

Final Fantasy Tactics Advance Job FAQ (w/ DarthMarth)

by AlaskaFox

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Final Fantasy Tactics Advance Job FAQ

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1. Introduction

Using this Guide

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To correctly use the Table of Contents to quickly find what you are looking for press Ctrl+F and type in the code next to the section to jump to it. On Mac browsers, use Command+F for the same results.

What is this Guide?

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As it says on the tin, this is a Final Fantasy Tactics Advance Job FAQ. It

contains just about everything you could need to know the various jobs, like detailed ability descriptions, job reviews, and stat growths.

2. Frequently Asked Questions

Who wrote this guide?

=====

Originally it was just DarthMarth writing this guide, but now AlaskaFox has jumped on the bandwagon and is reformatting and sexing up the guide. We both hope you like the new appearance.

How do I get the weapon that gives the Double Sword Ability?

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This is one of the most asked questions, so we may as well answer it here. The weapon is a Katana (Ninja sword) called Nosada. You get one for having a Smithing level of 20 (do the Metal Hunt dispatch mission to raise your Smithing level) or as a random reward for high-level missions.

What does the notation for stat growth mean?

=====

I got it from K1n90Fp0rTu9aL's FAQ. Except for movement, jump, and evade (which are constant), the numbers indicate how much each stat grows per level. The percentages indicate the chance of receiving an extra point in the area. Thanks very much to K1n90Fp0rTu9aL for letting us use this.

What do your ratings mean?

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Strength is how well you can expect the unit to hold up in close combat. Cunning is how good they are at messing with the enemy's stats. Mystic is how good they are with spells.

3. Race List

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BANGAA

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Totema: Adrammelech

of Jobs: 7

Physical: 6

Magic: 1

Job - Required A-Abilities

Warrior - N/A

Dragoon - 2 Warrior

Defender - 2 Warrior

Gladiator - 2 Warrior

White Monk - N/A

Templar - 2 White Monk

Bishop - 2 White Monk

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HUMAN
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Totema: Mateus
of Jobs: 11
Physical: 7
Magic: 4

Job - Required A-Abilities

Soldier - N/A
Paladin - 2 Soldier
Fighter - 2 Soldier
Archer - N/A
Hunter - 2 Archer
Thief - N/A
Ninja - 2 Thief
White Mage - N/A
Black Mage - N/A
Illusionist - 3 White Mage, 5 Black Mage
Blue Mage - 1 White Mage, 1 Black Mage

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MOOGLE
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Totema: Famfrit
of Jobs: 8
Physical: 4
Magic: 4

Job - Required A-Abilities

Animist - N/A
Mog Knight - 1 Animist
Gunner - 1 Animist
Thief - N/A
Juggler - 2 Thief
Gadgeteer - 2 Thief
Black Mage - N/A
Time Mage - 5 Black Mage

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NU MOU
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Totema: Ultima
of Jobs: 8
Physical: 2
Magic: 6

Job - Required A-Abilities

Beastmaster - N/A

Morpher - 5 Beastmaster
Black Mage - N/A
White Mage - N/A
Time Mage - 5 Black Mage
Alchemist - 3 White Mage, 5 Black Mage
Illusionist - 3 White Mage, 5 Black Mage
Sage - 3 White Mage, 2 Beastmaster

=====
VIERA
=====

Totema: Exodus
of Jobs: 8
Physical: 4
Magic: 4

Job - Required A-Abilities

Fencer - N/A
Red Mage - 1 Fencer
Archer - N/A
Sniper - 2 Archer
White Mage - N/A
Elementalist - 1 White Mage, 1 Fencer
Summoner - 2 White Mage, 2 Elementalist
Assassin - 2 Elementalist, 1 Sniper

4. Human Jobs - Physical

-HPJ-

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SOLDIER
=====

Required A-Abilities: None

Equippable Items: Swords, Greatswords, Helmets, Hats, Armor, Clothing, Shields

Leads to: Paladin (2 Soldier A-Abilities)
Fighter (2 Soldier A-Abilities)

Stat Growth
=====

Movement: 3 Defense: 8 (80%)
Jump: 2 HP: 8 (40%)
Evade: 50 MP: 1 (10%)
Speed: 1 (10%) Magic Power: 6 (60%)
Attack: 8 (80%) Magic Resistance: 7 (20%)

Battle Tech
=====

A-Abilities

NAME	- AP	- ITEM	- DESCRIPTION
First Aid	- 100	- Shortsword	- Heals own HP and recover status
Powerbreak	- 200	- Barong	- Lowers target's attack power
Mindbreak	- 200	- Buster Sword	- Lowers target's magic power
Magicbreak	- 200	- Ancient Sword	- Damages target's mana
Speedbreak	- 200	- Silver Sword	- Lowers target's speed
Mug	- 300	- Diamond Sword	- Deals damage and steals Gil
Provoke	- 300	- Blood Sword	- Drives target berserk
Sensor	- 300	- Burglar Sword	- Detects hidden equipment on target

S-Abilities

Monkey Grip	- 300	- Vigilante	- Can hold 2-handed swords in one hand
Shieldbearer	- 100	- Bronze Shield	
		- Round Shield	
		- Platinum Shield	

C-Ability

Combat Combo	- 100	- Mythril Sword	- Use all JP to do a combination attack
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Equippable Weapons

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Ancient Sword
Barong
Blood Sword
Burglar Sword
Buster Sword
Chirijiraden
Diamond Sword
Gale Sword
Hardedge
Leglace Sword
Lure Breaker
Master Sword
Mythril Sword
Oblige
Onion
Restorer
Shortsword
Silver Sword
Victor Sword
Vigilante
Vitanova
Zankplus

Description

=====

The Soldier is the basic physical Human class. They are not too fast but have above average physical power. Soldiers are one of the better anti-mage classes for Humans as well. First Aid is a useful ability if your Soldier has been inflicted with a status condition, but it doesn't heal much HP. The Soldier's 4 Breaks are what make them unique. Mind and Magicbreak make them good against magic users, while Power and Speedbreak are better against physical classes. Mug isn't too useful; it doesn't do much damage and steals VERY little Gil. Provoke is another useful anti-mage ability, and works on every physically weak class (or when Fight is outlawed). Sensor is almost essential for stealing most rare items, but it isn't enough to save the Soldier from being a mediocre

class. Their S-abilities aren't very impressive either.

Ratings

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Strength Rating: ****

Cunning Rating: ***

Mystic Rating: *

Overall Rating: **

=====

PALADIN

=====

Required A-Abilities: 2 Soldier

Equippable Items: Knightswords, Greatswords, Helmets, Armor, Robes, Shields

Leads to: N/A

Stat Growth

=====

Movement: 3 Defense: 9 (20%)
Jump: 2 HP: 7 (60%)
Evade: 35 MP: 2 (20%)
Speed: 0 (80%) Magic Power: 7 (20%)
Attack: 8 (30%) Magic Resistance: 8 (90%)

Chivalry

=====

A-Abilities

NAME	- AP	- MP	- ITEM	- DESCRIPTION
Nurse	- 100	-	- Defender	- Heals HP and recovers user and all adjacent units
Defense	- 200	-	- Lionheart	- Increases defense and magic resistance for 1 turn
Cover	- 200	-	- SaveTheQueen	- Take damage for nearby unit for 1 turn
Subdue	- 200	-	- Ancient Sword	- Deals very little damage
Drop Weapon	- 200	-	- Ragnarok	- Attempts to de-equip enemy's weapon
Parley	- 200	-	- Barong	- Convinces critical unit to leave battle
Saint Cross	- 300	- 24	- Arch Sword	- Inflicts Holy damage to all adjacent units
Holy Blade	- 300	- 32	- Excalibur	- Inflicts massive Holy damage

R-Ability

Reflex - 300 - Genji Armor - Dodges all "Fight" actions

S-Abilities

Weapon DEF+ - 300 - Diamond Armor - Increases physical defense

C-Ability

Knight Combo - 100 - Mythril Brand - Use all JP to do a combination attack

Equippable Weapons

=====

Ancient Sword
Apocalypse
Arch Sword
Barong
Defender
Diamond Sword
Excalibur
Excalibur2
Hardedge
Lionheart
Lohengrin
Lure Breaker
Master Sword
Mythril Brand
Nagrarak
Oblige
Ragnarok
SaveTheQueen
Sequence
Vigilate
Zankplus

Description

=====

Paladins are one of the most powerful Human classes, along with Fighters. They are arguably the best tanks in the game. They have large HP, defense, and resistance growth (but low speed), and their Weapon DEF+ ability makes them tougher. Defense allows them to augment the defense and resistance of themselves. Cover can be used to protect nearby units by making the Paladin take damage for them. This can be useful in protecting your weaker spellcasters. Nurse is basically First Aid but with an area of effect; significantly more useful. Subdue may seem useless, but it is good for activating damage R-Abilities, like Dragonheart or Auto-Regen, or snapping people out of Charm or Confusion. It can also be used to help weaken monsters for capture. Drop Weapon isn't as useful as Steal: Weapon, but it can still be great for weakening strong enemies. Parley is a diplomatic move that convinces a unit with VERY low HP (probably about 1 to 4 or even less) to leave the battlefield, preventing it from being revived. They have to have so little HP that's it best to just KO them instead of wasting several turns weakening them. The Paladin's final 2 abilities are by far his most powerful. Saint Cross deals large Holy damage to all tiles adjacent to the Paladin, like a stronger version of Wild Swing. Holy Blade deals INSANE Holy damage to an adjacent unit, at least twice the normal melee damage (especially with a Holy Weapon like Excalibur or SaveTheQueen equipped). With a strong and Holy weapon equipped, this attack can take out even tough enemies in one mighty hit. That's good, because your Paladin will likely only have the mana to use it once until level 30 or so. Make sure he levels up as a magical class to increase his mana. Finally, Reflex is quite possibly the second best Human reaction ability. With it equipped, your Paladin becomes invulnerable to the fight command.

Ratings

=====

Strength Rating: *****
Cunning Rating: **
Mystic Rating: *
Overall Rating: *****

=====
FIGHTER
=====

Required A-Abilities: 2 Soldier

Equippable Items: Blades, Hats, Clothing

Leads to: N/A

Stat Growth
=====

Movement: 4 Defense: 8 (10%)
Jump: 2 HP: 7 (40%)
Evade: 45 MP: 1 (40%)
Speed: 1 (10%) Magic Power: 5 (60%)
Attack: 9 (20%) Magic Resistance: 6 (90%)

Fighter Tech
=====

A-Abilities

Table with 4 columns: NAME, AP, ITEM, DESCRIPTION. Rows include Rush, Wild Swing, Beatdown, Blitz, Air Render, Far Fist, Air Blast, and Backdraft.

R-Abilities

Bonecrusher - 300 - Ninja Gear - Counters melee attacks with 1.5 normal damage
Strikeback - 300 - Wygar - Dodges Fight action and counters

S-Ability

Doublehand - 300 - Venus Blade - Hold 1-hand blade in 2 hands to raise attack

C-Ability

Fight Combo - 100 - Mythril Blade - Use all JP to do a combination attack

Equippable Weapons
=====

- Adaman Blade
Air Blade
Atmos Blade
Avuiyr Blue
Avuiyr Red
Ebon Blade
Flametongue
Ice Brand

Kwigon Blade
Mythril Blade
Ogun Blade
Paraiba Blade
Pearl Blade
Shadow Blade
Sun Blade
Sweep Blade
Venus Blade

Description

=====

Fighters are the best Human class at fighting (duh). They focus more on offense than Paladins, dealing possibly the most damage of any Human class. They are also more mobile than Paladins are. On to the abilities. Rush is basically a 100% critical hit, without the extra damage. It's useful for preventing counterattacks. Wild Swing can be helpful if you're surrounded, but isn't generally useful other than that. Beatdown and Blitz are polar opposites, each favoring either accuracy or power. Beatdown is very good if you've stopped the target or put it to sleep, while Blitz is useful for finishing off weakened foes. Air Render is possibly the Fighter's best A-Ability, with the power and accuracy of the Fight command but with added range. Far Fist has even more range and deals area damage, but is less powerful. Air Blast can be fired in any direction, damaging the square in front of the Fighter and spreading out to also hit the 3 behind that. If you can find enemies arranged the right way, Air Blast can do massive total damage. Finally, Backdraft deals even more damage than Beatdown with respectable accuracy, but deals one fourth of the damage to the user as well. Fighters have some of the best R-Abilities too. Bonecrusher is basically Counter on steroids, and make most enemies think twice about attacking you. (unlike Counter, Bonecrusher only activates if the hostile attack connects) Strikeback is one of the best R-Abilities in the game. If an enemy tries to Fight you from within the user's weapon range, they stop the attack and counter it. Their S-Ability increases their attack with 1-handed weapons, but is nowhere near as good as Double Sword.

Ratings

=====

Strength Rating: *****
Cunning Rating: *
Mystic Rating: *
Overall Rating: ****

=====

THIEF

=====

Required A-Abilities: None

Equippable Items: Knives, Hats, Clothing

Stat Growth

=====

Movement: 4 Defense: 7 (60%)
Jump: 3 HP: 6 (60%)
Evade: 65 MP: 1 (10%)
Speed: 1 (80%) Magic Power: 7 (60%)
Attack: 7 (60%) Magic Resistance: 6 (40%)

Steal

=====

A-Abilities

NAME	- AP	- ITEM	- DESCRIPTION
Steal: Armor	- 300	- Rondell Dagger	- Steals Armor worn by foe
Steal: Shield	- 200	- Scramasax	- Steals Shield held by foe
Steal: Access	- 300	- Jambiya	- Steals Accessory held by foe
Steal: Helm	- 300	- Kard	- Steals Helmet worn by foe
Steal: Weapon	- 300	- Sword Breaker	- Steals Weapon wielded by foe
Steal: Gil	- 100	- Jack Knife	- Steals Gil from foe
Steal: EXP	- 100	- Khukuri	- Steals Experience points from foe
Steal: JP	- 200	- Orihalcum	- Steals 1 JP from a foe
Steal: Ability	- 300	- Cinquedea	- Steals 1 random A-Ability from foe

R-Ability

Counter - 300 - Brigandine - Counter's enemy's melee attack

S-Ability

Maintenance - 300 - Adaman Vest - Can't be stolen from and weapons can't be broken

C-Ability

Thief Combo - 100 - Mythril Knife - Use all JP to do a combination attack

Equippable Weapons

=====

Cinquedea
Jack Knife
Jambiya
Kard
Khukuri
Kris Knife
Mythril Knife
Orihalcum
Rondell Dagger
Scramasax
Sword Breaker
Tiptaptoe
Tonberrian
Zorlin Shape

Description

=====

While Paladins focus on defense and Fighters on offense, Thieves focus on agility. They aren't as physically powerful as the other two, but they are faster and better at evasion. Their special abilities all consist of being able to Steal anything under the sun from an adjacent unit. Most of the Steal Abilities aren't too good, but Steal: Armor and Steal: Weapon can net you some rare items. The best Stealing Ability of all is Steal: Ability. If the attack works (it has low accuracy; stop or sleep the foe to increase your luck) and the target has an ability available to a Human or Moogles Class (depending on the race of the Thief), the ability is automatically mastered! Because Thief's stat growths aren't too good on their own, Steal does better as a secondary A-Ability for another job.

Ratings

=====

Strength Rating: ***
Cunning Rating: ****
Mystic Rating: *
Overall Rating: ****

=====

NINJA

=====

Required A-Abilities: 2 Thief

Equippable Items: Katanas, Hats, Clothing

Stat Growth

=====

Movement: 4 Defense: 7 (20%)
Jump: 3 HP: 5 (70%)
Evade: 60 MP: 2 (10%)
Speed: 2 (20%) Magic Power: 8 (20%)
Attack: 8 (40%) Magic Resistance: 7 (50%)

Ninja Skill

=====

A-Abilities

NAME	- AP	- MP	ITEM	- DESCRIPTION
Throw	- 100	-	- Ninja Knife	- Throw item from inventory up to 4 squares
Wood Veil	- 200	- 4	- Kotetsu	- Damages and may immobilize from up to 4 squares
Fire Veil	- 200	- 4	- Ashura	- Damages and may confuse from up to 4 squares
Earth Veil	- 200	- 4	- Osafune	- Damages and by slow from up to 4 squares
Metal Veil	- 200	- 4	- Kikuichimonji	- Damages and may blind from up to 4 squares
Water Veil	- 200	- 4	- Murasame	- Damages and may silence from up to 4 squares
Unspell	- 300	- 4	- Heaven's Cloud	- Removes status enhancements from target
Oblivion	- 300	- 24	- Masamune	- Causes forgetfulness

R-Ability

Last Haste - 300 - Ninja Gear - Casts haste on self when made critical

S-Ability

Double Sword - 999 - Nosada - Can hold a 1-handed sword in each hand

C-Ability

Ninja Combo - 100 - Mythril Epee - Use all JP to do a combination attack

Equippable Weapons

=====

Ashura

Charfire
Heaven's Cloud
Kikuichimonji
Kotetsu
Masamune
Masamune 100
Murasame
Mythril Epee
Ninja Knife
Nosada
Osafune
Petal Chaser
Silkmoon
Zanmoto

Description

=====

Ninjas are one of the most dangerous Human classes in the game. They are fast, evasive, and very powerful attackers. Their basic ability, Throw, lets them use an item from your inventory to inflict damage. Not a very useful ranged attack. The Ninja's signature moves are their 5 Veils, which for 4 MP can do a small amount of damage at a range and possibly inflict a helpful status ailment. Unspell is useful if your opponents have powerful status buffs, especially Auto-Life. Oblivion causes Addle, which apparently prevents the target from using A-Abilities and restricts its movement. It's arguably much worse than Aim: Arm, which prevents the target from fighting, is ranged, and costs no MP. Last Haste isn't a very good support ability, but it can still be good for getting your Ninja out of trouble. Lastly, Ninjas are the proud wielders of one of the best Support Abilities in the game, Double Sword. With it equipped, the user can hold a sword in each hand. This lets them attack twice instead of once, effectively doubling the damage dealt. After painstakingly mastering Double Sword, you can also master two abilities at once, or one ability twice as fast.

Ratings

=====

Strength Rating: ****
Cunning Rating: *****
Mystic Rating: **
Overall Rating: *****

=====

ARCHER

=====

Required A-Abilities: None

Equippable Items: Bows, Hats, Clothing

Stat Growth

=====

Movement: 4 Defense: 7 (20%)
Jump: 2 HP: 7 (20%)
Evade: 50 MP: 1 (40%)
Speed: 1 (40%) Magic Power: 6 (40%)
Attack: 7 (20%) Magic Resistance: 8 (10%)

Aim

====

A-Abilities

NAME - AP - ITEM - DESCRIPTION
Boost - 100 - Longbow - Increases damage of next attack
Aim: Legs - 200 - Thorn Bow - Immobilizes target for 3 turns
Aim: Arm - 200 - Nail Bow - Disables target for 3 turns
Cupid - 200 - Artemis Bow - Charms target
Burial - 300 - Silver Bow - Banishes undead
Take Aim - 300 - Yoichi Bow - High accuracy but low damage
Faster - 300 - Perseus Bow - Ignores R-Abilities
Blackout - 200 - Char Bow - Blinds target

R-Ability

Block Arrows - 300 - Green Beret - Dodges all arrow-based attacks

S-Ability

Concentrate - 300 - Target Bow - Increases accuracy

C-Ability

Bow Combo - 100 - Mythril Bow - Use all JP to do a combination attack

Equippable Weapons

=====

Artemis Bow
Char Bow
Crescent Bow
Longbow
Malbow
Mythril Bow
Nail Bow
Perseus Bow
Silver Bow
Target Bow
Thorn Bow
Yoichi Bow

Description

=====

Although Archers are the basic Human ranged class they definitely aren't weak. Their speciality is staying behind your melee units and riddling the enemy with arrows. Their first ability, Boost, more than doubles their next attack's damage. Use it if you can't get within range in one turn. Their two Aim abilities are what make them powerful. Aim: Legs keeps the target from moving for 3 turns, very useful against a tough class like a Warrior. Aim: Arm is universally useful, keeping the target from using any actions. Both are overshadowed, however, by Cupid, which Charms the target to fight on your side for several turns. Burial, despite its low hit rate, is good against zombies, as it destroys them completely. Take Aim is very weak, but useful for finishing weakened enemies off (basically a ranged Blitz). Faster isn't useful in many situations, but is still worth mastering if you have the time (plus it looks cooler than the normal fight command). Blackout is a handy attack, blinding the target to greatly reduce their accuracy. The Archer's R-Ability, Block Arrows, is the type of attack Faster was made for. With it equipped, no arrows will touch your Archer. Their S-Ability nearly ties with Double Sword as the best Human S-Ability. Concentrate greatly increases the Archer's accuracy from all his actions, making him even more deadly.

