA +2
DA Bracer          50000   60   PA +3


R I N G S
--------------------------------------------------------------------------------
## NAME           PRICE   E.LV  EFFECTS
-- -------------- -----   ----  ---------------------------------------------
DB Reflect Ring   10000   (50)  Auto-Reflect
DC Defense Ring    5000    25   Block: Sleep, Death Sentence
DD Magic Ring     10000    25   Block: Silence, Berserk
DE Cursed Ring       10   ( 5)  PA +1, MA +1, Sp +1; Auto-Undead; Block: Invite
DF Angel Ring     20000   (25)  Initial-Reraise; Block: Dead, Darkness


A R M L E T S
--------------------------------------------------------------------------------
## NAME           PRICE   E.LV  EFFECTS
-- -------------- -----   ----  ---------------------------------------------
E0 Diamond Armlet  5000    26   PA +1, MA +1, Block: Slow
E1 Jade Armlet    10000    25   Block: Petrify, Stop
E2 108 Gems       15000    25   Block: Undead, Blood Suck, Frog, Poison;
                                 Strengthen: Fire, Ice, Lightning, Water,
                                           Earth, Wind, Holy, Dark
E3 N-Kai Armlet   10000    25   Block: Confusion, Charm; Half: Dark
E4 Defense Armlet  7000    25   Block: Don't Move, Don't Act


M A N T L E S
Mantles (capes) offer physical (P.AEV) and magical (M.AEV) evasion bonuses.
See section 1.4 for details.
--------------------------------------------------------------------------------
                 /A-Ev\
## NAME          P.  M.   PRICE  E.LV  COMMENTS/SPECIAL EFFECTS
-- -------------- -- --   -----  ----  -------------------------------------
E5 Small Mantle  10 10     300   10
E6 Leather Mantle 15 15     800   20
E7 Wizard Mantle 18 18    2000   30    MA +1
E8 Elf Mantle    25 25    8000   40
E9 Dracula Mantle 28 28   15000   49
EA Feather Mantle 40 30   20000   50
EB Vanish Mantle 35  0      10   ( 5)  Initial-Transparent


P E R F U M E S
--------------------------------------------------------------------------------
## NAME           PRICE   E.LV  EFFECTS
-- -------------- -----   ----  ---------------------------------------------
EC Chantage       60000   ( 5)  Auto-Regen, Auto-Reraise
ED Cherche        60000   ( 5)  Auto-Float, Auto-Reflect
EE Salty Rage     60000   ( 5)  Auto-Protect, Auto-Shell
EF Setiemson      60000   ( 5)  MA +1, Auto-Haste, Initial-Transparent




                        A P P E N D I X


                      ._JNNNNNNNN_.
                    .JNNNNNNNNNNNNNNNNL.
                   JNNNNNNNF"""4NNNNNNNN.
                  .NNNNNN`          4NNNNN
```

```
                    NNNNN`                  ""
                   (NNNN)
                   (NNNN
                   (NNNN
                   (NNNN)
                    NNNNN.                __
                    `NNNNNL.            JNNNNN
                     `NNNNNNNNL____NNNNNNNN`
                       `NNNNNNNNNNNNNNNNNN"
                          `"NNNNNNNNN""


                  C O M M A N D   S E T S
```

_____

[C.1] legend
      =====================================================================


This appendix lists the contents of all the command sets in the game,
including action, reaction, support, and movement abilities. The sets are
listed in the order they are stored in the RAM. To find a command set in
this list, search for its name in [square brackets]. Here is a sample
listing with a legend:


xx [EXAMPLE SET]             ABBREVIATONS:
-----------------------      (A): Standard action ability. Can be used directly
Origin            JP              in battle.
-----------------------      (E): 'Enabling' ability. Learning this ability
(A) Action Ability   500          enables the unit to take some action in
(E) Enable Ability   500          battle, but that action is not the same as
(G) Geomancy         500          the ability learned. Examples are MATH SKILL,
(R) Reaction         500          JUMP, THROW and CHARGE abilities. These
(S) Support          500          abilities are useless outside their original
(M) Movement         500          command set.
.......................      (G): Geomancy ability. Like a cross of (A) and (E),
JP to master:       3000          Geomancy abilities are treated specially when
                                  in the ELEMENTAL command set, only being
^^^^^^^^^^^^^^^^^^^^^^^^           active on certain kinds of terrain. But they
xx is the two-digit hex           can be moved to other command sets via GS and
   reference number for           used directly.
   the command set,          (R): Reaction ability.
   used to access the        (S): Support ability.
   set with a GS.            (M): Movement ability.


                             Standard RSM: This listing means that the command
                             set contains the most common reaction, support,
                             and movement abilities, these being

                                 Counter Tackle  180 JP
                                 Equip Axe       200 JP
                                 Monster Skill   200 JP
                                 Defend           50 JP
                                 Gained JP Up    200 JP
                                 Move +1         200 JP
                                 Total:         1030 JP

                             In the spot marked 'Origin', I list the job that
                             this command set is used for, if it is used as
                             an innate command set. If more than one class
                             exists with the same name, I give the two-digit
```

hex identifier that can be used to find the class
in the class compendium. If the command set is not
innately set for any class, I list the name of the
unit that has this command set in battle. (1) here
means the unit has it set as a primary command, (2)
means it's set as a secondary. There are also some
abbreviated battle names, used where you fight the
same unit more than once:

Riovanes ..... Inside Riovanes Castle
Inside Lim ... Inside Limberry Castle
UBS5 ......... Underground Book Storage Fifth Floor
GOA .......... Graveyard of Airships

_____
[C.2] command set chart
    ===========================================================================

This chart is designed to take advantage of the 'Search'/'Find' feature in
most web browsers and text editors. To find a specific entry, search for the
name of the command set within [SQUARE BRACKETS].

