

# Final Fantasy VIII Guardian Forces FAQ (NA)

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Updated on Sep 26, 1999

This walkthrough was originally written for Final Fantasy VIII on the PSX, but the walkthrough is still applicable to the PC version of the game.

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Date: Sun, 26 Sep 1999 19:55:23 EDT

Final Fantasy VIII: Guardian Forces Part: 1

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-Introduction-

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Welcome to my second installment of Final Fantasy VIII FAQs. I will be covering the Guardian Forces, what their powers are, where they can be located, and the abilities they carry with them. Each will appear like this:

-(Guardian Force Name)-  
-(Powers/Attack)-  
-(Starting HP/Level)-  
-(Elemental Base)-  
-(Location)-  
-(Starting Abilities)-

Later in the FAQ, I'll tell you how to gain the more elusive GF's like Odin, Gilgamesh, and Phoenix. Hopefully you'll find this FAQ informative and helpful in your quest through Final Fantasy VIII

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-Explanation of The Guardian Forces

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Each Guardian Force has it's good and bad elements, but all are powerful enough to help you through the first 3 discs. The further along you are, the better your Guardian Forces will turn out to be.

Guardian Forces are like people. They get jealous, exceptionally friendly, and you can name them as you would a pet or a newborn baby. In order to keep them friendly and liking you, you have to concentrate all of your usage on that particular Guardian Force. If you Junction two or more GF's to a character, the usage becomes irregular, and the Guardian Force's will not

come as quickly in a battle as they should.

You can teach your Guardian Force's new tricks later in the game with scrolls that you'll find through out the world in your travels. Although on occassion, you will find that you cannot teach a GF something, and need to find Amnesia Greens. Once you have these Green's, feed it to the GF, and the GF will forget an ability of your choice.

I recommend that you take away something that has lost it's usefullness, such as SumMag+10%, when you've already learned SumMag20%.

Also, learn the Boost Ability for your Guardian Forces. Those with long animation times can have their attacking power boosted to 250. To Boost, when the GF animation comes up, hold select, and tap the Square button, but stop when an X crosses over the finger and the button, then resume tapping when the X disappears. I've gotten some super damage (35,000+ pts.) with Eden this way.

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-The Guardian Forces-  
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-Quezacotl-

-Attack: Thunder Storm-

-300 HP/Level 1-

-Thunder Elemental-

-Location: Quezacotl can be found at Squall's study panel in the classroom of Balamb Garden in the beginning of the game, use the Tutorial and he will be automatically added to your inventory-

==Quezacotl Abilities==

Ability	AP Needed	Leads To Ability
HP-J	50	-----
Vit-J	50	Elem-Def-J
Mag-J	Pre-Learned	-----
Elem-Atk-J	160	-----
Elem-Def-J	100	Elem-Defx2
Elem-Defx2	130	-----
Magic	Pre-Learned	-----
GF	Pre-Learned	-----
Draw	Pre-Learned	-----
Item	Pre-Learned	-----
Card	40	Card Mod
Mag+20%	60	Mag+40%, Elem-Atk-J
Mag+40%	120	-----
SumMag+10%	40	SumMag+20%
SumMag+20%	70	SumMag+30%
SumMag+30%	140	-----
GFHP+10%	40	GFHP+20%
GFHP+20%	70	-----
Boost	10	-----
T Mag-RF	30	Mid Mag-RF
Mid Mag-RF	60	-----
Card Mod	80	-----

The Card and Card Mod Abilities are two of the best Abilites to have in the

beginning of the game. You can turn monsters into Cards with the Card Ability, and then modify those Cards into Items with the Card Mod Ability, try to learn those two Abilities in the beginning of the game to get a jump start.

-Shiva-

-Attack: Diamond Dust-

-298 HP/Level 1-

-Ice Elemental-

-Location: Can be found with Quezacotl on the study panel in the classroom at Balamb Garden, she will automatically be added to your inventory with Quezacotl.