Ratings

=====

Strength Rating: **
Cunning Rating: *****
Mystic Rating: *
Overall Rating: ****

=====

HUNTER

=====

Required A-Abilities: 2 Archer

Equippable Items: Greatbows, Hats, and Clothing

Stat Growth

=====

Movement: 4 Defense: 6 (90%)
Jump: 2 HP: 6 (80%)
Evade: 55 MP: 3 (10%)
Speed: 1 (70%) Magic Power: 6 (90%)
Attack: 8 (70%) Magic Resistance: 8 (40%)

Hunt

=====

A-Abilities

NAME	- AP	- MP	- ITEM-DESCRIPTION
Sonic Boom	- 200	-	- Cranequin - Deals area damage up to 4 squares away
Oust	- 200	-	- Windslash Bow - Sweeps monsters off the field
Advice	- 100	-	- Twin Bow - Raises critical hit rate of target
Aim: Vitals	- 300	-	- Fey Bow - Causes random status ailment
Hunting	- 300	-	- Hunt Bow - Receive 10 JP if target is KOed
Addle	- 200	-	- Master Bow - Addles monster
Ultima Shot	- 999	- 60	- Seventh Heaven - Triple damage attack
Sidewinder	- 300	-	- Hades Bow - Heavy damage to monsters
Capture	- 200	-	- Ranger Bow - Captures weakened monster

R-Ability

Auto-Regen - 300 - Gaia Gear - Casts Regen on self when damaged

S-Ability

Weapon ATK+ - 300 - Nike Bow - Increases physical attack damage

C-Ability

Hunt Combo - 100 - Mythril Shot - Use all JP to do a combination attack

Equippable Weapons

=====

- Arbalest
- Cranequin
- Fey Bow
- Gastra Bow

Hades Bow
Hunt Bow
Marduk Bow
Master Bow
Max's Oathbow
Mythril Shot
Nike Bow
Ranger Bow
Seventh Heaven
Twin Bow
Windsplash Bow

Description

=====

Hunters are the advanced Human ranged job. They can be powerful support units, but they specialize against monsters. Sonic Boom is a copy of the Fighter's Far First, useful for hitting clustered targets. Oust is supposed to remove monsters from the field, but I don't know how it works like Parley, so I still need help making it work. Advice is useful when used on a powerful unit near a cliff; you can deal heavy damage with a critical hit and more with a long fall. Aim: Vitals is useful for weakening tough fighters, but you never know what you'll get. If you're desperate to Summon Mateus, Hunting can get you there instantly. Although it does one third to one half of the normal attack damage, it can be incredibly powerful. Hunters can Summon Mateus and then pick off the survivors with Hunting. Addle is slightly better than the Ninja's Oblivion; it costs no mana and is ranged, but can only target monsters. Still, Aim: Arm is probably better. Sidewinder helps the Hunter excel against monsters, dealing roughly double damage to them. Capture is essential for building up a Morpher. Use it on a severely weakened monster to capture it and send it to the monster bank. Keep in mind that Rockbeasts, Undead, Fairies, and Tonberries can't be captured. Neither can the last enemy on the field. The Hunters are the proud users of the Human Ultima attack, Ultima Shot. If you have the MP, it can take out virtually anything in one hit. Auto-Regen isn't very good, as the regeneration effect is small. Weapon ATK+ is useful for powering up just about any job, but Concentrate is probably better.

Ratings

=====

Strength Rating: ***
Cunning Rating: ****
Mystic Rating: *
Overall Rating: ***

5. Human Jobs - Magic

-HMJ-

=====
WHITE MAGE
=====

Required A-Abilities: None

Equippable Items: Staves, Hats, Clothing, Robes

Stat Growth

=====

Movement: 3 Defense: 6 (90%)
Jump: 2 HP: 7 (30%)
Evade: 40 MP: 4 (80%)
Speed: 1 (70%) Magic Power: 8 (40%)
Attack: 6 (20%) Magic Resistance: 8 (20%)

White Magic

=====

A-Abilities

NAME	- AP	- MP	- ITEM	- DESCRIPTION
Cure	- 100	- 6	- White Staff	- Area heals small amount of HP
Cura	- 200	- 10	- Cure Staff	- Area heals medium amount of HP
Curaga	- 300	- 16	- Spring Staff	- Area heals large amount of HP
Esuna	- 200	- 18	- Pure Staff	- Area recovers status
Life	- 200	- 10	- Bless Staff	- Revives target
Full-Life	- 300	- 20	- Nirvana Staff	- Revives target with full HP
Auto-Life	- 200	- 16	- Cheer Staff	- Auto-Revives target when KOed
Shell	- 100	- 6	- Judge Staff	- Area increases magic resistance
Protect	- 100	- 6	- Guard Staff	- Area increases weapon defense

S-Ability

Turbo MP - 300 - White Robe - Doubles MP for double magic power and accuracy

C-Ability

White Combo - 100 - Mythril Staff - Use all JP to do a combination attack

Equippable Weapons

=====

Bless Staff
Cheer Staff
Cure Staff
Dreamwatcher
Garnet Staff
Guard Staff
Judge Staff
Mythril Staff
Nirvana Staff
Power Staff
Pure Staff
Snake Staff
Spring Staff
White Staff

Description

=====

Simply put, White Magi are THE best support units in the game. Their life-giving spells keep your units healthy, and they can also shield your units from harm. The Cure series of spells all restores HP to up to 5 units in an X pattern. Their use is obvious; keeping your units alive. If they fail at that, Life and Full-Life can revive KOed units, while Auto-Life can safeguard against KOs ahead of time. Esuna is incredibly valuable, curing almost any status ailment on up to 5 units. Shell and Protect can shield your units from harm if you can find the time to cast them. Finally, Turbo MP can superpower your Mage's spells if you have the MP to use it.

Ratings

=====

Strength Rating: *
Cunning Rating: ***
Mystic Rating: ****
Overall Rating: *****

=====

BLACK MAGE

=====

Required A-Abilities: None

Equippable Items: Rods, Hats, Clothing, Robes

Stat Growth

=====

Movement: 3 Defense: 6 (80%)
Jump: 2 HP: 5 (60%)
Evade: 35 MP: 4 (40%)
Speed: 1 (10%) Magic Power: 8 (80%)
Attack: 6 (40%) Magic Resistance: 3 (60%)

Black Magic

=====

A-Abilities

NAME	- AP	-MP	- ITEM	- DESCRIPTION
Fire	- 100	- 6	- Rod	- Small area fire damage
Fira	- 200	- 12	- Firewheel Rod	- Medium area fire damage
Firaga	- 300	- 24	- Flame Rod	- Large area fire damage
Thunder	- 100	- 6	- Rod	- Small area electric damage
Thundara	- 200	- 12	- Thunder Rod	- Medium electric area damage
Thundaga	- 300	- 24	- Thor Rod	- Large area electric damage
Blizzard	- 100	- 6	- Rod	- Small area ice damage
Blizzara	- 200	- 12	- Sleet Rod	- Medium area ice damage
Blizzaga	- 300	- 24	- Chill Rod	- Large area ice damage

R-Ability

Return Magic - 300 - Black Robe - Casts hostile spells back at user

S-Ability

Geomancy - 300 - Sage Robe - Lowers enemy elemental resistance

C-Ability

Black Combo - 100 - Mythril Rod - Use all JP to do a combination attack

Equippable Weapons

=====

- Chill Rod
- Firewheel Rod
- Flame Rod
- Force Rod
- Heretic Rod
- Mythril Rod

Princess Rod
Rod
Sapere Aude
Sleet Rod
Stardust Rod
Terre Rod
Thor Rod
Thunder Rod

Description

=====

Shrouded in mysterious cloaks and straw hats, Black Magi are the opposites of White Magi. Rather than healing your party with Holy magic like the benevolent White Mages, they like nothing better than blasting the life out of your enemies with raw elemental fury! All the Black Mage's A-Abilities are elemental spells of fire, ice, or lightning. Each also has 3 levels of power. Like White Magi, Black Magi are best off staying behind your fighting units, snooping around blasting the enemies to atoms. Their Return Magic R-Ability makes them effective anti-casters. They can cripple enemy mages by copying spells they're hit with back onto the caster. Geomancy decreases the elemental resistance of all the enemies they attack. For example, enemies that would absorb the magic now take no damage from it; enemies immune to magic take reduced damage...

Ratings

=====

Strength Rating: *
Cunning Rating: **
Mystic Rating: *****
Overall Rating: ****

=====

ILLUSIONIST

=====

Required A-Abilities: 3 White Mage, 5 Black Mage

Equippable Items: Rods, Clothing, Hats, Robes

Stat Growth

=====

Movement: 3 Defense: 6 (50%)
Jump: 2 HP: 5 (10%)
Evade: 30 MP: 7 (20%)
Speed: 0 (90%) Magic Power: 9 (30%)
Attack: 6 (10%) Magic Resistance: 8 (30%)

Phantasm Skill

=====

A-Abilities

NAME	- AP	- MP	- ITEM	-DESCRIPTION
Prominence	- 100	- 32	- Firewheel Rod	- Fire damage to all enemies
Tempest	- 100	- 32	- Thunder Rod	- Electric damage to all enemies
Freezeblink	- 100	- 32	- Sleet Rod	- Ice damage to all enemies
Star Cross	- 300	- 32	- Princess Rod	- Holy damage to all enemies
Stardust	- 300	- 32	- Stardust Rod	- Damage to all enemies
Deluge	- 200	- 32	- Chill Rod	- Water damage to all enemies
Soil Evidence	- 200	- 32	- Terre Rod	- Earth damage to all enemies

Wild Tornado - 200 - 32 - Thor Rod - Wind damage to all enemies

R-Ability

Absorb MP - 300 - Lordly Robe - Absorbs MP from any spells cast on user

S-Ability

Half MP - 300 - Light Robe - Spells cost half as much MP

C-Ability

Spell Combo - 100 - Mythril Rod - Use all JP to do a combination attack

Equippable Weapons

=====

- Chill Rod
- Firewheel Rod
- Flame Rod
- Force Rod
- Heretic Rod
- Mythril Rod
- Princess Rod
- Rod
- Sapere Aude
- Sleet Rod
- Stardust Rod
- Terre Rod
- Thor Rod
- Thunder Rod

Description

=====

Illusionists are some of the most powerful spellcasters in the game, wielding visually impressive spells that attack all enemies at once. Unlike Totema, however, they may miss, so be careful. Since the spells always hit enemies no matter the caster's position, you should always keep your Illusionist as far away from the enemies as possible. The Illusionist's R-Ability, Absorb MP, isn't too useful unless he manages to survive an Ultima attack. His S-Ability is actually quite valuable because of the high costs of the Phantasm spells.

Ratings

=====

- Strength Rating: *
- Cunning Rating: **
- Mystic Rating: *****
- Overall Rating: ***

=====

BLUE MAGE

=====

Required A-Abilities: 1 White Mage, 1 Black Mage

Equippable Items: Sabers, Hats, Clothing, Robes

Stat Growth

=====

Movement: 4 Defense: 8 (60%)

Jump: 2 HP: 6 (90%)
Evade: 55 MP: 3 (70%)
Speed: 1 (20%) Magic Power: 8 (20%)
Attack: 8 (10%) Magic Resistance: 9 (20%)

Blue Magic

=====

A-Abilities

NAME	- MP	- MONSTER	- DESCRIPTION
Goblin Punch	- 8	- Goblin	- Random damage
Magic Hammer	- 8	- Red Cap	- MP damage
Acid	- 12	- Jellies	- Random status ailment
		- Ice Flans	
		- Creams	
Blowup	- 2	- Bombs	- Heavy fire damage to all sides, KOs self
		- Grenades	
Mighty Guard	- 8	- Icedrake	- Increases defense and resistance of target
Guard-Off	- 10	- Firewyrn	- Decreases defense and resistance of target
Dragon Force	- 12	- Thundrake	- Increases all stats of target
Night	- 24	- Lillith	- Puts everyone except user to sleep
Twister	- 20	- Lamia	- Area halves target's HP
LV3 Def-Less	- 12	- Antlion	- 100% area lowers target's defense and
		- Jawbreaker	- resistance is their level is divisible by 3
Poison Claw	- 8	- Panther	- Damages and poisons
Hastebreak	- 12	- Coeurl	- Slows target, stops them if they're Hasted
Bad Breath	- 20	- Malboro	- 5 random status ailments to target
		- Big Malboro	
Stare	- 12	- Floateye	- Confuses front-facing targets on 4 squares
			ahead of user
Roulette	- 20	- Ahriman	- KOs random unit on field
Matra Magic	- 24	- Toughskin	- Reverses target's HP and MP
		- Blade Biter	
Drain Touch	- 10	- Zombie	- Drains HP from adjacent unit
LV ? S-Flare	- 30	- Vampire	- Dark damages all units with same ones level
			digit
White Wind	- 12	- Sprite	- Area heals HP amount equal to user's HP
Angel Whisper	- 24	- Titania	- Heals HP and casts Auto-Life

R-Ability

NAME	- AP	- ITEM	- DESCRIPTION
Damage > MP	- 300	- Judo Uniform	- Take MP damage instead of HP

S-Abilities

Immunity	- 300	- Survival Vest	- Immune to status ailments
Learning	- 400	- Blue Saber	- Learn Blue Magic by being hit by it

C-Ability

Blue Combo	- 100	- Mythril Saber	- Use all JP to do a combination attack
------------	-------	-----------------	---

Equippable Weapons

=====

Aqua Saber
Blue Saber
Harpe
Manganese

Mythril Saber
Shamshir
Soul Saber

Description

=====

Blue Magi are one of the most unique and versatile classes in the game. They can learn certain monster abilities simply by being hit by them. The Goblin Punch spell isn't too useful because of its randomness, but Magic Hammer can be effective against spellcasters. Remember to get Goblin Punch early; Goblins eventually stop appearing forever! Acid isn't nearly as powerful as Bad Breath, but is ranged instead. Blowup is basically a self-destruct attack. It never misses and can do good elemental damage. Combine it with Auto-Life to get a killing machine. Mighty Guard and Guard-Off either make your opponent's weaker or your allies stronger; useful if you don't have a White Mage or Bishop. Dragon Force can be very effective for powering up your heavy hitters, or even magic users. Like Goblins, Thundrakes eventually become extinct, so get this great ability early! Night isn't too useful alone, since it targets your allies as well as enemies, but if you combine it with standard-issue Fortune Rings you can have an extremely powerful attack. Twister is very overpowered; it's basically an area-of-effect Demi for less mana. LV3 Def-Less is very selective about targets, but if an enemy's level is divisible by 3 it can area reduce their defense and resistance with 100% accuracy. Plus it looks weird. Just remember to get it early though; if a character reaches level 49 without learning it, they never will. Poison Claw is a basic spell, but can be good if you have nothing better. Hastebreak is a very opportunistic spell; it's best to only use it on Hasted opponents. Bad Breath is the mother of all status attacks; it inflicts 5 (yes, five) random status afflictions on the target, turning the strongest enemies into whimpering wimps. Stare isn't too good; it only works if the target is facing you and only confuses them. Roulette is very powerful if your Blue Mage is outnumbered, but it seems impossible to get. If your Blue Mage is Auto-Lifed when he's hit by it, he'll learn the attack. Matra Magic is one of the most effective attacks in the game against powerful fighters or anything with low HP; any excess points during the switch simply disappear. Drain Touch isn't too good; the damage inflicted is small. LV? S-Flare can be as powerful as Totema if it doesn't affect anyone on your side, or they have armor that absorbs dark damage. White Wind area heals HP equal to the user's current HP. If you're at high HP, it can be more useful than Curaga. Finally Angel Whisper will likely be your main source of Auto-Life through most of the game. Strangely enough, Damage > MP is less useful in a Blue Mage job as it is in other classes. If the user is only attacked by one unit per turn, they're basically invincible. Even 1 MP is enough to stop an attack. Because all the Blue Mage's A-Abilities use MP, he'll likely find himself without enough mana to use any powerful spells. The R-Ability is best used in a physical class like Fighter. Immunity is basically a free Ribbon, but still isn't as good as Double Sword or Weapon ATK+. Learning is obviously essential for any Blue Mage, at least if you want any of his A-Abilities.

Ratings

=====

Strength Rating: ***
Cunning Rating: *****
Mystic Rating: ****
Overall Rating: *****

=====

WARRIOR

=====

Required A-Abilities: None

Equippable Items: Swords, Broadswords, Hats, Helmets, Clothing, Armor, Shields

Stat Growth

=====

Movement: 4 Defense: 8 (40%)
Jump: 2 HP: 9 (20%)
Evade: 50 MP: 2 (10%)
Speed: 0 (90%) Magic Power: 6 (20%)
Attack: 9 (20%) Magic Resistance: 6 (80%)

Battle Tech

=====

A-Abilities

NAME	- AP	- MP	- ITEM	- DESCRIPTION
First Aid	- 100	-	- Shortsword	- Heal HP and recover status
Powerbreak	- 200	-	- Samson Sword	- Lowers target's attack power
Mindbreak	- 200	-	- Buster Sword	- Lowers target's magic power
Magicbreak	- 200	-	- Falchion	- Damages target's mana
Speedbreak	- 200	-	- Silver Sword	- Lowers target's speed
Body Slam	- 300	-	- Striborg	- Large damage but deals one fourth to user
Greased Bolt	- 300	-	- Gale Sword	- Damage bypasses R-Abilities
Downsize	- 300	- 24	- Restorer	- Halves target's HP

S-Abilities

Monkey Grip - 300 - Claymore - Can hold 2-handed swords in one hand
Shieldbearer - 300 - Bronze Shield - Equip shield regardless of job
 - Opal Shield

C-Ability

Combat Combo - 100 - Mythril Sword - Use all JP to do a combination attack

Equippable Weapons

=====

- Beastsword
- Blood Sword
- Burglar Sword
- Buster Sword
- Chirirjiraden
- Claymore
- Eclipse
- El Cid Sword
- Estrel Edge
- Falchion
- Gale Sword
- Leglace Sword
- Mythril Sword
- Onion Sword

Predator
Restorer
Rhomphia
Samson Sword
Shortsword
Silver Sword
Striborg
Tabarise
Vajra
Victor Sword
Vitanova

Description

=====

The brutish Warriors are the Bangaa version of Soldiers. Their first 5 attacks, S, and C-Abilities are the same as the Soldiers. Body Slam is a slightly weaker version of Backdraft and deals heavy damage; use it only if you have plenty of HP to spare. Greased Bolt not only looks cool; it bypasses R-Abilities, which can sometimes come in handy. Downsize is ridiculously out of place on a Warrior, but it's still welcome; this Demi-style attack works great on units with high HP and defense like Paladins or Rockbeasts.

