

# Final Fantasy Tactics Miscellaneous Info Guide

by DragonKnight Zero

Updated to v2.0 on Jul 20, 2006

Final Fantasy Tactics  
Not So Common Knowledge  
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Version 2.0 complete: 7-20-06

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#### Introduction:

A collection of FF Tactics tips and information that I have not seen anywhere else plus some other stuff that I felt was good to pass on that I have only seen in one or two other places. Most information is based on my own experience. What's here isn't my work alone anymore; go see the Credits section to find out.

#### Legal jazz:

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#### - What's New

v2.0 7/20/06 So long without an update? Well there's a new section devoted to the mechanics of enemy skillsets. Holy Dragon high faith/low brave quotes are now in. Been considering purging the status effect section (rendered obsolete by the mighty BMG) but it's still up for now. E-mail reformatted to discourage automations.

v1.9 5/7/03 I've mapped out the extra battlefields and provided the item locations on each. Added stuff on Holy Dragon and Steel Giant, fixed stuff on Dragoner, added more enemy spell descriptions. Added more info on Concentrate. There are other small fixes and rewrites. Several bits have been removed as I felt they were redundant.

v1.8 12/6/02 Lots of mistake fixing. Fixed Charge speeds, shopping list error: Assassin Dagger, speed values of Velius and Zalera, Wave Around is blocked by Blade Grasp, and various other fixes. Changed character setup format. Abilities update: Monster Skill, Ignore Height, and some Jump

quirks. Status effect update: Regen, Charm, Transperant Playing tips: Fun with Knockback and Fake Death Battles: Lionel Gate and Velius: I've done a bit of research into making Chantage work in that battle. Some small stuff added to Did You Know. Also rewrote legeg section.

v1.7 2/26/02 Fixed some errors around the place. Removed a challenge because I felt it was redundant and added a new one. Added stuff on Slow and Fly to the abilities section.

v1.6 9/7/01 List of (almost) all high faith and low brave quotes is up. Thanks to thunderstruck9 for posting this on the Gamefaqs message boards. I've added some stuff on Lnacers, Move-MP Up, and Byblos' Parasite. There's a new character setup in this update. More tweaks

v1.5 7/12/01 Fourth hidden item at Bervania Volcano has been found. Two more tough random battles, more strategy for Araguay Woods, some new bits in Did You Know, and more questions. I've expanded the table of contents to list all the battles in the Battles section. I may do this for other sections if there's sufficient demand. I've tweaked my comments on Hamedo and Shell 2; hopefully they're less confusing and misleading. Added the section on obtaining Cloud by popular demand. There's the usual minor tweaking and correction of lingering typos. The questions policy has been toughened up some too. I've figured how height affects the range of Longbows. Look in the jobs section under Archer. (Did this without the aid of the FFT Mechanics Guide too)

v1.4 4/21/01 Not much new here. Added a new use for the Poison spell, there is more speculation concerning the Velius battle, two more challenges, and lots more questions. I've also put up some contributor responses on the Cloud with a gameshark question, something else to not e-mail me about, and where Mog is mentioned in the game under Did You Know.

v1.3 9/30/00 Enemy spell descriptions have their own section now. I've added some more as well. Added Beowulf's Faith in Special Class notes, added comments on Bervania and Zeltenia battles, added a new challenge, two more Q&A, more tweaking

v1.2 8/27/00 Fixed the problem with the old e-mail account so I could extract contributions and questions from there. Added some info on Mimes; cleared up info on Hamedo and Brave Up; removed Cyclops from the Abilities sections (see new info on the Velius battle), added some info on Un-Truth; added some more status effects that last beyond death; more corrections on status changes; more tips for the Velius fight, Elmdor fight, and the second Balk battle; more playing hints; added more enemy spell descriptions; three more Did You Knows; a new challenge; more Q&A, some more character strategies

v1.15 6/22/00 Rather small update: a new challenge, one more question answered, and a few miscellaneous tidbits. The main purpose of this update is my new e-mail address.

v1.1 5/17/00 Fixed up something misleading for the Archer's skill Concentrate, added two things to Did You Know, more Q&A

v1.01 4/12/00 Correction in Q&A section; I forgot that Orlandu can equip katanas as a Holy Swordsman.

v1.0 4/10/00 Added a few things to Abilities section, removed some things that are consolidated in Playing Hints, added more playing

hints, added some info on Reis in Special Class Notes, fixed some errors in status changes, added some tricks for various battles, added more challenges, added Q&A section, some cleaning up.

Making the most of your abilities:

This is not a complete abilities list. Instead, I list some lesser known features, hidden properties, and eccentric uses of some of the skills.

Squire

Dash: It's redeeming quality at the beginning of the game is that it does not trigger the Counter reaction ability. Nice since the game seems to give all my characters this. Also this skill has a 100% hit rate. Good for removing confusion or charm. 1.5x damage with a Monk or Martial Arts.

Throw Stone: See Fun with Knockback in the Playing Hints section

Monster Skill: Error in the game. Your ally monster must be right next to the character with Monster Skill in order to use its secret ability. If the unit with Monster Skill has the Berserk or Confusion status, Monster Skill will not work. Any other statuses? I'm sure Dead, Petrify, and Blood Suck also nullify Monster Skill.

Defend: Doubles evade percentages. Kind of pointless when your C-EV is 5% with no shield or mantle.

Chemist

Items can be used on units on an adjacent panel regardless of height differences. It does not matter whether the target is 12h higher or if it is under or on top of an overhang. Useful on MLAPAN.

Phoenix Down: Actual HP restoration is between 1 and 20.

Maintenance: Awesome against annoying Divine Knights.

Knight

All break skills can be used on a sleeping, charmed, or confused enemy without removing the status ailment unlike a normal physical attack.

Magic Break: Two hits of this will bring any enemy down to zero MP (unless the enemy started with more than 1998 MP). Try this with a Ninja or the Two Swords support skill.

Power Break: Useful for prolonged battles or when the enemy has Maintenance.

All stat breaking abilities can be used on a character with Maintenance with no penalty.

Archer

It's come to my attention via the Battle Mechanics guide that the accuracy penalty is caused during night battles. All physical evasion factors (except Blade Grasp) are increased by 1/3. This does not apply to the Deep Dungeon.

I think I've figured out the range of longbows. For every two units of height difference, if an archer is on the higher panel the range increases by 1. If on the lower panel, range decreases by one for every two units of height.

Charge speeds

The game doesn't say how fast these skills are even though they are calculated in the same way as spells. So here's my list. It's not complete and contributions and confirmations are welcome. The Charge set can be used to poach monsters when you have Secret Hunt set.

I do understand ctr. This list is for the benefit of anyone who cannot or doesn't want to think in terms of clockticks til resolution.

Skill	Speed
Charge+1	25 (same as Fire, Cure)
Charge+2	20 (same as Fire 2, Cure 2)
Charge+3	17 (same as Holy)
Charge+4	13 (same as Slow Dance)
Charge+5	10 (same as Bahamut)
Charge+7	no equivalent for 14 clockticks (faster than Omnislash, slower than Meteor)
Charge+10	5 (same as Last Dance)
Charge+20	no equivalent for 35 clockticks

Speed Save: This is fun on buffed up females with a Chantage. They just get faster and faster and never stay down for long.

Concentrate: A must have for your designated stealer. Only Blade Grasp can decrease your chances of a successful steal. Blade Grasp, Arrow Guard, and Catch are the only evasion factors that are active against Concentrate. Does not remove magic evasion.

Monk:

Female monks can overcome the attack handicap of low brave by equipping a bag.

Revive: Returns dead units with 20% of their HP. Does 20% damage to undead.

Hamedo: Cancels regular attacks if the attacker is within weapon range. However, this doesn't work against any monster abilities except regular attacks from Archaic Demons, Ultima Demons, Apandas, and Zodiac bosses. Use Counter instead for random battles.

Move HP-up: Restore Max HP/10 HP after a move. No effect under Don't Act or Berserk status.

Thief

Gil Taking: Steal (LV\*Speed) gil. High success rate makes it good for building JP. Vulnerable to Counter.

Steal Exp: Can be used on allies; has it's ecentric uses. Cannot cause target to lose a level. Try using Steal EXP to prevent someone in a class with bad stat growth (e.g. Bard) from gaining a level while building JP. Also can be useful for levelling up Mimes.

Catch: Needed to obtain multiple copies of most rare weapons without cheating.

Secret Hunt: A good way to kill undead without worrying about them reviving. Poached monsters (yours and the enemy) will not be tracked under Brave Story.

Priest:

Has a slight speed bonus that makes them more effective if paired

with built-up Math Skill.

Raise: Restores half of max HP regardless of the caster's MA value

Regen: cancels poison

Shell 2: Would be more useful if it lasted the whole battle but it doesn't so don't bother. Same deal with Protect 2 and Haste 2. The main advantage are that these can be cast directly on people with Reflect and the effect area has vertical height tolerance so it is easier to cast on you entire team at once.

Wizard

2nd and 3rd level element spells have greater vertical range than the 1st level spells.

Poison: The damage from the poison removes confusion or charm. Rats.

Frog: Ideal for crippling monsters so they're easier to poach. Doesn't wear off with time or death.

Counter Magic: I've found that this works against the elemental guns.

Time Mage

Time Mages have slightly better MA strength than summoners. I find them ideal for using summon spells without the speed handicap that summoners have.

Haste: Everyone knows the standard use of this. Creative players know that it can be cast on an enemy with a death sentence to make them die faster. Haste likewise increases the effectiveness of turn based status effects.

Slow: When cast on someone with 1 speed, it stops the target's CT. The best part is that Slow works on bosses who tend to be immune to most other negative statuses.

Float: Actually quite useful in places like Zigolas Swamp and Bariaus Valley which are waterlogged.

Demi 2: Calculate this one to instantly halve an enemy's (including the Zodiac beasts) HP with no charge time or MP cost. Otherwise, this spell is mostly obsolete. Lich does the same thing for less MP, has the same speed, and won't hurt your team. Only other redeeming factor of Demi 2 is being non elemental.

MP Switch: This is the only way to survive unavoidable attacks that do more damage than you have HP.

Oracle

One of the most underrated jobs in the game. I admit that I don't use most of their spells but they are quite good as fighters once Sticks become available. Try them out with a Wizard Robe and Triangle Hat midgame and see the surprisingly high amount of damage they can do.

Spell Absorb: Drains a third of the enemy's total MP. Can be used to scan the MP of bosses with hidden stats (does not need to be cast)

Life Drain: This is a boss killer. It drains 25% of an enemy's HP whether it has 80 or 800. I recommend at least one character learn this. It will help out a lot at Velius. While it doesn't do as much damage as Lich, the spell has a quick charge time and makes the caster able to handle himself or herself when it comes to healing.

Foxbird: Lowering brave jn general is effective against monsters. If nothing else, their counterattacks will be weaker and less frequent.

Absorb Used MP: This ability also works with allied spells such as

Haste and Protect as long as MP were used in the casting.

Move MP Up: May work surprisingly well on characters with MP Switch.  
Restore's 1/10th of the unit's MP when moving.

#### Geomancer

I like this class later in the game because of their ability to equip swords and shields and their move bonus. Plus, they can reap the stat bonuses of the lighter armor class.

Counter Flood: Works even if you haven't learned the attack for the terrain yet. Careful with this one; it can hit your own characters if the enemy was next to an ally.

#### Lancer

Straightforward. Jump can be used to get consistent damage from axes, hammers, and bags. It's also a way of doing full damage with katanas and Knight Swords. Buy Horizontal Jump 2 as soon as possible. If Jumping right next to a monster, it can counterattack when you land. Also, you cannot use or be targeted by Jump if there is an obstacle above you. Jump has another quirk. If the unit has Poison or Regen status, the HP change doesn't occur if the unit Jumps. This does not apply to Death Sentence as the counter decreases at the start of the AT rather than the end. Another side effect is that when a unit Jumps, timed statuses don't count down while the unit is airborne.

Ignore Height: Mostly obsolete due to the existence of Teleport and Fly. However, Fly and Teleport are disabled on frogs and chickens whereas ignore height is not. Still, as I've been Chicken once during my entire FFT career and a Frog no more than twice besides at Elidibs, there's not much to support using Ignore Height.

#### Summoner

Golem: Like Hamedo, it doesn't block monster attacks though it's very effective against humans. Chaining Golem and Angel Song can be a very effective (and cheap) tactic against human fighters.

#### Mediator

You can't use Talk Skill on a sleeping unit. Go figure.

Invitation: Enemy have good equipment that you want? Invite him or her. It's much quicker than stealing it if you have space in your formation to spare. There are some special foes that can't be invited.

Threaten: Better than Foxbird because it doesn't depend on Faith. It also has over a 90% success rate most of the time.

Train: Only seems to work on monsters. I have a very specific use for it under Battle Notes.

#### Samurai

Except for Kiyomori and Masamune, the effectiveness of Draw Out depends on the character's MA stat. Therefore, female characters are better suited to using the action ability. Essentially, Samurai is a magic user class which can equip heavy armor. Unlike other magic using classes, high Faith is not needed to be effective.

Blade Grasp: Another game error. Blade Grasp does evade arrow attacks. It also avoids guns, Jump, and Thorw. It is ineffective against the

Counter reaction ability though so don't go whacking a Dark Behemoth with a staff thinking Blade Grasp will keep you safe. Other things Blade Grasp doesn't help against are Punch Art, Basic Skill (though that isn't a threat), and monster attacks like Choco Ball, Turn Punch, and Throw Spirit.

#### Ninja

The range of Throw depends on the character's move range. Move+2 or 3 and Germinas Boots are optimal for maximizing throw range. Also, the damage seems to be based only on the unit's speed and given attack power of thrown item. Elemental attributes of thrown weapons (Ice Brand, Flame Whip, and a few others) do apply, therefore making throwing swords and hammers useful. Axes from the fur shops also are great for throwing before Yagyu Darkness become available in Chapter 4.

Abandon: A personal favorite of mine. Doubles evade percentages like the Defend command but it is always active. Works equally well on characters with low brave and high brave. Equipping a Feather Mantle will give enemies no better than a 20% of hitting you from any side. If you happen to have acquired the gold Escoutchen, Abandon will render the character invulnerable to attacks from the front and side and immune to magic that is avoidable (includes Dragon breath).

#### Calculator

Damage Split: No matter how the enemy damages you, this reaction skill can always nail them. If your brave is high, this effectively halves damage from all attacks. Have fun with this.

#### Bard

Sing always misses sleeping allies. Songs also work on Guests.

