

Final Fantasy Tactics Special Character Guide

by Actionrat

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Final Fantasy Tactics Special Character Guide

By: Dan Isbell (a.k.a. Actionrat)

E-mail: actionrat@aol.com

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1. Contact Info

If you have any questions, corrections, advice, or input regarding this guide or FFT in general, feel free to e-mail me at <actionrat@aol.com>. You can also use AIM to contact me <Actionrat>. I can't promise a quick response to e-mails, but you will get one eventually (I promise!).

2. Intro

Well, here it is! The long-awaited, highly anticipated Special Character Guide! Ahem. This all started out a while ago with another one of those 'How do I make Mustido not SUXX?' sort of topics. Ryan suggested the creation of a guide to help FFT players with Agrias. I thought that was a great idea and got to work. I decided I would cover all the special characters, but there is already an excellent guide for Rafa and Malak, and Sword Seraph has the side-quest characters covered in his guide. So, that leaves me with Agrias, Mustadio, Meliadoul, Orlandu, and Ramza. This guide was created with a huge amount of input and help from posters at the FFT Message Board at gamefaqs.com, so you should all check that out sometime (like now). There is no other guide out there that covers these characters so extensively, so enjoy!

3. Agrias

Agrias Character FAQ

By Dan Isbell, copyright 2002

Date Began: 8/6/02

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*****79 Character Check*****

1. Introduction

Its been five years since Final Fantasy Tactics came out, and there is no FAQ dedicated to Agrias Oaks, one of my favorite characters from FFT and one of the most balanced ones. With an increasing demand for an Agrias FAQ and FAQs for other characters from the FFT Message Board at GameFAQs.com, I decided to get one out there. Agrias is needy of an FAQ because although she has great skills, she has relatively (to Orlandu) poor stats. This FAQ is designed to help the average player develop Agrias into a more powerful and useful character than she is typically thought to be. Also in this FAQ you'll find background information, stat information, and ability info.

This FAQ cannot be credited entirely to me. I've received a large amount of input from several posters at the FFT MB, all who are credited where credit is due.

2. Background

Name: Agrias Oaks Quote: "Evanescence... What a sad word....."

Birthdate: June 22 (From Notti's Deep Dungeon Guide+)

Zodiac Sign: Cancer

Base Job: Holy Knight

Job Description: "Devoted knight baptized by the church. Draws 'Holy Sword' skill from the weapon under divine protection of God"

Profile: Agrias is the level-headed protector of Princess Ovelia. She firmly believes in the code of knighthood, as seen when Ovelia is kidnapped and Agrias vows to rescue her. Lady Oaks generally doesn't express emotion; she instead prefers to focus on the task at hand. Despite that, Agrias seems to be quite thoughtful on the inside; just look at her quote. I suppose if one word had to be used to describe Agrias' personality, it would have to be loyal. First loyal to Ovelia, then to Ramza and his cause.

History: Agrias is a Holy Knight under the order of the St. Konoe Knights, who are based out of Lesalia and charged with the protection of the royal family. Being only about five years older than Ramza, she has moved up in that order fairly quickly to a position of leadership and great responsibility. After the death of King Omdolia, Agrias is assigned to protect Princess Ovelia due to escalating tensions between Goltana and Larg. Agrias first meets Ramza when he, Gafgarion, and Rad are hired to assist in escorting Princess Ovelia from Orbonne Monastery. When the monastery is attacked by the Nanten, Agrias, with the help of Lavian and Alicia, join with Ramza's group to defeat the attackers. However, the attack was a diversion which enabled Delita

to kidnap Ovelia and get away clean. Devastated by the kidnap and her failure in performing her duty, Agrias vows to rescue the princess. Ramza asks to accompany, motivated by his desire to find out what Delita is up to. The group fights their way east to Zirekile Falls, where Delita and the Princess are attacked by Hokuten knights. Gafgarion betrays the group for monetary reasons, leaving Agrias, Delita, and Ramza's group to protect the princess. After successfully doing so, Delita leaves Ovelia with Agrias, who decides to take her to Lionel to seek the Church's assistance in protecting Ovelia. Along the way, Agrias assists Ramza in saving a young engineer named Mustadio. When the group reaches Lionel, Agrias decides to stay there with Ovelia and Ramza heads of to Goug with Mustadio. While Ramza is away, Agrias and Ovelia are taken prisoner by the Church. Agrias is able to escape, but without the princess. Ramza finds her in Barius Valley with Church troops hot on her tail. Ramza is able to save Agrias, who then joins Ramza because she is convinced by his actions that he can be trusted. The rest, they say, is history.

3. Stats

To be straight-to-the-point, Agrias' stats are pretty crappy when compared to the likes of Orlandu and Reis. Her Holy Sword skills are dependant on PA, which she lacks. However, her MA is pretty good for a physical class, so MA based secondaries like White Magic and Draw Out will be fairly effective in her base class.

Move:3

Jump:3

Class Evade: 25%

Inherents/Immunities: immune to Invite (Aerostar's Battle Mechanics Guide)

Equips: Swords, Knight Swords, Shields, Helmets, Ribbons, Armor, Robes, all accessories.

Zodiac Compatibility: Good-Pisces, Scorpio Bad-Libra, Aries
Best/Worst-Sagittarius

Class Multipliers (credit to the BMG):	HP	MP	PA	MA	Spd
	140	100	100	100	100

Class Growth (also from the BMG):	HP	MP	PA	MA	Spd
	10	11	50	50	100

Level 99 stats (levels 1-99 as Holy Knight):	HP	MP	PA	MA	Spd
	406	141	11	14	11

Agrias' Move and Jump of 3 is pretty standard for many job classes. Her Class Evade is excellent; it's the same as a Thief.

Agrias has decent equipment options. Basically the same as a generic Knight, but the fact that she's female gives her advantages over Orlandu and Beowulf.

Not too much to say about her Zodiac sign. Eventually I'll list characters that she is Good, Bad, or Best/Worst with.

Considering Holy Knight to be a physical class, Agrias has great HP, good MP,

slightly below average PA, good MA, and average Spd multipliers. As far as growth, where lower numbers are better, she has good HP, slightly above average MP, slightly below average PA, average MA, and average Spd. Her level 1-99 stats aren't too impressive for a special character, but aren't too bad. HP is good, so is MP. PA is P-U, while MA is good. Spd is average, the same as most generic classes and some special ones. If you want to use Holy Sword effectively, you don't want to level up as a Holy Knight, but more on that later.

4. Abilities

As a Holy Knight, Agrias uses the Holy Sword techniques. Each one of these techniques requires that Agrias be equipped with at least one sword (they don't call it Holy SWORD for nothin', you know). These abilities are instantly cast and each has a 20% chance of causing a negative status effect on the target. None of the abilities have elemental property, UNLESS the weapon equipped (in the top hand) has one. Ex., using an Ice Brand with Holy Sword skills will make the skills Ice elemental. Perfect for Goblin extermination :). If you use Two Swords as a support, the WA of the weapon in the top hand will be used in the damage equation, even if its not a sword. Ex., using a Morning Star in the top hand and a Rune Blade in the bottom will put the Morning Star's 16 WA in the equation.

Note: All the formulas and ranges in this section are from Aerostar's BMG.
Praise him like you should. :)

Holy Sword description: "Holy Knight Job command. Beats enemies with holy secrets of the weapon."

Formula for

Holy Sword attacks: $PA * (WA + K)$, where K is a variable assigned to each ability
 For Good compatibility, $(PA + [PA/4]) * (WA + K)$
 For Bad compatibility, $(PA - [PA/4]) * (WA + K)$
 For Best compatibility, $(PA + [PA/2]) * (WA + K)$
 For Worst compatibility, $(PA - [PA/2]) * (WA + K)$

Ability:	Jp:	K:	Added Effect:	Range:
Stasis Sword	100	2	Stop	2/2v0 (2 panels away, + radius, no height tolerance)
Split Punch	400	3	Death Sentence	3v2/1 (3 away and 2 up/down, 1 panel radius)
Crush Punch	500	2	Dead	3v1/1 (3 away and 1 up/down, 1 panel radius)
Lightning Stab	700	4	Silence	3/2v1 (3 away, + radius, +/- 1 height tolerance)
Holy Explosion	800	5	Confusion	4dir/5 (5 panels straight in 4 directions, +/- 2 height)

Stasis Sword: The basic Holy Sword skill. It's power is nothing to scream about, but it can hit multiple targets and the added effect is very nice. This skill will tide you over until you get the Jp for Lightning Stab.

Split Punch: This is the black sheep of the Holy Sword skillset. You can only target one enemy, and the added status is Death Sentence. Whoop-de-doo. It is more powerful than Stasis Sword, so only use it if Stasis Sword can't finish off an enemy.

Crush Punch: Not a bad ability. Its range isn't great, but the added status

is awesome. If you can't kill an enemy outright with Lightning Stab or Holy Explosion, or if you're in a tight spot and need to make some quick kills, take a chance with Crush Punch. This one has the same power as Stasis Sword, so only use it when you can't target multiple enemies.

Lightning Stab: The cream of the crop when it comes to Holy Sword skills. Range, power, multiple targets, this one has got it all. Silence is usually a good thing in Tactics, but in this case it has no point. Why, you ask? With the help of this guide, you should have no problem KILLING mages in one hit, so silence is kind of redundant.

Holy Explosion: No other Holy Sword skill matches Holy Explosion in power. It also has a nice status effect in Confusion. There's nothing funnier than seeing a recently criticaled Dark Behemoth go and kill a Morbol :) The only thing hurting this skill is range. You can hit several targets at once, but they have to be lined up. Holy Explosion also lacks the vertical range of Lightning Stab, putting it in second place.

5. Setups

This section is the meat of the guide. Here you will find a variety of setups for almost any situation. Each of these setups has been chosen for inclusion because it can do exactly what it was designed to do better than similar setups, giving you an optimized Agrias to destroy things, assist your party, or fit a certain theme. Some setups may be refined from several others to yield the best results. Credit is given where its due for each setup, so be sure to thank whoever created the setup you use when you see them on the message board.

Note: All setups and commentary on them are by me unless otherwise indicated.

a. Chapter 2 Setups

Chapter 2 is when Agrias joins your party, right after you save her in Barius Valley. These setups are designed to be easily accessible because you haven't had a whole chapter and a half to train her. On sort of a side note, make sure to bring Agrias to the Golgorand Execution Site battle to get a little extra in-battle dialog.

Holy Knight

Holy Sword	Coral Sword
Item	Gold Shield
Weapon Guard	Cross Helm
Gained Jp-UP	Gold Armor
Move +1	Battle Boots

This setup is designed to be used once you get Agrias as a permanent member of your party. Item is there to assist the party and to get easy Jp. The way that works is kill all but one enemy and then start attacking eachother. When people start getting low on health, have Agrias use regular Potions on them for easy Jp. Weapon Guard is there from shared Knight Jp, but it's not a must have in this setup. Gained Jp-UP is there to help you master Holy Knight as fast as you can so you can move on. Move +1 is for added mobility, as are the Battle Boots, because Agrias only has a move radius of 3. The rest of the equipment

is the best that money can buy, and the Coral Sword will make wasting Squids a piece of cake for Agrias.

Knight

Battle Skill	Coral Sword/Blood Sword
Holy Sword	Gold Shield
Counter	Cross Helm
Attack Up	Gold Armor
Move+1/2	Battle Boots/Power Wrist

Now that you've trained Agrias a little, try this setup, which makes Agrias into a powerful attacker. Knights have good PA, which helps Holy Sword. If you've spent some time as a Monk, use Counter (this is really lethal if you've got the Blood Sword). Use Attack Up if you've trained as a Geomancer; it boosts your Holy Sword skills. Move+1 (2 if you have it) gives Agrias more mobility. As far as the equips go, the shield, helmet, and armor are the best that money can buy. If you were crafty enough to steal the Blood Sword from Gaffy at Golgorand Execution Site, then give it to Agrias to make her a self-sufficient killing machine. Otherwise, stick with the Coral Sword. Only equip the Power Wrist if you've learned Move+2 because extra movement>1 point of PA at this stage in the game.

Geomancer (with input from trampoline)

Elemental	Coral Sword/Blood Sword
Holy Sword	Gold Shield/Mythril Shield (if you want Magic Evade)
Counter (Flood)	Green Beret/Headgear
Attack Up	Wizard Robe/Brigandine
Move +1	Wizard Mantle/Diamond Armllet

This is a great Chapter 2 setup if you've gone to Geomancer as fast as you could and did a little training. This setup also makes Agrias into a powerful attacker, but this time with some more range. Geomancers have good PA and equipment options, making them popular for Agrias setups. If you don't have the Blood Sword or didn't pick up Counter from the Monk Class, use Counter Flood. Counter Flood is an underrated little reaction ability that counters any physical attack with geomancy, regardless of whether or not you know the spell for the ground you're standing on. Attack Up boosts Holy Sword, as stated above. Equipment-wise, you have a couple options here. If you have the Blood Sword, then by all means use it. If you've got the need for speed, grab a Green Beret; or power up Elemental and Holy Sword with the Headgear (PA+1). I recommend equipping the Wizard Robe to power up elemental further, but if you need the HP, go with the Brigandine. The Wizard Mantle is there to power up elemental even further (how much farther can it go?!) and provide a little more evade, while the Diamond Armllet does the same except adds some oomph to Holy Sword at the sacrifice of evade.

Priest

White Magic	Coral Sword/Blood Sword (if someone else isn't using it)
Holy Sword	nothing
Weapon Guard	Triangle Hat
Equip Sword	Wizard Robe
Move+1	Diamond Armllet

Okay, I know what many of you are thinking: Agrias as a Priest! What the hell?! Just calm down a second and let me explain myself. Okay, are we ready? Good. Out of all the mage classes, Priests have the best PA and HP, so Holy Sword doesn't suffer too badly (in fact, Priests have roughly the same PA as

the Holy Knight). Priests also have a high speed multiplier. This setup focuses on versatility over power. Agrias can still inflict some pain and finish enemies off with Holy Sword, but can also heal the party and provide some tenacious D-efence with White Magic. Since you spent some time in Knight to get Equip Sword, you may have picked up Weapon Guard, which will add a little evade. If not, pretty much anything will work (try Counter Flood if you've got it). The Blood Sword isn't necessary in this setup because Agrias should be using Holy Sword for offense, so the Coral Sword is fine if someone else needs the Blood Sword. Triangle Hat is to boost MA and MP (Priest have good speed, so you don't really need the Green Beret); the Wizard Robe also boosts MA. The Diamond Armband is there to help both skillsets (+1PA/+1MA). Give this one a shot, you might be surprised.