Ratings

=====

Strength Rating: *****
Cunning Rating: **
Mystic Rating: *
Overall Rating: ***

=====

DRAGOON

=====

Required A-Abilities: 2 Warrior

Equippable Items: Swords, Spears, Helmets, Armor

Stat Growth

=====

Movement: 3 Defense: 8 (30%)
Jump: 3 HP: 8 (20%)
Evade: 40 MP: 1 (10%)
Speed: 1 (10%) Magic Power: 5 (50%)
Attack: 9 (90%) Magic Resistance: 6 (00%)

Dragon Tech

=====

A-Abilities

NAME	- AP	- ITEM	- DESCRIPTION
Jump	- 100	- Javelin	- High damage from up to 4 squares away, can only be used with a spear
Lancet	- 300	- Restorer	- Drains HP from target
Wyrmtamer	- 200	- Buster Sword	- Makes Dragon leave battle
Fire Breath	- 300	- Lava Spear	- Spreading fire damage
Bolt Breath	- 300	- Gae Bolg	- Spreading lightning damage
Ice Breath	- 300	- Ice Lance	- Spreading ice damage
Wyrkiller	- 300	- Blood Sword	- Heavy damage to Dragons
Bangaa Cry	- 200	- Dragon Whisker	- Spreading damage

R-Abilities

Dragonheart - 300 - Vitanova - Cats Auto-Life on self when damaged

C-Abilities

Dragon Combo - 100 - Mythril Spear - Use all JP to do a combination attack

Equippable Weapons

=====

Bangaa Spike
Beastspear
Blood Sword
Burglar Sword
Buster Sword
Chirirjiraden
Dragon Whisker
Gae Bolg
Gale Sword
Ice Lance
Javelin
Kain's Lance
Laglace Sword
Lava Spear
Mythril Spear
Mythril Sword
Odin Lance
Onion Sword
Partisan
Restorer
Shortsword
Silver Sword
Trident
Victor Sword
Vitanova

Description

=====

Dragoons are a cool-looking, powerful warrior class that gets power by imitating the abilities of Dragons. They have the highest base attack power of any job and can attack 2 units simultaneously with Spears. Their Jump ability is a more powerful version of Air Render, but it can only be used with a Spear equipped. Lancet is only useful when you're damaged; I don't think it deals as much damage as a regular attack. Like Oust and Parley, I can't figure out how to get Wyrmtamer to work (sorry). Their 3 elemental breaths are the same as the real Dragon's. They spread out like Air Blast and deal good elemental damage. Wyrmkiller can quickly neutralize the most dangerous monsters in the game; it makes Dragoons completely worthwhile when fighting Dragons. Bangaa Cry is a slightly stronger version of the breath attacks, but deals nonelemental damage. Their R-Ability, Dragonheart, is probably the best R-Ability in the game. They're invincible with it unless taken out in one hit.

Ratings

=====

Strength Rating: *****
Cunning Rating: *
Mystic Rating: *
Overall Rating: ****

=====
DEFENDER
=====

Required A-Abilities: 2 Warrior

Equippable Items: Knightswords, Broadswords, Helmets, Armor, Robes

Stat Growth

=====

Movement: 3 Defense: 9 (40%)
Jump: 3 HP: 8 (40%)
Evade: 35 MP: 1 (40%)
Speed: 0 (90%) Magic Power: 6 (30%)
Attack: 8 (80%) Magic Resistance: 7 (20%)

Defend

=====

A-Abilities

Table with 4 columns: NAME, AP, ITEM, DESCRIPTION. Rows include Tremor, Meltdown, Defense, Drop Weapon, Hibernate, Mow Down, Aura, and Expert Guard.

R-Ability

Last Berserk - 300 - Predator - Goes berserk when in critical health

S-Ability

Weapon DEF+ - 300 - Diamond Armor - Increases physical defense

C-Ability

Defend Combo - 100 - Mythril Brand - Use all JP to do a combination attack

Equippable Weapons

=====

- Apocalypse
Arch Sword
Beastsword
Claymore
Defender
Eclipse
El Cid Sword
Estrel Edge
Excalibur
Excalibur 2
Falchion

Lionheart
Lohengrin
Mythril Brand
Nagrarok
Predator
Ragnarok
Rhomphia
Samson Sword
SaveTheQueen
Sequence
Striborg
Tabarise
Vajra

Description

=====

Defenders are the Bangaa version of Paladins. Obviously, they have very powerful physical defense and are also capable attackers. Tremor is a slightly weaker hybrid of Wild Swing and Rush. It's supremely useful when surrounded. It damages all nearby units, pushes them back to create an escape route, and prevents counters. Meltdown can also be useful when surrounded; it's basically Blowup with less accuracy. Defense is exactly the same as the Paladin ability; useful if you can't reach enemies. Drop Weapon is also the same. Hibernate isn't very useful; use First Aid or Chakra if possible. Mow Down also damages all adjacent units, but dizzies the Defender, slowing him down and reducing his evasion. Aura is probably the Defender's best ability; it can make him nearly invincible with Auto-Life. It also combos well with Meltdown. Once you have it, make sure it's always in effect. Expert Guard is an upgrade of Defense; once you have it you'll never go back. No attacks will miss your Defender, but when they don't scratch you, who cares? (unless they're status attacks) Last Berserk isn't too good if you like using non-fight commands; Bonecrusher and Dragonheart are much better.

Ratings

=====

Strength Rating: *****
Cunning Rating: **
Mystic Rating: *
Overall Rating: ****

=====

GLADIATOR

=====

Required A-Abilities: 2 Warrior

Equippable Items: Blades, Hats, Clothing

Stat Growth

=====

Movement: 3 Defense: 8 (70%)
Jump: 2 HP: 8 (40%)
Evade: 50 MP: 2 (70%)
Speed: 1 (10%) Magic Power: 5 (90%)
Attack: 9 (70%) Magic Resistance: 6 (40%)

Spellblade Tech

=====

A-Abilities

```

-----
NAME      - AP  - MP  - ITEM      - DESCRIPTION
Rush      - 100 -    - Sweep Blade - Damage and knock back target
Wild Swing - 200 -    - Ogun Blade  - Damage on all sides
Beatdown  - 200 -    - Shadow Blade - High damage but low accuracy
Blitz     - 200 -    - Sun Blade   - Low damage but high accuracy
Fire Sword - 200 - 10 - Flametongue - Large fire melee damage
Bolt Sword - 200 - 10 - Air Blade   - Large lightning melee damage
Ice Sword  - 200 - 10 - Icebrand    - Large ice melee damage
Ultima Sword - 999 - 60 - Materia Blade - Triple damage attack

```

R-Ability

```

-----
Strikeback - 300 - Wygar - Block and counter normal attacks

```

S-Ability

```

-----
Doublehand - 300 - Venus Blade - Increase attack of 1-handed swords

```

C-Ability

```

-----
Sword Combo - 100 - Mythril Blade - Use all JP to do a combination attack

```

Equippable Weapons

```

=====
Adaman Blade
Air Blade
Atmos Blade
Avuiyr Blue
Avuiyr Red
Ebon Blade
Flametongue
Ice Brand
Kwigoon Blade
Mythril Blade
Ogun Blade
Paraiba Blade
Pearl Blade
Shadow Blade
Sun Blade
Sweep Blade
Venus Blade

```

Description

```

=====
Gladiators are experienced warriors, the Bangaa equivalent of Fighters. Their first 4 abilities, and S and R-Abilities are copies of the Fighter's. Their 3 Spellblade attacks use 10 MP to power up their blades with fire, ice, or lightning. If you have the MP, it can be a great way to deal extra damage. Gladiators are also capable of using the Bangaa Ultima, Ultima Sword. Like all other Ultima attacks, it deals huge damage.

```

Ratings

```

=====
Strength Rating: *****
Cunning Rating:  *
Mystic Rating:   **
Overall Rating:  ****

```

=====

WHITE MONK

=====

Required A-Abilities: None

Equippable Items: Knuckles, Clothing

Stat Growth

=====

Movement: 4 Defense: 7 (50%)
Jump: 2 HP: 6 (00%)
Evade: 60 MP: 1 (10%)
Speed: 1 (40%) Magic Power: 8 (30%)
Attack: 8 (10%) Magic Resistance: 6 (80%)

Monk Tech

=====

A-Abilities

NAME	- AP	- ITEM	- DESCRIPTION
Whirlwind	- 100	- Hard Knuckles	- Damage all adjacent units
Air Render	- 200	- Kaiser Knuckles	- Damage from up to 3 squares away
Earth Render	- 200	- Tiger Fangs	- Damages in a line in front of user
Far Fist	- 200	- Godhand	- Area damage up to 4 squares away
Chakra	- 200	- Cat Claws	- Heals own HP and recovers status
Revive	- 300	- Survivor	- Revive adjacent KOed unit
Exorcise	- 300	- Rising Sun	- Banish undead
Holy Sign	- 200	- White Fangs	- Dispel status enhancements

R-Abilities

Reflex - 300 - Mirage Vest - Dodge all Fight actions
Counter - 300 - Brigandine - Counter melee attacks

C-Ability

Monk Combo - 100 - Mythril Claws - Use all JP to do a combination attack

Equippable Weapons

=====

Cat Claws
Death Claws
Dream Claws
Godhand
Greasebust
Hard Knuckles
Kaiser Knuckles
Magic Hands
Mythril Claws
Rising Sun
Sick Knuckles
Survivor
Tiger Fangs
White Fang

Description

=====

White Monks are lighter, more magical Bangaa units than Warriors. Their Whirlwind ability is Wild Swing with a different name, and Far Fist and Air Render are copies of the useful Fighter moves. Earth Render is a very useful and long-ranged attack. It deals earth damage to EVERYTHING in front of the White Monk, no matter how far away they are. Chakra is basically a stronger version of First Aid, strong enough to actually be useful. Revive is a melee-range Life with no MP cost, very useful in a pinch. Exorcise, like Burial, is invaluable when fighting Undead, and has a slightly higher hit rate. Holy Sign works like Unspell, but is mainly useful for getting rid of Auto-Life.

Ratings

=====

Strength Rating: ****

Cunning Rating: **

Mystic Rating: **

Overall Rating: ****

=====

TEMPLAR

=====

Required A-Abilities: 2 White Monk

Equippable Items: Spears, Knightswords, Helmets, Hats, Armor, Clothing, Robes

Stat Growth

=====

Movement: 3 Defense: 9 (90%)
Jump: 2 HP: 7 (20%)
Evade: 60 MP: 3 (10%)
Speed: 0 (80%) Magic Power: 8 (20%)
Attack: 8 (10%) Magic Resistance: 7 (20%)

Sacred Tech

=====

A-Abilities

NAME	- AP	- MP	- ITEM-DESCRIPTION
Astra	- 200	- 8	- SaveTheQueen - Area guards once against status ailments
Warcry	- 300	-	- Javelin - Decreases speed of all adjacent enemies
Rasp	- 100	- 24	- Apocalypse - Area MP damage from up to 3 squares away
Cheer	- 100	-	- Partisan - Increases damage of next physical attack
Silence	- 200	- 8	- Ragnarok - Area Silences units
Soul Sphere	- 300	-	- Arch Sword - Area MP damage from up to 2 squares away
Haste	- 200	- 24	- Lohengrin - Increases frequency of target's turns
Lifebreak	- 300	-	- Kain's Lance - Deals damage equal to lost HP

R-Ability

Bonecrusher - 300 - Carabini Mail - Counterattack melee attacks for 1.5X damage

S-Ability

Weapon ATK+ - 300 - Trident - Increases physical attack power

C-Ability

Sacred Combo - 100 - Mythril Brand - Use all JP to do a combination attack

Equippable Weapons

=====

Apocalypse

Arch Sword

Bangaa Spike

Beastspear

Defender

Dragon Whisker

Excalibur

Excalibur 2

Gae Bolg

Ice Lance

Javelin

Kain's Lance

Lava Spear

Lionheart

Lohengrin

Mythril Brand

Mythril Spear

Nagrarok

Odin Lance

Partisan

Ragnarok

SaveTheQueen

Sequence

Trident

Description

=====

Templar are more physical offshoots of the White Monk than Bishops, but still have decent magic stat growth. They also have the highest defense growth of any class, making them great tanks. They are an obviously anti-Magic class, great against magic users. Astra encases an area of units in magical pyramids that offer one-time protection from status ailments. It's a useful blessing if you have nothing else to cast. Warcry is basically an upgrade of Speedbreak, but still isn't too good. Rasp deals a large amount of MP damage, making it a great way to hurt enemy Mages until you get Soul Sphere, which costs no mana. Cheer is a great spell to cast if you can't reach enemies immediately (common with the Templar's low movement). A Cheered Templar can often take out hostile units in one strong blow. Silence is another useful anti-Mage move, preventing all spellcasting for units in the target area. Strangely enough, Templar can use the Time Spell Haste, which as always is very useful for powering up your strong units. Lifebreak is a very opportunistic spell; it can be incredibly strong if the user is critical. Templar can learn the powerful R-Ability Bonecrusher, which ties with Strikeback as the second best Bangaa R-Ability. While Templar have huge weapon defense, their attack is only a little above average. Increase the strength of their attacks with Weapon ATK+ and you have yourself a Mage-killing machine.

Ratings

=====

Strength Rating: *****

Cunning Rating: ***
Mystic Rating: ****
Overall Rating: *****

7. Bangaa Jobs - Magic

-BMJ-

=====
BISHOP
=====

Required A-Abilities: 2 White Monk

Equippable Items: Staves, Hats, Clothing, Robes

Leads to: N/A

Stat Growth

=====
Movement: 3 Defense: 6 (30%)
Jump: 2 HP: 6 (10%)
Evade: 30 MP: 4 (40%)
Speed: 1 (40%) Magic Power: 8 (80%)
Attack: 7 (70%) Magic Resistance: 7 (70%)

Prayer

=====

A-Abilities

NAME	- AP	- MP	- ITEM	- DESCRIPTION
Cura	- 200	- 10	- Cure Staff	- Area heals HP, damages zombies
Dispel	- 200	- 12	- Bless Staff	- Dispels status enhancements
Holy	- 300	- 32	- Nirvana Staff	- Area Holy damage
Barrier	- 300	- 10	- Garnet Staff	- Increases defense and resistance of target
Judge	- 300	- 6	- Cheer Staff	- Steals 2-3 JP from target
Water	- 200	- 12	- Spring Staff	- Area water damage
Aero	- 200	- 12	- Judge Staff	- Area wind damage
Break	- 200	- 20	- Snake Staff	- Petrifies target

R-Ability

Return Magic - 300 - Black Robe - Casts hostile spells back at user

S-Ability

Half MP - 300 - Light Robe - Use half normal MP for spells

C-Ability

Pray Combo - 100 - Mythril Staff - Use all JP to do a combination attack

Equippable Weapons

=====
Bless Staff
Cheer Staff
Cure Staff
Dreamwatcher
Garnet Staff
Guard Staff
Judge Staff
Mythril Staff
Nirvana Staff
Power Staff
Pure Staff
Snake Staff
Spring Staff
White Staff

Description

=====

Bishops are the only remotely magical Bangaa class. They are still pretty tough, but can cast some valuable spells. Cura makes them useful healers, though they must be comboed with White Monk abilities to revive KOed units. Dispel works like Holy Sign and Unspell, only ranged. Holy is a powerful, visually impressive spell that can deal heavy damage. While Barrier only affects one target, it combines the effects of Shell and Protect. Judge is better than Steal: JP, but you'll still rarely use it unless you're desperate for JP. Water and Aero are weaker than Holy, but are actually more efficient because of their low costs. Break is a very impressive status spell; Petrified units are counted as KOed and can't do anything. Half MP is a very important ability; it remedies the Bangaa's overall low MP growth.

Ratings

=====

Strength Rating: ***
Cunning Rating: ****
Mystic Rating: ****
Overall Rating: ****

8. Moogle Jobs - Physical

-MPJ-

=====
THIEF
=====

Required A-Abilities: None

Equippable Items: Knives, Hats, Clothing

Leads to: Juggler (2 Thief A-Abilities)
Gadgeteer (2 Thief A-Abilities)

Stat Growth

=====

Movement: 4 Defense: 8 (40%)
Jump: 3 HP: 6 (80%)
Evade: 70 MP: 2 (20%)
Speed: 1 (90%) Magic Power: 6 (80%)

Attack: 7 (30%) Magic Resistance: 7 (60%)

Steal

=====

A-Abilities

NAME	- AP	- ITEM	- DESCRIPTION
Steal: Armor	- 300	- Rondell Dagger	- Steals Armor worn by foe
Steal: Shield	- 200	- Scramasax	- Steals Shield held by foe
Steal: Access	- 300	- Jambiya	- Steals Accessory held by foe
Steal: Helm	- 300	- Kard	- Steals Helmet worn by foe
Steal: Weapon	- 300	- Sword Breaker	- Steals Weapon wielded by foe
Steal: Gil	- 100	- Jack Knife	- Steals Gil from foe
Steal: EXP	- 100	- Khukuri	- Steals Experience points from foe
Steal: JP	- 200	- Orihalcum	- Steals 1 JP from a foe
Steal: Ability	- 300	- Cinquedea	- Steals 1 random A-Ability from foe

R-Ability

Counter - 300 - Brigandine - Counter's enemy's melee attack

S-Ability

Maintenance - 300 - Adaman Vest - Can't be stolen from and weapons can't be broken

C-Ability

Thief Combo - 100 - Mythril Knife - Use all JP to do a combination attack

Equippable Items

=====

Cinquedea
Jack Knife
Jambiya
Kard
Khukuri
Kris Knife
Mythril Knife
Orihalcum
Rondell Dagger
Scramasax
Sword Breaker
Tiptaptoe
Tonberrian
Zorlin Shape

Description

=====

The Thief is the primary job of a Moogle. After all, isn't Montblanc a thief when you first meet him? Their special abilities all consist of being able to Steal anything under the sun from an adjacent unit. Most of the Steal Abilities aren't too good, but Steal: Armor and Steal: Weapon can net you some rare items. The best Stealing Ability of all is Steal: Ability. If the attack works (it has low accuracy; stop or sleep the foe to increase your luck) and the target has an ability available to a Human or Moogle Class (depending on the race of the Thief), the ability is automatically mastered! Because Thief's stat growths aren't too good on their own, Steal does better as a secondary A-Ability for another job.

Ratings

=====

Strength Rating: ***
Cunning Rating: ****
Mystic Rating: *
Overall Rating: ***

=====

MOG KNIGHT

=====

Required A-Abilities: 1 Animist

Equippable Items: Blades, Helmets, Hats, Armor, Clothing, Shields

Leads to: N/A

Stat Growth

=====

Movement: 3 Defense: 9 (60%)
Jump: 2 HP: 7 (10%)
Evade: 45 MP: 3 (20%)
Speed: 1 (00%) Magic Power: 7 (20%)
Attack: 9 (80%) Magic Resistance: 8 (30%)

Charge

=====

A-Abilities

NAME	- AP	- MP	- ITEM	- DESCRIPTION
Mog Attack	- 100	-	- Flametongue	- Damage enemy and knock back 1 tile
Mog Guard	- 200	-	- Kwigon Blade	- Raises defense and resistance for 1 turn
Mog Lance	- 200	-	- Atmos Blade	- Damage from up to 3 squares away
Mog Rush	- 200	-	- Shadow Blade	- High damage but low hit rate
Mog Shield	- 300	-	- Pearl Blade	- Prevents next status ailment to target
Mog Peek	- 300	-	- Paraiba Blade	- Detects hidden equipment on target
Mog Aid	- 300	-	- Icebrand	- Heal own HP and recovers status
Ultima Charge	- 999	- 60	- Materia Blade	- Triple damage attack

R-Ability

Last Haste - 300 - Gold Armor - Casts Haste on self when made critical

S-Ability

Shieldbearer - 300 - Round Shield/Opal Shield - Can equip shield in any class

C-Ability

Charge Combo - 100 - Mythril Blade - Use all JP to do a combination attack

Equippable Weapons

=====

Adaman Blade
Air Blade

Atmos Blade
Avuiyr Blue
Avuiyr Red
Ebon Blade
Flametongue
Ice Brand
Kwigon Blade
Mythril Blade
Ogun Blade
Paraiba Blade
Pearl Blade
Shadow Blade
Sun Blade
Sweep Blade
Venus Blade

Description

=====

Mog Knights are the most physical Moogles class, blending the abilities of Soldiers, Paladins, and Fighters. They have decent physical stats, and like all Moogles are highly defensive. Mog Attack, Guard, Lance, Rush, and Aid are all copies of said class's moves. Mog Shield works like the Templar's Astra, only non-area effect and costing no mana. Mog Knights are the users of the Moogles' Ultima, Ultima Charge. With a powerful weapon, this attack can be unbelievably strong. For a deadly punch, equip Charge onto a Gunner with Concentrate and a powerful Gun (like the Bindsnipe or Calling Gun). Can you say 400 damage from 8 tiles away? The Mog Knight's R-Ability, Last Haste, isn't as good for getting out of trouble as Last Quicken, but still comes in handy for long battles.

