



This document was created and maintained by Atom Edge, it's author. It is the sole property of its author, whom bears the copyright and reserves all rights. It is protected by "United States Code: Title 17 - Copyrights", the "Berne Convention for the Protection of Literacy and Artistic Works (Paris Text 1971)", any and all copyright and patent laws applicable and International Treaties.

This document can only appear in one of two forms: electronic and a personal printed file for private use. The ONLY website that can post this document is:

- GameFAQs <<http://www.gamefaqs.com/>>

This document may not be reproduced or retransmitted (the above listed websites are the only sites exempted from this) in any way, shape, form, or medium.

You may not alter, edit, format, remove or add materials to any part of this document. It may not be offered for money and/or compensation (even if profit attempt fails) or offered as a bonus or gift for accessing a web page or purchasing an item. It may not be added to an archive of any type. It must always remain in the English Language. It will not be translated to any language for any reason whatsoever. It will not appear in any publication. This document was in no way intended for commercial, promotional and/or profitable uses. This guide is limited to personal and private use only. Any other uses MUST be priorly approved by the author, Atom Edge <[lazysilverwolf@about.com](mailto:lazysilverwolf@about.com)>.

If this copyright is transgressed, the violators will face immediate civil and/or criminal penalties to the fullest extent possible. Any breach of copyright (which includes acts of stealing, plagerism, pirating, uses not private and personal, posting without permission, etc.) is considered a felony, and will be punished accordingly.

By accessing, reading, viewing, or using this document in any way, you automatically agree to abide by this copyright. This copyright supercedes any conversation, verbal exchange and written statements that have any affiliation with this guide. The latest version of this document contains the copyright information that is valid for the latest version, and all prior versions. There's no reason for not checking the latest version, their locations are listed above. Ignorance to this, the copyright, or the law is no excuse. Also, any part of this copyright may change at anytime, withour prior warning.

The FINAL FANTASY series, all characters and associated materials are copyright SQUARE CO., LTD. No breach of copyright intended. This guide, its author, and persons otherwise associated (through contributions, hosting, etc.) make no claims to the above stated articles. All trademarks and copyrights not acknowledged in this document are respected.

Information in this document is provided "as is," without warranty or guarantee of any kind, either express or implied.

Under no circumstances will this guide, its author, and persons otherwise associated with this guide, be held responsible by any party for any direct, indirect, consequential, or special damages incurred through use of this document, including without limitation, lost profits, and loss of computer data.

If for any reason you do not agree with parts or the entire copyright, your only remedy shall be to not use this guide.

-----[ END LEGAL INFORMATION ]-----  
=====

+-----+  
T A B L E O F C O N T E N T S  
+-----+

- 1 - INTRODUCTION
  - 1.1 Author's Note
  - 1.2 Contact Info
  - 1.3 Revision History
  - 1.4 Prelude
  
- 2 - MAIN CHARACTERS
  - 2.01 Ramza Beoulve
  - 2.02 Mustadio Bunanza
  - 2.03 Agrias Oaks
  - 2.04 Rafa Galthana
  - 2.05 Malak Galthana
  - 2.06 Cidolfas Orlandu
  - 2.07 Meliadoul Tingel
  - 2.08 Beowulf Kadmus
  - 2.09 Worker 8
  - 2.10 Reis Dular
  - 2.11 Cloud Strife
  - 2.12 Byblos
  
- 3 - GENERIC CHARACTERS
  - 3.01 Squire
  - 3.02 Chemist
  - 3.03 Knight
  - 3.04 Archer
  - 3.05 Priest
  - 3.06 Wizard
  - 3.07 Monk
  - 3.08 Thief
  - 3.09 Time Mage
  - 3.10 Oracle
  - 3.11 Lancer
  - 3.12 Geomancer
  - 3.13 Summoner
  - 3.14 Mediator
  - 3.15 Samurai
  - 3.16 Ninja
  - 3.17 Calculator
  - 3.18 Bard
  - 3.19 Dancer
  - 3.20 Mime
  
- 4 - PARTY STRATEGIES
  - 4.01 Final Fantasy IV
  - 4.02 Final Fantasy VI
  - 4.03 Final Fantasy VII
  - 4.04 Final Fantasy VIII
  - 4.05 Final Fantasy IX





- few minor adjustments

Version 2.5 - March 4, 2000

- Added my Final Fantasy VIII team
- The Chrono Trigger Team was contributed by Danyal Herder
- minor spelling errors corrected

Version 3.0 - March 5, 2000

- Added my Suikoden team
- Added my Vandal Hearts team

Version 3.1 - March 7, 2000

- Added a Suikoden II team

Version 3.2 - March 9, 2000

- Added my team

Version 4.0 - March 11, 2000

- Added the Saga Frontier team
- Added a recommended equip for all normal classes

Version 4.1 - March 14, 2000

- Added my Review

Version 4.2 - March 16, 2000

- Added a few contributions
- Fixed a word wrapping problem

Version 4.5 - April 1, 2000

- Added Black Mage's contributions
- Added my Xenogears team
- Fixed a few grammar problems

Version 4.51 - April 24, 2000

- Added a tip, one that I've been getting e-mail over since who knows when.

Version 4.52 - June 13, 2000

- Due to certain circumstances, I've decided to delete a line out of an evaluation of my Xenogears team.

Version 4.7 - June 21, 2000

- Added Tengu Man's Ronin Warrior Team

Version 5.25 - July 10, 2000

- Added Tetragenian's 4 teams.
- Bit of polishing to the guide

Version 5.5 - August 20, 2000

- 
- Changed format a little bit
  - Polishing
  - Changed ASCII art title
  - Updated Copyright Info
  - Took away Wanted Section
  - Changed Intro to Contact Info

Version 5.6 - September 4, 2000

-----

- Added Billy Lee's Breath of Fire III team

Version 5.61 - September 6, 2000

-----

- Minor fixes
- Check Annoucement

Version 6.0 - September 6, 2000

-----

- Changed Format
- Revised the Table of Contents
- Changed Major Characters section
- Changed Job Characters section
- Updated Legal Information
- Updated Contact Information
- Added the Prelude section
- Removed the Review
- Major Polishing Up
- Still to come: Level Up/Level Down Trick  
Frequently Asked Questions  
Change the format of the Party Strategies  
More Equip Strategies

Version 6.1 - September 22, 2000

-----

- Few grammar mistakes
- Copyright slightly changed
- Added Frequently Asked Questions
- Added a few Equip Strategies
- Added the Level Up/Level Down Trick
- Still to come: Change format of the Party Strategies  
Any other things that would help the guide

Version 7.0 - October 10, 2000

-----

- Small adjustments to the Character section
- Party Strategies Section redone completely
- Adjustments to FAQ and Section 5
- Minor changes to format and content all over the guide
- Copyright and Contact Info slightly edited
- Changed the Final Words section [Read it]
- ASCII Title Change
- Still to come: Edit Section 5

Version 8.0 - November 18, 2001

-----

- Added to the Author's Note
- Revised all character bios
- Revised all character set-ups
- Rewrote most of the character bios

- Revised all job classes
- Revised all party strategies
- Added the Final Fantasy IX team
- Added the Lunar II: Eternal Blue Complete team
- Added the Shining Force II team
- Rewrote all of section 5
- Revised the entire FAQ section
- Edited Final Words

```

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
1.4  Prelude
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

```

I am Alazlam, a scholar of ancient Ivalice history...

Have you ever heard of the "Lion War"?

It divided Ivalice in two over who would be the successor to the throne.  
It ended with the appearance of a young hero named Delita.

Everybody living here knows this hero's tale...  
But we also know that what we see with our eyes alone...  
isn't necessarily the truth.

Here stands a young man, the youngest Beoulve in the order of knighthood.  
There's no record of his playing an active part in history but...

According to the "Durai Report" released last year  
(concealed for many years by the church),  
this unknown man is the true hero...

The church claims he was a blasphemer and anarchist -- the root of all evil...

But is this the "truth?"  
Won't you join us on a journey for the "truth?"

```

2222 =====
  22  -----[   MAIN CHARACTERS   ]-----
222  =====
2222

```

```

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
2.01  Ramza Beoulve
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

```

OTHER ALIAS: Ramza Ruglia                      POSITION: Heredic  
ZODIAC SIGN: (your descision)                CLASS: Squire  
SEX: Male                                        ABILITY: Guts

BLOODLINES:  
Balbanes - Father  
Dycedarg - Eldest Half-Brother  
Zalbag - Older Half-Brother  
Alma - Younger Sister

WEAPONS: Dagger, Sword, Knight Sword, Hammer  
ARMOR: Shield, Hat, Helmet, Clothes, Armor



BACKGROUND INFO:

Ivalice was brought to peace under the rule of Delita Hyral, the hero of the Lion War, who was born a peasant. The history books have labeled him a savior.

The truth, though, is far different. In Gallione, Ivalice, there was a powerful family, the Beoulses. Serving under Prince Larg, the family was one of the strongest influences of Ivalice. During the Fifty Years' War, the head of the family, Balbanes Beoulve, was hailed to be the one who ended the war. His skills were so fearful that his might alone forced consideration of a peace treaty.

Balbanes later died of poison, and was survived by his four children. Dycedarg was the eldest, whom became a Duke and resumed his father's position as Prince Larg's right hand man. Zalbag, Balbanes' second son, became the general of the fearsome Hokuten Knights when Dycedarg (on Balbanes' request) stepped down. Zalbag was recognized to be so strong that he only had two equals in all of history, his father, and the Thunder God Cid. Balbanes' third son was named Ramza. His only daughter was his youngest child, Alma. Both Alma and Ramza were illegitimate children.

Ramza befriended a peasant whose family worked in caring for the Beoulve's chocobos. This peasant was Delita Hyral. Soon the two became best friends, and with Balbanes' influence, Teta, Delita's sister, was sent to a school along with Alma. Ramza and Delita attended Gariland's prestigious school of war.

At this point, Balbanes passes away. Soon, a group called the Death Corps form. The Death Corps were formerly the Death Knights that fought in the Fifty Years' War. However, they consisted of mainly peasants and got poor treatment at the end of the war. Because of this, they became disgruntled with the rank of feudal Ivalice. They began to terrorize Ivalice under their leader, Weigraf Folles, claiming they would not stop until they got what was owed to them.

Ivalice is still recovering from the Fifty Years' War so they started to deploy cadets to aid in the suppression of the Death Corps and other riots. When the Death Corps reach Gariland, Ramza and Delita help in defending the city. When returning to Igras Castle from their first victory they encounter an injured cadet whose about to be killed by some scattered Death Corps. This is Albus Sadalfas.

Albus' family was once noble, but his family lost their rank and pride. Albus would stop at nothing to regain the rank his family once held. The young cadet was part of a team that protected Marquis Elmdor of Limberry. They were attacked and the Death Corps kidnapped the Marquis. Albus, joins Ramza and Delita and the three eventually rescue the Marquis. Later, Albus and Delita get on bad terms and Albus leaves the party. Teta is later captured by the Death Corps who thinks she is a Beoulve. In an attempt by Ramza and Delita to save Teta, she is killed by Albus. Delita in turn kills Albus. The fort they were at is blown up, and Delita is caught in it.

Ramza runs. He runs away from his life, his name and everything he knew. Little did Ramza know that this would eventually lead him to who who really was. He takes the name "Ramza Ruglia" and joins a mercenary Gaff Gafgarion. Gafgarion was hired by the Hokuten Knights to escort Princess Ovelia. When the Nanten, attack Orbonne Monastery, a battle ensues. Ovelia is kidnapped

by Delita int eh confusion.

Eventually, Ramza's journey has him witness his two brothers murdering each other, his sister kidnapped and a hell-consumed Ivalice. During all his valor he will get nothing, while Delita marrys Ovelia to become King.

Ramza's story is irony in it's purest form. The hero fought and battled with evil gods and only wanted to save his sister. Instead he saves the very world. Delita became obsessed with power, the thing he needed most to save Teta. He used everyone but went down in the history books as the world's savior. In the very end, Delita asked why Ramza fought when he didn't gain any power or fame. Delita was once the only person who understood Ramza and through his choice of roads in life, he fell blind to what he once fought for too.

He fell blind to the fact that Ramza fought his battle through a land where conspiracies and betrayal were a way of life, through a kingdom where his brothers killed each other, through a world where people only cared for nothing but power. He fell blind because he changed his life to achieve power, when Ramza fought against that very power that had made men evil.

\* \* \* \* \*

CHARACTER ANALYSIS:

Out of all the special characters, Ramza is the most underrated. People keep complianing that his skill sucks compared to T.G. Cid. My answer to this is 'no crap'. You're comparing Guts to Holy Swordskill. That's real fair. On the other hand, if you compare the character, they aren't too far apart in actuality.

As far as base stats go, Ramza is like every other main character of every other game on the planet. He's well rounded. Decent HP, attack, magic, speed and dodging ability.

Ramza is basically a normal character that is pumped up. It's hard to notice it early on, but he really is.

\* \* \* \* \*

BEST ABILITIES:

- Scream -  
Very potent as with one casting, you raise Brave, PA, MA, and speed
- Cheer Up -  
Great for permanently raising brave
- Yell -  
Good for long battle where it'll take awhile to get to the enemy, or for searching the Deep Dungeon

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Job ~ Squire  
Br ~ 97  
Fa ~ 97

STRENGTHS:  
- Variety  
- Power

Right Hand ~ Excalibur  
Left Hand ~ Chaos Blade  
Helmet ~ Thief Hat  
Armor ~ Power Sleeve  
Accessory ~ Bracer

Primary Ability ~ Guts  
Secondary Ability ~ Throw  
Reaction ~ Blade Grasp  
Support ~ Two Swords  
Movement ~ Move + 3

- Speed
- Blade Grasp
- Range

WEAKNESSES:

- No decent multi hitting attacks
- Focuses on power, leaving some defense gone (no shield, strong armor, ect.)

EVALUATION:

Basically a quick killing machine. The Excalibur and Thief Hat provide plenty of speed, while the Bracer and Chaos Blade provide tremendous power. Move + 3 makes Ramza like a jeep, he can get anywhere. Blade Grasp provides some protection, and he has Guts' variety. With Move + 3, high speed Ramza can utilize Throw very well.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Job ~ Squire  
Br ~ 97  
Fa ~ 97

Right Hand ~ Excalibur  
Left Hand ~ Aegis Shield  
Helmet ~ Thief Hat  
Armor ~ Robe of Lords  
Accessory ~ Genji Gauntlet

STRENGTHS:

- Power
- Different types of attacks
- Abilities provide ranged attacks
- Great defense
- Strong balance

WEAKNESSES:

- Have to be close to do large amounts of damage

Primary Ability ~ Guts  
Secondary Ability ~ Draw Out  
Reaction ~ Blade Grasp  
Support ~ Magic Attack Up  
Movement ~ Move + 3

EVALUATION:

Another well balanced Ramza. Draw Out should be very powerful with all the magic uppers from the shield, robe and gauntlet. Add in the Magic Attack Up and it should be your main offensive weapon. It also provides utilities like Protect, Shell, Regen and Haste. The Aegis Shield and Blade Grasp will provide quite a bit of staying power, and when needed, you can use Murasame to cure yourself. The Guts is always useful.

+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+  
2.02 Mustadio Bunanza  
+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+-+-+-----+

OTHER ALIAS: --- POSITION: Mechanic  
ZODIAC SIGN: Taurus CLASS: Engineer  
SEX: Male ABILITY: Snipe

BLOODLINES:

Besrodio Bunanza - Father

WEAPONS: Gun  
ARMOR: Hat, Clothes

\* \* \* \* \*

#### BACKGROUND INFO:

Before Ivalice took on it's medieval roots, there was a civilization where 'technology' existed. The civilization was far more advanced than any Ivalice had ever known. But something caused the civilization to become buried and forgotten.

Now in Goug Machine City, ancient relics of the past have appeared. And thus mechanics, people who uncovered the ancient technology and restored it, come about. Among these mechanics are a father and his son.

Mustadio grew up an engineer working alongside his father Besrodio. Together they uncovered something that would shake the world and very nearly destroy it. They uncovered a Holy Zodiac Stone...

The Zodiac Stone would give life to some of the relics they uncovered. However, it could also bring about the demons of hell as well. When they uncovered the stone, they were immediately pursued. A group using the front of "Bart Company," an importer, immediately attacked Mustadio's home and Besrodio sent him away with the stone, as he could not follow with his bad leg.

Cornered and about to be captured, he has a chance encounter with Ramza Beoulve. With Ramza's help he fights off his enemies, and eventually joins Ramza in a struggle for the world's very existence.

\* \* \* \* \*

#### CHARACTER ANALYSIS:

Mustadio is a very unique character. He's basically the first NPC you get, and usually will last you to the end. His skills are immensely helpful if they connect, and he's got range with his gun. Also, Mustadio is a very good character to turn into a chemist.

Though he isn't powerful, he's a nice utility. With only three abilities, he is still potent enough to cripple even the strongest opponents and stay safely out of harms way.

\* \* \* \* \*

#### BEST ABILITIES:

##### - Arm Aim -

Extremely useful since it's the simplest way to make a character not be able to act. Useful early on.

##### - Leg Aim -

Later in the game this overshadows Arm Aim. The reason being is since powerful spells take so long to cast, people just move away. This screws them. Also, if they can't hit you from far away, you can use this and make them completely ineffective.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Job ~ Chemist  
Br ~ 97  
Fa ~ 84  
  
Right Hand ~ Blast Gun  
Left Hand ~ ---  
Helmet ~ Thief Hat  
Armor ~ Rubber Costume  
Accessory ~ Angel Ring

STRENGTHS:  
- Range  
- Quick healing  
- Ability to immobilize enemies

WEAKNESSES:  
- Can't take hits too well  
- No offense

Primary Ability ~ Items  
Secondary Ability ~ Snipe  
Reaction ~ Blade Grasp  
Support ~ Magic Defense Up  
Movement ~ Move + 3

EVALUATION:

This set up is ideal for ever battle. Mustadio can wear enemies down from long range and heal any injured. Snipe is useful on a great deal of occassions. The Angel Ring and Blade Grasp along with Magic Defense Up will keep him alive long enough for him to run away with Move + 3.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Job ~ Engineer  
Br ~ 97  
Fa ~ 84  
  
Right Hand ~ Blast Gun  
Left Hand ~ Gold Escutcheon  
Helmet ~ Thief Hat  
Armor ~ Secret Clothes  
Accessory ~ Feather mantle

STRENGTHS:  
- Range  
- Speed  
- Hard to kill  
- Crippling abilities

WEAKNESSES:  
- No healing  
- Weak offense

Primary Ability ~ Snipe  
Secondary Ability ~ Battle Skill  
Reaction ~ Abandon  
Support ~ Equip Shield  
Movement ~ Move + 3

EVALUATION:

Great support character. Can either cripple enemies with Snipe, or can lower their performance with Battle Skill. Speed is an asset as if you miss, you can try again. With Gold Escutcheon, Feather Mantle and Abandon, he'll last quite awhile.

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

2.03 Agrias Oaks

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

OTHER ALIAS: ---  
ZODIAC SIGN: Cancer  
SEX: Female

POSITION: Bodyguard of Ovelia  
CLASS: Holy Knight  
ABILITY: Holy Sword

WEAPONS: Sword, Knight Sword, Bag

ARMOR: Shield, Helmet, Armor, Robe, Ribbon, Perfume

\* \* \* \* \*

#### BACKGROUND INFO:

Agrias is a knight whose sworn duty is to protect Princess Ovelia at the Orbonne Monastery. Her devotion to the knight's honor is strong.

When the Nanten came to abduct the princess, Agrias had to protect Ovelia with the help of Ramza and, reluctantly, Gafgarion. During this skirmish, Delita kidnapped Ovelia.

On her honor she set out to rescue the princess. Having witnessed his friend, whom he believed dead, kidnap the princess, Ramza volunteered his services in aiding Agrias.

\* \* \* \* \*

#### CHARACTER ANALYSIS:

Agrias is the first character available to you who can easily rip people up. She has ranged multi-panel hitting attacks, strong AT and is female. The only problem lies in her inherent bad movement range and speed.

Later in the game she gets supremely handicapped by this. You can remedy it somewhat with the Excalibur and move uppers, but why wouldn't you just spend those on someone who is already better?

In the late game, her only saving grace is that she is a female. Females own in Final Fantasy Tactics. The only downside is that using perfumes means you can't use boots that increase movement.

\* \* \* \* \*

#### BEST ABILITIES:

##### - Stasis Sword -

It has infinite vertical attack range, and can span as much as five effect panels. Add in the Stop effect that comes randomly, and you have a very powerful attack.

##### - Lightning Stab -

Very good range, coupled with good power, and multiple enemies being hit, and you got a great ability. You'll be using this like crazy when you get it. Outshadows Stasis Sword in every way except the Silence replaces the much more useful Stop.

\* \* \* \* \*

#### PREFERRED EQUIPS:

=====

Job ~ Holy Knight  
Br ~ 97  
Fa ~ 84

#### STRENGTHS:

- Immortal
- Immune to status effects
- Strong abilities

Right Hand ~ Chaos Blade  
Left Hand ~ Excalibur  
Helmet ~ Ribbon  
Armor ~ Robe of Lords

#### WEAKNESSES:

- Teleport can backfire

Accessory ~ Chantage

Primary Ability ~ Holy Sword

Secondary Ability ~ Item

Reaction ~ Speed Save

Support ~ Two Swords

Movement ~ Teleport

EVALUATION:

This is actually a pretty good set up for her. Normally she's crippled by speed and movement. However, since she doesn't have a shield she should get hit quite often enough for Speed Save to help. On top of that, the Chantage can keep her from permanently dying so that she can act as a medic with Item. Chaos Blade is used so that her Holy Sword is still strong even though she lacks something like the Bracer.

+~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+

2.04 Rafa Galthana

+~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+=~--=+

OTHER ALIAS: ---	POSITION: Assassin for Barinten
ZODIAC SIGN: Pisces	CLASS: Heaven Knight
SEX: Female	ABILITY: Truth

BLOODLINES:  
Malak Galthana - Younger brother

WEAPONS: Staff, Stick, Bag  
ARMOR: Hat, Clothes, Robe, Ribbon, Perfume

\* \* \* \* \*

BACKGROUND INFO:

The Galthana Clan was a family whom had a power unique to their bloodline. Duke Barinten, "the Weapon Lord" of Riovanes, wanted their power to make into as human weapon, an assassin. The clan flat out refused, enraging Barinten. If he couldn't turn them into his weapons, he would make sure they didn't exist. Barinten had the clan's village set on fire. Strangely, the only survivors were Rafa and her brother Malak.

Acting as a savior, he took them under his wing and raised them to become his weapons. Neither knew the truth, but after Barinten raped Rafa, she began to understand it all and was no longer oblivious Barinten.

When Malak attacks the heretic Ramza, Rafa asks him for help. Malak retreats during the skirmish, and while Rafa and Ramza were hiding, he gives them an ultimatum. If Rafa doesn't accompany Ramza to Riovanes, Alma would die.

When Ramza reached Riovanes, Rafa confronts Barinten and Malak overhears Barinten's confession. Barinten kills Malak who attempts to save his sister. Afterwards, the Holy Stone revives his life and together, they join Ramza.

\* \* \* \* \*

CHARACTER ANALYSIS:

At first, I saw that Rafa was a Heaven Knight and figured she'd be pretty good. Her class is a 'Heaven Knight' and up until that point of the game, all characters in a special knight class had proven to be quite good (e.i. Agrias the Holy Knight, Gafgarion the Dark Knight, and Wiegraf the White Knight). However, after seeing her abilities my hopes sunk to a new low that only Rafa and Malak could bring about.

Of all the special characters in the game, the Galthana siblings have got to be the two worst. Their classes don't possess good stat multipliers, and don't have special equipment capabilities. If these two reasons alone didn't prove to be bad enough, I tried out their abilities and grew steadily more disgusted.

Their abilities are magic attacks that are random. Meaning if they target five panels, there will be up to six random shots on any one given panel. Truthfully this doesn't sound quite too bad, but when you add in the fact that it is up to six and not just six, it's pretty bad. More often than not, I've seen them target three or four panels with one enemy on them. They cast, one random shot that doesn't hit the correct panel, and that is it.

It's pitiful. Not only that, with abilities that are so hard to use correctly, you'd expect it to payoff big when it does actually hit. Of course, that's not the case.

Let's take Rafa's strongest ability, Sky Demon. If Rafa has 20 MA her Sky Demon will do 400 to any panel it hits. Now take Agrias' Lightning Stab at 20 PA using a Rune Blade. This will do 336 to all panels. Of course, it may seem like the Sky Demon will do more, but the Lightning Stab is guaranteed to hit all squares it targets. Now let's use the same attack, but figure in an Excalibur, and the attack does 504 to all panels. Sky Demon does have the nice addition of being able to hit an opponent more than once, however, they also have the chance to not hit anyone at all.

Also, you can compare the move to a Draw Out, like the Murasama. At the same MA (20) a Muramasa will deal 360 to a greater effect range than Sky Demon. One could argue that Muramasas can break meaning it costs more than using a Truth skill. On the other hand, it only breaks in (from my experiences) 1 out of 5 times, but Draw Outs doesn't have a charge time either. Also, some say Truth is good because they also come with an elemental attribute which can make them stronger. What they fail to mention though, is that this can also hurt them. Another flaw to the Truth skill is that it has a charge time. If you want to use Short Charge, you cannot use a different support ability.

In all honesty, these Rafa and Malak both can serve only one purpose: a mage who is magic resistant. This may sound good, but this restricts them to only their own magic, which in my opinion, is seriously under-powered. They are essentially a weaker, customizable Hydra. However, if you leave them in their original class, the customization is still quite limited. They have a poor choice of weapons, can't equip heavy armor, nor shields (some Knight, eh?). Their secondary skill is going to be restricted if you want to make them magic resistant (low faith), and their support ability is negated due to a much needed Short Charge. Not to mention the fact that they can't attack physically at all.

Rafa and Malak may have their uses, but they aren't practical. They can be very powerful, yes. They can take out multiple enemies at the same time, yes. But so can anyone else. Others have attacks that are guaranteed a hit, and since it's not too hard to take an enemy out in one blow, the



multiple hits aren't necessary. Even when they are, however, from my experience, Rafa and Malak will not hit the enemy twice (or even once sometimes).

They're like a casino. Everytime you use them, you may hit the jackpot and get a huge payoff. Ordinarily, though, you crap out.

Rafa's only true saving grace is that she is female and can equip bags, ribbons, and perfumes.