Holy Knight- by trampoline

Holy Sword	Blood Sword
White Magic	Mythril Shield
Counter	Cross Helm
Defense Up/Attack Up	Wizard Robe
Move + 1	Battle Boots

With Counter and a Blood Sword, she'll be able to heal up most of the damage that she's been dealt. I chose the Mythril Shield over the Gold Shield because of the extra Magic Evasion (Gold Shield doesn't have any). Gafgarion's Cross Helmet gives the most HP. Wizard Robe for a little boost in MA and MP since her HP is already pretty decent. With Battle Boots and Move + 1 she has a move of 5 so she should be able to catch up to any unit.

Spend a little bit of time in Priest to learn a few of the basic spells like Raise, Cure 2, Esuna, and maybe Protect & Shell/Wall. Oracle should be opened up after some of the training and you can get Defense Up if you want Agrias to be a more Defensive Support unit, or you can train a little bit more in Monk to open Geomancer and get Attack up for a more Offensive unit.

My thoughts: This one is similar to my Priest setup, just switched around a little bit to provide more offensive firepower. If you don't like the Priest setup, don't rule this one out yet. The higher HP and the Blood Sword will let Agrias get in the thick of things without worry.

b. Chapter 3 Setups

By the time this chapter rolls around, Agrias should be trained sufficiently to move into some higher-tier jobs and have learned some more expensive abilities, and these setups reflect that. By now you should also have raised Agrias' brave and faith. Also, with the opening of Fur Shops, you'll have access to some rare equipment like the Chantage and Defender. If you haven't gotten any of the rares yet, substitute them with something similar (like a Platinum Sword for a Defender).

Ninja (with input from trampoline)

Throw	Flame Whip/Morning Star
Holy Sword	Platinum Sword/Blood Sword
Speed Save/Counter	Twist Headband
Equip Sword	Power Sleeve
Move +2	108 Gems/Chantage/Germinas Boots

Here's a speedy Agrias that can inflict some serious pain in Chapter 3. Using the Flame Whip in the top hand will give you Fire elemental Holy Sword skills, perfect for offing the undead. The 108 Gems boosts the power of the Flame Whip and your Holy Sword skills, and with Blood Sword counter, you shouldn't worry about dying too much. If you want to use Speed Save, I'd recommend also using the Chantage to prevent dying from being a problem. Once you get a Morning Star you won't need the Gems, so try equipping Germinas Boots. Those, along with Move +2, will give Agrias a Move and Throw range of 7 each, combining for a total range of 14! To make her two sworded attack more powerful, consider a Platinum Sword; however you will lose the healing.

trampoline's comments: Ninx0r. Speed and Power. ph33r.

Geomancer- a mix of setups by trampoline and trcl1986, put together by me

Elemental	Platinum Sword/Blood Sword
Holy Sword	Aegis Shield/Diamond Shield
Blade Grasp/ Counter (Flood)	Twist Headband/Green Beret
Attack UP	Power Sleeve
Move +2/Teleport	Bracer/Diamond Armllet

trcl1986's comments: With this set-up she will be able to do tons of damage with Holy Sword, im talking 300+ damage in Chapter, assuming she is around Level 35 or so at this point.... her elemental will give her extra long distance when needed to take out a weaker, injured enemy. Blade Grasp will help evade physical attacks, and with Aegis Shield, she should be able to avoid 50% of the attack magic thrown at her, which is vital because of her high faith to also allow her to be hasted, shelled etc....

trampoline's comments: PA!

My comments: trcl1986 and trampoline both posted powerful but quite similar setups, so I decided to put them together. This setup focuses on boosting PA, and it shows. Choosing the Twist Headband, Power Sleeve, and Bracer give a total of +7(!), and Attack Up increases PA by a third. Use Blade Grasp if you want the Magic Evade and +1 MA of the Aegis Shield, otherwise use Counter or Counter Flood if you equip the Diamond Shield. You can equip the Blood Sword if you want, but it only has a WA of 8, meaning your Holy Sword attacks will suffer. If you need the extra speed (maybe for the Rooftop battle) use the Green Beret, and if you want to boost both sides of the Elemental equation use the Diamond Armllet. As far as movement abilities go, its just a matter of personal preference.

Holy Knight- by trampoline

Holy Sword	Diamond Sword
White Magic	Diamond Shield
Regenerator	Diamond Helmet
Defense Up	Diamond Armor
Move-HP-Up	Diamond Armllet

Shiny.. and pretty effective.

My comments: Another solid setup by tramp. This is a very defensive Agrias who will likely play the role of support instead of frontline attacker. My only suggestion for this setup is to equip the Platinum Sword, Platinum Armor, and Circlet when they become available. Still, having all Diamond equips is pretty bling-bling:). Word.

Knight

Battle Skill	Defender/Platinum Sword
Holy Sword	Diamond Shield
Abandon/Hamedo	Circlet
Attack Up	White Robe
Move +2	Bracer/Dracula Mantle

This tank is basically an upgraded Chapter 2 Agrias. If you've poached Defender, give it to Agrias to enhance her Holy Sword skills. If not, a Platinum Sword will do just fine. For story battles, go with Hamedo and a Bracer; for random battles use Abandon and a Dracula Mantle. The White Robe is there for magic defense. You can substitute Move +2 with Teleport if you'd like. With this setup, you should be able to do close to 300 damage if you have ~14-15 PA and with the reactions, not a whole lot is going to hurt you.

Monk

Punch Art	Platinum Sword
Holy Sword	nothing
Counter/HP Restore	Barette
Equip Sword	Power Sleeve
Move +2	Bracer

Punch Art is the reason this setup was created. I needed to find some way to get Punch Art on Agrias and make it strong, and this is the best way I've found to do it. Punch Art gives you some added range with Earth Slash and some HP/MP restoring capabilities with Chakra. You can choose between Counter and HP Restore if you want a little more offense or defense, respectively. The Bracer boosts both skillsets. A nice thing about this Agrias setup is that if your sword gets broken, she's still very potent on offense. Oh yeah, Monks have MAD PA, which is always good for Lady Oaks.

Holy Knight- by trampoline

Holy Sword	Defender
White Magic	Aegis Shield
Weapon Guard	Barette
Attack Up	White Robe
Move + 2	Salty Rage

Poach a Defender(Taiju), a Salty Rage(Red Dragon), and take Alma's Barette(Red Chocobo). You'll have to do a bit of breeding to get these though since they don't usually appear until later. You can also get a Chantage(Porky) and Ribbon(Wildbow) if you're willing to breed the pig at Zigolis.

Defender's high weapon evade will be sufficient to fend off the majority of physical attacks and with the Aegis Shield you'll be able to ward off magical attacks as well. Salty Rage and White Robe will soak up attacks that do manage to get through your defense and the Barette(Ribbon) will protect you from most (all) status. Early defensive unit.

Thief/Archer- by trampoline, with a little input by me

Steal/Charge	Platinum Sword
Holy Sword	Diamond Shield/Flame Shield (Archer ONLY)
Speed Save	Green Beret/Twist Headband
Equip Sword	Power Sleeve
Move +2	Bracer

Decent speed/power set-up.

Also a good set-up for Archers, except they can equip shields.

My comments: Pretty good setups that will carry you until Ninja is unlocked. With the Archer's ability to equip shields, you have a pretty strong Agrias.

c. The Rest of the Game

Here's where we can finally let Agrias loose to wreak some serious havoc. With all of the rare equips you can get in Chapter 4, Agrias can easily be the most powerful attacker on your team. If you don't have some of the rare equips seen in these setups, substitute them with something similar (i.e. if you don't have the Grand Helmet yet, use a Crystal Helmet). In these setups you'll also see Teleport or Move +2. Use whichever you prefer, but I'd recommend using Teleport in the Deep Dungeon and on other maps with a lot of height variation (like Zirekile Falls), and use Move +2 on more level maps (think Mandalia Plains).

Geomancer- by R y a n, also submitted by thatguyagain

Elemental	Ice Brand
Holy Sword	Kaiser Plate
Abandon	Twist Headband
Attack UP	Power Sleeve/Robe of Lords
Teleport	Bracer

R y a n's comments: Be ready for a world of hurtin' as she gets +7 PA to her skills, plus another 25% boost after that thanks to the Kaiser Shield (46% P-EV, 20% M-EV) coupled with the Ice Brand, and another 33% boost thanks to good ol' Attack UP. It's just a shame that Elemental is just there as a novelty now. ;_; So the only downside to this setup is she's a one-trick pony. But she's no pony. More like a wild stallion mowing over anything in her path. ;)

Before this time you'll probably be using the Aegis Shield with Abandon as a reaction, and 108 Gems as the accessory instead of the Bracer. Still good, still good. =D That was my first ultimate setup with Agrias, until I discovered that Holy Sword could be boosted with that good ol' Ice Brand. You may even want to swap in the Black Robe for the Power Sleeve and use a Bracer instead. It's all a matter of the math, I think.

Fun with thought put in to it, and without it being handed to you is such a rarity these days.

Geomancer- by CloudStrifeSOLDIER

Elemental	Ice Brand
Holy Sword	Aegis Shield
(Anything, but I like HP Restore)	Flash Hat
Attack UP	Black Robe
Move+2	Genji Gauntlet

Good, solid Agrias. Sure, her PA isn't all that great, but it's good enough to have Holy Sword used regularly. This Agris isn't meant to be cheap. She's meant to be strong, but to a degree. A low degree. but still.

My comments: Not as powerful as the previous setup, but instead able to use Elemental more effectively.

Knight- by Xshortguy007

Br. 97 Fa. 84

Battle Skill	Chaos Blade
Holy Sword	Chaos Blade
Blade Grasp	Ribbon
Two Swords	Robe of Lords
Move +2	Setiemson

My comments: Ahh, the power of cheese :) Lots of power here. Use either Holy Sword or your dual Chaos Blade attack if you're up close to make quick work of just about anything.

Samurai- by R y a n

Draw Out	Ice Brand
Holy Sword	nothing
Auto-Potion/Damage Split	Crystal Helm/Ribbon
Equip Sword	Black Robe
Teleport	Bracer/Genji Gauntlet

This Agrias is not as strong as her Geomancer and Ninja equivalents, but she gets the job done. The question "do you want HP or status protection?" comes up when deciding which headgear you like more. Likewise, "do you want more MA for Draw Out, or a little extra boost in your Holy Sword attacks?" is asked when choosing between Bracer and Genji Gauntlet. Depending on your HP levels and how lucky you feel, take Auto Potion or Damage Split. Damage Split is a little out of the way for a physical class, but it is nice to have at your disposal. Else, you can always just resort to Blade Grasp, which seems to be a safety net, fitting for pretty much all setups in a way. Holy Sword isn't going to be nearly as brutal as a part of this class, though the Bracer and the 25% boost the Ice Brand + Black Robe gives you, and the nice amount of PA the Samurai has is nothing to sneeze at.

Ninja- by R y a n

Throw	Scorpion Tail
Holy Sword	(any sword)
Auto Potion	Thief Hat/Twist Headband
Equip Sword	Power Sleeve
Teleport	Bracer

This Agrias is rather boring, but at least she's fast, and strong, so she gets the job done. The 23 PA from the Scorpion Tail is what will be used in the Holy Sword attacks, despite what sword you use. So, your possibilities are many for what sword you can equip. Nagrarock might give you a little fun, if you feel the need to really add insult to injury after your two-sworded physical attack. Or, you can just opt for a Rune Blade for all out power. Swapping out the Bracer for a 108 Gems will allow you to use an Ice Brand which will be much stronger on a regular attack. Unfortunately, you cannot use the Scorpion Tail trick and the elemental boost at the same time. It's only one or the other. You must choose between moving faster and doing more damage when deciding between the Thief Hat and Twist Headband. Most FFT vets will tell you Speed is better and the +2 PA from the Twist Headband becomes negligible. Your choice. :)

My comments: You'll probably want to equip either the Rune Blade or Blood

Sword in the second hand. Also, I'd recommend using Move +2 instead of Teleport to increase Throw range.

Holy Knight- by trcl986

Holy Sword	Rune Blade
Draw Out	Rune Blade
Blade Grasp	Grand Helmet
Two Swords	Robe of Lords
Move +2	Genji Gauntlet

She will still be able to cause okay damage with Lighting Stab, I'd guess around 300 damage, which is good to clean up already damaged enemies, but also, she can use draw out, to aid allies, heal herself, and also damage the enemies if they are really cluttered around her, a good all-around set-up.

Holy Knight- a mix of setups by Wicked Souls and CloudStrifeSOLDIER, put together by me

Holy Sword	Chaos Blade
Math Skill/Time Magic	Excalibur
Blade Grasp/Sunken State	Grand Helmet
Two Swords	Robe of Lords
Move+2/Teleport/Float	Chantage/Setiemson

Wicked Souls' comments: Super Cheezemeister:...Setiemson(YAY!)/Chantage(BOO!).
.. And don't forget about elemental Holy Sword attacks. If you equip an Ice Brand or Coral Sword as a Holy Knight, your Holy Sword attacks will be Ice-element or Thunder-element respectively. You can double the amount of elements available by making Agrias a Ninja/Squire and giving her Equip Sword/Two Swords, then put a Flame Whip or Air Knife in one hand and a sword in the other, and your Holy Sword attacks will be Fire-element or Air-element! It's too bad you can't use Two Swords with a Holy Lance, or the descriptions would be true about the elements...

CloudStrifeSOLDIER's comments: The reason for Flaot is, with Float, she has the possibility of having every positive status effect.

My comments: The options furthest to the left are the cheeziest. This is a very powerful setup, even if you use the watered-down version.

Knight/Holy Knight- by superaileman

Battle Skill (holy sword)	Ragnorok
Holy Sword {White Magic}	Save the Queen
Blade Grasp/Regenrator	Ribbon
Two Swords	Maximillion
Teleport or Move +2	Setiemson

Status protection, haste, shell, Transparent, Decent hp, and it lets you save your chaos blade/robe of lords for orlandu.

"Eh, soggy, passed around Power Set-ups"- by trampoline

Knight

Br 97, Fa --

Battle Skill	Chaos Blade
Holy Sword	Escutcheon II

Abandon	Ribbon
Attack Up	Robe of Lords
Move + 2/Teleport	Setiemson

Holy Knight

Br 97, Fa --

Holy Sword	Excalibur
Draw Out	Aegis Shield
Blade Grasp	Ribbon
Magic Attack Up	Wizard Robe
Move + 2/Teleport	Red Shoes

Holy Knight

Br 97, Fa 94

Holy Sword	Excalibur
Math Kills	Aegis Shield
Blade Grasp(1)/Damage Split(2)	Ribbon
Magic Attack Up	Wizard Robe
Teleport	Sprint Shoes(1)/Chantage(2)

My comments: All of these setups have been around for a while and involve three things: 1)are very well-known 2)are very hard to hit/immortal 3)possess large amounts of cheese-driven power.