Ratings

=====

Strength Rating: ****
Cunning Rating: **
Mystic Rating: **
Overall Rating: ****

=====

GUNNER

=====

Required A-Abilities: 1 Animist

Equippable Items: Guns, Hats, Clothing

Leads to: N/A

Stat Growth

=====

Movement: 3 Defense: 9 (20%)
Jump: 2 HP: 6 (20%)
Evade: 65 MP: 1 (10%)
Speed: 1 (10%) Magic Power: 5 (60%)
Attack: 7 (80%) Magic Resistance: 8 (10%)

Gunmanship

=====

A-Abilities

NAME	- AP	- ITEM	- DESCRIPTION
Fireshot	- 100	- Aiot Gun	- Deals fire damage
Boltshot	- 100	- Riot Gun	- Deals lightning damage
Iceshot	- 100	- Giot Gun	- Deals ice damage
Confushot	- 200	- Chaos Rifle	- Damages and confuses target
Charmshot	- 300	- Peacemaker	- Damages and charms target
Blindshot	- 100	- Silver Cannon	- Damages and blinds target
Silenshot	- 200	- Lost Gun	- Damages and silences target
Stopshot	- 300	- Outsider	- Damages and stops target

S-Ability

Concentrate - 300 - Longbarrel - Increases attack accuracy

C-Ability

Gun Combo - 100 - Mythril Gun - Use all JP to do a combination attack

Equippable Weapons

=====

Aiot Gun
Blindsnipe
Calling Gun
Chaos Rifle
Giot Gun
Longbarrel
Lost Gun
Mythril Gun
Outsider
Peace Maker
Riot Gun
Silver Cannon

Description

=====

Except for Gadgeteers, Gunners are one of the most technologically advanced classes, and they tie with Jugglers as the best Moogle class. Using their amazing weapons, Gunners can damage and inflict status effects on enemies on the other side of the map. Their 3 elemental shot attacks not only look cool, but also can deal good damage to enemies with high weapon defense, like Flans, Rockbeasts, and Paladins. (I think they deal elemental damage...) Confushot can confuse the target, making it randomly attack friend or foe. It's not nearly as good as Charmshot however, probably one of the best Moogle abilities. Blindshot is great for disabling powerful enemies if nothing else works. Silence can be great for disabling enemy healers if they're pressing their luck. Stopshot is another incredibly powerful ability, perfect for setting units up for low-accuracy attacks. Finally, Gunners can learn Concentrate, which is essential for any good Gunner. Learn it as soon as you can.

Ratings

=====

Strength Rating: **
Cunning Rating: *****
Mystic Rating: *
Overall Rating: *****

=====

JUGGLER

=====

Required A-Abilities: 2 Thief

Equippable Items: Knives, Hats, Clothing

Leads to: N/A

Stat Growth

=====

Movement: 4 Defense: 9 (90%)
Jump: 2 HP: 6 (80%)
Evade: 40 MP: 1 (60%)
Speed: 1 (70%) Magic Power: 6 (40%)
Attack: 8 (20%) Magic Resistance: 6 (40%)

Stunt

=====

A-Abilities

NAME	- AP	- ITEM	-DESCRIPTION
Hurl	- 100	- Kris Knife	- Throws stocked item at enemy up to 4 squares away
Ring	- 200	- Rondell Dagger	- Stops target from up to 4 squares away
Firebomb	- 300	- Khukuri	- Damages and berserks up to 4 squares away
Ball	- 200	- Scramasax	- Confuses target from up to 4 squares away
Dagger	- 300	- Jambiya	- Damages and disables target up to 4 squares away
Smile	- 300	- Orihalcum	- Causes unit up to 4 squares away to take turn next
Gil Toss	- 100	- Jack Knife	- Throw 30 Gil to deal 30 damage

R-Abilities

Catch - 300 - Chain Plate - Catch thrown items and keep them
Return Fire - 300 - Power Sash - Catch arrows and throw them back

C-Ability

Juggle Combo - 100 - Mythril Knife - Use all JP to do a combination attack

Equippable Weapons

=====

Cinquedea
Jack Knife
Jambiya
Kard
Khukuri
Kris Knife
Mythril Knife
Orihalcum
Rondell Dagger
Scramasax
Sword Breaker
Tiptaptoe
Tonberrian
Zorlin Shape

Description

=====

The clownlike Jugglers share the spot of best Moogles class with the Gunner. They are light and nimble tricksters who can throw a variety of objects to wreak havoc on the battlefield. Hurl uses a stocked item to deal damage proportional to the strength of the projectile. It effectively allows you to choose how much damage you'll do. Ring is one of the Juggler's best moves. Unlike Stop it only targets 1 unit, but costs no MP and has better range, making it incredibly useful. Firebomb, like all Berserk spells, is great against enemy spellcasters but very bad on powerful enemy melee units. Ball isn't too great; confused units may still attack you. You probably won't use it much after you have Ring. Dagger is a useful upgrade of Aim: Arm; it deals good damage and may disable the target, rendering them useless. Smile is arguably the Juggler's best attack; it's Quicken, with better range for no mana. Gil Toss uses 30 of your Gil to cast, but always deals 30 damage no matter what; great against high defense units. The Juggler's first R-Ability, Catch, lets them catch items thrown with Hurl or Toss and gives them to you. It's very opportunistic; you're better off with Damage > MP. Return Fire is a ranged version of Strikeback; not quite as good but still one of the better Moogles R-Abilities.

Ratings

=====

Strength Rating: ***
Cunning Rating: *****
Mystic Rating: **
Overall Rating: *****

9. Moogles Jobs - Magic

-MMJ-

=====

BLACK MAGE

=====

Required A-Abilities: None

Equippable Items: Rods, Hats, Clothing, Robes

Leads to: Time Mage (5 Black Mage A-Abilities)

Stat Growth

=====

Movement: 3 Defense: 8 (60%)
Jump: 2 HP: 5 (40%)
Evade: 35 MP: 4 (80%)
Speed: 1 (10%) Magic Power: 8 (40%)
Attack: 6 (70%) Magic Resistance: 9 (70%)

Black Magic

=====

A-Abilities

NAME	- AP	- MP	-ITEM	- DESCRIPTION
Fire	- 100	- 6	- Rod	- Small area fire damage
Fira	- 200	- 12	- Firewheel Rod	- Medium area fire damage

Firaga	- 300	- 24	- Flame Rod	- Large area fire damage
Thunder	- 100	- 6	- Rod	- Small area electric damage
Thundara	- 200	- 12	- Thunder Rod	- Medium electric area damage
Thundaga	- 300	- 24	- Thor Rod	- Large area electric damage
Blizzard	- 100	- 6	- Rod	- Small area ice damage
Blizzara	- 200	- 12	- Sleet Rod	- Medium area ice damage
Blizzaga	- 300	- 24	- Chill Rod	- Large area ice damage

R-Ability

Return Magic - 300 - Black Robe - Casts hostile spells back at user

S-Ability

Geomancy - 300 - Sage Robe - Lowers enemy elemental resistance

C-Ability

Black Combo - 100 - Mythril Rod - Use all JP to do a combination attack

Equippable Weapons

=====

Chill Rod
Firewheel Rod
Flame Rod
Force Rod
Heretic Rod
Mythril Rod
Princess Rod
Rod
Sapere Aude
Sleet Rod
Stardust Rod
Terre Rod
Thor Rod
Thunder Rod

Description

=====

Shrouded in mysterious cloaks and straw hats, Black Magi are the opposites of White Magi. Rather than healing your party with Holy magic like the benevolent White Mages, they like nothing better than blasting the life out of your enemies with raw elemental fury! All the Black Mage's A-Abilities are elemental spells of fire, ice, or lightning. Each also has 3 levels of power. Like White Magi, Black Magi are best off staying behind your fighting units, snooping around blasting the enemies to atoms. Their Return Magic R-Ability makes them effective anti-casters. They can cripple enemy mages by copying spells they're hit with back onto the caster. Geomancy decreases the elemental resistance of all the enemies they attack. For example, enemies that would absorb the magic now take no damage from it; enemies immune to magic take reduced damage...

Ratings

=====

Strength Rating: *
Cunning Rating: **
Mystic Rating: *****
Overall Rating: ****

=====

TIME MAGE

=====

Required A-Abilities: 5 Black Mage

Equippable Items: Rods, Hats, Clothing, Robes

Leads to: N/A

Stat Growth

=====

Movement: 3 Defense: 9 (60%)
Jump: 2 HP: 6 (20%)
Evade: 30 MP: 3 (40%)
Speed: 1 (20%) Magic Power: 9 (20%)
Attack: 6 (60%) Magic Resistance: 9 (60%)

Time Magic

=====

A-Abilities

NAME	- AP	-MP	- ITEM	- DESCRIPTION
Haste	- 200	- 24	- Firewheel Rod	- Double frequency of target's turns
Quicken	- 300	- 24	- Thor Rod	- Target takes turn after user
Slow	- 200	- 12	- Terre Rod	- Area half frequency of target's turns
Reflect	- 300	- 8	- Thunder Rod	- Casts Reflect on target
Stop	- 300	- 24	- Chill Rod	- Area stops targets
Silence	- 200	- 8	- Sleet Rod	- Prevents spellcasting from all units in target area
Quarter	- 200	- 10	- Force Rod	- Damage = one fourth of target's HP
Demi	- 300	- 24	- Stardust Rod	- Damage = one half of target's HP

R-Ability

Last Quicken - 300 - Lordly Robe - Casts Quicken on self when made critical

C-Ability

Time Combo - 100 - Mythril Rod - Use all JP to do a combination attack

Equippable Weapons

=====

Chill Rod
Firewheel Rod
Flame Rod
Force Rod
Heretic Rod
Mythril Rod
Princess Rod
Rod
Sapere Aude
Sleet Rod
Stardust Rod
Terre Rod
Thor Rod
Thunder Rod

Description

=====
Except for White Magi, Time Magi are quite possibly the best support units to have. Their time-altering spells can tilt the scales in your favor while incapacitating enemies. When cast on a unit, Haste doubles the frequency of its turns. Cast this on your most powerful unit (say, a Paladin with 2 Excalibur2s) to double the damage it can inflict, making it a very powerful spell. Quicken makes the target take a turn immediately after the user. It's useful for the same reasons as Haste. If you absolutely need the services of one of your units, cast Quicken and give your Time Mage's turn away. Slow is basically the reverse of Haste. Cast it on powerful units of your opponents to severely weaken them. When cast on a friendly unit, a Reflect shield nullifies White, Black, Red, and Time Magic and sends it back at the caster. If your opponent has lots of mages, it's always a good idea to cast this at the start of the battle. Stop is in effect the upgrade of Slow. It stops enemies units altogether, preventing them from doing anything and making them sitting ducks for attack. Because Stopped units can't move a muscle, all attacks that can hit, will hit. This is a great way to make inaccurate attacks like Steal: Ability, Burial (or Exorcism), or Capture more effective. Unlike Sleep, Stopped units don't "wake up" when they're damaged. Silence can be a powerful anti-caster spell, though Reflect mostly works better. Quarter and Demi both turn the target's size against it, subtracting a set quantity of HP. This move is great against units with high HP or defense, but should never be used on weakened units. The Time Mage's R-Ability, Last Quicken, is great for getting him out of danger if he's lucky enough not to be killed instantly.

Ratings

=====

Strength Rating: *
Cunning Rating: *****
Mystic Rating: ****
Overall Rating: *****

=====

ANIMIST

=====

Required A-Abilities: None

Equippable Items: Instruments, Hats, Clothing

Leads to: Mog Knight (1 Animist A-Ability)
Gunner (1 Animist A-Ability)

Stat Growth

=====

Movement: 4 Defense: 8 (80%)
Jump: 2 HP: 7 (20%)
Evade: 55 MP: 2 (60%)
Speed: 1 (20%) Magic Power: 7 (20%)
Attack: 7 (60%) Magic Resistance: 9 (80%)

Call

=====

A-Abilities

NAME	- AP	- MP	- ITEM	- DESCRIPTION
Sheep Count	- 100	- 8	- Glass Bell	- Puts units in an area to sleep
100% Wool	- 200	- 8	- Earth Bell	- Raises own defense and resistance

Cuisine - 300 - 32 - Heal Chime - Fully heals adjacent unit's HP
Tail Wag - 200 - 8 - Fairy Harp - Charms adjacent unit
Chocobo Rush - 300 - 12 - Satyr Flute - Damages units in a line
Frogsong - 200 - 18 - Aona Flute - Turns adjacent unit into a frog
Friend - 300 - 12 - Blood Strings - Summons a random creature
Catnip - 100 - 12 - War Trumpet - Drives adjacent unit berserk

R-Ability

Block Arrows - 300 - Green Beret - Dodge all arrow-based attacks

C-Ability

Animal Combo - 100 - Mythril Instrument - Use all JP to do a combination attack

Equippable Items

=====

Aona Flute
Black Quena
Blood Strings
Conch Shell
Dark Fiddle
Demon Bell
Earth Bell
Fairy Harp
Fell Castanets
Glass Bell
Heal Chime
Mythril Bell
Satyr Flute
War Trumpet

Description

=====

Animists are nature-loving Moogles that can summon animals to help them in battle. Sheep Count summons some floating sheep to try and put all units in an area to sleep. 100% Wool works like Barrier, but it can only target the Animist. Cuisine can be one of the most useful healing spells in the game at higher levels. It always restores all of the target's HP, perfect for restoring critical units. Like all Charming attacks, Tail Wag is very good, but not as good as Cupid or Stopshot. Chocobo Rush is one of the Animist's most unique attacks. It works like Earth Render, but also deals damage behind the Animist as well as in front. With Chocobo Rush, Animists can deal damage to units from across the field, second only to Illusionists in range. Frogsong is possibly better than Tail Wag; frogs can only use a 1-HP attack and for all purposes can be considered dead. Friend casts a random spell from the Viera Summoner's A-Ability list. This is a very risky move; there are 4 harmful and 4 helpful creatures to be Summoned. While Tail Wag is probably preferable to Catnip, it is still great for hosing Mages.

Ratings

=====

Strength Rating: ***
Cunning Rating: ****
Mystic Rating: ***
Overall Rating: ***

=====

GADGETEER

=====

Required A-Abilities: 2 Thief

Equippable Items: Knuckles, Hats, Clothing

Leads to: N/A

Stat Growth

=====

Movement: 3 Defense: 9 (60%)
Jump: 2 HP: 7 (20%)
Evade: 50 MP: 2 (40%)
Speed: 0 (90%) Magic Power: 7 (30%)
Attack: 8 (20%) Magic Resistance: 9 (20%)

Pandora

=====

A-Abilities

NAME	- AP	- MP	- ITEM	- DESCRIPTION
Red Spring	- 200	- 12	- Rising Sun	- Randomly casts Haste on either party
Blue Screw	- 200	- 12	- White Fangs	- Randomly casts Dispel on either party
Green Gear	- 200	- 12	- Sick Knuckles	- Randomly Poisons either party
Silver Disc	- 200	- 12	- Hard Knuckles	- Randomly Blinds either party
Gold Battery	- 200	- 12	- Cat Claws	- Randomly Heals either party
Black Ingot	- 200	- 12	- Death Claws	- Randomly Dooms either party
Chroma Gem	- 200	- 12	- Dream Claws	- Randomly puts either party to Sleep
Yellow Spring	- 200	- 12	- Survivor	- Randomly casts Barrier on either target

R-Abilities

Auto-Regen - 300 - Gaia Gear - Casts Regen on self when damaged
Damage > MP - 300 - Judo Uniform - Takes MP damage instead of HP

C-Ability

Gadget Combo - 100 - Mythril Claws - Use all JP to do a combination attack

Equippable Weapons

=====

Cat Claws
Death Claws
Dream Claws
Godhand
Greasebust
Hard Knuckles
Kaiser Knuckles
Magic Hands
Mythril Claws
Rising Sun
Sick Knuckles
Survivor
Tiger Fangs
White Fang

Description

=====

Gadgeteers are curious Moogles that love tinkering with inventions they keep in Pandora's box. They have the ability to bless, or curse entire parties with various status ailments by flipping a coin. They are the most unpredictable class in the game; there's no telling which side they'll hit. This randomness makes them semi-useless (and unworthy of being on my team), unless you have equipped items that prevent various status ailments. (example, Fortune Rings with Chroma Gem) They do, however, learn the ever-useful Damage > MP ability, which like with the Blue Mage works best for non MP-consuming classes. The ratings section below would make you think they are pretty useful units, but in fact they're only good if you're Derren Brown or have starred in The Deer Hunter.

Ratings

=====

Strength Rating: ****

Cunning Rating: ****

Mystic Rating: ***

Overall Rating: *

10. Nu Mou Jobs - Physical

-NMP-

=====

BEASTMASTER

=====

Required A-Abilities: None

Equippable Items: Instruments, Hats, Clothing

Leads to: Morpher (5 Beastmaster A-Abilities)

Sage (2 Beastmaster A-Abilities, 3 White Mage A-Abilities)

Stat Growth

=====

Movement: 4 Defense: 8 (80%)
Jump: 2 HP: 7 (40%)
Evade: 55 MP: 2 (10%)
Speed: 1 (20%) Magic Power: 6 (80%)
Attack: 8 (80%) Magic Resistance: 8 (40%)

Control

=====

A-Abilities

NAME	- AP	- ITEM	- DESCRIPTION
Goblin	- 200	- Demon Ball - War Trumpet	- Control Goblins and Redcaps
Flan	- 200	- Demon Ball - Glass Bell	- Control Flans, Jellies, and Creams
Bomb	- 200	- Demon Bell - Aona Flute	- Control Bomb and Grenades
Dragon	- 200	- Earth Bell	- Control Firewyrms, Icedrakes, and Thundrakes

Lamia - 200 - Glass Bell - Control Lamias and Lilliths
 Bug - 200 - Fairy Harp - Control Antlions and Jawbreakers
 Tonberry - 200 - Blood Strings - Control Tonberries and Master Tonberries
 Panther - 200 - War Trumpet - Control Red Panthers and Coeurls
 Malboro - 200 - Aona Flute - Control Malboros and Great Malboros
 Floateye - 200 - Black Quena - Control Floateyes and Ahrimans
 Undead - 200 - Black Quena - Control Zombies and Vampires
 Fairy - 200 - Fairy Harp - Control Sprites and Titanias
 Rockbeast - 200 - Conch Shell - Control Toughskins and Blade Biters

R-Ability

Last Haste - 300 - Ninja Gear - Casts Haste on self when made critical

S-Ability

Immunity - 300 - Survival Vest - Immune to status ailments

C-Ability

Beast Combo - 100 - Mythril Bell - Use all JP to do a combination attack

Equippable Weapons

=====

Aona Flute
 Black Quena
 Blood Strings
 Conch Shell
 Dark Fiddle
 Demon Bell
 Earth Bell
 Fairy Harp
 Fell Castanets
 Glass Bell
 Heal Chime
 Mythril Bell
 Satyr Flute
 War Trumpet

Description

=====

Beastmasters are much like Animists; they both use the power of music to control animals. Unlike Animists, they don't summon animals but instead control existing ones. Their abilities let them take control of any monster for a turn. Their main strategic value is obvious: take control of a powerful enemy monster and attack other monsters with it. They are also invaluable for getting an effective Blue Mage because they can force monsters to use any attack (except the Bomb's Blowup). It's always a good idea to bring a Beastmaster along when fighting a monster-heavy party.