\* \* \* \* \*

BEST ABILITIES:

- Sky Demon -

Considering this is her strongest ability, I guess it would take the prize as her best. Still not saying much though.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Job ~ Heaven Knight  
Br ~ 97  
Fa ~ 03

STRENGTHS:  
- Longevity

WEAKNESSES:  
- Slow  
- Teleport may backfire  
- Truth's randomness

Right Hand ~ C Bag  
Left Hand ~ ---  
Helmet ~ Flash Hat  
Armor ~ Wizard Robe  
Accessory ~ Setiesmon

Primary Ability ~ Talk Skill  
Secondary Ability ~ Truth  
Reaction ~ Blade Grasp  
Support ~ Magic Attack Up  
Movement ~ Teleport

EVALUATION:

Not much to say about this character. Rafa can survive almost anything due to high Brave Blade Grasp and her low Faith. Since she doesn't need high HPs, she can make use of all her equipment to boost her MA. When using Magic Attack Up, she can't use Short Charge which further handicaps Truth.

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+  
2.05 Malak Galthana  
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

OTHER ALIAS: --- POSITION: Assassin for Barinten  
ZODIAC SIGN: Gemini CLASS: Hell Knight  
SEX: Male ABILITY: Un-Truth

BLOODLINES:  
Rafa Galthana - Older sister

WEAPONS: Staff, Stick  
ARMOR: Hat, Clothes, Robe

\* \* \* \* \*

## BACKGROUND INFO:

The Galthana Clan was a family whom had a power unique to their bloodline. Duke Barinten, "the Weapon Lord" of Riovanes, wanted their power to make into as human weapon, an assassin. The clan flat out refused, enraging Barinten. If he couldn't turn them into his weapons, he would make sure they didn't exist. Barinten had the clan's village set on fire. Strangely, the only survivors were Malak and his sister Rafa.

Acting as a savior, he took them under his wing and raised them to become his weapons. Neither knew the truth, but after Barinten raped Rafa, she began to understand it all and was no longer oblivious Barinten. Rafa pleaded with Malak to run away together, but Malak was loyal to Barinten because he was the one who had 'saved' them.

When Malak attacks the heretic Ramza, Rafa asks him for help. Malak retreats during the skirmish, and while Rafa and Ramza were hiding, he gives them an ultimatum. If Rafa doesn't accompany Ramza to Riovanes, Alma would die.

When Ramza reached Riovanes, Rafa confronts Barinten and Malak overhears Barinten's confession. Barinten kills Malak who attempts to save his sister. Afterwards, the Holy Stone revives his life and together, they join Ramza.

\* \* \* \* \*

## CHARACTER ANALYSIS:

At first, I saw that Malak was a Hell Knight and figured he'd be pretty good. His class is a 'Hell Knight' and up until that point of the game, all characters in a special knight class had proven to be quite good (e.i. Agrias the Holy Knight, Gafgarion the Dark Knight, and Wiegraf the White Knight). However, after seeing his abilities my hopes sunk to a new low that only Rafa and Malak could bring about.

Of all the special characters in the game, the Galthana siblings have got to be the two worst. Their classes don't possess good stat multipliers, and don't have special equipment capabilities. If these two reasons alone didn't prove to be bad enough, I tried out their abilities and grew steadily more disgusted.

Their abilities are magic attacks that are random. Meaning if they target five panels, there will be up to six random shots on any one given panel. Truthfully this doesn't sound quite too bad, but when you add in the fact that it is up to six and not just six, it's pretty bad. More often than not, I've seen them target three or four panels with one enemy on them. They cast, one random shot that doesn't hit the correct panel, and that is it.

It's pitiful. Not only that, with abilities that are so hard to use correctly, you'd expect it to payoff big when it does actually hit. Of course, that's not the case.

Let's take Malak's strongest ability, Sky Demon Back. If Malak has 20 MA, a Faith Rod, and the enemy has 50 Faith, his Sky Demon Back will do 388 to any panel it hits. Now take Agrias' Lightning Stab at 20 PA using a Rune Blade. This will do 336 to all panels. Of course, it may seem like the Sky Demon Back will do more, but the Lightning Stab is guaranteed to hit

all squares it targets. Now let's use the same attack, but figure in an Excalibur, and the attack does 504 to all panels. Sky Demon does have the nice addition of being able to hit an opponent more than once, however, they also have the chance to not hit anyone at all.

Also, you can compare the move to a Draw Out, like the Murasama. At the same MA (20) a Muramasa will deal 360 to a greater effect range than Sky Demon Back. One could argue that Muramasas can break meaning it costs more than using a Un-truth skill. On the other hand, it only breaks in (from my experiences) 1 out of 5 times, but Draw Outs does't have a charge time either. Also, some say Truth is good because they also come with an elemental attribute which can make them stronger. What they fail to mention though, is that this can also hurt them. Another flaw to the Un-truth skill is that it has a charge time. If you want to use Short Charge, you cannot use a different support ability.

In all honesty, these Rafa and Malak both can serve only one purpose: a mage who is magic resistant. This may sound good, but this restricts them to only their own magic, which in my opinion, is seriously under-powered. They are essentially a weaker, customizable Hydra. However, if you leave them in their original class, the customization is still quite limited. They have a poor choice of weapons, can't equip heavy armor, nor shields (some Knight, eh?). Their secondary skill is going to be restricted if you want to make them magic resistant (low faith), and their support ability is negated due to a much needed Short Charge. Not to mention the fact that they can't attack physically at all.

Rafa and Malak may have their uses, but they aren't practical. They can be very powerful, yes. They can take out multiple enemies at the same time, yes. But so can anyone else. Others have attacks that are guaranteed a hit, and since it's not too hard to take an enemy out in one blow, the multiple hits aren't necessary. Even when they are, however, from my experience, Rafa and Malak will not hit the enemy twice (or even once sometimes).

They're like a casino. Everytime you use them, you may hit the jackpot and get a huge payoff. Ordinarily, though, you crap out.

Malak's only true saving grace is that he can do a huge amount of damage if he has a Faith Rod on, and the targeted enemy is under the innocent status. If these conditions are met, Malak can do a huge 800 damage per hit with Sky Demon Back. However, these conditions require you to cast Innocent on an enemy, and then attack them. This takes two turns, in which you could do 800 damage with any character anyway. Also, with this setup, Malak loses his magic resistance, which is his only real purpose. If you go for 03 Faith he will still be magic resistant, and can do 776, however, he still has the chance of missing blindly. Malak's all about chance, and the chances are always against him.

\* \* \* \* \*

#### BEST ABILITIES:

- Sky Demon Back -

Considering this is his strongest ability, I guess it would take the prize as his best. Still not saying much though.

\* \* \* \* \*



the Nanten, killed Goltana. He then framed Orlando for the death, and killed a man dressed as Orlando to make the world believe the Thunder God had died.

Orlando now hides with Ramza and aids him with his unparalleled techniques. Orlando is also the one who bears the Libra Holy Zodiac Stone.

\* \* \* \* \*

#### CHARACTER ANALYSIS:

The term "Thunder God" is an understatement. No other character in the game has such raw power as Orlando does. He is the most unbalancing character in the game.

His class offers a huge bonus to most all stats, especially PA and HP. Also, he is a decently fast character. The Holy Swordsman class can also equip any type of armor and headgear (minus female related items) as well as a wide range of weapons.

That however, is not the reason he's the most unbalancing character in Final Fantasy history. The All Swordskill ability is the equivalent of Agrias, Gafgarion and Meliadoul's skills put together. Factor in the fact that Orlando has a naturally high PA as well as the Haste-giving Excalibur he comes with, and he'll easily be doing twice the amount of damage your characters are doing currently.

\* \* \* \* \*

#### BEST ABILITIES:

- Stasis Sword -  
His first multiple hitting move. Not the best of range, but on Orlando, it doesn't matter since he'll decimate enemies anyway.
- Lightning Stab -  
Best ranged multiple hitting attack. Strong as hell. Use this, and there won't be any enemies left.
- Hellcry Punch -  
Make any physical attacker completely harmless (considering they will have no weapon if they aren't already dead).
- Night Sword -  
Gafgarion's move. Orlando's much better with it. He hits enough to kill almost any character in one hit and he gets all the HP back. Just don't use it on the undead.

\* \* \* \* \*

#### PREFERRED EQUIPS:

=====

Job ~ Holy Swordsman  
Br ~ 97  
Fa ~ 84

#### STRENGTHS:

- He's Orlando
- Immense attack power
- Healing
- Fast as hell
- Nearly unkillable
- Range

Right Hand ~ Excalibur  
Left Hand ~ Gold Escutcheon  
Helmet ~ Thief Hat  
Armor ~ Robe of Lords





\* \* \* \* \*

#### BACKGROUND INFO:

Beowulf was once the Leader of Lionel's Knights. One of Lionel's priests, Count Buremonda was envious of Reis' love for Beowulf. Unable to win Reis' love, he would attempt to separate Beowulf from her by casting a powerful spell on Reis, which caused her to transform into a Holy Dragon. She would eventually end up in the Coal Mines of Goland.

Buremonda also went to the trouble of branding Beowulf a heretic and had him exiled. Beowulf then began his search for his beloved Reis. His journey took him to Lesalia where he heard a rumor that a Holy Dragon was within Goland Coal City.

Here he encounters Ramza Beoulve, another unjustly branded heretic. With Ramza's aid, he rescues Reis. Later after the defeat of Worker 7 \*New\* at the Nelveska Temple, Ramza received a holy stone. With the power of this holy stone, Reis was returned to her human form and the two were finally reunited.

Beowulf joins Ramza's quest not only to repay his debt for the aid in rescuing Reis, but also to get revenge on the Church that betrayed him.

\* \* \* \* \*

#### CHARACTER ANALYSIS:

Beowulf is one of the strongest characters in Final Fantasy Tactics. He has a job class that possesses phenomenal stats with a huge PA as well as PA boost. Add that in with his inherent class' ability to equip heavy armors, robes and Knight Swords, and you have a character who can be made into a fighter and mage at the same time.

Beowulf's skill set Magic Sword is essentially a variation of the Oracle's Yin-Yang Magic. Sacrificing multi-hitting for no charge time, Beowulf can completely immobilize an enemy in several different fashions. This can't be truly appreciated until you've used him in the Deep Dungeon where his ability to delay an opponent is crucial to your treasure hunting.

\* \* \* \* \*

#### BEST ABILITIES:

- Chicken -  
This move lowers brave by 50 points. When an opponent currently has less than 10 brave points, they become a chicken. The beauty of this particular ability is quite obvious. A chicken isn't exactly an enemy to be feared.
- Don't Act -  
Instantly casts Don't Act on an opponent.
- Sleep -  
Put's opponent to sleep.
- Break -  
Instantly petrifies an opponent. If you're in a tight spot, this can be a life-saver, especially against enemies with high HP.







Coal Mines.

Buremonda also went to the trouble of branding Beowulf a heretic and had him exiled. Beowulf then began his search for his beloved Reis. His journey took him to Lesalia where he heard a rumor that a Holy Dragon was within Goland Coal City.

Here he encounters Ramza Beoulve, another unjustly branded heretic. With Ramza's aid, he rescues Reis. Later after the defeat of Worker 7 \*New\* at the Nelveska Temple, Ramza received a holy stone. With the power of this holy stone, Reis was returned to her human form and the two were finally reunited.

\* \* \* \* \*

#### CHARACTER ANALYSIS:

Reis is the one true best character in Final Fantasy Tactics available to join your party. Most people see Orlandu as the best, but that's a matter of playing style. When you first get them, there is no comparison, Reis is actually one of the worst characters you can have when you first get her human form. However, if you are the type of person who enjoys building your party up to level 99, then you'll find that Reis will become your greatest weapon.

Her generic class is one that does not allow you to equip any equipment, save for female-exclusive items. Normally this would pose a problem, but Reis has such an inherently large HP pool, that even without equipment, she will most likely have more HP than any member of your party, anyway. She is probably the only character in your party who'll be able to reach the 999 HP limit, without the Level Up/Down Trick (unless you've been training a character exclusively as a Mime). Not only that, the equipment isn't a handicap at all considering you'll most likely want to make use of the female-exclusive items.

The Dragoner class also comes with the inherent abilities of Two Swords, Train, Monster Skill, and Monster Talk. No other human class in this game who is allowed to join your party has inherent support abilities.

Reis is one of the fastest characters there are. Her base speed alone is amazing, but she also happens to be female and able to equip the Setiesmon.

Her PA and MA are very high, making her capable of doubling over as a physical fighter, a magical attacker, or both. I prefer a magical attacker, as she has poor movement range, but very nice speed.

Truth be told, the only reason some don't see her comparing to Orlandu is because of her skill set, which I'll admit is pretty poor. However, because of her immense stats she is the best at what I use her for: wiping out an entire battlefield with Math Skill. Even Orlandu at his best can't do this better than Reis can (due to the speed and MA difference).

\* \* \* \* \*

#### BEST ABILITIES:

- Ice Bracelet -

Decently Strong attack. Not entirely bad range. Ice Damage.



globe" powered by the Cancer Zodiac Stone aquired from the Steel Giant Worker 7 \*New\*, Cloud continued his quest to find the Promised Land, still hell bend on considering himself a SOLDIER.

To Ramza, he was a strange person with weird clothes who suffers from a constant migraine. Having left Ramza when he first came into Ivalice, the two met up again when Ramza finds Cloud defending a girl he finds oddly familiar. After Ramza helps him out, Cloud decides to tag along. Thinking he's just a simple foreigner, Ramza has no idea of the truth that surrounds Cloud Strife...

\* \* \* \* \*

#### CHARACTER ANALYSIS:

Aside from Reis and Malak, Cloud is probably the most underrated person in Final Fantasy Tactics. He starts at level 1, and his skills have a charge time on par with summons. Despite all of this though, Cloud has some of the best potential in the game.

First off, starting at level 1 isn't too much of a handicap considering he gets a ton of experience from simply attacking one of your higher level characters. He's easy to build up. Also, he is the only male in the game who can wear ribbon-like equipment (it'd make sense considering he's also a cross-dresser, but let's not get into that). Too bad he couldn't wear perfumes though (although I guess that's for the best).

What really makes Cloud shine is his amazing set of Limits. Cross-slash is a pretty decent attack for the small charge time it has. Blade Beam and Climhazard are specialty attacks that can be used to tremendous effect. Lastly there's Finishing Touch. It has a short charge time and a (usually) 100% chance of success of inflicting either the Stop, Petrify, or Dead effect.

\* \* \* \* \*

#### BEST ABILITIES:

- Blade Beam -  
Can become a powerful asset if Cloud is in critical condition.
- Climhazard-  
If an enemy currently has less than half his max HP, this is an instant kill. The only two exceptions are Elidibs and the final form of Altima.
- Finishing Touch -  
Adds Dead, Petrify, or Stop to enemies. This is the single greatest reason to use Cloud.

\* \* \* \* \*

#### PREFERRED EQUIPS:

=====

Job ~ Soldier  
Br ~ 97  
Fa ~ 84  
  
Right Hand ~ Materia Blade  
Left Hand ~ ---

STRENGTHS:  
- Variety of ranged attacks  
- Speed  
- Quick healing to large area  
- Longevity  
- Treasure hunting



- Parasite -

Perhaps the best statii causing attack in the game. It is a bit misleading as the chances are a static 25%, but that's per statii, meaning all eight possible effects have a 25% chance. As the statistics imply, each casting should normally inflict around two statii on an enemy. It's not uncommon to see only one or even three, but I've never seen it completely miss.

- Shock -

A good move to use in certain cases. Considering the Byblos has a max HP pool of around 700+, a critical Byblos will be doing an explosive amount of damage.

- Difference -

Useful mainly against the remaining three Zodiac Demons left in the game after aquiring the Byblos. Also very good against human mages, especially summoners.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Hmmmm... can't really help you here.

```

3333 =====
_33 -----[  GENERIC CHARACTERS  ]-----
 33 =====
3333

```

```

+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+
3.01  Squire
+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+

```

REQUIREMENTS: ---

ABILITY: Basic Skill

WEAPONS: Sword, Dagger, Hammer, Axe

ARMOR: Clothes, Hats

\* \* \* \* \*

CHARACTER ANALYSIS:

The squire is the bottom of the barrel. At the beginning of the game, it's useful for the simple style of using it. Just go up and attack someone. Later on, it's obsolete. The basic class for warriors. It's an all around character.

\* \* \* \* \*

BEST ABILITIES:

- Accumulate -

This is actually a very good move. It's main use is in those JP gaining schemes. If not, it doesn't serve that much purpose as it's not needed, but it still is decent. Raises PA by one.

- Gained JP Up - {support skill}

One of the most used support skills in the game. Shortcut to new skills.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Male  
Br ~ 97  
Fa ~ 84

Right Hand ~ Nagrarock  
Left Hand ~ Nagrarock  
Helmet ~ Thief Hat  
Armor ~ Secret Clothes  
Accessory ~ Sprint Shoes

Primary Ability ~ Basic Skill  
Secondary Ability ~ Throw  
Reaction ~ Blade Grasp  
Support ~ Two Swords  
Movement ~ Move + 3

STRENGTHS:

- Turning enemies into frogs
- Speed
- Ranged attacks

WEAKNESSES:

- It's a Squire
- Low HP
- No means of healing

EVALUATION:

A very interesting set up. The Move + 3 not only adds to mobilization, but the range of Throw as well. With the Speed bonus from equipment, Throw should be pretty strong, but the real nice thing about this is the sword, Nagrarock. Turning enemies into frogs is really nice. Blade Grasp should be more than enough to keep this character alive.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Female  
Br ~ 97  
Fa ~ 84

Right Hand ~ Rune Blade  
Left Hand ~ Rune Blade  
Helmet ~ Flash Hat  
Armor ~ Power Sleeve  
Accessory ~ Genji Gauntlet

Primary Ability ~ Basic Skill  
Secondary Ability ~ Draw Out  
Reaction ~ MP Switch  
Support ~ Two Swords  
Movement ~ Move MP Up

STRENGTHS:

- Healing
- Strong Draw Out
- Range

WEAKNESSES:

- It's a Squire
- Low HP
- other classes can manipulate this better

EVALUATION:

This set up is made to revolve around the Draw Out skill. The dual Rune Blades' main purpose is to give tons of MA. With the blades, Flash Hat, and Genji Gauntlet, you get a decent MA to work with and pump up the Draw Out skills. Also, the combination of dual Rune Blades, Genji Gauntlet, and Power Sleeve create a powerful warrior. Throw in Accumulate whenever you can for extra power. Low HP is taken care of by MP Switch and Move MP Up.

+-----+



REQUIREMENTS: ---  
ABILITY: Item  
WEAPONS: Dagger, Gun  
ARMOR: Clothes, Hats

\* \* \* \* \*

CHARACTER ANALYSIS:

The chemist is the first character that can heal your party, and in actuality, the most useful and reliable until you can get a good calculator which is after you're already strong enough to beat the game. As a character, the chemist isn't too good, but the Item is a fast and efficient way to heal. Magic takes too long to charge. Punch Art relies too heavily on terrain and Draw Out doesn't include reviving.

Don't get me wrong, the Chemist isn't that good a class, it's just the Items are quite useful.

\* \* \* \* \*

BEST ABILITIES:

- Potion, Hi-Potion, X-Potion -  
Simplist way to heal.
- Phoenix Down -  
Simplist way to revive and most reliable.
- Auto Potion - {Reaction}  
Auto Potion. Automatically healing yourself if hit without wasting a turn. How can this be bad?

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Male  
Br ~ 97  
Fa ~ 84  
  
Right Hand ~ Blast Gun  
Left Hand ~ ---  
Helmet ~ Thief Hat  
Armor ~ Secret Clothes  
Accessory ~ Speed Shoes

STRENGTHS:  
- Fast  
- Longevity  
- Easy Healing  
- Inviting

WEAKNESSES:  
- Low HP  
- No strong offense  
- It's a chemist

Primary Ability ~ Item  
Secondary Ability ~ Talk Skill  
Reaction ~ MP Switch  
Support ~ Monster Talk  
Movement ~ Move MP Up

EVALUATION:

Fast healer. You gotta love that. Lack of HP is countered by MP Switch and Move MP Up. Talk Skill is quite effective.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Female

Br ~ 97

Fa ~ 84

Right Hand ~ H Bag

Left Hand ~ ---

Helmet ~ Ribbon

Armor ~ Secret Clothes

Accessory ~ Chantage

Primary Ability ~ Items

Secondary Ability ~ Talk Skill

Reaction ~ Speed Save

Support ~ Monster Talk

Movement ~ Move + 2

STRENGTHS:

- Fast

- Immortal

- Easy Healing

- Inviting

WEAKNESSES:

- Low HP

- No offense

- It's a chemist

EVALUATION:

Immortal healer. Quite good actually. If you don't need to heal, invite.

+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+  
3.03 Knight  
+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+

REQUIREMENTS: Squire lvl. 2

ABILITY: Battle Skill

WEAPONS: Sword, Knight Sword

ARMOR: Shield, Helmet, Armor, Robe

\* \* \* \* \*

CHARACTER ANALYSIS:

The Knight is one of the earliest class you get (aside from Squire and Chemist) and still is useful at the end of the game. It is good defense wise and is extremely strong. The Knight is a medieval tank.

Offensive wise, Knights have amazing PA. All you basically need to know about a Knight is the "attack" command, and you'll be fine. Also, Knights are the ONLY normal class that can equip a Knight Sword. \*evil grin\*

\* \* \* \* \*

BEST ABILITIES:

- Speed Break -  
If you can hit this, it's a great advantage. It's needed to steal some of the best items.
- Weapon Break -  
Cripples the enemy. Simple.
- Equip Sword - {Support}  
Swords are about the best weapon for a good part of the game. Also this helps people like Agrias and Orlandu they when switch classes.

PREFERRED EQUIPS:

=====

Sex ~ Male  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Power
- Haste
- Healing
- Range

Right Hand ~ Chaos Blade  
Left Hand ~ Excalibur  
Helmet ~ Grand Helmet  
Armor ~ Robe of Lords  
Accessory ~ Bracer

WEAKNESSES:

- Needs to be close to do high damage.

Primary Ability ~ Battle Skill  
Secondary Ability ~ Punch Art  
Reaction ~ Counter  
Support ~ Two Swords  
Movement ~ Move + 3

EVALUATION:

This character can kill most anything in one turn. The combined strength if a Chaos Blade and Excalibur with Bracer and Robe of Lords as added bonus, you have raw power. Counter will deal with a few opponents as well. The Punch Art is a good means to heal and for general support.

PREFERRED EQUIPS:

=====

Sex ~ Female  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Ranged attacks
- Lots of power
- Haste
- Plenty of positive statii

Right Hand ~ Chaos Blade  
Left Hand ~ Chaos Blade  
Helmet ~ Grand Helmet  
Armor ~ Robe of Lords  
Accessory ~ Setiesmon

WEAKNESSES:

- The ranged attacks aren't instant

Primary Ability ~ Battle Skill  
Secondary Ability ~ Jump  
Reaction ~ Counter  
Support ~ Two Swords  
Movement ~ Move + 2

EVALUATION:

This character is way too powerful. No normal enemy will survive too long against this Knight. Altogether, she has Regen, Haste, Protect and Shell. With her speed and Move + 2 she should be able to close the gap on any enemy so that she can put her dual Chaos Blades to good use. Otherwise, Jump should be able to do the trick.

3.04 Archer

REQUIREMENTS: Squire lvl. 2

ABILITY: Charge

WEAPONS: Bow, Crossbow

ARMOR: Shield, Hat, Clothes

\* \* \* \* \*

CHARACTER ANALYSIS:

This character really isn't good at all. They are generally really weak, die easy, and ineffective. Their abilities aren't at all useful, and they don't really have too good of attributes.

Archers are nice for the fact that they are a ranged fighter and can do decent enough damage. They're no Knight, but they are effective. When they put their Concentrate support skill to good use they are an excellent way to pick off damaged foes. They are, however, extremely limited in effectiveness when they don't have the proper terrain.

\* \* \* \* \*

BEST ABILITIES:

- Speed Save - {Reaction}

This reaction goes really nicely with the Chantage and Ribbon. Don't use it otherwise though, as if you get knocked out, the counter goes out real fast and you might have a crystal as an ally.

- Concentrate - {Support}

Ignores evade rates. Helps when using attacks, Break Skill, Steal and anything else you don't want to miss.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Male

Br ~ 97

Fa ~ 84

Right Hand ~ Perseus Bow

Left Hand ~ ---

Helmet ~ Thief Hat

Armor ~ Secret Clothes

Accessory ~ Sprint Shoes

STRENGTHS:

- Ranged attacks

- Speed

- Breaking stuff

WEAKNESSES:

- Low HP

- Still kind of weak

- Needs to have high ledge

Primary Ability ~ Charge

Secondary Ability ~ Battle Skill

Reaction ~ Auto Potion

Support ~ Concentrate

Movement ~ Teleport

EVALUATION:

This only works in battles where there is a high ledge. Find it, and get on it before doing an action, so you can keep Invisibility. When up high, you'll be out of harm's reach and can safely snipe people. Battle Skill works long range too. Concentrate will help both attacks, as well as Battle Skill. Since this strategy basically works around a high ledge, only a few attacks will be able to hit you. For those few, Auto Potion should be sufficient enough to handle keeping this character alive.



- Esuna -

This spell can cure some conditions even Remedy can't.

- Holy -

Powerful. Normally it's still pretty good when you have to Charge, but when you have Math Skill, there's nothing that can match the ease in wiping out an entire enemy force.

- Magic Defense Up - {Support}

Cuts down on damage done by magic attacks. Works with Shell to create a magic resistant character.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Male

Br ~ 97

Fa ~ 84

Right Hand ~ Mace of Zeus

Left Hand ~ ---

Helmet ~ Flash Hat

Armor ~ Wizard Robe

Accessory ~ 108 Gems

STRENGTHS:

- Math Skill

- Holy

- Healing

- Longevity

WEAKNESSES:

- Low HP

Primary Ability ~ White Magic

Secondary Ability ~ Math Skill

Reaction ~ MP Switch

Support ~ Magic Attack Up

Movement ~ Move MP Up

EVALUATION:

Just send Holy's all over the place. Very effective. You won't be doing much else with this Priest, but that isn't necessarily a bad thing.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Female

Br ~ 97

Fa ~ 84

Right Hand ~ Mace of Zeus

Left Hand ~ ---

Helmet ~ Flash hat

Armor ~ Wizard Robe

Accessory ~ Setiesmon

STRENGTHS:

- Math Skill

- Holy

- Healing

- Longevity

- Speed

WEAKNESSES:

- Low HP

Primary Ability ~ White Magic

Secondary Ability ~ Math Skill

Reaction ~ MP Switch

Support ~ Magic Attack Up

Movement ~ Move MP Up

EVALUATION:

Just send Holy's all over the place. Very effective. You won't be doing much else with this Priest, but that isn't necessarily a bad thing.