Angel Song: Quite effective if several party members are using MP Switch

Life Song: This can heal Worker 8 and is quite useful for building JP when he is in your party.

Fly: Prevents fall damage.

#### Dancer

Dances will never work if the enemy is sleeping.

Brave Up: Raising Brave without Mediators The enemies can even help out. Too bad it's only available for females. You must have it activate twice for a permanent increase. Still, I'd rather have some reaction that strikes back at the enemies in a heated battle.

#### Mime

Mimes have an inherent Monster Skill, Concentrate, and Martial Arts. When mimicing a spell, if the caster moved after choosing a spell, the mimic will fail. Move and then cast if you want the Mime to mimic the spell. The Attack commands of non-human allies can be Mimed. I've done this with Holy Dragon Reis: haven't tested with Worker 8 or Byblos.

- Special Class Notes

#### Holy Knight

The game screwed up again. For all Holy Sword skills, the elemental attribute is determined by the weapon. Otherwise, they are

non-elemental.

## Engineer

Seal Evil: Petrifies any unit with the Undead status and has a high hit rate. This also works against any unit that you cast Zombie on.

## Malak

Giving Faith to the target causes the damage from Un-Truth to skyrocket. Now if there was only a way to make sure it hit the right panels...

## Steel Giant

When Work is used, the HP lost is a fraction of the damage done. It is different for each skill (not 1/4 for all of them). Steel Giants are weak against Lightning so keep Worker 8 far away from any Red Dragons or he'll go down very quickly. Steel Giants are immune to Holy weapons. (of which there is a grand total of one)

Destroy: 1/8 of damage

Compress: 1/6 of damage

Dispose: 1/4 of damage

Crush: 1/4 of damage

## Beowulf

Faith: I use it on my people with the spell guns so they will do more damage.

Zombie: Hits more often than the Oracle spell. Use Zombie to keep a Yellow Chocobo from healing. Cast it on any enemy and have Mustadio use Seal Evil. Or cast it on one of your own characters to stop drain type attacks.

Shock: Remember that it has a range of 8 instead of 4. This has a 100% hit rate, unlike Beowulf's other skills.

## Holy dragon

The Holy Dragon absorbs Holy. Not really applicable unless someone is carrying a Holy Lance though.

## Reis (human)

She has a very high HP base that transfers to other classes. If she's buffed up with Equip Armor, her HP total is higher than Orlandu. She also has the highest MA, MP, and Speed out of anyone and her PA is the highest of any female unit. As a Dragoner, she also has inherent Two Swords and Train but cannot equip Shoes, Guantlets, or Mantles.

## Apanda

Weak against fire, even though the game doesn't say so. This is true of the Byblos as well.

Parasite: Alright, I was mistaken. This can miss. My best guess now is that each status has a 25% chance of hitting. The chance of at least one working is good though, about 90%. There doesn't appear to be any restriction on the number of negative statuses that will hit; I've seen up to five at once with one use.

- Status affects

Duration is how long the status effect lasts if untreated. Cancelled

by indicates the various ways of removing the status effect. All status effects besides Petrify, Frog, Undead, Silence, Darkness, Oil, and Reraise are cancelled if the unit dies. If a unit has Haste, Regen, or Faith imparted by equipment and is inflicted by the opposite effect (Slow, Poison, or Innocent respectively), it cannot be cured by inflicting the opposite effect as it's not possible to give a status to a unit which already has it.

Poison: Lose about 1/8 of max HP at the end of every turn

Duration: short

Cancelled by: Antidote, Remedy, Heal, Esuna, Stigma Magic, setting Regen status, Choco Esuna, hit with Octogon Rod

Darkness: Physical evade percentages of target doubles. If you would have a 100% hit chance normally, the success rate will stay at 100%

Duration: battle

Cancelled by: Eye Drop, Heal, Remedy, Esuna, Stigma Magic, Choco Esuna

Silence: Can't use any magic (includes Ultima and Talk Skill)

Duration: whole battle

Cancelled by: Echo Grass, Heal, Remedy, Esuna, Stigma Magic, Choco Esuna, hit with Octogon Rod

Frog: Can't do anything except attack or black magic Frog, attack lowered greatly, sustain 1.5x damage from physical attacks

Duration: whole battle, not removed if killed

Cancelled by: Maiden's Kiss, Remedy, Esuna, Stigma Magic, Frog spell, hit from Octogon Rod

Petrify: Unit turns into statue; cannot perform any action or take damage

Duration: whole battle

Cancelled by: Soft, Remedy, Esuna, Stigma Magic, Choco Esuna, hit from Octogon Rod

Sleep: while unit is asleep CT stops, all evade percentages drop to zero, and a physical attack does more damage. Success rate of Steal, Battle Skill, and some other stuff increases by a few percentage points

Duration: long

Cancelled by: Remedy, Esuna, Stigma Magic, damage

Confusion: act randomly, hit rate drops as if affected by Darkness

Duration: battle

Cancelled by: Remedy, Esuna, Stigma Magic, damage

Oil: Unit becomes vulnerable to fire attacks

Duration: battle

Cancelled by: Remedy, hit from Octogon Rod, any fire attack

Charm: Unit thinks you are the enemy and vice versa. You can walk past a charmed enemy as if it were an ally. Charmed units share JP with the side that charms it.

Duration: short

Cancelled by: damage

Undead: Curative abilities hurt, unit may rise when it would normally have crystalized or chestified, absorb any draining type attacks.

Duration: battle

Cancelled by: Holy Water

Blood Suck: unit is uncontrollable and will use Blood Suck on any nearby character, turning them into vampires as well. Monsters are immune to this status.

Duration: battle

Cancelled by: Holy Water

Don't Move: Can't move

Duration: short

Cancelled by: Stigma Magic, Esuna, Choco Esuna, hit from Octogon Rod

Don't Act: Can't Act and evade drops to zero Reaction Abilities are disabled

Duration: short

Cancelled by: Stigma Magic, Esuna, Choco Esuna, hit from Octogon Rod

Slow: Speed drops by 50%

Duration: very short

Cancelled by: Haste

Stop: CT stops, evade drops to zero

duration: very short

Cancelled by: Choco Esuna, hit from Octogon Rod

Innocent: Faith-based magic used by or cast upon the unit will be neffective. You are not immune to all magical attacks.

Duration: short

Cancelled by: Whack 'em with the Faith Rod and hope it adds the Faith status. I believe this is the only way to cancel Innocent other than letting it wear off.

Berserk: Unit madly attacks enemies without regard for its life.

Attack damage is increased

Duration: battle

Cancelled by: Stigma Magic, Esuna

Invite: betray allies and join enemy party

Duration: battle

Cancelled by: nothing. If this happens to your characters, that unit is permanantly lost.

Death Sentence: starts at 3, counts down one each AT. Adds Dead status at end of countdown

Duration: until countdown hits zero

Cancelled by: hit from White Staff (haven't seen it work, maybe it only resets the counter)

Critical: Unit has less than 20% of its HP capacity. Critical greatly affects the AI of enemy and guest units and is a factor in several reaction abilities and Train.

Duration: variable

Cancelled by: Any HP restoration or loss of armor that brings HP over the 20% mark.

Dead: Unit has 0 HP and can't do anything

Duration: When the countdown reaches 0 and the CT reaches 100, the unit will turn into a chest or crystal, never to return.

Cancelled by: Phoenix Down, Raise, Raise 2, Revive, Oink

Chicken: less than 10 Brave, unit will regain 1 brave point each turn, can't perform any action, take 1.5x damage, success rate of Steal,

Battle Skill, and a few others increase by a few percentage points.

Duration: until brave reaches 10

Cancelled by: Praise, Cheer Up.

Protect: Reduces physical damage by about 1/3

Duration: short

Cancelled by: Dispel Magic, Odd Soundwave

Shell: Reduces magical damage by about 1/3

Duration: short

Cancelled by: Dispel Magic, Odd Soundwave

Regen: Recover 1/8 of total HP after each turn Heals undead too

Duration: longer than Protect, Shell, or Haste

Cancelled by: Poison status, Dispel Magic, Odd Soundwave

Haste: Speed increased 1.5x

Duration: short

Cancelled by: Slow status, Dispel Magic, Odd Soundwave

Float: Does what it says, unit avoids earth elemental attacks. Useful for traversing water without a movement penalty

Duration: battle

Cancelled by: Dispel Magic, Odd Soundwave

Reraise: If killed, unit will rise with 10% HP on next AT

Duration: one use or battle

Cancelled by: usage, Dispel Magic, Odd Soundwave

Transperant: Enemy AI ignores unit as if it wasn't there.

Duration: until action is performed

Cancelled by: a new action, Dispel Magic, Odd Soundwave, damage

Faith: 100 Faith (?) Makes magic much more effective

Duration: short

Cancelled by: Dispel Magic, Odd Soundwave, add Innocent status

Reflect: All Reflectable spells bounce off to a location based on the unit's relative position to the caster. A reflected spell will give no EXP or JP even if it hits something.

Duration: short

Cancelled by: Dispel Magic, Odd Soundwave

Charging: charging ability, unit takes 1.5x damage from physical attacks, evade is zero

Duration: until execution of ability

Cancelled by: selecting new action, moving if it is the Archer's Charge skill (voluntarily or by force).

Defending: evade percentages double

Duration: until next AT

Cancelled by: nothing

Performing: Will use selected song or dance independent of user's speed.

Evade drops to zero.

Duration: N/A

Cancelled by: Choosing new action other than Sing or Dance.

\* Dispel Magic refers to both the Oracle ability and Beowulf's Magic Sword skill.

#### - Battle Notes

Things of unusual interest in some of the battles. Also included are a few uncommon or helpful strategies. Fun stuff involving a particular story battle also goes here.

#### Fort Zekaden

Don't break Albus' weapon. He's actually weaker because of it. If you corner him and he doesn't have Basic Skill or Punch Art, he'll be unable to damage you if you keep your units inside or outside his crossbow range. The computer never uses the trick that allows you to hit someone at close range with crossbows or guns. Also, his dialogue will be affected by what you chose back at the Mandelia Plains. Breaking or stealing Albus' armor and helmet is useful.

#### Araguay Woods

A way of making Boco leave the corner he'll usually hide in is to cast a Cure spell within his movement range that won't execute until after he moves. Another tactic is to have a character ride him. It's an easy battle anyways. You can do some poaching here even though the Goblins don't give very good stuff.

#### Zirekile Falls

Try bringing someone with Chakra to restore Ovelia's MP. If her's is in effect, she will MBarrier your teammates as her MP permits. Of course, you can usually complete the battle fast enough so that wouldn't matter.

Beginners tip: Deequip Gafgarion of his equipment and skills and make him something weak like a priest before the battle. Or try this. Equip Gafgarion with the best equipment you have. Then steal them from him during battle. You will have a duplicate of what you steal. To clarify: best equipment is Cross Helmet, Gold Armor (borrow it off Agrias), and Gold Shield. Leave him weaponless as a Dark Knight. He can only punch for 15 damage so it won't be hard to strip him bare as long as Delita and Agrias don't kill him. You may want to cast some Cures on Gafgarion until you steal everything. These items are not buyable until later in the game so it's worth your trouble. Might give some value to my Ovelia trick. This method is a cheat though.

#### Zigolas Swamp

This is your first chance to recruit an Uribo. If there isn't one present when the battle starts, just reset until one appears. The surest way to recruit it is to use someone with Train. The rewards for recruiting the Uribo here will pay off when Porkys and Wildbows are bred. Chantage will make the game a lot easier, and Ribbons and FS Bags can only be obtained by breeding since Wildbows never appear in random battles anywhere. Do it early before your formation screen is clogged with special characters. Bring some people with Secret Hunt here. Use Invitation if Train is not yet learned on anyone.

#### Golgarand Execution Site

Although it isn't that unusual of a tip, this is the first place where you can steal a non-buyable item. Make sure someone has learned Steal Weapon by this point. Bring Agrias for some extra dialogue.

#### Gate of Lionel Castle

If Ramza has Teleport, you can just let Gafgarion stew on the other side of the gate until you're ready to go after him. Riding a Black Chocobo is another way of doing this. If Ramza is a Pisces, make him a Lancer with Move HP Up and just keep Jumping. Weapon or Power

Break is almost essential if you want to take him out alone. I did this before I figured out you could open the gate during the battle.

Another fun thing to try is giving your other teammates Teleport so you can gang up on Gafgarion. Then don't open the gate and assault the enemy on the other side with ranged attacks (magic, Earth Slash, geomancy, Holy Explosion, ranged Jumps). The only enemies who will be able to hurt you will be the Summoner and anyone with geomancy. Take them out first and enjoy a turkey shoot on the remainder.

OK, I should have noticed this earlier but all except the Summoner use lightning weapons. Rubber shoes on everyone provides a big advantage. Stick on Maintenance as well and the enemies can't do much of anything. I claim no credit for this tactic.

#### Inside of Lionel Castle

Defense Rings, while normally not useful, are the ideal accessory here because they stop sleep and death sentence. Use Life Drain, mid to high level Charges, Jump, and Holy (if you have it) to put this guy down quickly. This is one of the few times where a Priest may be better than a Wizard due to their speed bonus.

Some of Queklain's stats:

Level: 20

HP: about 375 (Life Drain took off 94.)

MP: around 355

Speed: 9

Evade: 12%

#### Lesalia Imperial Capital

Silencing Zalmo and breaking his weapon seriously impairs his ability to annoy you. Bring someone with Chakra to restore Alma's MP.

#### Yardow Fort City

Mustadio's sniping skills work well on Malak. Of note is that all the enemies start on a height of 2 so Height, Prime Number, Holy can make the battle very quick.

#### Yuguo Woods

Poach the Ghouls and use Seal Evil on the undead humans. Those freaky undead humans appear to have an inherent Monster Skill so parking units in the wrong places can actually make the Gust a bigger threat.

#### Gate of Riovanes Castle

The Knights have some nice equipment if you can steal it. Invitation is a way of making this quicker. I highly recommend Nameless Dance in this battle. (frog archers are not known for being able to snipe you). If Rafa takes heavy damage, Malak will teleport away.

#### Inside of Riovanes Castle

The infamous Velius battle. To end it quickly, be a Lancer and Jump twice. There are lots of strategies out there for this battle but I claim to be the first to suggest Damage Split as a reaction ability. As for Velius, connect 4 Life Drains to take him down. If you have one, you could use a Revenant. Drain Touch drains 1/3 of a target's max HP.