To find more information about a specific ability, search for the ability's
name within [square brackets]. This will take you to the right spot in
either section 3.3 (for action abilities) or part 6 (for reaction, support,
and movement abilities).


```
=======================   =======================   =======================
COLUMN 1: sets 00 --> 22  COLUMN 2: sets 23 --> 6A  COLUMN 3: sets 6B --> AF
=======================   =======================   =======================


00 - 03: BASIC COMMANDS   23 [MAGIC]                6B [FEAR]
----------------------    ----------------------    ----------------------
00 [null command set]     Delita's Sis        JP    Angel of Death      JP
01 [ATTACK]               ----------------------    ----------------------
02 [DEFEND]               (A) Cure            50     (A) Darkness         0
03 [EQUIP CHANGE]         (A) Wish            0      (A) Spell            0
                          ......................     (A) Chicken Race     0
                          JP to master:      50      (A) Nightmare        0
* 04: BLANK *                                        ......................
                                                     JP to master:        0
                          24 [HOLY MAGIC]
                          ----------------------
05 [BASIC SKILL]          Princess           JP      6C [JA MAGIC]
----------------------    ----------------------    ----------------------
Squire (generic)    JP    (A) MBarrier        0      Zalera (2)         JP
----------------------    (A) Deathspell 2    0      ----------------------
(A) Accumulate     300       Standard RSM  1030      (A) Toad 2           0
(A) Dash            75     ......................     (A) Gravi 2          0
(A) Throw Stone     90     JP to master:    1030     (A) Flare 2          0
(A) Heal           150                               (A) Blind 2          0
(R) Counter Tackle 180                               (A) Confuse 2        0
(S) Equip Axe      200     25 [SNIPE]                (A) Sleep 2          0
(S) Monster Skill  200     ----------------------    ......................
(S) Defend          50     Engineer 22        JP     JP to master:        0
(S) Gained JP UP   200     ----------------------
(M) Move +1        200     (A) Leg Aim        200
......................     (A) Arm Aim        300     * 6D through 6E: BLANK *
JP to master:     1645
```

```
06 [ITEM]
-----------------------
Chemist               JP
-----------------------
(E) Potion             30
(E) Hi-Potion         200
(E) X-Potion          300
(E) Ether             300
(E) Hi-Ether          400
(E) Elixir            900
(E) Antidote           70
(E) Eye Drop           80
(E) Echo Grass        120
(E) Maiden's Kiss     200
(E) Soft              250
(E) Holy Water        400
(E) Remedy            700
(E) Phoenix Down       90
(R) Auto Potion       400
(S) Throw Item        350
(S) Maintenance       250
(S) Equip Change        0
(M) Move-Find Item    100
.......................
JP to master:        5140


07 [BATTLE SKILL]
-----------------------
Knight                JP
-----------------------
(A) Head Break        300
(A) Armor Break       400
(A) Shield Break      300
(A) Weapon Break      400
(A) Magic Break       250
(A) Speed Break       250
(A) Power Break       250
(A) Mind Break        250
(R) Weapon Guard      200
(S) Equip Armor       500
(S) Equip Shield      250
(S) Equip Sword       400
.......................
JP to master:        3750


08 [CHARGE]
-----------------------
Archer                JP
-----------------------
(E) Charge +1         100
(E) Charge +2         150
(E) Charge +3         200
(E) Charge +4         250
(E) Charge +5         300
(E) Charge +7         400
(E) Charge +10        600
```

```
(A) Seal Evil         200
    Standard RSM     1030
.......................
JP to master:        1730


26 [SNIPE]
-----------------------
Engineer 16           JP
-----------------------
(A) Leg Aim           200
(A) Arm Aim           300
(A) Seal Evil         200
    Standard RSM     1030
.......................
JP to master:        1730


27 [DARK SWORD]
-----------------------
Dark Knight 11        JP
-----------------------
(A) Night Sword       100
(A) Dark Sword        500
    Standard RSM     1030
.......................
JP to master:        1630


28 [HOLY SWORD]
-----------------------
Holy Knight 1E        JP
-----------------------
(A) Stasis Sword      100
(A) Split Punch       400
(A) Crush Punch       500
(A) Lightning Stab    700
(A) Holy Explosion    800
    Standard RSM     1030
.......................
JP to master:        3530


29 [LIMIT]
-----------------------
Soldier               JP
-----------------------
(A) Braver            150
(A) Cross-slash       200
(A) Blade Beam        250
(A) Climhazzard       450
(A) Meteorain         560
(A) Finish Touch      670
(A) Omnislash         900
(A) Cherry Blossom   1200
    Standard RSM     1030
.......................
JP to master:        5410
```

```
6F [FEAR]
-----------------------
Regulator             JP
-----------------------
(A) Speed Ruin          0
(A) Spell               0
(A) Death Cold          0
.......................
JP to master:           0


70 [DIMENSION MAGC]
-----------------------
Hashmalum (2)         JP
-----------------------
(A) Melt             9999
(A) Tornado          9999
(A) Quake            9999
(A) Meteor           1500
.......................
JP to master:       31497


* 71 through 72: BLANK *


73 [FEAR]
-----------------------
Impure King           JP
-----------------------
(A) Nightmare           0
(A) Chicken Race        0
(A) Death Cold          0
.......................
JP to master:           0


74 [IMPURE]
-----------------------
Queklain (2)          JP
-----------------------
(A) Bio    (Darkness)   0
(A) Bio    (Poison)     0
(A) Bio    (Oil)        0
(A) Bio 2  (Frog)       0
(A) Bio 2  (Slow)       0
(A) Bio 2  (Silence)    0
(A) Bio 2  (Petrify)    0
(A) Bio 3  (Undead)     0
(A) Bio 3  (Dead)       0
(A) Bio 3  (Petrify)    0
.......................