Ratings

=====

Strength Rating: ***
 Cunning Rating: ****
 Mystic Rating: **
 Overall Rating: ***

=====

MORPHER

Required A-Abilities: 5 Beastmaster

Equippable Items: Souls, Hats, Clothing, Robes

Leads to: N/A

Stat Growth

=====
Movement: 3 Defense: 8 (10%)
Jump: 2 HP: 6 (80%)
Evade: 30 MP: 2 (80%)
Speed: 1 (60%) Magic Power: 7 (60%)
Attack: 7 (10%) Magic Resistance: 8 (20%)

Morph

=====

A-Abilities

NAME	- AP	- ITEM	- DESCRIPTION
Goblin	- 200	- Goblin Soul	- Morph into Goblins and Redcaps
Flan	- 200	- Flan Soul	- Morph into Flans, Creams, and Puddings
Bomb	- 200	- Bomb Soul	- Morph into Bombs and Grenades
Dragon	- 200	- Dragon Soul	- Morph into Icedrakes, Firewyrms, & Thundrakes
Lamia	- 200	- Lamia Soul	- Morph into Lamias and Lilliths
Bug	- 200	- Bug Soul	- Morph into Antlions and Jawbreakers
Panther	- 200	- Panther Soul	- Morph into Red Panthers and Coeurls
Malboro	- 200	- Malboro Soul	- Morph into Malboros and Great Malboros
Floateye	- 200	- Eye Soul	- Morph into Floateyes and Ahrimans

R-Ability

Damage > MP - 300 - Judo Uniform - Take MP damage instead of HP

C-Ability

Morph Combo - 100 - Mythril Soul - Use all JP to do a combination attack

Equippable Weapons

=====

Bomb Soul
Bug Soul
Dragon Soul
Dread Soul
Eye Soul
Flan Soul
Goblin Soul
Lamia Soul
Malboro Soul
Mythril Soul
Panther Soul
Rukavi Soul

Description

=====

The mysterious Morphers have the power to be the deadliest class in the entire game, if you have enough Gil to make them effective. These mystic Nu Mou can use their powers to assume the form, moves, and stats of monsters you've

captured using the Hunter's ability. The main point of Morphers is to take advantage of moved Blue Magi can't use, like the Coeurl's Blaster, Jawbreaker's Lv. 5 Death, and Lillith's Poison Frog. Unfortunately, they can't become some of the most powerful monsters, Rockbeasts, Undead, Fairies, and Tonberries. Morphers arguably have the largest moveset of any job; their only weakness is that they require a turn to morph or switch forms. Also, to help you build a Morpher, here are some things you should know:

-Monsters start at minimum happiness when caught. The best way to max out their happiness is to feed them 30 Curealls all at once.

-Once they are happy, you can feed them more rare items to permanently boost their stats. Elixirs boost all their stats (except speed) by 1, and for much less Gil Curealls boost monster's stats by one half of a point each. Ethers work slightly less than Curealls, but they can't be bought. See TFergusson's Game Mechanics FAQ for more Monster Bank info.

-Remember to capture a Goblin and a Thundrake early in the game, before they disappear forever!

Note: The Ratings depend on the stats of your captured monsters.

Ratings

=====

Strength Rating: between *** and *****

Cunning Rating: between ** and *****

Mystic Rating: between * and *****

Overall Rating: between *** and *****

11. Nu Mou Jobs - Magic

-NMM-

=====

WHITE MAGE

=====

Required A-Abilities: None

Equippable Items: Staves, Hats, Clothing, Robes

Leads to: Illusionist (3 White Mage A-Abilities, 5 Black Mage A-Abilities)
Alchemist (3 White Mage A-Abilities, 5 Black Mage A-Abilities)
Sage (3 White Mage A-Abilities, 2 Beastmaster A-Abilities)

Stat Growth

=====

Movement: 3 Defense: 7 (30%)
Jump: 2 HP: 5 (80%)
Evade: 40 MP: 5 (60%)
Speed: 1 (20%) Magic Power: 8 (80%)
Attack: 5 (70%) Magic Resistance: 8 (40%)

White Magic

=====

A-Abilities

NAME	- AP	- MP	-ITEM	- DESCRIPTION
Cure	- 100	- 6	- White Staff	- Area heals small amount of HP

Cura - 200 - 10 - Cure Staff - Area heals medium amount of HP
Curaga - 300 - 16 - Spring Staff - Area heals large amount of HP
Esuna - 200 - 18 - Pure Staff - Area recovers status
Life - 200 - 10 - Bless Staff - Revives target
Full-Life - 300 - 20 - Nirvana Staff - Revives target with full HP
Auto-Life - 200 - 16 - Cheer Staff - Auto-Revives target when KOed
Shell - 100 - 6 - Judge Staff - Area increases magic resistance
Protect - 100 - 6 - Guard Staff - Area increases weapon defense

S-Ability

Turbo MP - 300 - White Robe - Doubles MP for double magic power and accuracy

C-Ability

White Combo - 100 - Mythril Staff - Use all JP to do a combination attack

Equippable Weapons

=====

Bless Staff
Cheer Staff
Cure Staff
Dreamwatcher
Garnet Staff
Guard Staff
Judge Staff
Mythril Staff
Nirvana Staff
Power Staff
Pure Staff
Snake Staff
Spring Staff
White Staff

Description

=====

Nu Mou White Magi are like Human ones, only with better magic stats, making them even better healers. The Cure series of spells all restores HP to up to 5 units in an X pattern. Their use is obvious; keeping your units alive. If they fail at that, Life and Full-Life can revive KOed units, while Auto-Life can safeguard against KOs ahead of time. Esuna is incredibly valuable, curing almost any status ailment on up to 5 units. Shell and Protect can shield your units from harm if you can find the time to cast them. Finally, Turbo MP can superpower your Mage's spells if you have the MP to use it.

Ratings

=====

Strength Rating: *
Cunning Rating: ***
Mystic Rating: *****
Overall Rating: *****

=====

BLACK MAGE

=====

Required A-Abilities: None

Equippable Items: Rods, Hats, Clothing, Robes

Stat Growth

=====

Movement: 3 Defense: 6 (80%)
Jump: 2 HP: 5 (40%)
Evade: 35 MP: 4 (20%)
Speed: 0 (90%) Magic Power: 9 (20%)
Attack: 6 (20%) Magic Resistance: 10 (20%)

Black Magic

=====

A-Abilities

NAME	- AP	- MP	- ITEM	- DESCRIPTION
Fire	- 100	- 6	- Rod	- Small area fire damage
Fira	- 200	- 12	- Firewheel Rod	- Medium area fire damage
Firaga	- 300	- 24	- Flame Rod	- Large area fire damage
Thunder	- 100	- 6	- Rod	- Small area electric damage
Thundara	- 200	- 12	- Thunder Rod	- Medium electric area damage
Thundaga	- 300	- 24	- Thor Rod	- Large area electric damage
Blizzard	- 100	- 6	- Rod	- Small area ice damage
Blizzara	- 200	- 12	- Sleet Rod	- Medium area ice damage
Blizzaga	- 300	- 24	- Chill Rod	- Large area ice damage

R-Ability

Return Magic - 300 - Black Robe - Casts hostile spells back at user

S-Ability

Geomancy - 300 - Sage Robe - Lowers enemy elemental resistance

C-Ability

Black Combo - 100 - Mythril Rod - Use all JP to do a combination attack

Equippable Weapons

=====

Chill Rod
Firewheel Rod
Flame Rod
Force Rod
Heretic Rod
Mythril Rod
Princess Rod
Rod
Sapere Aude
Sleet Rod
Stardust Rod
Terre Rod
Thor Rod
Thunder Rod

Description

=====

Shrouded in mysterious cloaks and straw hats, Black Magi are the opposites of White Magi. Rather than healing your party with Holy magic like the benevolent White Mages, they like nothing better than blasting the life out of your enemies with raw elemental fury! All the Black Mage's A-Abilities are elemental

spells of fire, ice, or lightning. Each also has 3 levels of power. Like White Magi, Black Magi are best off staying behind your fighting units, snooping around blasting the enemies to atoms. Their Return Magic R-Ability makes them effective anti-casters. They can cripple enemy mages by copying spells they're hit with back onto the caster. Geomancy decreases the elemental resistance of all the enemies they attack. For example, enemies that would absorb the magic now take no damage from it; enemies immune to magic take reduced damage... Nu Mou Black Magi also have better magic stats. Like Moogles Black Mages, their Magic Resistance is through the roof.

Ratings

=====

Strength Rating: *
Cunning Rating: **
Mystic Rating: *****
Overall Rating: ****

=====

ILLUSIONIST

=====

Required A-Abilities: 3 White Mage, 5 Black Mage

Equippable Items: Rods, Clothing, Hats, Robes

Leads to: N/A

Stat Growth

=====

Movement: 3 Defense: 6 (40%)
Jump: 2 HP: 5 (10%)
Evade: 30 MP: 7 (50%)
Speed: 0 (70%) Magic Power: 9 (70%)
Attack: 5 (70%) Magic Resistance: 8 (70%)

Phantasm Skill

=====

A-Abilities

NAME	- AP	- MP	- ITEM	- DESCRIPTION
Prominence	- 100	- 32	- Firewheel Rod	- Fire damage to all enemies
Tempest	- 100	- 32	- Thunder Rod	- Electric damage to all enemies
Freezeblink	- 100	- 32	- Sleet Rod	- Ice damage to all enemies
Star Cross	- 300	- 32	- Princess Rod	- Holy damage to all enemies
Stardust	- 300	- 32	- Stardust Rod	- Damage to all enemies
Deluge	- 200	- 32	- Chill Rod	- Water damage to all enemies
Soil Evidence	- 200	- 32	- Terre Rod	- Earth damage to all enemies
Wild Tornado	- 200	- 32	- Thor Rod	- Wind damage to all enemies

R-Ability

Absorb MP - 300 - Lordly Robe - Absorbs MP from any spells cast on user

S-Ability

Half MP - 300 - Light Robe - Spells cost half as much MP

C-Ability

Spell Combo - 100 - Mythril Rod - Use all JP to do a combination attack

Equippable Weapons

=====

- Chill Rod
- Firewheel Rod
- Flame Rod
- Force Rod
- Heretic Rod
- Mythril Rod
- Princess Rod
- Rod
- Sapere Aude
- Sleet Rod
- Stardust Rod
- Terre Rod
- Thor Rod
- Thunder Rod

Description

=====

Illusionists are some of the most powerful spellcasters in the game, wielding visually impressive spells that attack all enemies at once. Unlike Totema, however, they may miss, so be careful. Since the spells always hit enemies no matter the caster's position, you should always keep your Illusionist as far away from the enemies as possible. The Illusionist's R-Ability, Absorb MP, isn't too useful unless he manages to survive an Ultima attack. His S-Ability is actually quite valuable because of the high costs of the Phantasm spells. Like Black and White Magi, Nu Mou Illusionists have better magic stats but worse physical stats than their Human counterparts.

Ratings

=====

- Strength Rating: *
- Cunning Rating: **
- Mystic Rating: *****
- Overall Rating: ***

=====

TIME MAGE

=====

Required A-Abilities: 5 Black Mage

Equippable Items: Rods, Hats, Clothing, Robes

Leads to: N/A

Stat Growth

=====

- Movement: 3 Defense: 6 (80%)
- Jump: 2 HP: 5 (20%)
- Evade: 30 MP: 3 (50%)
- Speed: 1 (10%) Magic Power: 10 (30%)
- Attack: 5 (40%) Magic Resistance: 9 (40%)

Time Magic

=====

A-Abilities

NAME	- AP	-MP	- ITEM	- DESCRIPTION
Haste	- 200	- 24	- Firewheel Rod	- Double frequency of target's turns
Quicken	- 300	- 24	- Thor Rod	- Target takes turn after user
Slow	- 200	- 12	- Terre Rod	- Area half frequency of target's turns
Reflect	- 300	- 8	- Thunder Rod	- Casts Reflect on target
Stop	- 300	- 24	- Chill Rod	- Area stops targets
Silence	- 200	- 8	- Sleet Rod	- Prevents spellcasting from all units in target area
Quarter	- 200	- 10	- Force Rod	- Damage = one fourth of target's HP
Demi	- 300	- 24	- Stardust Rod	- Damage = one half of target's HP

R-Ability

Last Quicken - 300 - Lordly Robe - Casts Quicken on self when made critical

C-Ability

Time Combo - 100 - Mythril Rod - Use all JP to do a combination attack

Equippable Weapons

=====

Chill Rod
Firewheel Rod
Flame Rod
Force Rod
Heretic Rod
Mythril Rod
Princess Rod
Rod
Sapere Aude
Sleet Rod
Stardust Rod
Terre Rod
Thor Rod
Thunder Rod

Description

=====

Except for White Magi, Time Magi are quite possibly the best support units to have. Their time-altering spells can tilt the scales in your favor while incapacitating enemies. When cast on a unit, Haste doubles the frequency of its turns. Cast this on your most powerful unit (say, a Paladin with 2 Excalibur2s) to double the damage it can inflict, making it a very powerful spell. Quicken makes the target take a turn immediately after the user. It's useful for the same reasons as Haste. If you absolutely need the services of one of your units, cast Quicken and give your Time Mage's turn away. Slow is basically the reverse of Haste. Cast it on powerful units of your opponents to severely weaken them. When cast on a friendly unit, a Reflect shield nullifies White, Black, Red, and Time Magic and sends it back at the caster. If your opponent has lots of mages, it's always a good idea to cast this at the start of the battle. Stop is in effect the upgrade of Slow. It stops enemies units altogether, preventing them from doing anything and making them sitting ducks for attack. Because Stopped units can't move a muscle, all attacks that can hit, will hit. This is a great way to make inaccurate attacks like Steal: Ability, Burial (or Exorcism), or Capture more effective. Unlike Sleep, Stopped units don't "wake up" when they're damaged. Silence can be a powerful anti-

caster spell, though Reflect mostly works better. Quarter and Demi both turn the target's size against it, subtracting a set quantity of HP. This move is great against units with high HP or defense, but should never be used on weakened units. The Time Mage's R-Ability, Last Quicken, is great for getting him out of danger if he's lucky enough not to be killed instantly.

Nu Mou Time Mages have huge Magic Power growth, so you may want to level up several of your Nu Mou as them.

Ratings

=====

Strength Rating: *
Cunning Rating: *****
Mystic Rating: ****
Overall Rating: *****

=====

ALCHEMIST

=====

Required A-Abilities: 3 White Mage, 5 Black Mage

Equippable Items: Maces, Hats, Clothing

Leads to: N/A

Stat Growth

=====

Movement: 3 Defense: 6 (40%)
Jump: 2 HP: 6 (10%)
Evade: 30 MP: 8 (40%)
Speed: 0 (90%) Magic Power: 9 (10%)
Attack: 5 (90%) Magic Resistance: 9 (50%)

Alchemy Skill

=====

A-Abilities

NAME	- AP	- MP	- ITEM	- DESCRIPTION
Astra	- 200	- 8	- Sage Crosier	- Area protects from one status ailment
Death	- 200	- 36	- Life Crosier	- Instant KO
Meteor	- 300	- 40	- Scorpion Tail	- Heavy area damage
Rasp	- 100	- 24	- Energy Mace	- Area MP damage
Flare	- 300	- 36	- Lotus Mace	- Extremely heavy damage
Poison	- 100	- 10	- Druid Mace	- Area poisons units
Toad	- 200	- 36	- Mandragora	- Turns target into a frog

S-Abilities

Magic POW+ - 300 - Morning Star - Increases Magic Power
Maintenance - 300 - Adaman Vest - Can't be stolen from; equipment can't be broken

C-Ability

Gold Combo - 100 - Mythril Mace - Use all JP to do a combination attack

Equippable Weapons

=====

Battle Mace
Cactus Stick
Druid Mace
Energy Mace
Life Crosier
Lotus Mace
Mandragora
Morning Star
Mythril Mace
Sage Crosier
Scorpion Tail
Vesper
Zeus Mace

Description

=====

Alchemists are a mystical class with great magic stat growth, tying Sages as the second best Nu Mou class. They utilize some extremely powerful spells, making them arguably more dangerous than tough fighter units. They also have an innate ability to use items, regardless of whether the item ability is equipped. Astra works just like the Templar Spells; good if you have nothing else to use on your party. Death is one of the best spells in the game; if it works, the target dies automatically. Unfortunately, it costs 36 MP, so don't miss. Try stopping enemies or putting them to sleep before casting Death. >:) Meteor is a very powerful area spell, on a par with any Black Mage one. It can put multiple units in critical health or even KO them in one shot; use it well and often. Rasp also works like the Templar spell, but is more effective because of the Alchemist's greater Magic Power. Flare deals HUGE damage to any target unit, even more than Meteor. It can easily deal 200-250 damage in one cast, making it almost as effective as Death. Poison isn't too good; it doesn't deal any starting damage so you're better off sticking with the Sage's Bio. Toad is another near-Death spell; Toads are completely helpless and can be killed at leisure. It's perfect for units you want to keep alive, allowing you to rob them blind, capture them if they're monsters, or do some kind of huge EXP-gaining combo. The Alchemist's first S-Ability works much better than Turbo MP for powering up Flare and Meteor; even a Nu Mou Alchemist runs out of MP quickly when casting 72-MP spells.

Ratings

=====

Strength Rating: ***
Cunning Rating: ****
Mystic Rating: *****
Overall Rating: *****

=====

SAGE

=====

Required A-Abilities: 2 Beastmaster, 3 White Mage

Equippable Items: Maces, Hats, Clothing, Robes, Shields

Leads to: N/A

Stat Growth

=====

Movement: 4 Defense: 7 (60%)

Jump: 2 HP: 7 (40%)
Evade: 40 MP: 8 (70%)
Speed: 0 (90%) Magic Power: 9 (10%)
Attack: 8 (50%) Magic Resistance: 7 (40%)

Sagacity Tech

=====

A-Abilities

NAME	- AP	- MP	- ITEM	- DESCRIPTION
Drain	- 100	- 12	- Energy Mace	- Heals HP equal to damage dealt
Blind	- 100	- 12	- Druid Mace	- Blinds a nearby unit
Water	- 200	- 12	- Battle Mace	- Area water damage
Aero	- 200	- 12	- Battle Mace	- Area wind damage
Raise	- 300	- 22	- Life Crosier	- Area revive units and heal HP
Giga Flare	- 300	- 40	- Lotus Mace	- Extremely heavy area damage
Bio	- 300	- 12	- Mandragora	- Area damage and poison
Ultima Blow	- 999	- 60	- Zeus Mace	- Triple damage attack

R-Ability

Reflex - 300 - Mirage Vest - Dodge all Fight commands

S-Abilities

Weapon DEF+ - 300 - Dark Gear - Increase physical defense
Shieldbearer - 300 - Round Shield - Can use a shield in any class

C-Ability

Wise Combo - 100 - Mythril Mace - Use all JP to do a combination attack

Equippable Weapons

=====

Battle Mace
Cactus Stick
Druid Mace
Energy Mace
Life Crosier
Lotus Mace
Mandragora
Morning Star
Mythril Mace
Sage Crosier
Scorpion Tail
Vesper
Zeus Mace

Description

=====

Sages are an incredibly good Nu Mou class, with great all-around status growth and some very powerful spells. Drain can be great if your Sage is damaged; it inflicts pretty good damage as well and has better range than the Sage's other spells. Blind isn't as good as Blindshot because of its range, but Blinding is always useful. Water and Aero work like the Bishop spells; they are good for finishing off enemies too weak for Giga Flare. Raise is the most versatile and useful healing spell in the game; it revives all units in its area of effect and also heals for between the power of Cura and Curaga. Giga Flare is the strongest attack spell; it has the damage of Flare but deals it in an area. Bio

is much better than the Alchemist's Poison because it also deals surprisingly good damage for only 12 MP. Although the Nu Mou Ultima is slightly weaker because of their low attack power, it can still be very powerful, although you're probably better off sticking with Giga Flare. The Sages can access the Nu Mou's best R-Ability, Reflex, as well as a good S-Ability for Beastmasters and Morphers, Weapon DEF+.

