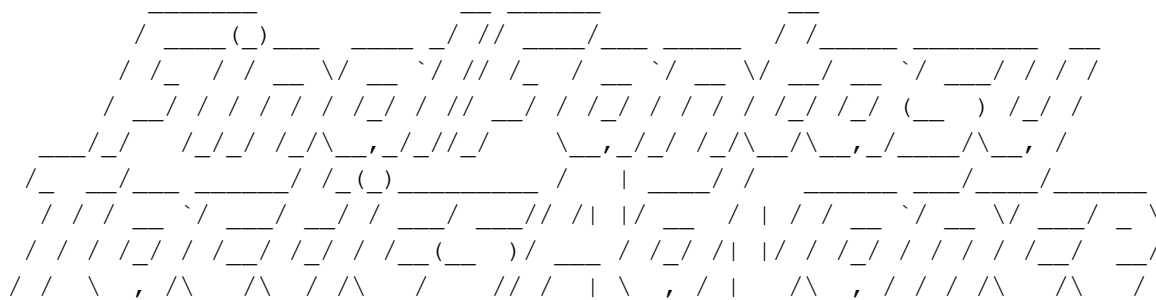


Final Fantasy Tactics Advance Ability FAQ

by NeoBlitz

Updated to v2.0 on Apr 25, 2004



Ability FAQ

Version 2.0

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Most contributions will be accepted and always credited

Last updated: 23 April 2004

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1.0 Version History  
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Version 1.0 :
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First version of the FAQ

- Completed Race List with information on each race and an undetailed class guide for each race
- Completed Ability List for Fighter and Thief classes except for Combo names

Version 1.05 :  
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- Added Ability List for White and Black Mages and Illusionist
- Answered some Frequently Asked Questions

Version 1.1 :
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- Continued Ability List down to White Monk, some Job ability lists not complete

Version 1.2 :  
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- Added Soldier abilities, except for Combo and Mythril weapon name
- Added complete Paladin and Bishop ability lists
- Added Defender and Thief Combo and Mythril weapon names
- First version I've put stars(*) in, next to the complete ability lists
- Answered an FAQ about the Morpher class
- Added an Archer A-ability

Version 1.9 :
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- Added Mog Knight abilities except for Ultima Charge Weapon name
- Added Summoner abilities, still appear to be some abilities missing
- Started Assassin section, no abilities right now
- Added complete ability lists for: Templar, Time Mage, Alchemist, Beastmaster, Morpher, Sage, Fencer, Elementalist, Red Mage, Sniper, Animist, Gunner, Juggler and Gadgeteer
- Added Fighter, Black Mage, Illusionist, Archer, Hunter, Warrior and Gladiator

Combo and Mythril weapon names

-Fighter, Black Mage, Archer, Hunter and Warrior ability lists are now complete

-Guide almost finished except for a few missing weapons and abilities

Version 1.95 :

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-Added final Soldier and Summoner A-ability

-Added weapon needed to teach Ultima Sword, to Gladiators, and Ultima Charge to Mog Knights

-Soldier, Gladiator, Mog Knight and Summoner ability lists are now complete

Version 2.0 :

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This will probably be the final version of the FAQ but I'm not completely sure

-Added Blue Mage A-ability, ability list now complete for Blue Mage

-Added complete Assassin ability list

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2.0 FAQs

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This area is made up of questions which I have noticed are asked quite regularly on the FFTA message board at GameFAQs. If there is a question that isn't here that you would like answered send it to me in an e-mail and I'll ensure that it is added in the next update.

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Q. How do I teach an ability to a unit?

A. For a unit to learn an ability, action, reaction, support or combo you need the corresponding piece of equipment which teaches that ability. You must then equip that weapon or other piece of equipment on a unit that is capable of learning that ability. You must then collect/gain the AP needed to master that technique by fighting in Engages or completing Dispatch Missions. Once it has been mastered you can then equip another weapon/robe etc. to learn another ability.

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Q. How can I get a unit to become a <insert class here>?