3.06 Wizard

REQUIREMENTS: Chemist lvl. 2  
ABILITY: Black Magic  
WEAPONS: Rod  
ARMOR: Robe, Hat, Clothes

\* \* \* \* \*

CHARACTER ANALYSIS:

Wizard's are great. Unlike Priests they serve well in any situation. Black Magic is pretty useful since it provides long range attacks that do a substantial amount of damage.

Wizard's have great MA. It's got the strongest base in the game for normal characters. This is very potent with the Math Skill and Draw Out

\* \* \* \* \*

BEST ABILITIES:

- Flare -  
Not particularly the best move, but it's just fun to fry people with extremely strong attacks.
- Frog -  
One thing to say: Calculate this.
- Magic Attack Up - {support}  
Pump up magic power. Extremely useful.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Male  
Br ~ 97  
Fa ~ 84

STRENGTHS:  
- High MA

WEAKNESSES:

Right Hand ~ Wizard Rod  
Left Hand ~ ---  
Helmet ~ Flash Hat  
Armor ~ Black Robe  
Accessory ~ 108 Gems

- Slow  
- Low HP

Primary Ability ~ Black Magic  
Secondary Ability ~ Math Skill  
Reaction ~ MP Switch  
Support ~ Magic Attack Up  
Movement ~ Move MP Up

EVALUATION:

Just let the magic rip people apart. Since everthing is revolved around MA and elemental boosting, it leaves little HP from equipment, so MP Switch and Move MP Up is needed.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Female  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- High MA
- Speed
- Longevity
- Variety of attacks

Right Hand ~ Wizard Rod  
Left Hand ~ ---

Helmet ~ Flash Hat  
Armor ~ Wizard Robe  
Accessory ~ Setiesmon

WEAKNESSES:

- Poor movement range

Primary Ability ~ Black Magic  
Secondary Ability ~ Draw Out  
Reaction ~ MP Switch  
Support ~ Magic Attack Up  
Movement ~ Move MP Up

EVALUATION:

The strong MA is very powerful with Draw Out. This wizard is also fast. The poor movement is a handicap, but Draw Out is well ranged and the speed should help compensate somewhat.

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+  
3.07 Monk  
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

REQUIREMENTS: Knight lvl. 2  
ABILITY: Punch Art  
WEAPONS: Bare Hands  
ARMOR: Clothes

\* \* \* \* \*

CHARACTER ANALYSIS:

Monks are among the best class in the game. Very good Speed and HP. Their biggest selling point stat-wise, though is their huge PA. This is one of the best classes in the game.

Not only are their stats great, they have the single most versatile skill set in the game (Math Skill depends entirely on other skill sets to be effective, while Punch Art does not). They have a medium range attack that is quite powerful and doesn't cause a counter-attack (Wave Fist), a multi hitting long range attack (Earth Slash), a HP and MP healing attack (Chakra), a statii removal attack (Stigma Magic), and a reviving attack (Revive). All of which are instant, and require no MP at all.

They do have negative aspects though. Firstly, they cannot equip any headgear or shields. The armor they can wear is restricted to Clothes (though not necessarily a bad thing). Also, their abilities are very dependent on the terrain.

\* \* \* \* \*

BEST ABILITIES:



- Wave Fist -

Decent attack that can be used to damage the enemy without them counter-attacking you.

- Earth Slash -

Good to hit multiple enemies or at a long range.

- Chakra -

One of the best healing spells in the game, as it is the only one that can recover both HP and MP at the same time. Also, among the few abilities in the game that can even heal MP.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Male

Br ~ 97

Fa ~ 84

Right Hand ~ ---

Left Hand ~ ---

Helmet ~ ---

Armor ~ Power Sleeve

Accessory ~ Bracer

Primary Ability ~ Punch Art

Secondary Ability ~ Basic Skill

Reaction ~ MP Switch

Support ~ Attack Up

Movement ~ Move MP Up

STRENGTHS:

- High PA
- Healing
- Power
- Ranged attack
- Longevity
- Throw Rock!

WEAKNESSES:

- Low HP
- Bad range

EVALUATION:

One strong badass. Due to low HP from equipment, Move MP Up with MP Switch is helpful. The Attack Up is used instead of Two Swords because it improves both physical attacks and Punch Art skills, which will be more often used due to bad range and mediocre speed. If you can't reach any enemies, just Accumulate.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Female

Br ~ 97

Fa ~ 84

Right Hand ~ ---

Left Hand ~ ---

Helmet ~ Ribbon

Armor ~ Power Sleeve

Accessory ~ Chantage

Primary Ability ~ Punch Art

Secondary Ability ~ Throw

Reaction ~ Speed Save

Support ~ Concentrate

Movement ~ Move + 2

STRENGTHS:

- Speed
- Healing
- Power
- Ranged attacks
- Immortality
- Throw Rock!

WEAKNESSES:

- Low HP

EVALUATION:

This Monk is very versatile and powerful. Though it is less powerful than the male version, the female is immortal, and with each hit will get, she will get increasingly faster. Throw will get stronger as she gets faster.

+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+
3.08 Thief
+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+

REQUIREMENTS: Archer lvl. 2
ABILITY: Steal
WEAPONS: Dagger
ARMOR: Clothes, Hats

\* \* \* \* \*

CHARACTER ANALYSIS:

Thieves are great. They have great attributes and their abilities allow you to get some of the best equipment in the game.

As an attacker, they suck. Seriously, they reek of a terrible odor. But they make some of the better support characters in the game, and support characters are always great.

\* \* \* \* \*

BEST ABILITIES:

- Steal Heart - Charming enemies can completely turn around a fight.
- Steal Weapon - Basically like Weapon Break, but infinitely more useful. There are some very good equipment to get from this skill.
- Catch - {Reaction} As a reaction, it's crap. Pure and utter crap. But... it is the only way to get duplicates of one-of-a-kind weapons legitimately.
- Secret Hunt - {Support} Poaching yeilds some of the best equipment in the game, especially female items.

\* \* \* \* \*

PREFERRED EQUIPS:

Sex ~ Male STRENGTHS:
Br ~ 97 - Longevity
Fa ~ 84 - Speed
- Stealing
Right Hand ~ Zorlin Shape - Ranged attacks
Left Hand ~ ---
Helmet ~ Thief Hat WEAKNESSES:
Armor ~ Secret Clothes - Low HP
Accessory ~ Sprint Shoes
Primary Ability ~ Steal
Secondary Ability ~ Throw

Reaction ~ Damage Split  
 Support ~ Concentrate  
 Movement ~ Move HP Up

EVALUATION:

One of the most specialized characters in the game. Extreme speed. This helps both Steal rate, and Throw damage, as does Concentrate. The low HP factor shouldn't be too big of a hassle as Damage Split and Move HP Up should be adequate to keep him alive. But discretion should be used, as when he dies, the counter doesn't take long before you have a crystal as an ally.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Female  
 Br ~ 97  
 Fa ~ 84

Right Hand ~ C Bag  
 Left Hand ~ Aegis Shield  
 Helmet ~ Flash Hat  
 Armor ~ Secret Clothes  
 Accessory ~ Setiesmon

STRENGTHS:

- Longevity
- Speed
- Stealing
- Variety of attacks
- Charming

WEAKNESSES:

- No strong offense
- Low HP

Primary Ability ~ Steal  
 Secondary Ability ~ Draw Out  
 Reaction ~ Blade Grasp  
 Support ~ Equip Shield  
 Movement ~ Move + 2

EVALUATION:

This version of the Thief, I find, is more useful. She can charm like nobody's business. Since Steal Heart differs from the other steal skills, using MA as a base instead of speed, for the chances of success, it's better to boost her MA with the C Bag, Aegis Shield, Flash Hat and Setiesmon. The Setiesmon also allows more speed. Low HP should be too dangerous, as Blade Grasp with Aegis Shield make for some nice protection. Draw Out won't be exceptionally strong, but useful.

```
+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+
3.09   Time Mage
+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+--~--+=+
```

REQUIREMENTS: Wizard lvl. 2  
 ABILITY: Time Magic  
 WEAPONS: Staff  
 ARMOR: Robe, Clothes, Hats

\* \* \* \* \*

CHARACTER ANALYSIS:

I personally see no use for this class. As a class, they are terrible. They can't match the speed of the Priest, or the MA of a Wizard. Also, Time Magic is useful, but hardly practical. It misses quite often, has a charge time, and small radius. Haste and Slow are good, but miss often. Stop and Don't Move don't last long enough for the amount of time and

effort in getting them to work. Meteor takes a long time to charge and you'd expect it to do a little more damage for the time.

The nice thing about this class is that they have among the best Reaction, Support, and Movement abilities in the game. They are generally useful for a lot of purposes as well.

\* \* \* \* \*

BEST ABILITIES:

- MP Switch - {Reaction}

If you've read a couple of previous movesets, you'll recognize this. I love the MP Switch and Move MP Up combo simply because it let's anybody have the privilage of longevity. For more details, read the section, '5.1 General Equip Strategies'

- Short Charge - {Support}

Cutting down the charge time by half is very good. This works especially well when using Cloud's Limit or a Summoner's Summon Magic.

- Teleport - {Movement}

Very useful when it doesn't fail. Doesn't every Ignore Height Fly can do, but also has the possibity to extend your movement range infinitely (if you're lucky).

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Male  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Powerful spells  
- Nice support character

Right Hand ~ Mace of Zeus  
Left Hand ~ ---  
Helmet ~ Flash Hat  
Armor ~ Robe of Lords  
Accessory ~ Magic Gauntlet

WEAKNESSES:

- Can run out of MP

Primary Ability ~ Time Magic  
Secondary Ability ~ Summon Magic  
Reaction ~ Damage Split  
Support ~ Short Charge  
Movement ~ Move MP Up

EVALUATION:

Use the Time Magic as support, casting Haste, and the occasional Don't Move or Stop. If you see a weak enemy, pick it off with a summon. Also, the combo of Time Magic and Summon can produce lethal effects, like a enemy who can't move caught in a Bahamut or Zodiac.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Female  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Powerful spells  
- Nice support character

- Immortal

Right Hand ~ H Bag  
Left Hand ~ ---  
Helmet ~ Flash Hat  
Armor ~ Wizard Robe  
Accessory ~ Chantage

**WEAKNESSES:**

- Low HP  
- Runs out of MP really fast

Primary Ability ~ Time Magic  
Secondary Ability ~ Summon Magic  
Reaction ~ Speed Save  
Support ~ Short Charge  
Movement ~ Move MP Up

**EVALUATION:**

Essentially the same as the male, but the Chantage makes her infinitely more useful. Speed Save will make her quite fast and Time Magic can make her even faster.

+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+  
3.10 Oracle  
+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+==~==+

**REQUIREMENTS:** Priest lvl. 2  
**ABILITY:** Yin Yang Magic  
**WEAPONS:** Staff, Dictionary, Rod, Stick  
**ARMOR:** Robe, Clothes, Hats

\* \* \* \* \*

**CHARACTER ANALYSIS:**

Oracles are a very good class indeed. They possess the ability to inflict a large amount of negative status effects on the enemy that will almost always completely remove their threat to you party.

The problem, though, lies in the fact that they are not very practical at all. Statii attacks are very useful, true, but you don't need too many characters to inflict them upon enemies, and other characters are better at it (namely Mustadio, Beowulf, Byblos or someone who has Yin Yang Magic in Math Skill).

They are useful in the fact that they are Zodiac Beast killers, though.

\* \* \* \* \*

**BEST ABILITIES:**

- Life Drain -  
Takes away 25% of a target's max HP. Four of these attacks can kill anyone, including Zodiac Beasts.
- Defense Up - {Support}  
Cuts down damage received by physical attacks. Works with Protect to create a physical resistant powerhouse.
- Move MP Up - {Movement}  
If you've read a couple of previous movesets, you'll recognize this. I love the MP Switch and Move MP Up combo simply because it let's anybody have the privilage of longevity. For more details,

read the section, '5.1 General Equip Strategies'

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Male
Br ~ 97
Fa ~ 84

STRENGTHS:
- Strong Draw Out
- Longevity

Right Hand ~ Wizard Rod
Left Hand ~ ---
Helmet ~ Flash Hat
Armor ~ Wizard Robe
Accessory ~ Magic Gauntlet

WEAKNESSES:
- Low HP
- Bad speed
- Bad range

Primary Ability ~ Yin Yang Magic
Secondary Ability ~ Draw Out
Reaction ~ MP Switch
Support ~ Magic Attack Up
Movement ~ Move MP Up

EVALUATION:

This set up focuses on Draw Out. Since everything is based on bumping up MA, HP is quite low, MP Switch and Move MP is quite useful. If you want, use a few Yin Yang Magic abilities to cripple people and waste 'em with Draw Out.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Female
Br ~ 97
Fa ~ 84

STRENGTHS:
- Strong Draw Out
- Longevity
- Speed

Right Hand ~ Wizard Rod
Left Hand ~ ---
Helmet ~ Flash Hat
Armor ~ Wizard Robe
Accessory ~ Setiesmon

WEAKNESSES:
- Bad Range
- Low HP

Primary Ability ~ Yin Yang Magic
Secondary Ability ~ Draw Out
Reaction ~ MP Switch
Support ~ Magic Attack Up
Movement ~ Move MP Up

EVALUATION:

This character has nice balance of Speed and Magic Strength from Draw Out.

+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+
3.11 Lancer
+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+~--=+

REQUIREMENTS: Thief lvl. 2
ABILITY: Jump
WEAPONS: Spear
ARMOR: Shield, Helmet, Armor, Robe

\* \* \* \* \*

CHARACTER ANALYSIS:

Lancers are one of the best normal classes you can get. Hell, it's one of the best classes, period. They are basically a variation of the Knight.

Jump is one of the best abilities there are. Great range, temporary invulnerability, and a powerful attack. Those add up to something that should be feared.

As far as stats go, Lancers have great stability, as they are a knight type class. Their speed isn't something to shout about, nor is their range, but their power is quite a force. They always have weapons that are top of the line and can access the Ultimate Javelin, which is second in power only to the Chaos Blade.

Keeping one on your team at all times can never hurt.

\* \* \* \* \*

BEST ABILITIES:

- Level Jump 8 -  
Very nice range.
- Vertical Jump 8 -  
YeVery nice range.
- Dragon Spirit - {Reaction}  
Reraise is always good. This triggers easily and has some nice irony to it. Getting hit will actually make you last longer in battle.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Male  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Power
- Defense
- Range
- Longevity

Right Hand ~ Ultimate Javelin  
Left Hand ~ Gold Escutcheon  
Helmet ~ Grand Helmet  
Armor ~ Robe of Lords  
Accessory ~ Bracer

WEAKNESSES:

- A bit slow

Primary Ability ~ Jump  
Secondary Ability ~ Punch Art  
Reaction ~ Damage Split  
Support ~ Attack Up  
Movement ~ Move + 3

EVALUATION:

This thing is a tank. Utter annihilation follows anywhere this character goes. It's power is amazing, especially with Jump. Move + 3 helps out its range. Punch Art will help out in terms of support and healing. Not only does this character have tons of HP, but it also has Protect and Shell on, with the Gold Escutcheon to back it up. Also, Damage Split is very useful

for attacks that are guaranteed to hit.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Female  
Br ~ 97  
Fa ~ 84

STRENGTHS:  
- Power  
- Immortal  
- Range

Right Hand ~ Ultimate Javelin  
Left Hand ~ ---  
Helmet ~ Ribbon  
Armor ~ Robe of Lords  
Accessory ~ Chantage

WEAKNESSES:  
- Ranged attack requires delay

Primary Ability ~ Jump  
Secondary Ability ~ Basic Skill  
Reaction ~ Speed Save  
Support ~ Two Hands  
Movement ~ Move + 2

EVALUATION:

This character has a high potential on the battlefield. She should use the Accumulate skill until she is in range to attack an enemy. Along with the Speed Save, she can get to be real fast and real strong.

+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+

3.12 Geomancer

+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+~--~+

- REQUIREMENTS: Monk lvl. 2
- ABILITY: Elemental
- WEAPONS: Sword, Axe
- ARMOR: Shield, Hat, Clothes, Robe

\* \* \* \* \*

CHARACTER ANALYSIS:

Geomancers are very good. The class is one of the best generic classes there is. Very well-rounded and can equip a good set of equipment.

The only problem is that, though, the class is good, their abilities are only mediocre. They all have a 20% chance of causing a status effect and have a very good range. The damage is terrible.

\* \* \* \* \*

BEST ABILITIES:

- Attack Up - {Support}  
Very potent on a strong character.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Male

STRENGTHS:



```

Br ~ 97 - Ranged attacks
Fa ~ 84 - High MA and PA
      - Strong Draw Out

Right Hand ~ Rune Blade - Healing
Left Hand ~ Aegis Shield - Power
Helmet ~ Flash Hat - Longevity
Armor ~ Robe of Lords
Accessory ~ Genji Gauntlet

```

```

WEAKNESSES:
- Low HP

```

```

Primary Ability ~ Elemental
Secondary Ability ~ Draw Out
Reaction ~ Blade Grasp
Support ~ Magic Attack Up
Movement ~ Move HP Up

```

EVALUATION:

Well balanced character. The combination of the Aegis Shield, Blade Grasp and Move HP Up will keep this character alive. He has a variety of attacks as the Elemental skill set gives statii while Draw Out offers powerful attacks, healing ability, and positive statii. Magic Attack Up helps both Draw Out and Elemental.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

```

Sex ~ Female
Br ~ 97
Fa ~ 84

Right Hand ~ Rune Blade
Left Hand ~ Aegis Shield
Helmet ~ Flash Hat
Armor ~ Wizard Robe
Accessory ~ Setiesmon

```

```

STRENGTHS:
- High MA
- Extremely fast
- Longevity
- Variety of attacks

```

```

WEAKNESSES:
- Low HP

```

```

Primary Ability ~ Elemental
Secondary Ability ~ Math Skill
Reaction ~ Blade Grasp
Support ~ Magic Attack Up
Movement ~ Move HP Up

```

EVALUATION:

This character is made for decimating the enemies. With the MA boosts from the equipment, Math Skill is awe-inspiring. Also, this character is really fast. Blade Grasp, Aegis Shield, and Move HP Up should be enough to keep her alive.

```

+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+
3.13 Summoner
+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+

```

```

REQUIREMENTS: Time Mage lvl. 2
ABILITY: Summon Magic
WEAPONS: Rod, Staff
ARMOR: Hat, Clothes, Robe

```

\* \* \* \* \*

CHARACTER ANALYSIS:

This is where powerful spells lie. Summon Magic packs in power, variety, support and healing spells. Not only that, it targets a large area and it can distinguish between ally and enemy so you don't have to worry about harming friendly units.

Summoners themselves aren't too great. Like most mages, they tend to be defensively crappy. Still, since Summons have range it's not a problem. Also, Summoners tend to have a large MP pool to help (somewhat) with their MP problems.

\* \* \* \* \*

BEST ABILITIES:

- Ramuh -  
Nice to pick off groups of enemies.
- Shiva -  
See above.
- Ifrit -  
Again, see above.
- Golem -  
This move almost always works, and it rules. It makes it so that no physical attacks get to your allies for as much HP as the caster has.
- Fairy -  
Great healing spell. Substantial healing with good area range.
- Zodiac -  
Obscenely powerful. Can completely crush any unit within its enormous area of effect.
- Half of MP - {Support}  
This ability is commonly overlooked. People don't realize how costly magic can really be. This is a nice alternative.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Male  
Br ~ 97  
Fa ~ 84

STRENGTHS:  
- Powerful spells  
- Fast casts  
- Healing

Right Hand ~ Wizard Rod  
Left Hand ~ ---  
Helmet ~ Flash Hat  
Armor ~ Robe of Lords  
Accessory ~ Magic Gauntlet

WEAKNESSES:  
- Easy to kill

Primary Ability ~ Summon Magic  
Secondary Ability ~ Item  
Reaction ~ MA Save  
Support ~ Short Charge  
Movement ~ Move MP Up

EVALUATION:

If this character can survive, which it should since it can attack from far away, then it'll be extremely useful. Golem should come out really quickly, and after that, you can pick off enemies from far away. Item is there for quick refills.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Female

Br ~ 97

Fa ~ 84

Right Hand ~ Wizard Rod

Left Hand ~ ---

Helmet ~ Flash Hat

Armor ~ Wizard Robe

Accessory ~ Chantage

STRENGTHS:

- Powerful spells
- Fast casts
- Healing
- Immortailly
- Speed Save makes her fast

WEAKNESSES:

- Runs out of MP really fast

Primary Ability ~ Summon Magic

Secondary Ability ~ Item

Reaction ~ Speed Save

Support ~ Short Charge

Movement ~ Move MP Up

EVALUATION:

This is one powerful mage. Summon Magic will completely annihilate enemies very quickly.

3.14 Mediator

REQUIREMENTS: Oracle lvl. 2

ABILITY: Talk Skill

WEAPONS: Knife, Gun

ARMOR: Hat, Clothes, Robe

\* \* \* \* \*

CHARACTER ANALYSIS:

Mediators are another set of support characters. Their skill set has the ability to alter elements of the battle. They aren't particularly needed, but their skills are quite helpful. They have the ability to invite, lower and raise both faith and brave, as well as the skill of using a gun, which can be brought over to another class.

All and all, they are quite useful in their own right. The only problem is that they aren't practical. You really don't need them, and if you do use them, they aren't going to exactly shine.

\* \* \* \* \*

BEST ABILITIES:

- Invitation -

Nice for getting equipment, poaching, ect. It's a great ability.

- Praise -

Raising your brave will not only improve the effectiveness of Reaction skills, but it will also be useful for weapons like Knight Sword, Katanas and Bare Hands.

- Threaten -

Turning enemies into Chickens will make them harmless.

- Preach -

Good to use on magic characters, or if you plan to heal by way of magic.

- Solution -

If you utterly hate using magic, use this on your characters.

- Mimic Daravon -

Put them to sleep with a good range and no charge time.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Male  
Br ~ 97  
Fa ~ 84

Right Hand ~ Blast Gun  
Left Hand ~ Aegis Shield  
Helmet ~ Thief Hat  
Armor ~ Robe of Lords  
Accessory ~ Feather Mantle

Primary Ability ~ Talk Skill  
Secondary Ability ~ Battle Skill  
Reaction ~ Blade Grasp  
Support ~ Equip Shield  
Movement ~ Move HP Up

STRENGTHS:

- Decent Speed
- Ranged attacks
- Long range breaking
- Invite/Sleep
- Hard to hit

WEAKNESSES:

- Not overly strong
- Battle Skill inaccurate
- Talk Skill inaccurate

EVALUATION:

This character can actually work pretty well. The Blast Gun is very useful to pick enemies off. When not doing that, they can try to Invite or put enemies to sleep. If that doesn't work this character has the alternative of breaking stuff at long range. Always fun =]

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Female  
Br ~ 97  
Fa ~ 84

Right Hand ~ Blast Gun  
Left Hand ~ Aegis Shield  
Helmet ~ Thief Hat  
Armor ~ Robe of Lords  
Accessory ~ Setiesmon

STRENGTHS:

- Great speed
- Ranged attacks
- Long range breaking
- Invite/Sleep
- Hard to hit

WEAKNESSES:

- Not overly strong
- Battle Skill inaccurate

Primary Ability ~ Talk Skill - Talk Skill inaccurate  
 Secondary Ability ~ Battle Skill  
 Reaction ~ Blade Grasp  
 Support ~ Equip Shield  
 Movement ~ Move HP Up

EVALUATION:

Though a lot easier to hit, she has much more speed than the male version. If you like speed, this is the way to go, but if you like longevity, the male works better.

```

+--~--+--~--+--~--+--~--+--~--+--~--+--~--+--~--+--~--+--~--+--~--+--~--+--~--+--~--+--~--+
3.15 Samurai
+--~--+--~--+--~--+--~--+--~--+--~--+--~--+--~--+--~--+--~--+--~--+--~--+--~--+--~--+--~--+
  
```

REQUIREMENTS: Knight lvl. 3, Monk lvl. 4, Lancer lvl. 2

ABILITY: Draw Out

WEAPONS: Katana

ARMOR: Armor, Helmet, Robe

\* \* \* \* \*

CHARACTER ANALYSIS:

The Samurai is my favortie normal class. They have arguably the best magic skills in the game. Their class has nice bonuses, and great reaction and support skills.

Draw Out covers a large area and distinguishes between ally and enemy. They also come in a nice variety as the provide healing, attacking and support. They don't require charging and always hit. The only downside is that they can break (though this is really not that much of a problem).

As far as attributes go, Samurais own. They have above average power and magic, great stability and moderate speed. They can also evade nicely, not as well as Ninjas, but you can't win them all.

Commonly overshadowed by Ninjas, but in actuality, they serve better. They can last much longer than most Ninjas, and their skills are much better.

\* \* \* \* \*

BEST ABILITIES:

- Murasame -  
Definitely a good skill. One of the better means to heal.
- Kiyomori -  
Fast way to get protection.
- Kikuichimoji -  
Great range and moderate power. Similar to Earth Slash, but infinitely more effective.
- Muramasa -  
Powerful attack that can cause negative statii.
- Masamune -  
The best Draw Out skill in my opinion. Too bad to get them legit,

you have to go through the trouble of catching.

- Chirijiraden -

Powerful attack that hits plenty of enemies. Again, too bad to get them legit, you have to go through the trouble of catching.

- Blade Grasp - {Reaction}

This is one of the best reaction skill. If you have high Brave, you will block nearly all physical attacks. Pair it with an Aegis Shield and you most likely won't die at all.