--Shiva Abilities--

Ability	AP Needed	Leads to Ability
Str-J	50	Elem-Atk-J
Vit-J	50	Vit+20%
Spr-J	Pre-Learned	-----
Elem-Atk-J	160	-----
Elem-Def-J	100	Elem-Defx2
Magic	Pre-Learned	-----
GF	Pre-Learned	-----
Draw	Pre-Learned	-----
Item	Pre-Learned	-----
Doom	60	(Gained at Lvl 10)
Vit+20%	60	Vit+40%
Vit+40%	120	-----
Spr+20%	60	Spr+40%, Elem-Def-J
Spr+40%	120	-----
SumMag+10%	40	SumMag+20%
SumMag+20%	70	SumMag+30%
SumMag+30%	140	-----
GFHP+10%	40	GFHP+20%
GFHP+20%	70	-----
Boost	10	-----
I Mag-RF	30	-----

The I Mag-RF is your first Refining Ability that you'll receive. You can turn items into Ice/Water Magic.

-Ifrit-

-Attack: Hell Fire-

-305 HP/Level 1

-Fire Elemental-

-Location: Defeat him in the Fire Cavern for him to join you.-

--Ifrit Abilities--

Ability	AP Needed	Leads to Ability
HP-J	50	-----
Str-J	Pre-Learned	-----
Elem-Atk-J	Pre-Learned	-----
Elem-Def-J	100	Elem-Defx2
Elem-Defx2	130	-----
Magic	Pre-Learned	-----

GF	Pre-Learned	-----
Draw	Pre-Learned	-----
Item	Pre-Learned	-----
Mad Rush	60	(Gained at Lvl 10)
Str+20%	60	Str+40%
Str+40%	120	Str Bonus
Str Bonus	100	-----
SumMag+10%	40	SumMag+20%
SumMag+20%	70	SumMag+30%
SumMag+30%	140	-----
GFHP+10%	40	GFHP+20%
GFHP+20%	70	GFHP+30%
GFHP+30%	140	-----
Boost	10	-----
F Mag-RF	30	-----
Ammo-RF	30	(Gained at Lvl 10)

The Ammo Refine Ability isn't useful until you have Irvine in your party later on in the game. But the F Mag-RF is good to gain more Fire spells to Junction later to your party members. Strength is this guy's main source, with the Str+20/40% and the Strength Bonus, you should be good to go once you have them all learned for your character.

-Siren-

-Attack: Silent Voice-

-391 HP/Level 3-

-Non Elemental(Status Attack: Silence)-

-Location: Draw Siren during the fight with Elvoret on the Comm Tower in Dollet.-

--Siren Abilities--

Ability	AP Needed	Leads to Ability
-----	-----	-----
Mag-J	Pre-Learned	-----
ST-Atk-J	Pre-Learned	-----
ST-Def-J	Pre-Learned	-----
ST-Def-Jx2	100	-----
Magic	Pre-Learned	-----
GF	Pre-Learned	-----
Draw	Pre-Learned	-----
Item	Pre-Learned	-----
Treatment	100	(Gained at Lvl 12)
Mag+20%	60	Mag+40%
Mag+40%	120	Mag Bonus
Mag Bonus	100	-----
Move-Find	40	-----
SumMag+10%	40	SumMag+20%
SumMag+20%	70	SumMag+30%
SumMag+30%	140	-----
GFHP+10%	40	GFHP+20%
GFHP+20%	70	-----
Boost	10	-----
L Mag-RF	30	-----
ST Med-RF	30	-----
Tool-RF	30	-----

Abilities aplenty with Siren. She holds the next three important Refine Abilities, Tool, Status Medication and Life/Recovery Refine Abilites. Her

Move-Find Ability is a must have to find hidden draw points and hidden save points.

