

Final Fantasy Tactics Custom Character Codes FAQ

by MintyPhoenix

Updated to v4.5 on Jan 25, 2008

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*****
* Final Fantasy Tactics -- *
* Custom Character Codes FAQ (v4.5) *
* ʘ2000-2002 ShadowX (Zeta Striker) *
*****
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*****
* VERSION HISTORY *
*****
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VERSION 4.5:

- + [Kupo], [Death], [Bahamut], and [Titan] to the [Individual Characters] section.
- + [Android 18] to the [Dragonball Z] themed section.

VERSION 4.0: Added the [Custom Jobs] section with [Jedi Knight].

VERSION 3.2: Fixed a small glitch in [Musashi].

VERSION 3.1: Completely re-typed the FAQ, and went through each code picking out a certain line that seems to be causing at least 80% of the glitches, made it so you could have the character modify any slot you'd like, and added [Tempest] and [Musashi], my latest characters.

VERSION 2.0: Added Sephiroth, fixed the Table of Contents, and STOPPED TAKING REQUESTS!!!

VERSION 1.5: Added [Future Trunks].

VERSION 1.4: Fixed some errors made in the Beoulve Family. Added [Altima] and [Scott]. Placed GameFAQs in the Credits section.

VERSION 1.0: Initial version. Added [Cypher], [Damon], the [Beoulve Family], and the [Zodiac Humans and Braves].

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*****
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* 01. SCREEN TEST *

This little section here is just to make sure that everything comes out clearly and you will be able to see the few charts as I intended you to.

IF YOU HAVE THIS SAVED ON YOUR PC: Make sure that the font is set to 'Courier New' or other monospaced fonts. This will make the spacing in this FAQ aligned correctly. Also, to fit everything on-screen, use these font sizes:

RESOLUTION:	FONT SIZE:
1280 x 1024	14 or smaller (Credit to SVolo
1024 x 768	12 or smaller for the idea for
800 x 600	10 or smaller this chart.)

Also, make sure that you can see the lines of asterisks on one line, so the section headers should only take up three lines. If all this criteria is met, then you should have no difficulty reading this FAQ.

* 02. LEGAL INFORMATION *

This FAQ is protected by international copyright (7) laws. Reproduction of this FAQ is prohibited unless you have the consent of the author. You can reach the author at the following email addresses:

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* 03. DISCLAIMER *

GameFAQs, InterAct, or the author are not responsible for any problems that occur with game saves and/or memory cards. You may experience glitches or problems loading certain parts of the game when using these codes, use them at your own risk.

On a lighter note, I have yet to hear about any permanent damage to save files or memory cards, so there really isn't much to worry about. I myself use these codes often.

* 04. INTRODUCTION *

Tired of using the same old characters in FFT? Ever wanted to play as Vormav, Izlude, Elmdor, or other cool NPCs? That has just become possible. Not only that, but this FAQ also includes many custom characters, as well as themes

to edit your whole team. These codes were made for the sole purpose of adding a new and fun twist to FFT, as it may be a long time before we get a sequel, if we get one, that is, so I beg you to enjoy these codes!

```
*****
* 05. INSTRUCTIONS *
*****
1.) Use the charts below to find out what to replace the 'xx' and 'yy' with
    depending on which position you want your character in.

2.) To get the correct job, go to the 'Change Job' screen and it should be
    available from there.

3.) MAKE SURE YOU HAVE A CHARACTER IN THE SLOT YOU ARE TRYING TO MODIFY!!!
```

POSITION	xx	yy	POSITION	xx	yy
SLOT #01	79	80	SLOT #09	87	88
SLOT #02	80	81	SLOT #10	88	89
SLOT #03	81	82	SLOT #11	89	8A
SLOT #04	82	83	SLOT #12	8A	8B
SLOT #05	83	84	SLOT #13	8B	8C
SLOT #06	84	85	SLOT #14	8C	8D
SLOT #07	85	86	SLOT #15	8D	8E
SLOT #08	86	87	SLOT #16	8E	8F

This may seem confusing at first, but after doing it for a couple lines, I guarantee that you'll catch on, and it will become like second nature. The only reason I am doing this is so that you won't be limited to use one code at a time, or have to go through any trouble using multiple codes, or editing the character of your preference instead of mine.

```
*****
* 06. PARTY THEMES *
*****
06a. THE BEOULVE FAMILY
```