- Two Hands - {Support}

You give up your other hand, but in most cases it's not a big loss. This will double your power.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Male  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Variety
- Ranged attacks
- Massive Power
- Range
- Tons of HP

Right Hand ~ Chirijiraden  
Left Hand ~ ---  
Helmet ~ Grand Helmet  
Armor ~ Robe of Lords  
Accessory ~ Genji Gauntlet

WEAKNESSES:

- Not the fastest character

Primary Ability ~ Draw Out  
Secondary Ability ~ Elemental  
Reaction ~ Counter  
Support ~ Two Hands  
Movement ~ Move + 3

EVALUATION:

This is a powerhouse. The physical attack will most likely destroy any enemy. Robe of Lords and Grand Helmet will keep him alive, while Draw Out is useful for attacking at a range.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Female  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Immortal
- Ranged attacks
- Charming ability

Right Hand ~ C Bag  
Left Hand ~ ---  
Helmet ~ Flash Hat  
Armor ~ Wizard Robe  
Accessory ~ Chantage

WEAKNESSES:

- No physical offense

Primary Ability ~ Draw Out  
Secondary Ability ~ Steal  
Reaction ~ Speed Save  
Support ~ Magic Attack Up  
Movement ~ Move + 2



PREFERRED EQUIPS:

=====

Sex ~ Female  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Range
- Ranged attacks
- Strong
- Immortal
- Fast

Right Hand ~ Iga Knife  
Left Hand ~ Koga Knife  
Helmet ~ Thief Hat  
Armor ~ Secret Clothes  
Accessory ~ Chantage

WEAKNESSES:

- Has to be close range for full effectiveness

Primary Ability ~ Throw  
Secondary Ability ~ Steal  
Reaction ~ Speed Save  
Support ~ Concentrate  
Movement ~ Move + 2

EVALUATION:

This is a powerhouse. The Chantage offers immortality. This character will crush enemies like nothing else once in striking range. Steal is effective with the speed boosts and Concentrate.

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+  
3.17 Calculator  
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

REQUIREMENTS: Priest lvl. 4, Wizard lvl. 4, Time Mage lvl. 3, Oracle lvl. 3  
ABILITY: Math Skill  
WEAPONS: Dictionary, Stick  
ARMOR: Clothes, Hat, Robe

CHARACTER ANALYSIS:

I have mixed feelings for the Calculator. It's skills are one of the best sets in the game, and this makes using the Calculator very important. The problems, though, are too enormous.

First, to use them well, you need to have quite a lot of White Magic, Black Magic, Time Magic and Yin Yang Magic priorly learned. Also, the class is extremely slow. So slow it's mind boggling. As for other stats, they are terrible as well.

Calculators really suck. I say this with the most positive tone possible. However, if you get enough skills of the other magics learned, and master this class, bring Math Skill into another class will make your character extremely powerful.

BEST ABILITIES:

- Damage Spilt -  
Cuts damage in half and returns the same damage to enemy. This is what Auto Potion should have been.





CHARACTER ANALYSIS:

Bard's really great as support. They are like an infinite power supply for your characters. Their skills are very useful for the sole purpose of support.

The Bard as a character, though, is terrible. They have terrible stats and can't equip much.

\* \* \* \* \*

BEST ABILITIES:

- Angel Song -  
If you have a lot of characters with MP Switch, this is very useful.
- Cheer Song -  
Perhaps their best ability. This usually hits the majority of your party and is very useful.
- Battle Song -  
If you like Powerhouses, this is the way to go.
- Magic Song -  
If you like Math Skill or Draw Out, go for it.
- Move + 3 - {Movement}  
Great Range modifier.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

Sex ~ Male  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Support Abilities
- Can avoid being killed at all if you make good use of Sunken State

Right Hand ~ Fairy Harp  
Left Hand ~ ---  
Helmet ~ Thief Hat  
Armor ~ Secret Clothes  
Accessory ~ Sprint Shoes

WEAKNESSES:

- No Offense

Primary Ability ~ Sing  
Secondary Ability ~ Item  
Reaction ~ Sunken State  
Support ~ Defense Up  
Movement ~ Teleport

EVALUATION:

Either climb high and start singing, or sing, then let someone hit the Bard with a weak hit to send him into Transparent state. This works since when singing, all you have to do is Wait, which doesn't take away the Transparent state. Defense Up will help if you have to take a hit to go transparent.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
!!  
!! Originally, I had Short Charge set as the ability. However, Charles !!