Priest

White Magic	Rune Blade
Holy Sword	nothing
Blade Grasp	Twist Headband/Thief Hat
Equip Sword	Robe of Lords
Move+2/Teleport	Genji Gauntlet

This Agrias is versatile and powerful without being cheap (OK, so Blade Grasp is kinda cheap, but 2 Choco Meteors will take her out). Holy Sword provides the offense and White Magic provides the support. The equips boost both PA (+6) and MA (+5), making up for the Priest's not-so-ideal stats.

d. Theme Setups

These setups are mainly Chapter 4, but aren't really the most effective setups to put Agrias in. They do, however, fit some sort of theme and are in here for fun. Give these a shot; you just might be surprised.

Paladin- by Invisible, with input from me

Holy Knight

Holy Sword	Rune Blade/Excalibur
Math Skill/White Magic	Aegis Shield
Distribute	Crystal Helmet
Half MP Used	Light Robe/Wizard Robe/White Robe
Float/Move+2	Chantage

Invisible's comments: This is my "Paladin" Agrias setup, it works pretty well and is fun to use.

My comments: Here is Agrias in a pure setup of Holiness. White Magic is there just because I think it's more fitting. Float fits the theme well, but it's just so crappy that I had to put Move +2 as an option. The Rune Blade boosts White Magic/Math Skill, but the Excalibur enhances Holy Sword and absorbs Holy, so both fit the theme well. I also added the option to equip the White Robe since it is in tune with the theme and provides some elemental protection.

Holy Samurai- by squirrelnut544143, with input from me

Holy Knight

Holy Sword	Chaos Blade
Draw Out	Genji Shield/nothing
Blade Grasp	Genji Helmet
Attack UP/Two Hands	Genji Armor
Teleport/Move+2	Genji Gauntlet

squirrelnut544143's comments: This set-up could be as good as anything. In a high level, 999 HP damage is a guarantee.

My comments: Well, maybe 999 isn't a guarantee, but you are definitely going to put a serious hurt on anything you attack. This setup merges the Holy Knight and Samurai job classes, and quite powerfully, I might add. Holy Sword will be your main offense while Draw Out provides long range attacking, healing, and positive statii (that's plural for status; you've learned something new!). In this setup you'll be equipping the complete set of Genji Gear, the preferred style of Samurai throughout Ivalice.

Hey, Wiegraf didn't get a sex change... or did he?- by trampoline

Holy Knight

Holy Sword	Diamond Sword
Punch Art	Diamond Shield
Counter	Diamond Helmet
Maintenance	Diamond Armor
Move +1	Diamond Armlet

Weigraf Rip-off.

My comments: This is essentially Wiegraf when you face him at the end of Chapter 3 (note that this is also a good Chapter 3 setup). The equipment and skills are exactly the same, except Wiegraf's Punch Art is called Punch Skill.

----- 6. Training/Levelling Strategies

This section will give you some advice on how to train Agrias and what Jobs to level her up in to get improved stats. Don't feel you have to follow this advice to the letter because a point or two of PA or a point of Sp isn't going to make too much of a difference, and the setups should be able to compensate for any lack of speed or power on their own. If you want to optimize your Agrias, then you should follow this to the letter :).

Training: When you first get Agrias, keep her as a Holy Knight until you at

least learn all of her Holy Sword skills, Gained Jp-UP, and Move +1 (I prefer to master the class). From there, unlock some of the Job tree. Learn the following skills from each of these classes as early as possible:

Chemist- Phoenix Down, at least Hi-Potion
Knight- Equip Sword, Weapon Guard (optional)
Monk- Counter, Chakra, Earth Slash (optional)
Thief- Move +2
Geomancer- Attack UP, Counter Flood (optional)
Time Mage- Teleport (optional)

Once you've got those under your belt, feel free to learn abilities from any classes you want. By later on in the game, make sure you've got the following:

Chemist- Auto-Potion
Priest- Most of White Magic
Time Mage- Teleport (its no longer optional!)
Samurai- Most of Draw Out, Blade Grasp, Two Hands (optional)
Ninja- Two Swords, Abandon
Calculator- at least CT and 5, Damage Split (all optional, depends on how much you like cheeZe)

With those abilities learned, you'll be able to put Agrias in most of the setups in this FAQ. From here, learn all the abilities you can.

How to overcome not having Accumulate: Many Jp gathering strategies involve using Accumulate because it is quick, free, and can be done repeatedly. Agrias, however, is a special character and doesn't have Accumulate. Solution: give Agrias Chakra, Kiyomori, Dance, or Potion. None of these are as effective as Accumulate, but can get the job done. For Chakra and Potion, have Agrias attack a teammate and then heal them. Rinse and repeat. For Dance, start out with Slow Dance, the go to Witch Hunt and Wiznaibus. Don't let anyone kill off the enemies so Agrias can keep dancing. Kiyomori is probably the best solution except for it's one flaw: Katanas break. Make sure you have a good stock of Kiyomoris and then draw it out the whole battle. Hooray! Now Agrias can be a part of your mind-numbing training sessions!

Levelling: Here's where things start to get a little more complex. As a Holy Knight, Agrias doesn't have the greatest PA or Sp, the most important stats to a physical character. To remedy this, you should level up in other jobs that have high PA and Sp, like Knight, Ninja, and Mime. If you spend about 10-15 levels as a Ninja, you'll have 12 Sp at level 99, which is very nice. The rest of the time should be spend as a Knight/Mime, depending on your sanity, for added PA. Here's some data from trampoline, Der Mathematik Tup (that's "the math guy" for you non-Deutsche speakers):

NOTE: Wherever it says "Lv Down to 1 Agrias", it means levelled down to 1 as Agrias. Also, Agrias will always have 14 MA as a Holy Knight if she doesn't spend some time as a Mime.

=====
Speed:

Lv Down to 1 Agrias: 5 Speed

Want 12 speed? 8 Levels as Ninja,
90 as something else (Mime/Knight)

=====

Power:

Lv. 12 Agrias, Lv. Down to 1 Agrias:

Lv to 99 as Mime: 14 PA as Holy knight (17 PA as Knight)

Lv to 99 as Knight: 13 PA as Holy knight (16 PA as Knight)

=====
Speed and Power (8 levels as Ninja, 90 as Mime/Knight):

Knight: 13 PA as Holy Knight (16 PA as Knight), 12 Sp

Mime: 14 PA as Holy Knight (17 PA as Knight(!), 12 Sp

=====
Sp33d 4 power (all ninja):

Power: 12 PA as Holy Knight (15 PA as Knight)

Speed: 13 Speed

=====
Magic:

Lv. 12 Agrias, Lv Down to 1 Agrias: 4 MA

Mimie mimie: 16 MA

=====
Speed and Magic:

8 lvls Ninja, 90 Mime: 16 MA, 12 Sp

If you really think you won't feel guilty about it later, you can level down as a Chemist for slightly better stats, but I won't do the calculations.

What? You don't want to level down..? Fine.

12 Speed: 9 Levels in Ninja, 78 levels as Knight/Mime

9 Levels in Ninja:

=====
Power:

87 as Knight: 12 PA as a Holy Knight (15 as a Knight)

87 as Mime: 13 PA as a Holy Knight (16 as a Knight)

=====
Speed and Power:

9 as Ninja, then-

78 levels as Knight: 12 PA as Holy Knight (15 PA as Knight), 12 Sp

78 levels as Mime: 13 as Holy Knight (16 as Knight), 12 Sp

=====
Sp33d 4 power:

87 as Ninja: 12 PA as a Holy Knight (15 as a Knight)

=====
Magic:

87 as Mime: 16 MA

=====
Speed and magic:

Lv. 9 as Ninja, then 78 as Mime: 15 MA, 12 Sp
=====

There ya go: Non-Lv down Power Knight is the easiest one to get, and Lv downed Speed Magic/Power Holy Knight is the best you can get if you're willing to spend a couple of hours training and Steal Exp.ing. Convinience vs. Power, you decide.
=====

If you take a look at the data, hopefully you'll be able to say to yourself things like "Hmm, I've got Agrias as a Ninja to learn Two Swords; I'll make sure to gain at least 8 levels while doing that to get more speed." or "Well, I don't need anymore abilities right now, so I should probably make Agrias a _____ so she can get stronger." You can, of course, follow these growth paths to the letter (number?), but that would make gaining abilities pretty difficult. Again, a big thank-you to trampoline for providing the data ('cause there's no way in hell I'd have the patience to do it :)).

Here's some training/levelling advice from posters at the FFT Message Board at GameFAQs.com:

Orion says: Her best level up form is that of a knight. The PA growth in her base class is too low, so you should try to dance between Knight and Geomancer. The Knight has better PA growth, but the Geomancer could teach her the precious Attack UP support ability in few levels and it is an all around balanced class. My personal favourite is a short stay as a geomancer and holy knight, and then some time as a Knight. In chapter 2 & 3, the Geomancer form is more "effective" (IMHO knights are very weak in chapter 3) but in chapter 4, with Knight's swords, knights win the bout.

A few opinions on her base form at level 99, when leveled up as a Knight or Geomancer. Her PA multiplier is not too bad, but it's 4/5 that of a Knight. Her MA on the other side is 5/4 of his. She has more MP points and more HPs. You can play the "hardcore" variation as a knight, or a balanced version with a weak but versatile magical secondary. Typically Draw Out, but also Time Magic, White Magic or even Summons, as long as you don't plan to kill with them.

R y a n says: Me, I move her to Knight after that, so she can learn Equip Sword. After that's done, it's on to the Thief class for Move+2. If I don't have a dedicated Thief, I spend some time with her in that class learning all the Steal abilities. For this reason, she's usually my stealer in most games. I don't know why, except for the Move+2 thing; it just happens that way.

Next, I move back to Monk in order to open up other classes needed. I learn whatever's necessary there along the way. Probably just Counter, though Hamedo is OK too (though not AS good). I tend to stay away from offensive reactions nowadays anyway.

After this, Monk has opened Geomancer, which I promptly make her home. I beelineto Attack UP, which is her suport ability for most of the rest of the game.

Then I go back to Lancer for a bit, to open up Samurai. And maybe I'll spend a little more time as an Archer to open up Ninja. And those two things help me in completing the Samurai and Ninja setups I will mention soon enough. Of course, there is also the requisite time as a Time Mage to get Teleport, which isn't TOO bad. Just a little more time consuming than I'd like. But Move+2 suffices until Deep Dungeon for me, really.

trampoline says: Levelling her up as a Ninja isn't a bad idea (the lower the better, more benefits with less levelling), that extra speed point to 12 in her base class means that she gets six speed from haste instead of only five =)

4. Mustadio

Mustadio Character FAQ

By Dan Isbell, copyright 2002

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*****79 Character Check*****

1. Introduction

Mustadio is the second character to be FAQ'ed. Like all the other characters in this FAQ, Mustard Boy has been guide-less for the five or so years FFT has been in existence. Mustadio is probably the most underpowered special character in the game (Malak doesn't count), and this FAQ will help you find ways around that to make Mustadio a worth member of your party. Also, Mustadio is commonly thought of as only a support character. This FAQ will provide ways to make him an effective support character and a potent offensive force. Again, a lot of input came from the great people at the Final Fantasy Tactics Message Board located at www.gamefaqs.com.

2. Background

Name: Mustadio Bunanza Quote: "Just aim. You don't need to charge your gun!"

Birthdate: October 15 (From Notti's Deep Dungeon Guide+)

Zodiac Sign: Libra

Base Job: Engineer

Job Description: "Technician working for a revival of a lost civilization.
His best skill is 'Snipe', using the legendary 'Gun'."

Profile: Mustadio is the clever Engineer who you rescue at Zaland on your way to Lionel in Chapter 2. Mustadio is a resident of Goug, an island city where fellow Engineers, machinists, archaeologists, and merchants gather to excavate the lost city from an ancient time that lies below. He lives there with his father, also an Engineer, Besrodio Bunanza. While not a physically strong fighter, Mustadio is still brave in battle, where he prefers to use guns. Being close in age to Ramza, the two become fast friends.

History: Mustadio was born and raised an Engineer in Goug Machine City, an island located off of the west coast of the Lionel region. Mustadio likely has lived there his whole life and never did much traveling. Mustadio learned to be an Engineer from his father Besrodio, also an Engineer. When Mustadio is in his mid to late teens, he and his father make an extraordinary discovery while excavating under Goug: a yellow stone, with something undescribably special about it. Word of the discovery spreads quickly and soon men from the Bart Company break into the Bunanza residence in an attempt to take the stone by force. Besrodio, who must use a cane to walk, gives the stone to Mustadio and tells him to run away and not to let anyone have it. Mustadio makes it as far as Zaland before a group of Bart troops catch up with him. Just as things start to look hopeless for the young Engineer, Ramza Beoulve and Agrias Oaks show up and decide to rescue him. After the battle, Mustadio, bearing his father's words in mind, declines to tell Ramza, Agrias, and Princess Ovelia why he is being chased. Believing that Count Draclau could help him, he asks the group if he can join them to Lionel. Ovelia agrees, and they head south, where they meet another squad after Mustadio. After defeating the Bart squad, the group reaches Lionel, where the truth is revealed. Count Draclau knows about Mustadio's stone and explains that its a Holy Stone. Draclau promises Mustadio he will send troops to save his father and wipe out the Bart Company. Mustadio heads off to Goug to see his father, accompanied by Ramza, who has decided that the Princess is safe with Draclau. After trekking through Zigolis Swamp and crossing the sea, Ramza and Mustadio arrive in Goug, where everything seems to be in order. Mustadio and Ramza part ways, having agreed to meet in the slums after a short while. Mustadio is then captured by the Company, who is actually working for the Church! Ramza goes to the meeting place and is greeted by a captive Mustadio and Bart Rudvich, who demands the stone. Mustadio tells Ramza where it is and Ramza forfeits it. But, like all villians, Rudvich isn't true to his word and runs off with the stone, leaving a squad to kill Ramza and Mustadio. After offing the henchmen, the two meet up with a now free Besrodio. Mustadio reveals that the stone Ramza gave Bart was a fake. Mustadio joins Ramza permanently for saving him and his father; and out of a desire to stop anyone from abusing the power of the stones. The two head off to Lionel to save Agrias and Ovelia from the Church.

3. Stats

For a support-type character, Mustadio has only decent stats, but has good speed. His Snipe skills are solely dependent on Sp, which compliment his stats nicely (unlike Agrias). In most other areas, however, Mustadio is merely average or below average, making speed based or non-stat based secondaries ideal.

Move:3

Jump:4

Class Evade: 18%

Inherents/Immunities: immune to Invite (Aerostar's Battle Mechanics Guide)

Equips: Guns, Knives, Hats, Robes, Clothes, all except female-only accessories

Leg Aim: Leg Aim is a nice way to keep an enemy from entering into battle. This ability works great on units without ranged attacks, such as Knights, Thieves, and a wide variety of monsters. This ability, along with Arm Aim, is lessened in effectiveness at the end of the game when many humans wear Thief Hats.