Ratings

=====

Strength Rating: ***
Cunning Rating: ****
Mystic Rating: *****
Overall Rating: *****

12. Viera Jobs - Physical

-VPJ-

=====

ARCHER

Required A-Abilities: None

Equippable Items: Bows, Hats, Ribbons, Clothing

Leads to: Sniper (2 Archer A-Abilities)

Stat Growth

=====

Movement: 4 Defense: 6 (80%)
Jump: 2 HP: 7 (20%)
Evade: 50 MP: 1 (60%)
Speed: 1 (60%) Magic Power: 7 (20%)
Attack: 8 (10%) Magic Resistance: 7 (60%)

Aim

===

A-Abilities

NAME	- AP	- ITEM	- DESCRIPTION
Boost	- 100	- Longbow	- Increases damage of next attack
Aim: Legs	- 200	- Thorn Bow	- Immobilizes target for 3 turns
Aim: Arm	- 200	- Nail Bow	- Disables target for 3 turns
Cupid	- 200	- Artemis Bow	- Charms target
Burial	- 300	- Silver Bow	- Banishes undead
Take Aim	- 300	- Yoichi Bow	- High accuracy but low damage
Faster	- 300	- Perseus Bow	- Ignores R-Abilities
Blackout	- 200	- Char Bow	- Blinds target

R-Ability

Block Arrows - 300 - Green Beret - Dodges all arrow-based attacks

S-Ability

Concentrate - 300 - Target Bow - Increases accuracy

C-Ability

Bow Combo - 100 - Mythril Bow - Use all JP to do a combination attack

Equippable Weapons

=====

Artemis Bow

Char Bow

Crescent Bow

Longbow

Malbow

Mythril Bow

Nail Bow

Perseus Bow

Silver Bow

Target Bow

Thorn Bow

Yoichi Bow

Description

=====

Viera Archers have slightly more attack power and speed than Human Archers, possibly making them a better choice. Their speciality is staying behind your melee units and riddling the enemy with arrows. Their first ability, Boost, more than doubles their next attack's damage. Use it if you can't get within range in one turn. Their two Aim abilities are what make them powerful. Aim: Legs keeps the target from moving for 3 turns, very useful against a tough class like a Warrior. Aim: Arm is universally useful, keeping the target from using any actions. Both are overshadowed, however, by Cupid, which Charms the target to fight on your side for several turns. Burial, despite its low hit rate, is good against zombies, as it destroys them completely. Take Aim is very weak, but useful for finishing weakened enemies off (basically a ranged Blitz). Faster isn't useful in many situations, but is still worth mastering if you have the time (plus it looks cooler than the normal fight command). Blackout is a handy attack, blinding the target to greatly reduce their accuracy. The Archer's R-Ability, Block Arrows, is the type of attack Faster was made for. With it equipped, no arrows will touch your Archer. Concentrate greatly increases the Archer's accuracy from all his actions, making him even more deadly.

Ratings

=====

Strength Rating: **

Cunning Rating: *****

Mystic Rating: *

Overall Rating: ****

=====

FENCER

=====

Required A-Abilities: None

Equippable Items: Rapiers, Hats, Ribbons, Clothing, Shields

Leads to: Red Mage (1 Fencer A-Ability)

Elementalist (1 Fencer A-Ability, 1 White Mage A-Ability)

Stat Growth

=====

Movement: 4 Defense: 8 (10%)
Jump: 2 HP: 7 (60%)
Evade: 60 MP: 1 (10%)
Speed: 1 (50%) Magic Power: 7 (60%)
Attack: 8 (40%) Magic Resistance: 6 (20%)

Lunge Tech

=====

A-Abilities

NAME	- AP	- ITEM	- DESCRIPTION
Swarmstrike	- 100	- Stinger	- Damages and poisons target
Shadowstick	- 200	- Silver Rapier	- Lowers target's speed
Checkmate	- 300	- Gupti Aga	- Dooms target
Featherblow	- 200	- Estoc	- High accuracy but low damage
Swallowtail	- 300	- Djinn Flyssa	- Damages on all sides
Manastrike	- 300	- Mage Masher	- Deals MP damage
Piercethrough	- 200	- Flamberge	- Damages 2 squares in front of user
Nighthawk	- 200	- Joyeuse	- Damages from up to 4 tiles away

R-Ability

Reflex - 300 - Mirage Vest - Dodge all Fight commands

S-Ability

Shieldbearer - 300 - Bronze/Round Shield - Equip a shield in any job

C-Ability

Lunge Combo - 100 - Mythril Rapier - Use all JP to do a combination attack

Equippable Weapons

=====

Aerial Hole
Colichemarde
Diabolique
Djinn Flyssa
Epeprism
Estoc
Femme Fatale
Flamberge
Fleuret
Gupti Aga
Joyeuse
Last Letter
Madu
Mage Masher
Mythril Rapier
Scarlette
Silver Rapier
Stinger

Description

=====

Fast and powerful, Fencers are the Viera's basic fighter class. They have the usual high physical stat and speed growth, but terrible magic growth. On to the moves... Swarmstrike doesn't deal as much damage as a normal attack, but it will probably poison the target. It's great for dealing with Flans if you don't have a Black Mage. Shadowstick is basically Speedbreak with a different name. It's good for disabling a powerful enemy. Checkmate, like all Doom attacks, is very powerful. Use it on an incapacitated foe to make them die helplessly. Featherblow, like its cousin Blitz, is mainly good for finishing weakened enemies off. Swallowtail is like Whirlwind and good in the same places. Manastrike is great for disabling Mages; 2 or 3 can run through an entire mana supply. Piercethrough is basically a Fight command with a spear. It's great for enemies 1 tile away or lined up enemies. Nighthawk is a much cooler-looking version of Air Render, and should be used often. Fencers are the only Viera class with access to their best R-Ability, Reflex. It goes great with almost any class.

Ratings

=====

Strength Rating: ****
Cunning Rating: ***
Mystic Rating: *
Overall Rating: ****

=====

ASSASSIN

=====

Required A-Abilities: 1 Sniper, 2 Elementalist

Equippable Items: Katanas, Greatbows, Hats, Ribbons, Clothing

Leads to: N/A

Stat Growth

=====

Movement: 4 Defense: 6 (80%)
Jump: 4 HP: 5 (20%)
Evade: 65 MP: 5 (10%)
Speed: 2 (30%) Magic Power: 9 (30%)
Attack: 8 (80%) Magic Resistance: 7 (10%)

Corner

=====

A-Abilities

NAME	- AP	- MP	- ITEM	- DESCRIPTION
Shadowbind	- 200	- 12	- Fey Bow	- Stops adjacent unit
Last Breath	- 300	- 32	- Petalchaser	- KO's adjacent unit automatically
Aphonia	- 200	- 12	- Murasame	- Silences adjacent unit
Nightmare	- 300	- 18	- Kikuichimonji	- Puts target to sleep, may Doom them
Aque	- 200	- 12	- Ranger Bow	- Slows adjacent unit
Rockseal	- 300	- 32	- Kotetsu	- Petrifies adjacent unit
Oblivion	- 300	- 24	- Masamune	- Addles adjacent unit
Ultima Masher	- 999	- 60	- Zanmato	- Triple damage attack

R-Ability

Return Fire - 300 - Power Sash - Catch arrows and throw them back

C-Ability

Killer Combo - 100 - Mythril Epee - Use all JP to do a combination attack

Equippable Weapons

=====

Arbalest
Ashura
Charfire
Cranequin
Fey Bow
Gastra Bow
Hades Bow
Heaven's Cloud
Hunt Bow
Kikuichimonji
Kotetsu
Marduk Bow
Masamune
Masamune 100
Master Bow
Max's Oathbow
Murasame
Mythril Epee
Mythril Shot
Nike Bow
Ninja Knife
Nosada
Osafune
Petalchaser
Ranger Bow
Seventh Heaven
Silkmoon
Twin Bow
Windsplash Bow
Zanmoto

Description

=====

Assassins are definitely the best Viera class, and possibly the best class in the game. They can equip Katanas or Greatbows, have incredibly good stat growth (including the highest speed of any job), and have abilities that inflict some of the deadliest status afflictions in the game. Shadowbind isn't as good as Ring for stopping enemies, but it still works great as a precursor to a low-accuracy attack. The Assassin's best move, Last Breath, KO's an adjacent unit instantly. Can you say "broken?" Aphonia is a cheaper way to get rid of dangerous spellcasters for a few turns. Think of Nightmare as a cheaper, slower Last Breath. If both status effects work, the helpless unit will eventually die in its sleep. Ague is another great way to make powerful units less harmful. Although Last Breath may seem preferable to Rockseal, petrified units are still counted as dead. Go ahead and make your own statue garden! Oblivion works the same as the Ninja ability, but it doesn't work as well as Aphonia for hosing spellcasters. The Viera Ultima is just as strong as the other race's, good for units immune to Last Breath and Rockseal. For the deadliest Assassin possible, give her the Reflex and Concentrate abilities.

Ratings

=====

Strength Rating: ***

Cunning Rating: *****
Mystic Rating: ****
Overall Rating: *****

=====
SNIPER
=====

Required A-Abilities: 2 Archer

Equippable Items: Greatbows, Hats, Ribbons, Clothing

Leads to: Assassin (2 Elementalist A-Abilities, 1 Sniper A-Ability)

Stat Growth
=====

Movement: 3 Defense: 7 (30%)
Jump: 2 HP: 6 (10%)
Evade: 40 MP: 4 (80%)
Speed: 1 (20%) Magic Power: 8 (40%)
Attack: 6 (20%) Magic Resistance: 8 (20%)

Sharpshoot
=====

A-Abilities

NAME	- AP	- ITEM	- DESCRIPTION
Doublshot	- 300	- Twin Bow	- Attack with 2 half damage attacks
Beso Toxic	- 200	- Cranequin	- Damages and poison target
Death Sick	- 300	- Hades Bow	- Doooms target
Conceal	- 100	- Windslash Bow	- Become invisible until next action
Doom Archer	- 300	- Max's Oathbow	- Deals HP and MP damage equal to lost HP
Aim: Armor	- 300	- Fey Bow	- Break's target's armor
Aim: Weapon	- 300	- Master Bow	- Breaks target's weapon
Aim: Wallet	- 200	- Hunt Bow	- Steals Gil from target

R-Ability

Auto-Regen - 300 - Gaia Gear - Casts Regen on self when damaged

C-Ability

Sniper Combo - 100 - Mythril Shot - Use all JP to do a combination attack

Equippable Weapons
=====

Arbalest
Cranequin
Fey Bow
Gastra Bow
Hades Bow
Hunt Bow
Marduk Bow
Master Bow
Max's Oathbow
Mythril Shot
Nike Bow
Ranger Bow

Seventh Heaven
Twin Bow
Windsplash Bow

Description

=====

Snipers are the Viera's advanced ranged class, capable of hurting the enemy from a distance with powerful bow attacks. They are best when combined with Archer or Assassin abilities, and should be comboed with a class with high attack power to make them stronger. Their Doubleshot attack fires 2 half-damage shots. This seems just like a normal fight command, but it may also deal half damage instead of missing entirely. Beso Toxicico deals the same damage as fight and may poison the target; you'll never normally attack again with it. Death Sickie, like all Doom attacks, is great for incapacitated targets. It's better than Checkmate because of its range. Conceal is a very unique attack. It allows your Sniper to sneak behind enemy lines undetected, and fire shots into their backs. It also fits well with Assassins. Doom Archer looks and sounds cool, but it's only useful if your Sniper is critical. It works great on Mages and warriors. The Sniper's 3 Aim attacks are possibly better than the Archer's. Aim: Weapon is a ranged Drop Weapon, making physical enemies completely useless. Aim: Armor isn't as good as Steal: Armor, but can still soften up touch enemies. Aim: Wallet not only steals more Gil than Steal: Gil, but is ranged. It still isn't too good; it only steals enough to buy a Cureall.

Ratings

=====

Strength Rating: **
Cunning Rating: *****
Mystic Rating: **
Overall Rating: ****

13. Viera Jobs - Magic

-VMJ-

=====

WHITE MAGE

=====

Required A-Abilities: None

Equippable Items: Staves, Hats, Ribbons, Clothing, Robes

Leads to: Elementalist (1 White Mage A-Ability, 1 Fencer A-Ability)
Summoner (2 White Mage A-Abilities, 2 Elementalist A-Abilities)

Stat Growth

=====

Movement: 3 Defense: 7 (20%)
Jump: 2 HP: 6 (20%)
Evade: 40 MP: 4 (80%)
Speed: 1 (20%) Magic Power: 8 (80%)
Attack: 6 (20%) Magic Resistance: 7 (60%)

White Magic

=====

A-Abilities

NAME	- AP	- MP	- ITEM	- DESCRIPTION
Cure	- 100	- 6	- White Staff	- Area heals small amount of HP
Cura	- 200	- 10	- Cure Staff	- Area heals medium amount of HP
Curaga	- 300	- 16	- Spring Staff	- Area heals large amount of HP
Esuna	- 200	- 18	- Pure Staff	- Area recovers status
Life	- 200	- 10	- Bless Staff	- Revives target
Full-Life	- 300	- 20	- Nirvana Staff	- Revives target with full HP
Auto-Life	- 200	- 16	- Cheer Staff	- Auto-Revives target when KOed
Shell	- 100	- 6	- Judge Staff	- Area increases magic resistance
Protect	- 100	- 6	- Guard Staff	- Area increases weapon defense

S-Ability

 Turbo MP - 300 - White Robe - Doubles MP for double magic power and accuracy

C-Ability

 White Combo - 100 - Mythril Staff - Use all JP to do a combination attack

Equippable Weapons

=====

- Bless Staff
- Cheer Staff
- Cure Staff
- Dreamwatcher
- Garnet Staff
- Guard Staff
- Judge Staff
- Mythril Staff
- Nirvana Staff
- Power Staff
- Pure Staff
- Snake Staff
- Spring Staff
- White Staff

Description

=====

Simply put, White Magi are THE best support units in the game. Their life-giving spells keep your units healthy, and they can also shield your units from harm. The Cure series of spells all restores HP to up to 5 units in an X pattern. Their use is obvious; keeping your units alive. If they fail at that, Life and Full-Life can revive KOed units, while Auto-Life can safeguard against KOs ahead of time. Esuna is incredibly valuable, curing almost any status ailment on up to 5 units. Shell and Protect can shield your units from harm if you can find the time to cast them. Finally, Turbo MP can superpower your Mage's spells if you have the MP to use it. Viera White Magi have a slightly higher magic power than Humans, but still don't stack up against Nu Mou. They're still great however.

Ratings

=====

- Strength Rating: *
- Cunning Rating: ***
- Mystic Rating: ****
- Overall Rating: *****

=====

ELEMENTALIST

=====

Required A-Abilities: 1 White Mage, 1 Fencer

Equippable Items: Rapiers, Hats, Ribbons, Clothing, Robes

Leads to: Summoner (2 Elementalist A-Abilities, 2 White Mage A-Abilities)
Assassin (2 Elementalist A-Abilities, 1 Sniper A-Ability)

Stat Growth

=====

Movement: 4 Defense: 6 (70%)
Jump: 2 HP: 7 (00%)
Evade: 60 MP: 1 (20%)
Speed: 1 (90%) Magic Power: 7 (70%)
Attack: 8 (40%) Magic Resistance: 7 (60%)

Spirit Magic

=====

A-Abilities

NAME	- AP	- MP	- ITEM	- DESCRIPTION
Fire Whip	- 100	- 12	- Scarlette	- Fire damage and disables
Earth Heal	- 200	- 12	- Fleuret	- Heals HP
White Flame	- 100	- 24	- Flamberge	- Area heals HP
Shining Air	- 200	- 12	- Djinn Flyssa	- Wind damage and blinds
Evil Gaze	- 300	- 12	- Joyeuse	- Dark damages and confuses
Heavy Dust	- 200	- 12	- Estoc	- Earth damage and immobilizes
Sliprain	- 200	- 12	- Silver Rapier	- Water damages and slows
Elementalshift	- 300	- 6	- Epeprism	- Shifts target's elemental weakness

R-Ability

Absorb MP - 300 - Lordly Robe - Restores HP from spells cast on self

C-Ability

Spirit Combo - 100 - Mythril Rapier - Use all JP to do a combination attack

Equippable Weapons

=====

Aerial Hole
Colichemarde
Diabolique
Djinn Flyssa
Epeprism
Estoc
Femme Fatale
Flamberge
Fleuret
Gupti Aga
Joyeuse
Last Letter
Madu
Mage Masher
Mythril Rapier
Scarlette

Silver Rapier
Stinger

Description

=====

The mysterious Elementalist use the powers of nature to attack and spread status effects among the enemy party. Though they are a Magical class, they have bad Magic stat growth, so it's recommended to level up your Viera as Red Magi or Summoners. Their spells work like the Ninja's Veils, only they deal much better damage. Fire Whip is one of their best spells; Disabling enemies is always good. Earth Heal is a concentrated healing ability, great for tight situations. White Flame is a very powerful healing spell; it is not only stronger than Curaga but also looks much cooler. Shining Air is great; Blinding a unit makes it nearly useless. Confusion with Evil Gaze isn't too good; Confused units may still attack your party and it's better to use Charm attacks. Heavy Dust is almost as good as Fire Whip, mainly on melee fighters. Sliprain is also useful on powerful units. Elementalshift isn't too useful unless you use lots of Black Magic and the like. You'll have to use trial and error to find what the enemy's weakness is.

Ratings

=====

Strength Rating: ***
Cunning Rating: ****
Mystic Rating: ***
Overall Rating: ****

=====

RED MAGE

=====

Required A-Abilities: 1 Fencer

Equippable Items: Rapiers, Hats, Ribbons, Clothing, Robes

Leads to: N/A

Stat Growth

=====

Movement: 4 Defense: 7 (70%)
Jump: 2 HP: 6 (80%)
Evade: 50 MP: 2 (50%)
Speed: 1 (20%) Magic Power: 8 (60%)
Attack: 8 (10%) Magic Resistance: 7 (80%)

Red Magic

=====

A-Abilities

NAME	- AP	- MP	- ITEM	- DESCRIPTION
Barrier	- 300	- 10	- Mage Masher	- Casts Shell and Protect on target
Fire	- 100	- 10	- Scarlette	- Area fire damage
Thunder	- 100	- 10	- Stinger	- Area electric damage
Blizzard	- 100	- 10	- Flamberge	- Area ice damage
Cure	- 100	- 6	- Fleuret	- Area heals HP
Sleep	- 200	- 10	- Estoc	- Area sleeps units
Poison	- 100	- 10	- Silver Rapier	- Area poisons units
Doublecast	- 999	-	- Madu	- Cast two spells in one turn

R-Ability

Catch - 300 - Chain Plate - Catch and keep thrown items

S-Ability

Magic POW+ - 300 - Colichmarde - Increases power of spells

C-Ability

Red Combo - 100 - Mythril Rapier - Use all JP to do a combination attack

Equippable Weapons

=====

- Aerial Hole
- Colichemarde
- Diabolique
- Djinn Flyssa
- Epeprism
- Estoc
- Femme Fatale
- Flamberge
- Fleuret
- Gupti Aga
- Joyeuse
- Last Letter
- Madu
- Mage Masher
- Mythril Rapier
- Scarlette
- Silver Rapier
- Stinger

Description

=====

Red Magi are some of the most versatile spellcasters around. They have balanced stat growth and a very wide array of spells from Black and White Magi, Bishops, Alchemists, and Animists. Though their spells are relatively weak compared to the ones from the base classes, their final ability is what makes them great. With Doublecast, Red Magi can heal your party with Cure, then go on the offensive with Blizzard. They can attempt to put multiple enemies to sleep or poison them, or cast Barrier on 2 weak units. Even better, Doublecast doesn't just work on Red Magic. Combine it with Summon magic for a dirty punch (Doublecasting Madeen is just unfair). Magic POW+ can help make their spells stronger, especially with Doublecast.