When I first thought of this FAQ, what else came to mind other than the two brothers and the sister of the one and only Ramza? The unique skills of each character makes for an amazing and rounded battle team, plus room for another character, be it special, generic, or custom!

```
:: | Zalbag Beoulve [Arc Knight, Destroy Sword]
---|-----
| 3005xx74 0008 - Sprite and Base Job
| 8005yy32 2423 \
| 8005yy34 252F \
| 8005yy36 2A24 > Name
| 8005yy38 00FE _/
```

```
:: | Dycedarg Beoulve [Lune Knight, Sword Skill]
---|-----
| 3005xx74 0009 - Sprite and Bas Job
| 8005yy32 3C0D \
| 8005yy34 2826 \
| 8005yy36 2427 > Name
| 8005yy38 2A35 /
| 8005yy3A 00FE /
```

:: | Alma Beoulve [Cleric, Holy Magic]

| 3005xx74 0030 - Sprite and Base Job
| 8005yy32 2F0A \
| 8005yy34 2430 > Name
| 8005yy36 00FE /

.....
.....

06b. DRAGONBALL Z

:: | Future Trunks [Soldier, Sword Skill]

| 3005xx74 0032 - Sprite and Base Job (Cloud)
| 30061A18 0046 - Soldier Main Command: Sword Skill (edited)
| 8005xx7C 01A8 - Reaction: Speed Save
| 8005xx7E 01E3 - Support: Non-Charge
| 8005xx80 01E8 - Movement: Move +3
| D019F3D4 70A3 \
| 8019F3CE 704B \
| D019F3D4 70A3 \
| 8019F3D0 70A6 \
| D019F3D4 70A3 > Skill Editing
| 8019F3D2 70E6 /
| D019F3D4 70A3 /
| 8019F3D4 715D _/
| 50001D02 0000 \
| 8005xx9E FFFF _> Knows Correct (and All) Skills
| 8005yy32 380F \
| 8005yy34 3837 \
| 8005yy36 2835 \
| 8005yy38 1DFA > Name
| 8005yy3A 3835 /
| 8005yy3C 2E31 /
| 8005yy3E FE36 /

:: | Android 18 (by: shinkuu_hadouken@hotmail.com) [Assassin, Stop Hand]

| 3005xx74-002E - Sprite/Base Job: Lede
| 8005xx76-002E - Current Job: Assassin
| 8005xx7B-007D - Secondary: All Magic (e)
| 8005xx7C-01c5 - Reaction: Hamedo
| 8005xx7E-01E3 - Support: Non-Charge
| 8005xx80-01F3 - Movement: Teleport 2
| D019F3CC-70C9 -,
| 8019F3C4-7066 |
| D019F3CC-70C9 |
| 8019F3CA-703D |
| D019F3CC-70C9 |
| 8019F3CC-70E6 |
| D019F3D6-7046 |
| 8019F3C4-70A6 |
| D019F3D6-7046 |--> Skill
| 8019F3C6-70DF |--> Editing
| D019F3D6-7046 |
| 8019F3CC-70C8 |
| D019F3D6-7046 |

```
| 8019F3CE-703D |
| D019F3D6-7046 |
| 8019F3D2-7004 |
| D019F3D6-7046 |
| 8019F3D6-7004 -`
| 50001D02-0000 -, _ Knows Correct
| 8005xx9E-FFFF -` / All Skills
| 8005yy32-310A -,
| 8005yy34-3527 |
| 8005yy36-2C32 |
| 8005yy38-FA27 |- Name:          Android 18
| 8005yy3A-0801 |
| 8005yy3C-00FE -`
```

.....
.....

06c. ZODIAC: HUMANS & MONSTERS

Remember fighting against Wiegraf, Draclau, and the other humans holding Zodiac Stones? Remember the monsters the stones turned them into? They are all here at your disposal!

```
:: | Queklain [Impure King, Fear]
```

-----|-----

```
| 3005xx74 0043 - Sprite and Base Job
| 8005yy32 381A \
| 8005yy34 2E28 \
| 8005yy36 242F > Name
| 8005yy38 312C /
| 8005yy3A 00FE /
```

```
:: | Velius [Warlock, Fear]
```

-----|-----

```
| 3005xx74 003C - Sprite and Base Job
| 8005yy32 281F \
| 8005yy34 2C2F \
| 8005yy36 3638 > Name
| 8005yy38 00FE _/
```

```
:: | Zarela [Angel of Death, Fear]
```

-----|-----

```
| 3005xx74 003E - Sprite and Base Job
| 8005yy32 2423 \
| 8005yy34 2835 \
| 8005yy36 242F > Name
| 8005yy38 00FE _/
```

```
:: | Hashmalum [Regulator, Fear]
```