Arm Aim: Undoubtedly the best Snipe ability. Don't Act eliminates evade %, Reaction abilities, and of course disables the ability to Act. With this guide you'll find ways to make this connect at high percentages. You'll find yourself using Arm Aim more than any other Snipe ability.

Seal Evil: This is the most limited Snipe ability, but its damn good at what it does. Allowing you to Petrify an Undead enemy at a high percentage, this ability effectively eliminates an enemy in one shot. Too bad the Undead aren't more abundant...

5. Setups

This section is the meat of the guide. Here you will find a variety of setups for almost any situation. Each of these setups has been chosen for inclusion because it can do exactly what it was designed to do better than similar setups, giving you an optimized Mustadio to destroy things, assist your party, or fit a certain theme. Some setups may be refined from several others to yield the best results. Credit is given where its due for each setup, so be sure to thank whoever created the setup you use when you see them on the message board.

Note: All setups and commentary on them are by me unless otherwise indicated.

a. Chapter 2 Setups

Chapter 2 is when Mustadio joins Ramza and Co. following his rescue from the Bart Co. These setups are designed to be easily accessible because you haven't had a whole chapter and a half to train him. Note: Regardless of whether or not you like/are going to use Musty, make sure to hold on to him. You need to have him in order to do the Cloud Quest.

Engineer

Snipe	Romanda Gun
Item	nothing
Counter Tackle	Green Beret
Gained Jp-UP	Wizard Outfit
Move +1	Battle Boots

Once you get ol' Mustard Boy in your party set him up like this. This setup is for gaining Jp and gaining it fast. Use potions on anyone who has any HP damage to accrue Jp. Gained Jp-UP will bolster your training efforts and Move +1 is just handy to have. Counter Tackle isn't really necessary, but if you have the extra Jp then get it. As for equips, everything is pretty standard. The only piece of note is the Green Beret and it's +1 to Sp- it'll boost your Snipe percentages slightly. You'll want to master Engineer as quickly as possible (which won't take too long) in order to reap the stat benefits of other Job classes.

Chemist

Item	Romanda Gun
------	-------------

Snipe	nothing
Auto-Potion	Green Beret
Attack UP	Brigandine
Move +1	Battle Boots

This is a solid setup that, with some slight modifications as you progress, could hold you through the whole game. Mustadio can attack from afar, heal from afar, and Snipe from afar here. Auto-Potion is great defense and Attack UP boosts gun damage. Again, the equipment is pretty standard and the best you can buy. Oh yeah, don't forget to pick up Equip Change. I know it's a pain and all, but it's actually useful later. :)

Archer

Charge	Lightning Bow
Snipe	nothing
Speed Save	Green Beret
Concentrate	Brigandine
Move +1	Battle Boots

As an Archer, Mustadio can still Snipe and Attack from far away. Try to get a couple lower Charges, Speed Save, and Concentrate. Speed Save works great with Snipe- everytime you take damage, your percentages get better. Concentrate is nice for later if you're Sniping with any weapon other than a gun as it gets rid of pesky Shields and Mantles. The Lightning Bow will hurt the Squids you see so often in the Lionel region, and all of the rest of the equips are the best available.

Knight- Xshortguy007

Battle Skill	Romanda/Mythril Gun
Snipe	Gold Shield
Counter/Blade Grasp	Cross Helmet
Equip Gun	Gold Armor
Move+(1/2/3)/Teleport	Rubber Shoes

My Comments: This setup could go in either Ch. 2 or Ch. 3. All of the equipment can be obtained in Ch. 2, but getting all of the skills before taking on Queklain would be a little difficult. Regardless, it's an excellent setup that gives Mustadio the ability to completely disable enemies and gives him some HP and some defense just in case things get hairy.

b. Chapter 3 Setups

After giving Queklain a whipping and moving into Chapter 3, Mustadio should be trained sufficiently to move into some higher-tier jobs and have learned some more expensive abilities, and these setups reflect that. By now you should also have raised Mustadio's brave and faith.

Priest- by trampoline

White Magic	Mithril Gun
Snipe	nothing
Speed Save	Green Beret
Equip Gun	White Robe
Move Mp-UP	Red Shoes

Giving a Priest a Gun and Snipe gives him a nice bit of offense that compliments their speed. With Move Mp Up you shouldn't be running out of MP soon, and with all of the regenerative magic at your disposal you can stay alive and keep other characters alive for a long time. Speed Save works quite well with Reraise, and Wall and Regen should help you not die when people stab you, meaning even more Speed Saves. When you don't have any healing or positive status to do, or you need to recharge for a little bit, just walk around pumping holes into stuff.

My comments: Another rock-solid setup from trampoline. The White Robe gives some great defense and the equips compliment both White Magic and Snipe.

Engineer- by trampoline

Snipe	Mithril Gun
Charge	nothing
Speed Save	Green Beret
Attack UP	Power Sleeve
Move +2	Germinas Boots

Attack Up and Charge work well together, with a Mythril gun and Charge + 2 you can be doing 104 damage with neutral compability. It focuses mainly on Speed and Power since from so far away, not much is going to get at you. The Power Sleeve is there for HP as it has no other effect on anything else, so feel free to change it when armor with more HP becomes available or if you see some with special attributes that may be more useful to your team.

My comments: A purely offensive Mustadio who can cover most maps almost entirely. You'll need to keep him protected as he has little defense and his counter will expire quickly after a few Speed Saves. To counter this, you may want to use Auto-Potion at the expense of slightly higher Snipe percentages.

Mediator

Talk Skill	Mithril Gun
Snipe	nothing
Auto-Potion	Green Beret
Attack UP	Wizard Robe
Move +2	Sprint Shoes

Now you can make use of Talk Skill with Mustadio. His Mithril Gun will be more potent with Attack UP; Auto-Potion gives some defense to the fragil Mediator Job class; Move +2 is there for mobility. The Green Beret and Sprint Shoes help Snipe and the Wizard Robe kicks up Talk Skill with it's +2 MA. As a Mediator, make sure to teach Equip Gun to Mustadio- you'll need it later.

Engineer- Xshortguy007

Snipe	Best Gun/Bare Fists
Steal	nothing
Blade Grasp/Abandon	Green Beret/Thief Hat/Flash Hat
Martial Arts	Adaman Vest/Black Costume/Secret Clothes
Move +(1/2/3)/Teleport	Sprint Shoes/Best Mantle

My comments: This specialty setup is quite nice. Mustadio will make an excellent thief for your party like this. Martial Arts and the Sp boosting equipment will net you good Steal %'s. Use Blade Grasp if you are using Sprint Shoes; use Abandon if you're equipping a Mantle. Keep in mind that you can use

this setup in Ch. 4 too; I put it in Ch. 3 because the skills aren't too hard to obtain.

Engineer- Covenant, with a little input by me

Snipe	Mithril Gun
Battle Skill	nothing
Hamedo/Auto-Potion	Green Beret
Attack UP/Defense UP	Judo Outfit/Power Sleeve
Move+2/3	Germinas Boots/Sprint Shoes

Covenant's comments: A good general set-up for Mustadio before Stone/Elemental Guns. This setup maximizes the chances of success for both Snipe and Battle Skill while providing ample defense for a long-range unit. (Hamedo for Archer-heavy story battles) (Attack UP for battles where you wish to break equipment/parameters)

My comments: Err, I kinda had to cut and paste Covenant's comments...(sorry, but they wouldn't fit my format the way you posted 'em). My input was just filling in blank equipment spots with Ch. 3 equipment.

c. The Rest of the Game

Ahh, now we can finally cut loose with Mustadio. With all of the equipment options in Ch. 4 and beyond, coupled with a well trained Mustadio will result in some really awesome setups. If you don't have some of the rare equips seen in these setups, substitute them with something similar (i.e. if you don't have the Grand Helmet yet, use a Crystal Helmet). In these setups you'll also see Teleport or Move +3. Use whichever you prefer, but I'd recommend using Teleport in the Deep Dungeon and on other maps with a lot of height variation (like Zirekile Falls), and use Move +3 on more level maps (think Mandalia Plains). If you don't have Move +3, then substitute +2.

Engineer- trampoline

Snipe	Blast Gun
Battle Skill	nothing
Blade Grasp/Abandon	Thief Hat
Equip Change	Black Robe
Move+3	Sprint Shoes

All that really matters is speed with Mustadio, so I'd suggest getting him to Ninja as quickly as possible. Equip change, I think, is the main part in my set-up; with it he can switch to any gun he wants in case an enemy has low faith or an elemental weakness. It's also nice if he wants to change some of his armor for strategic, especially defensive, purposes -- changing to a Rubber Costume is a thunder spell is being cast on him, any of the many accessories available if he's in danger of a status spell, etc. He also has a pretty wicked punch if you equip change to power boosting equipment ^_^ Blast gun is also great with Battle Skill because of its high WP.

Engineer- trampoline

Snipe	Blast Gun
Time Magic/Draw Out	nothing
Blade Grasp	Thief Hat

Magic Attack UP
Move+3

Black Robe/Secret Clothes
Sprint Shoes/108 Gems

The equips were meant to maximize Blast Gun's damage and his Speed. Black Robe increases his damage by 25% and then Magic Attack Up increases it by 33% The Haste from Draw Out or Time Magic will increase his speed by 50% and also offer some extra Faith and MA based offense.

Engineer- trampoline

Snipe	Blast Gun
Jump	nothing
Speed Save	Thief Hat/Twist Headband
Defense UP	Secret Clothes/Power Sleeve/Robe of Lords
Move+3/Teleport	Sprint Shoes/Bracer

If he has 13 speed, the Jump will take 3 ctr, and when you reach 17 speed it will take only 2 (that's as fast as a haste spell or a short charged fire spell), but not until 26 speed does the ctr of jump decrease again. Change your equips around to find the balance of speed and power that you want.

If you level up as a Mime/Knight, you'll have more PA and HP, and with the proper equips (Thief Hat and Secret Clothes) you can still start off fast enough to achieve the 2 clocktick Jump. Or you could go with power equips for a slightly slower jump and eventually gain speed as the battle progresses with Speed Save. Longevity is further ensured with the Protect/Shell of the Robe of Lords meaning more Speed Saves if you're willing to use the robe for him.

If you level up as a Ninja, you'll have the same average of PA and Speed as a Mime (at best) only he won't have to rely on Secret Clothes to be able to reach 17 Speed and will have more PA than he would levelled up as a Knight with the speed set-up. He'll have less HP though, but he won't really need the Speed Saves as much anyway.

With this set-up, you can do up to 528 damage from 8 panels away at 3 ctr. and up to 440 at 2 ctr. The Jumps should do more damage than gun shots would usually do while still being able to ignore obstacles, but with a gun, Snipe is still just as useful and with Leg Aim you can disable the enemy from 8 panels away to set them up for your jumps, or just shoot them if you need an instant hit.

24Q is the highest multiplier for gun damage, and 24 PA is the max amount of PA Mustadio can have. The Damage formula for Jump is $WP*PA$ so with a little bit of charging you can do the amount of damage you would only be able to do with a gun 10% of the time and if both you and the target were Faithed.

Mediator- sirith1035

Talk Skill	Blast (or any) Gun
Snipe	nothing
Blade Grasp/Speed Save	Thief Hat
Equip Change	Secret Clothes
Move+3	108 Gems

This is my personal Favorite Mustadio. He is very versatile. He can use any Spell Gun at anytime. The Damage the guns can do varies between 203-349 (Assuming 55 faith and neutral compatibility) Snipe is near godly against Monsters and Humans without Hats.

Ninja- a combination of setups by jsteen84 and myself

Throw	Iga Knife
Snipe	Koga Knife
Auto-Potion	Twist Headband/Thief Hat
Concentrate/Attack UP	Power Sleeve/Secret Clothes
Move+3	Bracer/Sprint Shoes/Germinas Boots

jsteen84: Wee! Mustadio! I don't know if this has been said before, gives two chances to hit with snipe. Throw from afar.

My comments: I love this setup. You get a lot of power, range, and high Snipe percentages. If you equip Germinas Boots, your Throw range will be 8 panels. It's a lot like having a gun (maybe better?). You will have to get up close to Snipe, but as jsteen84 said, you get two chances, almost guaranteeing a status on the enemy. Auto-Potion is there because Musty will have low HP (VERY low depending on your equipment choices). Concentrate will help Snipe (since you don't have a gun), Throw, and regular attacks. You get a lot of freedom with the equips, so choose whatever you want (more power or speed/%s).

Two Knights

Close-Combat- trcl986

Battle Skill	Excalibur
Snipe	Gold Escutcheon
Counter	Grand Helmet
Concentrate	Robe of Lords
Move+3	Feather Mantle

This may seem unusual, but if you really think, it would be okay, he is very defensive, for once, he can cause good damage (350+) with his attacks, and he will still have okay Snipe effectiveness, even though he has to be close, he will have good accuracy, and if he misses and they counter, he can Counter back.

My Note: Uhh, he won't Counter a Counter, but this is still an awesome setup.

Long-Range

Battle Skill	Any Gun
Snipe	Kaiser Plate
Speed Save	Grand Helmet
Equip Change	Robe of Lords
Teleport	Sprint Shoes

Here is a very durable Sniper setup for Mustadio. Battle Skill with a Gun is great and Snipe will be pretty effective in this setup too. Since he'll have lots of HP, I put Speed Save on to boost Snipe. Equip Change is for changing Guns and Teleport is for getting to a nice Sniping perch. As for equips, the Kaiser Plate (some people call it a Kaiser Plate, I call a Sling Plate, errrum) will boost the Elemental Guns as well as provide decent evade. The Grand Helmet and RoL are there for durability and the Sprint Shoes kick up Snipe.

d. Theme Setups

These setups are mainly Chapter 4, but aren't really the most effective setups

to put Mustadio in. They do, however, fit some sort of theme and are in here for fun. Give these a shot; you just might be surprised.

Mustadio 007- Xshortguy007, with a little input from me

Snipe	Mithril Gun
Item/Steal	nothing (GS another Mythril Gun if you want)
Sunken State	Thief Hat
Defense UP	Secret Clothes
Move+3	Germinas Boots

My comments: Here's a Mustadio setup that's been shaken, not stirred. My input was just to add Steal, because Bond is always stealing from SPECTRE and charming the ladies.

Gene Starwind

Snipe	Any Gun
Punch Art	nothing
Abandon	Thief Hat
Equip Change	Rubber Costume
Move+3	Feather Mantle

Whod've think that everyone's favorite Outlaw would make it into FFT? Gene's an expert shot (Snipe), a good hand-to-hand fighter (Punch Art), is quick on his feet (Abandon and Move+3), and can use pistols and a special gun that shoots magic bullets (Equip Change). Gene almost always wields a gun in combat and wears close-fitting black clothes (Rubber Costume). He also dons a cape on occasion (Feather Mantle, which works great with Abandon).