A. In order to change a character from one job/class to another, of a higher level, it is necessary to master a number of Action-abilities of one or more lower classes/jobs. For example, to become a Fighter a unit must know 2 Soldier A-abilities, or to become a Blue Mage you need 1 White Mage and 1 Black Mage A-ability. For a complete list of class/job changes see the Race List.

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Q. How do Blue Mages learn new abilities?

A. Blue Mages learn A-abilities differently to the other classes. They need to have support-ability Learning 'equipped' and they then need to have an ability succesfully used on them by a monster. For example, to learn Magic Hammer you

need to have Learnin

g as your Blue Mage's support ability and you then need a Red Cap to use Magic Hammer on your Blue Mage. For some abilities it may be necessary for you to have a Monster Tamer (Nu Mou) to control the monster to make it use the ability on your unit, because no monster will ever use White Wind on you.

NOTE: To get the Learning S-ability you need to equip a Blue Mage with the Blue Saber which can be bought fairly early on in the game. You should also note that your unit does not need to be a Blue Mage to learn Blue Magic you just need to have Learning 'equipped', that way a Fighter could learn Blue Magic in battle. For a list of Blue Magic and what monsters use each spell see the Blue Mage section of the Class and Ability List.

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Q. How do Morphers learn new abilities?

A. In order for a Morpher to gain the ability to morph into a monster, you must first capture that particular monster using the Hunter A-ability, Capture which can be thought to the Hunter class with the Ranger Bow. Upon capturing a monster you will obtain that monster's soul, for example if you caught a Lamia or Lilith you would be given a Lamia soul, equip the soul to your Morpher to learn the ability to morph into that monster. Captured monsters will be sent to the Monster Bank in Cyril, where you can give them items to make them like you more, the reason for this is, the more a monster likes you the more powerful your Morpher's attacks will be.

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3.0 Race List
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As most of you already know there are five different races in Final Fantasy Tactics Advance. Each race has its strengths and weaknesses and certain jobs/classes are only available to a certain race, for example only Humans may become Blue Mages.

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3.1 Humans
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Humans are the most well rounded race in the game, with access to eleven different jobs. In battle they can call upon the Totema Mateus to deliver a great amount of damage to all enemies.

- Soldier -Auto
- Paladin -2 Soldier Action-abilities
- Fighter -2 Soldier Action-abilities
- Thief -Auto
- Ninja -2 Thief Action-abilities
- White Mage -Auto
- Black Mage -Auto
- Illusionist -3 White Mage and 5 Black Mage Action-abilities
- Blue Mage -1 White Mage and 1 Black Mage Action-ability
- Archer -Auto
- Hunter -2 Archer Action-abilities

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3.2 Bangaa
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Bangaa have a small variety of jobs, the smallest in the game with only seven choices. Bangaa are essentially a fighting race with a high attack making them more suited to attacking although there are magic using jobs for them too. Though they have a small variety of jobs they are all specific to the Bangaa race. Their lack of speed is made up for in their attack and defence. In battle they call upon the Totema Adrammalech dealing massive amounts of damage to all enemies.

Warrior -Auto  
Dragoon -2 Warrior Action-abilities  
Defender -2 Warrior Action-abilities  
Gladiator -2 Warrior Action-abilities  
White Monk -Auto  
Bishop -2 White Monk Action-abilities  
Templar -2 White Monk Action-abilities

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3.3 Nu Mou
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On a first look at this race they seem docile and fragile but their access to great supernatural powers makes them the best race for Magic based jobs, which do in fact make up the majority of their eight jobs. In battle they call upon the Totema Ultima to deal MP damage to all enemies.