-Brothers-

-Attack: Brotherly Love-

-670 HP/Level 7-

-Earth Elemental-

-Location: Found in the Tomb of the Unknown King. You must defeat the first Brother (Sacred) and then defeat the Brothers together (Sacred and Minotaur)-

--Brothers Abilities--

Ability	AP Needed	Leads to Ability
HP-J	Pre-Learned	-----
Str-J	50	Elem-Atk-J
Spr-J	50	Elem-Def-J
Elem-Atk-J	100	-----
Elem-Def-J	100	-----
Magic	Pre-Learned	-----
GF	Pre-Learned	-----
Draw	Pre-Learned	-----
Item	Pre-Learned	-----
Defend	100	-----
HP+20%	Pre-Learned	-----
HP+40%	120	HP+80%
HP+80%	240	HP Bonus
Cover	100	-----
HP Bonus	100	-----
SumMag+10%	40	SumMag+20%
SumMag+20%	70	SumMag+30%
SumMag+30%	140	-----
GFHP+10%	40	GFHP+20%
GFHP+20%	70	GFHP+30%
GFHP+30%	140	-----
Boost	10	-----

Good for HP Boosting Stats. The HP Bonus adds 30 HP to your total when you level up each time. Shoot for it as soon as you can get it.

-Diablos-

-Attack: Dark Messenger-

-730 HP/Level 9-

-Non Elemental-

-Location: Inside of the Cursed Lamp when you recieve it from Headmaster Cid.-

--Diablos Abilities--

Ability	AP Needed	Leads to Ability
HP-J	50	HP+20%
Mag-J	Pre-Learned	-----
Hit-J	120	-----
Abilityx3	Pre-Learned	-----
Magic	Pre-Learned	-----
GF	Pre-Learned	-----
Draw	Pre-Learned	-----
Item	Pre-Learned	-----
Dark	100	-----

HP+20%	60	HP+40%
HP+40%	120	HP+80%
HP+80%	240	-----
Mag+20%	60	Mag+40%
Mag+40%	120	-----
Mug	200	-----
Enc-Half	30	Enc-None
Enc-None	100	-----
GFHP+10%	40	GFHP+20%
GFHP+20%	70	GFHP+30%
GFHP+30%	140	-----
Time Mag-RF	30	-----
ST Mag-RF	30	-----

Mug is one of the most useful Abilities in the game. Just say the word...it not only sounds cool, but you get rare items from monsters. The Abilityx3 is good to have, allowing not 2, but 3 GF Abilities to your character.

-Carbuncle-

-Attack: Ruby Light-

-1220 HP/Level 16-

-Non Elemental(Casts Reflect)-

-Location: Draw Carbuncle from the Iguions Boss fight(Disc 1)-

--Carbuncle Abilities--

Ability	AP Needed	Leads to Ability
HP-J	50	HP+20%
Vit-J	Pre-Learned	-----
Mag-J	50	ST-Atk-J
ST-Atk-J	160	-----
ST-Def-J	100	ST-Def-Jx2
ST-Def-Jx2	130	-----
Abilityx3	Pre-Learned	-----
Magic	Pre-Learned	-----
GF	Pre-Learned	-----
Draw	Pre-Learned	-----
Item	Pre-Learned	-----
HP+20%	60	HP+40%
HP+40%	120	-----
Vit+20%	60	Vit+40%
Vit+40%	120	Vit Bonus
Vit Bouns	100	-----
Counter	200	Auto-Reflect
Auto-Reflect	250	-----
GFHP+10%	40	GFHP+20%
GFHP+20%	70	GFHP+30%
GFHP+30%	140	-----
Recov Med-RF	30	-----

Carbuncle's not good for much except the Status blocking reflects and whatnot.