This battle is strange in that Chantages don't always work properly, most likely a factor of your attack team coming out in the second half of the battle. If a unit with Chantage goes up a level, Chantage will start working. Another method is to Equip Change the Chantage on so it will work. I have not researched other items which

add a permanent status. (Feather Boots, Reflect Ring, Salty Rage)

Some Velius Stats:

Level: 31

HP: about 956

MP: about 276

Speed: 8

can be Silenced

Roof of Riovanes Castle

It's not fair. Celia and Lede equip the Barette and Cachusha as their accessories. This is not normally possible. This is another one of those battles where a Priest's speed bonus makes a significant difference.

Bervania Free City

Equip all your characters with Maintenance here. Meliadoul isn't even that dangerous with this strategy. You can then focus on taking out the other enemies while stealing her Defender and Chantage. Worker 8 is good too. He can reach the Archers and Summoners easily with Dispose and is immune to Mighty Sword and summons.

Finath River

Another of those battles to try to poach all the enemies.

Zeltenia Castle church

A one-hit kill battle if Delita uses Lightning Stab on Zalmo and it's a critical hit. This happened to me before anyone else could act.

In front of Bethla Garrison's Sluice

I have seen the Knights guarding the levers move off of them. I injured one to critical and he used a potion on himself and actually left his post. The other known method of making them move is to inflict Confusion status on them. Oh, and don't accidentally have anyone move next to them. You can actually be stuck here if you petrify the Knights on the switches and don't have anyone that can cure it.

Poeskas Lake

Poach the monsters and use Seal Evil on the humans. Yep, undead army again. The undead archers are really weird. They can equip robes (not normally possible) and knockback won't break their charge.

At the gate of Limberry Castle

To learn Ultima, make Ramza a squire and equip him with a Black Costume and a N-Kai Armlet. It's an almost sure thing that Celia will cast it on him unless you've leveled up a lot and move Ranza out of range. If she uses stuff like Summon or Black magic instead, reset and try again. Learning Ultima here is almost a sure thing so don't miss out.

Inside of Limberry Castle

This is weird. As Assassins, Celia and Lede are female. However, if you kill them, a female character can use Steal Heart on their Ultima Demon forms. It makes perfect sense for gameplay purposes (all monsters are unisex) but is still weird. coco go recommends only stealing the Genji Gauntlet: a good idea if don't have the resources or patience to steal all the Genji equips. Better stuff can be found in the Deep Dungeon except for the gauntlet. I still say that if you're going to the trouble of stealing anything, go for the

whole set.

#### Underground Cemetery beneath Limberry Castle

Seal Evil again. This is another place where a Priest's speed bonus is quite helpful. If you have a Mime by now, here's a dirty trick. Have a character with Math Skill (any class) calculate Demi2 on Zarela. When the Mime mimics it, it's all over assuming it hit both times.

#### Some Zarela stats

Level: 44

HP: about 1152

MP: about 699

Speed: 11

C-EV: 24%

#### Igros Castle

If the majority of your characters are Hasted when Dycedarg falls, it's quite possible to kill Adremelk before he even gets a turn. Math skills are great to meet this end. Check out Zalbag's status in the first part of the battle. Besides having different Reaction, Support, and Movement abilities than other special characters; he also has the Mime class available.

#### Adremelk stats

Level: 46

HP: about 1500

MP: about 399

Speed: 10

C-EV: 19%

#### Morund Holy Palace: 2nd battle

One of the only battles that can be won without the enemy even getting a turn if your characters are at lv 35 or higher. Have Orlandu and a Chemist or Mediator or two focus on Kletian. They should be able to take him down before any opponent gets a turn. If you feel that stealing the Dragon Rod is a lofty goal (not necessary if you stole it in the previous battle because it can be duplicated), make sure to equip all your characters with Maintenance unless you can use Hellcry Punch on both Vormav and Rofel before they act. Bring Meliadoul to see some extra dialouge between her and Vormav.

#### Colliery Underground Storage Third Floor

Five Chemists. Stealing or breaking their equipment will really help out. Something fun to try is equipping 3 or 4 characters with guns, setting their reaction ability to Counter, and watching the shots fly. After all, this is the only place so suited to an old fashioned shootout. For even more fun, use Hamedo. Hamedo with a gun is also useful against Balk.

#### Passage Underneath Goland

Whip out those Ice Brands and Blaze Guns. All the enemies are weak against ice (except the Archaic Demon).

#### Nelveska Temple

Notable for being the only battle where if you manage to stay alive long enough, Worker 7 New will kill itself.

END

Cloud's Finishing Touch does wonders against the Apandas. It is

also useful for stopping Elidibs if you need time to regroup. As for Zodiac, Elidibs only seems to use it on people he cannot take out with one casting of Midgar Swarm.

Oh wait, you're wondering how to survive Zodiac. MP Switch. That's all there is to it. Shell plus Magic Defend UP is also reliable if the summoner has sufficient HP. Expect around 270 damage on a 65 faith character.

#### Elidibs Stats

Level: 75-76  
HP: about 2875  
MP: 1161  
Speed: 7  
Vulnerable to Stop

#### Underground Book Storage: Fifth Floor

Maintenance, maintenance, maintenance. Can't stress it enough. At this point, you can't go out to replace broken equipment. Worker 8 is particularly useful due to the swarm of magicians and is immune to Rofel's Mighty Sword abilities.

#### Lost Sacred Prescints

Have Reis Dragon Tame the Taimat or Hydra (or both). Either of these monsters can take down Balk very quickly, in one attack if all three shots of Triple Flame or Thunder hit. Equip Fire Shields to thwart the Chemist and Triple Flames, Rubber Shoes (or Rubber Costume) to nullify Triple Thunder and the Blast Gun, and Thief Hats or Defense Armllets to avoid Arm Aim and Leg Aim.

#### Graveyard of Airships

Besides being the location of the final battle, this is the only battlefield I know of with the Machine terrain. Therefore, you can use Lava Ball here. (not that it's of any use)

#### Hamshulan stats:

Level: 59  
HP: about 1464  
MP: about 700  
Speed: 13 or 14

For the purpose of Math Skill, here are Altima's levels.

first form: Level 56  
second form: Level 66

#### - Tough Random Battles

These battles start showing up in Chapter 4 and are generally unfair and much more difficult than standard random battles. I haven't listed any Deep Dungeon battles because those are hard in general.

Araguay Woods: I've never seen the 9 ninja battle some people have talked about but I have run into 5 once. Actually not too difficult if you can keep them from getting too close.

Bariaus Hill: The tough battle here consists of one of each type of dragon, one of each type of behemoth, a Hydra, a Hyudra, and sometimes a Chocobo of random color. You may have some help from up to two of King Behemoth, Hydra, or Chocobo of random color. Great poaching here if you can survive.

Grog Hill: Here's the scene. You're at the bottom. 11 Monks on top. Within two or three rounds, they will be swarming around you. Math Skills with Height and Holy can take down more than half of them in one shot if your magic strength is good. Taking them down without Math Skill is tough because they constantly heal and revive each other.

Finath River: Random battles here are tough in general due to the terrain but there are two I've seen which stand out. One was an army of five Red Chocobos and a Black Chocobo. Because they can take out one or two characters a round, you'll have your hands full beating them. The other consisted of seven or eight Behemoths and a Pisco Demon with a Goblin as a guest. This one's not nearly as hard since Behemoths have no long range attacks and can't enter water. Just block the crossing points they could jump and use ranged attacks.

Posekas Lake: A swarm of Behemoths of all types. Not the toughest of the tough, but quite a good deal harder than normal random battles.

Germinas Peak: Personally, I don't think the Chemist/Mediator fight is that unfair but several people have asked that I include it here. Anyways, the enemy force is 5 Chemists and Mediators with random guns, including the spell guns and/or the Stone Gun. Might be difficult if you don't have ranged attacks but otherwise I don't think it's that hard. Gun damage does not go up with levels and there are ways to protect yourself from spell guns.

Yuguo Woods: Samurai swarm. When I ran into this one, there were seven of them. My levels were around the high 20s so it wasn't so bad but at high levels, you're going to be hating life. Kikuichimonji will chip away your life before you can come close. Damage Split is highly recommended.

#### - Extra Battlefield Hidden Items

This section contains the Move-Find data for the battlefields on the world map where no story battles take place. Now complete with maps. This data is not present in any published strategy guide. For those who have looked through Gastrifitis' Deep Dungeon Exits guide, these maps should have a familiar appearance as I emulated the same basic format. There are slight differences so here's the quick rundown on what the numbers and symbols mean.

n All panels that units can stand on where n is a number equal to the in game height

½ The symbol on the left should look like a numerical one half. If it doesn't or the columns don't line up, try changing the font to Courier New.

---\ Height differences of 6 or greater. Units with Move-Find will not be  
| able to cross these drops under their own power.  
---/

T The location of treasures/traps. Listed below each map are the specific items and traps found on these panels. Move-Find Item required to pick up an item of course.

^^^ Impassable area. Be it cacti, plants, or rocky cliffs, units cannot stop on these panels. Can be crossed from a higher adjacent panel if there is one.

~~~ Deep water panel in Fovaham. Marsh in Doldobar. Monsters which cannot enter water cannot enter marsh either. Marsh doesn't impose the deep water movement

penalty except during thunderstorms and heavy rain. All water panels in the following maps have a depth of 1.

n## Lava in Bervania. Cannot stop on these panels unless using the movement abilities of Float or Move on Lava. n is the height of the lava panel.

A, B, Possible panels where your units can start depending on where you enter or C from. Below each map is a key to possible entrances.

### Zeklaus Desert

```

Y
17 |1  1  0  0  0½ 0½ 1  0  0  0½
   |
16 |1  0½ 0  ^^^ 0½  1  0  0  0½ 1
   |
15 |1C 0½C 0½ 0T 0  1½ 1½ 1½ 1  1
   |
14 |1C 1C 1  1  1½ 1½ 2  1½ 1  1½
   |
13 |2C 2C 2½ 1½ 2  2½ 2½ 2  2  2
   |
12 |0½C 2½C 2½ 2½ 3  3  2½ 2½ 2  3
   |
11 |0½C 2½C 3  3  3  4  4  0  0  0T
   |
10 |0  0  0½ 0½ 0½ 0½ 0  0  0  0
   |
 9 |0½ 0½ 0  0  0  0½ 0½ 0  0½ 0½
   |
 8 |3  4  4  0T 0½ 0½ 4  4  3  2½
   |
 7 |3  4  4  3  3  3  4  2½T 2½B 2½B
   |
 6 |2½ 2½ 3  3  3  3  2½ 2½ 2  2B
   |
 5 |1  2½ 2½ 2  ^^^ 1½ 1  1  2B 2B
   |
 4 |1  1  1  1½ 1½ 1½ 1  1  1B 0½B
   |
 3 |1  0½ 0½ ^^^ 1  1  1  0  0½B 0½B
   |
 2 |0½A 0½ 0½ 0½ 0½ ^^^ 0  0½ 0½ 0½
   |
 1 |0A  0½A 0½A 0A  0  0½ 0½ 0½ 1  1
   |
 0 |1A  1A  0½A 0A  0A  0½ 1  1  1  1
-----
 0  0  2  3  4  5  6  7  8  9  x

```

| Entrances   | Location | Treasure                    | Trap         |
|-------------|----------|-----------------------------|--------------|
| A: Dorter   | x7, y7   | Thunder Rod or Hi Potion    | Steel Needle |
| B: Goland   | x3, y8   | Blind Knife or Phoenix Down | none         |
| C: Bervania | x9, y11  | Battle Boots or Echo Grass  | Degenerator  |
|             | x3, y15  | Iron Sword or Potion        | Sleeping Gas |

### Fovaham Plains

Y

```

8 |1B 1B 1~~ 1~~ 1~~~ 1 1 1~~~ 1T 1 1~~ 1~~ 1 1
|
7 |2B 2B 2B 1 1~~~ 1~~~ 1~~~ 1~~~ 1~~ 1 1~~ 1T 2 2C
|
6 |2B 4B 2B 2 1 1~~~ 1 1 1~~ 2 3½ 2 3C 4½C
|
5 |5B 6 7 6 6 5 3 3 1~~ 3½ 6½ 7 6C 5C
|
4 |8 8 7T 7 8 10 ^^^^ 11 9 9 8 7 9C 8C
|
3 |9 10½ 11 ^^^ ^^^^ 11 11 11 11 11½ 12 12 10 10C
|
2 |10½ 11 11 11 11 11 11 12 11 11½ 11½ 12 11 10T
|
1 |10½ 10½ 10½ 11 12 10½A 10½A 10½A 10½ 10 10½ 10½ 11 11
|
0 |10 10 10½ 11 10½A 10½A 10A 10A 10A 10 10 10½ 10½ 10½
-----
0 1 2 3 4 5 6 7 8 9 10 11 12 13 x

```

| Entrances   | Location | Treasure                   | Trap         |
|-------------|----------|----------------------------|--------------|
| A: Lenalia  | X2 , Y4  | Night Killer or Echo Grass | Degenerator  |
| B: Zekaden  | X8 , Y8  | Mythril Sword or Antidote  | Sleeping Gas |
| C: Riovanes | X11, Y7  | Battle Axe or Eye Drop     | Deathtrap    |
|             | X13, &2  | Silver Bow or Phoenix Down | Steel Needle |

Bervania Volcano

```

Y
9 |4 4A 3A 3A 3A 3A 3 3 4 5 5 4
|
8 |^^^ ^^^ 4A 4A 3 3 3 3## 3 ^^^ 5 3
|
7 |^^^ ^^^ 3 3## 3## 3## 3## 3## 3 3## 5 0##
|
6 |3½ 3½ 3 3## 3 3 3## 3## 3## 3## 3T 0##
|
5 |3## 3## 3## 3## 3 3 3 3## 3 4½ 3## 0T#
|
4 |3## 3T 3 3## 3## 3 3## 3## ^^^ 5## 3 0##
|
3 |3## 3 3## 3## 4 3½ 3 3## 5## 4## 4## 0##
|
2 |3## 3## 3 3½ 5 3## 3## 3## 8## 13#|7 0##
|
1 |3## 5 4 4 5 6 6 10B 14½ 18T|9B 3
|
0 |3 3 3 3½ 4 5 5½ 7B 8B 9½B 7B 4B
-----
0 1 2 3 4 5 6 7 8 9 10 11 x

```

| Entrances   | Location | Treasure              | Trap         |
|-------------|----------|-----------------------|--------------|
| A: Riovanes | X1, Y4   | Fire Ball or X-Potion | Steel Needle |
| B: Zeklaus  | X9, Y1   | Materia Blade         | Deathtrap    |
|             | X10, Y6  | Fire Ball or X-Potion | Deathtrap    |
|             | X11, Y5  | Fire Ball or X-Potion | Degenerator  |

\* A Jump of 4 is needed to reach the Materia Blade

\* That's no typo. The Degenerator on this map really is in lava.

### Doldobar Swamp