-----|-----

```
| 3005xx74 0040 - Sprite and Base Job
| 8005yy32 2411 \
| 8005yy34 2B36 \
| 8005yy36 2430 > Name
| 8005yy38 382F /
| 8005yy3A FE30 /
```

```
:: | Adramelk [Ghost of Fury, Fear]
```

-----|-----

```
| 3005xx74 0045 - Sprite and Base Job
```

```
| 8005yy32 270A \  
| 8005yy34 2435 \  
| 8005yy36 2830 > Name  
| 8005yy38 2E2F /  
| 8005yy3A 00FE /
```

```
:: | Elidibs [Serpentarius, Dark Cloud]
```

```
-----  
| 3005xx74 0082 - Monster Designation  
| 8005xx76 0097 - Sprite and Monster Class  
| 8005yy32 281C \  
| 8005yy34 3335 \  
| 8005yy36 3128 \  
| 8005yy38 2837 > Name  
| 8005yy3A 2C35 /  
| 8005yy3C 3638 /  
| 8005yy3E 00FE /
```

```
:: | Draclau* [Cardinal, None]
```

```
-----  
| 3005xx74 0018 - Sprite and Base Job  
| 8005yy32 350D \  
| 8005yy34 2624 \  
| 8005yy36 242F > Name  
| 8005yy38 FE38 _/
```

```
:: | Wiegraf [White Knight, Holy Sword]
```

```
-----  
| 3005xx74 0028 - Sprite and Base Job  
| 8005yy32 2C20 \  
| 8005yy34 2A28 \  
| 8005yy36 2435 > Name  
| 8005yy38 FE29 _/
```

```
:: | Desdoram Elmdor** [Arc Knight, Sword Spirit]
```

```
-----  
| 3005xx74 001B - Sprite and Base Job  
| 8005yy32 2F0E \  
| 8005yy34 2730 \  
| 8005yy36 3532 > Name  
| 8005yy38 00FE _/
```

```
:: | Vormav Tingel [Divine Knight, Mighty Sword]
```

```
-----  
| 3005xx74 0024 - Sprite and Base Job  
| 8005yy32 321F \  
| 8005yy34 3035 \  
| 8005yy36 3924 > Name  
| 8005yy38 00FE _/
```

```
:: | Dycedarg Beoulve [Lune Knight, Sword Skill]
```

```
-----  
| 3005xx74 0009 - Sprite and Bas Job  
| 8005yy32 3C0D \  
| 8005yy34 2826 \  
| 8005yy36 2427 > Name  
| 8005yy38 2A35 /  
| 8005yy3A 00FE /
```

*Unfortunately, Cardinal Draclau has no initial ability on the battlefield, so I

suggest that you give his job class [18-Cardinal] one yourself with the <GameShark Code Helper>, a very useful tool by NeoKamek.

**Sword Spirit, Elmdor's main ability, is unable to use unless in Auto-Battle. If you don't trust Auto-Battle (neither do I) you may also want to change this with NeoKamek's <GameShark Code Helper> and use Draw Out as a secondary, seeing as that's all Sword Spirit is.

06d. ALTIMA's TWO FORMS

Well, everyone loves playing as the bad guys (and girls), so here are both of the final boss's forms, complete with innate Teleport 2.

```
:: | Altima 01* [Holy Angel, None]
---|-----
| 3005xx74 0041 - Sprite and Base Job
| 8005yy32 2F0A \
| 8005yy34 2C37 \
| 8005yy36 2430 > Name
| 8005yy38 00FE _/
```

```
:: | Altima 02 [Arch Angel, Complete Magic]
---|-----
| 3005xx74 0049 - Sprite and Base Job
| 8005yy32 2F0A \
| 8005yy34 2C37 \
| 8005yy36 2430 > Name
| 8005yy38 00FE _/
```

*Strangely enough, there isn't a main command for this job in the <GameShark Handbook>, so I once again recommend using NeoKamek's <GS Code Helper> to give her one.