-Leviathan-

-Attack: Tsunami-

-1349 HP/Level 17-

-Water Elemental-

-Location: Draw from NORG on the Basement Floor of the Balamb Garden.-

--Leviathan Abilities--

Ability	AP Needed	Leads to Ability
Spr-J	Pre-Learned	-----
Magic	Pre-Learned	-----
GF	Pre-Learned	-----
Draw	Pre-Learned	-----
Item	Pre-Learned	-----
Mag-J	50	Elem-Atk-J
Elem-Atk-J	160	-----
Elem-Defx2	130	-----
Recover	200	-----
Spr+20%	60	Spr+40%
Spr+40%	120	Spr Bonus
Spr Bonus	100	-----
Auto-Potion	150	-----
SumMag+10%	40	SumMag+20%
SumMag+20%	70	SumMag+30%
SumMag+30%	140	-----
GFHP+10%	40	GFHP+20%
GFHP+20%	70	GFHP+30%
GFHP+30%	140	-----
Boost	10	-----
Supt Mag-RF	20	GF Recov Med-RF
GF Recov Med-RF	30	-----

The most useful Ability in Leviathan's arsenal has to be the Recover, as you can restore a character's HP without ever using Magic. If equipped at the beginning of the game, it can turn a character into a strong magical defense unit.

-Pandemona-

-Attack: Tornado Zone-

-1442 HP/Level 19-

-Wind Elemental-

-Location: Draw from Fujin during the boss fight in disc 2 against Fujin and Raijin in the town of Balamb during the occupation of the Galbadin Army.-

--Pandemona Abilities--

Ability	AP Needed	Leads to Ability
Str-J	Pre-Learned	-----
Spd-J	120	Spd+20%
Elem-Atk-J	Pre-Learned	-----
Elem-Def-J	Pre-Learned	-----
Elem-Defx2	130	-----
Magic	Pre-Learned	-----
GF	Pre-Learned	-----
Draw	Pre-Learned	-----
Item	Pre-Learned	-----
Absorb	80	-----
Str+20%	60	Str+40%
Str+40%	120	-----
Spd+20%	150	Spd+40%
Spd+40%	200	-----

Initiative	160	-----
SumMag+10%	40	SumMag+20%
SumMag+20%	70	SumMag+30%
SumMag+30%	140	-----
GFHP+10%	40	GFHP+20%
GFHP+20%	70	GFHP+30%
GFHP+30%	140	-----
Boost	10	-----

Speed, speed, speed. With all the speed and the Initiative, you should be able to finish off monsters before they get a chance to blink.

-Cerberus-

-Attack: Counter Rockets-

-1490 HP/Level 23-

-Non Elemental (Casts Double and Triple magic uses)-

-Location: Challenge him in the Galbadia Garden during the Battle of Disc 2-

--Cerberus Abilities--

Ability	AP Needed	Leads to Ability
Str-J	Pre-Learned	-----
Mag-J	50	ST-Atk-J
Spr-J	50	ST-Def-J
Spd-J	120	Spd+20%
Hit-J	Pre-Learned	-----
ST-Atk-J	160	-----
ST-Def-J	100	ST-Def-Jx2
ST-Def-Jx2	130	ST-Def-Jx4
ST-Def-Jx4	180	-----
Abilityx3	Pre-Learned	-----
Magic	Pre-Learned	-----
GF	Pre-Learned	-----
Draw	Pre-Learned	-----
Item	Pre-Learned	-----
Spd+20%	150	Spd+40%
Spd+40%	200	Auto-Haste
Auto-Haste	250	-----
Expendx2-1	250	-----
Alert	200	-----
GFHP+10%	40	GFHP+20%
GFHP+20%	70	GFHP+30%
GFHP+30%	140	-----

Master defense against Status Abnormalities with this GF, equip him, and you can cause severe damage to your opponent with Status attacks, but take virtually no damage in return.