6. Training/Levelling Strategies

This section will give you some advice on how to train Mustadio and what Jobs to level him up in to get improved stats. Don't feel you have to follow this advice to the letter because a point or two of PA or a point of Sp isn't going to make too much of a difference, and the setups should be able to compensate for any lack of speed or power on their own. If you want to optimize your Mustadio, then you should follow this to the letter :).

Training: Keep Mustadio as an Engineer until you learn all of the Snipes, Move+1, and Gained-Jp UP. That shouldn't take too long. After you get that done, open up some of the Job Tree, making sure to hit the following abilities as you do so:

Chemist- Equip Change, at least Hi-Potion, Phoenix Down
Archer- a couple low Charges, Speed Save
Monk- Chakra, Counter
Geomancer- Attack UP
Mediator- Equip Gun
Time Mage- Teleport

Once you've got those under your belt, feel free to learn abilities from any classes you want. By later on in the game, make sure you've got the following:

Chemist- Auto-Potion, X-Potion, Remedy
Knight- All of the Breaks you can get your hands on
Archer- Concentrate

Ninja- Abandon
Samurai- Blade Grasp
Bard- Move+3
Oracle- Defense Up

If you have everything listed, you'll be able to complete most of the setups.

Levelling: Here's some info on levelling, courtesy of trampoline. Mustadio actually has decent stats as an Engineer, but if you want to pump him up a little, follow trampoline's directions. Oh yeah, you'll only find stats that are relevant to Mustadio's fighting, HP and Sp.

=====

These are his stats as an Engineer levelled in the given class.
Levelled down to one (from level 12) as an Engineer and then levelled to 99 as a:

Ninja: 15 PA, 15 SP
Mime: 17 PA, 13 SP
Knight: 16 PA, 13 SP

Levelled to 99 without levelling down:

Ninja: 14 PA, 14 SP
Mime: 16 PA, 13 SP
Knight: 15 PA, 13 SP

Levelled as an Engineer: 13 PA, 13 SP

Mustadio seems to have an unfortunate 5% penalty in his PA multiplier. = /
=====

Since Sp is the most important stat for Snipe, levelling as a Ninja looks pretty good. However, a point or two of Sp only means a slight increase in Snipe percentages. So, it's basically up to you, the player. If you want more PA and HP, level as a Knight. If Snipe percentages are everything to you, go for Ninja. And if you have the patience to level up as a Mime, then go for it (the rewards are quite nice).

Here's some training/levelling advice from posters at the FFT Message Board at GameFAQs.com:

Notable Sandwich says: If you're around the same level as Mustadio a good place to level him is Zigolis Swam or Zeklaus desert because of the high number of undead you usually fight there and seal evil usually has a high success rate, that way you can take down the enemies without having to have four monks with him using chakra. Another strategy that works well if you've been mass leveling and need to catch him up is take out all the enemies on the field except one and have your level 12 Mustadio attack your level 43 characters he'll usually get close to 30 exp a turn

trampoline says: All that really matters is speed with Mustadio, so I'd suggest getting him to Ninja as quickly as possible. Equip change, I think, is the main part in my set-up; with it he can switch to any gun he wants in case an enemy has low faith or an elemental weakness. It's also nice if he wants to change some of his armor for strategic, especially defensive, purposes -- changing to a Rubber Costume is a thunder spell is being cast on him, any of the many accessories available if he's in danger of a status spell, etc. He also has a pretty wicked punch if you equip change to power boosting equipment ^_^ Blast gun is also great with Battle Skill because of its high WP.

5. Meliadoul

Meliadoul Character FAQ

By Dan Isbell, copyright 2002

Date Began: 12/15/02

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*****79 Character Check*****

1. Introduction

Meliadoul Tingel is the third character to be FAQ'ed. She has always been thought of as powerful but very limited (Mighty Sword is useless against monsters). Also, many people don't use her a lot because she joins you so late in the game and the rest of your characters have had 3 and a half chapters of training. The goal of this FAQ is to exploit Meliadoul's power to the fullest degree and to find ways to get around her limitations. As always, much thanks to the posters at the Final Fantasy Tactics Message Board at www.gamefaqs.com.

2. Background

Name: Meliadoul Tingel Quote: "When you feel someone's more important than yourself, it may be love..."

Birthdate: December 24 (From Notti's Deep Dungeon Guide+)

Zodiac Sign: Capricorn

Base Job: Divine Knight

Job Description: Holy Knight who pledges his loyalty and devotion to God. He takes holy orders with his sword.

Profile: Meliadoul is a powerful Divine Knight under Vormav, her father. Mel is about a year older than Ramza. She joins Ramza to find the truth. Meliadoul seems fairly emotional, as seen in her quote and in-game dialogue. Meliadoul is a fierce fighter, and a caring person with a strong sense of right.

History: Meliadoul Tingel is the daughter of Vormav Tingel and the sister of Izlude Tingel. She most likely lived in Murond, as that is the base of the Divine Knights. Little is known about her early life; it can be assumed she lived with her father and began training to become a Divine Knight at a fairly young age. When her father set forth his plan to collect the stones, he manipulated Meliadoul into thinking it was the right thing to do. For more information on Vormav's plan, play the game :) Anyhow, after the events at Riovanes where Vormav went on a killing spree that resulted in the death of his son Izlude, he must've told Meliadoul that it was Ramza and Co. responsible for ALL of the carnage. Obviously being very upset at the death of her little brother, she either set out/was sent out to kill Ramza,

meeting him at Bervenia Free City (CH. 4). Ramza manages to defeat her and her squad, but Meliadoul escapes, vowing to someday exact her revenge. Eventually she becomes suspicious of her father, and when she sees Marquis Elmdor, a close friend of her father, transform into a Zodiac Beast, she knows something is wrong. Zalera (Elmdor) then tells her the truth about her father. Mel is shocked, but she decides to help Ramza. After the battle, Meliadoul offers to join Ramza in order to stop her father.

3. Stats

Meliadoul has very nice stats for an offensive character. She has very high PA for a female (higher than any other female you can get, I believe), which compliments her Mighty Sword techniques and the weapons she uses. All of her stats reflect that she's designed to be a killing machine. For secondaries, you'll want to go with PA based or non-stat based ones, but since her MA and Sp are decent, you'll be able to get away with pretty much anything.

Move:4

Jump:3

Class Evade: 12%

Inherents/Immunities: immune to Invite (Aerostar's Battle Mechanics Guide)

Equips: Swords, Knight Swords, Spears, Crossbows, Shields, Helmets, Robes, Armor, Clothes, and all accessories.

Zodiac Compatibility: Good- Taurus, Virgo Bad- Aries, Libra
Best/Worst- Cancer

Class Multipliers (credit to the BMG):	HP	MP	PA	MA	Spd
	125	80	120	90	105

Class Growth (also from the BMG):	HP	MP	PA	MA	Spd
	10	15	39	50	100

Level 99 stats (levels 1-99 as Divine Knight):	HP	MP	PA	MA	Spd
	359	88	16	13	12

Meliadoul's move range of 4 is great for a physical class to have. Her jump of 3 is standard. She has a C-Ev of 12%; nothing special there. However, her ability to equip shields makes up for it.

Meliadoul has extremely versatile equipping options. The WA of Knight Swords power up Mighty Sword. She can also equip Spears and Crossbows which are good for fighting monsters (you don't have to worry about counter attacks). Mel can equip Helmets and Ribbons; this is the only weak area of her options. For bodywear, Miss Tingel can equip the full array: Armor, Robes, and Clothes, which is simply awesome. Meliadoul can equip every accessory.

Looking at her stats, it's easy to see that Meliadoul is in good shape for the job she does. She is above average in every parameter (for being a female fighter). Her HP will allow her to take a few hits and she's able to cast a few spells before being spent. PA is great, and MA is pretty good. Her 12 Sp is nice, as it will increase to 18 with Haste.

4. Abilities

Divine Knights make use of Mighty Sword skills- special techniques that deal damage by ripping through equipment (destroying it) and into the wearer of it. The only limitation of these skills is that the target must have equipment on in order to work, therefore rendering them useless against monsters. A Sword or Knight Sword is needed to perform these techniques.

Note: All the formulas in this section are from Aerostar's BMG.

Mighty Sword description: Divine Knight Job Command. Secrets penetrate even through the enemys' equipments.

Formula for

Mighty Sword attacks: PA * WP
 Good compatibility, (PA + [PA/4]) * WP
 Bad compatibility, (PA - [PA/4]) * WP
 Best compatibility, (PA + [PA/2]) * WP
 Worst compatibility, (PA - [PA/2]) * WP

Ability:	Jp:	Effect:	Range:
Shellbust Stab	200	Destroys Armor	3/1 (Up to 3 panels away, hits 1 panel)
Blastar Punch	400	Destroys Helmet	3/1 (Up to 3 panels away, hits 1 panel)
Hellcry Punch	500	Destroys Weapon	3/1 (Up to 3 panels away, hits 1 panel)
Icewolf Bite	800	Destroys Accessory	3/1 (Up to 3 panels away, hits 1 panel)

Shellbust Stab: I rank this ability second among the Mighty Sword techniques. The only reason to break armor is to lower max HP/MP, get rid of a special condition (strengthen element, immune to death, etc.), or to lower parameters (ex., Power Sleeve's +2 PA). Overall a good ability, but not the best.

Blastar Punch: Well, You get to destroy someone's hat. The main advantage of this is destroying Thief Hats and their +2 Sp, but that's about it. Blastar Punch ranks third, but just barely below Shellbust because it's more expensive.

Hellcry Punch: Oh yeah! Hellcry is top dawg of the Mighty Sword skills. Destroying someone's weapon (especially a fighter) renders them impotent in many cases.

Icewolf Bite: Coming in last is... Icewolf Bite. In theory and duelling, it's an excellent ability. No more Chantage, Setiemson, or Angel Ring etc. But that's in theory/duelling. In game, Icewolf isn't nearly as useful because the enemies you encounter don't equip the elite accessories.

Note on Abilities: Since they all do the same damage, use whichever one you find to be most useful for a given situation. The ranks I gave were based on usefullness overall.

5. Setups

This section is the meat of the guide. Here you will find a variety of setups for almost any situation. Each of these setups has been chosen for inclusion because it can do exactly what it was designed to do better than similar

setups, giving you an optimized Meliadoul to destroy things, assist your party, or fit a certain theme. Some setups may be refined from several others to yield the best results. Credit is given where its due for each setup, so be sure to thank whoever created the setup you use when you see them on the message board. As a side note, remember to bring Meliadoul into battle at Inside of Murond Temple for some interesting dialogue between her and her father.

Note: All setups and commentary on them are by me unless otherwise indicated.

a. Chapter 4/The Rest of the Game

Divine Knight (early)

Mighty Sword	Excalibur/Ice Brand
Item	Crystal Shield/Aegis Shield
Counter Tackle	Crystal Helm/Genji Helm
Gained Jp UP	Power Sleeve/Black Robe
Move +1	Germinas Boots/Bracer/108 Gems

This setup will hold you over until you unlock a few classes and learn some more abilities. You'll probably deal the most damage with the Ice Brand/Black Robe/Bracer combo (as Mel's brave is still low) when fighting monsters, but at the sacrifice of extra speed and Mighty Sword damage. Use whatever you feel is best.

Divine Knight- from setups by trampoline and Ex Soldier Cloud

Mighty Sword	Javelin II/Chaos Blade/Excalibur
Jump/Battle Skill	Escutcheon II
Abandon	Ribbon
Equip Change	Power Sleeve/Secret Clothes
Teleport/Move+2	Setiemson/Sprint Shoes

trampoline's comments:Chaos Blade or Javelin II, great Jump damage from either. Just Jump if there aren't any human enemies around, she has a nice speed multiplier which just squeaks her passed 11 speed. She's another one that really benefits from Equip Change with all of her equipment options switching Setiemson for Excalibur if you feel like it, Power Sleeve for something more defensive like Reflect Mail or Secret Clothes (if you just really need the speed). Change to a Gastrafitis (infinite verticle tolerance) if you're in a situation where you might need it.Equipment options, yum.

Ex Soldier Cloud's comments: This is just to have fun. Meliadoul's equipment allows her to get the first attack, and if she doesn't, it allows her to survive (high evade + transparency = overload). Immediately she can switch to a spear and begin powerful jumps, or switch to a crossbow and lower stats with Battle Skill. She should also switch other things around, like equipping Setiemson as a substitute for Excalibur, or a Ribbon to block status protection.

Divine Knight (Random Battle)- by trampoline

Mighty Sword	Javelin II
Yin-Yang	nothing
Blade Grasp	Ribbon/Grand Helmet
Two Hands	Power Sleeve/Robe of Lords
Move+2	Setiemson

Sort of kills Mighty Sword, but it causes extreme (999) damage. Makes her a great front-line fighter, especially with her 4 move. Yin Yang gives her some range, and it gives her a sort of Uber Oracle of Death feel.

Geomancer

Elemental	Ice Brand
Mighty Sword	Kaiser Plate/Ice Brand
Abandon/Blade Grasp	Thief Hat/Flash Hat
Attack UP/Two Swords	Robe of Lords
Move+2/Teleport	Genji Gauntlet/108 Gems

Aaahhh, a Meliadoul setup that's not in the Divine Knight class:) This versatile setup can handle monsters and humans just fine. For humans, I'd recommend Attack UP/Abandon/Kaiser Plate/Genji Gauntlet. This yields maximum Mighty Sword damage. For random battles/monsters, go with Two Swords/Blade Grasp/108 Gems for great melee damage. Elemental will be strong either way. As far as choosing between the Thief Hat and Flash Hat, it all comes down to whether you want a point more of Sp or MA.

If Summoning is your thang- 2 setups, the first by me and the second by Notti

Summoner

Summon	Rune Blade
Mighty Sword	nothing
Auto-Potion	Flash Hat
Equip Sword	Robe of Lords
Teleport	Sprint Shoes/Red Shoes/108 Gems

Here's a nice Summoner build. You have powerful summoning (up to +5 MA) and the ability to break equipment and deal a little damage on the side if you run out of MP or summoning would take too long. The Robe of Lords and Auto-Potion will give you ample protection if you want to get up close and personal

Divine Knight

Mighty Sword	Rune Blade
Summon Magic	Aegis Shield
Auto-Potion	Grand Helmet/Ribbon
Magic Attack UP	Robe of Lords
Teleport	Sprint Shoes/Red Shoes/108 Gems

Do you think she would be a bit better off as... [above]

My comments: Yeah, she just might be. You'll get more summoning power as a Summoner, but Mighty Sword suffers a lot. I guess it all comes down to preference. Oh yeah, I suggest equipping an Ice Brand and 108 Gems for Notti's setup- powers up Summons, Mighty Sword, and your standar physical attack.