White Mage -Auto  
Black Mage -Auto  
Illusionist -3 White Mage and 5 Black Mage Action-abilities  
Time Mage -5 Black Mage Action-abilities  
Alchemist -2 White Mage and 5 Black Mage Action-abilities  
Beastmaster -Auto  
Morpher -5 Beastmaster Action-abilities  
Sage -3 White Mage and 2 Beastmaster Action-abilities

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3.4 Viera
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An all female race commonly referred to as the 'Bunny Girls' or variations on that. With superior speed and a range of jobs that have wide attack ranges this race could make up your whole clan. In battle they call upon the Totema Exodus to deal MP damage to all enemies.

White Mage -Auto  
Fencer -Auto  
Elementalist -1 White Mage and 1 Fencer Action-ability  
Red Mage -1 Fencer Action-ability  
Summoner -2 White Mage and 2 Elementalist Action-abilities  
Archer -Auto  
Assassin -2 Elementalist and 1 Sniper Action-abilities  
Sniper -2 Archer Action-abilities

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3.5 Moogles
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A race that looks like a cross between a bat and a stuffed animal they're all very cute looking but that is just a front. They end every sentence with the word KUPO. Their eight job classes are made up of magical classes and classes with a wide attack range. In battle they call upon the Totema Famfrit to deal piles of damage to all enemies.

Black Mage -Auto  
Time Mage -5 Black Mage Action-abilities

Animist -Auto  
 Mog Knight -1 Animist Action-ability  
 Gunner -1 Animist Action-ability  
 Thief -Auto  
 Juggler -2 Thief Action-abilities  
 Gadgeteer -2 Thief Action-abilities

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 4.0 Class and Ability List
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This area of the FAQ is designed to give detailed information on each job or class available in this game, including the abilities learned by that class, what weapons teach those abilities, how many AP points are needed to master the abilities and what the abilities do.

NOTE: Action abilities will be referred to as A-abilities, Reaction abilities as R-abilities and Support abilities as S-abilities from this point.

4.1 SOLDIER \*

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Availabe to: Humans only

Requirements: None

Battle Tech

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First Aid		Shortsword		100 AP A	Cure HP and status
Powerbreak		Barong		200 AP A	Lower target's weapon attack
Mindbreak		Buster Sword		200 AP A	Lower target's magic
Magicbreak		Ancient Sword		200 AP A	MP damage
Speedbreak		Silver Sword		200 AP A	Lower target's speed
Mug		Diamond Sword		300 AP A	Damages target and steals carried gil
Provoke		Blood Sword		300 AP A	Cause Berserk status
Sensor		Burglar Sword		300 AP A	Find hidden equipment on enemy
Monkey Grip		Vigilante		300 AP S	Hold two-handed weapon with one hand
Shieldbearer		Bronze Shield		300 AP S	Equip a shield no matter what job
Combat Combo		Mythril Sword		100 AP C	Use JP to attack with clan members

Note: Shieldbearer can also be learned from the Opal Shield.

4.2 PALADIN *

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Availabe to: Humans only

Requirements: 2 Soldier A-abilities

Chivalry

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|              |  |               |  |          |                                      |
|--------------|--|---------------|--|----------|--------------------------------------|
| Nurse        |  | Defender      |  | 100 AP A | Cure HP and status                   |
| Defense      |  | Lionheart     |  | 200 AP A | Raise Defence and Resistance         |
| Cover        |  | SaveTheQueen  |  | 200 AP A | Take damage for a clan member        |
| Subdue       |  | Ancient Sword |  | 200 AP A | Low damage attack                    |
| Drop Weapon  |  | Ragnarok      |  | 200 AP A | Disarm target                        |
| Parley       |  | Barong        |  | 200 AP A | Remove weakened monsters from battle |
| Saint Cross  |  | Arch Sword    |  | 300 AP A | Holy damage in a cross-shaped area   |
| Holy Blade   |  | Excalibur     |  | 300 AP A | Heavy holy damage                    |
| Reflex       |  | Genji Armor   |  | 300 AP R | Completely dodge attacks             |
| Weapon Def+  |  | Diamond Armor |  | 300 AP S | Raises Weapon Defence                |
| Knight Combo |  | Mythril Brand |  | 100 AP C | Use JP to attack with clan members   |