-Alexander-

-Attack: Holy Judgement-

-1925 HP/Level 25-

-Holy Elemental-

-Location: Must draw him from Edea in the Battle of Disc Two in Galdabin Garden.-

--Alexander Abilities--

Ability	AP Needed	Leads to Ability
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Spr-J	Pre-Learned	-----
Elem-Atk-J	160	-----
Elem-Defx2	Pre-Learned	-----
Elem-Defx4	180	-----
Abilityx3	Pre-Learned	-----
Magic	Pre-Learned	-----
GF	Pre-Learned	-----
Draw	Pre-Learned	-----
Item	Pre-Learned	-----
Revive	200	-----
Spr+20%	60	Spr+40%
Spr+40%	120	-----
Med Data	200	Med LV Up
SumMag+10%	40	SumMag+20%
SumMag+20%	70	SumMag+30%
SumMag+30%	140	-----
GFHP+10%	40	GFHP+20%
GFHP+20%	70	GFHP+30%
GFHP+30%	140	-----
Boost	10	-----
High Mag-RF	60	-----
Med LV Up	120	-----

The Med LV Up is a good ability to have during the UFO Chase Side Quest. Revive is priceless during fights later on in the game, including the one with the Ultima Weapon.

-DoomTrain-

-Attack: Runaway Train-

-2521 HP/Level 28-

-Non Elemental (Causes Abnormal Status)-

-Location: You'll find a ring at a place called Tears' Point, called the Solomon Ring, in Esthar. In order to gain this Guardian Force, you need 6 of the following items each; Malboro Tentacles, Remedy+, and Steel Pipes, then use the ring and DoomTrain will join you.

--DoomTrain Abilities--

Ability	AP Needed	Leads to Ability
Elem-Atk-J	Pre-Learned	-----
ST-Atk-J	Pre-Learned	-----
Elem-Defx4	180	-----
ST-Def-Jx4	180	-----
Magic	Pre-Learned	-----
GF	Pre-Learned	-----
Draw	Pre-Learned	-----
Item	Pre-Learned	-----
Darkside	100	-----
Absorb	80	-----
Auto-Shell	250	-----
SumMag+10%	40	SumMag+20%
SumMag+20%	70	SumMag+30%
SumMag+30%	140	SumMag+40%
SumMag+40%	200	-----
GFHP+10%	40	GFHP+20%
GFHP+20%	70	GFHP+30%
GFHP+30%	140	GFHP+40%

GFHP+40%	200	-----
Boost	10	-----
Junk Shop	Pre-Learned	-----
Forbid Med-RF	200	-----

DoomTrain has 4 great Abilities rolled into his profile: ST-Def-Jx4, Elem-Def-Jx4, ST-Atk-J, and Elem-Atk-J. This makes DoomTrain a powerhouse in the Elemental/Status area. The Junk Shop Ability is good later in the game when you need to upgrade your weapons.

-Bahamut-

-Attack: Mega Flare-

-3274 HP/Level 35-

-Non Elemental-

-Location: Once you have the Ragnarok spaceship, find the Deep Sea Research Facility in the Southwest Corner of the map. Inside, meet Bahamut and answer his questions correctly. When you win, he will join you.-

The Questions:

Bahamut: "So you wish to challenge me.."

Choose: "It's not our will to fight."

Bahamut: "Begging me for mercy?"

Choose: "Never."

Bahamut: "Damned imbeciles. Why do you wish to fight?"

Choose the hidden option below "None of your business."

That should initiate a fight with Bahamutm however, if you do not do it correctly, you'll face a Ruby Dragon, and be asked the question over again.

--Bahamut Abilities--

Ability	AP Needed	Leads to Ability
Abilityx4	Pre-Learned	-----
Magic	Pre-Learned	-----
GF	Pre-Learned	-----
Draw	Pre-Learned	-----
Item	Pre-Learned	-----
Str+60%	Pre-Learned	-----
Mag+60%	Pre-Learned	-----
Mug	200	-----
Move-HP Up	200	-----
Auto Protect	250	-----
Expendx2-I	200	-----
Rare Item	250	-----
SumMag+10%	40	SumMag+20%
SumMag+20%	70	SumMag+30%
SumMag+30%	140	SumMag+40%
SumMag+40%	200	-----
GFHP+10%	40	GFHP+20%
GFHP+20%	70	GFHP+30%
GFHP+30%	140	GFHP+40%
GFHP+40%	200	-----

Boost 10 -----  
 Forbid Mag-RF Pre-Learned -----

The Rare Item and Abilityx4 is worth taking the time and effort to fight Bahamut. Rare Item is worth it when you want to get every item in the game. Abilityx4 speaks for itself.