* 07. INDIVIDUAL CHARACTERS *

```
7a | Cypher [Arc Knight, All Swordskill]
---|-----
| 3005xx74 001B - Sprite and Base Job (Elmdor)
| 300615C8 004A - Arc Knight Main Command: All Swordskill
| 8005xx7C 01A9 - Reaction: Sunken State
| 8005xx7E 01D7 - Support: Secret Hunt
| 8005xx80 01F3 - Movement: Teleport 2
| 50001D02 0000 \
| 8005xx9E FFFF > Knows Correct (and all) Skills
| 8005yy32 3C0C \
| 8005yy34 2B33 \
| 8005yy36 3528 > Name
| 8005yy38 00FE _/
```

```
7b | Damon [White Knight, Holy Sword]
---|-----
| 3005xx74 0020 - Sprite and Base Job (Wiegraf 2)
| 300616B8 0021 - White Knight Main Command: Holy Sword (complete)
| 8005xx7C 01BA - Reaction: Hamedo
| 8005xx7E 01D5 - Support: Concentrate
| 8005xx80 01E3 - Movement: Move +3
```

| 8005yy32 240D \
| 8005yy34 3230 > Name
| 8005yy36 FE31 /

7c | Musashi [Samurai, Draw Out]

| 8005xx76 007C - Current Job (Samurai)
| 8005xx7C 01C1 - Reaction: Abandon
| 8005xx7E 01DD - Support: 2 Swords
| 8005xx80 01E8 - Movement: Move +3
| 8005xx82 B79B - Genji Armor, Genji Helmet
| 8005xx84 2FD8 - Chirijiradren, Genji Gauntlet
| 8005xx86 2F00 - Chirijiradren
| 8005yy32 3816 \
| 8005yy34 2436 \
| 8005yy36 2B36 > Name
| 8005yy38 FE2C _/

7d | Scott [Dark Knight, All Swordskill]

| 3005xx74 0011 - Sprite and Base Job (Gafgarion)
| 300613E8 004A - Dark Knight Main Command: All Swordskill
| 8005xx7C 01A9 - Reaction: Sunken State
| 8005xx7E 01D5 - Support: Concentrate
| 8005xx80 01F3 - Movement: Teleport 2
| 8005yy32 261C \
| 8005yy34 3732 > Name
| 8005yy36 FE37 /

7e | Sephiroth (by: Madmarker@aol.com) [Arc Knight, All Swordskill]

| 3005xx74 001B - Sprite and Base Job
| 300615C8 004A - Arc Knight Main Command: All Swordskill
| 8005xx7E 01C5 - Reaction: Hamedo
| 8005xx7C 01E3 - Support: Non-Charge
| 8005xx80 01FB - Movement: Fly
| 8005yy32 281C \
| 8005yy34 2B33 \
| 8005yy36 352C > Name
| 8005yy38 3732 /
| 8005yy3A FE2B /
| 50001D02 0000 \
| 8005xx9E FFFF > Knows Correct (and all) Skills

7f | Tempest [Arc Knight, Destroy Sword]

| 3005xx74 0008 - Sprite and Base Job (Zalbag)
| 8005xx7C 01C3 - Reaction: Blade Grasp
| 8005xx7E 01E3 - Support: Non-Charge
| 8005xx80 01F3 - Movement: Teleport 2
| 3005xx8B 0061 - Brave: 97
| 8005yy32 281D -.
| 8005yy34 3330 |- Name: Tempest
| 8005yy36 3628 |
| 8005yy38 FE37 -`

7g | Kupo (by: Its Pat12854@aol.com) [Wildbow]

| - Note: "...but it's a good healer." (from e-mail)

| 3005xx76 007B - Sprite: Wilbow

| 8005xx7C 01BE - Reaction: Damage Split
| 8005xx7E 01D9 - Support: Monster Talk
| 8005xx80 01FE - Movement: Teleport 2
| 8005yy32 3814 -,
| 8005yy34 3233 |- Name: Kupo
| 8005yy36 00FE -`
| D019F3C6 7137 -,
| 8019F3C4 706A |- Move01: Chakra
| D019F3C6 7137 |- Move02: Stigma Magic
| 8019F3C6 7069 -`

7h | Death (by: Its Pat12854@aol.com) [Living Bone]

| 3005xx74 006F - Sprite: Living Bone
| 8005yy32 280D -,
| 8005yy34 3724 >- Name: Death
| 8005yy36 FE2B -`
| 30192690 0005 - SpColor: Black
| D019F3C6 7125 -,
| 8019F3C4 70B7 -`- Move01: Stop Bracelet

7i | Bahamut (by: Its Pat12584@aol.com) [Holy Dragon, Breath]

| 3005xx74 0048 - Sprite & Base Job: Holy Dragon
| 8005xx7E 01D6 - Support: Train
| 8005xx80 01FB - Movement: Fly
| 8005yy32 240B -,
| 8005yy34 242H |- Name: Bahamut
| 8005yy36 3830 |
| 8005yy38 FE37 -`