#### 4.3 FIGHTER \*

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Available to: Humans only

Requirements: 2 Soldier A-abilities

Fighter Tech

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Rush	Sweep Blade	100 AP A	Damage and push back target
Wild Swing	Ogun Blade	200 AP A	Damage all adjacent units
Beatdown	Shadow Blade	200 AP A	Double damage, halved accuracy
Blitz	Sun Blade	200 AP A	Double accuracy, halved damage
Air Render	Atmos Blade	200 AP A	Wide ranged attack
Far Fist	Kwigon Blade	200 AP A	Wide ranged area damage attack
Air Blast	Air Blade	300 AP A	Wind area damage
Backdraft	Flametongue	300 AP A	Fire area damage, causes self damage
Bonecrusher	Ninja Gear	300 AP R	Counter with 1.5 times damage
Strikeback	Wygar	300 AP R	Block attack and counter
Doublehand	Venus Blade	300 AP S	Hold sword with two hands
Fight Combo	Mythril Blade	100 AP C	Use JP to attack with clan members

4.4 THIEF *

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Available to: Humans and Moogles

Requirements: None

##### Steal

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|               |                |          |                                            |
|---------------|----------------|----------|--------------------------------------------|
| Steal:Armor   | Rondell Dagger | 200 AP A | Steal enemy's armor                        |
| Steal:Shield  | Scramasax      | 200 AP A | Steal enemy's shield                       |
| Steal:Access  | Jambiya        | 300 AP A | Steal enemy's accessory                    |
| Steal:Helm    | Kard           | 100 AP A | Steal enemy's helmet                       |
| Steal:Weapon  | Sword Breaker  | 300 AP A | Steal enemy's weapon                       |
| Steal:Gil     | Jack Knife     | 100 AP A | Steal Gil from an enemy                    |
| Steal:EXP     | Khukuri        | 100 AP A | Steal EXP from an enemy                    |
| Steal:JP      | Orichalcum     | 200 AP A | Steal JP from an enemy                     |
| Steal:Ability | Cinquedeas     | 300 AP A | Steal an ability from an enemy             |
| Counter       | Brigandine     | 300 AP R | Counter an enemy's attack                  |
| Maintenance   | Adaman Vest    | 300 AP S | Prevent equipment from being stolen/broken |
| Thief Combo   | Mythril Knife  | 100 AP C | Use JP to attack with clan members         |

#### 4.5 NINJA \*

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Available to: Humans only

Requirements: 2 Thief A-abilities

Ninja Skill

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Throw	Ninja Knife	100 AP A	Throw an item from your inventory
Wood Veil	Kotetsu	200 AP A	Damage and immobilise
Fire Veil	Ashura	200 AP A	Fire damage and confuse
Earth Veil	Osafune	200 AP A	Earth damage and Slow
Metal Veil	Kikuichimonji	200 AP A	Damage and Darkness
Water Veil	Murasame	200 AP A	Water damage and Silence
Unspell	Heaven's Cloud	300 AP A	Nullify Magic effect
Oblivion	Masamune	300 AP A	Inflict Addle status ailment
Last Haste	Ninja Gear	300 AP S	Haste status when critical

Double Sword| Nosada |999 AP|S| Equip a weapon in each hand

Ninja Combo |

Mythril Epee |100 AP|C| Use JP to attack with clan members

4.6 WHITE MAGE *

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Available to: Humans, Nu Mou and Viera

Requirments: None

White Magic

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|             |               |          |                                    |
|-------------|---------------|----------|------------------------------------|
| Cure        | White Staff   | 100 AP A | Recover a little HP                |
| Cura        | Cure Staff    | 200 AP A | Recover some HP                    |
| Curaga      | Spring Staff  | 300 AP A | Recover a lot of HP                |
| Esuna       | Pure Staff    | 200 AP A | Cure status ailments               |
| Life        | Bless Staff   | 200 AP A | Revive KO'd unit with half HP      |
| Full-Life   | Nirvana Staff | 300 AP A | Revive Ko'd unit with full HP      |
| Auto-Life   | Cheer Staff   | 200 AP A | Casts Reraise status on target     |
| Shell       | Judge Staff   | 200 AP A | Raises Magic Resistance            |
| Protect     | Guard Staff   | 200 AP A | Raises Weapon Defence              |
| Turbo MP    | White Robe    | 300 AP S | Use double MP but raise power      |
| White Combo | Mythril Staff | 100 AP C | Use JP to attack with clan members |