-Jumbo Cactuar-

-Attack: 1,000 Needles-

-1766 HP/Level 20-

-Non Elemental-

-Location: The Jumbo Cactuar is on Cactuar Island east of the Centra Ruins. Sometimes, you will see a green thing sticking out of the sand, that would be the Cactuar. When you fight him, be careful of the 1,000 needles attack, it causes 10,000 points of non-elemental damage, which will outright kill a character. Watch the status screen, when it says he is hesistating, DO NOT HIT HIM, he'll run away, and you'll be forced to fight him all over again.-

--Jumbo Cactuar Abilities--

Ability	AP Needed	Leads to Ability
Eva-J	200	Eva+30%
Luck-J	200	Luck+50%
Magic	Pre-Learned	-----
GF	Pre-Learned	-----
Draw	Pre-Learned	-----
Item	Pre-Learned	-----
Defend	100	-----
Kamikaze	100	-----
Eva+30%	150	Expendx2-I
Luck+50%	200	-----
Initiative	160	-----
Move-HP Up	200	-----
HP Bonus	Pre-Learned	-----
Str Bonus	Pre-Learned	-----
Vit Bonus	Pre-Learned	-----
Mag Bonus	Pre-Learned	-----
Spr Bonus	Pre-Learned	-----
Auto Potion	150	-----
Expendx2-I	250	-----
GFHP+10%	40	GFHP+20%
GFHP+20%	70	GFHP+30%
GFHP+30%	140	-----

Cactuar Guardian Force has the biggest prize with the 5 bonuses. Unfortunately, you get it way late in the game, so the effects might be minimal.

-Tonberry King-

-Attack: Chef's Knife-

-2596 HP/Level 30-

-Non Elemental-

-Location: You have to fight 18+ Tonberry's at the Centra Ruins in order to face the Tonberry King (Really Tough). When you finish off the 18th Tonberry or so, the Tonberry King will appear (Extremely Tough because he appears after you've been beaten on by the last Tonberry).-

--Tonberry King Abilities--

Ability	AP Needed	Leads to Ability
Magic	Pre-Learned	-----
GF	Pre-Learned	-----
Draw	Pre-Learned	-----
Item	Pre-Learned	-----
LV Down	Pre-Learned	-----
LV Up	Pre-Learned	-----
Eva+30%	Pre-Learned	-----
Luck+50%	Pre-Learned	-----
Initiative	160	-----
Move-HP Up	200	-----
Auto Potion	150	-----
SumMag+10%	40	SumMag+20%
SumMag+20%	70	SumMag+30%
SumMag+30%	140	-----
GFHP+10%	40	GFHP+20%
GFHP+20%	70	GFHP+30%
GFHP+30%	140	-----
Boost	10	-----
Haggle	150	Sell-High
Sell-High	150	-----
Familiar	150	Call Shop
Call Shop	200	-----

Tonberry King holds all the shop Abilities, Sell High, Haggle, Familiar and Call Shop. All of which are helpful, if you've missed something rare, earlier in the game, you can buy it with the Familiar Ability. Haggle allows you to buy at dirt cheap prices. Sell High, allows you to sell things at high prices, when they aren't worth it, and Call Shop allows you to call a shop anywhere at any time, and bring up any shop that you've visited in the past.

(Picking up after Eden)

-Advanced Guardian Forces-

These are Guardian Forces that you cannot control or are in your inventory. Some can be summoned by using an item, others show up when they want to.

-Odin-

-Location: Centra Ruins Quest. Climb the tower and find him in under 20 minutes. He'll appear 1 out of 10 battles, but never a boss fight. He uses one attack, which severs the enemies in half.

-Phoenix-

-Location: Only available by using the Phoenix Pinion during a battle. It will revive all of the KO'd party members, but only appears every so often.