```

y
9 |1  1~~ 1~~ 1½ 2  1½ 1½ 1½ 1~~ 1~~ 1~~ 1~~ 1  1
  |
8 |1~~ 1~~ 1  1½ 1½ 1½ 1½ 1½ 1~~ 1~~ 1~~ 2  2  1
  |
7 |1½B 1½B 1BT ^^^ 1~~ 1  1½ 1½ 1~~ 1½ 1½ 1½ 1T 1½
  |
6 |1½B 1½B 1~~ 1~~ 1~~ 1~~ 1½ 1½ 1½ 1½ 1½ ^^^ 1~~ 1½A
  |
5 |1½B 1~~ 1~~ 1~~ 1~~ 1~~ 1½ 1½ 1½ 1  1~~ 1~~ 1~~ 1½A
  |
4 |1½B 1~~ 1~~ 1~~ 1~~ 1~~ 1  1~~ 1~~ 1~~ 1  1~~ 1½A 1½A
  |
3 |1½B 1B  1~~ 1~~ 2  2  1  1~~ 1~~ 1~~ 1½ 1½ 1½A 1½A
  |
2 |1  ^^^ 1~~ 1~~ ^^^ 1½ 1½ 1  1~~ 1~~ 1½ 1½ 1½A 2A
  |
1 |1~~ 1½ 1½ 1~~ 1  1½ 1½ 1½ 1  ^^^ 1~~ 1  1½ 1½
  |
0 |1T 1½ 1½ 1T 1½ 1½ 2  1½ 1~~ 1~~ 1~~ 1~~ 1~~ 1½
-----
  0  1  2  3  4  5  6  7  8  9  10 11 12 13 x

```

| Entrances   | Location | Treasure         | Trap         |
|-------------|----------|------------------|--------------|
| A: Limberry | X0, Y0   | Elixir or Potion | Steel Needle |
| B: Bethla   | X2, Y7   | Elixir or Potion | Sleeping Gas |
|             | X0, Y3   | Elixir or Potion | Deathtrap    |
|             | X12, Y7  | Elixir or Potion | Degenerator  |

### - Character Strategies

Ramza (any class)

A1: variable

A2: Guts

R: Blade Grasp

S: Equip Armor

M: Move-HP Up

This is my general configuration for Ramza for most of the game. Move HP-up allows him to use Wish more effectively. Blade Grasp lets him avoid many attacks and Equip Armor keeps his HP high. In some cases Auto-Potion or Damage Split make better reaction skills and if his class already allows him to wear heavy armor, use a different support skill such as Secret Hunt, Maintenance, Attack UP, or Two Swords.

Beowulf (Temple Knight)

A1: Magic Sword

A2: Punch Art                      Crystal Shield or better

R: Abandon                          Grand or Genji Helmet

S: Half of MP                        Light Robe

M: Move-Find Item                   Germinas Boots

Quite possibly the best protected item finder you can make. Excalibur provides haste so he can turn enemies into chickens faster. Abandon will lower the chance of being hit to 20% or less. Punch Art is there

so he can use Chakra to restore his own MP and as an ability set which takes advantage of his high physical AT since his regular attacks will be weak due to his low brave. Because his Magic Sword abilities use MP, it makes sense to halve his MP costs. Move-Find Item is optional, mainly intended for the deep dungeon because he has low brave. Feel free to substitute something like Move-MP up if there are no items to be found. The only weakness is that he's completely vulnerable in the back but you can use a Feather Mantle if you want. I just feel it's advantageous that item finders equip Germinas Boots to maximize their move range. When you're done with item finding, pump his brave up and his regular attacks will be potent.

Orlandu (Holy Swordsman)

A1: All Swordskill                      Excalibur

A2:

R:                                          Thief Hat

S:

M:

As a Holy Swordsman, Orlandu can use any armor in the game except for women's ribbons. These two pieces of equipment will almost give him two turns to everyone else's one if there isn't another character equipped with an Excalibur. I've left the abilities up to the player to decide.

male Ninja

A1: Throw

A2: Battle Skill

R: Blade Grasp

S: Concentrate

M: Move +3                                  Germinas Boots

This combination allows your ninja to throw stuff with the range and accuracy of a gun. If you prefer, move in close and break stats or equipment with two shots of Battle Skill (one for each weapon). By the way, if you break the targeted equipment with the first attack, the second one will do damage. Blade Grasp provides protection for close range fighting because of a ninja's low HP. You could also use a Feather Mantle with Abandon; that works well too. Maximizing your move range is the real key here.

Geomancer

A1: Elemental                              Nagrarock

A2: Item                                      gold Escutcheon

R: Abandon

S: Throw Item

M:                                              Feather or Vanish Mantle

Something that might be fun to play with. This character has fully functional Chemist abilities but has higher HP. You can attack to try to turn your enemies into frogs without fear of their counterattacks. Dark Behemoth? No worry. This character is invulnerable to attack from the front or side and attacks from behind only have a 20% to 30% chance of hitting. This character is also immune to almost all Black, Time, and Yin-Yang magic that could be harmful. The Kaiser Plate may actually be better than the gold Escotcheon, because enemies don't try attacks with no chance of success but they will try them even with less than a 10% success rate.

Thief

A1: Steal  
A2: Throw  
R:  
S:  
M: Move +2 or +3

Throw is pretty much the best secondary skill for a thief due to their high speed and move ranges. Fill in the other abilities and equipment as you see fit.

#### Knight

A1: Battle Skill                      Defender  
A2:                                      Defender  
R: Weapn Guard  
S: Two Swords                      Reflect Mail  
M?

An interesting alternative to shields. Weapon Gaurd make up for the lost protection of a shield that equipping a second weapon removes. You stay heavily protected from physical attacks while dealing some decent damage. I recommended Reflect Mail as armor (if available) because you have no magic evasion. Why Defenders? They have an evade of 60%. Actually, that's their purpose because you need really high brave (90+) for a Defender to be stronger than a Rune Blade.

#### Female Monk

A1: Punch Art                      H Bag (optional)  
A2: Steal  
R: Speed Save                      Ribbon or Barrette  
S: Concentrate  
M: Teleport                      Chantage

A great character to use when stealing stuff. With Stigma Magic, Chakra, and Revive, she can keep other characters alive while being immune to negative status. If she's hit, she'll become faster and increase the chances of a successful steal. The key item is the Chantage. If you don't have one, don't use Speed Save. Use something like Auto Potion, Blade Grasp, A Save, or Abandon with a mantle because a unit like this is a damage magnet. In some battles, you'll need Maintenance to protect your equipment to prevent it from being broken.

#### Agrias (Holy Knight)

A1: Holy Sword                      Save the Queen, Excalibur, or Chaos Blade  
A2:  
R:  
S: Attack UP  
M:                                      Bracer

This will put her closer to Orlandu damage-wise. I'd personally go with Setiemson and Chaos Blade though.

#### Beowulf (Temple Knight)

A1: Magic Sword                      Defender  
A2: Jump                              gold Escutcheon  
R: Weapon Guard  
S:                                      Light Robe  
M:

Another Beowulf combo. Weapon Guard is necessary to take advantage of the Defender's high evade. Jump negates the low bravery penalty of Knight Swords and is much more damaging than my Punch Art combo though less versitile.

Priest

A1: White Magic                      Wizard Staff

A2: Draw Out

R:                                      Flash Hat or Holy Miter if in Chapter 3

S: Magic Attack UP

M:

Since Draw Out relies on MA, it's much stronger when used by a mage. This unit is the ultimate support unit. He/she can heal, revive, cure negative status, and give some positive statuses. There's also the instant acting Murasame and Kiyomori (and Masamune if you're feeling lucky). Unlike some other specialized support units, this unit is an offensive threat with Draw Out. Throw on Magic Attack UP for more mayhem.

Female Ninja

A1: Throw

A2:

R; Blade Grasp                      Thief Hat

S:                                      Secret Clothes

M:                                      Setiemson

The fastest possible character I can come up with. One could also throw on an H Bag for +5 speed instead of +4 at the cost of offense and versatility. Setiemson provides auto-haste. I feel Blade Grasp is necessary for protection because of low HP and a high speed rating also means a fast death counter.

- Item duping for free

Most players probably know about the old item duplication trick: that one which required Two Swords and you had to pay for the item. It really doesn't make much sense though as it costs 40000 gil to duplicate a Defender but only 10 to dupe an Excalibur.

Anyway, Notti discovered a great duplication trick where you don't have to pay for the item and doesn't require Two Swords. The only conditions are that the weapon or shield you want to duplicate is stronger than anything the shop offers and that the character can equip a weapon or shield sold in the shop. Also the character's armor should be better than anything the shop offers to it isn't replaced by Best Fit. (No robes) To do this trick, equip what you want to duplicate and go to the shop's fitting room. Try on something in the other hand. This should cause the item to be duplicated to disappear. Choose Best Fit and you should have your original equips back. Select Fitting Over. You should now have another of that weapon or shield.

The only rare weapons that cannot be duplicated this way are the Nagrarock, Healing Staff, and Mace of Zeus (grrr). However, Notti's Deep Dungeon FAQ has a variation that allows you to dupe these weapons. I haven't tested this so just read it there. It is found at GameFAQs. Oh yeah, both dupe tricks are cheats; don't pretend they're not.

- Recruiting Cloud

I've recieved quite a few e-mails asking about the hidden characters. So I've decided to show the process I use to get Cloud in my party. If you follow these guidelines, you are guaranteed to be able to complete the sidequest and obtain Cloud unless your game is horribly messed up. Let's begin. Mustadio is required for this sidequest; if you lose or dismiss him anytime before Cloud is summoned, Cloud is lost.

These first steps can be done anytime the world map is accessible in Chapter 4. I usually do them at the beginning.

1. Go to Goug. Watch cutscene
2. Go to Goland. Listen to the rumor about the mines or something (forgot the actual subject; it's at the bottom of the list)
3. Go to Lesalia. When the hunter asks to join you, choose "Let's go together."
4. Goland should now be a red dot. Fight the series of battles there to save Reis. You must add Beowulf and Reis to the party; they will be necessary later.
5. Return to Goug and activate the Steel Giant. It joins your party. It's not necessary to do this now. I usually wait until I have to come back here.

Advance in the story and clear Zeltenia Castle.

6. Listen to the rumor about the Cursed Island, Nelveska. Nelveska Temple appear on the map. As with Worker 8, it's not necessary to do this right away in sequence.

Advance in the story and clear Bethla Garrison.

7. Go to Zahrghidas. Buy a flower from the flower girl. Gee, doesn't she look familiar.
8. Go to Goug. If you haven't gotten Worker 8 yet (like me) he'll join now. Try to leave. Another cutscene.
9. Go to Nelveska Temple. Fight time. After the fight, when you try to leave, Reis will transform into a human. You don't have to have her in the party anymore but her stats are really good.
10. Go to Goug (again). The machine will summon Cloud and he'll run off. There's no way to find him yet.

Advance in the story and clear Igros Castle.

11. Go to Zahrghidas. Win the battle and you'll have the chance to add Cloud to the party.

#### - Playing Hints

Your Attack Team, if not every character, should have both close and long range capabilities. I laugh when I see Knights with Item as their secondary. It's not difficult for me to play keep away with them and keeping my characters one space out of their reach. Along the same vein, have a diverse attack team.

Always bring at least one character who can heal or revive. This seems obvious but I've forgotten several times to do this.

To quickly kill off undead, use a Phoenix Down. Any type of potions or Cure and Raise spells will cause damage too. Chakra and Wish will not damage undead but they might be useful if the undead unit is on your team. Don't forget that you can make undead with Zombie and the Seal Evil or Phoenix Down the unfortunate sap.

Don't use auto-battle. Exceptions are if you're not familiar with Math Skill yet, if you'd rather let the AI place your Archers, and various JP building strategies. The computer AI can be hideously stupid at times.

## Dumbfiring

You can hit enemies inside the range of a Crossbow or Gun. Just aim at a panel beyond the enemy so it's in the firing path. There doesn't need to be anything in the panel you aim at.

Don't complete story battles if you have anyone out on propositions. If you don't think I'm serious, imagine not having access to 3 of your best characters for the Velius battle. I have not tried to find out what happens in Chapter 2 if you take a proposition at Lionel Castle and complete the Goug Machine City battle after which Lionel Castle becomes a red dot. In the other possible instances (Goland and Igros in Chapter 4, you will not permanently lose your characters. I've heard that a chapter change results in permanent character loss.

Use propositions to gain job points, especially for jobs a unit doesn't use often or very well such as a male Summoner with a faith of 47.

To poach a monster easily, kill it normally, revive it with a Phoenix Down, then have a person with Secret Hunt slaughter it. This can be useful to avoid some long monster chases as long as it isn't the last enemy alive.

When an enemy is in Critical status, it will run and hide and only attack if you're within range. This is true even if the enemy could kill one of your nearby units or has enough HP to withstand another attack (like Dark Behemoths or Tiamats with their 600+ HP). You can safely ignore them unless they have healing abilities or are healed by allies. Watch out though. If all enemies are Critical or Dead, any living enemies will bum rush you.

You can discover the elemental weakness and strengths of a monster by opening its status screen and highlighting the unit type. For a few enemies, a weakness or strength might not be listed.

At times, you'll want to use a weak attack rather than a strong one. Usually, this applies to your own units when you want to remove certain negative status like Charm or deliberately triggering reactions (Sunken State, A Save, Brave Up, Dragon Spirit, and more). Weak attacks are also useful if you're trying to Train a monster. Examples of weak attacks are Dash, Throw Stone, attack from a Ramouda Gun or a rod, and Throwing Shuriken or Daggers. Weak attacks are also useful if you're JP hungry.

## Stalling

Stalling is keeping the last enemy alive until you have claimed chests or crystals from the others. Enemy crystals are great for powering up a character's abilities. I've gotten over 3000 JPs worth of abilities from a crystal before, no joke. You can save several hours of JP building by inverting abilities. To make stalling less painful, cripple the last enemy with Speed Break, Power Break, Weapon Break, Mind Break on occasion and/or turn them into frogs or chickens. Sleep works well too; it lasts a long time. Keeping the enemy Charmed or Don't Act (Arm Aim!) works too. Don't Move is good if Sleep is not available as it keeps the enemy from stealing crystals and chests.

## Kamikaze

The idea here is that you cast a spell on one of your own units that will not be harmed by it (such as Fire 2 on someone with a Flame Shield or Silence Song on a character who doesn't use magic) and have that character move next to an enemy before the spell is cast. This is a

sneaky way to silence enemy Summoners if for some reason you cannot bring them down while they are charging. Also see what happens when you center a summon on one of your units and send that unit out where melee enemies can reach it.

Dirty application: Cast a spell on a character on your team who will go before it hits. Have that character (Lancer usually) move next to an unlucky enemy and Jump. Word of caution: Be sure the enemy won't move out the way before the spell hits. Also be sure that the spell will execute before the jumper lands or you'll be hurting yourself.

Hitting someone twice with the same spell

One complaint I've seen quite often about this game is how useless and weak magic is. What if you could blast someone twice with the same spell in a turn? Wouldn't Stop be more useful if you had two chances to hit with it? How about doubling the effects of a Cure spell? No, I'm not talking about using a Mime. Interested? Continue.

This trick is meant for reflectable spells with an effect area of 2. The idea is to have a character with Reflect status and the target in the effect area so that the spell hits the target once but is also reflected off the other character so it hits again. Positioning is important. Here's some diagrams.