JP to master:           0


* 75 through 76: BLANK *
```

```
(E) Charge +20        1000     2A [WHITE-AID]              77 [FEAR]
(R) Speed Save         800     ----------------------     ----------------------
(R) Arrow Guard        450     Holy Priest          JP    Ghost of Fury        JP
(S) Equip Crossbow     350     ----------------------     ----------------------
(S) Concentrate        400     (A) Cure 3          400    (A) Seal              0
(M) Jump +1            200     (A) Cure 2          180    (A) Chicken Race      0
.......................         (A) Confuse         200    (A) Lose Voice        0
JP to master:         5200     (A) Sleep           170    (A) Loss              0
                               (A) Drain           180    .......................
                               (A) Silence          90    JP to master:         0
                               (A) Don't Act        50
09 [PUNCH ART]                 (A) Raise 2         500
----------------------         (A) Esuna           280
Monk                 JP            Standard RSM    1030    78 [ALL MAGIC]
----------------------         .......................    ----------------------
(A) Spin Fist        150       JP to master:       3080    Adramelk (2)         JP
(A) Repeating Fist   300                                  ----------------------
(A) Wave Fist        300                                  (A) Holy            600
(A) Earth Slash      600       2B [DRAGON]                (A) Fire 4          850
(A) Secret Fist      300       ----------------------     (A) Ice 4           850
(A) Stigma Magic     200       Dragoner             JP    (A) Bolt 4          850
(A) Chakra           350       ----------------------     (A) Flare           900
(A) Revive           500       (A) Ice Bracelet (0F8) 0    (A) Demi 2          550
(R) HP Restore       500       (A) Fire Bracelet (0F9)0    (A) Bahamut        1200
(R) Counter          300       (A) Thnder Brcelet(0FA)0    (A) Odin            900
(R) Hamedo          1200       (A) Dragon Tame      300    (A) Leviathan       850
(S) Martial Arts     200       (A) Dragon Care      300    (A) Salamander      820
(M) Move-HP Up       300       (A) Dragon PowerUp   400    .......................
.......................         (A) Dragon LevelUp   400    JP to master:       8370
JP to master:       5200       (A) Holy Bracelet    900
                                  Standard RSM    1030
                               .......................    * 79 through 7A: BLANK *
0A [WHITE MAGIC]               JP to master:       3330
----------------------                                    7B [ULTIMATE MAGIC]
Priest               JP                                   ----------------------
----------------------         2C [BREATH]                Altima (1:1st form)  JP
(A) Cure              50       ----------------------     ----------------------
(A) Cure 2           180       Holy Dragon          JP    (A) Ultima            0
(A) Cure 3           400       ----------------------     .......................
(A) Cure 4           700       (A) Ice Bracelet (151) 0    JP to master:         0
(A) Raise            180       (A) Fire Bracelet (152)0
(A) Raise 2          500       (A) Thnder Brcelet(153)0
(A) Reraise          800       .......................    7C [CHAOS]
(A) Regen            300       JP to master:          0    ----------------------
(A) Protect           70                                  Altima (2:1st form)  JP
(A) Protect 2        500                                  ----------------------
(A) Shell             70       2D [TRUTH]                 (A) Grand Cross       0
(A) Shell 2          500       ----------------------     .......................
(A) Wall             380       Heaven Knight 19     JP    JP to master:         0
(A) Esuna            280       ----------------------
(A) Holy             600       (A) Heaven Thunder  100
(R) Regenerator      400       (A) Asura           200
(S) Magic DefendUP   400          Standard RSM    1030    7D [COMPLETE MAGIC]
.......................         .......................    ----------------------
JP to master:       6310       JP to master:       1330    Arch Angel           JP
                                                          ----------------------
                                                          (A) All-ultima        0
0B [BLACK MAGIC]                                          (A) Grand Cross       0
----------------------         2E [UN-TRUTH]              .......................
Wizard               JP        ----------------------     JP to master:         0
----------------------         Hell Knight          JP
```

```
(A) Fire              50      ------------------------      7E [SATURATION]
(A) Fire 2           200      (A) Heaven Bltback  100      ------------------------
(A) Fire 3           480      (A) Asura Back      200      Altima (2:2nd form)   JP
(A) Fire 4           850      (A) Dia Swrd Back   300      ------------------------
(A) Bolt              50      (A) Dragn Pit Back  400      (A) Mute               0
(A) Bolt 2           200      (A) Space Str Back  500      (A) Despair 2          0
(A) Bolt 3           480      (A) Sky Demon Back  600      (A) Return 2           0
(A) Bolt 4           850          Standard RSM   1030      ........................
(A) Ice               50      ........................      JP to master:          0
(A) Ice 2            200      JP to master:      3130
(A) Ice 3            480
(A) Ice 4            850
(A) Poison           150      2F [STARRY HEAVEN]            * 7F through 85: BLANK *
(A) Frog             500      ------------------------
(A) Death            600      Astrologist          JP
(A) Flare            900      ------------------------      86 [no name]
(R) Counter Magic    800      (A) Galaxy Stop       0      ------------------------
(S) Magic AttackUP   400      (A) Accumulate      300      unused               JP
........................      (A) Dash             75      ------------------------
JP to master:       8090      (A) Throw Stone      90      (A) Dark Holy          0
                              (A) Heal            150      (A) Deathspell 2       0
                                  Standard RSM   1030      (A) Galaxy Stop        0
0C [TIME MAGIC]               ........................      (A) Seal               0
------------------------      JP to master:      1645      (A) Shadow Stitch      0
Time Mage            JP                                     (A) Stop Bracelet      0
------------------------                                    (A) Shock              0
(A) Haste            100      30 [HOLY SWORD]               (A) Difference         0
(A) Haste 2          550      ------------------------      (A) Allure             0
(A) Slow              80      White Knight 28      JP      (A) MBarrier           0
(A) Slow 2           520      ------------------------      ........................