#### 4.7 Black Mage \*

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Available to: Humans, Nu Mou and Moogles

Requirements: None

Black Magic

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Fire	Rod	100 AP A	Weak fire damage
Fira	Firewheel Rod	200 AP A	Average fire damage
Firaga	Flame Rod	300 AP A	Strong fire damage
Thunder	Rod	100 AP A	Weak thunder damage
Thundara	Thunder Rod	200 AP A	Average thunder damage
Thundaga	Thor Rod	300 AP A	Strong thunder damage
Blizzard	Rod	100 AP A	Weak ice damage
Blizzara	Sleet Rod	200 AP A	Average ice damage
Blizzaga	Chill Rod	300 AP A	Strong ice damage
Return Magic	Black Robe	300 AP R	Counter Magic with Magic
Geomancy	Sage Robe	300 AP S	Increases elemental power
Black Combo	Mythril Rod	100 AP C	Use JP to attack with clan members

4.8 ILLUSIONIST *

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Available to: Humans and Nu Mou

Requirements: 3 White Mage and 5 Black Mage A-abilities

Phantasm Skill

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|             |               |          |                               |
|-------------|---------------|----------|-------------------------------|
| Prominence  | Firewheel Rod | 100 AP A | Fire damage to all enemies    |
| Tempest     | Thunder Rod   | 100 AP A | Thunder damage to all enemies |
| Freezeblink | Sleet Rod     | 100 AP A | Ice damage to all enemies     |
| Star Cross  | Princess Rod  | 300 AP A | Holy damage to all enemies    |
| Stardust    | Stardust Rod  | 300 AP A | Damage to all enemies         |
| Deluge      | Chill Rod     | 300 AP A | Water damage to all enemies   |



|               |             |          |                                    |
|---------------|-------------|----------|------------------------------------|
| Soil Evidence | Terre Rod   | 200 AP A | Earth damage to all enemies        |
| Wild Tornado  | Thor Rod    | 200 AP A | Wind damage to all enemies         |
| Absorb MP     | Lordly Robe | 300 AP R | Absorb MP used by enemy's attack   |
| Half MP       | Light Robe  | 300 AP S | Half MP usage when casting Magic   |
| Spell Combo   | Mythril Rod | 100 AP C | Use JP to attack with clan members |

#### 4.9 BLUE MAGE \*

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Available to: Humans only

Requirements: 1 White Mage and 1 Black Mage A-ability

Blue Magic

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Goblin Punch	Goblin		A Random damage
Magic Hammer	Red Cap		A MP damage
Acid	All Flan		A Inflict a random status ailment
Blowup	All Bombs		A Sacrifice unit to cause major damage
Mighty Guard	Icedrake		A Raise Defence and Resistance
Guard-Off	Firewyrn		A Lower Defence and Resistance
Dragon Force	Thundrake		A Raise Weapon Attack and Magic
Night	Lamia		A Cast sleep on all units
Twister	Lilith		A Half targets' HP
L3 Def Less	Antlion		A Lower Defence and Resistance lvl/3
Matra Magic	Blade Biter		A Switch MP and HP levels
Poison Claw	Red Panther		A Damage and poison
Hastebreak	Coeurl		A Slow or Stop if hasted
Bad Breath	Malboro		A Inflict multiple status ailments
Stare	Floateye		A Inflicts Confuse status ailment from front
Roulette	Ahriman		A Death on random unit
Drain Touch	Zombie		A Attack and drain HP
L? Shadow Flare	Vampire		A Damage if 2nd level digit is the same
White Wind	Sprite		A Heal HP
Angel Whisper	Titania		A Heal HP and Auto-Life
Damage > MP	Judo Uniform	300 AP R	MP damage instead of HP damage
Immunity	Survival Vest	300 AP S	Immune to Status ailments
Learning	Blue Saber	400 AP S	Learn monsters' abilities
Blue Combo	Mythril Saber	100 AP C	Use JP to attack with clan members