```
C.RPT          CRT          .PT
                .RP
                C..
```

C represents the caster. R represents a character with Reflect status. T represents the desired target. P represents the panel to target. A dot stands for a panel, empty or not. In the second diagram, targeting the target keeps the caster out of the effect area while targeting the character with Reflect makes the spell affect the caster. I don't know how to help if you don't understand this. It really helps to see it in action. Anyways, play around with it and you may find variants that I haven't discovered.

Using transparency effectively

When a unit is Transparent, it can still be damaged. Enemy attacks with an area effect will still hurt you if you're in the line of fire. Your teammates can still hit a Transparent character as well. Curative and status effect abilities can also be used on an invisible unit without removing the invisibility.

Transparent units have an automatic Concentrate. They will ignore the target's defense percentages except for Blade Grasp and Arrow Guard.

Equip Change is useful when entering a battle with equipment that gives Transparent. After it wears off, use Equip Change to replace the item with something more effective.

Using Sunken State on Ramza at Bethla Garrison (the dam) allows him to march right up to the switches and pull them once the Knights on them are out of the way (Confusion works well). Sunken State is almost required because Secret Clothes and Vanish Mantle are not available yet and Ramza cannot equip perfumes.

Fun with Knockback

If a unit is pushed off a panel and falls a distance greater than its jump range, it will sustain damage from the fall. Use this to your advantage when you can; it's lots of fun.

Similarly, knocking back a unit using a Charge command will cancel the charge. Double the laughs if you push an enemy off a high perch in the process.

There's one more way to use knockback to your advantage. Throw a rock

at an ally to push it out of an effect area for a spell or Charge. At Dorter at the start of Chapter 2, knocking my unit over one space did 7 damage and caused a Charge +2 and two Fire 2s to whiff.

#### Fake Death

By equipping an Angel Ring or other item that prevents the Dead status (Barrette, Judo Outfit, or Chameleon Robe) the unit will not die from a Death Sentence. By deliberately giving Death Sentence to such a protected unit, the enemies will ignore that unit for the most part if there are others on the battlefield. Two bits of warning. First, the unit still won't get its turn when Death Sentence hits zero. It must wait for its CT to fill up again. Second, if the equipment that prevents Dead is broken, stolen, or Equip Changed off; look out. (Judo Outfit destroyed, uh-oh...)

#### - Shopping Checklist

As story battles are completed, new items become available. I've listed the events that trigger the new items and the new stuff that will be for sale. The items and equipment at shops depend on which town you're in. There appear to be only five different types of shops. All shops sell all accessories and healing items as they become available. Any corrections would be greatly appreciated as I'm trying to make this an accurate reference list.

Gariland Magic City: sells knives, rods, staffs, sticks, bags, clothes, robes, hats, shuriken, balls and Broad Swords

Castles: (Igros, Lionel, etc...) sell swords, knives, bows, spears, axes, shields, armor, and helmets. Igros, Riovanes and Zeltenia also sell crossbows and hammers.

Trade cities (Dorter, Warijias, Zarghidas): sell katanas, ninja swords, dictionaries, harps, cloths, hammers, rods, sticks, staffs, bags, shields, clothes, robes, hats, shuriken, and balls. Also contain the fur shops

Goug Machine City: sells guns, crossbows, and balls

Other towns: usually sell rods, sticks, staffs, bags, clothes, robes, hats, shuriken, and balls

#### Checkpoint 1: Gariland Magic City

Broad Sword, Dagger, Oak Staff, Rod, Clothes, Leather Hat, Potion, Antidote, Eye Drop, Phoenix Down

#### Checkpoint 2: first meeting at Igros Castle (no battle)

Long Sword, Mythril Knife, Bow Gun, Escoutchen, Leather Armor, Linen Cuirass, Leather Outfit, Leather Helmet, Bronze Helmet, Feather Hat, Battle Boots, Soft, Maiden's Kiss, Echo Grass

#### Checkpoint 3: Sand Rat Cellar

Iron Sword, Long Bow, Blind Knife, Buckler, White Staff, Thunder Rod, Ice Rod, Flame Rod, Bronze Armor, Leather Vest, Linen Robe, Iron Helmet, Red Hood, Small Mantle, Hi-Potion

#### Checkpoint 4: Lenalia Plateau

Mythril Sword, Mage Masher, Silver Bow, Night Killer, Battle Axe, Bronze Shield, Chain Mail, Chain Vest, Silk Robe

#### Checkpoint 5: Chapter 2 start

Ice Bow, Javelin, Round Shield, Mythril Vest, Mythril Armor, Barbuta, Headgear, Spike Shoes, Leather Mantle, Shuriken, Holy Water

#### Checkpoint 6: Zirekile Falls

Coral Sword, Platina Dagger, Mythril Shield, Rainbow Staff, Poison Rod,

Cypress Rod, Plate Mail, Adaman Vest, Mythril Helmet, Triangle Hat, Power Wrist

Checkpoint 7: meeting at Lionel Castle (no battle)

Lightning Bow, Cross Bow, Great Axe, Spear, Gold Shield, Battle Bamboo, Asura Knife, Kotetsu Knife, Battle Dictionary, Ramia Harp, Ramouda Gun, Gold Armor, Wizard Outfit, Wizard Robe, Gold Helmet, Green Beret, Rubber Shoes, Defense Ring, Defense Armlet, Wizard Mantle, Fire Ball, Lightning Ball, Water Ball, Ether, Remedy

Checkpoint 8: Baraius Valley

Bizen Boat, Flail, Wizard Staff, Brigandine, Cross Helmet\*, Diamond Armlet

\*Before you can actually go to Igros to buy the Cross Helmet, the battle at Golgarand Execution Site must be completed first.

Checkpoint 9: Chapter 3 start

Ancient Sword, Mythril Spear, Mythril Bow, Poison Bow, Murasame, Hidden Knife, C Bag, Ice Shield, Flame Shield, Twist Headband, Feather Boots, Magic Gauntlet, N-Kai Armlet, X-Potion Also, the fur shops open.

Checkpoint 10: Lesalia Imperial Capital

Sleep Sword, Main Gauche, Slasher, Ninja Knife, Heaven's Cloud, Flame Whip, Iron Fan, Monster Dictionary, Persia, Aegis Shield, Diamond Armor, Judo Outfit, Chameleon Robe, Diamond Helmet, Holy Miter, Germinas Boots, Jade Armlet, Elf Mantle, Magic Shuriken

Checkpoint 11: Orbonne Monestary

Diamond Sword, Orichicium, Windslash Bow, Hunting Bow, Partisan, Short Edge, Papyrus Plate, Wizard Rod, Gold Staff, Gokou Rod, Bloody Strings, P Bag, Diamond Shield, Power Sleeve, White Robe, Black Hood, Magic Ring, 108 Gems, Hi-Ether

Checkpoint 12: Yadow Fort City

Platinum Sword, Assassin Dagger, Ninja Edge, Kiyomori, Morning Star, Cashmere, Platina Armor, Black Robe, Circlet, Platina Helmet, Gold Hairpin, Sprint Shoes, Bracer, Dracula Mantle

Checkpoint 13: Chapter 4 start

Ice Brand, Muramasa, Spell Edge, Platina Shield, Carabini Mail, Earth Clothes, Angel Ring, Yagyu Darkness

Checkpoint 14: Bethla Garrison

Rune Blade, Air Knife, Oberisk, Gastrafitis, Kikuichimonji, Octogan Rod, H Bag, Crystal Shield, Crystal Mail, Reflect Mail, Black Costume, Light Robe, Crystal Helmet, Flash Hat, Red Shoes, Feather Mantle

Checkpoint 15: Limberry Castle

Thief Hat

- Did you know?

Random stuff that I didn't feel belonged in the Playing Hints section. Some of it might be useful; others are just trivia.

Casualties under Brave Story is mostly self-explanatory. Injured refers to the number of enemy units which have turned into chests or crystals. In other words, it refers to injuries YOUR party causes, not what the enemies do to you. Poached monsters, whether they be yours or the enemy, do not count as injuries or casualties. Therefore, feel

free to poach as many of your own monsters as you want without gaining casualties (if having 0 casualties is important to you).

Also in Brave Story, anyone with an age given is still alive. Even if events or rumors in the game suggest that the character was killed, if their age is given that means you'll see the character again. If a special character dies, Brave Story will record the person as having been "killed in battle."

Cloud only shows up in Brave Story if you dismiss him. (and maybe if he is killed)

During battle, when you bring up the status screen for a character, press the confirm button to see any status effects the character has. With an ally, pressing confirm again will bring up their job screen which you can use to see all the abilities the unit has learned. This is useful for seeing the abilities of guests who never join you such as Olan and Zalbag. This is also useful if you're trying to acquire enough job points during the battle for a certain ability and want to know how many more you'll need.

During battle, if you check an ally's status you'll notice a dashed line below Cyclops in the Summoner ability list (unless you already have Zodiac). This is the proof that the secret ability exists, that Alma can learn Ultima, and that Ramza cannot learn Ultima until Chapter 4 even though I've seen it cast on the Riovanes Castle Roof.

If you sell something in a fur shop, it will appear in its stock. It's useful if you need some quick cash but will want the item you're selling later. You can then buy the item back at the half the regular shop price whenever you wish. To my knowledge, this is one of the only exceptions to the Pawn Shop rule of RPGs where if you sell an item at a shop, you cannot buy it back unless the shop normally stocks it.

HP and MP totals of Zodiac bosses do vary each time you fight them.

The birthdate you enter for Ramza at the beginning of the game does affect the game. It is most significant when Ramza faces another character solo but also affects the strategies you use against certain storyline characters (whose Zodiac signs are fixed).

This is pure speculation but I think at one time Ultimus Bows were going to be buyable after completing Bethla Garrison. They have a higher price than the Windslash Bow, one can be stolen during the battle where you must open the floodgates, and Archers everywhere seem to have them after they are at lv 37 or higher. Random battle enemies generally don't carry unbuyable items so giving every Archer an Ultimus Bow is suspicious.

Traps are only found on battle maps where no story battle takes place. There are actually 74 different battlefields normally.

Your starting location in random battles is fixed based on which side you approached the battlefield from. This affects which random battles you might face.

C-EV of special characters

Ramza: 10%  
Algus: 15%

Delita (Chapter 1): 5%  
Wiegraf: 10%

|                           |                                 |
|---------------------------|---------------------------------|
| Gafgarion: 15%            | Agrias: 25%                     |
| Ovelia: 20%               | Delita (at Zirekile Falls): 10% |
| Mustadio and Balk: 18%    | Olan: 15%                       |
| Zalmo: 9%                 | Alma: 18%                       |
| Izlude: 10%               | Rafa: 10%                       |
| Malak: 8%                 | Elmdor: 16%                     |
| Celia: 30%                | Lede: 28%                       |
| Beowulf: 14%              | Reis (Holy Dragon): 5%          |
| Worker 8 and Worker 7: 0% | Reis (Dragoner): 7%             |
| Meliadoul: 12%            | Orlandu: 20%                    |
| Zalbag (as guest): 10%    | Dycedarg: 10%                   |
| Cloud: 20%                | Vormav: 25%                     |
| Rofel: 21%                | Kletian: 14%                    |
| Zalbag (in Morund): 22%   | Byblos: 33%                     |

#### Speed growth notes

Most jobs will gain speed points at levels 18, 35, 52, 89, and 86. Summoners and Calculators have below average speed multipliers. Priests, Monks, Thieves, Ninja, and most special classes have above average speed multipliers. Ninja and Thief have above average speed `_growth_`. Leveling up enough levels as either will enable the unit to gain speed points a level or more earilier. Ramza and Reis are the only player characters whose base class has above average speed growth. (still speculating on Orlandu) For more information on stat growth, read the appropriate section of the Battle Mechanics Guide.

If a unit attacks someone and is killed by the counterattack, it gains zero EXP or JP for the attack.

The AT list can track up to 39 turns or actions. Anything that takes longer than that to execute will have an infinity symbol under the wait column.

In Chapter 1, Wiegraf has Beowulf's outfit, only difference being that it's red instead of blue. This actually makes some sense as Weigraf is a bad translation of Wiglaf. Beowulf and Wiglaf were buddies of some sort in the epic Beowulf. When Beowulf is a king, he fights a dragon and wins but dies from a neck wound. Wiglaf succeeds him as ruler. I think Wiglaf played some part in the battle though I can't confirm. James also suggest that Reis is represented by that dragon.

I saw this in another FAQ but if you didn't know already Worker 8 and Reis as a dragon can be used as stepping stones to reach high places. Vital for obtaining the ultimate Javelin and shield. Other dragons, behemoths, hydras, and morbols can be used the same way including enemy ones. For climbing purposes, all these monsters are 3h tall. Therefore, if your Jump value is 4, you could climb up to a point 7h higher than the panel the monster is on.

"Slash away with the wind's fury, Odin"

(Odin summon quote for anyone who wants to add it to their spell quote lists without spending several hours trying to get your character to utter it.)

#### Mog

No, Mog is not a hidden character but he is mentioned by name in the game. In one of propositions at Lionel Castle that shows up later in Chapter 3 (I believe it's "Deep in Zigolas Swamp" or something like that) the bartender mentions him. Normally, when you view a proposition

description, the bartender will tell you "This is what I know about (name of proposition)" However, sometimes he'll say something else. For this proposition, he'll say "Mog's real talkative. You'll have to get by him somehow." There you have it. Mog does show up in FFT. I won't waste time with any messages telling about him being a real hidden character though.

There's a fourth way to gain JP. Charm a human unit and any JP it gains while charmed will be shared with your team as if it were a regular ally. This will work against you as a charmed ally shares JP with the enemy. Ex. Charm an enemy Knight and when it hits something, all your party members will gain JP in the Knight class even if no one is a Knight.

Useless tidbit but if you invite a monster and it's standing next to someone with Monster Skill, its secret ability will show up on the stat screen where you decide whether to add it to your party.