(A) Stop             330      (A) Stasis Sword    100      JP to master:          0
(A) Don't Move       100      (A) Split Punch     400
(A) Float            200      (A) Crush Punch     500
(A) Reflect          300      (A) Lightning Stab  700      87 [no name]
(A) Quick            800          Standard RSM   1030      ------------------------
(A) Demi             250      ........................      unused               JP
(A) Demi 2           550      JP to master:      2730      ------------------------
(A) Meteor          1500                                    (A) Seal               0
(R) Critical Quick   700                                    (A) Chicken Race       0
(R) MP Switch        400      31 [HOLY MAGIC]               (A) Hold Tight         0
(S) Short Charge     800      ------------------------      (A) Darkness           0
(M) Teleport         600      Cleric 30            JP      (A) Lose Voice         0
(M) Float            540      ------------------------      (A) Loss               0
........................      (A) MBarrier          0      (A) Spell              0
JP to master:       7740      (A) Deathspell 2      0      (A) Nightmare          0
                              (A) Wish              0      (A) Death Cold         0
                                  Standard RSM   1030      ........................
0D [SUMMON MAGIC]             ........................      JP to master:          0
------------------------      JP to master:      1030
Summoner             JP
------------------------
(A) Moogle           110      32 [TRUTH]                    88 [no name]
(A) Shiva            200      ------------------------      ------------------------
(A) Ramuh            200      Heaven Knight 29     JP      unused               JP
(A) Ifrit            200      ------------------------      ------------------------
(A) Titan            220      (A) Heaven Thunder  100      (A) Bio    (Darkness)  0
(A) Golem            500      (A) Asura           200      (A) Bio    (Poison)    0
(A) Carbunkle        350      (A) Diamond Sword   300      (A) Bio    (Oil)       0
(A) Bahamut         1200      (A) Hydragon Pit    400      (A) Bio 2  (Frog)      0
(A) Odin             900      (A) Space Storage   500      (A) Bio 2  (Slow)      0
                                                           (A) Bio 2  (Silence)   0
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(A) Leviathan        850    (A) Sky Demon        600    (A) Bio 2  (Petrify)   0
(A) Salamander       820        Standard RSM    1030    (A) Bio 3  (Undead)    0
(A) Silf             400    ........................    (A) Bio 3  (Dead)      0
(A) Fairy            400    JP to master:       3130    (A) Bio 3  (Petrify)   0
(A) Lich             600                                ........................
(A) Cyclops         1000                                JP to master:         0
(A) Zodiac          ----    33 [BATTLE SKILL]
(R) MP Restore       400    ------------------------
(S) Half of MP       900    Knight Blade          JP    89 [no name]
........................    ------------------------    ------------------------
JP to master:       9250    (A) Head Break       300    unused                JP
                            (A) Armor Break      400    ------------------------
                            (A) Shield Break     300    (A) Melt            9999
                            (A) Weapon Break     400    (A) Tornado         9999
0E [STEAL]                  (A) Magic Break      250    (A) Quake           9999
------------------------    (A) Speed Break      250    ........................
Thief                 JP    (A) Power Break      250    JP to master:      29997
------------------------    (A) Mind Break       250
(A) Gil Taking        10        Standard RSM    1030
(A) Steal Heart      150    ........................    8A [no name]
(A) Steal Helmet     350    JP to master:       3430    ------------------------
(A) Steal Armor      450                                unused                JP
(A) Steal Shield     350                                ------------------------
(A) Steal Weapon     600                                (A) Toad 2            0
(A) Steal Accessry   500    34 [JUMP]                   (A) Gravi 2           0
(A) Steal Exp.       250    ------------------------    (A) Flare 2           0
(R) Caution          200    Izlude (2)            JP    (A) Blind 2           0
(R) Gilgame Heart    200    ------------------------    (A) Confuse 2         0
(R) Catch            200    (A) Level Jump8      900    (A) Sleep 2           0
(S) Secret Hunt      200    (A) Vertical Jump8   900    ........................
(M) Move +2          520    ........................    JP to master:         0
(M) Jump +2          480    JP to master:       1800
........................
JP to master:       4460
                            35 [PUNCH SKILL]            8B [no name]
                            ------------------------    ------------------------
                            Wiegraf (2:Riovanes) JP     unused                JP
0F [TALK SKILL]             ------------------------    ------------------------
------------------------    (A) Wave Fist        300    (A) Ultima (0E5)      0
Mediator              JP    (A) Earth Slash      600    (A) All-ultima        0
------------------------    ........................    (A) Mute              0
(A) Invitation       100    JP to master:        900    (A) Despair 2         0
(A) Persuade         100                                (A) Return 2          0
(A) Praise           200                                ........................