Divine Knight- a combination of setups by Sullilex and Kantolin

Mighty Sword	Excalibur
White Magic	Aegis Shield
Weapon Guard/Blade Grasp	Ribbon/Flash Hat
Short Charge/Equip Change	Robe of Lords/Wizard Robe
Move +2	Chantage/Genji Gauntlet

Sullilex's comments: Can heal, revive, has Auto-MBarrier, a total of +2 PA and +2MA, and she always has a short-charged, Excalibur-enhanced Holy to decimate

anyone with Maintenance or any monsters. Ribbon helps protect her from status-based enemies (Assasins, Cocatoris, pretty much anything in the Fear skillset, etc.)

And yes, Meliadoul is really underrated.

Kantolin's comments: Pretty standard. Equip Change lets her swap the sword for a spear or crossbow when you run out of humans, while Excaliber allows her to either get her first turn quickly to swap weapons, or to use with mighty sword.

White magic is there as she's my healer. It can easily be replaced by Summon, draw out, or Black.

My comments: Well, Excalibur doesn't enhance Holy, it only absorbs it. Still, you have a powerful self-healing spell in Holy with this setup. Alternately, you could equip a Chaos Blade if you want to power up Mighty Sword, sacrificing speed. This very defensive Meliadoul is quite similar to the Agrias/Priest hybrids and does the job just as well.

Divine Knight- by Kantolin, with input from me

Mighty Sword	Excalibur/Chaos Blade
Time/Yin-Yang Magic	Escutcheon II
Blade Grasp	Grand Helmet
Equip Change	Maximillian/Robe of Lords
Move+2	Bracer/Setiemson

Kantolin's comments: This basically takes advantage of the fact that Time and Yin magic depend on faith and not MA, so different stats can be boosted.

My comments: If you're gonna equip a Setiemson, you might as well slap on a Chaos Blade too. Maximillian if you need HP, Robe of Lords for MP and protective statii. This Meliadoul can tackle all situations thanks to her secondary and Equip Change.

Divine Knight (Story Battles/Humans)- RamzaBeoulve259 and LordMagus

Mighty Sword	Chaos Blade
Draw Out/Punch Art	Aegis Shield/Escutcheon II
Blade Grasp/Abandon	Ribbon
Attack UP	Maximillian/Robe of Lords
Teleport/Move HP-UP	Chantage/Setiemson

Lord Magus' comments: Standard female Tank setup... [the following is his sig on gameFAQs, which I feel is quite appropriate] "Say, can you hear that? It's the sound of the Reaper..."

My comments: This is the standard power setup for Meliadoul, and it will most likely yield the most Mighty Sword damage. It's an all-around good setup, but it will suffer a little against monsters. Equip the Robe of Lords if you can spare it and go with Abandon if you are using the Escutcheon II. You can flip a coin to choose between Draw Out and Punch Art.

Divine Knight- MindWanderer and myself

Mighty Sword	Chaos Blade
Jump	Excalibur
A Save	Ribbon/Grand Helmet
Two Swords	Reflect Mail/Power Sleeve
Teleport	Chantage

My comments: This is another "Tank" setup. Make sure to equip the Chaos Blade in the top hand to receive it's WP in the equation for Mighty Sword damage. The Excalibur is there for Haste and a good second attack with Two Swords. Go with either Ribbon or Grand Helmet; whatever's available. If you think magic might be a problem for Meliadoul, go with the Reflect Mail; otherwise use the Power Sleeve. Chantage provides all the protection you'll need. The abilities are pretty self-explanatory: Jump for long range, Mighty Sword for mid range/up close, A Save for power (don't worry about dying, you have Chantage). Have fun with this one, you dirty little CHEEZEmeister >:)

Ninja

Throw	Ice Brand/Rune Blade
Mighty Sword	Ice Brand/Rune Blade
Blade Grasp	Thief Hat/Twist Headband
Equip Sword	Power Sleeve
Move+2	108 Gems/Chantage

A Mel that's fast as hell... Go with the Ice Brands and 108 Gems if you're willing to be a little more risky for some more power, otherwise use the twin Rune Blades and Chantage if Meliadoul won't be very well protected by her team. If you equip the Twist Headband, you'll probably want to equip the Chantage, but hey, it's up to you. I didn't list Teleport as an option because Move+2 increases Throw range. This Meliadoul setup can combat Humans and Monsters quite well.

b. Theme Setups

Beatrix from FF9- by MidnightBlue9999

Divine Knight

Mighty Sword	Ragnarok
Math Skill	Save the Queen
Damage Split	Crystal Helm
Two Swords	Crystal Mail
Move+2	Chantage

I never actually got to test this one out but I based this one on Beatrix from ff9 to an extent. Try it and see if you like it ^-^

Like Father Like Daughter

Divine Knight

Mighty Sword	Rune Blade
nothing	Crystal Shield
Counter	Crystal Helmet
Defense UP	Crystal Mail
Move+1	Elf Mantle

This is the same setup as Vormav (Inside Murond). Not a very good setup, but if you're dying to have Vormav on your team and you don't have a GS....

6. Training/Levelling Strategies

To be frank, there isn't much strategy involved in levelling and training

Meliadoul. She joins you towards the end of Chapter 4, and at that point your party is already very well trained and likely around lv. 40-50. Also, Divine Knight is probably the best job to train as- getting 1 extra point of Sp isn't that important because you'll still only get 6 more from haste and Mime isn't much better, so it's not really worth the trouble. So, just train like mad to catch Meliadoul up to the rest of your party.

Training: As a Divine Knight, learn all of Meliadoul's Mighty Sword skills, Gained-Jp UP, and Move +1. From there, open up the Job tree and train like there's no tomorrow. Here is a checklist of skills you won't want to miss:

Chemist- Equip Change, Auto-Potion, P. Down, Potions, Remedy

Knight- Equip Sword

Monk- Chakra, Wave Fist, Earth Slash, Counter, Move-HP UP

Thief- Move +2

Time Mage- Teleport, some good Time Magics

Priest- some good White Magics

Oracle- some good Yin-Yang Magics

Geomancer- Attack UP, some commonly found Elementals (ex., Hell Ivy)

Lancer- Vertical and Level Jump 8

Samurai- Blade Grasp, Kiyomori, Masamune, a couple offensive Draw Outs

Ninja- Two Swords, Abandon, a variety of Throws (depends on what you have)

If you get all of those, you'll be in pretty good shape. But that doesn't mean it's time to stop training. Get any other abilities you want.

Levelling: To be honest, levelling up as a Divine Knight is probably the best thing to do. Mel's class has great stats (unlike Agrias and Mustadio), so it isn't worth the trouble to try levelling up as a Mime. You'll have to spend a long time in Ninja to get an extra speed point because Meliadoul just squeaks past the 12 point margin in her base class. Besides, I don't think the extra speed point would be worth it since it's an odd number (13), meaning you'll still only get 6 extra with haste. Your HP will suffer slightly if you spend a long time as a Ninja as well. Just for fun, here are some stats:

1-99 as Divine Knight:

16 PA, 13 MA, 12 Sp

1-43 as Divine Knight, then to 99 as Ninja:

16 PA, 13 MA, 12 Sp (SAME AS 1-99 DIVINE KNIGHT)

1-43 as Divine Knight, then to 99 as Mime:

16 PA, 13 MA, 12 Sp (SAME AS 1-99 DIVINE KNIGHT)

Now if you want to level down, things change a bit. Divine Knight is still a solid class to level in, but Mime and Ninja show their advantages this time.

43-1 as Chemist, 1-99 as Divine Knight:

21 PA, 13 MA, 12 Sp

43-1 as Chemist, 1-99 as Ninja:

20 PA, 13 MA, 13 Sp

43-1 as Chemist, 1-99 as Mime:

23 PA, 15 MA, 12 Sp

Here's some training/levelling advice from posters at the FFT Message Board at GameFAQs.com:

YOUR INFO COULD BE HERE

Durai, the son of his slain comrade. After the death of king Omdolia, Orlandu sided with Goltana. However, Orlandu saw no reason for fighting and tried many a time to persuade Goltana and his aids to stop, which eventually (and with some manipulation by Delita) gets Orlandu thrown in prison. When Ramza is opening the Dam, Delita kills Goltana and someone dressed as Orlandu, allowing the real Cid to escape. He joins Ramza, vowing to stop the Church's injustice and to save Ivalice.

3. Stats

Plain and simple, Orlandu has kick-ass stats. As far as characters you can get, Orlandu's stats are second only to Reis. He has high EVERYTHING, perfect for his roles of Supreme Kicker of Asses and Challenge Destroyer. Cid is the shizzle; fo' rizzle.

Move: 4

Jump: 3

Class Evade: 20%

Inherents/Immunities: immune to Invite (Aerostar's Battle Mechanics Guide)

Equips: Swords, Knight Swords, Katanas, Ninja Swords, Shields, Helmets, Robes, Armor, Clothes, and all accessories (except female only).

Zodiac Compatibility: Good-Cancer, Pisces Bad- Leo, Aquarius
Best/Worst-Taurus

Class Multipliers (credit to the BMG):

HP	MP	PA	MA	Spd
160	120	122	100	110

Class Growth (also from the BMG):

HP	MP	PA	MA	Spd
10	11	42	42	100

Level 99 stats (levels 1-99 as Holy Swordsman):

HP	MP	PA	MA	Spd
492	156	19	12	13

Orlandu's Move and Jump ranges are pretty darn good. His C-Ev is great, he has a 1 in 5 chance of avoiding attacks from the front.

Ol' Cid has some amazing equipment options. As far as weapons go, you'll mostly be using Knight Swords, but being able to equip the rest is nice. Cid can equip hats, which are superior to helmets in every way (Thief Hat rocks). He can equip the full array of bodywear- Armor (meh), Clothes (now we're talkin'), and Robes (HOOO-YEAH! That's what I'm talking about!). Accessories are the standard for males.

Thunder God Cid's stats need little explanation. They kick ass for almost any job. Pretty good for an old man.

4. Abilities

As a Holy Swordsman, Orlandu can make use of sword skills from three different classes- Holy Knight, Divine Knight, and Dark Knight (Gafgarion). This gives him a lot of versatility (and cheapness). I'll list the abilities by their originations (Holy Sword, Mighty Sword, and Dark Sword). For all of these abilities, you must have a Sword or Knight Sword equipped, and for Mighty Sword the target must have the specified type of equipment on and not be using

Maintenance.

Note: All the formulas in this section are from Aerostar's BMG.

All Swordskill description: "Holy Swordsman Job command. Slaughters enemies with various sword skills."

Formula for

Holy Sword attacks: $PA * (WA + K)$, where K is a variable assigned to each ability

For Good compatibility, $(PA + [PA/4]) * (WA + K)$

For Bad compatibility, $(PA - [PA/4]) * (WA + K)$

For Best compatibility, $(PA + [PA/2]) * (WA + K)$

For Worst compatibility, $(PA - [PA/2]) * (WA + K)$

Ability:	Jp:	K:	Added Effect:	Range:
Stasis Sword	100	2	Stop	2/2v0 (2 panels away, + radius, no height tolerance)
Split Punch	400	3	Death Sentence	3v2/1 (3 away and 2 up/down, 1 panel radius)
Crush Punch	500	2	Dead	3v1/1 (3 away and 1 up/down, 1 panel radius)
Lightning Stab	700	4	Silence	3/2v1 (3 away, + radius, +/- 1 height tolerance)
Holy Explosion	800	5	Confusion	4dir/5 (5 panels straight in 4 direction, +/- 2 height)

Stasis Sword: The basic Holy Sword skill. It's power is nothing to scream about, but it can hit multiple targets and the added effect is very nice. This skill will tide you over until you get the Jp for Lightning Stab.

Split Punch: This is the black sheep of the Holy Sword skillset. You can only target one enemy, and the added status is Death Sentence. Whoop-de-doo. It is more powerful than Stasis Sword, so only use it if Stasis Sword can't finish off an enemy.

Crush Punch: Not a bad ability. Its range isn't great, but the added status is awesome. If you can't kill an enemy outright with Lightning Stab or Holy Explosion, or if you're in a tight spot and need to make some quick kills, take a chance with Crush Punch. This one has the same power as Stasis Sword, so only use it when you can't target multiple enemies.

Lightning Stab: The cream of the crop when it comes to Holy Sword skills. Range, power, multiple targets, this one has got it all. Silence is usually a good thing in Tactics, but in this case it has no point. Why, you ask? With the help of this guide, you should have no problem KILLING mages in one hit, so silence is kind of redundant.

Holy Explosion: No other Holy Sword skill matches Holy Explosion in power. It also has a nice status effect in Confusion. There's nothing funnier than seeing a recently criticaled Dark Behemoth go and kill a Morbol :) The only thing hurting this skill is range. You can hit several targets at once, but they have to be lined up. Holy Explosion also lacks the vertical range of Lightning Stab, putting it in second place.

Formula for

Mighty Sword attacks: PA * WP
Good compatibility, (PA + [PA/4]) * WP
Bad compatibility, (PA - [PA/4]) * WP
Best compatibility, (PA + [PA/2]) * WP
Worst compatibility, (PA - [PA/2]) * WP

Ability: Jp: Effect: Range:

Shellbust Stab	200	Destroys Armor	3/1	(Up to 3 panels away, hits 1 panel)
Blastar Punch	400	Destroys Helmet	3/1	(Up to 3 panels away, hits 1 panel)
Hellcry Punch	500	Destroys Weapon	3/1	(Up to 3 panels away, hits 1 panel)
Icewolf Bite	800	Destroys Accessory	3/1	(Up to 3 panels away, hits 1 panel)

Shellbust Stab: I rank this ability second among the Mighty Sword techniques. The only reason to break armor is to lower max HP/MP, get rid of a special condition (strengthen element, immune to death, etc.), or to lower parameters (ex., Power Sleeve's +2 PA). Overall a good ability, but not the best.

Blastar Punch: Well, You get to destroy someone's hat. The main advantage of this is destroying Thief Hats and their +2 Sp, but that's about it. Blastar Punch ranks third, but just barely below Shellbust because it's more expensive.

Hellcry Punch: Oh yeah! Hellcry is top dawg of the Mighty Sword skills. Destroying someone's weapon (especially a fighter) renders them impotent in many cases.

Icewolf Bite: Coming in last is... Icewolf Bite. In theory and duelling, it's an excellent ability. No more Chantage, Setiemson, or Angel Ring etc. But that's in theory/duelling. In game, Icewolf isn't nearly as useful because the enemies you encounter don't equip the elite accessories.

Note on Abilities: Since they all do the same damage, use whichever one you find to be most useful for a given situation. The ranks I gave were based on usefulness overall.