4.10 ARCHER *

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Available to: Humans and Viera

Requirements: None

#### Aim

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|              |             |          |                                          |
|--------------|-------------|----------|------------------------------------------|
| Boost        | Longbow     | 100 AP A | Raise strength of next attack            |
| Aim:Legs     | Thorn Bow   | 200 AP A | Immobilise enemy                         |
| Aim:Arm      | Nail Bow    | 200 AP A | Disable enemy's actions                  |
| Cupid        | Artemis Bow | 200 AP A | Inflict Charm status on enemy            |
| Burial       | Silver Bow  | 300 AP A | Remove Undead from battle                |
| Take Aim     | Yoichi Bow  | 300 AP A | Never miss attack, halved damage         |
| Faster       | Perseus Bow | 300 AP A | Attack and nullify R-abilities           |
| Blackout     | Char Bow    | 200 AP A | Inflict darkness status ailment on enemy |
| Block Arrows | Green Beret | 300 AP R | Block all arrow attacks                  |
| Concentrate  | Target Bow  | 300 AP S | Raises accuracy of most actions          |
| Bow Combo    | Mythril Bow | 100 AP C | Use JP to attack with clan members       |

#### 4.11 HUNTER \*

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Available to: Humans only

Requirements: 2 Archer A-abilities

Hunt

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Sonic Boom	Cranequin	200 AP A	Area Damage
Oust	Windslash Bow	200 AP A	Remove weakened monster from battle
Advice	Twin Bow	100 AP A	Raise critical ratio
Aim:Vitals	Fey Bow	300 AP A	Inflict random status ailment
Hunting	Hunt Bow	300 AP A	Receive more JP from a KO
Addle	Master Bow	200 AP A	Inflict Addle status ailment
Ultima Shot	Seventh Heaven	999 AP A	Heavy damage
Sidewinder	Hades Bow	300 AP A	Heavy damage to monsters
Capture	Ranger Bow	200 AP A	Capture weakened monster
Auto-Regen	Gaia Gear	300 AP R	Regen status effect when attacked
Weapon Atk+	Nike Bow	300 AP S	Raises weapon attack
Hunt Combo	Mythril Shot	100 AP C	Use JP to attack with clan members

4.12 WARRIOR *

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Available to: Bangaa only

Requirements: None

##### Battle Tech

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|              |               |          |                                      |
|--------------|---------------|----------|--------------------------------------|
| First Aid    | Shortsword    | 100 AP A | Cure HP and status                   |
| Powerbreak   | Samson Sword  | 200 AP A | Lower target's weapon attack         |
| Mindbreak    | Buster Sword  | 200 AP A | Lower target's magic                 |
| Magicbreak   | Falchion      | 200 AP A | MP damage                            |
| Speedbreak   | Silver Sword  | 200 AP A | Lower target's speed                 |
| Body Slam    | Striborg      | 300 AP A | Heavy damage, but recoils            |
| Greased Bolt | Gale Sword    | 300 AP A | Attack and nullify R-abilities       |
| Downsize     | Restorer      | 300 AP A | Halve target's HP                    |
| Monkey Grip  | Claymore      | 300 AP S | Hold two-handed weapon with one hand |
| Shieldbearer | Bronze Shield | 300 AP S | Equip a shield no matter what job    |
| Combat Combo | Mythril Sword | 100 AP C | Use JP to attack with clan members   |

Note:Shieldbearer can also be learned from the Opal Shield.