(A) Threaten         200    36 [USE HAND]               JP to master:         0
(A) Preach           200    ------------------------
(A) Solution         200    Assassin 2D          JP
(A) Death Sentence   500    ------------------------    8C [no name]
(A) Negotiate        100    (A) Seal              0     ------------------------
(A) Insult           300    (A) Shadow Stitch     0     unused                JP
(A) Mimic Daravon    300    (A) Stop Bracelet     0     ------------------------
(R) Finger Guard     300    (A) Ultima          ----    (A) Blind            50
(S) Equip Gun        750    (A) Allure            0     (A) Aspel           100
(S) Train            450        Standard RSM    1030    (A) Drain           180
(S) Monster Talk     100    ........................    (A) Faith           200
........................    JP to master:       1030    (A) Innocent        200
JP to master:       3800                                (A) Zombie          150
                                                        (A) Silence          90
                                                        (A) Berserk         200
10 [YIN-YANG MAGIC]         37 [USE HAND]               (A) Chicken         500
------------------------    ------------------------    (A) Confuse         200
Oracle                JP    Assassin 2E          JP     (A) Confuse         200
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----------------------          ----------------------       (A) Despair          300
(A) Blind            100        (A) Seal               0     (A) Don't Act         50
(A) Spell Absorb     200        (A) Shadow Stitch      0     (A) Sleep            170
(A) Life Drain       350        (A) Stop Bracelet      0     (A) Break            300
(A) Pray Faith       400        (A) Ultima          ----     .......................
(A) Doubt Faith      400        (A) Allure             0     JP to master:       2690
(A) Zombie           300            Standard RSM     1030
(A) Silence Song     170        .......................
(A) Blind Rage       400        JP to master:       1030     8D [no name]
(A) Foxbird          200                                     ------------------------
(A) Confusion Song   400                                     unused                 JP
(A) Dispel Magic     700        38 [THROW]                   ------------------------
(A) Paralyze         100        ------------------------     (A) Ice Bracelet (0F8) 0
(A) Sleep            350        Celia (2:Inside Lim.) JP     (A) Fire Bracelet (0F9)0
(A) Petrify          580        ------------------------     (A) Thnder Brcelet(0FA)0
(R) Absorb Used MP   250        ** ONLY WORKS FOR THE AI     (A) Dragon Tame      300
(S) Defense UP       400        (E) Knife            100     (A) Dragon Care      300
(M) Any Weather      200        (E) Ninja Sword      100     (A) Dragon PowerUp   400
(M) Move-MP Up       350        (E) Hammer           100     (A) Dragon LevelUp   400
.......................         .......................      (A) Holy Bracelet    900
JP to master:       5850        JP to master:        300     .......................
                                                             JP to master:       2300


11 [ELEMENTAL]                  39 [THROW]                   * 8E through 9A: BLANK *
------------------------        ------------------------
Geomancer              JP       Lede (2:Inside Lim.)  JP     9B [SWORD SKILL]
------------------------        ------------------------     ------------------------
(G) Pitfall          150        ** ONLY WORKS FOR THE AI     Undead Knight          JP
(G) Water Ball       150        (E) Shuriken          50     ------------------------
(G) Hell Ivy         150        (E) Ball              70     (A) Head Break       300
(G) Carve Model      150        .......................      (A) Armor Break      400
(G) Local Quake      150        JP to master:        120     (A) Shield Break     300
(G) Kamaitachi       150                                     (A) Weapon Break     400
(G) Demon Fire       150                                     (A) Magic Break      250
(G) Quicksand        150        3A [HOLY SWORD]              (A) Speed Break      250
(G) Sand Storm       150        ------------------------     (A) Power Break      250
(G) Blizzard         150        Wiegraf (1:Riovanes) JP      (A) Mind Break       250
(G) Gusty Wind       150        ------------------------         Standard RSM     1030
(G) Lava Ball        150        (A) Lightning Stab   700     .......................
(R) Counter Flood    300        .......................      JP to master:       3430
(S) Attack UP        400        JP to master:        700
(M) Any Ground       220                                     9C [CHARGE]
(M) Move on Lava     150                                     ------------------------
.......................         3B [SWORD SPIRIT]            Undead Archer          JP
JP to master:       2870        ------------------------     ------------------------
                                Arc Knight 1B          JP    (E) Charge +1        100
                                ------------------------     (E) Charge +2        150
12 [JUMP]                       ** ONLY WORKS FOR THE AI     (E) Charge +3        200
------------------------        (A) Asura            100     (E) Charge +4        250
Lancer                 JP       (A) Koutetsu         180     (E) Charge +5        300
------------------------        (A) Bizen Boat       260     (E) Charge +7        400
(E) Level Jump2      150        (A) Muramasa         580     (E) Charge +10       600
(E) Level Jump3      300            Standard RSM     1030        Standard RSM     1030
(E) Level Jump4      450        .......................      .......................
(E) Level Jump5      600        JP to master:       2150     JP to master:       5200
(E) Level Jump8      900
(E) Vertical Jump2   100
(E) Vertical Jump3   200        3C [MIGHTY SWORD]            9D [BLACK MAGIC]
(E) Vertical Jump4   300        ------------------------     ------------------------
(E) Vertical Jump5   400        Divine Knight 25       JP    Undead Wizard          JP
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(E) Vertical Jump6    500     ----------------------        ----------------------
(E) Vertical Jump7    600     (A) Shellbust Stab   200      (A) Fire 2            200
(E) Vertical Jump8    900     (A) Blastar Punch    400      (A) Fire 3            480
(R) Dragon Spirit     560     (A) Hellcry Punch    500      (A) Bolt 2            200
(S) Equip Spear       400         Standard RSM    1030      (A) Bolt 3            480
(M) Ignore Height     700     ........................      (A) Ice 2            200
........................      JP to master:       2130      (A) Ice 3            480
JP to master:        6360                                   (A) Poison           150
                                                            (A) Frog             500
                                                            (A) Death            600
                              3D [ALL MAGIC]                    Standard RSM    1030
13 [DRAW OUT]                 ----------------------        ........................