Ratings

=====

- Strength Rating: 2/5
- Cunning Rating: 4/5
- Mystic Rating: 5/5
- Overall Rating: 5/5

=====

SUMMONER

=====

Required A-Abilities: 2 White Mage, 2 Elementalist

Equippable Items: Staves, Hats, Ribbons, Clothing, Robes

Leads to: N/A

Stat Growth

=====

Movement: 3 Defense: 6 (30%)
Jump: 2 HP: 5 (50%)
Evade: 30 MP: 6 (30%)
Speed: 0 (90%) Magic Power: 10 (10%)
Attack: 6 (50%) Magic Resistance: 8 (40%)

Summon Magic

=====

A-Abilities

NAME	- AP	- MP	- ITEM	- DESCRIPTION
Unicorn	- 200	- 12	- Pure Staff	- Area heals HP and recovers status
Ifrit	- 200	- 18	- Guard Staff	- Area fire damage
Ramuh	- 200	- 18	- Judge Staff	- Area electric damage
Shiva	- 200	- 18	- Snake Staff	- Area ice damage
Kirin	- 200	- 24	- Cure Staff	- Area casts Regen
Carbuncle	- 300	- 12	- Garnet Staff	- Area casts Reflect on units
Phoenix	- 300	- 24	- Nirvana Staff	- Area fully Revives KOed units
Madeen	- 300	- 36	- Cheer Staff	- Area Holy damage

S-Ability

Half MP - 300 - Light Robe - Use half as much MP for spells

C-Ability

Summon Combo - 100 - Mythril Staff - Use all JP to do a combination attack

Equippable Weapons

=====

Bless Staff
Cheer Staff
Cure Staff
Dreamwatcher
Garnet Staff
Guard Staff
Judge Staff
Mythril Staff
Nirvana Staff
Power Staff
Pure Staff
Snake Staff
Spring Staff
White Staff

Description

=====

Summoners can be some of the strongest, best spellcasters in the game. They have exceptional magic stat growth, making their spells, extremely powerful. Their spells combine lots of useful effect spells with a huge area of effect (2 squares out from the target square, and also 1 square diagonally). This area is

a great advantage most of the time, but it can make things tough in tight battles. Unicorn is a great Healing spell, combining powerful Healing magic (about as strong as Cura) with Esuna. Its range allows of to heal your entire party. Ifrit, Ramuh, and Shiva are about as strong as the corresponding level 2 or 3 Black Mage spells. Kirin is a nifty spell to bless your party with if you have nothing else to use. Carbuncle, like Reflect, is only good if your opponent has lots of mages; Reflected units can't be healed. Phoenix is simply THE revival spell to have. It fully revives all units in the Summoner's large range. Assuming enemy KOed units don't get in the way, this spell can be as game-winning as a Totema. It also KOs all Undead within its area of effect with 100% accuracy. Madeen takes twice the MP of the other 3 attack spells, but its Holy shockwave deals incredible damage, second only to Flare/Giga Flare. Half MP is a great ability to give low MP Summoners to help them use their MP-intensive spells.

Ratings

=====

Strength Rating: *
 Cunning Rating: ****
 Mystic Rating: *****
 Overall Rating: *****

 14. Weapon List

=====
 Bows
 =====

Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
Artemis Bow	- 27	- N/A	- 500	- Cupid	- N/A
Char Bow	- 21	- 700	- 350	- Blackout	- N/A
Crescent Bow	- 45	- N/A	- 500	- N/A	- N/A
Longbow	- 19	- 300	- 150	- Boost	- N/A
Malbow	- 55	- N/A	- 500	- N/A	- N/A
Mythril Bow	- 32	- N/A	- 2000	- Bow Combo	- Jmp +1
Nail Bow	- 29	- 4000	- 2000	- Aim: Arm	- N/A
Perseus Bow	- 42	- N/A	- 5000	- Faster	- Eva +2
Silver Bow	- 23	- 2500	- 1250	- Burial	- N/A
Target Bow	- 35	- N/A	- 3000	- Concentrate	- Eva +5
Thorn Bow	- 25	- 1500	- 750	- Aim: Legs	- N/A
Yoichi Bow	- 33	- N/A	- 1500	- Take Aim	- N/A

=====
 Blades
 =====

Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
Adaman Blade	- 35	- N/A	- 500	- N/A	- Def +15
Air Blade	- 40	- 7000	- 3500	- Air Blast - Bolt Sword	- N/A
Atmos Blade	- 36	- 4000	- 2000	- Air Render - Mog Lance	- N/A
Avuiyr Blue	- 51	- N/A	- 500	- N/A	- Res +10, Eva +2
Avuiyr Red	- 62	- N/A	- 500	- N/A	- Def +10, Spd +2

Ebon Blade	- 84	- N/A	- 500	- N/A	- Def +5
Flametongue	- 38	- 5000	- 2500	- Backdraft	- N/A
				- Fire Sword	
				- Mog Attack	
Ice Brand	- 42	- 8000	- 4000	- Ice Sword	- N/A
				- Mog Aid	
Kwigon Blade	- 40	- 10000	- 5000	- Far Fist	- Def +3, Res +3
				- Mog Guard	
Mythril Blade	- 32	- N/A	- 2000	- Charge Combo	- Jmp +2
				- Fight Combo	
				- Sword Combo	
Ogun Blade	- 42	- 15000	- 7500	- Wild Swing	- Mag +2
Paraiba Blade	- 33	- 22000	- 11000	- Mog Peek	- Mag +20, Eva +2
Pearl Blade	- 46	- N/A	- 2000	- Mog Shield	- N/A
Shadow Blade	- 32	- 2500	- 1250	- Beatdown	- Eva +2
				- Mog Rush	
Sun Blade	- 37	- 3000	- 1500	- Blitz	- Spd +2
Sweep Blade	- 28	- 1500	- 750	- Rush	- N/A
Venus Blade	- 45	- N/A	- 11000	- Doublehand	- Mag +2, Spd +2

=====
Broadswords
=====

Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
Beastsword	- 50	- N/A	- 500	- N/A	- Def +5
Claymore	- 49	- N/A	- 3000	- Monkey Grip	- Def +5
Eclipse	- 76	- N/A	- 500	- N/A	- Def +5, Mag +5
El Cid Sword	- 47	- N/A	- 800	- Tremor	- Def +10
EstrelEdge	- 77	- N/A	- 500	- N/A	- Def +5, Res +5
Falchion	- 27	- 1200	- 600	- Magicbreak	- Def +5
Predator	- 37	- 4000	- 2000	- Last Beserk	- Def +5
Rhomphia	- 57	- N/A	- 500	- N/A	- Def +5
Samson Sword	- 32	- 2500	- 1250	- Powerbreak	- Def +5
Striborg	- 33	- 5000	- 2500	- Body Slam	- Def +5
				- Mow Down	
Tabarise	- 47	- N/A	- 500	- N/A	- Def +5, Eva +2, Spd +2
Vajra	- 45	- N/A	- 500	- Meltdown	- Def +5, Res +5

=====
Greatbows
=====

Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
Arbalest	- 42	- N/A	- 500	- N/A	- N/A
Cranequin	- 29	- 5000	- 2500	- Sonic Boom	- N/A
				- Poison Baise	
Fey Bow	- 31	- N/A	- 2000	- Aim: Vitals	- N/A
				- Aim: Armour	
				- Shadow Stitch	
Gastra Bow	- 51	- N/A	- 500	- N/A	- N/A
Hades Bow	- 33	- N/A	- 5000	- Sidewinder	- N/A
				- Death Sickle	
Hunt Bow	- 33	- N/A	- 500	- Hunting	- N/A
				- Aim: Wallet	

Marduk Bow	- 39	- N/A	- 500	- N/A	- N/A
Master Bow	- 41	- N/A	- 10000	- Addle	- Eva +2
				- Aim: Weapon	
Max's Oathbow	- 61	- N/A	- 500	- Magic Bullets	- Mag +2
Mythril Shot	- 32	- N/A	- 2000	- Hunt Combo	- Jmp +1
				- Sniper Combo	
Nike Bow	- 37	- N/A	- 7000	- Weapon ATk+	- Def +5
Ranger Bow	- 23	- 2000	- 1000	- Capture	- N/A
				- Bad Cold	
Seventh Heaven	- 15	- N/A	- 500	- Ultima Shot	- Eva +5
Twin Bow	- 31	- 8000	- 4000	- Advice	- N/A
				- Rapid-Fire	
Windsplash Bow	- 25	- 3000	- 1500	- Oust	- Eva +2
				- Ambush	

=====
 Greatswords
 =====

Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
Ancient Sword	- 32	- 2000	- 1000	- Magicbreak	- N/A
				- Subdue	
Barong	- 30	- 900	- 450	- Powerbreak	- N/A
				- Parley	
Diamond Sword	- 32	- N/A	- 600	- Mug	- N/A
Hardedge	- 42	- N/A	- 1200	- N/A	- N/A
Iceprism	- 45	- N/A	- 500	- N/A	- N/A
Lurebreaker	- 51	- N/A	- 500	- N/A	- N/A
Master Sword	- 59	- N/A	- 500	- N/A	- N/A
Oblige	- 48	- N/A	- 500	- N/A	- N/A
Vigilante	- 37	- N/A	- 2000	- Monkey Grip	- N/A
Zankplus	- 49	- N/A	- 500	- N/A	- N/A

=====
 Guns
 =====

Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
Aiot Gun	- 27	- 2000	- 1000	- Fire Shot	- N/A
Blindsnipe	- 47	- N/A	- 500	- N/A	- N/A
Calling Gun	- 59	- N/A	- 500	- N/A	- N/A
Chaos Rifle	- 33	- 8000	- 4000	- Confuse Shot	- N/A
Giot Gun	- 37	- N/A	- 3000	- Blizzard Shot	- N/A
Longbarrel	- 39	- N/A	- 6000	- Concentrate	- N/A
Lost Gun	- 31	- N/A	- 1200	- Silence Shot	- N/A
Mythril Gun	- 32	- N/A	- 2000	- Shooting Combo	- Jmp +1
Outsider	- 41	- N/A	- 8000	- Stop Shot	- N/A
Peace Maker	- 33	- N/A	- 2000	- Charm Shot	- N/A
Riot Gun	- 31	- 5000	- 2500	- Thunder Shot	- N/A
Silver Cannon	- 31	- 3000	- 1500	- Blind Shot	- N/A

=====
 Instruments
 =====

Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
Aona Flute	- 32	- N/A	- 4000	- Malboro - Bomb - Frog Song	- Res +2
Black Quena	- 33	- 7000	- 3500	- Floateye - Undead	- Def +2
Blood Strings	- 22	- N/A	- 10000	- Tonberry - Meet My Friends	- Eva +1
Conch Shell	- 31	- 3000	- 1500	- Rockbeast	- Def +2
Dark Fiddle	- 45	- N/A	- 500	- N/A	- N/A
Demon Bell	- 22	- 400	- 200	- Goblin - Flan - Bomb	- N/A
Earth Bell	- 31	- 5000	- 2500	- Dragon - 100% Wool	- Def +3
Fairy Harp	- 29	- N/A	- 1000	- Fairy - Bug - Tail Wag	- Mag +2
Fell Castanets	- 47	- N/A	- 500	- N/A	- N/A
Glass Bell	- 25	- 1000	- 500	- Lamia - Flan - Sheep Count	- Res +1
Heal Chime	- 39	- N/A	- 800	- Cook Away	- Eva +1
Mythril Bell	- 32	- N/A	- 2000	- Beast Combo - Animal Combo	- Jmp +1
Satyr Flute	- 35	- 10000	- 5000	- Chocobo Stampede	- Eva +1
War Trumpet	- 25	- 1700	- 850	- Panther - Goblin - Catnip	- Eva +1

=====
Katanas
=====

Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
Ashura	- 33	- 7000	- 3500	- Fire Veil	- N/A
Charfire	- 47	- N/A	- 500	- N/A	- Spd +2
Heaven's Cloud	- 39	- 15000	- 7500	- Unspell	- Res +5
Kikuichimonji	- 40	- 12000	- 6000	- Metal Veil - Nightmare	- Res +5
Kotetsu	- 37	- 10000	- 5000	- Wood Veil - Rockseal	- N/A
Masamune	- 65	- N/A	- 500	- Oblivion	- N/A
Masamune 100	- 79	- N/A	- 500	- N/A	- Mag +5
Murasame	- 31	- 5000	- 2500	- Water Veil - Aphonia	- N/A
Mythril Epeeé	- 32	- N/A	- 2000	- Ninja Combo - Killer Combo	- Jmp +1
Ninja Knife	- 31	- 2000	- 1000	- Throw	- N/A
Nosada	- 42	- N/A	- 8000	- Double Sword	- N/A
Osafune	- 35	- 8000	- 4000	- Earth Veil	- Def +5
Petal Chaser	- 34	- N/A	- 3000	- Last Breath	- N/A
Silkmoon	- 55	- N/A	- 500	- N/A	- Eva +2
Zanmoto	- 22	- N/A	- 500	- Ultima Masher	- Mag +2

=====

Knightswords

=====

Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
Apocalypse	- 32	- 3000	- 1500	- Rasp	- N/A
Arch Sword	- 48	- N/A	- 4000	- Saint Cross - Soul Sphere	- N/A
Defender	- 37	- 5000	- 2500	- Nurse - Hibernate	- N/A
Excalibur	- 47	- N/A	- 7000	- Holy Blade	- Eva +5, Mag +2, Spd +1
Excalibur2	- 87	- N/A	- 500	- N/A	- Eva +5, Mag +3, Spd +4
Lionheart	- 34	- 4000	- 2000	- Defence	- Def +2, Res +1
Lohengrin	- 46	- 12000	- 6000	- Aura - Haste	- N/A
Mythril Brand	- 32	- N/A	- 2000	- Knight Combo - Defend Combo - Sacred Combo	- Jmp +1
Nagrarok	- 75	- N/A	- 500	- N/A	- Mov +1, Spd +6
Ragnarok	- 36	- 7000	- 3500	- Drop Weapon - Silence	- Mag +5
SaveTheQueen	- 45	- N/A	- 2000	- Cover - Expert Guard - Astra	- Def +3, Eva +5, - Res +3
Sequence	- 32	- N/A	- 500	- N/A	- Def +2, Eva +2, Jmp +1, Mag +5, Mov +1, Res +2, Spd +2

=====

Knives

=====

Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
Cinquedea	- 57	- N/A	- 3000	- Steal: Ability	- Eva +2, Spd +5
Jack Knife	- 22	- 200	- 100	- Steal: Gil - Gil Toss	- Eva +1
Jambiya	- 31	- 1700	- 850	- Steal: Access. - Dagger	- Eva +1, Mag +2
Kard	- 35	- 7000	- 3500	- Steal: Helm	- Eva +2
Khukuri	- 37	- 5000	- 2500	- Steal: EXP - Firebomb	- Eva +1, Spd +2
Kris Knife	- 30	- 3000	- 1500	- Hurl	- Eva +1, Res +5
Mythril Knife	- 32	- N/A	- 2000	- Thief Combo - Juggle Combo	- Eva +1, Jmp +1
Orihalcum	- 60	- N/A	- 4000	- Steal: JP - Smile	- Eva +1, Mag +2
Rondell Dagger	- 33	- 10000	- 5000	- Steal: Armour - Ring	- Eva +1
Scramasax	- 29	- 900	- 450	- Steal: Shield - Ball	- Eva +1
Sword Breaker	- 39	- N/A	- 2000	- Steal: Weapon	- Eva +2
Tiptaptoe	- 35	- N/A	- 500	- N/A	- Spd +15
Tonberrian	- 37	- N/A	- 500	- N/A	- Spd +10
Zorlin Shape	- 38	- N/A	- 1000	- N/A	- Eva +1, SPd +1

=====
Knuckles
=====

Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
Cat Claws	- 35	- N/A	- 1500	- Chakra - Golden Battery	- Eva +1, Spd +2
Death Claws	- 43	- N/A	- 10000	- Black Chip	- Eva +1
Dream Claws	- 39	- 3000	- 1500	- Rainbow Magnet	- Eva +1
Godhand	- 39	- N/A	- 6000	- Far Fist	- Eva +5, Mag +3, - Spd +1
Greasebust	- 59	- N/A	- 500	- N/A	- Eva +1
Hard Knuckles	- 29	- 500	- 250	- Whirlwind - Silver Disc	- Eva +1
Kaiser Knuckles	- 42	- 5700	- 2850	- Air Render	- Eva +1
Magic Hands	- 52	- N/A	- 500	- N/A	- Eva +1
Mythril Claws	- 32	- N/A	- 2000	- Monk Combo - Gadget Combo	- Eva +1, Jmp +1
Rising Sun	- 31	- 1000	- 500	- Exorcise - Red Spring	- Eva +1
Sick Knuckles	- 35	- 1000	- 500	- Green Gear	- Eva +1
Survivor	- 37	- N/A	- 2000	- Revive - Yellow Coil	- Def +2, Eva +1
Tiger Fangs	- 41	- N/A	- 8000	- Earth Render	- Eva +1
White Fang	- 39	- N/A	- 4000	- Holy Sign - Blue Screw	- Eva +1

=====
Maces
=====

Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
Battle Mace	- 31	- 2000	- 1000	- Water - Aero	- N/A
Cactus Stick	- 62	- N/A	- 500	- N/A	- Mag +2, Res +5
Druid Mace	- 33	- 6000	- 3000	- Blind - Poison	- Mag +3, Res +5
Energy Mace	- 29	- 3500	- 1750	- Drain - Rasp	- Mag +2, Res +5
Life Crosier	- 35	- N/A	- 6000	- Raise - Death	- Mag +2, Res +10
Lotus Mace	- 37	- N/A	- 8000	- Giga Flare - Flare	- Mag +2, Res +5
Mandragora	- 37	- N/A	- 2000	- Bio - Toad	- Mag +2, Res +5
Morning Star	- 32	- N/A	- 1300	- Magic Pow+	- Mag +2, Res +5
Mythril Mace	- 32	- N/A	- 2000	- Gold Combo - Wise Combo	- Jmp +1, Mag +2, - Res +5
Sage Crosier	- 31	- 9000	- 4500	- Astra	- Mag +8, Res +5
Scorpion Tail	- 38	- N/A	- 10000	- Meteor	- Mag +2, Res +5
Vesper	- 39	- N/A	- 500	- N/A	- Mag +2, Res +5
Zeus Mace	- 15	- N/A	- 500	- Ultima Blow	- Mag +5, Res +5