-Boko the Chocobo-

-Location: You cannot summon the Chocobo until after you've finished the Chocobo Forest Puzzle. After you have solved it, use the Gysahl Greens to have the Chocobo attack.

-MiniMog-

-Location: MiniMog is more of a GF Ability. By using the Mog Amulet, you can teach a GF the MiniMog Ability. The downfall is, that it works in the effect that it heals your GF's, but costs you 100 Gil Per Character Average Level.

-Moomba-

-Location: Call upon them by using the Friendship item in battle.

-Gilgamesh-

-Location: After Odin get's whopped by Seifer, Gilgamesh will take over his job by aiding you 1 out of 10 battles, including Boss Fights. He has four attacks:

Masamune: Heavy Damage to all enemies.

Excalipoor: 1 point of damage to all enemies.

Excaliber Strong damage against all enemies.

Zantetsuken: Slices and instantly kills all enemies on screen.

-Explanation of the Guardian Forces Abilities-

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A brief explanation of the Guardian Forces Abilities in this format, Ability - Effect and the Item you can get the Ability from.

Ability	Effect	Item
-----		
(Junction Abilities)		
HP-J	Junctions Magic to Char. HP	HP-J Scroll
Str-J	Junctions Magic to Char. Strength	Str-J Scroll
Vit-J	Junctions Magic to Char. Vitality	Vit-J Scroll
Mag-J	Junctions Magic to Char. Magic	Mag-J Scroll
Spr-J	Junctions Magic to Char. Spirit	Spr-J Scroll
Spd-J	Junctions Magic to Char. Speed	Spd-J Scroll
Eva-J	Junctions Magic to Char. Evasion	Aegis Amulet
Hit-J	Junctions Magic to Char. Hit %	-----
Luck-J	Junctions Magic to Char. Luck	Luck-J Scroll
Elem-Atk-J	Junctions Magic to Char. Elemental Attack	Elem-Atk
Elem-Def-J	Junctions Magic to Char. Elemental Def.	-----
Elem-Defx2	Junctions 2 Magics to Char. Elemental Def.	-----
Elem-Defx4	Junctions 4 Magics to Char. Elemental Def.	Elem-Guard
ST-Atk-J	Junctions Magic to Char. Status Attack	Status Atk
ST-Def-J	Junctions Magic to Char. Status Def.	-----
ST-Defx2	Junctions 2 Magics to Char. Status Def.	-----
ST-Defx4	Junctions 4 Magics to Char. Status Def.	Status Guard
Abilityx3	Sets 3 Party and/or Char. Abilities	-----
Abilityx4	Sets 4 Party and/or Char. Abilities	Rosetta Stone
(Command Abilities)		
Magic	Enables use of Magics in battle	Magic Scroll
GF	Enables use of GF in battle	GF Scroll
Draw	Enables use of Draw in/out of battle	Draw Scroll
Item	Enables use of Item in battle	Item Scroll
Card	Transforms an enemy to a Card in battle	Gambler's Spirit
Doom	Casts Death on an enemy	-----
Mad Rush	Casts Berserk, Protect and Haste on allies	-----
Treatment	Cures all Status Abnormalities	Med Kit
Defend	Reduces physical damage to 0	-----
Darkside	Tripled physical/Char. loses 1/10 HP	-----
Recover	Restores all HP to one Char.	Healing Ring
Absorb	Drains HP from an enemy	-----
Revive	Restores Char. from KO status	Phoenix Spirit
LV Down	Cuts Target's Level by half	-----
LV Up	Doubles Target's Level	-----
Kamikaze	Inflicts Major Damage, KO's one Char.	Bomb Spirit

Devour	Consumption of Enemies	Hungry Cookpot
MiniMog	Restores HP of all GF/x100 Gil per Level	Mog's Amulet

(Character Abilities)