!! Jones <cajon1@gateway.net>. informed me that Short Charge doesn't have !!  
!! an effect on Dance or Sing at all. !!  
!! !!  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

```
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
3.19   Dancer
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

REQUIREMENTS: (Female) Lancer lvl. 4, Geomancer lvl. 4  
ABILITY: Dance  
WEAPONS: Dagger, Cloth, Bag  
ARMOR: Clothes, Hat, Ribbon

\* \* \* \* \*

CHARACTER ANALYSIS:

Dancers are the exact opposite of Bards. They use their skills against opponents. It's still basically the same principle, but women have better equips.

Their skills are very useful in crippling the enemies, thus making your party more effective against them.

\* \* \* \* \*

BEST ABILITIES:

- Slow Dance -  
Perhaps their best ability. This usually hits the majority of the enemy and it is very useful.
- Nameless Dance -  
Can cast a lot of abnormalities on opponents.
- Last Dance -  
If you're lucky, it can be quite useful.
- A Save - {Reaction}  
Great in some occasions.

\* \* \* \* \*

PREFERRED EQUIPS:

=====

- Sex ~ Female
- Br ~ 97
- Fa ~ 84
  
- Right Hand ~ H Bag
- Left Hand ~ ---
- Helmet ~ Thief Hat
- Armor ~ Secret Clothes
- Accessory ~ Setiesmon

- STRENGTHS:
- Support Abilities
  - Can avoid being killed at all if you make good use of Sunken State

- WEAKNESSES:
- Bard's are more reliable (but that's not relevant)

- Primary Ability ~ Dance
- Secondary Ability ~ Item
- Reaction ~ Sunken State



Job ~ Squire  
Br ~ 97  
Fa ~ 97

STRENGTHS:

- Power
- Healing
- Range
- Long ranged attacks

Right Hand ~ Excalibur  
Left Hand ~ Gold Escutcheon  
Helmet ~ Flash Hat  
Armor ~ Power Sleeve  
Accessory ~ Genji Gauntlet

WEAKNESSES:

- Mostly reliant on beating people with weapon (not entirely a bad thing =])

Primary Ability ~ Guts  
Secondary Ability ~ Draw Out  
Reaction ~ Hamedo  
Support ~ Attack Up  
Movement ~ Move + 3

EVALUATION:

Please note, first and foremost, this Cecil is simply Ramza that has been renamed. Now then, since there was no Crystal Sword, so I thought it would be most appropriate to give him the Excalibur since he had one in FFIV (and because it's such a good weapon). Draw out is for healing as he had White Magic in FFIV. The equipment both boosts Power and Magic.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
!! !!  
!! Dragoon Kain <dragoon\_kain@LatinMail.com> sent me an e-mail that !!  
!! suggested the use of the Ragnorak in the Excalibur's as the Crystal !!  
!! Sword was called Ragnorak in the Japanese version of Final Fantasy IV. !!  
!! !!  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

=====  
----- R O S A -----

PREFERRED EQUIPS:

=====

Job ~ Archer  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Speed
- Longevity
- Math Skill

Right Hand ~ Persues Bow  
Left Hand ~ ---  
Helmet ~ Flash Hat  
Armor ~ Secret Clothes  
Accessory ~ Setiesmon

WEAKNESSES:

- Archers suck

Primary Ability ~ Charge  
Secondary Ability ~ Math Skill  
Reaction ~ Damage Split  
Support ~ Magic Attack Up  
Movement ~ Teleport

EVALUATION:

Find a nice high ledge and sit up there. Now, you can slowly pick all the enemies off. Remember to get onto a high ledge before you take an action or you'll lose the Transparent state. Damage Split will help any damage she might take.

=====  
----- R Y D I A -----

PREFERRED EQUIPS:

=====

Job ~ Summoner  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Powerful magic
- Immortal

Right Hand ~ Wizard Rod  
Left Hand ~ ---  
Helmet ~ Ribbon  
Armor ~ Wizard Robe  
Accessory ~ Chantage

WEAKNESSES:

- Low MP for Summons

Primary Ability ~ Summon Magic  
Secondary Ability ~ Math Skill  
Reaction ~ Speed Save  
Support ~ Magic Attack Up  
Movement ~ Move MP Up

EVALUATION:

With this setup, just sit back and let the enemies taste Math Skill. If she gets hit enough and Speed Save gives her enough speed, she can turn to Summon Magic.

=====

----- K A I N -----

PREFERRED EQUIPS:

=====

Job ~ Lancer  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Power
- Longevity
- Bonuses of Robe of Lords
- Quick healing
- Range

Right Hand ~ Ulitimate Javelin  
Left Hand ~ Aegis Shield  
Helmet ~ Grand Helmet  
Armor ~ Robe of Lords  
Accessory ~ Bracer

WEAKNESSES:

- No magic offense
- Should have better speed for Jump

Primary Ability ~ Jump  
Secondary Ability ~ Item  
Reaction ~ Blade Grasp  
Support ~ Attack Up  
Movement ~ Move + 3

EVALUATION:

Just make sure he doesn't betray you for the umpteenth time. Kain is just a freakin' powerhouse that can destroy people like nothing else. The combo of the Aegis Shield and Blade Grasp should keep him pretty protected. The Robe of Lords, Bracer and Attack Up should provide a decent amount of PA to destroy with.

=====

----- E D G E -----

PREFERRED EQUIPS:

=====

Job ~ Ninja  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Speed
- Range



Armor ~ Wizard Robe - Runs out of MP easily  
Accessory ~ Setiesmon

Primary Ability ~ Elemental  
Secondary Ability ~ Summon Magic  
Reaction ~ Blade Grasp  
Support ~ Magic Attack Up  
Movement ~ Move MP Up

EVALUATION:

In Final Fantasy VI, Terra generally was physically strong and had good magic. This was the closest way I could get a balance between the two. The equipment all add to her MA, and the Magic Attack Up makes it even more lethal. The Rune Blade let's her simply attack enemies on the occassion that you feel you don't want to use the Summon Magic (or if you run out of MP). The Setiesmon gives her a speed boost. Since she is left with low HP, the combination of Blade Grasp and the Gold Escutcheon should hold her. This Esper will defeat opponents with ease.

=====

----- L O C K E -----

=====

PREFERRED EQUIPS:

=====

Job ~ Thief	STRENGTHS:
Br ~ 97	- Speed
Fa ~ 84	- Charming ability
	- Breaking
Right Hand ~ Zorlin Shape	- Stealing
Left Hand ~ Zorlin Shape	- Range
Helmet ~ Thief Hat	
Armor ~ Secret Clothes	WEAKNESSES:
Accessory ~ Feather Mantle	- Risky
	- No offense
Primary Ability ~ Steal	- Easily killed
Secondary Ability ~ Battle Skill	
Reaction ~ Abandon	
Support ~ Two Swords	
Movement ~ Move + 3	

EVALUATION:

Locke is a Treasure Hunter, so I decided to make a specialized character out of him. With the use of speed and range, he can sneak into a nice position behind the entire enemy lines. He can then pick a target and steal. Make sure you're in a good position, cause after the action Locke loses invisibility. Abandon and Feather Mantle should help enough to keep him alive. Charming doesn't hurt, but you can also steal weapons, and the like. If you're done stealing, Speed Break. You get two chances with Two Swords. Also, duel Zorlin Shapes aren't the strongest, but they do pack a punch and offer Sleep.

=====

----- E D G A R -----

=====

PREFERRED EQUIPS:

=====

Job ~ Knight	STRENGTHS:
Br ~ 97	- Durability
Fa ~ 84	- Range
	- Ranged attacks



Right Hand ~ Blast Gun - Breaking skills  
 Left Hand ~ Kaiser Plate - Disabling abilities  
 Helmet ~ Crystal Helmet  
 Armor ~ Maximillian WEAKNESSES:  
 Accessory ~ Sprint Shoes - Not very strong

Primary Ability ~ Battle Skill  
 Secondary Ability ~ Snipe  
 Reaction ~ Damage Split  
 Support ~ Equip Gun  
 Movement ~ Move + 3

EVALUATION:

First and foremost, this character is made using Mustadio. They both look quite alike and both are mechanical geniuses in their own right. Now then, because of this, Edgar needs a gun, which will allow long range attacking, breaking, and sniping. Between the Kaiser Plate (which should strengthen the power of the Blast Gun) and HP giving armor, Edgar can stay in the fight for a long time.

=====

----- S A B I N -----

PREFERRED EQUIPS:

=====

Job ~ Monk  
 Br ~ 97  
 Fa ~ 84

STRENGTHS:

- Power
- Healing
- Ranged attacks
- The incredible Throw Rock skill

Right Hand ~ ---  
 Left Hand ~ ---  
 Helmet ~ ---

WEAKNESSES:

Armor ~ Power Sleeve  
 Accessory ~ Bracer

- Low HP and the MP Switch/Move MP Up combo doesn't always work to keep you alive

Primary Ability ~ Punch Art  
 Secondary Ability ~ Basic Skill  
 Reaction ~ MP Switch  
 Support ~ Two Swords  
 Movement ~ Move MP Up

EVALUATION:

Well, the pumped up muscle head is extremely impressive. Very few enemies will live after an encounter with Sabin. With Power Sleeve, Bracer, and Two Swords, Sabin will completely rip up an opponent. If you can't reach them, use Accumulate. If you want to poke fun at people, use Throw Stone.

=====

----- C E L E S -----

PREFERRED EQUIPS:

=====

Job ~ Knight  
 Br ~ 97  
 Fa ~ 84

STRENGTHS:

- Math Skill
- Ranged attacks
- Strong magic power
- Longevity

Right Hand ~ Rune Blade  
 Left Hand ~ Aegis Shield  
 Helmet ~ Grand Helmet  
 Armor ~ Wizard Robe

WEAKNESSES:

- Not very high PA

Accessory ~ Setiesmon

Primary Ability ~ Battle Skill  
 Secondary Ability ~ Math Skill  
 Reaction ~ Blade Grasp  
 Support ~ Magic Attack Up  
 Movement ~ Move + 2

EVALUATION:

Celes was a soldier, and so she shall be a knight. With all the equipment to boost her MA, Math Skill will rip opponents up like nobody's business. The Grand Helmet will give a significant HP boost and the Aegis Shield with Blade Grasp is a very effective combination. The Rune Blade offers two MA as well as a decent means of doing damage. Battle Skill is also useful in the right situation.

=====

----- S H A D O W -----

PREFERRED EQUIPS:

=====

Job ~ Ninja	STRENGTHS:
Br ~ 97	- Speed
Fa ~ 84	- Range
	- Ranged attacks
Right Hand ~ Iga Knife	- Power
Left Hand ~ Koga Knife	- Evasion
Helmet ~ Thief Hat	
Armor ~ Power Sleeve	WEAKNESSES:
Accessory ~ Sprint Shoes	- Can be killed if not aided

Primary Ability ~ Throw  
 Secondary Ability ~ Steal  
 Reaction ~ Sunken State  
 Support ~ Attack Up  
 Movement ~ Move + 3

EVALUATION:

Shadow has a good set up here. Added to the already naturally high speed of the Ninja is the Sprint Shoes and Thief Hat making Shadow an extremely fast character. With Attack Up, natural Two Swords, the pair of Ninja Knives, Power Sleeve's boost, Shadow has the potential to rip opponents up. Ninja's naturally have great evasion saving him from a lot of fainting. In case evasion is not enough, Sunken State is used. In Final Fantasy VI, you could watch Shadow's past, in which he was a thief. With that, I decided to make his secondary ability Steal. His abnormally high speed will put that skill to great use. The Move + 3 will also add to the range of his primary ability, Throw.

<><><><><><><><><> A L T E R N A T E S E T U P <><><><><><><><><><><>

!!  
 !!  
 !! Dragoon Kain <dragoon\_kain@LatinMail.com> submitted this version of the !!  
 !! resident ninja from Final Fantasy VI. The information was edited to !!  
 !! fit my format, but the general information, set up, etc. remains the !!  
 !! same. All credit should be given to him. Thank you very much, Dragoon !!  
 !! Kain. This is much appreciated. And here is his set up for Shadow... !!  
 !!  
 !!  
 !!

PREFERRED EQUIPS:

=====

Job ~ Ninja

Right Hand ~ Iga Knife  
Left Hand ~ Koga Knife  
Helmet ~ Thief Hat  
Armor ~ Black Costume/Secret Clothes  
Accessory ~ Bracer/Vanish Mantle

Primary Ability ~ Throw  
Secondary Ability ~ Item  
Reaction ~ Sunken State  
Support ~ Attack Up  
Movement ~ Move + 3

EVALUATION:

Everything is almost obvious, you know why the move 3 and the attack up, but the sunken state is to take the place of the Inviz Edge, and the vanishing items are to start the battle already transparent.

=====

----- C Y A N -----

PREFERRED EQUIPS:

=====

Job ~ Samurai  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Power
- Ranged attacks
- Hard to kill
- Healing
- Range

Right Hand ~ Chirijiraden  
Left Hand ~ ---  
Helmet ~ Genji Helmet  
Armor ~ Genji Armor  
Accessory ~ Genji Gauntlet

WEAKNESSES:

- Not much variety, as Elemental and Draw Out tend to produce much the same effects

Primary Ability ~ Draw Out  
Secondary Ability ~ Elemental  
Reaction ~ Hamedo/Counter  
Support ~ Two Hands  
Movement ~ Move + 3

EVALUATION:

This is a very potent set up. Cyan has the HP provided by both the Genji Helmet and the Genji Armor. Draw Out also has the ability to heal, so Cyan won't be falling too easily. The Genji Gauntlet provides for both power and magic power so that his normal hits as well as his Draw Out and Elemental skills will prove effective. Two Hands and the Chirijiraden are immensely strong, I gave Cyan Elemental, as he seems "in touch" with nature. Depending on what type of battle you go into, alternate between Counter and Hamedo. If it's a story battle, Hamedo usually works well, and if it's a random battle, it's safer to use Counter.

=====

----- G E N E R A L L E O -----

PREFERRED EQUIPS:

=====

Job ~ Knight

STRENGTHS:

Br ~ 97                       - Power  
Fa ~ 84                       - Speed  
                               - Range

Right Hand ~ Chaos Blade

Left Hand ~ Excalibur

**WEAKNESSES:**

Helmet ~ Crystal Helmet

- Needs to be close to the enemy

Armor ~ Robe of Lords

Accessory ~ Bracer

Primary Ability ~ Battle Skill

Secondary Ability ~ Punch Art

Reaction ~ Damage Split

Support ~ Two Swords

Movement ~ Move + 3

**EVALUATION:**

This is such a good character it's sad that that dumbass Kefka (I like him, but he's still a dumbass) had to and kill good ole Leo. Anyway, with this combination, General Leo has a pair of wicked weapons to dismantle enemies. Regen from the Chaos Blade and Damage Split will be more than enough to keep him alive, but Punch Art does provide Chakra.

<><><><><><><><><><><>     A L T E R N A T E     S E T     U P     <><><><><><><><><><><>

**PREFERRED EQUIPS:**

=====

Job ~ Squire

**STRENGTHS:**

Br ~ 97

- Power

Fa ~ 97

- Speed

- Range

Right Hand ~ Chaos Blade

Left Hand ~ Excalibur

**WEAKNESSES:**

Helmet ~ Twist Headband

- Needs to be close to the enemy

Armor ~ Robe of Lords

Accessory ~ Bracer

Primary Ability ~ Guts

Secondary Ability ~ Punch Art

Reaction ~ Damage Split

Support ~ Two Swords

Movement ~ Move + 3

**EVALUATION:**

First off, to get this set up, you need to use Ramza as a base for Leo. Not only was the combo of Chaos Blade and Excalibur enough to kill most any enemy, but now you have the Twist Headband, Robe of Lords and Bracer all adding to his destructive power. Again, Regen and Auto Potion should keep Leo alive for the most part. Guts can be used to increase PA even more (making damage done and Punch Art both even more amazing) or increase speed.

\* \* \* \* \*

-----  
T E A M   E V A L U A T I O N  
-----

Final Fantasy VI had an enormous cast of characters. Above, there are eight of them. Out of the eight, you've got interesting possibilities to create a team of five. From the awe inspiring power of General Leo, to the

"interesting" set of skills that make up Locke, this should be considered more of a \_fun\_ team than a serious one. Either way, though, it's still incredibly easy to completely waste enemies this way.

Every member is pretty self reliant with the exception of Locke, but since you have a team of five, it shouldn't be much of a problem. Some of them specialize in long range, others sheer power. Just mix and match to your own liking.

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+  
4.03 Final Fantasy VII  
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

=====

----- C L O U D -----

PREFERRED EQUIPS:

=====

Job ~ Soldier  
Br ~ 97  
Fa ~ 84

- STRENGTHS:
- Variety of ranged attacks
  - Speed
  - Quick healing to large area
  - Longevity
  - Treasure hunting

Right Hand ~ Materia Blade  
Left Hand ~ ---  
Helmet ~ Thief Hat  
Armor ~ Secret Clothes  
Accessory ~ Sprint Shoes

- WEAKNESSES:
- Low HP

Primary Ability ~ Limit  
Secondary Ability ~ Steal  
Reaction ~ MP Switch  
Support ~ Short Charge  
Movement ~ Move MP Up

EVALUATION:

This character is very potent. He's basically a high risk, high reward character. His equips make him extremely fast and with the Short Charge, he'll rip people up with Finishing Touch. Steal is useful with so much speed. Also, though Cloud has extremely low HP with this set up, MP Switch and Move MP Up is put to good use. Obviously, use the Cloud character as a base.

=====

----- B A R R E T -----

PREFERRED EQUIPS:

=====

Job ~ Monk  
Br ~ 97  
Fa ~ 84

- STRENGTHS:
- Power
  - Healing
  - Long ranged attacks

Right Hand ~ ---  
Left Hand ~ ---  
Helmet ~ ---  
Armor ~ Power Sleeve  
Accessory ~ Bracer

- WEAKNESSES:
- Easily killed

Primary Ability ~ Punch Art

Secondary Ability ~ Basic Skill  
Reaction ~ Regenerator  
Support ~ Attack Up  
Movement ~ Move HP Up

EVALUATION:

Well, Barret did have a gun arm in Final Fantasy VII, but since the guns in this game don't resemble a gatling gun at all, I just made him seem like he was, big and impressive. Though this Barret can easily be wasted if he fights up close, if you stay back with Wave Fist and Earth Slash, he can do some damage. Punch Art will be immensely powerful with this set up, and because I wanted this character to be more long ranged, I didn't give him Two Swords. Attack Up makes the Punch Art skills much more useful. Basic Skill provides Accumulate, as always.

=====

----- T I F A -----

PREFERRED EQUIPS:

=====

Job ~ Monk  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Immortality
- Strong
- Healing

Right Hand ~ ---

Left Hand ~ ---

Helmet ~ Ribbon  
Armor ~ Power Sleeve  
Accessory ~ Chantage

WEAKNESSES:

- Ranged attacks aren't as useful as her close range attacks

Primary Ability ~ Punch Art  
Secondary Ability ~ Battle Skill  
Reaction ~ Speed Save  
Support ~ Two Swords  
Movement ~ Move + 2

EVALUATION:

With just her bare hands, she'll reduce most enemies to a bloody pulp. It is that simple. Power Sleeve and Two Swords will make her deal immense damage. Punch Art is good, as always. The Ribbon/Chantage/Speed Save combo is always useful. Battle Skill can prove useful with high PA and Two Swords.

=====

----- A E R I S -----

PREFERRED EQUIPS:

=====

Job ~ Summoner  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Powerful spells
- Fast casts
- Healing

Right Hand ~ Wizard Rod

Left Hand ~ ---

Helmet ~ Flash Hat  
Armor ~ Wizard Robe  
Accessory ~ Setiesmon

- Math Skill

- Speed

WEAKNESSES:

- Status effects wreak havoc on her
- Can be killed quite easily

Primary Ability ~ Summon Magic  
Secondary Ability ~ Math Skill

Reaction ~ Counter Magic  
Support ~ Magic Attack Up  
Movement ~ Move MP Up

EVALUATION:

If you can keep Aeris out of harm's way, you've got a powerful ally. She will take out tanks with this set up. The majority of attacks will most likely come from Math Skill since Summon takes so much MP and charge time. Move MP Up will provide for the occassional summon, which is handy since Math Skill might harm your own team in some instances.

=====

----- Y U F F I E -----

=====

PREFERRED EQUIPS:

=====

Job ~ Ninja  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Range
- Ranged attacks
- Strong
- Immortal
- Fast

Right Hand ~ Iga Knife  
Left Hand ~ Koga Knife  
Helmet ~ Thief Hat  
Armor ~ Rubber Costume  
Accessory ~ Chantage

WEAKNESSES:

- Has to be close range for full effectiveness

Primary Ability ~ Throw  
Secondary Ability ~ Steal  
Reaction ~ Speed Save  
Support ~ Concentrate  
Movement ~ Move + 2

EVALUATION:

Yuffie is true to her nature, both a ninja and a thief. Her massive speed along with Concentrate will allow her to easily plunder all the useful equipment off of enemies. She will only get faster with the more hits she takes, so throw her into the fray as early as possible. Move + 2 helps you to accomplish that and allows Throw to have a greater range as well. She can also prove to be an effective attacker as the Iga and Koga Knives are powerful (especially when you can't miss).

=====

----- V I N C E N T -----

=====

PREFERRED EQUIPS:

=====

Job ~ Geomancer  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Ranged attacks
- Strong magic power
- Protection w/ Blade Grasp and Kaiser Plate
- Teleport
- Math Skill

Right Hand ~ Blast Gun  
Left Hand ~ Kaiser Plate  
Helmet ~ Thief Hat  
Armor ~ Black Robe  
Accessory ~ 108 Gems

WEAKNESSES:

- Guns aren't the greatest weapons

Primary Ability ~ Elemental  
Secondary Ability ~ Math Skill  
Reaction ~ Blade Grasp  
Support ~ Equip Gun

Movement ~ Teleport

EVALUATION:

Though guns generally aren't the greatest of weapons, Vincent can use them decently with this set up. With protection from the combo of Blade Grasp and the Kaiser Plate, he can move around shooting things. I chose him to be a Geomancer, because Geomancers have above average MA, and can equip a wide range of useful equipment. Math Skill is used because Vincent's Limits had spells incorporated. The Kaiser Plate, Black Robe and 108 Gems will improve the damage done by the Blast Gun and Math Skill.

=====  
----- C I D -----

PREFERRED EQUIPS:

=====

Job ~ Lancer  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Ranged attacks
- Power
- Gold Escutcheon
- Healing
- Protect
- Shell

Right Hand ~ Ultimate Javelin  
Left Hand ~ Gold Escutcheon  
Helmet ~ Grand Helmet  
Armor ~ Robe of Lords  
Accessory ~ Bracer

WEAKNESSES:

- Tends to be slow

Primary Ability ~ Jump  
Secondary Ability ~ Punch Art  
Reaction ~ Damage Split  
Support ~ Attack Up  
Movement ~ Move + 3

EVALUATION:

Heh... no Final Fantasy VII team would be quite complete without the tough talking, cigarette smoking, airship building, arm breaking, hilarious SOB named Cid. Cid is utterly powerful with this set up. He won't die since he wields the Gold Escutcheon, has a massive HP boost from the Grand Helmet and the damage reducing Protect and Shell from the Robe of Lords. Damage Split will also effectively halve any damage incurred and Punch Art provides fast and cheap healing. Just walk around and poke people with the might that is the Ultimate Javelin.

=====  
----- S E P H I R O T H -----

PREFERRED EQUIPS:

=====

Job ~ Samurai  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Ranged Attacks
- Healing
- Abandon
- Strong Physical Attack
- Draw Out Skills

Right Hand ~ Masamune  
Left Hand ~ ---  
Helmet ~ Genji Helmet  
Armor ~ Genji Armor  
Accessory ~ Genji Gauntlet

WEAKNESSES:

- Tends to be slow

Primary Ability ~ Draw Out  
Secondary Ability ~ Throw  
Reaction ~ Damage Split





Fa ~ 97 - Gold Escutcheon  
 - Haste  
 Right Hand ~ Excalibur - Good selection of skills  
 Left Hand ~ Gold Escutcheon  
 Helmet ~ Twist Headband WEAKNESSES:  
 Armor ~ Power Sleeve - Low HP  
 Accessory ~ Bracer

Primary Ability ~ Guts  
 Secondary Ability ~ Punch Art  
 Reaction ~ Hamedo  
 Support ~ Attack Up  
 Movement ~ Move + 3

EVALUATION:

Well, there really was no way for me to create a replica of Squall, so I just changed this Ramza into a character with Squall's traits. Without a shadow of a doubt, Squall will be remembered for the power of LionHeart, so I felt this character should have an abundance of power. Thus, I gave him as many PA boosting items as I could, and came up with this. Since HP is a major factor with this character, and he's a front line fighter, Squall needs the Gold Escutcheon.

=====

----- Z E L L -----

PREFERRED EQUIPS:

=====

Job ~ Monk STRENGTHS:  
 Br ~ 97 - High PA  
 Fa ~ 84 - Healing  
 - Power  
 Right Hand ~ --- - Ranged attack  
 Left Hand ~ --- - Longevity  
 Helmet ~ --- - Throw Rock!  
 Armor ~ Power Sleeve  
 Accessory ~ Bracer WEAKNESSES:  
 - Low HP  
 Primary Ability ~ Punch Art - Bad range  
 Secondary Ability ~ Basic Skill  
 Reaction ~ MP Switch  
 Support ~ Attack Up  
 Movement ~ Move MP Up

EVALUATION:

Even Seifer couldn't call him Chicken Wuss now. He's one strong character. Due to low HP from equipment, Move MP Up with MP Switch is helpful. The Attack Up is used instead of Two Swords because it improves both physical attacks and Punch Art skills, which will be more often used due to bad range and mediocre speed. If you can't reach any enemies, just Accumulate.

=====

----- I R V I N E -----

PREFERRED EQUIPS:

=====

Job ~ Mediator STRENGTHS:  
 Br ~ 97 - Invitation  
 Fa ~ 84 - Ranged attacks

Right Hand	~ Blast Gun	WEAKNESSES:
Left Hand	~ ---	- Easily killed
Helmet	~ Thief Hat	- Low HP
Armor	~ Black Robe	
Accessory	~ 108 Gems	

Primary Ability	~ Talk Skill
Secondary Ability	~ Steal
Reaction	~ MP Switch
Support	~ Magic Attack Up
Movement	~ Move MP Up

EVALUATION:

Irvine is a Mediator because he was a ladies' man in Final Fantasy VIII. This requires him to be a smooth talker. Steal is there for Steal Heart. All the equipment provides a boost in elemental power, which helps the Blast Gun. Magic Attack Up will help Talk Skill and Steal Heart.

=====

----- Q U I S T I S -----

PREFERRED EQUIPS:

=====

Job ~	Dancer	STRENGTHS:
Br ~	97	- Dancing
Fa ~	84	- Fast

Right Hand	~ H Bag	WEAKNESSES:
Left Hand	~ ---	- No offense
Helmet	~ Thief Hat	- Not that great
Armor	~ Rubber Costume	
Accessory	~ Setiesmon	

Primary Ability	~ Dance
Secondary Ability	~ Steal
Reaction	~ Sunken State
Support	~ Defense Up
Movement	~ Ignore Height

EVALUATION:

Quistis had a ton of Blue Magic Spells. Most of them provided unique effects, much like this Dancer. The basic strategy to to either find a high ledge and start dancing, or dance and let a weak character attack you so you go Transparent. This way, she'll keep dancing, but won't be able to be touched by the opponent.

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

!!

!! Thanks to Kamek <kamek@crosswinds.net> for letting me know I mistakenly !!

!! placed Talk Skill as Quistis' primary skill. !!

!!

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

=====

----- R I N O A -----

PREFERRED EQUIPS:

=====

Job ~	Archer	STRENGTHS:
Br ~	97	- Speed

Right Hand ~ Gastrafitis  
 Left Hand ~ Aegis Shield  
 Helmet ~ Flash Hat  
 Armor ~ Secret Clothes  
 Accessory ~ Setiesmon

## WEAKNESSES:

- Just about everything else

Primary Ability ~ Charge  
 Secondary Ability ~ Math Skill  
 Reaction ~ Blade Grasp  
 Support ~ Magic Attack Up  
 Movement ~ Teleport

## EVALUATION:

This resembles Final Fantasy VIII's princess as best a Tactics character could. She used a crossbow in FFVIII, thus the archer class and crossbow. Her sorceress powers are emphasized by the Math Skill. Blade Grasp and Aegis Shield will keep her alive. Since she starts the match Transparent, she should find a nice high ledge with Teleport before acting. This way, she'll be out of harms way by the time she performs an action so she can safely snipe, or cast magic. Not the greatest character, but it's not entirely bad either.

 =====  
 ----- E D E A -----  
 =====

## PREFERRED EQUIPS:

=====  
 Job ~ Wizard  
 Br ~ 97  
 Fa ~ 84

## STRENGTHS:

- Strong MA  
 - Math Skill  
 - Immortal

Right Hand ~ Wizard Rod  
 Left Hand ~ ---  
 Helmet ~ Ribbon  
 Armor ~ Wizard Robe  
 Accessory ~ Chantage

## WEAKNESSES:

- Slow unless Speed Save works

Primary Ability ~ Black Magic  
 Secondary Ability ~ Math Skill  
 Reaction ~ Speed Save  
 Support ~ Magic Attack Up  
 Movement ~ Move + 2

## EVALUATION:

Well, you can blast people to hell with Edea. The only problem is that Wizards aren't particularly fast. To remedy this, use Move + 2 and get in the heat of a fight. Keep it up until you have decent speed, so that you can totally destroy opponents.

 =====  
 ----- S E I F E R -----  
 =====

## PREFERRED EQUIPS:

=====  
 Job ~ Knight  
 Br ~ 97  
 Fa ~ 84

## STRENGTHS:

- Power  
 - Positive status effects  
 - Ranged attacks

Right Hand ~ Chaos Blade  
Left Hand ~ Excalibur  
Helmet ~ Grand Helmet  
Armor ~ Robe of Lords  
Accessory ~ Bracer

WEAKNESSES:  
- No variety

Primary Ability ~ Battle Skill  
Secondary Ability ~ Punch Art  
Reaction ~ Dragon Spirit  
Support ~ Two Swords  
Movement ~ Move + 3

#### EVALUATION:

As far as sheer power goes, Seifer has it all. The PA bonuses coupled with The Excalibur and Chaos Blade will drop anyone, real fast. He has the statuses of Protect, Shell, Regen, and Haste with him. This combined with Dragon Spirit will allow Seifer to roam around killing. He also has Punch Art as a means to heal or damage from a distance.

\* \* \* \* \*

---

#### T E A M E V A L U A T I O N

---

This is one of my few teams that don't have much magic. Aside from Edea, and a bit from Rinoa, this team is mostly physical. Not bad at all though. All the guys barring Irvine are tanks that can charge the enemy and leave destruction in their wake. Irvine is great for ranged attacks and general support roles. Edea is powerful as hell if used right. Rinoa is generally weak, but she does make a nice supporting character.

---

#### 4.05 Final Fantasy IX

---

---

#### Z I D A N E

---

#### PREFERRED EQUIPS:

=====  
Job ~ Thief  
Br ~ 97  
Fa ~ 84

STRENGTHS:  
- Speed  
- Charming ability  
- Long range attacks  
- Stealing  
- Range

Right Hand ~ Zorlin Shape  
Left Hand ~ Zorlin Shape  
Helmet ~ Thief Hat  
Armor ~ Secret Clothes  
Accessory ~ Feather Mantle

WEAKNESSES:  
- Risky  
- Low HP  
- Easily killed

Primary Ability ~ Steal  
Secondary Ability ~ Throw  
Reaction ~ Abandon  
Support ~ Two Swords  
Movement ~ Move + 3

#### EVALUATION:

Zidane was a thief in FFIIX. He was also a ladies' man to boot, which makes

the Thief class easily the most appropriate for him. He often wielded dual dagger, and thus the dual Zorlin Shapes. The Thief Hat, and Secret Clothes make him extremely fast, and the Feather Mantle with Abandon should be more than enough to keep him alive. Move + 3 gives him great mobility, and does a world of good for Throw as well.

----- V I V I -----

PREFERRED EQUIPS:

=====  
Job ~ Wizard  
Br ~ 97  
Fa ~ 84

STRENGTHS:  
- High MA

WEAKNESSES:

Right Hand ~ Wizard Rod  
Left Hand ~ ---  
Helmet ~ Flash Hat  
Armor ~ Black Robe  
Accessory ~ 108 Gems

- Slow  
- Low HP

Primary Ability ~ Black Magic  
Secondary Ability ~ Math Skill  
Reaction ~ MP Switch  
Support ~ Magic Attack Up  
Movement ~ Move MP Up

EVALUATION:

There should be no doubt that VIVI would end up being a Wizard. Not only are his abilities identical, but so is his appearance. This set up is very linear and simple. Everything revolves around making Math Skill all the more powerful. Flash Hat and Wizard Rod both add to an MA total while the Black Robe and 108 Gems increase elemental damage. MP Switch and Move MP Up will keep this little mage healthy enough to survive the battlefield.

----- S T E I N E R -----

PREFERRED EQUIPS:

=====  
Job ~ Knight  
Br ~ 97  
Fa ~ 84

STRENGTHS:  
- Auto Haste  
- Powerful attacker  
- High HP

Right Hand ~ Excalibur  
Left Hand ~ Gold Escutcheon  
Helmet ~ Grand Helmet  
Armor ~ Maximillian  
Accessory ~ Bracer

WEAKNESSES:  
- Hindered mobility  
- Lack of variety and ranged attacks

Primary Ability ~ Battle Skill  
Secondary Ability ~ Basic Skill  
Reaction ~ Damage Split  
Support ~ Attack Up  
Movement ~ Move HP Up

EVALUATION:

Adelbert "Rusty" Steiner makes his grand appearance in FFT. This set up gives Steiner inherent Haste which should make up for his lack of mobility and ranged attacks. He is incredibly powerful up close as his Excalibur is