#### - Enemy spell descriptions

To discover these without a Gameshark, press Select when highlighting the spell in the AT list. The ones I have here are ones I've seen before. If you want to contribute to this section, go right ahead but this section is only for enemy spells.

Bio 3: Magic damages with filthy, poisonous spirit  
Range: 4 Effect: 3 vert 3 MP: 24 Speed: 17 Add: Undead  
(There are other varieties of this spell with the same stats and different status effects.)

Dark Holy: Magic damages by enveloping the enemy with the darkness of space  
Range: 4 Effect: 1 MP: 40 Speed: 15 Darkness elemental

Lifebreak: Attack enemy with the aftershock of death. The lower your HP, the more damage you can inflict.  
Range: 4 Effect: 1 Speed: 25

Bio 2: Magic damages with filthy, poisonous spirit  
Range: 4 Effect: 2 vert 3 MP: 16 Speed: 20 Add: Pertify  
(There are several varieties of this spell that will add different status ailments.)

Flare 2: Magic damages area by converting ultra-energy to heat  
Range: 4 Effect: 2 vert 3 enemy MP: 35 Speed: 25

Sleep 2  
Confuse 2: Magic makes enemy lose rationality and act disorderly  
Range: 4 Effect: 2 vert 3 enemy MP: 35 Speed: 25

Midgar Swarm: Attacks enemies by summoning a huge snake  
Range: 4 Effect: 3 vert 3 Speed: 10

Grand Cross  
Mute: Magic that neutralizes magic power and reduces MP to 0  
Range: 4 Effect: 3 Vertical 3 Speed: 15

Bio: Magic damages with filthy poisonous spirit  
Range: 4 Effect: 2 Vertical 2 MP: 8 Speed: 34 Add: Poison  
(several varieties of spell with different status effects, I found this one by giving an Apana Confusion)

Ultima (not Ramza's Ultima):

Range: 4 Effect: 3 Vertical 3 MP: 40 Speed: 15

All Ultima

Despair 2

Nanoflare: Attacks enemy with energy emitted by destroying the element

Range: 4 Effect: 3 Vertical 1 Speed: 20

- High faith/low brave quotes (compiled by thunderstruck9)

There may be a few generic and monster quotes missing but this is otherwise complete. Worker 8 and Byblos share monster quotes. Although thunderstruck9 didn't test Boco, Rad, Alicia, or Lavian, I believe Boco just shares monster quotes while Rad, Alicia, and Lavian share generic quotes.

LOW BRAVE QUOTES

Rafa- What's gotten into me...? I feel uncertain about fighting....

Agrias- Recently, I get depressed when I hold a sword...Why...?

Malak- Is fighting useless? I don't feel like doing anything...

Mustadio- I just don't think I can win... It's so sad...

Meliadoul- I'm scared to fall asleep felling that I'll never wake up again...

Cloud- It's not that my head hurts... I just lost interest in fighting...

Beowulf- Fighting makes me feel empty... It wasn't like this before...

Reis- I'm scared... to fight. Help me, Beowulf.

Orlandu- Maybe I'm getting old... Fighting is becoming a pain.

Holy Dragon Reis- Please don't make me fight. I've had enough.

GENERIC LOW BRAVE QUOTES

Why don't people stop fighting? I'm tired of it...

I'm... I'm afraid. I'm afraid of dying!

Can I sit the next one out, please?

MONSTER LOW BRAVE QUOTES

(Human eyes...the pupils scare me. They look like devils. Am I right or what?)

(Wars among humans...Me help?! No way!)

(I don't like... battle, no, no! I like...quiet life, yes, yes!)

(I survived...but...I don't want to fight anymore...)

## HIGH FAITH QUOTES

Rafa- Is the Lord the only one that we can depend on?

Agrias- One must kneel down and pray?

Malak- There is a limit to what humans can do. I'm beginning to feel miserable...

Mustadio- Can this world be saved...? Isn't it impossible for humans to do it...?

Meliadoul- We shouldn't lose our faith in the lord after all....

Cloud- I feel the flow of the lifestream...Humans can only do so much.

Beowulf- People confuse everything. Is God the only one who can stop it?

Reis- What's waiting after the battle? Who can save my soul...?

Orlandu- Took a wrong turn? Not you, it's me.

Holy Dragon Reis- I want to depend on someone, but I can't. Is God the only one?

## GENERIC HIGH FAITH QUOTES

Changing the world alone seems arrogant to me...

As long as I live in this world, I have no choice but to see people suffer...

Lord, please forgive us, just like we forgive others...

Is God the only one that can save Ivalice from Chaos?  
(credit to Lionthalanas)

## MONSTER HIGH FAITH QUOTES

(My...creator? The Lord? Humans...small...weak!)

(I'm a monster. I can do anything! But, are there things even I can't do?)

(The god humans talk about? Yeah, yeah. I think he's real.)

## LOW BRAVE PARTING SHOTS QUOTES

Mustadio- How can I say it...Anything I do seems to fail.

Agrias- I devoted my life to a sword, but was it the right thing to do?

Malak- No matter how hard I try, Battles will never cease to exist. It's no use trying.

Rafa- I'm so scared...I don't want to die.

Reis- I can't fight anymore...I'm sorry.

Beowulf- I felt doubtful about the things I've done. Sorry...

Cloud- What do you want me to do? I can't even rescue one woman.

Meliadoul- Please, forgive me. I can't fight anymore...

Orlandu- I can't go on any longer...Let me retire...

Holy Dragon Reis- Sorry I'm too scared to go to the battlefield. It's so painful.

#### GENERIC LOW BRAVE PARTING SHOTS QUOTES

I don't want to murder, no matter what it's for...

I'm sorry...I...I don't want to see blood anymore...

I've had it. I never want to see a sword again!

Whatever the reason, I'd rather die than kill.

It's time I pull out...I'm tired. Let me out of here.

Please! Don't come near me! I don't want to!

I...can't hold a weapon, anymore...I'm afraid...afraid to die...

I can't...legs won't move...can't fight anymore...Forgive me...

#### MONSTER LOW BRAVE PARTING SHOTS QUOTES

(I beg you, please, don't come near me. I don't want to fight anymore...)

(I don't want to deal with you. Not even a tiny bit. Nope.)

(Call me chicken, it's OK. Battlefield, no, I don't like it!)

(Yeah, I'm a monster...but I get scared too...)

#### HIGH FAITH PARTING SHOTS QUOTES

Meliadoul- May the Almighty Lord have mercy on them and give faith.

Mustadio- I'm an atheist. But, I believe in the Lord more than you do.

Agrias- May be too late, but I'm going to believe in fate. And I won't go against it.

Malak- Lord, I will enter priesthood to be closer to you....

Rafa- I feel I can forgive everything now. The love to the Lord is forever...

Cloud- I've decided to leave you to be closer to the lord.

Beowulf- What an ugly fight...I can't believe human beings.

Reis- I'll never feel at ease with being with you. It's too bad...

Orlandu- I knew I made a mistake. I'll only believe in the Almighty Lord.

Holy Dragon Reis- Believing in God seems better than believing in others.

#### GENERIC HIGH FAITH PARTING SHOTS QUOTES

I'd rather go with the God, than go with you...

Believers will be saved. I realized that my fate is to wonder and look for help.

Fate is telling me to leave the battlefield. See ya!

I want to pray at a place where one can communicate with the Lord.

If one finds the Lord, people won't fight each other...

#### MONSTER HIGH FAITH PARTING SHOTS QUOTES

(Naturally, we get along and live together...unlike humans.)

(Humans think they dominate the world...Humans, how arrogant...)

(Must obey, humans, yes, yes. Fate, the Lord...Do you know?)

- Enemy skillset generation

Much of the actual data in this section was made known by Town Knave on the GameFAQs message boards. Anyhow, this section is devoted to how the skills available to enemy units are determined. There are some consistent patterns that are followed. The following patterns also apply to Guests and allies when they join for the first time.

A newly created unit will specialize in only one job. It will have the minimum of job levels needed to meet the prerequisites for the job of specialization and a job level of 1 in everything else. The amount of JP available to spend in each open class will be the minimum needed for that job level plus 0 to 99 JP. (Job level 1 has a minimum of 100 JP; it is not possible to obtain job level zero except through hacking.)

A new unit will learn abilities from the top down. It will start on action abilities, then move to reaction, support, and movement in that order. Starting from the top of the action ability list, the unit has a chance to learn an ability, JP allowing. I believe the actual chance of each ability being learned concurs with the crystal chances listed in the Battle Mechanics guide but am not certain. Once the process is complete for all classes the unit has available, it is randomly assigned its secondary and R/S/M form what it has learned or none at all. Exceptions to the learning process are Ramza at the start of Chapter 1, who knows nothing but Wish and newly hired Squires from the soldier office, who start with nothing learned.

A unit either has preset Brave and Faith or randomly generated values in a fixed range. The range for the starting set of generics, random battle units, and most story battle generics is 45-74 for both Brave and Faith. For soldier office recruits and bred monsters, that range is 40-70.

## Snippets:

The top down rule of learning abilities makes it very rare for Time Mages to drop Meteor or for Summoners to have Half MP. By the time the learning checks are done for these abilities, their JP is most likely exhausted on other abilities.

It is possible for a unit to specialize in a job entirely outside what it appears as. The only story battle instance of this is the Lancer Time Mages that accompany Kletian though there are a few random battle occurrences. In this type of situation, the unit will not be able to use its primary skillset.

Abilities such as Wiegraf's Counter are not bought with JP. They're programmed to always be there.

And now for the list. Every story battle human and recruitable ally have been listed with their job of specialization (using the in-game two letter abbreviation when applicable) and job level in that class. All other job levels can be inferred. A "Master" after a number means that the unit will automatically learn all abilities in the class without going through the learning routine. If a character is listed multiple times, that's because its abilities and job levels reset each time it's listed.

## Prologue

### Orbonne

Ramza: Squire 3

Rad (G): Or 1

Alicia, Lavian (G): Mk 2

Gafgarion (G): TM 1

Agrias (G): Pr 3

3 Archers: Ar 2

Knight: Kn 4

## Chapter 1

### Gariland

Ramza: Squire 1

Delita (G): Squire 1

4 Squires: Sq 1

Chemist: Ch 1

### Mandalia

Albus: Squire 1

4 Squires: Sq 1

Thief: Th 1

### Dorter

Knight: Kn 1

3 Archers: Ar 1

2 Wizards: Wi 1

### Zeklaus

3 Knights: Kn 1

Archer: Ar 1

2 Monks: Mo 1

### Thieves' Fort

Miluda: Kn 4

Thief: Th 2

2 Thieves: La 1

Priest: Pr 1

Priest: Or 1

Lenalia

Miluda: Mk 4

Knight: Kn 3

Wizard: Wi 1

Time Mage: Su 1

Knight: Kn 1

Fovoham

Weigraf: White Knight 5 (Master)

Knight: Kn 3

2 Monks: Ge 1

Zeakden

Albus: Ge 3

2 Knights: Kn 3

Knight: Ge 1

Wizard: Wi 2

Wizard: Wi 3

Chapter 2

Add Rad, Alicia, and Lavian to party? Same as Prolouge  
Gafgarion and Agrias join as Guests. Same as Prolouge

Dorter

2 Thieves: La 1

Archer: Lv 1

Archer: Ar 3

Wizard: Ti 1

Wizard: Wi 3

Zirekile

Delita (G): Holy Knight 6

Ovelia (G): Princess 6

Knight: Kn 5

2 Knights: Ge 3

Knight: Kn 4

Knight: Kn 3

Zaland

Mustadio (G): Engineer 4

Knight: Ge 4

Wizard: Wi 3

Wizard: Wi 4

Knight: Kn 4

Archer: Ar 4

Archer: Th 2

Bariaus Hill

Knight: Kn 4

Knight: Kn 6

Archer: Ar 3

Archer: Th 4

Summoner: Su 3

Summoner: Su 4

Goug

Mustadio (G): Engineer 4

Thief: Th 4  
Thief: La 1  
Archer: Th 1  
Archer: Ar 3  
Summoner: Su 2  
Summoner: Su 3

#### Bariaus Valley

Agrias (G): Holy Knight 5  
Knight: Ge 4  
Archer: Ar 3  
Archer: Th 4  
Knight: Kn 3  
Wizard: Wi 4  
Wizard: TM 3

#### Golgorand

Gafgarion: Ge 5  
Archer: Ar 5  
Knight: Kn 5  
Knight: Ge 3  
Knight: Ge 4  
Archer: Ar 3  
Time Mage: TM 4  
Time Mage: Su 1

#### Lionel

Gafgarion: Dark Knight 7  
Archer: Ar 5  
Archer: Th 4  
Knight: Kn 5  
Knight: Kn 4  
Knight: Ge 4  
Summoner: Su 4

#### Inside Lionel

Queklain: Impure King 7 Master (?)

#### Chapter 3

#### Goland

Olan (G): Astrologist 6  
3 Thieves: Th 5  
2 Chemists: Th 5  
Mediator: Me 4

#### Lesalia

Alma (G): Cleric 5  
Zalmo: Holy Priest 7  
Knight: Kn 6  
Knight: Kn 4  
Monk: Mk 5  
Knight: Ge 4  
Monk: Ge 3

#### Orbonne 1

Lancer: La 5  
Lancer: La 4  
Lancer: La 2

Chemist: Or 3  
Time Mage: Su 3  
Time Mage: TM 4

Orbonne 2  
Izlude: Knight Blade 5  
Knight: Ge 3  
Knight: Kn 5  
Summoner: Su 2  
Archer: La 1  
Archer: Th 1

Orbonne 3  
Weigraf: White Knight 7  
Knight: Kn 5  
Knight: Ge 6  
Archer: Ar 5  
Archer: Th 5  
Wizard: Su 3

Grog  
2 Squires: Sq 5  
Chemist: Ch 5  
Chemist: Ch 4  
Archer: Ar 4  
Thief: Th 4

Yardow  
Rafa (G): Heaven Knight 4  
Malak: Hell Knight 4  
Ninja: Ni 1  
Summoner: Su 5  
Ninja: Ni 5  
Summoner: Su 4  
Ninja: Ni 4

Yuguo  
Undead Wizard: UW 6  
Undead Wizard: UW 5  
Undead Time Mage: UT 5  
Undead Time Mage: UT 4

Riovanes 1  
Malak: Hell Knight 3  
Archer: Ar 4  
Archer: Ar 6  
Archer: Th 4  
Knight: Mk 6  
Knight: Mk 5  
Knight: Ge 5

Riovanes 2  
Weigraf: White Knight 8 (Master)

Riovanes 3  
Rafa (G): Heaven Knight 3  
Celia, Lede: Assassin 8 (Master)  
Elmdor: Arc Knight 7 (Master)

Add Rafa to party? Heaven Knight 1

Add Malak to party? Hell knight 1

#### Chapter 4

##### Doguola

Knight: Kn 7

Wizard: Wi 6

Archer: Ar 6

Wizard: Wi 5

Lancer: La 5

Lancer: La 4

##### Bervenia

Meliadoul: Divine Knight 4

Summoner: Su 5

Archer: Ar 6

Archer: Ar 5

Summoner: Su 6

Ninja: Ni 2

##### Zeltennia

Delita (G): Holy Knight 7

Zalmo: Holy Priest 8

Oracle: Or 6

Oracle: Or 5

Knight: Kn 7

Knight: Kn 6

Knight: Ni 3

##### Bed

Balk: Engineer 7

Knight: Kn 6

Knight: Ge 6

Wizard: Wi 7

Archer: Ar 6

Archer: Th 4

##### Bethla North

2 Knights: Kn 7

2 Archers: Ar 6

Thief: Th 6

Ninja: Ni 4

##### Bethla South

Archer: Ar 7

Lancer: La 5

Lancer: La 6

Archer: Th 5

Summoner: Su 7

Monk: Mk 7

##### Bethla Sluice

Archer: Ar 7

Archer: La 5

Knight: Kn 7

Knight: Kn 8

Wizard: Wi 7

Wizard: Ca 3

2 Switch Knights: One's a Samurai, other is a Ninja.

Job levels are uncertain.

Add Orlandu to party? Holy Swordsman 6

Germinas

Ninja: Ni 4

Thief: Sa 5

Thief: La 5

Archer: La 5

Archer: Sa 5

Archer: Ni 4

Poeskas

Undead Oracle: Undead Oracle 7 (Master)

2 Undead Archers: Undead Archer 7 (Master)

Undead Summoner: Undead Summoner 8 (Master)

Limberry 1

Celia, Lede: Assassin 1 (Master), 3 Su

Limberry 2

Elmdor: Arc Knight 8 (Master)

Celia, Lede: Assassin 1 (Master), 3 Su

Limberry 3

Meliadoul (G): Kn 5

2 Undead Knights: Undead Knight 8 (Master)

Add Meliadoul to party? Divine Knight 5

Igros

Zalbag (G): Mime Lv 8

Dycedarg: Lune Knight 8 (Master)

Knight: Ge 7

Knight: Ni 7

Knight: Sa 7

Knight: Mk 7

Knight: Kn 7