HP+20/40/60/80%	Increase of Char. HP by 20/40/60/80%	Regen Ring,
Giant's Ring		
Str+20/40/60%	Increase of Char. Strength by 20/40/60%	Strength Love,
Power Wrist		
Vit+20/40/60%	Increase of Char. Vitality by 20/40/60%	Turtle Shell,
Orihalcon		
Mag+20/40/60%	Increase of Char. Magic by 20/40/60%	Circlet,
Hypno-Crown		
Spr+20/40/60%	Increase of Char. Spirit by 20/40/60%	Rune Armlet,
Force Armlet		
Spd+20/40%	Increase of Char. Speed by 20/40%	Jet Engine,
Rocket Engine		
Eva+30%	Increase of Char. Evade by 30%	-----
Luck+50%	Increase of Char. Luck by 50%	-----
Mug	Changes Attack Command to Mug	-----
Med Data	HP Recovery from items doubled	Doc's Code
Counter	Char. Counterattacks when hit	Monk's Code
Return Damage	When hit, returns 1/4 of the damage back	Hundred Needles
Cover	Take damage in place of injured ally	Knight's Code
Expendx2-1	Reduces Magic used in Double from 2-1	-----
Expendx3-1	Reduces Magic used in Triple from 3-1	Three Stars
HP Bonus	When Char. Levels up, gains 30 HP	-----
Str Bonus	When Char. Levels up, gains 1+ Str Point	-----
Vit Bonus	When Char. Levels up, gains 1+ Vit Point	-----
Mag Bonus	When Char. Levels up, gains 1+ Mag Point	-----
Spr Bonus	When Char. Levels up, gains 1+ Spr Point	-----
Auto Reflect	Auto casts Reflect in battle	Glow Curtain
Auto Shell	Auto casts Shell in battle	Moon Curtain
Auto Haste	Auto casts Haste in battle	Steel Curtain
Initiative	ATB is always full	Accelerator
Move-HP Up	Recovers HP during walking on the map	-----
Auto Potion	Recovery items used automatically when hit	-----

(Party Abilities)

Enc-Half	Encounter enemies half of the time
Enc-None	Never encounter enemies
Alert	Protects against Back Attack and First Strike
Rare Item	Rare items become easier to obtain after battle
Move-Find	Hidden Save and Draw Points become visible

(GF Abilities)

SumMag10/20/30/40%	Increases GF Attack power by 10/20/30/40%	Steel Pipe,
Samantha Soul		
GFHP+10/20/30/40%	Increases GF HP by 1/20/30/40%	Healing Mail,
Silver Mail		
Boost	Increases Damage by a GF in battle	

(Menu Abilities)

Haggle	Buy items at discount
Sell High	Sell items at shops for higher prices
Familiar	Enables better variety of items at shops
Call Shop	Call any shopsto but items.
Junk Shop	Call a Junk Shop from the menu
T Mag-RF	Refine Lightning/Wind Magic from items
I Mag-RF	Refine Water/Ice Magic from items
F Mag-RF	Refine Fire Magic from items

L Mag-RF	Refine Life/Recovery Magic from items
Time Mag-RF	Refine Time/Space Magic from items
ST Mag-RF	Refine Status Magic from items
Supt Mag-RF	Refine Support Magic from items
Forbid Mag-RF	Refine Forbidden Magic from items
Recov Mag-RF	Refine Recovery Magic from items
ST Med-RF	Refine Status Recovery Magic from items
Ammo-RF	Refine Ammunition from items
Tool-RF	Refine Tools from items
Forbid Med-RF	Refine Forbidden Medicine from items
GFRecov Med-RF	Refine Recovery Medicine for GF from items
GFabl Med-RF	Refine GF Ability Medicine from items
Mid Mag-RF	Refine Mid-Level Magic from items
High Mag-RF	Refine High-Level Magic from items
Med LV Up	Refine rare medicines from common medicines
Card Mod	Refine items from Cards

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Credits-

Thanks to my Girlfriend, Mary, yet again. Patience is a virtue that she seems to have infinite amounts of.

Thanks to those who wrote me on my last FAQ, and gave me some pointers:  
DarkPaladinSSU (DPaladin)

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