Formula for

Dark Sword attacks: Drains PA * WP
Good compatibility, (PA + [PA/4]) * WP
Bad compatibility, (PA - [PA/4]) * WP
Best compatibility, (PA + [PA/2]) * WP
Worst compatibility, (PA - [PA/2]) * WP

Ability: Jp: Drains: Range:

Night Sword	250	HP	3/1	(Up to 3 panels away, hits 1 panel)
Dark Sword	500	MP	3/1	(Up to 3 panels away, hits 1 panel)

Night Sword: The best of the Dark Sword abilities and one that you'll find Orlandu using quite frequently. It damages the enemy and gives

that much back to you. Perfect for situations where you are low on health or can kill an enemy with it to get back to full HP.

Dark Sword: The worst of the Dark Sword abilities and the worst of Orlando's abilities. Unless you really need MP for some reason, it's always better to just kill your target (Orlando will have no problem doing so). You will rarely find yourself using this ability, but at least it's good for what it's designed to do.

5. Setups

This section is the meat of the guide. Here you will find a variety of setups for almost any situation. Each of these setups has been chosen for inclusion because it can do exactly what it was designed to do better than similar setups, giving you an optimized Orlando to destroy things, assist your party, or fit a certain theme. Some setups may be refined from several others to yield the best results. Credit is given where its due for each setup, so be sure to thank whoever created the setup you use when you see them on the message board.

Note: All setups and commentary on them are by me unless otherwise indicated.

a. Chapter 4/The Rest of the Game

Holy Swordsman (early)

All Swordskill	Excalibur
Item	Crystal Shield
Weapon Guard	Flash Hat
Gained-Jp UP	Power Sleeve
Move +1	Bracer/Battle Boots

You know you saw it coming... it's the obligatory right-when-you-get-them setup, courtesy of Actionrat (that's me!!) The sad thing is, this Orlando could easily last you for the whole game *throws up, sickened by the sheer power of Orlando*. Ahem, make sure to learn all of Orlando's abilities and so you can train him in other classes to get some good skills (as if he needed any more *up-chucks again*).

Holy Swordsman- trampoline

All Swordskill	Excalibur
Punch Arts	Escutcheon II
Abandon	Thief Hat
Attack UP	Power Sleeve
Move+3/Teleport	Bracer

Nice Earth Slash damage if he's too far away for Holy Sword, and some ok support abilities in Revive and Chakra.

Orlando the Hunter- MidnightBlue9999

Holy Swordsman

All Swordskill	Chaos Blade
Punch Art	Escutcheon II
Counter	Twist Headband
Secret Hunt	Robe of Lords

Move+3

Bracer

With this setup he's an extremely fast poacher that you would WANT to get hit. His attacking and countering will guarantee an easy poach.

My comments: Even though this is a more specialized setup, it still works very well for general fighting. The Robe of Lords is key here- you'll need Protect in order to dish out enough Counters while you're still alive.

Holy Swordsman- TG Cloud, Covenant, trampoline

All Swordskill	Chaos Blade
Punch Art/Draw Out	Excalibur
Blade Grasp	Thief Hat/Twist Headband
Two Swords	Power Sleeve/Robe of Lords
Move+3/Teleport	Bracer

TG Cloud's comments: Yup, the usual invincible Kill everything in one hit type of setup, but come on give him an sword and give TG Cid a allsowrdsskill and he can kill anything in 1-3 shots.

Covenant's comments: Of course, you could always substitute the Robe of Lords in for the Power Sleeve, but I wouldn't recommend it as Orlandu does not need Protect and Shell or the additional HP, MP, and MA and you could also give him Teleport if that's your style. The only change I would recommend is changing Two Swords to Attack UP if you level him up enough to still get max damage with an Excalibur

trampoline's comments: He does 999 damage with 25 PA, which he'll eventually get with this set-up. Long range and healing/support status with Draw Out.

Holy Swordsman, low faith

All Swordskill	Chaos Blade/Excalibur
whatever	Escutcheon II
Abandon	Thief Hat
Attack UP	Robe of Lords
Move+3	Feather Mantle

This Orlandu is nigh-untouchable. The only way to have a decent chance of hitting him is from behind, in which case the Robe of Lords will provide him with ample defense. Should he gethurt, a Night Sword and the Regen from the Chaos Blade will get him back on his feet. You can go with Excalibur if you want extra speed. In a standard game (not duelling or anything), almost no enemies will be able to stand up to this Orlandu. So congratulations, you've now conquered FFT. There is no challenge left. You might as well *gasp* go play another game. In the world of FFT, if God was one of us, this is what He would be. :)

b. Theme Setups

Aragorn

Holy Swordsman

All Swordskill	Chaos Blade
Item	Excalibur
Weapon Guard	Thief Hat

Two Swords Robe of Lords
Move+3 Vanish Mantle

Yep, it's Aragorn, straight out of Tolkien's masterpiece. All Swordskill is there mainly because Aragorn is such a badass. He also had a good knowledge of medicine (being a Ranger and all), so Item seems to fit well. In the movies, he blocks with his sword(s) a lot, making Weapon Guard the reaction of choice. The Chaos Blade is the most powerful sword in FFT, and his sword in the books (you know, the one that was once broken... can't recall the name) is the most powerful in Middle-Earth. He gets the Robe of Lords because he's a king and didn't wear much heavy armor. The Vanish Mantle represents the cloak received from Galadriel and it's ability to camoflaughe the wearer.

Note from The Count (pbfinn15@comcast.net): I liked your FAQ a lot, a found it very enlightening. I noticed however that you didn't know the name of Aragorn's sword. It is Narsil. However, the description of Excalibur is "sword of the true king" wouldn't it make sense for that to take precedence over the shakiness of the Chaos Blade being the strongest? I did really enjoy that set-up though, kudos to you.

Me again: Thanks for the correction and the support!

Here's an Orlando setup for the determined not to be cheap:

Bard

Sing Nagrarock
All Swordskill nothing
Counter/Hamedo Thief Hat
Equip Sword Rubber Costume
Move+3 Bracer

If there are humans, use Hamedo (they'll try to attack and you'll Frog 'em, hehehe) and break their weapons ASAP. Against monsters, this Orlando should be used only as support. The Rubber Costume is there for survival purposes.

6. Training/Levelling Strategies

Well isn't this a joke! Training/Levelling strategies for ORLANDU! HAHHAHAHA!
Erm, ahem, on to work. Orlando is strong right out of the gate; he really doesn't need any training (or levelling for that matter), but for those who want their Cid to be as broken as possible, I'll highlight some abilities you should pick up.

Training: Learn all of the skills in Orlando's base class. From there, open up the job tree. Here is a checklist of skills you won't want to miss:

- Chemist- P. Down, Potions, Remedy
- Knight- Weapon Guard
- Monk- Chakra, Wave Fist, Earth Slash, Counter
- Time Mage- Teleport
- Geomancer- Attack UP
- Samurai- Blade Grasp, Kiyomori, Masamune, a couple offensive Draw Outs
- Ninja- Two Swords, Abandon
- Bard- Move+3

If you get all of those, you'll be in pretty good shape. But that doesn't mean it's time to stop training. Get any other abilities you want.

Levelling: Holy Swordsman is a great class to level as. Period. If you want

some more MA or a little more PA (like you need anymore >:)), go ahead and level as a Mime. If you want more speed, you're going to have to level down then up as a Ninja. If you just want to get great stats easily, stay a Holy Swordsman.

1-99 as Holy Swordsman:
19 PA, 12 MA, 13 Sp

1-42 as Holy Swordsman, then to 99 as Ninja:
19 PA, 12 MA, 13 Sp (NO CHANGE FROM 1-99 HOLY SWORDSMAN)

1-42 as Holy Swordsman, then to 99 as Mime:
20 PA, 13 MA, 13 Sp

If you level down/up with Orlandu, that makes you a sicko...

42-1 as Bard, 1-99 as Holy Swordsman:
24 PA, 13 MA, 13 Sp

42-1 as Bard, 1-99 as Ninja:
25 PA, 12 MA, 14 Sp

42-1 as Bard, 1-99 as Mime:
28 PA, 14 MA, 13 Sp

Here's some training/levelling advice from posters at the FFT Message Board at GameFAQs.com:

Covenant says: Some suggestions for others who posted:
*No armor. Speed is far more useful than HP, especially if almost nothing can touch him.
*Don't bother boosting his MA or Faith. If you're going to give him an MA/Faith based skill, the only one that would be worthwhile is Math Skill, in which case Orlandu is a poor choice.
*Don't bother with a shield, as you can just lower his Faith and use Blade Grasp.
*Always put the most powerful weapon first as it is the one that determines Swordskill damage

I don't really think Orlandu needs an FAQ and there is absolutely no reason to think of any other setups for him as his base class brings almost nothing to another role that Ramza, and usually a generic, can't.

Jecht Shot says: Do you honestly need one [an FAQ] for Orlandu? Just say slap a sword on him and have him use AllSwordskill. In fact just say go to a store and use best fit, don't even change his class. He's so broken he doesn't need a faq.

=====

7. Ramza

Ramza Character FAQ

By Dan Isbell, copyright 2002

Date Began: 12/28/02

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6. Training/Levelling Strategies

*****79 Character Check*****

1. Introduction

Ramza Beoulve is the protagonist of Final Fantasy Tactics and the fifth character to be FAQ'ed by me in this guide. Ramza is a very versatile unit, and very powerful if used right. This guide is designed to provide a multitude of different ways for Ramza to be all that he can be. Oh yeah, gotta show some love for the posters at the FFT Board at GameFAQs.com. Word.

2. Background

Name: Ramza Beoulve Quote: "Always check the active turn, it's a shortcut to victory!"

Birthdate: You get to choose!

Zodiac Sign: See above.

Base Job: Squire (often referred to a Uber-Squire)

Job Description: Basic job for all units. The starting point to becoming a fine warrior. Unlike other squires, he can equip
(Chapter 1) robes but not axes.
(Chapter 2+3) robes, shields, helmets, and armor, but not axes.
(Chapter 4) robes, shields, helmets, armor, and knight swords, but not axes.

Profile: Ramza Beoulve starts out as a military cadet, but becomes much more. Guided by his sense of right inherited from his father, Ramza will stop at nothing to stop injustice and help those in need. Ramza keeps a cool head most of the time, only expressing intense emotion when lives are at stake. Although he is naive in the beginning, he gradually comes to terms with the gritty world he lives in. Ramza is a natural leader, so skilled that even Knights of great rank choose to follow him.

History: Ramza is the youngest son of the highly respected Beoulve family. His father, Balbanes Beoulve, was a great hero of the 50 Year War and attained the highest rank of knight, Heavenly Knight. His two elder step-brothers, Dycedarg the eldest and then Zalbag, are also great knights and considerable older than Ramza. Ramza also has a younger sister named Alma, whom he cares for very much. Ramza's best friend is Delita Hyral, a young man his age taken in by the family. When Ramza is 16, he enrolls at the Gariland Military Academy with Delita. From there, I'll let you experience the rest....

3. Stats

Ramza is very unique statistically. He gets the best of Male (HP and PA) and Female (MP and MA) growth in all classes which makes him very well balanced. In his Squire class, Ramza has pretty good stats in all areas, plus he receives better equipment options as the game goes on. Another interesting note about Ramza: he is the only character who can attain a Faith greater than 94 without leaving your party. This can give Ramza a slight boost in the magic department.

Move: 4

Jump: 3

Class Evade: 10%

Inherents/Immunities: immune to Invite (Aerostar's Battle Mechanics Guide)

Equips: Ch. 1- Swords, Daggers, Hats, Robes, Clothes, all male accessories
Ch. 2/3- Swords, Daggers, Flails, Shields, Helmets, Hats, Armor, Robes, Clothes, all male accessories
Ch. 4- Knight Swords, Swords, Daggers, Flails, Shields, Helmets, Hats, Armor, Robes, Clothes, all male accessories

Zodiac Compatibility: This all depends on what birthdate/zodiac you assign him. Consult the BMG for info on Zodiac Signs.

Class Multipliers (credit to the BMG):	HP	MP	PA	MA	Spd
	125	105	111	102	107

Class Growth (also from the BMG):	HP	MP	PA	MA	Spd
	11	11	50	48	95

Level 99 stats (levels 1-99 as Squire):	HP	MP	PA	MA	Spd
	365	146	16	12	12

Ramza has a nice Move range and the standard Jump range. His C-Ev is average, giving you a 1 in 10 chance of avoiding a physical attack from the front.

Ramza has standard Squire equipment options to begin with, but as you progress through the game things only get better for our hero. When Chapter 2 rolls around, Ramza is able to equip Armor, Swords, and Shields, making him more durable on the front lines. Once you hit Chapter 4, Ramza obtains the ability to equip the powerful Knight Swords, which makes him quite lethal.

Statwise, Ramza isn't spectacular, but definitely well above average. Having both male and female stats is great. Ramza's growth and multipliers are nice; he gets a boost in all areas, most notably MA and Spd.

4. Abilities

Ramza gets the basic Squire abilities plus special ones as the game progresses. Ramza's later abilities are great and work well with any class. Ramza can also learn Ultima by having it hit him while in the Squire job. Ultima Demons, along with the Assassins, can cast it.

Note: All the formulas in this section are from Aerostar's BMG.

Guts description:

Name:	Jp:	Effect:	Formula:	Range:
-------	-----	---------	----------	--------

Accumulate	300	+1 to PA	100%	Self
Dash	75	HP Damage, doesn't trigger most reactions		1
Throw Stone	90	HP Damage		4
Heal	150	Cures Poison, Darkness	100%	1 (Self)
Wish	0	HP damage self, restore HP to target		1
Yell	200	+1 to Sp	100%	3 (Self)
Cheer UP	200	+5 to Brave	100%	3 (Self)
Scream	500	+10 to Brave, +1 MA, +1 PA, +1 Sp	100%	Self
Ultima	---	HP Damage MP:10 ctr: 5	[23 * MA * (CFa/100) * (TFa/100)] 4, + pattern, up/down 1	

5. Setups

This section is the meat of the guide. Here you will find a variety of setups for almost any situation. Each of these setups has been chosen for inclusion because it can do exactly what it was designed to do better than similar setups, giving you an optimized Ramza to destroy things, assist your party, or fit a certain theme. Some setups may be refined from several others to yield the best results. Credit is given where its due for each setup, so be sure to thank whoever created the setup you use when you see them on the message board.

Note: All setups and commentary on them are by me unless otherwise indicated.

a. Chapter 1 Setups

Seeing as Ramza is the main character of FFT, you get him right at the beginning of the game, in Chapter 1. In Chapter 1, Ramza is only slightly more powerful than your other Squires: he has the Wish ability and better stats. These setups are designed with Chapter 1 equipment and the fact that you haven't had much time to train Ramza in mind.