Murond 1

Priest: Ca 5

Summoner: Su 8

Geomancer: Ge 7

Geomancer: Ni 6

Mediator: Me 6

Mediator: Me 7

Murond 2

Vormav: Divine Knight 4

Rofel: Divine Knight 4

Kletian: Sorceror 6

Murond 3

Zalbag (zombie): Arc Knight 8 (Master)

Beowulf joins as Guest prior to Goland sidequest. Or 6

Goland 1

2 Chemists: Ch 5

2 Chemists: Ch 6

2 Chemists: Ch 7

Goland 2  
Chemist: Ch 5  
Thief: Th 6  
Thief: Th 7

Goland 3  
2 Chemists: Ch 7

Add Reis to party? (after Nelveska) Dragoner 1

Zarghidas  
Cloud (G): Su 1  
Monk: Mk 5  
Thief: La 1  
2 Thieves: La 5  
Squire: Sq 5  
Squire: TM 4

UBS 4  
Knight: Kn 6  
Knight: Ge 5  
Knight: Sa 6  
Monk: Mk 8  
Monk: Ni 5  
Archer: La 6

UBS 5  
Rofel: Divine Knight 8  
2 Wizards: Wi 7  
2 Summoners: Su 7  
Time Mage: TM 7

Murond Death City  
Kletian: Sorceror 6  
2 Time Mages: 8 La  
2 Ninja: 8 Ni  
2 Samurai: 8 Sa

Lost Sacred Precincts  
Balk: Engineer 8 (Master)  
Chemist: Mime 1

Graveyard of Airships  
Alma (G): Cleric 8

#### - Challenges

Think you're good at Tactics? Think you're REALLY good? Then try these challenges. I thought I was pretty good until I thought some of these up. Oh, and no cheating. I don't put solutions as coming up with the strategy is part of the challenge. For more challenges, see the FFT Challenges FAQ at gamefaqs. Because there's a whole other FAQ devoted to challenges, it's unlikely I'll update this section again. However, if you submit a challenge to that FAQ and it was somehow rejected, go ahead and run it by me. If I like it, I'll add it here.

On the roof of Riovanes Castle, steal the Barette and Cachusha from the assassins and successfully complete the battle. If that was too easy,

then do it without using Chantages.

Alternate challenge: Pick up all four buried items on the roof. Go right ahead and use another strategy guide to find out where they are; it still won't be easy to live long enough to do it.

Try to steal all of the Genji equipment without anyone using a Chantage. Angel Rings are allowed.

In the Zalera fight, poach all three skeletons and win the battle.

Complete the Deep Dungeon in one game day with Zodiac and all 40 good treasures (no Phoenix Downs). People who have become dependent on Item may have some trouble with this one.

What is the lowest Injured count you can win the game with? Count kills in the final series of battles at Orbonne. My personal record is 110. Ry came up with a tactic that got a total of 32.

Win the final battle against Altima using only charged abilities and no casualties. To clarify charged abilities: Black Magic, White Magic, Time Magic, Yin-Yang Magic, Summon Magic, Charge, Truth, Un-Truth, and Limit, Jump, Sing, Dance, and Ultima. Nothing that executes instantaneously is used, not even for healing.

Complete Chapter 1 without using a potion.

Obtain a Mime in as little game time as possible. Zalbag doesn't count.

Level up Ramza to lv 15 and then dismiss all other characters and see how far you can progress. Submitted by raphael bloodstone

At the Windmill Shed, steal Wiegraf's helmet and shield WITHOUT using Weapon Break, Power Break, or inflicting him with Don't Act. Do this with none of your team above level 12.

Enter the battle with Elidibs with 5 summoners and have them all learn Zodiac. Do this only using regular units and Ramza or it doesn't count. If that's too easy, do it without Chantage. Submitted by Jesster  
Addendum: Stat growth in the base classes of Agrias, Mustadio, Rafa, and Malak are equal or exceeded by Priests and Geomancers in all areas. Using them without their special skills will not compromise the difficulty.

Warrior Wizard Challenge

At Finath River story battle

Party must consist of 5 wizards

All enemies must be poached by the end of the battle

No Math Skill or turning enemies into chickens (lowering brave is allowed)

Frog is limited to all yellow Chocobos or any two enemies. If you reset until you get 6 yellows, you're a wuss. If it's still too easy, don't use Frog at all.

Chantage is forbidden but there are no other restrictions on equipment.

No restriction on secondary, reaction, support, or movement abilities.

(Obviously, at least one character must have Secret Hunt or it's not possible)

Special characters are allowed ("cough, Mustadio, cough")

No level restriction, higher levels don't necessarily make this easier.

Characters to be used are limited to ten uses of Degenerator traps for

the purpose of level up/down. Additional uses of Degenerator can only be used for lowering units to a desired level for the challenge.

I'll briefly mention the Straight Character Challenge here. The idea is to complete the game using only one class and only abilities from that class. MunkiBleedsGreen has the credit for popularizing it though the originator is not really known. This challenge has its own FAQ, read up for all the rules and info.

- I'm still confused.

If you have questions relating to FFT that this guide nor any other seem to answer, E-mail me. I'll do my best to answer them and put them in the section below. If you would rather not have your question show up here, mention that in your message.

For my own sanity, I've toughened up my policy. If it's already in this FAQ, I'm not going to respond. Anything in all caps, without any punctuation, or AOL speak (r and u instead of are and you) is not likely to be answered. I'll still be rather leniant about this but if the question is too vague, I'll probably ignore it. I do like helping people out but the purpose of this FAQ and others is so that us FAQ writers don't have to deal with 20 people stuck with the same problem.

- Questions

Look here first before e-mailing me because your question might be answered here. It's faster for you and I don't have duplicate questions in my inbox. These are questions that people have sent me though I have edited some slightly to make them more readable.

How the @^\$# do you get to be a Mime?

~ Lv. 8 Squire, Lv. 8 Chemist, Lv. 4 Geomancer, Lv. 4 Lancer, Lv. 4 Mediator, and Lv. 4 Summoner

I have heard that you can get Ultima in fft is this true and if it is how do you get it?

~ You must be in Chapter 4, Ramza must be a Squire, and he must be hit by Ultima and survive. You can learn it from Celia or Lede or an Ultima Demon. My recommended method is in the Battle Notes section at the Gate to Limberry Castle.

I was raising Beowulf's faith really high by repeatedly Preaching to him and after the battle it a window came up saying Warning and had a dialog box with Beowulf saying "humans always confuse things, let God handle this" or something. Is that bad?

~ No, unless you count your increased vulnerability to magic. Characters only leave the party if their permanant faith reaches 95 or their permanant brave falls to 5 or lower. Otherwise, they will not leave (thanks to Notti's DD Guide for this one.)

do you know how to dupe samurai swords with the old dupe trick with the 2 swords?

~ Orlandu can if he's learned Two Swords. His regular job allows him to equip katanas. Know that the old dupe trick is still cheating.

I've heard that Ramza (as a Squire)in different chapters and even with different zodiacs signs gets different level bonuses depending on these things(so it can matter what chapter you are in, or what your birthday is, when you level up/down. Any truth to that?

~ Possibly. Ramza's Squire class does have different equipment

restraints depending on what chapter it is. I don't believe there's any change in the growth of his stats though. According to FFT Mechanics, there isn't any difference.

I'm having a hell of a time trying to get a Rubber Costume from a Hydra. I have over 20 of the common item (cant remember it's name) but I haven't gotten a Rubber Costume yet. Any suggestions?

- If the monster is on your team, go to a battle near a fur shop such as Sweegy or Zeklaus and poach it there. Don't save yet. Go the the fur shop and see if the Rubber Costume is there. If not, reset and try again. This tip also works with other monsters. (Thanks to Greg Cyr for confirming that yes, this does indeed work though it may take many, many tries.)

I have a question about Final Fantasy Tactics. I need to know were can I find these items:

Sorlin Shape - Poach a Plague

Chaos Blade - Find in Deep Dungeon END, highest area

Defender - Steal from Meliadoul and Dycedarg; Poach a Taiju

Persus Bow - Find in Deep Dungeon VOYAGE, lower level

Blast Gun - Find in Deep Dungeon TIGER, starting corner

Dragon Whiskers - Poach a Red Dragon

Javelin (II) - Find at Nelveska Temple; Bring Worker 8 or Reis and use that unit to climb on top of the pillars. Item finder must have a Jump of at least 4.

Chirijiraden - Find in Deep Dungeon END, same area as Chaos Blade

koga knife - Find in Deep Dungeon Bridge, search high plateau.

Jump of 4 required or use Chocobo or stepping stone trick.

Scorpin tail - Poach a Hyudra

Kaiser Plate - Find in Deep Dungeon VALKYRIES, at second twist in map

Venetian Shield - Find in Deep Dungeon HORROR, lower level adjacent to Grand Helmet.

Escutcheon (II) - Find in Nelveska Temple on one of the pillars.

Grand Helmet - Find in Deep Dungeon HORROR on the single panel that bridges the starting point and the rest of the map.

Maximillian - Find in Deep Dungeon HORROR at the bottom of plateau that runs down the edge of the map.

Vanish Mantle - Find on the peak of Germinas Peak

For all items that are found, you need low brave on the person with Move-Find to have a good chance at obtaining the item. If you find crap like Phoenix Down, reset and try again. All the poached items are the rare ones so the poaching trick above may help.

I was reviewing your unique faqs on FFT the other day, and I wondered if you could answer a question for me. I know you said in your faqs that you don't except GameShark codes, but I came accross something unique in the Brave Story section of the game. After I put in some codes for the game, and went to the records of the brave story, I came accross a cut scene called things obtained. It showed Ovilia in a church scene like the one in Zeltennia castle. Delita comes into the scene with flowers to give to her. Then, all of the sudden Princess Ovilia stabs Delita, then in turn Delita stabs her. Is this scene a normal part of the game? I couldn't tell, so I was hoping that I could ask you for the answer. Seems pretty weird though, judging how the game's story runs.

- Yes. This scene is part of the ending after the credits.

I HAD HEARD YOU COULD GET A CHOCOBO AND OTHER MONSTERS IN THE GAME BUT

I HAVEN'T BEEN ABLE TO. SO IF THIS IS TRUE PLEASE LET ME KNOW HOW TO GET THE MONSTER.

- Have a Mediator use Invitation (usually takes several tries) or anyone make use of Train. There's also a story battle where you can gain Boco the Chocobo.

Quick question... how exactly do you benefit from the secret clothes? The only way they work is if you don't act or move, so the wearer of the secret clothes is useless to your party, that is, unless you know something I don't.

- Secret Clothes raise Speed by 2, something no other armor can do. I don't use them but if you've used the level up/down trick a lot and have 999 HP without any equipment, you might want to use them. Secret Clothes and Germinas Boots is helpful for finding hidden items quicker because you can go straight to them though having to fight shorthanded may drive you nuts.

Is it possible to poach the Holy Dragon? If so, what are the common and rare items that you can poach?

- Reis cannot be poached.

I was wondering if you do master all the jobs if anything happens or if that character just masters them all and receives nothing for it.

- The game gives no bonus for mastering all jobs that I know of.

is there a way that you can get gafgarnion's dark knight class by equipping all his armor and changing his class to a priest or chemist then battling at the falls?

- No, there is no way to get the Dark Knight skills except through a Gameshark (and of course, Orlandu). The whole mess about taking his equipment and later picking up his crystal is false.

In chapter 4 why can't i master the squire ability with Ramza. I go into the learn ability screen and there are no abilities to learn but I am still not a master. Could you please tell me why this happens and what i have to do.

- Learn Ultima. The answer is elsewhere within this FAQ

i saw a reference you had to the level down trick... i would probably never use it, but i was wondering how it was done

- Step on a Degenerator trap as a class with bad stat growth and level back up as a class with better stat growth. FFT Mechanincs has the dirt on the stat growth of every class.

Just before the battle at Grog Hill, a wizard asks if you have read the Germonik Scriptures (In Chapter 3, after the battle in the library). My question is if answering yes or no the wizard in Dorte Trade City has any impact on the story or have any consequences?

- Your response only affects what the wizard (Malak) will say. It has no further impact on the story or game.

You refer to a FF Tactics battle mechanics guide. What is this and where can I get it? (on the web?)

- I first saw it at RPGamer but now that it's also at Gamefaqs (among other places), that's the place to go.

Can you dupe a bow? (can't see how, where it uses 2 hands already)

Yes.

I am just so curious on where you could find the materia(s) in the game

(not the materia blade!). the black, green blue and all the other rainbow colored materias.

- The materia are proposition treasures. If you complete a proposition and receive a treasure, it may be one of the four materia in the game. Materia have no use gameplay-wise except for treasure hunter status.

I have a few questions about FFT, its about... getting cloud... what if i did the pattern in the wrong sequence... like i get Beowolfe first then Reis then worker 8... but still i haven't bought the flower in the girl to be rescued later... would it still be possible to get Cloud this way?

- Yes. You'll be fine. After buying the flower, more of the sequence may be completed. See Recruiting Cloud section for more.

I have a gameshark code that gives me cloud in the beginning of the game. I was like "cool" but I tried him out and he has no will to fight. My question is.. Do I have to use the Chapter Four guide in order to "wake him up" or is there a way to get him to fight?

- I'm guessing you have to go through the subquest. If you used the Gameshark to get a Materia Blade and Cloud still doesn't do anything, I don't know how to help. Hey Gameshark owners, can you solve this one?

From Kelly Miller