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Rapiers

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=====
Weapon      - AtkPwr - Buy - Sell - Abilities - Other
-----
Aerial Hole - 43 - N/A - 500 - N/A - Mag +6, Spd +2
Colichemarde - 36 - N/A - 3000 - Magic Pow+ - Spd +2
Diabolique - 41 - N/A - 500 - N/A - Res +5, Spd +2
Djinn Flyssa - 34 - N/A - 1000 - Swallow Tail - Eva +2, Res +2,
- Shining Air - Spd +2
Epeprism - 37 - N/A - 7000 - Property Shift - Spd +2
Estoc - 32 - 3000 - 1500 - Thrust Feather - Spd +2
- Sleep
- Heavy Dust
Femme Fatale - 49 - N/A - 500 - N/A - Spd +2
Flamberge - 35 - 5000 - 2500 - Hard Impulse - Def +5, Spd +2
- Blizzard
- White Flame
Fleuret - 27 - 800 - 400 - Cure - Spd +2
- Earth Heal
Gupti Aga - 38 - N/A - 5000 - Check Mate - Spd +2
Joyeuse - 37 - N/A - 2000 - Night Hawk - Res +5, Spd +2
- Gazing Evil
Last Letter - 45 - N/A - 500 - N/A - Eva +3, Spd +2
Madu - 33 - N/A - 500 - Chain Magic - Spd +2
Mage Masher - 34 - 8000 - 4000 - Blue Passion - Mag +5, Res +10,
- Barrier - Spd +2
Mythril Rapier - 32 - N/A - 500 - Thrust Combo - Jmp +1, Spd +2
- Spirit Combo
- Red Combo
Scarlette - 27 - 1500 - 750 - Fire - Mag +2, Spd +2
- Fire Whip
Silver Rapier - 35 - N/A - 500 - Stuck Shadow - Spd +2
- Slippy Rain
- Poison
Stinger - 25 - 400 - 200 - Tiny Bugs - Spd +2
- Thunder
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Rods

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Weapon      - AtkPwr - Buy - Sell - Abilities - Other
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Chill Rod - 27 - N/A - 4000 - Blizzaga - Mag +2
- Stop
- Deluge
Firewheel Rod - 21 - 1500 - 750 - Fira - Mag +2
- Haste
- Prominence
Flame Rod - 27 - N/A - 1500 - Firaga - Mag +2
Force Rod - 25 - 5000 - 2500 - Quarter - Mag +5
Heretic Rod - 31 - N/A - 500 - N/A - Mag +20
Mythril Rod - 32 - N/A - 2000 - Black Combo - Jmp +1, Mag +2
- Time Combo
- Spell Combo
Princess Rod - 35 - N/A - 500 - Star Cross - Def +5, Eva +2,
- Mag +2, Res +5
Rod - 18 - 600 - 300 - Fire - Mag +2
- Thunder
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				- Blizzard	
Sapere Aude	- 18	- N/A	- 500	- N/A	- Def +2, Eva +2, - Jmp +1, Mag +5, - Mov +1, Res +2, - Spd +2
Sleet Rod	- 21	- 1500	- 750	- Blizzara - Silence - Freezeblink	- Mag +2
Stardust Rod	- 29	- N/A	- 7000	- Demi - Stardust	- Mag +5
Terre Rod	- 23	- 2700	- 1350	- Slow - Soil Evidence	- Mag +2
Thor Rod	- 27	- N/A	- 2000	- Thundaga - Quicken - Wild Tornado	- Mag +2
Thunder Rod	- 21	- 1500	- 750	- Thundara - Reflect - Tempest	- Mag +2

=====
Sabers
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Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
Aqua Saber	- 36	- 3700	- 1850	- N/A	- Eva +6
Blue Saber	- 25	- 1000	- 500	- Learning	- Spd +2
Harpe	- 42	- N/A	- 1000	- N/A	- Def +5
Manganese	- 47	- N/A	- 500	- N/A	- Eva +5
Mythril Saber	- 32	- N/A	- 2000	- Blue Combo	- Jmp +1
Shamshir	- 31	- 2200	- 1100	- N/A	- Eva +2
SoulSaber	- 39	- N/A	- 500	- N/A	- Res +10

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Souls
=====

Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
Bomb Soul	- 36	- N/A	- 1200	- Bomb	- Res +2
Bug Soul	- 39	- N/A	- 1300	- Bug	- Def +2, Mag +2
Dragon Soul	- 43	- N/A	- 2000	- Dragon	- Def +5, Mag +2
Dread Soul	- 49	- N/A	- 500	- N/A	- Mag +2
Eye Soul	- 45	- N/A	- 1200	- Floateye	- Mag +2
Flan Soul	- 34	- N/A	- 1000	- Flan	- Def +3, Mag +10, - Res +2
Goblin Soul	- 32	- N/A	- 700	- Goblin	- Eva +1, Mag +2
Lamia Soul	- 41	- N/A	- 1500	- Lamia	- Mag +2
Malboro Soul	- 47	- N/A	- 3000	- Malboro	- Mag +2, Res +2
Mythril Soul	- 32	- N/A	- 2000	- Morph Combo	- Jmp +1, Mag +2
Panther Soul	- 39	- N/A	- 2000	- Panther	- Eva +2, Mag +2
Rukavi Soul	- 67	- N/A	- 500	- N/A	- Mag +2

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Spears
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Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
Bangaa Spike	- 53	- N/A	- 500	- N/A	- Def +5, Mag +2, - Res +5
Beastspear	- 51	- N/A	- 500	- N/A	- Def +10
Dragon Whisker	- 45	- 18000	- 9000	- Bangaa Cry	- Jmp +1
Gae Bolg	- 39	- 14000	- 7000	- Bolt Breath	- N/A
Ice Lance	- 35	- 8000	- 4000	- Ice Breath	- N/A
Javelin	- 31	- 3000	- 1500	- Warcry - Jump	- N/A
Kain's Lance	- 47	- N/A	- 3000	- Lifebreak	- Jmp +1
Lava Spear	- 33	- 5000	- 2500	- Fire Breath	- N/A
Mythril Spear	- 32	- N/A	- 2000	- Dragoon Combo	- Jmp +2
Odin Lance	- 55	- N/A	- 500	- N/A	- N/A
Partisan	- 42	- 10000	- 5000	- Cheer	- Jmp +1
Trident	- 50	- N/A	- 6000	- Weapon Atk+	- Jmp +1, Mag +2

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Staves
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Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
Bless Staff	- 23	- 4000	- 2000	- Life - Dispel	- Res +5
Cheer Staff	- 32	- N/A	- 4000	- Auto-Life - Judge - Madeen	- Def +5, Eva +2
Cure Staff	- 29	- 7000	- 3500	- Cura - Kirin	- Res +5
Dreamwatcher	- 43	- N/A	- 500	- N/A	- Mag +10, Res +15
Garnet Staff	- 31	- 9000	- 4500	- Barrier - Carbunkle	- Def +5, Res +5
Guard Staff	- 21	- 800	- 400	- Protect - Ifrit	- Def +5, Res +5
Judge Staff	- 21	- 1500	- 750	- Shell - Aero - Ramuh	- Mag +3, Res +5
Mythril Staff	- 32	- N/A	- 2000	- White Combo - Pray Combo - Summon Combo	- Jmp +1, Res +5
Nirvana Staff	- 34	- N/A	- 6000	- Full-Life - Holy - Phoenix	- Res +10
Power Staff	- 45	- N/A	- 500	- N/A	- Def +6, Res +5
Pure Staff	- 23	- 3000	- 1500	- Esuna - Unicorn	- Res +5
Snake Staff	- 29	- N/A	- 600	- Break - Shiva	- Res +5
Spring Staff	- 28	- N/A	- 1000	- Curaga - Water	- Res +5
White Staff	- 19	- 500	- 250	- Cure	- Res +5

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Swords
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Weapon	- AtkPwr	- Buy	- Sell	- Abilities	- Other
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Blood Sword	- 18	- N/A	- 1000	- Provoke	- N/A
				- Wyrmslayer	
Burglar Sword	- 39	- 3000	- 1500	- Sensor	- N/A
Buster Sword	- 35	- 1600	- 800	- Mindbreak	- Def +5
				- Wyrmtamer	
Chirijiraden	- 65	- N/A	- 500	- N/A	- N/A
Gale Sword	- 36	- N/A	- 500	- Greased Bolt	- Spd +1
Leglace Sword	- 41	- N/A	- 500	- N/A	- Mag +5
Mythril Sword	- 33	- N/A	- 2000	- Combat Combo	- N/A
Onion	- 29	- N/A	- 500	- N/A	- Def +5, Res +5, Eva +5
Restorer	- 40	- N/A	- 2000	- Downsize	- Mag +5, Res +5
				- Lancer	
Shortsword	- 25	- 300	- 150	- First Aid	- N/A
Silver Sword	- 30	- 900	- 450	- Speedbreak	- Spd +2, Eva +2
Victor Sword	- 33	- N/A	- 500	- N/A	- Def +10, Res +10
Vitanova	- 38	- N/A	- 4000	- Dragonheart	- Mag +2, Eva +2

15. Armour List

-AMR-

Armour

Armour	- Def	Pwr	- Buy	- Sell	- Abilities	- Other
Adamant Armour	- 58		- N/A	- 500	- N/A	- Res +3
Bronze Armour	- 30		- 1000	- 500	- N/A	- Res +6
Carabini Mail	- 38		- N/A	- 4000	- Bonecrusher	- Res +8
Cuirass	- 28		- 400	- 200	- N/A	- Res +2
Diamond Armour	- 40		- N/A	- 2000	- Weapon Def+	- Res +3
Dragon Mail	- 40		- N/A	- 8000	- N/A	- Res +10
Genji Armour	- 46		- N/A	- 500	- Reflex	- Res +12
Gold Armour	- 42		- 6000	- 3000	- Last Haste	- Res +6
Iron Armour	- 34		- 1500	- 750	- N/A	- Res +3
Materia Armour	- 52		- N/A	- 10000	- N/A	- Res +16
Maximillian	- 46		- N/A	- 10000	- N/A	- Res +10
Mirror Mail	- 36		- N/A	- 6000	- N/A	- Res +6
Opal Armour	- 42		- N/A	- 3000	- N/A	- Res +3
Peytral	- 28		- N/A	- 500	- N/A	- Res +2, Eva +5, - Jmp +1, Mov +1, - Mag +5, Spd +2
Platemail	- 38		- 3000	- 1500	- N/A	- Res +3

Clothes

Armour	- Def	Pwr	- Buy	- Sell	- Abilities	- Other
Adamant Vest	- 30		- 2000	- 1000	- Maintenance	- Res +3
Bone Plate	- 42		- N/A	- 10000	- N/A	- Res +8
Brigandine	- 37		- 3700	- 1850	- Counter	- Res +6
Brint Set	- 28		- N/A	- 500	- N/A	- Res +6

Chain Plate	- 28	- 900	- 450	- Catch	- Res +4
Dark Gear	- 32	- N/A	- 3000	- Weapon Def+	- Res +3, Eva +1, - Spd +2
Gaia Gear	- 24	- N/A	- 500	- Auto-Regen	- Res +12
Galia Set	- 26	- N/A	- 500	- N/A	- Res +18
Judge Coat	- 38	- N/A	- 500	- N/A	- Res +28
Judo Uniform	- 34	- 6000	- 3000	- Damage > MP	- Res +8
Leather Garb	- 18	- 300	- 150	- N/A	- Res +4
Minerva Plate	- 28	- 1500	- 750	- N/A	- Res +14
Mirage Vest	- 32	- N/A	- 500	- Reflex	- Res +16
Ninja Gear	- 30	- N/A	- 2500	- Laste Haste - Bonecrusher	- Res +6, Eva +2, - Spd +1
Onlyone	- 34	- N/A	- 500	- N/A	- Res +24
Power Sash	- 34	- 7000	- 3500	- Arrow Return	- Res +10
Rubber Suit	- 28	- N/A	- 7000	- N/A	- Res +16
Survival Vest	- 34	- 2500	- 1250	- Immunity	- Res +6
Temple Cloth	- 36	- N/A	- 500	- N/A	- Res +16, Mag +2
Wyggar	- 35	- N/A	- 4000	- Strikeback	- Res +10

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Robes
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Armour	- DefPwr	- Buy	- Sell	- Abilities	- Other
Black Robe	- 21	- N/A	- 3000	- Return Magic	- Res +36, Mag +2
Blaze Robe	- 19	- N/A	- 1000	- N/A	- Res +30
Flurry Robe	- 19	- N/A	- 1000	- N/A	- Res +30
Hempen Robe	- 15	- 400	- 200	- N/A	- Res +22
Light Robe	- 25	- N/A	- 4000	- Half-MP	- Res +40
Lordly Robe	- 28	- N/A	- 7000	- Absorb MP - Last Quicken	- Res +42
Magic Robe	- 24	- N/A	- 8000	- N/A	- Res +36, Mag +4
Magus Robe	- 15	- 3000	- 1500	- N/A	- Res +30
Mistle Robe	- 19	- 5000	- 2500	- N/A	- Res +30
Reaper Cloak	- 32	- N/A	- 500	- N/A	- Res +36
Red Robe	- 22	- N/A	- 4000	- N/A	- Res +31
Sage Robe	- 24	- N/A	- 500	- Geomancy	- Res +52
Silken Robe	- 15	- 1000	- 500	- N/A	- Res +28
Silver Coat	- 30	- N/A	- 10000	- N/A	- Res +38
Thunder Robe	- 19	- N/A	- 1000	- N/A	- Res +30
White Robe	- 21	- N/A	- 3000	- Turbo MP	- Res +38

16. Helmet List

-HAT-

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Helms
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Helmet	- DefPwr	- Buy	- Sell	- Abilities	- Other
Bangaa Helm	- 16	- N/A	- 500	- N/A	- Res +6
Bronze Helm	- 4	- 500	- 250	- N/A	- Res +2
Cross Helm	- 9	- N/A	- 2000	- N/A	- Res +4
Diamond Helm	- 11	- N/A	- 5000	- N/A	- Res +5

Genji Helmet	- 15	- N/A	- 500	- N/A	- Res +6
Hanya Helm	- 12	- N/A	- 500	- N/A	- Res +8
Iron Helm	- 5	- 1200	- 600	- N/A	- Res +3
Parade Helm	- 13	- N/A	- 500	- N/A	- Res +4

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Ribbons
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Helmet	- DefPwr	- Buy	- Sell	- Abilities	- Other
Barette	- 2	- N/A	- 2000	- N/A	- Res +5
Cachusha	- 2	- N/A	- 1000	- N/A	- Res +5
Ribbon	- 2	- N/A	- 20000	- N/A	- Res +5

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Hats
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Helmet	- DefPwr	- Buy	- Sell	- Abilities	- Other
Acacia Hat	- 2	- N/A	- 500	- N/A	- Res +2, Eva +5, - Jmp +1, Mag +5, - Mov +1, Spd +2
Black Hat	- 4	- N/A	- 4000	- N/A	- Res +16, Mag +4
Circlet	- 3	- 1800	- 900	- N/A	- Res +3
Feather Cap	- 2	- 350	- 175	- N/A	- Res +4
Gold Hairpin	- 4	- N/A	- 2000	- N/A	- Res +12, Mag +2
Green Beret	- 2	- 800	- 400	- Block Arrows	- Res +2, Eva +2
Headband	- 6	- 3000	- 1500	- N/A	- Res +2, Atk +5
Thief Hat	- 8	- N/A	- 3000	- N/A	- Res +6, Eva +7
Tiara	- 8	- N/A	- 500	- N/A	- Res +20
White Hat	- 4	- N/A	- 4000	- N/A	- Res +14
Wizard Hat	- 3	- N/A	- 1000	- N/A	- Res +10, Mag +1

17. Shield List

-SHD-

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Shields
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Shield	- Def	- Eva	- Res	- Buy	- Sell	- Abilities
Aegis Shield	- 5	- 10	- 5	- N/A	- 3000	- N/A
Bronze Shield	- 0	- 4	- 2	- 400	- 200	- Shieldbearer
Choco Shield	- 0	- 10	- 0	- N/A	- 500	- N/A
Flame Shield	- 0	- 9	- 6	- N/A	- 1500	- N/A
Genji Shield	- 10	- 10	- 7	- N/A	- 500	- N/A
Ice Shield	- 0	- 9	- 6	- N/A	- 1500	- N/A
La Seraphica	- 0	- 15	- 5	- N/A	- 500	- N/A
Opal Shield	- 2	- 7	- 6	- 2000	- 1000	- Shieldbearer
Reverie Shield	- 5	- 10	- 10	- N/A	- 500	- N/A
Round Shield	- 0	- 5	- 4	- 1000	- 500	- Shieldbearer
Sacri Shield	- 5	- 10	- 5	- N/A	- 6000	- N/A

 18. Accessory List

-ACS-

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 Accessories
 =====

Accessory	- Def	- Res	- Buy	- Sell	- Abilities	- Other
Angel Ring	- 0	- 0	- N/A	- 1700	- N/A	- Auto-Life
Fortune Ring	- 3	- 5	- 10000	- 5000	- N/A	- N/A
Magic Ring	- 0	- 10	- N/A	- 1200	- N/A	- Mag +3
Mindu Gem	- 3	- 3	- N/A	- 500	- N/A	- N/A
Ruby Earring	- 3	- 6	- N/A	- 3000	- N/A	- N/A
Scarab	- 2	- 8	- 10000	- 5000	- N/A	- N/A
Star Armlet	- 4	- 4	- 15000	- 500	- N/A	- Mag +2, Spd +2

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 Boots
 =====

Boot	- Def	- Buy	- Sell	- Abilities	- Other
Battle Boots	- 7	- 1000	- 500	- N/A	- N/A
Caligula	- 7	- N/A	- 500	- N/A	- Atk +3
Dash Boots	- 2	- 2000	- 1000	- N/A	- Mov +1
Fairy Shoes	- 3	- N/A	- 6000	- N/A	- Res +2
Feather Boots	- 3	- N/A	- 6000	- N/A	- N/A
Galmia Shoes	- 3	- N/A	- 4500	- N/A	- N/A
Germinas	- 3	- N/A	- 4000	- N/A	- Jmp +2
Ninja Tabi	- 3	- N/A	- 500	- N/A	- Mov +2
Red Boots	- 3	- N/A	- 5000	- N/A	- Eva +2, Res +5
Spiked Boots	- 4	- 1500	- 750	- N/A	- Jmp +1

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 Gloves
 =====

Glove	- Atk	- Def	- Buy	- Sell	- Abilities	- Other
Bone Armlets	- 3	- 6	- N/A	- 500	- N/A	- Eva +5, Res +8
Bracers	- 5	- 12	- 15000	- 500	- N/A	- N/A
Fire Mitts	- 0	- 10	- N/A	- 500	- N/A	- Res +10
Gauntlets	- 5	- 5	- 2000	- 1000	- N/A	- N/A
Genji Armlets	- 5	- 10	- N/A	- 500	- N/A	- Res +5
Thief Armlets	- 3	- 3	- N/A	- 1500	- N/A	- N/A

 19. Version History

-VRH-

Version 1.5 (Final)

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- Armour List Complete
- Helmet List Complete
- Shield List Complete
- Accessories List Complete

Version 1.4

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- Job Lists Complete
- Weapons List Complete
- Armour: Armour Complete

Version 1.3

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- AlaskaFox came on-board
- Entire guide reformatted
- 'Leads to' and Weapon sections added to Job List
- Weapons List added
- Race List Added
- Lots of "To Dos" added

Version 1.0 - 1.2

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- Job Lists added
- Most of the information in the Jobs sections added

20. Legal Information

-LGL-

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21. Credits

-CRD-

Credit for some the information in this Guide goes to K1n90Fp0rTu9aL, for finding the stat growth info:

Terence/TFergusson for the Moogles Job Stat Growths

Credit also to James for providing some Weapon Info

If you helped with my guide but don't see your name here, let me know!

If you need to contact Darth, E-mail me at dpitch40@cs.com. Though I don't have time to make a full FAQ, I'll still answer any questions on FFTA you send.

If you need to contact Alaska, don't bother emailing him as the ignorant bastard won't reply to you anyway.

Thanks for reading our guide. And enjoy FFTA!

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