7j | Titan (by: Its Pat12854@aol.com) [Monk, Punch Art]

| 3005xx74 0068 - Sprite: Monk
| 8005xx76 004E - Job: Monk
| 8005yy32 3C1D -,
| 8005yy34 2437 > Name: Titan
| 8005yy36 FE31 -`
| D019F3D2 706B -,
| 8019F3C4 7162 |
| D019F3D2 706B |- Move01: Crush
| 8019F3C6 7142 |- Move02: Mimic Titan
| D019F3D2 706B |- Move03: Quake
| 8019F3CC 70DA |- Move04: Titan
| D019F3D2 706B |
| 8019F3CE 7040 -`

* 08. CUSTOM JOBS *

SPECIAL NOTE: All aspects of the custom jobs will NOT be saved when you save your game. The only thing that is saved is that the character(s) will be the job that was edited BEFORE IT WAS EDITED. These jobs aren't created, I just modified ones that are rarely used in the game. *IF YOU FIGHT AN ENEMY WITH THE MODIFIED JOB/SKILLSET, HIS/HER/ITS JOB/SKILLSET WILL ALSO BE MODIFIED.* Also, with any job that has used a *BLANK* job slot, the job name will only work in battle, and will not appear outside of battle.

8a | Jedi Knight [Job Edited: 00-Blank]

```
-----|-----
| 3005xx74 000D - Sprite: Orlandu
| 8005xx76 0000 - Current Job: Jedi Knight
| 300610B8 0029 - Command: Limit (Cloud)
| 300610BA C101 - Innate Ability 1: Abandon
| 300610BC FC01 - Innate Ability 2: Silent Walk
| 300610BE E201 - Innate Ability 3: Short Charge
| 300610C0 EC01 - Innate Ability 4: Ignore Height
| 300610C1 0074 - Equip: Katana, Sword, Knife
| 300610C4 00FE - Equip: Mantle, Armlet, Ring, Gauntlet, Shoes, Robe, Clothes
| 300610C5 000C - HP Bonus
| 300610C6 0088 - HP
| 300610C7 000F - MP Bonus
| 300610C8 0078 - MP
| 300610C9 0062 - Speed Bonus
| 300610CA 006E - Speed
| 300610CB 002A - PA Bonus
| 300610CC 007A - PA
| 300610CD 0032 - MA Bonus
| 300610CE 0064 - MA
| 300610CF 0004 - Move (4)
| 300610E2 0001 - Null Element (Darkness)
| 80192608 2813 \
| 8019260A 2C27 \
| 8019260C 14FA \
| 8019260E 2C31 > Job Name (2nd char. into battle formation)
| 80192610 2B2A /
| 80192612 FE37 _/
```

```
*****
* 09. PERSONAL INSIGHT *
*****
```

[JEDI KNIGHT] My first custom job, I did my best to stay true to theme (for example, <Ignore Height>) without overpowering (hence no immunities or positive statuses). The only downer would be that it's a long code, luckily you only have to enter it into the GS once :).

```
*****
* 10. CONTACT INFORMATION *
*****
```

You can reach me at the following email addresses or contact me via AOL Instant Messenger (AIM) at the following screen name.

Email: [shadow642000@aol.com]
[zeta_striker@hotmail.com]

AIMSN: [shadow642000]

```
*****
* 11. CREDITS *
*****
```

SQUARESOFT: For making Final Fantasy Tactics, my favorite Final Fantasy, just above the beloved Final Fantasy VII.
INTER-ACT: For making the coveted GameShark, an awesome device used for several reasons by me alone, and even more for everyone else out there.
SAM VOLO: For making the <GameShark Handbook> and <Battle Mechanics Guide>. I used both of them a LOT in making the codes for this FAQ.
ANIMEMASTER411: For helping me when I started creating characters, and pointing out a few glitches in [Cypher], my original.

NEOKAMEK: For making the <GS Code Helper>, another tool I greatly depending on when making these codes.

GAMEFAQS: For being there, my access to information and really cool people in love with the same games as me.

MADMARKER(@aol.com): For sending in his version of [Sephiroth], the one featured in this FAQ.

ITS PAT12854(@aol.com): For sending in [Kupo], [Death], [Bahamut], and [Titan].

SHINKUU_HADOUKEN(@hotmail.com): For sending in [Android 18] of DBZ fame.

***** END OF DOCUMENT *****

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