----------------------        Rofel (2:UBS5)       JP       JP to master:       4320
Samurai               JP      ----------------------
----------------------        (A) Confusion Song   400
(A) Asura             100      (A) Petrify          580      9E [TIME MAGIC]       JP
(A) Koutetsu          180      (A) Silence Song     170      ----------------------
(A) Bizen Boat        260      ........................      Undead Time Mage     JP
(A) Murasame          340      JP to master:       1150      ----------------------
(A) Heaven's Cloud    420                                    (A) Haste            100
(A) Kiyomori          500                                    (A) Haste 2          550
(A) Muramasa          580                                    (A) Slow              80
(A) Kikuichimoji      660      3E [SWORD SPIRIT]             (A) Slow 2           520
(A) Masamune          740      ----------------------        (A) Stop             330
(A) Chirijiraden      820      Elmdor (1:Inside Lim) JP      (A) Don't Move       100
(R) Meatbone Slash    200      ----------------------        (A) Float            200
(R) Blade Grasp       700      ** ONLY WORKS FOR THE AI      (A) Reflect          300
(S) Equip Katana      400      (A) Asura            100      (A) Quick            800
(S) Two Hands         900      (A) Koutetsu         180      (A) Demi             250
(M) Walk on Water     300      (A) Bizen Boat       260      (A) Demi 2           550
........................      (A) Muramasa         580          Standard RSM    1030
JP to master:        7100      (A) Kikuichimoji     660      ........................
                              (A) Chirijiraden     820      JP to master:       4810
                                  Standard RSM    1030
14 [THROW]                    ........................
----------------------        JP to master:       3630
Ninja                 JP                                     9F [YIN-YANG MAGIC]
----------------------                                      ----------------------
(E) Shuriken           50      3F [BLOOD SUCK]               Undead Oracle        JP
(E) Ball               70      ----------------------        ----------------------
(E) Knife             100      Elmdor (2:Inside Lim)         (A) Blind            100
(E) Sword             100      Zalbag (2:Murond)    JP       (A) Spell Absorb     200
(E) Hammer            100      ----------------------        (A) Pray Faith       400
(E) Katana            100      (A) Blood Suck 0C8     0      (A) Doubt Faith      400
(E) Ninja Sword       100      ........................      (A) Zombie           300
(E) Axe               120      JP to master:          0      (A) Silence Song     170
(E) Spear             100                                    (A) Blind Rage       400
(E) Stick             100                                    (A) Foxbird          200
(E) Knight Sword      100      40 [MIGHTY SWORD]             (A) Confusion Song   400
(E) Dictionary        100      ----------------------        (A) Dispel Magic     700
(R) Sunken State      900      Divine Knight 24     JP       (A) Paralyze         100
(R) Abandon           400      ----------------------        (A) Sleep            350
(S) Two Swords        900      (A) Shellbust Stab   200      (A) Petrify          580
(M) Move in Water     420      (A) Blastar Punch    400          Standard RSM    1030
........................      (A) Hellcry Punch    500      ........................
JP to master:        3340      (A) Icewolf Bite     800      JP to master:       5330
                                  Standard RSM    1030
                              ........................
15 [MATH SKILL]               JP to master:       2930      A0 [SUMMON MAGIC]
----------------------                                      ----------------------
Calculator            JP      41 [ALL MAGIC]                Undead Summoner      JP
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-----------------------      -----------------------      -----------------------
(E) CT              250      Vormav (2:GOA)     JP        (A) Shiva           200
(E) Level           350      -----------------------      (A) Ramuh           200
(E) Exp             200      (A) Quake         9999        (A) Ifrit           200
(E) Height          250      .......................      (A) Titan           220
(E) Prime Number    300      JP to master:     9999        (A) Golem           500
(E) 5               200                                   (A) Carbunkle       350
(E) 4               400                                   (A) Odin            900
(E) 3               600      42 [MIGHTY SWORD]            (A) Leviathan       850
(R) Distribute      200      -----------------------      (A) Salamander      820
(R) Damage Split    300      Divine Knight 2F   JP        (A) Lich            600
(S) Gained Exp UP   350      -----------------------          Standard RSM   1030
(M) Move-Get Exp    400      (A) Shellbust Stab 200        .......................
(M) Move-Get Jp     360      (A) Blastar Punch  400        JP to master:     5870
.......................          Standard RSM   1030
JP to master:      4160      .......................
                             JP to master:     1630      A1 [ITEM]
                                                          -----------------------
16 [SING]                                                 Undead units (2)   JP
-----------------------      43 [MIGHTY SWORD]            -----------------------
Bard               JP        -----------------------      (E) Potion           30
-----------------------      Divine Knight 2A   JP        (E) Hi-Potion       200
(A) Angel Song      100      -----------------------      (E) X-Potion        300
(A) Life Song       100      (A) Shellbust Stab 200        (E) Ether           300
(A) Cheer Song      100      (A) Blastar Punch  400        (E) Hi-Ether        400
(A) Battle Song     100      (A) Hellcry Punch  500        (E) Elixir          900
(A) Magic Song      100      (A) Icewolf Bite   800        (E) Antidote         70
(A) Nameless Song   100          Standard RSM   1030       (E) Eye Drop         80
(A) Last Song       100      .......................      (E) Echo Grass      120
(R) MA Save         450      JP to master:     2930        (E) Maiden's Kiss   200
(R) Face Up         500                                   (E) Soft            250
(M) Move +3        1000                                   (E) Holy Water      400
(M) Fly            1200      44 [SNIPE]                   (E) Remedy          700
.......................      -----------------------      (E) Phoenix Down     90
JP to master:      3850      Engineer 2B        JP        .......................