backed up by Attack Up. The Gold Escutcheon provides his first line of defense. Should anything get past it, he has huge HP due to the Grand Helmet and Maximillian. Also, whatever hits him is halved and effectively turned back on the enemy. Move HP Up will recover whatever minimal damage was incurred. I gave him Basic Skill because, judging by the rusted tin can's character, it's about all he can handle.

=====

----- D A G G E R -----

=====

PREFERRED EQUIPS:

=====

Job ~ Summoner  
Br ~ 97  
Fa ~ 84

STRENGTHS:  
- Powerful magic  
- Immortal

Right Hand ~ Wizard Rod  
Left Hand ~ ---  
Helmet ~ Ribbon  
Armor ~ Wizard Robe  
Accessory ~ Chantage

WEAKNESSES:  
- Low MP for Summons

Primary Ability ~ Summon Magic  
Secondary Ability ~ Math Skill  
Reaction ~ Speed Save  
Support ~ Magic Attack Up  
Movement ~ Move MP Up

EVALUATION:

Dagger retains her ability to summon Eidolons and cast White Magic in this FFT variant. Math Skill gives her access to White Magic. Move MP Up will keep her MP high enough to continuously use Summon Magic to your heart's content. Also, this variant offers immunity to negative statii and the ever sought-after immortality.

=====

----- F R E Y A -----

=====

PREFERRED EQUIPS:

=====

Job ~ Lancer  
Br ~ 97  
Fa ~ 84

STRENGTHS:  
- Powerful  
- Immortal  
- Ranged attacks

Right Hand ~ Ultimate Javelin  
Left Hand ~ ---  
Helmet ~ Ribbon  
Armor ~ Robe of Lords  
Accessory ~ Chantage

WEAKNESSES:  
- Lack of strong magical attacks

Primary Ability ~ Jump  
Secondary Ability ~ Dragon  
Reaction ~ Speed Save  
Support ~ Two Hands  
Movement ~ Teleport

EVALUATION:

Use Reis as a base to make this Freya. I thought it only made sense cause Freya is a Dragon Knight who uses quite a few abilities that revolve around dragons, as does Reis. Also, One of Freya's abilities is called "Reis'

Wind. Anyway, this set up works wonders when fighting up close. Two Hands increases the power of the Ultimate Javelin by quite a bit \_and\_ has the advantage not having a shield which increases the amount of Speed Save she gets. Ignore Height is more suited to her as a character, but I used Teleport since it does everything that Ignore Height does, and then some.

=====

----- E I K O -----

PREFERRED EQUIPS:

=====

Job ~ Summoner  
Br ~ 97  
Fa ~ 84

STRENGTHS:  
- Powerful magic  
- Immortal

Right Hand ~ Wizard Rod  
Left Hand ~ ---  
Helmet ~ Ribbon  
Armor ~ Wizard Robe  
Accessory ~ Chantage

WEAKNESSES:  
- Low MP for Summons

Primary Ability ~ Summon Magic  
Secondary Ability ~ Math Skill  
Reaction ~ Speed Save  
Support ~ Magic Attack Up  
Movement ~ Move MP Up

EVALUATION:

Basically, the same as the Dagger set-up above. The differences between the two in FFI couldn't be duplicated in FFT so this is as close as you can truly get to a Eiko in FFT.

=====

----- A M A R A N T -----

PREFERRED EQUIPS:

=====

Job ~ Ninja  
Br ~ 97  
Fa ~ 84

STRENGTHS:  
- Speed  
- Power  
- Variety of abilities  
- Ranged attacks

Right Hand ~ ---  
Left Hand ~ ---  
Helmet ~ Thief Hat  
Armor ~ Power Sleeve  
Accessory ~ Bracer

WEAKNESSES:  
- Low HP

Primary Ability ~ Throw  
Secondary Ability ~ Punch Art  
Reaction ~ Sunken State  
Support ~ Martial Arts  
Movement ~ Move + 3

EVALUATION:

Since FFT is one of the very few games in the series to not feature claws, I figured the closest thing were bare hands. Punch Art resembles a few of Amarants abilities as does the Ninja job class. Due to his low HP, I used Sunken State so he wouldn't be taking too much of a beating from too many enemies at a time. The Flaming Amarant is speedy and has great range, both in movement, and in choice of skills.





Right Hand ~ Blast Gun  
Left Hand ~ ---  
Helmet ~ Golden Hairpin  
Armor ~ Light Robe  
Accessory ~ Red Shoes

Primary Ability ~ Math Skill  
Secondary Ability ~ Summon Magic  
Reaction ~ Counter Magic  
Support ~ Equip Gun  
Movement ~ Move MP Up

EVALUATION:

Calculators are usually pretty slow, but the red shoes at least build her up to a moderate speed. I think the calculator is the best for when the enemy has an army of knights and monks and you don't want her harmed. She has a gun, though, just in case.

-----  
----- M A R L E -----  
-----

PREFERRED EQUIPS:

=====  
Job ~ Archer

Right Hand ~ Blast Gun  
Left Hand ~ ---  
Helmet ~ Golden Hairpin  
Armor ~ Light Robe  
Accessory ~ Red Shoes

Primary Ability ~ Charge  
Secondary Ability ~ White Magic  
Reaction ~ Weapon Guard  
Support ~ Concentrate  
Movement ~ Walk on Water

EVALUATION:

White magic allows her to go to the front line and retreat when things get rough. Marle is a sort of all-purpose warrior. She can move pretty far, attack from afar and with concentrate is unbeatable.

-----  
----- F R O G -----  
-----

PREFERRED EQUIPS:

=====  
Job ~ Knight

Right Hand ~ Chaos Blade  
Left Hand ~ Venetian Shield  
Helmet ~ Genji Helmet  
Armor ~ Maximillian  
Accessory ~ Feather Mantle

Primary Ability ~ Battle Skills  
Secondary Ability ~ Elemental  
Reaction ~ Blade Grasp  
Support ~ Maintenance

Movement ~ Move in Water

EVALUATION:

The best knight I could come up with. He is, quite simply, unstoppable. Keeping in touch with his natural roots, I included Elemental, which is one of my favorite secondary skills. He is always in my party, if not for brute strength, then just to soak up damage.

=====  
----- R O B O -----

EVALUATION:

Actually just Worker 8 renamed, I don't go anywhere without Robo. A good tactic I use is having Robo and Marle use their long range attacks and Marle cures the both of them the next turn (when she is equipped with Items). They're a great combo.

=====  
----- A Y L A -----

PREFERRED EQUIPS:

=====

Job ~ Monk

- Right Hand ~ ---
- Left Hand ~ ---
- Helmet ~ Ribbon
- Armor ~ Black Costume
- Accessory ~ Diamond Armlet
  
- Primary Ability ~ Punch Art
- Secondary Ability ~ Dance
- Reaction ~ A-Save
- Support ~ Martial Arts
- Movement ~ Ignore Height

EVALUATION:

With her brute strength, she makes a great sidekick to Crono or Frog. Dance is given to her as well, to show off her... unique style of dance. I equipped her with Martial Arts so that no matter what class she is, I can keep her weaponless.

=====  
----- M A G U S -----

PREFERRED EQUIPS:

=====

Job ~ Wizard

- Right Hand ~ Faith Rod
- Left Hand ~ ---
- Helmet ~ Thief Hat
- Armor ~ Robe of Lords
- Accessory ~ Magic Gauntlet
  
- Primary Ability ~ Black Magic
- Secondary Ability ~ Math Skill
- Reaction ~ MA Save
- Support ~ MA Up
- Movement ~ Teleport



Armor ~ Power Sleeve - Low HP  
Accessory ~ Feather Mantle

Primary Ability ~ Guts  
Secondary Ability ~ Sing  
Reaction ~ Abandon  
Support ~ Two Swords  
Movement ~ Move + 3

EVALUATION:

Use Ramza as a base for Lute to get this done. I made him a Squire simply because Lute was a low class vagabond. Sing brings out his musical side. The dual Knight Swords make Lute a powerful warrior who can survive the frontlines due to Auto Regen and the Feather Mantle coupled with Abandon.

-----  
----- T - 2 6 0 G -----

EVALUATION:

Well, just rename Worker 8 to get this character.

-----  
----- R E D / A L K A I S E R -----

PREFERRED EQUIPS:

=====

Job ~ Knight  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Speed
- Power
- Ranged attacks
- Hard to harm

Right Hand ~ Excalibur  
Left Hand ~ Gold Escutcheon  
Helmet ~ Crystal Helmet  
Armor ~ Robe of Lords  
Accessory ~ Bracer

WEAKNESSES:

- Battle Skill pretty much worthless without Two Swords or Concentrate

Primary Ability ~ Battle Skill  
Secondary Ability ~ Throw  
Reaction ~ Damage Split  
Support ~ Attack Up  
Movement ~ Move + 3

EVALUATION:

The resident super hero of Saga Frontier makes a powerful presence with this set up. He has the Robe of Lords, Bracer and Attack Up to add to the destructive force of the Excalibur. Throw, Auto Haste, and Move + 3 ensure he'll always be in the heat of battle, which he can handle due to the Auto Protect and Shell as well as the protective properties of the best sheild in the game, the Gold Escutcheon.

-----  
----- E M I L I A -----

PREFERRED EQUIPS:

=====

Job ~ Monk  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- High PA
- Immortal
- Good Set of skills

Right Hand ~ ---

Left Hand ~ --- WEAKNESSES:  
 Helmet ~ Ribbon - Slow  
 Armor ~ Power Sleeve  
 Accessory ~ Chantage

Primary Ability ~ Punch Art  
 Secondary Ability ~ Battle Skill  
 Reaction ~ A Save  
 Support ~ Two Swords  
 Movement ~ Teleport

EVALUATION:

I made her a Monk simply because the Dream Super Combo in Saga Frontier completely destroyed most anyone. With this set up, Emilia has amazingly high PA after taking a few hits. Chantage makes her immortal, making her very self-sustaining. Battle Skill is based on PA which she has and you get two tries this way. Add in Teleport for mobility and the Ribbon to negate all negative status effects, and you have a very powerful warrior.

\* \* \* \* \*

-----  
 T E A M E V A L U A T I O N  
 -----

First off, yes I did leave out Riki and Asellus. The reason being, is you really can't make a good base for Riki, and Asellus is hard to make into a FFT character. As for the current team, you have a very physical oriented team. 80% of the team relies heavily on frontline fighting. Blue is the only exception, but with his magic, you won't really need another mage.

+-----+  
 4.08 Xenogears  
 +-----+

===== F E I =====

PREFERRED EQUIPS:

=====  
 Job ~ Monk STRENGTHS:  
 Br ~ 97 - High PA  
 Fa ~ 84 - Healing  
 - Good variety of skills

Right Hand ~ ---  
 Left Hand ~ --- WEAKNESSES:  
 Helmet ~ --- - Low HP  
 Armor ~ Power Sleeve - Not the greatest speed  
 Accessory ~ Bracer

Primary Ability ~ Punch Art  
 Secondary Ability ~ Basic Skill  
 Reaction ~ Damage Split  
 Support ~ Attack Up  
 Movement ~ Move HP Up

EVALUATION:

Attack Up is used rather than Two Swords, so that Fei should rely more on his great set of abilities rather than simply attacking. Move HP Up along

with Damage Split should keep Fei alive enough to employ Chakra whenever necessary.

=====

----- C I T A N -----

PREFERRED EQUIPS:

=====  
Job ~ Samurai  
Br ~ 97  
Fa ~ 84

STRENGTHS:  
- Variety in skills  
- Nice set of skills  
- Powerful

Right Hand ~ Chirijiraden  
Left Hand ~ ---  
Helmet ~ Genji Helmet  
Armor ~ Robe of Lords  
Accessory ~ Genji Gauntlet

WEAKNESSES:  
- Not quite as strong as Citan should be

Primary Ability ~ Draw Out  
Secondary Ability ~ Elemental  
Reaction ~ Damage Split  
Support ~ Attack Up  
Movement ~ Move + 3

EVALUATION:

Citan wielded a katana towards the end of the game, and thus he has the Chirijiraden equipped here. The Attack Up, and PA boosts from Robe of Lords and Genji Gauntlet add up into an incredibly powerhouse. Draw Out offers a variety of abilities that will be quite useful. The inherent Protect and Shell, plus Damage Split should be more than enough to compensate for not having a shield.

=====

----- E L L Y -----

PREFERRED EQUIPS:

=====  
Job ~ Wizard  
Br ~ 97  
Fa ~ 84

STRENGTHS:  
- MA is pumped up  
- Math Skill

Right Hand ~ Wizard Rod  
Left Hand ~ ---  
Helmet ~ Flash Hat  
Armor ~ Wizard Robe  
Accessory ~ Magic Gauntlet

WEAKNESSES:  
- Can be killed so easily, it's not even funny

Primary Ability ~ Black Magic  
Secondary Ability ~ Math Skill  
Reaction ~ Counter Magic  
Support ~ Magic Attack Up  
Movement ~ Move HP Up

EVALUATION:

With her lack of the ability to live Move HP Up is absolutely needed. A ton of MA is supplied through the equipment. You can completely nuke the enemies with her spells.

=====

----- B I L L Y -----

PREFERRED EQUIPS:

=====

Job ~ Mediator  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- High MA
- Ranged attacks
- Math Skill

Right Hand ~ Blast Gun  
Left Hand ~ ---  
Helmet ~ Flash Hat  
Armor ~ Wizard Robe  
Accessory ~ Magic Gauntlet

WEAKNESSES:

- Can be killed easily

Primary Ability ~ Talk Skill  
Secondary Ability ~ Math Skill  
Reaction ~ Damage Split  
Support ~ Magic Attack Up  
Movement ~ Teleport

EVALUATION:

The gun toting sharpshooter of Xenogears fits the bill of Mediator quite nicely. The high MA will help with Talk Skill and Math Skill. Just be careful cause Billy bites the dust fast when under attack.

=====

----- E M E R A L D A -----

PREFERRED EQUIPS:

=====

Job ~ Samurai  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Strong magic
- Math Skill
- Haste

Right Hand ~ Wizard Rod  
Left Hand ~ ---  
Helmet ~ Flash Hat  
Armor ~ Wizard Robe  
Accessory ~ Setiesmon

WEAKNESSES:

- Can be killed really easily

Primary Ability ~ Black Magic  
Secondary Ability ~ Math Skill  
Reaction ~ MP Switch  
Support ~ Magic Attack Up  
Movement ~ Move MP Up

EVALUATION:

Pretty straight forward character here. She was a great mage in Xenogears, and so I made her one here. The equipment adds a lot of MA and gives Auto Haste as well making her a fast ticket to destruction.

=====

----- B A R T -----

PREFERRED EQUIPS:

=====

Job ~ Ninja  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Speed
- Evasion
- Ranged attacks
- Stealing

Right Hand ~ Scorpion Tail



Left Hand ~ Scorpion Tail  
Helmet ~ Thief Hat  
Armor ~ Secret Clothes  
Accessory ~ Feather Mantle

WEAKNESSES:

- Low HP

Primary Ability ~ Throw  
Secondary Ability ~ Steal  
Reaction ~ Abandon  
Support ~ Concentrate  
Movement ~ Move + 3

EVALUATION:

Perhaps one of Square's most charismatic pirates, Bart is a prince and a thief at the same time. The Scorpion Tails are as close to dual whips as you can get in FFT, and Steal compliments his pillaging side. Concentrate will help greatly in attacking and stealing, as will his insane speed. Due to poor HP, Bart has to heavily rely on evasion, which shouldn't be too big of a problem, as he is a Ninja, with a Feather Mantle and Abandon. Move + 3 serves to aid in movement and Throw range.

=====  
----- R I C O -----

PREFERRED EQUIPS:

=====

Job ~ Monk  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- High PA  
- Healing  
- Good Variety of Skills

Right Hand ~ ---  
Left Hand ~ ---  
Helmet ~ ---  
Armor ~ Power Sleeve  
Accessory ~ Bracer

WEAKNESSES:

- Low HP  
- Not the Greatest Speed

Primary Ability ~ Punch Art  
Secondary Ability ~ Basic Skill  
Reaction ~ MP Switch  
Support ~ Two Swords  
Movement ~ Move MP Up

EVALUATION:

I've used this set up to death. I'm sure you'll be able to find one of my previous evaluations.

=====  
----- M A R I A -----

PREFERRED EQUIPS:

=====

Job ~ Summoner  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Strong magic  
- Fast casts  
- Charming abilities

Right Hand ~ Wizard Rod  
Left Hand ~ ---  
Helmet ~ Flash Hat  
Armor ~ Wizard Robe  
Accessory ~ Setiesmon

WEAKNESSES:

- Can be killed really easily  
- MP takes quite awhile to recharge



Job ~ Geomancer  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Power
- Ranged attacks
- Healing

Right Hand ~ Slasher

Left Hand ~ ---

WEAKNESSES:

Helmet ~ Twist Headband - Elemental skills are weak with  
Armor ~ Power Sleeve this set up  
Accessory ~ Bracer

Primary Ability ~ Elemental  
Secondary Ability ~ Punch Art  
Reaction ~ Damage Split  
Support ~ Attack Up  
Movement ~ Move HP Up

EVALUATION:

This is a very useful character. Though the Elemental skills will go to waste since MA is important to it's damage, it doesn't matter at all. With all the PA boosts and Attack Up, Punch Art will be very potent. Though HP is low due to the equipment giving very little HP boost, the combined efforts of Damage Split, Move HP Up and Chakra should keep this character up for quite awhile.

=====

----- V I K T O R -----

PREFERRED EQUIPS:

=====

Job ~ Knight  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Power
- Good HP
- Ranged attacks

Right Hand ~ Chaos Blade

Left Hand ~ ---

WEAKNESSES:

Helmet ~ Grand Helmet - Not very fast  
Armor ~ Maximillian  
Accessory ~ Bracer

Primary Ability ~ Battle Skill  
Secondary Ability ~ Throw  
Reaction ~ Counter  
Support ~ Two Hands  
Movement ~ Move + 3

EVALUATION:

Viktor is a powerhouse. His strength is unbelievable. Chaos Blade coupled with Two Hands will most likely completely destroy any opponent that should be dumb enough to cross Viktor. Move + 3 and Throw will allow range to aid him, since speed is not his strong point (though Throw won't be very strong due to the fact that the damage is influenced by speed as well).

=====

----- F L I K -----

PREFERRED EQUIPS:

=====

Job ~ Knight  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Powerful lightning spells
- Speed







Left Hand ~ Crystal Shield  
Helmet ~ Thief Hat  
Armor ~ Black Costume  
Accessory ~ Genji Gauntlet

Primary Ability ~ Charge  
Secondary Ability ~ Math Skill  
Reaction ~ MA Save  
Support ~ Equip Sword  
Movement ~ Move + 3

EVALUATION:

I chose Archer since he is one during Suikoden 2's Map Battles. The Rune Blade, well, y'know why is here. The MA save is to improve his spells (I use it with Cloud to improve his Limits' strength)

=====  
----- V I K T O R -----

PREFERRED EQUIPS:

=====

Job ~ Knight  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Power
- Good HP
- Ranged attacks

Right Hand ~ Chaos Blade  
Left Hand ~ ---  
Helmet ~ Grand Helmet  
Armor ~ Maximillian  
Accessory ~ Bracer

WEAKNESSES:

- Not very fast

Primary Ability ~ Battle Skill  
Secondary Ability ~ Throw  
Reaction ~ Counter  
Support ~ Two Hands  
Movement ~ Move + 3

EVALUATION:

Viktor is a powerhouse. His strength is unbelievable. Chaos Blade coupled with Two Hands will most likely completely destroy any opponent that should be dumb enough to cross Viktor. Move + 3 and Throw will allow range to aid him, since speed is not his strong point (though Throw won't be very strong due to the fact that the damage is influenced by speed as well).

=====  
----- N A N A M I -----

PREFERRED EQUIPS:

=====

Job ~ Ninja  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Power
- Speed
- Immortality
- Ranged attacks

Right Hand ~ Scorpion Tail  
Left Hand ~ Scorpion Tail  
Helmet ~ Ribbon  
Armor ~ Power Sleeve  
Accessory ~ Chantage

WEAKNESSES:

- Unstable damage from Scorpion Tails

Primary Ability ~ Throw

Secondary Ability ~ Punch Art  
Reaction ~ Speed Save  
Support ~ Attack Up  
Movement ~ Move + 2

EVALUATION:

Firstly, this character has the benefits of immortality on her side, along with statii immunity. Each hit she takes will make her faster and faster. Attack Up will help both the dual Scorpion Tails (which best resembles her Nunchaku) as well as the Punch Art skill set. Move + 2 will help her move across the battlefield and improve Throw's damage.

=====

----- J O E Y -----

PREFERRED EQUIPS:

=====

Job ~ Lancer  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Power
- Protection
- Ranged attacks

Right Hand ~ Ultimate Javelin  
Left Hand ~ Gold Escutcheon  
Helmet ~ Crystal Helmet  
Armor ~ Robe of Lords  
Accessory ~ Bracer

WEAKNESSES:

- No variety in attacks

Primary Ability ~ Jump  
Secondary Ability ~ Throw  
Reaction ~ Hamedo  
Support ~ Attack Up  
Movement ~ Move + 3

EVALUATION:

This set up is pretty much self explanatory. Throwing swords is somewhat like his final Rune Spell. Gold Escutcheon and Robe of Lords offer good protection. Also, since Joey spent most of the game weilding a staff, I figured the Ultimate Javelin would be appropriate. You could change the class to Knight and add in the Excalibur since he did use a sword near the end, but it's your choice.

=====

----- L U C -----

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

!!

!! This set up for Luc is proudly brought to you by the one they call the !!

!! Black Mage <black\_mage@pulpmail.com>. Thank you to the efforts of him !!

!! as these are all his ideas, and his contributions are always immensely !!

!! appreciated. It has been edited to fit my format, but his set up has !!

!! not been altered in anyway. !!

!!

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

PREFERRED EQUIPS:

=====

Job ~ Wizard  
  
Right Hand ~ Faith Rod  
Left Hand ~ ---



Helmet ~ Flash Hat  
Armor ~ Robe of Lords  
Accessory ~ Magic Gauntlet

Primary Ability ~ Black Magic  
Secondary Ability ~ Math Skill  
Reaction ~ Counter Magic  
Support ~ Magic Attack Up  
Movement ~ Move MP Up

=====  
----- C L I V E -----

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
!!  
!! This Clive set up was made by Black Mage <black\_mage@pulpmail.com> and !!  
!! for that, I thank him. This contribution, like all others, is greatly !!  
!! welcomed and appreciated. Thank you so much, Black Mage. !!  
!!  
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

PREFERRED EQUIPS:

=====  
Job ~ Thief  
  
Right Hand ~ Blast Gun  
Left Hand ~ ---  
Helmet ~ Thief Hat  
Armor ~ Black Costume  
Accessory ~ Vanish Mantle

Primary Ability ~ Steal  
Secondary Ability ~ Battle Skill  
Reaction ~ Sunken State  
Support ~ Equip Gun  
Movement ~ Move + 3

\* \* \* \* \*

-----  
T E A M E V A L U A T I O N  
-----

This team goes back to the world of basics in team balance. Firstly, you have the pair of Joey and Viktor simply plowing through the frontlines of opponents. Next, the main character and Flik both are adapted so that the awe inspiring might of Math Skill is employed to destroy the enemy. To complete the team, you have Nanami who serves as support. She can either pick people off with long ranged attacks, or she can heal wounded allies. She can even double over as a front line fighter or employ her immortality to serve as a damage soaker.

+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+  
4.11 Vandal Hearts  
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+

=====  
----- A S H -----

PREFERRED EQUIPS:

=====

Job ~ Squire  
Br ~ 97  
Fa ~ 97

STRENGTHS:  
- Haste  
- Math Skill  
- High MA

Right Hand ~ Excalibur  
Left Hand ~ Aegis Shield  
Helmet ~ Flash Hat  
Armor ~ Wizard Robe  
Accessory ~ 108 Gems

WEAKNESSES:  
- Low HP

Primary Ability ~ Guts  
Secondary Ability ~ Math Skill  
Reaction ~ Blade Grasp  
Support ~ Magic Attack Up  
Movement ~ Move + 3

EVALUATION:

Quite similar to Vandal Hearts, when Ash achieved the Vandalier class. The god-like class had access to every spell in the game, and thus, so does this character. Use Ramza as a base so you get Guts too. With 108 Gems strengthening all elementals, and the equipment adding to a huge MA sum, this character will have powerful magic. Also, using Ramza as a base will allow for 97 Faith which will make every spell all the more powerful. The Excalibur provides its ever useful Haste and the Aegis Shield with Blade Grasp will provide sufficient cover to negate the low HP.

=====

----- C L I N T -----

PREFERRED EQUIPS:

=====

Job ~ Samurai  
Br ~ 97  
Fa ~ 84

STRENGTHS:  
- Hard to hurt  
- Good balance of power and skills  
- Healing  
- Good set of abilities

Right Hand ~ Chirijiraden  
Left Hand ~ Genji Shield  
Helmet ~ Genji Helmet  
Armor ~ Genji Armor  
Accessory ~ Genji Gauntlet

WEAKNESSES:  
- Too defensive

Primary Ability ~ Draw Out  
Secondary Ability ~ Throw  
Reaction ~ Damage Split  
Support ~ Attack Up  
Movement ~ Move + 3

EVALUATION:

Clint isn't a samurai in Vandal Hearts, but for some reason, I thought it fit his personality really well. This character take priority as a highly defensive character, but can also act as a massively damaging unit, and a support character. With the Genji equipment giving high HP, and the Draw Out skill Kiyomori, the damage Clint takes will be minimal. Also, it has to get past the Genji Shield. Damage Split is also a last ditch to halve all damage. Throw gives ranged attacks, Draw Out gives healing and support and the Chirijiraden with Attack Up will take out almost anyone.

=====

PREFERRED EQUIPS:

=====

Job ~ Archer  
 Br ~ 97  
 Fa ~ 84

STRENGTHS:

- Evasion
- Speed
- Battle Skill at a range

Right Hand ~ Perseus Bow  
 Left Hand ~ ---

WEAKNESSES:

- Helmet ~ Thief Hat  
 Armor ~ Power Sleeve  
 Accessory ~ Feather Mantle
- It's an archer
  - Can be killed if Abandon fails
  - Not a reliable character

Primary Ability ~ Charge  
 Secondary Ability ~ Battle Skill  
 Reaction ~ Abandon  
 Support ~ Concentrate  
 Movement ~ Move HP Up

EVALUATION:

Diego was a good archer in Vandal Hearts as he is here. The Perseus Bow is the strongest bow you can get and with Concentrate, you can't miss. The Thief Hat increases damage as well as makes Diego faster. The Power Sleeve adds to PA which helps for damage and Battle Skill. The Feather Mantle's evasion is doubled by Abandon and Move HP Up will help him recover any HP he lost.

PREFERRED EQUIPS:

=====

Job ~ Summoner  
 Br ~ 97  
 Fa ~ 84

STRENGTHS:

- Fast casts
- Powerful spells
- Strong elementals

Right Hand ~ Wizard Rod  
 Left Hand ~ ---

WEAKNESSES:

- Helmet ~ Flash Hat  
 Armor ~ Black Robe  
 Accessory ~ Setiesmon
- Can die rather easily
  - Low HP and MP

Primary Ability ~ Summon Magic  
 Secondary Ability ~ Item  
 Reaction ~ HP Restore  
 Support ~ Short Charge  
 Movement ~ Move MP Up

EVALUATION:

Eleni was a magical powerhouse in Vandal Hearts, and so she shall remain. Summons here are both powerful and fast, with the boost given from Flash Hat, Wizard Rod and Setiesmon. The Black Robe is used to increase damage from Ramuh, Shiva and Ifrit, which should be primarily used as they are fast and don't require much MP. Short Charge also helps. Move MP Up will keep a decent amount of MP on stock, and in the event you've used them all up, Eleni has Item (you do have Ethers right?).

PREFERRED EQUIPS:

=====

Job ~ Priest  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Math Skill
- Calculating Holy is fun =]
- Strong MA

Right Hand ~ Mace of Zeus  
Left Hand ~ ---  
Helmet ~ Flash Hat  
Armor ~ Wizard Robe  
Accessory ~ 108 Gems

WEAKNESSES:

- MP Switch and Move MP Up isn't always reliable.

Primary Ability ~ White Magic  
Secondary Ability ~ Math Skill  
Reaction ~ MP Switch  
Support ~ Magic Attack Up  
Movement ~ Move MP Up

EVALUATION:

This character shouldn't be underestimated. Huxley's calculated Holy is devastating. The Priest offers a nice speed bonus and the Mace of Zeus, Flash Hat, and Wizard Robe all offer a nice MA boost. 108 Gems and Magic Attack Up will even further increase the damage.

----- K I R A -----

PREFERRED EQUIPS:

=====

Job ~ Archer  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Speed to an absurd level
- Gold Escutcheon
- Ranged attacks

Right Hand ~ Gastrafitis  
Left Hand ~ Gold Escutcheon  
Helmet ~ Thief Hat  
Armor ~ Secret Clothes  
Accessory ~ Setiesmon

WEAKNESSES:

- It's an archer
- Low HP

Primary Ability ~ Charge  
Secondary Ability ~ Item  
Reaction ~ Damage Split  
Support ~ Concentrate  
Movement ~ Teleport

EVALUATION:

This character is great for picking enemies off. She has an insane speed with the +4 from equipment and Auto Haste. She always starts the battle transparent so you can pick the target you want, before ever having been seen by the enemies. Should something get past the Gold Escutcheon, Damage Split will effectively halve the damage. Teleport is for mobility and Concentrate is so you can't miss. Item is useful as she can heal quickly.

----- G R O G -----

PREFERRED EQUIPS:

=====

Job ~ Knight

STRENGTHS:

Br ~ 97 - Positive status bonuses  
 Fa ~ 84 - Amazing power  
 - Healing  
 Right Hand ~ Chaos Blade - Two Swords and Battle Skill combo  
 Left Hand ~ Excalibur  
 Helmet ~ Crystal Helmet WEAKNESSES:  
 Armor ~ Robe of Lords - Lack of magical attacks  
 Accessory ~ Bracer - No Dodging/Blocking abilities

Primary Ability ~ Battle Skill  
 Secondary Ability ~ Punch Art  
 Reaction ~ Counter  
 Support ~ Two Swords  
 Movement ~ Move + 3

EVALUATION:

Absolutely nothing new here. This is your classic "Beat them senseless" style of character. Chaos Blade and Excalibur will thoroughly annihilate opponents. With the Robe of Lords and Bracer adding to PA, Punch Art is an excellent long range set of abilities and a means to heal. Also, you get inherent Regen, Haste, Protect and Shell with these equips.

=====

----- D O L A N -----

PREFERRED EQUIPS:

=====

Job ~ Geomancer STRENGTHS:  
 Br ~ 97 - High MA  
 Fa ~ 84 - Good variety of abilities

Right Hand ~ Rune Blade WEAKNESSES:  
 Left Hand ~ Aegis Shield - Low HP  
 Helmet ~ Flash Hat  
 Armor ~ Wizard Robe  
 Accessory ~ Magic Gauntlet

Primary Ability ~ Elemental  
 Secondary Ability ~ Draw Out  
 Reaction ~ Blade Grasp  
 Support ~ Magic Attack Up  
 Movement ~ Move + 3

EVALUATION:

Dolan is a very versatile character. This set up revolves heavily around the Draw Out skill set. With the equipment, gets an extra eight MA to improve the effects of Draw Out. Magic Attack Up works to the same end as well. Blade Grasp and the Aegis Shield is useful for keeping Dolan alive.

=====

----- A M O N -----

PREFERRED EQUIPS:

=====

Job ~ Lancer STRENGTHS:  
 Br ~ 97 - High HP  
 Fa ~ 84 - Power  
 - Long ranged attacks

Right Hand ~ Ultimate Javelin  
 Left Hand ~ Venetian Shield WEAKNESSES:

Helmet ~ Grand Helmet - Pretty slow compared to other  
Armor ~ Maximillian characters  
Accessory ~ Bracer

Primary Ability ~ Jump  
Secondary Ability ~ Punch Art  
Reaction ~ Damage Split  
Support ~ Attack Up  
Movement ~ Move + 3

EVALUATION:

I made Amon into an Airman class for this set up. You have the protection of the Venetian Shield and absurd amounts of HP. If something gets past the shield, Damage Split will halve the damage and you can heal with Punch Art.

=====

----- S A R A -----

PREFERRED EQUIPS:

=====

Job ~ Monk  
Br ~ 97  
Fa ~ 84

STRENGTHS:  
- Immortal  
- Power  
- Range

Right Hand ~ ---  
Left Hand ~ ---  
Helmet ~ Ribbon  
Armor ~ Power Sleeve  
Accessory ~ Chantage

WEAKNESSES:  
- Low HP

Primary Ability ~ Punch Art  
Secondary Ability ~ Basic Skill  
Reaction ~ A Save  
Support ~ Attack Up  
Movement ~ Move + 2

EVALUATION:

This is mainly for healing. A Save and Accumulate will pump PA up so much that Chakra will be a blessing. If you want to attack, Wave Fist and Earth Slash are good, since Two Swords isn't here for dual attacks. She's a good compliment to either Eleni or Zohar, as you can readily replenish MP for a insanely powerful combo.

=====

----- Z O H A R -----

PREFERRED EQUIPS:

=====

Job ~ Summoner  
Br ~ 97  
Fa ~ 84

STRENGTHS:  
- Great set of abilities  
- Powerful spells  
- Huge MA with this set up

Right Hand ~ Wizard Rod  
Left Hand ~ ---  
Helmet ~ Flash Hat  
Armor ~ Wizard Robe  
Accessory ~ Magic Gauntlet

WEAKNESSES:  
- Can die rather easily  
- Low HP and MP

Primary Ability ~ Summon Magic

Secondary Ability ~ Draw Out  
Reaction ~ MA Save  
Support ~ Magic Attack Up  
Movement ~ Move MP Up

EVALUATION:

If you can keep this character readily healed (Sara works well for this), than this character will pull out some amazing feats. Summon Magic is strong and so is Draw Out. Both of these skill sets distiguish between ally and enemy so you'll never have to worry about pulling a Muramasa on your teammates.

=====  
----- D A R I U S -----

PREFERRED EQUIPS:

=====

Job ~ Lancer  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Ranged attacks
- Decent protection
- Strong attacks

Right Hand ~ Ultimate Javelin  
Left Hand ~ ---  
Helmet ~ Crystal Helmet  
Armor ~ Reflect Mail  
Accessory ~ Bracer

WEAKNESSES:

- Pretty slow compared to other characters

Primary Ability ~ Jump  
Secondary Ability ~ Item  