"From what I discovered, the best way to get a workable Cloud near the beginning of the game is to NOT use the code for the first battle, go to the world map, hire men until the slot Cloud appears in is filled (I think it's 10 or 11), and then save, turn on the Cloud code, save and turn the code off. This should create a Cloud with normal stats.

The problem is that you can't use Gameshark codes to START with special characters (Cloud, Orlandu, Agrias, Beowulf, etc.); if you start the game with the codes active, you will get defective characters (0 stats, no names, etc.). The only way to fix this is to put a character into the corresponding slot BEFORE you use the codes. Then save and turn the codes off. The characters who were there before will keep their stats and gain the new classes."

From john gogo

The reason cloud doesn't wanna fight is because his speed is 1!! and i can't raise it, so i just don't use him, as a matter of fact, i actually killed him for a crystal, that's all he's good for unless you wanna waste time do just to a lotta damage every 50 turns.

Is the only battle that you get ultima the one with Celia Lede or whatever their names are the battle right before you fight elmador's zodiac form?? If so then what should i do because i kind of beat the battle fast before they could use it.

- That lone Ultima Demon at the third Morund fight is your sole hope of learning Ultima once past Limberry Castle. It won't be easy though as you need to survive the blast and Ultima Demons don't tend to use Ultima unless they can take someone down with it. Inflicting Confusion on it will help. You could learn Ultima is the final battle too but what good will that do?

is there any way to duplicate armors, helms, and accesories?

- Only one so far. See Zirekile Falls notes.

Okay, i have a question that i was wondering if you could answer. okay, you know how you can take jobs in the bars. well, two times i came back, and instead of finding bags of gil, the people would bring back something really strange. one time it was some sort of gun, and the other time it was a black cat statue. i'm not really sure what happens to them though, because they aren't in the item list... so if you could maybe give me an idea of what those are, i would be really happy. =) oh, and both those times, one of the people would say, "this job was easy having me around!" well, please try to tell me what those are. thank you!!

- Those are proposition Treasures and are kept in Brave Story under Treasures. What units say reporting a job signals how well suited a unit or group was to the job. (Strangely enough, "This sure was the right job" means the job went badly: an automatic redo for us perfectionists.)

Can you get a porky or Uribo in the random battles? If so, please tell where? I appreciate that. I need it to get all the items. Thanks.

- Uribos and Porkys can be found in a random battle at the bottom level of the Deep Dungeon (END).

I just read you FFT walkthrough. I completed the game 4 times and I still have no idea the importance of all the zodiac stones. Is there a reason that you should get all of them, I mean you have to go to the deep dungeon to get one of them, I was just wondering if they did anything except make a story for the game?

- Not sure how to answer. Optional Zodiac Stones that pop up in the Cloud quest are needed for Worker 8, human Reis, and Cloud but the reasons are story-driven and don't affect gameplay.

I only get a nagrarock, the so called gold escutcheon, and the ultimate javelin during the fight in Nelveska Temple. However I did not obtain the secret ninja sword --- Sasuke Knife. I know it isn't a good ninja sword, but it is the only secret stuff I haven't get. My question is how do I get the blade other than the fight in Nelveska and HORROR?

- Set the reaction ability Catch and find a high level Ninja. If you're lucky, it will throw one at you. If you catch it successfully, you'll keep it.

Is there a way to get Zalbag in your party?

- He is a guest in that one battle. Does that count? If you want him as a permanent member, too bad. It's not possible through normal gameplay. It wouldn't make much sense to the story either; fight the third battle at Morund and you'll see why.

I made Ramza a Samurai but it seems that I cannot use any of his samurai's spells. I equip Ramza with a Katana yet but that does not seem to work. Can you help me?

- To use Draw Out, you must have at least one katana of the same name not equipped on anyone.

i was doing the cloud side-quest, but i can't find the Nelvesta temple. Can you please tell me where it is?

- Listen to the rumor about the cursed island in Zeltenia Castle's bar. Nelveska Temple will appear on the world map.

It is said that each character gains 16% JP for each class that their teammates are. Meaning if you have a monk all the other characters get monk JP too. My question is, if I need to level up a... Time Mage for example, if I change all my characters into Time Mages will I gain Time Mage JP 5 times as fast for all the characters???

- You'll only gain JP for that job twice as fast. The explanation is long and mathematical so I'll leave it out unless enough people want to see it.

I can't seem to make the battle point Bervenia Volcano appear in order to get Cloud's Materia Blade. Is there some sort of requirements involved to make it appear?

- Bervenia Volcano appears on the map at the start of Chapter 4. It's right below Riovanes Castle.

What magic spell does the most damage on all of the different types of chocobos?

- Chocobos have no elemental weakness so I'd go with Holy. Meteor does do more damage. Slow as heck to cast without Short Charge though.

Are there anymore secret characters besides Beowulf, Reis, Worker 8, and Cloud.

- I guess the Byblos counts as a secret character. You can recruit him after defeating Elidibs at the bottom of the Deep Dungeon.

i poached a red dragon and went to the fur shop. i get there and the guy says, "what do you want?" "i have nothing to sell". my question is wtf?!?! so i went out and poached some more monsters, still the same message and i cant even open the buy sell menu. HELP! please!

- One of your units (other than the Byblos) needs to set the Secret Hunt support ability when entering the fur shop.

is it possible to invite an ultima or archaic demon into your party? i tried it on the archaic demon in the battle where you save reis (holy dragon) and it has a percentage but when i tried a lot of times they all missed.

- It shouldn't be possible at all but there's a possibility that some copies of the game were shipped where this is possible. There's also a possibility that Gameshark hacking altering the disc.

I was wondering if you knew anything about the little airship mini-game that comes with finding the Germonik Scriptures. I thought I read somewhere that if you read it, sometimes there's a little game with an airship.

- I've read about this too. In the Japanese version of FFT it's a book recieved as a proposition treasure that allows you to play this mini-game. It's not the Germonik Scriptures. This feature is nowhere to be found in the American release.

Hi! I been playing FFT for a long time and found out about the Escutcheon II and the Javelin II. The sad part is, I was already past the battle at Nelveska Temple and restarted the game. Anyway, I got to that part in the game and climbed on the pillars and what did I get? A crummy Escutcheon and a crummy Javelin! I was just wondering if those items REALLY existed and if I was doing

anything wrong.

- Two possibilities: First, the game uses the same name for these as their weaker counterparts. They have very different stats though; if unsure, bring a Lancer with Equip Change to check the stats during the battle. If you actually got the crap versions, employ the oft-repeated rule about item-finding. Lower brave means a better chance of finding the good item.

When you talk to Boco in the screen where you can change equipment, jobs, et cetera, he just sleeps, but "it seems like I've met him before" Is that just saying that he's a Zodiac Brave or what?

- Boco stays a Chocobo the whole game. There are two things the quote could refer to. Boco fights with Wiegraf at the Windmill Shed in Chapter 1. He's also in Final Fantasy 5 as the main character's Chocobo.

I want to know two things. One, is the vanish mantle. Where exactly is it? I go with move-find to the top of Germina's Peak but I only got an Ether. Can I only get it on my first try or something? Second, can i "breed" those other 2 beasts from a Uribo? Or can I only breed one and get the other from it?

- Top of Germinas Peak it is. If you get an Ether, you can't get the Vanish Mantle unless you reset and try again. I'm quite sure you need the second level monster to breed the third level one.

is it true that a chameleon robe can absorb wiegraf's attacks inside riovanes? i thought holy sword skills where non-elemental based attacks)

- You thought right. However, a quirk in the AI makes it treat Holy Sword as if it were Holy elemental. Thus, the AI will never directly target someone that can absorb Holy.

One hidden bit of information I found on the web has been driving me insane. It said that if I aged Ramza to 70 years old his image would change. Then it would change again at 170 years old. Is this true? Also, is it possible to get Aeris in your party?

- No to both.

There are a few propositions where when you come back, the bartender says something about you becomming "adventurer lv. 1" or something like that. Does that mean anything? Is that relevant at all?

- Treasure hunter and adventurer levels refer to a portion or fixed number (doesn't matter which since the number of proposition Treasures and Unexplored Lands is fixed) of Treasures and Unexplored Lands you have found from doing propositions. No other gameplay significance.

Can you recruit a guest character in a random battle?

- Generally, any units that start as a guest can not be recruited. Once, I recall having a chance to recruit a guest Red Panther at Mandalia but that instance has not repeated itself.

Hey I have a quick question. I am completely lost when it comes to the distribution of job points. It seems almost random, (although I know its not), and Im trying to figure out how to determine where each of these points is going.

- From the BMG:

JP are doled out according to this equation:

$$JP = [(8 + (\text{JobLevel} * 2) + [\text{Lv} / 4]) * M]$$
 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.

i have gotten stuck at the roof of riovanes castle several times. i cannot seem to get past this battle... is there a trick to it?

- If a unit on your team has low enough HP, it will lure one or both Assassins into focusing on that unit instead. Since this often involves removing armor, it's frequently called the Naked Strategy. Bringing one enemy to 20% HP or below will cause the opposition to flee.

if i rememebr correctly (correct me on this before goin further) you don't have to take ramza on random battles? if you don't, will the opponents be of the caliber of the party you do field, or will they still be based on ramza?

- Ramza can sit out random battles. The enemy levels are based on the highest levelled unit on the formation screen (guests included).

- Credits

FFT Battle Mechanics Guide: It helped my game a lot and provided a lot of information that helped me write this.

Notti: Item duplication cheat, trick with Angel Song, some tips for Lionel Castle Gate and Colliery Underground Third Floor, some info on Reis, some other useful information that resulted in changes

ErgGibbon's FFT FAQ: info on Reis, some info on the Cloud sidequest.

Dragon Fogel: Trick where you steal Gafgarion's equipment at Zirekile Falls to duplicate it

coco go: Some info on dealing with undead, reminding me to put in the beginner's trick for Gafgarion at Zirekile Falls (though I like the other one better), two character setups, some battle tips

Dragoon Kain: Miscellaneous tidbit about Wiegraf with Beowulf's outfit

Richard Rouse: Lots of (if not all) information on Transperency and ways to use it.

John Miaso's FFT Help Files: Info on when Ultima Demons will cast Ultima

Xero: the first to tell me of the tough battle at Germinas Peak

? RPGuy ?: The samurai swarm in Yuguo Woods.

JoeDax27: Location of the fourth treasure at Bervania Volcano.

Jay: Tip on riding guest Chocobos

thunderstruck9: List of High Faith/Low Brave warnings and parting shots

Lionthalanas: a high faith warning quote

Kevin Nance: a character setup

Ry: confirming for me that Fly negates falls damage. Also came up with a solution for the low injured challenge.

ChocoCid: For informing me about the fake death strategy as well as one of the drawbacks.

James: Provided info on the Beowulf/Wiglaf (Wiegraf) connection

Hyzaku Genji: More info on the Beowulf/Wiglaf relationship

MalcolmMasher: High faith and low brave quotes for Holy Dragon Reis

Town Knave: Job levels of story battle opponents

All the people who send me questions.

Several people for politely pointing out various mistakes I make.  
Anyone else who deserves credit not listed above  
(It's too easy to forget someone.)

- Contacting me

E-mail address is at the top. Feedback, suggestions, corrections, contributions, etc... go there. Before sending me anything that you think should be here, know what I will not add.

Walkthroughs: Plenty of those out there. There isn't a need for another. I'll take battle strategies as long as their not well-known, are unusual, or are fun.

Equipment lists: Been done numerous times. Common knowledge by now.

Deep Dungeon stuff: Same reason as walkthroughs. Again, only unusual stuff will be considered.

Mechanics information: Send it to FFT Mechanics Guide I only put in mechanics things I find on my own.

The Auto-Potion trick or the old item duplication thing: Both are quite well-known and the old duplication thing is obsolete.

Hidden item information for any map other than the four I've listed: Prima's guide does a better job than I ever could, a few FAQs already have it, and everyone and her cousin has covered the Deep Dungeon.

Gameshark codes: Not every player has one; I don't have one; and I do not believe in cheating to play FF Tactics. Information discovered with the help of Gameshark is welcomed. I just won't print codes.

Poaching lists: Many good poaching lists exist at Gamefaqs and many more are floating around the Net. However if people want to see what I consider worthwhile to poach, I might put my recommendations in.

Don't e-mail me about turning Ramza into a Dark Knight or any other classes that don't exist. Dark Knights, Heavenly Knights, Sorcerers, Mog as a hidden character, and such are all false rumors.

Other suggestions and contributions are fair game for now. That about covers it.