Squire

Guts	Broad Sword
Item	nothing
Counter-Tackle	Leather Hat
Gained Jp UP	Clothes
Move +1	Battle Boots

Here's the obligatory starting build for Ramza. Item will keep you and your teammates alive and Guts will augment your healing and offense. Make sure to learn Move +1, Gained Jp UP, and all of the primary abilities (except for maybe Heal and Dash) before moving on to other jobs.

Squire- Jecht Shot

Guts	Best
Punch Art/Steal	nothing
Counter/Speed Save	Best
Gained Jp UP	Best
Move +1	Battle Boots (Always Battle Boots. I value movement above all else.)

With plenty of movement, this unit has no problem moving in for the attack. Punch Art offers something more substantial in the way of ranged attacks than Throw Stone, and can also heal, and revive targets. Or Steal can offer some useful equipment around the Thieve's hideout and on. Counter allows additional damage, but speed save can help to escape, when being overrun. Gained Jp Up is vital to quickly unlocking more advanced classes and skill.

Geomancer- Jecht Shot

Elemental	Best Sword
Guts	Best Shield
Weapon Guard	Best
Attack UP	Best
Move+1	Battle Boots

Really easy to get, and damned effective at the low levels as well.

My comments: A good setup, but it might be a tad difficult to get in Chapter 1. Definitely possible later in the chapter. Accumulate will boost Elemental damage, which is nice. With Attack UP you will hit hard. Make sure to learn Hell Ivy, Local Quake, Kamataichi, and Carve Model.

Knight

Battle Skill	Best
Guts	Best
Counter(Tackle)	Best
Gained Jp UP	Best
Move +1	Battle Boots

Here's a Chapter 1 tank. You'll appreciate the extra HP given by Armor in Ch. 1 and the extra evade of a shield over the Ch. 1 Uber-Squire. This Knight will hit hard, especially after a couple Accumulates. Counter or Counter-Tackle will make those Goblins sorry they even thought about attacking you.

b. Chapter 2 Setups

Thief- Jecht Shot

Right hand: Best weapon
Left Hand:
Head: Best. Any that increases speed.
Armor: Best. Any that increases speed.
Accessory: Either a mantle to increase evade, or shoes for movement.

Primary Ability: Steal
Secondary Ability: Guts
Counter Ability: Speed Save/Critical Quick
Support Ability: Concentrate/Defense Up
Move Ability: Move +3-2

The idea here is to steal enemy equipment to allow an advantage over what can be bought. Increased speed is vital to stealing percentages so use yell to increase it. Move + abilities allow you to quickly run circles around opponents for best stealing chance. Concentrate makes it easier to steal from opponents with shields, but sometime defense is more valuable. Speed Save saves on Yelling time, but Critical Quick can allow instantaneous movement when in

danger.

Geomancer

Elemental	Coral Sword
Guts	best shield
Counter Flood	Green Beret
Attack UP	Wizard Robe
Move+1/2	Diamond Armlet/Wizard Mantle

Ramza works very well as a Geomancer because of his male PA and female MA. Elemental uses both PA and MA in formulating it's damage. This Ramza can also do some damage with the plain ol' attack command too. Accumulate helps both Elemental and Attack.

c. Chapter 3 Setups

Ninja- Jecht Shot

Right/Left hand: Best available weapons
Head: Any. Preferably physical attack raising.
Armor: Same as Helmet
Accessory: Best available mantle.

Primary Ability: Throw
Secondary Ability: Guts
Counter Ability: Abandon
Support Ability: Attack Up/Defense Up
Move Ability: Move +3-2

Trying to maximize damage, I use a Ninja, with the best available weapons. I use my equipment to further raise my attack, but stay with a helmet to assist in evading attacks. Throw is useful to weaken enemies up before charging for the kill. If I seem to be taking too much damage, I replace Attack Up with Defense Up

Wiegraf Abuser

Squire

Guts	best sword
anything	best shield
Auto-Potion	best
anything	Chameleon Robe
Move +2	Feather Boots

Ah, yes, the all-too-familiar setup for an easy Wiegraf take down and a couple easy levels... The strategy here is to only have X-potions and Yell repeatedly (you can Accumulate too if you'd like) until you are fast enough to slaughter Wiegraf without him having an opportunity to hit back (outside of Counter). This also sets you up nicely for Velius. The Chameleon Robe causes Wiegraf to not use Lightning Stab and the Feather Boots nullify Earth Slash. Auto-Potion soaks up all the damage while you run around Yelling like a little girl.

Squire- Covenant

<best sword available>/Excalibur

<best PA boosting hat/Thief Hat>

Power Sleeve/Robe of Lords

Bracer/Genji Gauntlet

Guts

Draw Out/Elemental

Hamedo/Counter

Two Hands(Two Swords would be fine if you have another Excalibur, though I still prefer Two Hands)

Move +3

This is a mid-Chapter 3 to late-Chapter 4 setup. Ideally, this Ramza would have an Excalibur, making his Speed high enough to negate most charging attacks from Archers and mages, the only people he is really vulnerable to. Hamedo for story battles, Counter for monster battles.

ZeroX, at level 99 armor is completely and totally useless as your HP will be high enough to survive most monster hits that don't do 999, in which case your HPs are irrelevant, while the Protect and Shell given from the Robe of Lords, not to mention the PA, MA, and MP, would be far more useful than the 50 HPs armor offers. Also, Ramza's Faith can go up to 97 without any problems... the game wouldn't make much sense if he left your party to join a church. Estucheon II and Blade Grasp together is generally a bad idea. If you're going to spend that much time leveling, you would most likely, or should, have a unit that is meant to deal with magic users so Ramza doesn't need to worry about them and can free up that support ability and shield slot for Two Weapons(allowing auto-Haste from Excalibur), Magic Attack UP, or Short Charge.

Actually, I made a mistake on there and put Counter instead of Blade Grasp as I almost never use Blade Grasp since it makes the game too easy =/

Even without Blade Grasp, this character works. In fact, I have beaten the game with this character alone, with some minor adjustments for specific battles. This character never gets swarmed. If there are too many enemies to simply wade in and slaughter them all, I can hit from beyond their maximum range with Kikuichimoji or Elemental(If Kikuichimoji isn't available) and I will not be caught due to my superior Move rating of 7.

d. The Rest of the Game

Summoner

Summon Wizard Rod

Guts

Blade Grasp Flash Hat

Magic Attack UP Robe of Lords

Teleport Magic Gauntlet

Now what we have here is the rare magical beast version of Ramza. Plenty of MA for Summons and Ultima make him a very dangerous animal. This magical beast also has ample defense via Blade Grasp and Robe of Lords, which is quite unusual among mages. When he's not nuking someone's ass, the magical beast can be seen Screaming to boost his MA and overcome the speed handicap inherent of Summoners while perched up high somewhere he Teleported to.

Squire- trampoline

Br 97, Fa 97

Squire
Draw Out
Blade Grasp
Magic Attack Up
Move + 3/Teleport

Excalibur
Aegis Shield
Thief Hat
Wizard Robe
Genji Gauntlet

It seems that most people here (including me) have some variant of the above set-up. Ma boosts galore for Draw Out. And Ultima. And he still has some nice attack power with Excalibur.

Squire- Trampoline

Br 97, Fa 97

Squire
Elemental
Blade Grasp
Magic Attack Up
Move + 3/Teleport

Excalibur
Aegis Shield
Thief Hat
Robe of Lords
Genji Gauntlet

Nice ranged statuses and pretty good damage because of his high stats. With a few Screams, Elemental damage will sky rocket.

Some Classics- jsteen84

Here's a couple of the classics that I like to use:

MA based:

Ramza high brave + high faith

Excalibur
Aegis Shield
Flash Hat
Robe of Lords/Wizard Robe
Genji Glove

Guts
Summon Magic/Math Skill/Draw Out
Blade Grasp/MA up/Auto Potion
MA attack up
Teleport

or....

PA based:

Chaos Blade
Excalibur
Twist headband/Thief hat
power sleeve/robe of lords
Bracer

Guts
Punch Art/Draw Out/Summon Magic
Blade Grasp/Counter
Two Swords
Teleport

I find a secondary skill irrelevant but Draw out gives haste and everything, summon magic gives golem, and punch art is PA based so....

or a combo of the two:

Excalibur
Chaos Blade/Aegis Shield/Eschuteon II
Flash Hat
Robe of Lords
Genji Glove

Guts
Draw out/elemental
Blade Grasp/auto-potion/whatever
two swords/ MA attack up
teleport

Eh, these are cheap, but since nobody else really put them, I figured I'd give my two cents and toss em in.

Squire- ff6shadowl

Right hand: Excalibur
Left Hand: Escutcheon/Aegis Shield
Head: Thief Hat
Armor: Robe of Lords
Accessory: Germinas Boots

Primary Ability: Guts
Secondary Ability: Punch Art/Throw
Counter Ability: Speed Save/Critical Quick
Support Ability: Concentrate/Defense Up
Move Ability: Move +3-2

Packs plenty of power, and has a large movement radius to allow him to move towards his target quickly. Punch Art provides him with several ranged, if not powerful attacks and a method of healing and reviving characters. Speed Save allows an additional speed boost when you actually start getting hit, or can be replaced with Critical Quick to allow quick escapes in emergencies. Concentrate can help ensure successful attacks, or Defense Up provides an additional defense boost. And finally, Move +3 or +2 is vital to keep the movement advantage.

e. Theme Setups

Sniper Set Up- ff6shadow

Right hand: Perseus Bow
Left Hand: Nil
Head: Thief Hat
Armor: Secret Clothes
Accessory: Feather Mantle

Primary Ability: Charge
Secondary Ability: Guts
Counter Ability: Abandon
Support Ability: Concentrate
Move Ability: Move +3-2

Quick, with a good movement to escape from enemies. The perfect sniper. Fall back from opponents and shoot them from afar. Feather Mantle and Abandon allow for greater evade percentages. And concentrate helps insure accurate shots.

I feel it's fair to note that far more effective setups can be obtained using Math Skill and Blade Grasp. However, I never really cared for Math Skill. It took too long to build the JP. And I believe that Blade Grasp was programmed incorrectly. And still, it works better with a modified Brave, and I never bothered to max brave or minimize faith.

----- 6. Training/Levelling Strategies

Here's some training/levelling advice from posters at the FFT Message Board at GameFAQs.com:

militant agnostic: The basic theme of Ramza is to have him as a squire, he does everything well as a squire, even gets MA and Speed growth bonuses.

Plus he has the best equipment options in the game.

My usual recommendation is for the faithless Draw Out master or extremely high-faithed Math Skiller for outright demolition.

Yeah, chapter 1 is the only chapter I can see keeping Ramza as a knight, since it's the only chapter that armor and helms aren't outclassed by clothes, robes, and hats.

It should be noted that Ramza is the only non-guest character that can have 97 faith.

Also, unless you just want Ramza to be an all-out physical attacker, two swords doesn't do much for him (especially as compared to a swordskiller) when compared to sword and shield.

The only viable two-sword Ramza in my opinion is the 3 faith, blade grasper who does everything through the attack command.

The faithless Draw Out Ramza is better served by Magic Attack Up.

Challenger:

Ch. 1

Stick with Squire until you learn Gained Jp UP, then switch to Chemist. Once Priest is opened up, become one, and learn whatever Black Magic you can. Equip that as the secondary, it's a great help through half of Ch. 2. Learn Raise, Reraise, Holy, Protect, Shell, Esuna, and Cure 3 in Priest; this can be done anytime in the first 2 Chapters. Equipment will change as the chapter progresses, always have the best armor and helmet for MP; equip the Battle Boots, the mantles at this point aren't worth it.

Ch. 2

If you haven't learned the skills I recommend for Priest, continue until you do. Once you have, you need a good reaction and support ability. I strongly suggest Dragon Spirit, Counter, or HP Restore. For support, Magic Attack UP or Attack UP, depending on whether you prefer physical attack or power in healing. Also, get either Move+1 or Move+2. By the middle of Ch. 3, you should have a decent setup. Equipment still depends on what is in the shops; if a Squire, balance between HP and MP in your armor.

Ch. 3

Definitely have the requisite Priest abilities by now, or at least enough to get by; you don't want to be a Priest now. Spend your time reaching for a support and reaction ability. Once you reach Riovanes, you need to have a strong setup, with a useful Reaction, Support, and Movement ability. For Wiegraf, try to have enough MP for 2 Holy spells, enough HP to survive 1 Lightning Stab and 1 Earth Slash (roughly 200), and a move of at least 6 to walk outside his Lightning Stab range after his first move.

Ch. 4

You should be firmly entrenched in the Squire class now, with your skill set fully prepared. Finish whatever you need, and learn the rest of his Squire abilities as you can, starting with Scream. His equip will change as you progress. Once you have Excalibur, give it to him. Other Equip will be Thief Hat, Light Robe, Germinas Boots, and Crystal Shield. He should be a very dangerous man now, with Excalibur strengthening Holy, and enough speed to run circles around the competition.

Jecht Shot:

Chapter 1

Use whatever necessary and start preparing for future chapter. Just remember that unlike generics, Ramza is equally disposed towards magic and physical attacks. Almost always keep Gained JP up.

Chapter 2

Through Chapter 2, continue to focus development towards you desired goal of either, a physical warrior, a mighty mage, or and overall fighter. Start trying to unlock advanced classes, if you haven't been putting much effort into it. I tend to steal often during this chapter, to gain a minor equipment advantage, and usually toss it to Ramza, since he can raise his own speed.

Chapter 3

Begin to fine tune your war machine. Most classes should be unlocked for Ramza by now. Pick and choose you abilities carefully. I tend towards a warrior Ramza.

Chapter 4

You shouldn't need much more work to have an unstoppable army. Complete the

Deep Dungeon, and choose you final set up.

8. Thanks/Misc.

To start off I want to thank everyone on the FFT Message Board at gamefaqs.com. Their input has made this guide what it is (for whatever that's worth... :)). Now there are some people who need to be individually recognized:

R y a n: Gave me the idea for this guide, also contributed a lot of kick ass setups.

trampoline: Another big contributor. Lots of great setups and advice.

Notti: For writing his DD guide (check it out). Also for his input.

Aerostar: For writing the BMG (check it out too). It's really an awesome FFT resource.

CJayC: For having the best gaming site on the planet and for hosting this guide.

Now some other thanks:

Squaresoft/Squareenix: For making kickass, beautiful games.

The FFT Team: For making FFT, my favorite game ever. It's time for all of you to reunite and make a proper sequel.

Winamp: Because my mp3s and cds need a place to call home on my computer, and version 5 is awesome.

9. Version History

-Version .95

5/38/04. Some minor corrections, addition of Ramza section to guide, a couple more thanks. The guide is pretty much complete now, so don't expect any updates in the near future. Unless I get extra-motivated this summer and decide to do Beowulf, Cloud, and the rest... which probably won't happen.

-Version .8

3/23/03. First version.

10. Legal Stuff

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