Reaction ~ Blade Grasp  
Support ~ Two Hands  
Movement ~ Move + 3

EVALUATION:

Pretty basic here. Two Hands and Ultimate Javelin will annihilate any fool-hearted enemy who gets within range. Move + 3 will make that task an easier burden to bear. Item will provide for quick healing, but it should not be necessary since Blade Grasp will protect against physical attacks, while Reflect Armor will make most spells bounce harmlessly somewhere else.

\* \* \* \* \*

-----  
T E A M E V A L U A T I O N  
-----

Well it's a shame Final Fantasy Tactics didn't do what Vandal Hearts did, make your full party fight in every battle. It's amazingly fun to have a party of 12 run rampant across a battle field. Well, as far as the team goes, you've got some awesome characters. The selection is nice too, since you have magic casters, all around characters, physical madmen, and a nice variety of support skills. For the magic casters, we start with Ash and the might of Math Skill. He can also double over as a frontline fighter. Also, have fun with Huxley's Holy. Next is the set of Summoners, Eleni and Zohar. It's a nice idea to have Sara next to them and continue to Chakra. You'll get devastating results. Grog, Amon and Darius form a nice front line as they have the potential to do devastating damage and strike first blood. Clint, Diego, Dolan and Kira have a nice array of long range skills that help to weaken enemies or pick them off. Pick your favorite five and you have a awe inspiring party.





Support ~ Magic Attack Up  
Movement ~ Move MP Up

EVALUATION:

Just as powerful as Nina from BoF3. Armor is weak, but that is b/c she should be kept towards the back. The magic attack here is incredible.

=====

----- M O M O -----

PREFERRED EQUIPS:

=====

Job ~ Mediator  
Br ~ 97  
Fa ~ 84

Right Hand ~ Blast Gun  
Left Hand ~ ---  
Helmet ~ Thief Hat  
Armor ~ Robe of Lords  
Accessory ~ Chantage

Primary Ability ~ Talk Skill  
Secondary Ability ~ Math Skill  
Reaction ~ Blade Grasp  
Support ~ Magic Attack Up  
Movement ~ Ignore Height

EVALUATION:

Very good long range character. She can attack from afar and heal or attack multiple characters. Ignore Height is necessary for safety and Magic Attack Up helps when using magic to attack enemies.

=====

----- R E I -----

PREFERRED EQUIPS:

=====

Job ~ Monk  
Br ~ 97  
Fa ~ 84

Right Hand ~ ---  
Left Hand ~ ---  
Helmet ~ ---  
Armor ~ Rubber Costume  
Accessory ~ Bracer

Primary Ability ~ Punch Art  
Secondary Ability ~ Steal  
Reaction ~ Speed Save  
Support ~ Two Swords  
Movement ~ Move + 3

\* \* \* \* \*

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!  
!! !!  
!! Tetragenian <tetragenian@aol.com>, once again, thanks for this Breath !!  
!! of Fire III team. !!



Primary Ability ~ Black Magic  
Secondary Ability ~ ---  
Reaction ~ ---  
Support ~ Magic AttackUP  
Movement ~ Fly

EVALUATION:

I didn't give her a reaction ability because nothing seems to fit. I thought MA Save, but that's for guys only. But anyway, weak Attack/HP, good MP/Magic Attack, that's our Nina.

=====  
----- R E I -----

PREFERRED EQUIPS:

=====

Job ~ Thief  
Br ~ 84  
Fa ~ 69

Right Hand ~ Air Knife  
Left Hand ~ Air Knife  
Helmet ~ Thief Hat  
Armor ~ Secret Clothes  
Accessory ~ Sprint Shoes

Primary Ability ~ Steal  
Secondary Ability ~ Black Magic  
Reaction ~ Speed Save  
Support ~ Two Swords  
Movement ~ Teleport

EVALUATION:

Only give him the Lightning Magics and Death to further create the effect of the character. Two Swords because he always had two knives showing in battle. I gave him teleport because in BoF3 I always give him Shadowwalk, Also he's fast as a cheetah, like always.

=====  
----- G A R R -----

PREFERRED EQUIPS:

=====

Job ~ Lancer  
Br ~ 97  
Fa ~ 32

Right Hand ~ Javelin(the super one)  
Left Hand ~ Flame Shield  
Helmet ~ Grand Helmet  
Armor ~ Maximillian  
Accessory ~ Bracer

Primary Ability ~ Jump  
Secondary Ability ~ Black Magic  
Reaction ~ Counter  
Support ~ Attack Up  
Movement ~ Any Ground

EVALUATION:

Give him the Fire Magics because he had those in the game. Flame shield is there because of his natural fire resistance. This man packs a whollup and stays around forever, just like Garr. If you really want to feel like Garr is in your party, have someone cast Poison on him at the begining of the battle to simulate what would happen with his Beast Spear equipped.

=====
----- M O M O -----

PREFERRED EQUIPS:

=====

Job ~ Mediator
Br ~ 84
Fa ~ 84

Right Hand ~ Blast Gun
Left Hand ~ ---
Helmet ~ Golden Hairpin
Armor ~ Black Costume
Accessory ~ Genji Gauntlet

Primary Ability ~ Talk Skill
Secondary Ability ~ Punch Art
Reaction ~ Catch
Support ~ Attack Up
Movement ~ Float

EVALUATION:

I gave her Punch Art because she had the non-elemental/eath elemental attacks, which is kind of what the monk has. Catch just seemed to fit her and Float is there because her mind was always in another place, like she was on cloud 9 for the while game or something. Too bd the guns in BoF3 didn't have the high hit ratio they did in this game...

=====
----- P E C O -----

PREFERRED EQUIPS:

=====

Job ~ Monk
Br ~ 78
Fa ~ 65

Right Hand ~ ---
Left Hand ~ ---
Helmet ~ ---
Armor ~ Earth Clothes
Accessory ~ Bracer

Primary Ability ~ Punch Art
Secondary Ability ~ Elemental
Reaction ~ Counter
Support ~ Defense Up
Movement ~ Move-HP Up

EVALUATION:

I can't explain it, this just seemed to go with him...

\* \* \* \* \*



=====

----- J E S S I C A -----

PREFERRED EQUIPS:

=====

Job ~ Summoner  
Br ~ 97  
Fa ~ 84

Right Hand ~ Mace of Zeus or Healing Staff  
Left Hand ~ ---  
Helmet ~ Ribbon  
Armor ~ Robe of Lords  
Accessory ~ Chantage

Primary Ability ~ Summon  
Secondary Ability ~ Math Skill  
Reaction ~ Speed Save  
Support ~ Half MP  
Movement ~ Move MP Up

EVALUATION:

Very similar to the actual Jessica from Lunar:SSSC, except less attack power. A wide variety of healing/assist spells making her the more valued member.....plus immortality. I know.....you've seen this particular set up too many times.

=====

----- M I A -----

PREFERRED EQUIPS:

=====

Job ~  
Br ~ 97  
Fa ~ 84

Right Hand ~ Faith Rod  
Left Hand ~ ---  
Helmet ~ Flash Hat  
Armor ~ Light Robe  
Accessory ~ Magic Gauntlet

Primary Ability ~ Black Magic  
Secondary Ability ~ Math Skill  
Reaction ~ Counter Magic  
Support ~ Magic Attack Up  
Movement ~ Move MP Up

EVALUATION:

Most equips boost MA, having Math Skill will provide good backup for Jessica. Counter Magic and Move MP Up are there for obvious reasons.

=====

----- N A S H -----

PREFERRED EQUIPS:

=====

Job ~ Archer  
Br ~ 97



----- H I R O -----

PREFERRED EQUIPS:

=====

Job ~ Squire  
Br ~ 97  
Fa ~ 97

STRENGTHS:

- Ranged attacks
- Excellent defense
- Strong attacks

Right Hand ~ Excalibur  
Left Hand ~ Gold Escutcheon  
Helmet ~ Thief Hat  
Armor ~ Robe of Lords  
Accessory ~ Bracer

WEAKNESSES:

- Pretty slow compared to other characters

Primary Ability ~ Guts  
Secondary Ability ~ Throw  
Reaction ~ Counter  
Support ~ Attack Up  
Movement ~ Move + 3

EVALUATION:

Using Ramza as a base for Hiro, you have a really strong character here. I used Throw as a secondary skill because Hiro threw his boomerang in Lunar II. Everything pretty basic here.

===== L U C I A -----

PREFERRED EQUIPS:

=====

Job ~ Wizard  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Great set of abilities
- Powerful spells
- Huge MA with this set up

Right Hand ~ Wizard Rod  
Left Hand ~ ---  
Helmet ~ Flash Hat  
Armor ~ Wizard Robe  
Accessory ~ Magic Gauntlet

WEAKNESSES:

- Low HP

Primary Ability ~ Black Magic  
Secondary Ability ~ Math Skill  
Reaction ~ MP Switch  
Support ~ Magic Attack Up  
Movement ~ Move MP Up

EVALUATION:

The Princess of the Blue Star had very powerful magic. Here, she has an entire assortment of MA boosting equipment that make her Math Skill nearly all-powerful.

===== R O N F A R -----

PREFERRED EQUIPS:

=====

Job ~ Priest  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Great set of abilities
- High MA with this set up



Right Hand ~ Mace of Zeus WEAKNESSES:  
 Left Hand ~ --- - Low HP  
 Helmet ~ Flash Hat  
 Armor ~ Wizard Robe  
 Accessory ~ Magic Gauntlet

Primary Ability ~ White Magic  
 Secondary Ability ~ Draw Out  
 Reaction ~ MP Switch  
 Support ~ Magic Attack Up  
 Movement ~ Move MP Up

EVALUATION:

The dice-throwing priest of Lunar II makes a wonderful character to use Draw Out with. The equipment gives a large amount of MA, making Draw Out pretty strong. Also, being a Priest he gets a slight speed bonus.

=====  
 ----- L E M I N A -----

PREFERRED EQUIPS:

=====

Job ~ Wizard  
 Br ~ 97  
 Fa ~ 84

STRENGTHS:

- Great set of abilities  
 - Large boost to elemental magic

Right Hand ~ Flame Rod/Ice Rod WEAKNESSES:  
 Left Hand ~ --- - Low HP  
 Helmet ~ Flash Hat  
 Armor ~ Black Robe  
 Accessory ~ 108 Gems

Primary Ability ~ Black Magic  
 Secondary Ability ~ Math Skill  
 Reaction ~ MP Switch  
 Support ~ Magic Attack Up  
 Movement ~ Move MP Up

EVALUATION:

Lemina is the resident money-scheming character of Lunar II. She relied heavily on her elemental magicks, so she employs them here really well. Use either the Flame Rod or the Ice Rod (depending on which type you prefer or what map you are fighting on) and wreak havoc.

=====  
 ----- J E A N -----

PREFERRED EQUIPS:

=====

Job ~ Monk  
 Br ~ 97  
 Fa ~ 84

STRENGTHS:

- Ranged attacks  
 - Immortal  
 - Strong attacks

Right Hand ~ --- WEAKNESSES:  
 Left Hand ~ --- - Poor movement if Teleport fails  
 Helmet ~ Ribbon  
 Armor ~ Power Sleeve  
 Accessory ~ Chantage

Primary Ability ~ Punch Art

Secondary Ability ~ Dance  
Reaction ~ Speed Save  
Support ~ Two Swords  
Movement ~ Teleport

EVALUATION:

This is a good resemblance to Jean. She's a Monk so she can use her fists. Dance is there because she's a dancer. The Chantage offers immortality and the Ribbon renders all negative statii useless.

=====  
----- L E O -----

PREFERRED EQUIPS:

=====

Job ~ Holy Swordsman  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Ranged and powerful attacks
- Longevity
- Auto Haste

Right Hand ~ Excalibur  
Left Hand ~ Aegis Shield  
Helmet ~ Thief Hat  
Armor ~ Power Sleeve  
Accessory ~ Bracer

WEAKNESSES:

- Poor movement if Teleport fails
- Low HP

Primary Ability ~ All Swordskill  
Secondary Ability ~ Elemental  
Reaction ~ Blade Grasp  
Support ~ Attack Up  
Movement ~ Teleport

EVALUATION:

Leo is easily one of my favorite characters. He starts the game as an incredibly pompous and arrogant White Knight. He continues to chase you thinking he's on a righteous quest even though he's doing the work of evil. Even still he's a character I liked from the beginning. Later, when he decides to aid Hiro, he disguises himself as the most hilarious character I've ever seen in a video game, Mystere. If you've never played Lunar II, that one section of the game where Leo joins you in that mask is well worth it. Anyway, you should use Orlandu as a base for Leo. Though they look nothing alike, Night Sword is as close as you can get to Soul Blade. The Excalibur offers high attack power and Auto Haste. The Aegis Shield works wonders with Blade Grasp. The Thief Hat adds even more speed, while the Power Sleeve and Bracer add power. Attack Up also does the same, and Teleport gives great movement when it doesn't fail. Elemental is used to mimic Leo's Earth elemental spells.

\* \* \* \* \*

-----  
T E A M E V A L U A T I O N  
-----

Out of the six characters it would be best to remove either Lemina or Lucia so that the remaining five are well balanced. Lucia would probably be a better choice as it fits into the storyline of Lunar II much better. With the remaining five, you have three physical attacks, one healer, and one powerful mage. It's a great balance for any team and works effectively.







part should be quite self-explanatory. Math Skill used because of the White Magic. Master Monks were considered among the best classes in Shining Force II, if not the best, so I thought the Chantage's immortality aspect fits her quite nicely.

=====

----- C H E S T E R -----

PREFERRED EQUIPS:

=====

Job ~ Lancer  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Ranged attacks
- High attack power
- High HP
- Good movement

Right Hand ~ Ultimate Javelin  
Left Hand ~ Gold Escutcheon  
Helmet ~ Genji Helmet  
Armor ~ Genji Armor  
Accessory ~ Bracer

WEAKNESSES:

- No variety of skills

Primary Ability ~ Jump  
Secondary Ability ~ Throw  
Reaction ~ Counter  
Support ~ Attack Up  
Movement ~ Move + 3

EVALUATION:

This Lancer is a rather accurate translation of Chester. The Ultimate Javelin, Gold Escutcheon and heavy armor should all be self-explanatory, both in reason for effectiveness and in likeliness to Chester. Throw is his secondary ability because when equipped with javelin type weapons in SFII, Chester would hurl them at enemies. Move + 3 will significantly increase his movement range, and being a Lancer will give him an initial jump range of 4, making him very mobile.

=====

----- J A H A -----

PREFERRED EQUIPS:

=====

Job ~ Geomancer  
Br ~ 97  
Fa ~ 84

STRENGTHS:

- Power
- Ranged attacks
- Healing

Right Hand ~ Slasher  
Left Hand ~ ---  
Helmet ~ Thief Hat  
Armor ~ Power Sleeve  
Accessory ~ Bracer

WEAKNESSES:

- Elemental skills are weak with this set up

Primary Ability ~ Elemental  
Secondary Ability ~ Punch Art  
Reaction ~ Damage Split  
Support ~ Attack Up  
Movement ~ Move HP Up

EVALUATION:

This is a very useful character. Though the Elemental skills will go to waste since MA is important to it's damage, it doesn't matter at all, especially considering Jaha wasn't the type of guy capable of using skills

other than the "Attack" command. With relatively low HP, Damage Split and Move HP Up were useful. Attack Up will help with the Slasher's power and Punch Art.

=====

----- K A Z I N -----

PREFERRED EQUIPS:

=====

Job ~ Wizard	STRENGTHS:
Br ~ 97	- High MA
Fa ~ 84	- Calculating Flare

Right Hand ~ Wizard Rod	WEAKNESSES:
Left Hand ~ ---	- Low HP
Helmet ~ Flash Hat	- Slow
Armor ~ Wizard Robe	
Accessory ~ Magic Gauntlet	

Primary Ability ~ Black Magic
Secondary Ability ~ Math Skill
Reaction ~ MP Switch
Support ~ Magic Attack Up
Movement ~ Move MP Up

EVALUATION:

Kazin had a very simple, yet very potent spell of "Blaze" in SFII. This is best resembled through Calculating Flare. All of his equipment helps in adding a huge amount of MA, and Magic Attack Up will only make it stronger. The combination of MP Switch and Move MP Up is used to keep him alive, as he really doesn't need MP with Math Skill.

=====

----- S L A D E -----

PREFERRED EQUIPS:

=====

Job ~ Ninja	STRENGTHS:
Br ~ 97	- Speed
Fa ~ 84	- Range
	- Variety in skills

Right Hand ~ Iga Knife	- Power
Left Hand ~ ---	- Magic attack

Helmet ~ Thief Hat	WEAKNESSES:
Armor ~ Power Sleeve	
Accessory ~ Bracer	- Not the most stable character

Primary Ability ~ Throw
Secondary Ability ~ Math Skill
Reaction ~ Blade Grasp
Support ~ Two Hands
Movement ~ Move + 3

EVALUATION:

The rat that started the whole mess of SFII. No team could be complete without him. I gave him Two Hands even though he has the equally effective inherent Two Swords because it fit him much more. Math Skill will allow you to use FFT variations of Raijin and Katon.

=====





PREFERRED EQUIPS:

=====

Job ~ Chemist

Right Hand ~ Blast Gun  
Left Hand ~ Genji Shield  
Helmet ~ Flash Hat  
Armor ~ Rubber Costume  
Accessory ~ Dracula Mantle

STRENGTHS:

- Item
- Snipe
- powerful long-range attack
- immunity to lightning
- very good evasion

WEAKNESSES:

Primary Ability ~ Item - Not good at close combat  
 Secondary Ability ~ Snipe  
 Reaction ~ Abandon  
 Support ~ Equip Shield  
 Movement ~ Move+2/Move+3

EVALUATION:

Rudy is an expert on firearms, so I like to use Mustadio for this. If the ultimate Escutcheon isn't being used by another character in your team, you can equip that instead of the Genji Shield. The Blast Gun, or any elemental gun, will allow you to cause a lot of damage to the enemy, and you can stop them from moving and acting with Snipe. Can also use items to heal and revive teammates.

----- J A C K -----

PREFERRED EQUIPS:

=====

Job ~ Holy Swordsman

Right Hand ~ Chaos Blade  
Left Hand ~ ---  
Helmet ~ Grand Helmet  
Armor ~ Maximillian  
Accessory ~ Bracer

STRENGTHS:

- All Swordskill
- amazing attack poewr
- high HP
- Steal

WEAKNESSES:

Primary Ability ~ All Swordskill  
 Secondary Ability ~ Steal  
 Reaction ~ Counter  
 Support ~ Two Hands  
 Movement ~ Move+2/Move+3  
 - Low evasion

EVALUATION:

Orlandu's All Swordskill is the closest thing to Jack's range of sword techniques you can get, so I use him for this part. With the Chaos Blade, Bracer and Two Hands, you can easily beat anything that gets close. But because you can't have a shield, your evasion will be poor.

----- C E C E L I A -----

PREFERRED EQUIPS:

=====

Job ~ Summoner

Right Hand ~ Faith Rod  
Left Hand ~ ---  
Helmet ~ Flash Hat

STRENGTHS:

- Can use almost all magic in the game
- high magic power
- restore MP



Left Hand ~ ---  
Helmet ~ Crystal Helmet  
Armor ~ Reflect Mail  
Accessory ~ Bracer

Primary Ability ~ Throw  
Secondary Ability ~ Punch Art  
Reaction ~ Blade Grasp  
Support ~ Equip Armor  
Movement ~ Teleport

=====

----- Z E G H M E I T -----

=====

PREFERRED EQUIPS:

=====  
Job ~ Samurai

Right Hand ~ Chirijiraden  
Left Hand ~ Chirijiraden  
Helmet ~ Crystal Helmet  
Armor ~ Reflect Mail  
Accessory ~ Feather Mantle

Primary Ability ~ Draw Out  
Secondary Ability ~ Black Magic  
Reaction ~ Speed Save  
Support ~ Two Swords  
Movement ~ Teleport

=====

----- D A I S -----

=====

PREFERRED EQUIPS:

=====  
Job ~ Ninja

Right Hand ~ Scorpion Tail  
Left Hand ~ Scorpion Tail  
Helmet ~ Crystal Helmet  
Armor ~ Reflect Mail  
Accessory ~ Vanish Mantle

Primary Ability ~ Throw  
Secondary Ability ~ Time Magic  
Reaction ~ MP Switch  
Support ~ Equip Armor  
Movement ~ Teleport

=====

----- K E I L -----

=====

PREFERRED EQUIPS:

=====  
Job ~ Lancer

Right Hand ~ Chirijiraden  
Left Hand ~ Crystal Shield  
Helmet ~ Crystal Helmet  
Armor ~ Reflect Mail



Right Hand ~ Faith Rod  
Left Hand ~ ---  
Helmet ~ Ribbon  
Armor ~ Robe of Lords  
Accessory ~ Chantage

Primary Ability ~ Summon  
Secondary Ability ~ Math Skill  
Reaction ~ Speed Save  
Support ~ Magic Attack Up  
Movement ~ Float or Move MP Up

EVALUATION:

One of the most powerful mutants would most certianly be a summoner! Well besides being the ultimate mage, she is also immortal. I gave her Float just for the added likeness, but you can give her Move MP Up.....that's the better idea.

=====  
----- D A Z Z L E R -----

PREFERRED EQUIPS:

=====

Job ~ Monk  
Br ~ 97  
Fa ~ 84

Right Hand ~ ---  
Left Hand ~ ---  
Helmet ~ Ribbon  
Armor ~ Rubber Costume  
Accessory ~ Chantage

Primary Ability ~ Punch Art  
Secondary Ability ~ Items  
Reaction ~ Speed Save  
Support ~ Two Swords  
Movement ~ Move + 2

EVALUATION:

My favorite member (or former member) of the X-Men. This set up equals a pretty powerful female. Enemies around her will soon perish and she will be able to heal others. Speed Save also helps in getting her to attack often.

<><><><><><><><><><><><><><><><><><><> A L T E R N A T E S E T U P <><><><><><><><><><><><><><><><><>

PREFERRED EQUIPS:

=====

Job ~ Dancer  
Br ~ 97  
Fa ~ 84

Right HAnd ~ H Bag  
Left Hand ~ ---  
Helmet ~ Theif Hat  
Armor ~ Rubber Costume  
Accessory ~ Chantage

Primary Ability ~ Dance

Secondary Ability ~ Items  
Reaction ~ Speed Save  
Support ~ Secret Hunt  
Movement ~ Ignore Height

EVALUATION:

Hmm...Chantage seems to be a popular accessory for women. Ignore Height will allow her to get to a safe place and Dance from there. Items for healing if no other healer is around and speed save will hwlp her dance faster.

=====  
----- P S Y L O C K E -----

PREFERRED EQUIPS:

=====

Job ~ Ninja  
Br ~ 97  
Fa ~ 84

Right Hand ~ Sasuke Knife  
Left Hand ~ Iga Knife  
Helmet ~ Ribbon  
Armor ~ Rubber Costume  
Accessory ~ Chantage

Primary Ability ~ Throw  
Secondary Ability ~ Charge  
Reaction ~ Speed Save  
Support ~ Attack Up  
Movement ~ Teleport

EVALUATION:

As many of you may already know, Psylocke is one of the X-Men's most formidable members. Having Charge will allow for greater physical attacks and Speed Save will help in her having more turns. Teleport is just what I added b/c I like it...and it goes with her abilities.

=====  
----- W O L V E R I N E -----

PREFERRED EQUIPS:

=====

Job ~ Samurai  
Br ~ 97  
Fa ~ 84

Right Hand ~ Chirijiraden  
Left Hand ~ ---  
Helmet ~ Grand Helmet  
Armor ~ Maximillion  
Accessory ~ Genji Cauntlet

Primary Ability ~ Draw Out  
Secondary Ability ~ Throw  
Reaction ~ Blade Grasp  
Support ~ Two Hands  
Movement ~ Move + 3

EVALUATION:



\* \* \* \* \*

=====  
Blade Grasp (97 Brave) - Aegis Shield  
-----

Blade Grasp negates most all physical attacks, and Aegis Shield will take care of half the magic spells cast on you.

\* \* \* \* \*

=====  
Blade Grasp (97 Brave) - Reflect Mail  
-----

Blade Grasp negates most all physical attacks, and the Reflect Mail will keep most all magic spells from even touching the character.

\* \* \* \* \*

=====  
Blade Grasp (97 Brave) - 03 Faith  
-----

Blade Grasp negates most all physical attacks, and low faith negates all magic attacks. Only problem is that you can't heal or cast positive status effects on the character through magic, either.

\* \* \* \* \*

=====  
Weapon Guard - Defender/Cloth  
-----

Defenders have a 60% Weapon Evade and Cloths have 50%. Nice odds actually.

\* \* \* \* \*

=====  
Ribbon - Chantage  
-----

It only works on women. This is the ultimate combo. Nothing can stop it. Chantage will keep her from ever dying permanently, and the Ribbon will ensure that no status effect will effect her (petrify, charm, ect.).

\* \* \* \* \*

=====  
Gold Escutcheon - Feather Mantle - Abandon  
-----

This will make your character incredibly annoying to hit. Quite effective. The Feather Mantle is overlooked quite a lot, and it is even better with Abandon.

\* \* \* \* \*



Equip Gun - Break Skill

---

Break Skills are quite a bit better from long range. You don't have to worry about counters, and you can hit them from almost anywhere on a map.

\* \* \* \* \*

---

Two Swords - Break Skill

---

You get two chances every turn. Much better odds.

\* \* \* \* \*

---

Concentrate - Break Skill or Steal

---

Ignores evasion so Break Skill or Steal has a better chance.

\* \* \* \* \*

---

Monk Class - Two Swords - Battle Skill

---

Battle Skill is based on PA. The Monk is unquestionably the class with the highest PA. Two Swords adds a second chance to the Break attempt and makes the Monk a lot stronger as a matter of course.

\* \* \* \* \*

---

Speed Save - Chantage

---

The main problem you face with a high speed character, is that when they lose all their HP, their counter goes down really fast and you soon have a crystal or treasure box instead of an ally. The Chantage is a very useful remedy.

\* \* \* \* \*

---

A Save - Chantage from Black Mage <black\_mage@pulpmail.com>

---

Just keep takin' damage until you can toast all opponent in 1 strike. You can't be killed anyway.

\* \* \* \* \*

---

Stop/Don't Move/Sleep/Slow - Short Charge - Summon Magic or Limit

---

Just wait until the opponent doesn't have a chance to avoid something (through use of either Stop, Don't Move, Sleep or Slow) and cast something

powerful. Generally more of a novelty than an effective combo, but it does have its uses.

\* \* \* \* \*

---

### Germinas Boots - Move + 3 - Throw

---

The more movement a character has, the farther they can throw. It is a shame this doesn't apply to Teleport, though.

---

## 5.2 Hints and Tips

---

---

### Stealing

---

Stealing is one of the hardest things to do in the game successfully. This is especially true when trying to lift the infamous Genji equips from Marquis Elmdor.

Firstly, stealing items is dependent on speed. Obviously, you should use some character that is fast naturally, like a Ninja. Second, you could use statii like Haste on the stealer, and Slow on the enemy. Stop and sleep work nicely for this too. I prefer to have a Bard repeatedly Sing Cheer Song. I then have another character with Two Swords continue to Speed Break. Also, certain status effects like Confuse and Berserk seem to help.

When stealing, try to surround the enemy. If they keep moving around, it gets annoying. Corner the person you're trying to steal from with the stealer, and then completely surround him with characters that can Speed Break. Then have a Bard continuously sing Cheer Song.

On a side note, when stealing from Elmdor, things are different. Firstly, you need to kill Celia and Lede, then the Ultima Demons they turn into. Make sure you have a means to defend against Elmdor's annoying Blood Suck, and Muramasa. To avoid Blood Suck, wear plenty of Ribbons or 108 Gems. Now then, lower his Brave. If not, his Blade Grasp will nearly completely neutralize all your efforts. After you have his Brave low, it shouldn't be hard to take his equips.

\* \* \* \* \*

---

### Ultimate Javelin and Gold Escutcheon

---

By now, everyone should know about this. The Javelin is the weakest lance in the game, and the Escutcheon is the most worthless shield. But, there is a better version of both of them.

In the Battle of Nelveska Temple, the one with Worker 7 \*New\*, there are two pillars that are dominated by two Hyudras at the beginning of the battle. The pillars both have a height of 7. Hidden on the left pillar is the Gold Escutcheon, and on the right, the Ultimate Javelin.



As with all tricks, there are ways to do something, and then there are much better ways. The best opportunities come in the Deep Dungeon Level 8, HORROR. One out of every four times, you'll run into a battle consisting of eight enemies, Samurai and Ninjas.

When you start the battle, you should have all characters with the Catch ability. Now, the only way to access your characters starting point is through one spot. This spot is the panel with the Grand Helmet (height of 8). Since this houses an item, it's also home to a trap, a Death Sentence trap to be more specific.

Since you start the battle at an elevated height, with only one direction for the enemies to come at you from, all you have to do is block it off. If you stand on that spot, and have a means of warding off Death Sentence, you've accomplished this.

When you have this all this set up, petrify all of the Samurai, leaving the Ninja. Now you can just sit back and catch all the items they feel like throwing your way. Also, not you do not want to have shields or mantles on as you want to catch the item, not evade it.

There are a few notable observations I've made though. Any level ninja can throw any and all balls or shurikens. However, they have only one default weapon (based on their level) that they can throw, and if they don't throw a ball or shuriken, they will only throw that weapon. Also, if you change, their level, the weapon they throw will be the same type of weapon, but the specific weapon will reflect the level. An example, a level 96 Ninja can throw Knight Swords. Since he is level 96, he will throw Excaliburs.

An interesting effect though, is if the Ninja gains a level and it is a multiple of 5. If this is the case, the type of weapon they throw will be reset and the Ninja will get a random ability that allows him to throw a different weapon. An example, a level 89 Ninja can throw Katanas, and being level 89, he'll throw a Kukuichimoji. When he levels up, but say hitting one of your characters with his two weapons, he'll be level 90. The game will randomly pick an ability for him, and he'll no longer be throwing Katanas. Maybe he'll be throwing sticks, and thus being level 90, an Octogon Rod.

The following is a chart of all the weapons a Ninja can throw and at what level:

Dagger	Sword	Knight Sword	Katana	Ninja Knife
		Chaos Blade	Chirijiraden*	Koga Knife*
		Chaos Blade*	Chirijiraden	Koga Knife
		Ragnarok*		Koga Knife
96 Zorlin Shape		Excalibur		
95		Save the Queen*		
94		Defender		
93		Defender		
92	Rune Blade	Defender		
91	Rune Blade*			
90	Rune Blade*			
89	Rune Blade*		Kukuichimoji	
88	Rune Blade		Kukuichimoji	
87			Kukuichimoji	
86				
85				

Hammer	Axe	Spear	Stick	Dictionary
99		[Ult] Javelin*		
98		[Ult] Javelin*		
97		[Ult] Javelin		
96				
95			Ivory Rod	Madenmgen
94				
93				
92	Scorpion Tail		Octogon Rod	
91	Scorpion Tail		Octogon Rod*	
90	Scorpion Tail		Octogon Rod	
89	Morning Star		Octogon Rod	
88			Octogon Rod*	
87			Octogon Rod	
86				
85				

All weapons with an asterisk by them are assumed to be correct. I can't confirm I've had them thrown at me, I'm just calculating by pattern. Also note, that all others (without an asterisk) I have seen myself, so I can vouch for legitimacy.

I apologize I didn't note more carefully a few other weapons. Most notable of the weapons I forgot to note was the Masamune, which is one of the more sought after catchable weapons due to its superb effectiveness as a Draw Out.

\* \* \* \* \*

---

### Ultimate Stats

---

Before I write anything, I'd like to acknowledge a few people. Though most of what's below is from my own experience, it was all greatly influenced by three sources: the Garanhir's Level Up/Level Down Site, Notti's Deep Dungeon Guide and Sam Volo and Town Knave's Battle Mechanics Guide. All sources can be found listed in the credits section. Now then...

In Final Fantasy VII, everyone knows that you can get maxed out stats by way of sources. Well, there is a way to do it in Final Fantasy Tactics too. What this means is that you can make any character basically a demi god. But, with such good rewards, you'll have to face extreme boredom while doing it. The process itself is boring enough, but the time factor is an incredible pain in the neck.

The basic concept lies in the various classes of the game. Wizards have high MA, Ninjas have high speed, etc. etc. Everyone knows that. What some people have yet to figure out though, is that when they level up, the class will effect which stats grow, and at what rate. If you have a character in the Monk class the entire game, s/he'll have a lot of PA. But if you have Bard Class for most of the game, he'll have absolutely pathetic PA.

There are ways in Final Fantasy Tactics to actually lower your level. If you lower the level the amount lowered is in and around the same as that if you leveled up. Here's where the trick begins. If you lower your level in a class that has bad growth, then you'll level down losing very little

stats. Then you can switch to a strong class and level up to raise that stat more than naturally. There are only two ways to lower a characters level, either through a degenerator trap, or the use of a Mind Flare's hidden monster skill Level Blast.

Of course, that's just how it works. I wouldn't leave you with just the basics. So let's get into the more in-depth details, like the best ways to gain levels, lower levels, and what classes have the best growth for what stats.