                             -----------------------      JP to master:     4040
                             (A) Leg Aim         200
17 [DANCE]                   (A) Arm Aim         300
-----------------------      (A) Seal Evil       200      A2 [WHITE MAGIC]
Dancer             JP            Standard RSM   1030       -----------------------
-----------------------      .......................      Undead unit (2)    JP
(A) Witch Hunt      100      JP to master:     1730        -----------------------
(A) Wiznaibus       100                                   (A) Cure             50
(A) Slow Dance      100                                   (A) Cure 2          180
(A) Polka Polka     100      45 [MAGIC SWORD]             (A) Cure 3          400
(A) Disillusion     100      -----------------------      (A) Cure 4          700
(A) Nameless Dance  100      Temple Knight      JP        (A) Raise           180
(A) Last Dance      100      -----------------------      (A) Raise 2         500
(R) A Save          550      (A) Blind            50       (A) Reraise         800
(R) Brave Up        500      (A) Aspel           100        (A) Regen           300
(M) Move +3        1000      (A) Drain           180        (A) Protect          70
(M) Fly            1200      (A) Faith           200        (A) Protect 2       500
.......................      (A) Innocent        200        (A) Shell            70
JP to master:      3950      (A) Zombie          150        (A) Shell 2         500
                             (A) Silence          90       (A) Wall            380
                             (A) Berserk         200        (A) Esuna           280
18 [MIMIC]                   (A) Chicken         500        (A) Holy            600
-----------------------      (A) Confuse         200        .......................
Mime               JP        (A) Despair         300        JP to master:     5510
-----------------------      (A) Don't Act        50
```

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(empty command set)           (A) Sleep           170    A3 [BLACK MAGIC]
.......................        (A) Break           300    -----------------------
JP to master:         0       (A) Shock!          600    Undead unit (2)       JP
                                  Standard RSM    1030    -----------------------
                              .......................     (A) Fire             50
19 [GUTS]                     JP to master:      4320     (A) Fire 2          200
-----------------------                                   (A) Bolt             50
Squire 01            JP                                   (A) Ice              50
-----------------------       46 [SWORD SKILL]            .......................
(A) Accumulate      300       -----------------------     JP to master:        350
(A) Dash             75       Lune Knight          JP
(A) Throw Stone      90       -----------------------
(A) Heal            150       (A) Stasis Sword    100
(A) Yell            200       (A) Split Punch     400     A4 [YIN-YANG MAGIC]
(A) Wish              0       (A) Crush Punch     500     -----------------------
    Standard RSM    1030      (A) Lightning Stab  700     Undead unit (2)       JP
.......................       (A) Holy Explosion  800     -----------------------
JP to master:      1845       (A) Shellbust Stab  200     (A) Blind           100
                              (A) Blastar Punch   400     (A) Spell Absorb    200
                              (A) Hellcry Punch   500     (A) Life Drain      350
1A [GUTS]                     (A) Icewolf Bite    800     (A) Pray Faith      400
-----------------------           Standard RSM    1030    (A) Doubt Faith     400
Squire 02            JP       .......................     (A) Zombie          300
-----------------------       JP to master:      5430     (A) Silence Song    170
(A) Accumulate      300                                   (A) Blind Rage      400
(A) Dash             75                                   (A) Foxbird         200
(A) Throw Stone      90                                   (A) Confusion Song  400
(A) Heal            150       47 [ALL MAGIC]              (A) Dispel Magic    700
(A) Yell            200       -----------------------     (A) Paralyze        100
(A) Cheer Up        200       Dycedarg (2)         JP     (A) Sleep           350
(A) Wish              0       -----------------------     (A) Petrify         580
    Standard RSM    1030      (A) Fire 3          480     .......................
.......................       (A) Bolt 3          480     JP to master:       4650
JP to master:      2045       (A) Ice 3           480
                              (A) Bio 3 (Dead)      0
                              .......................
1B [GUTS]                     JP to master:      1440     * A5 through A6: BLANK *
-----------------------
Squire 03            JP       48 [ALL MAGIC]              A7 [no name]
-----------------------       -----------------------     -----------------------
(A) Accumulate      300       Sorceror             JP     Command set for units
(A) Dash             75       -----------------------     suffering from
(A) Throw Stone      90       (A) Holy            600     Blood Suck            JP
(A) Heal            150       (A) Flare           900     -----------------------
(A) Yell            200       (A) Demi 2          550     (A) Blood Suck (0C8)   0
(A) Cheer Up        200       (A) Dark Holy         0     .......................
(A) Scream          500       (A) Raise 2         500     JP to master:          0
(A) Ultima         ----           Standard RSM    1030
(A) Wish              0       .......................
    Standard RSM    1030      JP to master:      3580     A8 [no name]
.......................                                   -----------------------
JP to master:      2545                                   BLACK MAGIC for units
                              49 [PHANTOM]                suffering from Frog   JP
                              -----------------------     -----------------------
1C [GUTS]                     intended for Kletian? JP    (A) Frog            500
-----------------------       -----------------------     .......................
Squire 04            JP       (A) Midgar Swarm      0     JP to master:        500
-----------------------       (A) Bahamut        1200
(A) Accumulate      300       (A) Odin            900
(A) Dash             75       (A) Leviathan       850     * A9: BLANK *
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(A) Throw Stone        90    (A) Salamander        820
(A) Heal              150    ........................
(A) Wish                0    JP to master:        3770    AA [BYBLOS]
    Standard RSM     1030                                 -----------------------
........................                                  Byblos                JP
JP to master:        1645                                 -----------------------
                            4A [ALL SWORDSKILL]           (A) Energy             0
                            -----------------------       (A) Parasite           0
                            Holy Swordsman        JP      (A) Shock              0
1D [HOLY SWORD]             -----------------------       (A) Difference         0
-----------------------     (A) Stasis Sword     100      ........................