I used to have a process to follow detailed in previous versions. However, given my innately terrible ability to properly explain even the simplest of things, I've (on the advice of others) taken it out. However, I will list a few basic principles that will help you (hopefully) a lot more than the previous process I had written.

01. Your goal: lower a character's level from 99 to 01 in a low growth job class. Then end the battle and change said character's job class to one of high growth rate. Go into battle and raise the character's level from 01 to 99.
02. When raising or lowering a character's level, any enemies or allies who are not directly contributing are getting in the way. Kill or petrify all enemies but one. Any undead should be petrified only. The last enemy should be hit with Speed Break until they have 1 speed. Then cast sleep on them. You should also Frog and Confuse them so should you take a long time, and they actually do wake up, they can't kill your character that is now at level 01. Allies who are not directly contributing should be petrified. This way you don't have to waste the time to put the "Wait" command everytime, and they won't get crystalized either.
03. Should you decide to use Mind Flares' for their Level Blast ability, you will need whichever character is getting his/her level lowered to have the Monster Skill.
04. Should you decide to use a Degenerator trap, do not use either of the movement skills Fly or Teleport, as their animations take longer.
05. When gaining levels, it is fastest for the character to simply attack a level 99 character. The experiece gained is the difference between the two characters, so a level 01 character successfully hitting a level 99 character will gain 98 experience. Of course, once you pass the 50 level mark, you'll be leveling slower, but still at a fast rate. Just make sure your entire party is not decked out with Blade Grasp.
06. Equip as many speed uppers on the character who needs to level as possible. Thief Hat, Secret Clothes, Spring Shoes/Setiesmon should be a must, as the low level character will have low speed compared to everyone else.
07. You can either concentrate on only one character, or several. If you choose to do this to several at once, make sure you don't lower more than three characters. That way the other two can remain at level 99 and clear the next battlefield you go into to level up.
08. Try to lower your level away from the enemy, so if he wakes up, he won't be a threat at all.

Anyway, now that you have the information to form a strategy on how to go about leveling down and leveling up a character, I'll explain what classes are best for doing it. The information is sorted in a gradual scale. The classes listed furthest left is the most extreme. Each class is separated by a comma (,). If you see the word "and" between the characters, it means they have the same growth. Also, this info only covers generic characters.



Q: Isn't that a bit hypocritical on your part? I mean, in some of your group configurations, you have several people with multiple rare items, like a couple of people with the Chaos Blade. There is only one in the game.

A: Firstly, I've never done that with items that can't have multiple copies, like shields and certain armor pieces. For more information on why I have it on weapons, please refer to section 5.3 Tricks Galore.

-----  
Q: How long is this game?

A: To complete all side quests and get every secret and still beat the game, it should take around 50 hours for the average player. If you have no idea of what you're doing though, it might take 60 hours. Keep in mind this is the time the game counts on the counter. It will actually be a bit more, as you might lose a battle and have to start over, etc.

Also, the fastest I've ever seen a game completed is around the 25 hour mark. I've only been able to beat the game in 28:32, but I tend to take my time.

-----  
Q: How long does it take to master the game?

A: The answer couldn't be determined by my standards. I have an entire memory card dedicated to just this game and through all those files I've played the upwards of 3000 to 3500 hours in Final Fantasy Tactics. Even in all that time, I've yet to even come close to my standards for "mastering the game."

Now then, I probably should list what I think is mastering the game, as the above just wouldn't make sense without an explanation. Some of these were influenced by Notti's criteria (see credits section), but these are still my opinions, if your views differ, hey, that's you, and this is me. Now for me to consider you a master, you must have accomplished the following:

- There are sixteen character slots and sixteen unique characters. The sixteen unique characters are: Ramza, Alicia, Lavian, Rad, Boco, Agrias, Mustadio, Rafa, Malak, Orlandu (T.G. Cid), Meliadoul, Beowulf, Reis, Worker 8, Cloud and Byblos. A unique character is someone you get through a story event. You have to have all of them, no dismissing, no rejecting, and none of them can die permanently or leave your party permanently.
- You must master every job class for all the unique characters with 9999 JP. This does not apply to Boco, Worker 8 or Byblos, simply because they only have one class and it's mastered when you get them. This does include Ramza with Ultima and all humans with Zodiac.
- You must have all the unique character with the highest possible stats through the level up/level down trick. Make sure they have the highest possible stats with no equipment boosting a stat. This again, does not apply to Boco, Worker 8 or Byblos since you can't change their class.
- All characters must have 97 brave and 84 faith. Ramza should have 97 faith and Malak should have 03 faith. Ramza is the only character that won't leave your party and thus, can keep 97 faith at all times without



problems. Malak's low faith is due to his Un-truth skills.

- Have the maximum number of items that you can possibly get. This does include ninja thrown items and you cannot weapon duplicate to achieve this. The maximum number of any single item is 198, since you can hold 99 in your inventory, and the fur shop can hold 99. This is very tiresome to achieve. Also, there is a minor problem. You must get 198 Ribbons and FS Bags before getting all more than 15 unique characters, because after that, you can't breed anymore. No breeding means no more Wildbows.
- Lifted every single item you can off of every single battlefield in the game. This means the good item, the ones you get when you have lower Brave. Don't think that getting an Ether instead of the Vanish Mantle amounts to anything respectable.
- Done all propositions 100% correctly. Received every single treasure and explored all unexplored lands. Don't fail anything.
- No one on your team could have ever been turned into a crystal or treasure chest. This means a grand total of 0 casualties. You can, of course, poach allies, though, as you can't get every item without it (you can't poach the Wildbow without breeding it), and poaching does not add to the casualties counter.
- Stolen every single item that cannot be bought at normal shops. Even if you can get them through poaching, if you can't buy it at a normal shop, you have to steal it. This includes Gafgarion's Blood Sword, Dycedarg's Defender, etc. Though some of them you can't prove (as you can get plenty of Blood Swords through poaching), it's still should be done.
- Seen every spell/ability quote in the game. This gets really annoying since some enemies don't like casting/using certain spells/abilities.
- Maxed out everyone's age, the timer, and your war funds. The first two will be rather easy, as you probably will accomplish this if you do everything else. The age one might be hard if you're like me and enjoy catching items, and doing the level down/level up trick at the Deep Dungeon.

Again, I've played at the very least 3000 hours. Most people, don't play this much in their lives. And I have yet to come close. Don't forget I wasn't just lounging around, I was actually trying.

To be quite honest, I'm not even sure if some of them are possible (like the age thing). The level up/level down thing alone would take years unless you completely gave up your life to pursue that (and if you do, seek help, please).

With these guidelines, though, basically I don't consider ANYONE a master. If you do claim to have done all of these though, remember, "Gamesharking" your file like this, or otherwise hacking it, does not count.

-----

Q: On some of the set ups, you didn't list STRENGTHS/WEAKNESSES and/or EVALUATIONS. Did you forget?

A: No I didn't forget. Those are all contributions, and some of them didn't

care to fill those areas out. I didn't like the idea of adding in a description for them, since it's their character, and their ideas.

Also, the only thing I touch as far as the contributions go is the format. Everything sent in stays the same. Everything else is copied directly from their emails and I leave it entirely alone.

-----  
Q: Why do you have everyone with 84 Faith? If you want it high, they could be at 94 without leaving your party. Also, magic damage is dependent on your faith, and if you have lower faith you won't have to worry about spells.

A: Yes, those are all good points. Firstly I keep it at 84 because any higher produces warnings at the end of each battle. True these warning don't matter, since they won't leave if you don't go higher than 94, but I just don't like to bother with that screen. As for magic damage, you are right. But you forgot to mention that magic healing is also influenced by faith. I use a lot of Math Skill, and with it, healing. Also, most of my set ups have magic defense in consideration. Then there's the obvious, my mages. I use Math Skill and Summon Magic a lot and it helps that do more damage.

-----  
Q: What's the Stone Gun?

A: Well, I haven't ever mentioned it, so it's interesting why you'd ask me. Oh well, I guess it really doesn't matter.

I haven't ever used it myself so I don't really know. I've heard that when you enter battle with it, you're petrified, but again, I've never used it. You'd be better off taking someone else's word.

-----  
Q: Why do you constantly list weaker items for some characters? You have the Flash Hat on a ton of characters, when you could just put the Thief Hat in and get an extra point to speed. What's wrong too cheap to buy Thief Hats?

A: Heh heh, good one. The reason I list certain items is because they provide certain bonuses. Take robes for example. The Robe of Lords is the best robe, but I tend to list the Wizard Robe a lot. Sure it doesn't provide the HP or MP of the RoL, nor the bonuses. It does provide one extra MA though, and with some of my set ups, it matters. Plus my style of playing doesn't require quite as much HP as you'd normally expect. I depend more on stats, since I can usually keep myself protected through abilities. Also I use a lot of healing, so it doesn't matter if I have low HP.

-----  
Q: What do you think about mantles? Nobody ever seems to use them, and you don't have one listed in all your character set ups. Are they that bad?

A: Bad? They are great. Especially the Feather Mantle. I actually use quite a few of them. The reason I don't list them is because I usually base my equipment on what the character's set of abilities are. I use a lot of Bracers as I use Punch Art a lot, I use a lot of Sprint Shoes, as I use Steal quite a lot, etc.

If you like the level down/level up trick, Mantles are your best friend.

After doing all that stats growth, the only one you can't increase is evade and movement, which makes Mantles quite useful. A Ninja with Abandon and a mantle is very annoying to fight.

-----  
Q: I have sources that say there will be a Final Fantasy Tactics II. I bet you didn't know.

A: Well, it is kind of hard to know about something that won't ever exist. I shouldn't say never, but don't bother holding your breath for it. The team that was behind Final Fantasy Tactics (and Tactics Ogre, by the way), the former Quest team, won't be helping Square anymore. I don't know the details, the two may have had opposing views or maybe the team just didn't like Square, or vice-versa. It could be anything, but I'm almost positive they won't be doing anything for Square again.

There is a game in development called "Hoshigami: Ruining Blue Earth." It is made by the former Quest team, now called Maxfive. For more information, go to the Gaming Intelligence Agency <<http://www.thegia.com/>> or Hoshigami's official site <<http://www.hoshigami.net/>>.

As it stands, there will never be a Final Fantasy Tactics II. I hate it more than you could imagine, but hey, that's how it goes. There is a slight chance Square will make it themselves, but as much as I respect Square, I wouldn't consider it a true sequel to Final Fantasy Tactics.

-----  
Q: I've heard Tactics Ogre is as good as FFT. Is it true?

A: I've never played it. I owed the Japanese copy for quite awhile but I can not play it due to my Japanese illiteracy. Awhile ago, I purchased the game, but I've had too much to do and just could never make time for it. Several people I know say it does compare quite well to FFT, but I can't vouch for it myself.

-----  
Q: Where do you find <insert item/equipment/character name here>?  
or How do you beat <insert battle name here>?

A: Please refer to a strategy guide or walkthrough. If you don't know of any, I suggest you use Fritz Fraundorf's walkthrough, which is listed in the credits.

-----  
Q: I sent a e-mail eariler. You haven't responded. Why?

It's pretty simple, I took a lot of time out of my life to write this guide for the general public in hopes it would help people. I wasted a lot of my personal time, and have gotten nothing for it (not that I particularly want something). You don't even go through the trouble of looking for it when it is already somewhere in the guide. If you won't bother taking a little time to read before cluttering my inbox with questions I've already taken the time to answer, I won't waste a bit of my time with you. Good day, and don't bother me again.

-----

Q: How can you make Ramza a Dark Knight?

A: You are kidding me right? Dude, if you actually think there is a way to make Ramza a Dark Knight, and are bothering me about it, you should be locked away in a trunk and have the mafia throw you over some bridge.

Oh wait, I'm wrong, there is a way. You go outside, get a ride to your local gaming store. Ask the person at the counter if s/he has a little device called a "Gameshark." Fork your money over, and go home. Stick it behind your PSX in the parallel I/O slot and enter the appropriate codes. Now, for the sake of my sanity, leave me alone.

-----

Q: I want to get Mog, but I can't find him in Sweegy Woods. How do I get him?

A: You're looking in the wrong place. That's why you can't find Mog.

Q: Oh, so he's not in Sweegy Woods? Where is he then?

A: Try Final Fantasy VI.

-----

Q: How do I get a Heavenly Knight? Don't tell me you can't, cause it's in the game, Balbaens had it.

A: First off, it's spelled "Balbanes" not Balbaens. (This is pathetic, I'm resorting to correcting someone's spelling \*hangs head in shame\*) Second, it doesn't exist. There is no class of Heavenly Knight, and there is no way to get something that doesn't exist.

-----

Q: In the party strategies, do you use just plain generic characters?

A: Unless otherwise specified by the Evaluation, yes. If they require an NPC, just read the Evaluation and it'll let you know.

Q: How do you change their names?

A: You can go to any Soldier Office in any city and you can recruit a level one character. Then you will be able to name them. For those using Ramza, you get to name him at the beginning of the game. As for other NPCs, it can't be done except for hacking or gamesharking.

+-----+

## 6.2 The Best

+-----+

I've gotten quite a few e-mails wondering which is the best of this and that. Here are the answers to the questions regarding of "What is the best..."

\* \* \* \* \*

Q: ... weapon?

A: This is really hard to say. The sheer number of weapons in Final Fantasy

Tactics is a long list indeed, and if I were to evaluate each one of them, I might as well start a new FAQ (which isn't a bad idea). I'll break this down and give a small list of more useful weapons.

**SWORD:** Unquestionably, the Rune Blade. It has both a bonus of two MA, and it is the strongest of the regular swords. The Materia Blade has some merit, as Cloud can't use his awesome Limits without it. The Nagrarock deserves an honorable mention for its interesting effect.

**KNIGHT SWORD:** This is a toss up between the Excalibur and the Chaos Blade. Being the strongest weapon in the game, the Chaos Blade does have it's high points. Also the Regen factor and petrifying ability isn't anything to laugh at. Still, although weaker, Haste is exceptionally good. What the hell, why not have a Knight with Two Swords and use them both =]. If you pick either one, I'd go for the Excalibur, unless you have a female using Setiesmon, or plan to cast Haste during battle.

**DAGGER:** Zorlin Shape. Any questions?

**NINJA KNIFE:** A tie between the Iga and Koga, simply because they are the same weapon, with different names. The Spell Edge does have the Don't Act, but that rarely happens, and it won't turn the tide of battle anyway but between that and the Sasuke Knife, Spell Edge wins.

**KATANA:** Chirijiraden all the way. The only time I would ever consider using another weapon is the Masamune on Sephiroth, just cause it fits.

**SPEARS:** Ultimate Javelin. Was there any doubt about it? As for the Holy Lance versus Dragon Whisker goes, the Dragon Whisker gets my vote. I use lances more for jumping than anything else, and the Holy Lance has no bonus in that aspect.

**AXES:** Slasher. It's undoubtedly the best. Aside from being the strongest it is the only one that adds a negative status.

**HAMMER:** The Scorpion Tail. I personally hate hammers, but the Scorpion Tail is the one I'd use if it ever came to it.

**BOWS:** Perseus Bow wins out. The elemental bows just suck, and no other bow can match the Perseus' power.

**CROSSBOW:** Gastrafitis. This is the only one that can do anything close to decent damage.

**GUNS:** Blast Gun is the strongest gun and therefore, the best. The Stone Gun would probably be even better, but since you enter battle petrified, I find it useful.

**RODS:** The Wizard Rod wins out. The two MA bonus is very good. Some people prefer the Faith Rod, but I always have my characters with high faith anyway. If you plan on using one element heavily, go with the correct elemental rod.

**STAFFS:** Mace of Zeus is easily the best mace.

**STICKS:** Whale Whisker is actually a good weapon, so it easily is better than any other stick. The Octogon Rod sucks, as you can cancel quite a lot of negative status effects that were helping you.

**CLOTH:** Ryozan.

HARPS: Fairy Harp.

DICTIONARIES: Madenmgen.

BAGS: I think the H Bag deserves the gold here. The C Bag does provide a 1 MA boost, but the boost in speed from the H Bag is more useful in more occasions.

Now, out of all these, you're still probably wondering what's the best weapon. Well, I can't tell you. Some weapons have their merits, while others have theirs. The title, "best" can't be placed on any one of them. Some of the more useful include (in no particular order): Rune Blade, Excalibur, H Bag, Wizard Rod, Ultimate Javelin and Chirijiraden and Chaos Blade. The Rune Blade and Wizard Rod both for their MA boost and the H Bag for being the only weapon to add a speed bonus (Excalibur adds a status bonus, not stat). The Ultimate Javelin because of its strength, and range. Chirijiraden because its strong, and the Excalibur for providing the best positive status effect. The Chaos Blade is also good as it is the most powerful weapon in the game. If someone survives an attack, it still has a chance of petrifying them. Also, Regen is nice too.

-----  
Q: ... shield?

A: Tie between Aegis Shield and Gold Escutcheon. Usually the Gold Escutcheon, but in two circumstances, the Aegis is better. The first is when you have Blade Grasp. Since Blade Grasp is better than the Gold Escutcheon's evade for physical attacks, it cancels out and it's left with 50% magic evade to Aegis Shield's 50% magic evade and MA + 1. The other instance is when you just want the MA + 1 boost.

-----  
Q: ... head equipment?

A: The best is the Ribbon, especially when coupled with the Chantage. There's only one problem, men are too macho to use them (except Cloud, the only guy in video gaming history to ever say, "Let's Mossy!"). Also, the Thief Hat and Flash Hat take second place. The Thief Hat is generally more useful, but on occasion, trading one speed for one MA isn't too bad of a deal. The only other two head gears that gets honorable mention are the Golden Hairpin, as 50 MP is quite useful for Summoners at times, and the Twist Headband, for people who use a lot of PA (Punch Art/Battle Skill/etc). I don't like any Helmets, as I usually don't care for HP. There are ways to prolong life without spiking up HP, and I prefer those means.

-----  
Q: ... body equipment?

A: To list (in no particular order): Robe of Lords, Power Sleeve, Wizard Robe and Secret Clothes. The bonuses provided by each one makes it far more worthy than any piece of armor could outmatch with HP.

Now, the big question is Robe of Lords versus Maximillian. Of course, from reading above, you'll know which I pick, but let me explain in-depth. The Maximillian has a 100 HP bonus over the Robe of Lords. The RoL has the bonuses of both Shell and Protect. If I remember correctly, those two

bonuses lower damage to two thirds of it's original damage (I am probably wrong, so check the Battle Mechanics guide, listed in the credits). This in essence, makes it as if the RoL provided an extra 33 HP. Now, the armor only has a 67 HP bonus over the RoL, but the RoL also provides + 2 PA, + 1 MA and 80 MP. All of that is generally more useful to me than 67 HP.

-----  
Q: ... accessory?

A: Well this is going to have to be broken down like the weapons. Here goes:

SHOES: This category goes to the Sprint Shoes. It's one of the best stats and even a pathetic + 1 is good. The Red Shoes has some mention as it gives range and MA + 1, but that's not really much. The Germinas Boots also gets a mention, as movement is very good.

GAUNTLETS: All of them are good except the Power Wrist. The Genji is the best of them, but on occasion, the Bracer is more suited. Also, since you only have one Genji Gauntlet, you'll find yourself using the Magic Gauntlet often.

RINGS: Rings aren't very good at all. The only one of any mention is the Angel Ring. It's best used when you have Equip Change so that you can get it's bonus, and then remove it for something else.

ARMLETS: I used to dislike armllets. I still do, but I've found one is very effective. The 108 Gems. It strengthens all. Any mage will have a field day with this equipped.

MANTLES: I like the Feather Mantle here. The Wizard Mantle does provide MA + 1 and the Vanish Mantle does provide Tranparent, but the former is not too useful, as other accessories can do the same, and the latter is near worthless as it wears off once you take one action. Also, evasion is one of the only two stats you can't increase through leveling, and if you're going to raise it, you might as well raise it more.

PERFUMES: This is actually a tie. The Chantage would normally take this, but Haste is nothing to laugh at either. Though the Chantage does give the female immortality, if you don't plan to die too much, Setiesmon is not bad at all. For mages, I usually like the Setiesmon, as the Haste makes casting easier and the MA + 1 doesn't hurt at all.

Now, out of all these the two best are Chantage and Setiesmon. Too bad only women can wear it (and this time Cloud is a little more "macho" and won't wear them, unlike the Ribbon). So, I would have to say the Gauntlets are just as useful. The Feather Mantle is great when used with Abandon, and the 108 Gems is very useful on a mage.

-----  
Q: ... character in the game? Orlandu?

A: Nope. Orlandu has the sheer power and abilities to make him a monster on the battlefield, but he lacks two things. He's not female and he doesn't have the best stats. Reis has both of the qualifications. She's most likely your fastest character. She's most likely the only character who will reach the 999 HP mark without using the Level Down and Level Up trick. She's the character with the strongest MA. All this, and she's female. True, Orlandu can do 999 damage to a large group of enemies that are close

together, but if you give Reis Math Skill, she can do around 700 damage to an even larger group of enemies, and they don't have to be positioned in a certain position.

-----  
Q: ... generic character in the game?

A: Well, none of them could be considered the "best." Every single one of them has one weakness or another. Some of the more notable classes include the Knight, Monk, Lancer, Samurai and Ninja. Of course some of the better set of abilities include Punch Art (Monk), Steal (Thief), Jump (Lancer), Summon Magic (Summoner), Draw Out (Samurai) and Math Skill with all other magic already learned (Calculator). Also, generally females are better than males in Final Fantasy Tactics.

-----  
Q: ... reaction skill?

A: That really depends on what class the character is, what other abilities they are using and what equipment they have on. Blade Grasp works well when paired with the Aegis Shield, Reflect Armor, or Low Faith. Abandon is great with the Feather Mantle. If your character has a large amount of HP, Damage Split is great. MP Switch is also very effective with Move MP Up.

Some people like Auto Potion. I used to as well, but I've found Damage Split to be infinitely more useful. Even though Auto Potion can negate 150 HP after every hit, Damage Split halves all damage, which is great considering any hit Auto Potion would completely negate isn't extremely dangerous anyway.

Catch deserves an honorable mention too, as it is extremely useful. Just read Section 5 for more details.

-----  
Q: ... support skill?

A: Again, this is like the Reaction skill. It depends on what class you are and what you have equipped. Among the more notable Support skills are Two Swords, Two Hands, Attack Up and Magic Attack Up. These all help out a lot to increase power. Short Charge isn't bad at all either.

-----  
Q: ... movement skill?

A: Move + 3. It is the best, although only males (not females for a change) can use it. For females use Move + 2 (surprise, surprise). Teleport is the best if you can manage to get it to work, as it has the properties of both Fly and Ignore Height build in. The only problem is that when you need to get somewhere, it might fail you.



## 7.1 Credits and Special Thanks

I have received some praises over this guide. Thank you. But I can't hog too much of the credit (although I really want to =]), as I have had a lot of help. These people have my thanks and more importantly, my respect, as they have made this guide far better then in could have been without their help. Thank you:

- Danyal Herder <herder@ix.netcom.com> -  
for submitting the Chrono Trigger team. Great person to talk to.
- Tengu Man <tengu@macrosscity.com> -  
for submitting the Ronin Warriors "Dark Warlords" team. He's helped me out more than once.
- Charles Jones <cajon1@gateway.net> -  
for correcting me on the Short Charge skill and Dancing/Singing. He didn't even insult me for making such a foolish mistake =]
- Dragoon Kain <dragoon\_kain@LatinMail.com> -  
for adding three character set ups and suggesting to use the Ragnorak on Cecil in my Final Fantasy IX team. Very helpful.
- Black Mage <black\_mage@pulpmail.com> -  
for contributing three characters, and an ability set up. Contributions were very useful.
- Tetragenian <Tetragenian@aol.com> -  
for contributing the X-Men, Lunar: Silver Star Story Complete, Breath of Fire III, and Star Ocean II: Second Story team. This massive contribution exceeded my expectations.
- Billy Lee <leeroy3825@hotmail.com> -  
for the second Breath of Fire III team. If he hadn't sent in his team, I wouldn't have gotten off my lazy ass to update this guide.
- Jin Ryukenshu <Jin\_Ryokenshu@hotmail.com> -  
for correction on various errors, and general chat on the game. This guy has some great insight on Final Fantasy Tactics.
- AnimeMaster <AnimeSuperNova@aol.com> -  
for pointing out the uses of the Mime as well as a few pointers here and there
- Kamek <kamek@crosswinds.net> -  
for pointing out I had mistakenly written Talk Skill as Quistis' primary ability.
- Biggles <scootii@hotmail.com> -  
for sending in the Wild Arms team.
- Notti -  
for the most influential help ever. He's got my respect ten fold. One of the most talented and skilled player at Final Fantasy Tactics that I've ever seen across the net. His FAQ is a compilation of some of the best tricks in Final Fantasy Tactics. Also, major help on the Level Down/Level Up section was provided by his guide. Go to GameFAQs <<http://www.gamefaqs.com/features/recognition/2677.html>> to find it.

- Sam Volo and the Town Knave -  
for their Battle Mechanics guide. The most in depth you can go, they went and found the actual elements that made the game work. Influenced many set ups with the info found in their guide. It can be found at GameFAQs <<http://www.gamefaqs.com/console/psx/game/20051.html>>, listed as "Battle Mechanics Guide."
- Garanhir <<http://www.angelfire.com/games2/garanhir/>> -  
for providing a solid base for the Level Down/Level Up section. The best source on the web for this.
- Fritz Fraundorf <<http://www.gaming-intelligence.com/>> -  
for being a great writer. His guide was a great quick reference of Job Requirements, and the weapons and armor that characters could equip. Text version is at the GIA <<http://www.thegia.com/psx/info/ffta.txt>> HTML version is at Clubsquaresoft <<http://www.clubsquaresoft.com/fft>>
- Evan Springler -  
for getting me started on this FAQ. Without his guide was what got me into writing this guide in the first place. It can be found at RPGamer <<http://www.rpgamer.com/games/ff/fft/fftxt.html>> listed as 'Guide to Building an Awesome Party.'
- GameFAQs <<http://www.gamefaqs.com/>> and CJayC -  
for hosting my guide and providing a great Message Board. GameFAQs is one of the largest factors that got me into writing.
- Square -  
for making the greatest games on Earth.
- Sony -  
for something... I can't quite put my figure on it...
- You <insert contact information here> -  
for reading this guide.
- Me <lazysilverwolf@about.com> -  
for writing and compiling this guide.

```

+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+
7.2 Final Words
+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+~==+

```

I've spent quite a lot of time on this guide. More than is healthy for a person ^\_^.

Thank you for reading and until next time...

```

/\
@; ; ; ; ; ; ; ; ; ; \-----,
@^ ^ ^ ^ ^ ^ ^ ^ ^ ^ /===== `
\ / - A - T - O - M - - E - D - G - E -

```

This document is copyright Atom Edge and hosted by VGM with permission.