Holy Knight 05        JP    (A) Split Punch      400      JP to master:          0
-----------------------     (A) Crush Punch      500
(A) Stasis Sword     100    (A) Lightning Stab   700
(A) Split Punch      400    (A) Holy Explosion   800
(A) Crush Punch      500    (A) Shellbust Stab   200      AB [WORK]
(A) Lightning Stab   700    (A) Blastar Punch    400      -----------------------
(A) Holy Explosion   800    (A) Hellcry Punch    500      Steel Giant           JP
(A) Wish               0    (A) Icewolf Bite     800      -----------------------
    Standard RSM     1030   (A) Dark Sword       500      (A) Destroy            0
........................    (A) Night Sword      100      (A) Compress           0
JP to master:        3530       Standard RSM     1030     (A) Dispose            0
                            ........................      (A) Crush              0
                            JP to master:        6030     ........................
                                                          JP to master:          0
1E [MIGHTY SWORD]
-----------------------
Arc Knight 06         JP    4B [DESTROY SWORD]
-----------------------     -----------------------       AC [BIO]
(A) Shellbust Stab   200    Arc Knight 08,33      JP      -----------------------
(A) Blastar Punch    400    -----------------------       Apanda                JP
(A) Hellcry Punch    500    (A) Magic Ruin         0      -----------------------
(A) Icewolf Bite     800    (A) Speed Ruin         0      (A) Bio    (Darkness)  0
    Standard RSM     1030   (A) Power Ruin         0      (A) Bio    (Poison)    0
........................    (A) Mind Ruin          0      (A) Bio    (Oil)       0
JP to master:        2930   (R) Counter          300      (A) Bio 2  (Frog)      0
                            (R) Counter Tackle   180      (A) Bio 2  (Slow)      0
                            (S) Concentrate      400      (A) Bio 2  (Silence)   0
                            (S) Maintenance      250      (A) Bio 2  (Petrify)   0
1F [BASIC SKILL]            (S) Short Charge     800      (A) Bio 3  (Undead)    0
-----------------------     (M) Move +1          200      (A) Bio 3  (Dead)      0
Squire 07             JP    ........................      (A) Bio 3  (Petrify)   0
-----------------------     JP to master:        2130     ........................
(A) Accumulate       300                                  JP to master:          0
(A) Dash              75
(A) Throw Stone       90
(A) Heal             150    4C [HOLY MAGIC]
(A) Head Break       300    -----------------------
(A) Armor Break      400    Cleric 14, 2C         JP      AD [DARK CLOUD]
    Standard RSM     1030   -----------------------       -----------------------
........................    (A) MBarrier           0      Serpentarius          JP
JP to master:        2345   (A) Deathspell 2       0      -----------------------
                            (A) Ultima          ----      (A) Snake Carrier      0
                            (A) Wish               0      (A) Poison Frog        0
                                Standard RSM     1030     (A) Midgar Swarm       0
20 [DARK SWORD]             ........................      (A) Zodiac          ----
-----------------------     JP to master:        1030     ........................
Dark Knight 17        JP                                  JP to master:          0
-----------------------
(A) Night Sword      100
(A) Dark Sword       500    * 4D through 66: BLANK *      AE [DARK MAGIC]
    Standard RSM     1030                                 -----------------------
........................                                  Archaic Demon         JP
JP to master:        1630   67 [FEAR]                     -----------------------
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                            -----------------------    (A) Lifebreak          0
                            Warlock             JP     (A) Dark Holy          0
21 [HOLY SWORD]             -----------------------    (A) Giga Flare         0
-----------------------     (A) Lose Voice       0     ........................
Holy Knight 34       JP     (A) Seal             0     JP to master:          0
-----------------------     (A) Loss             0
(A) Stasis Sword    100     ........................
(A) Split Punch     400     JP to master:        0     AF [NIGHT MAGIC]
(A) Crush Punch     500                                -----------------------
(A) Lightning Stab  700                                Ultima Demon         JP
(A) Holy Explosion  800     68 [WARLOCK SUMMON]         -----------------------
    Standard RSM   1030     -----------------------    (A) Nanoflare          0
........................    Velius (2)           JP    (A) Dark Holy          0
JP to master:      3530     -----------------------    (A) Ultima          ----
                            (A) Titan           220    (A) Hurricane          0
                            (A) Lich            600    (A) Ulmaguest          0
                            (A) Cyclops        1000    ........................
22 [HOLY SWORD]             ........................   JP to master:          0
-----------------------     JP to master:      1820
White Knight 20      JP
-----------------------
(A) Stasis Sword    100
(A) Split Punch     400     * 69 through 6A: BLANK *   B0 and up: see class
(A) Crush Punch     500                                descriptions for monster
    Standard RSM   1030                                classes. (section 7.4)
........................
JP to master:      2030
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* This FAQ is dedicated to Dr Gamewiz (1936-1999), whose years of selfless   *
* service were an inspiration. The Doc, as he was affectionately called, ran  *
* a forum on America Online for many years, founded on the principle of       *
* 'gamesters helping gamesters'.  It was the best place on AOL to find hints, *
* codes, walkthroughs, and altogether nice people, united by the Gamewiz      *
* slogan, 'BOOLAH!'.  Everyone who regularly visited the Gamewiz forum        *
* agreed:  there was just something wonderful and magical about it.  Many     *
* friendships were forged there, some of which are still going strong.  In    *
* 1997, however, AOL terminated its contract with the Doc, opting instead to  *
* back Antagonist Online, a larger, more impersonal forum. Though many        *
* regulars became disaffected, the Doc, ever the optimist, continued          *
* assiduously preparing the newsletters and kept running his trivia games.    *
* Even in the face of terminal cancer, the Doc rarely missed an issue.  On    *
* September 28, 1999, Dr Gamewiz passed away -- even his eternal optimism      *
* could not ward off the terrible disease.  And so, Doc, this FAQ is for      *
* you.  Wherever you are now, I hope it makes you smile.  Thanks for giving   *
* so much of yourself, and know that your work does not go unappreciated.     *
* BOOLAH!                                                                     *
*                  --Aerostar                                                 *
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