#### 4.13 DRAGOON \*

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Available to: Bangaa only

Requirements: 2 Warrior A-abilities

Dragon Tech

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Jump	Javelin	100 AP A	
Lancet	Restorer	300 AP A	Attack and drain HP
Wyrmtamer	Buster Sword	200 AP A	Remove weakened Dragon from battle
Fire Breath	Lava Spear	300 AP A	Fire damage in a T-area
Bolt Breath	Gae Bolg	300 AP A	Lightning damage in a T-area
Ice Breath	Ice Lance	300 AP A	Ice damage in a T-area
Wyrmkiller	Blood Sword	300 AP A	Heavy damage to Dragons

Bangaa Cry		Dragon Whisker		200 AP A	Damage in a T-area
Dragonheart		Vitanova		300 AP R	Reraise status effect when damaged
Dragon Combo		Mythril Spear		100 AP C	Use JP to attack with clan members

4.14 DEFENDER *

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Available to: Bangaa only

Requirements: 2 Warrior A-abilities

Defend

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|              |  |               |  |          |                                          |
|--------------|--|---------------|--|----------|------------------------------------------|
| Tremor       |  | El Cid Sword  |  | 100 AP A | Damage and knock back surrounding units  |
| Meltdown     |  | Vajra         |  | 200 AP A | Use HP to do damage to surrounding units |
| Defense      |  | Lionheart     |  | 200 AP A | Raise Defense and Resistance             |
| Drop Weapon  |  | Ragnarok      |  | 200 AP A | Make target drop weapon                  |
| Hibernate    |  | Defender      |  | 100 AP A | Hibernate and remove all status ailments |
| Mow Down     |  | Striborg      |  | 200 AP A | Area damage but lowers speed             |
| Aura         |  | Lohengrin     |  | 300 AP A | Casts Reraise and Regen                  |
| Expert Guard |  | SaveTheQueen  |  | 300 AP A | Prevent all damage                       |
| Last Berserk |  | Predator      |  | 300 AP R | Berserk status when critical             |
| Weapon Def+  |  | Diamond Armor |  | 300 AP S | Raises weapon defence                    |
| Defend Combo |  | Mythril Brand |  | 100 AP C | Use JP to attack with clan members       |

#### 4.15 GLADIATOR \*

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Available to: Bangaa only

Requirements: 2 Warrior A-abilities

Spellblade Tech

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Rush		Sweep Blade		100 AP A	Damage and push back target
Wild Swing		Ogun Blade		200 AP A	Attack all surrounding targets
Beatdown		Shadow Blade		200 AP A	Double damage,halved accuracy
Blitz		Sun Blade		200 AP A	Double accuracy,halved damage
Fire Sword		Flametongue		200 AP A	Fire damage
Bolt Sword		Air Blade		200 AP A	Lightning damage
Ice Sword		Ice Brand		200 AP A	Ice damage
Ultima Sword		Materia Blade		999 AP A	Heavy damage
Strikeback		Wygat		300 AP R	Block attack and counter
Doublehand		Venus Blade		300 AP S	Hold sword with two hands
Sword Combo		Mythril Blade		100 AP C	Use JP to attack with clan members

4.16 WHITE MONK *

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Available to: Bangaa only

Requirements: None

Monk Tech

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|              |  |                 |  |          |                                       |
|--------------|--|-----------------|--|----------|---------------------------------------|
| Whirlwind    |  | Hard Knuckles   |  | 100 AP A | Attack all surrounding units          |
| Air Render   |  | Kaiser Knuckles |  | 200 AP A | Wide ranged attack                    |
| Earth Render |  | Tiger Fangs     |  | 200 AP A | Attack all units in a straight line   |
| Far Fist     |  | Godhand         |  | 200 AP A | Wide ranged area damage               |
| Chakra       |  | Cat Claws       |  | 200 AP A | Restore HP and remove status ailments |
| Revive       |  | Survivor        |  | 300 AP A | Revive KO'd unit                      |
| Exorcise     |  | Rising Sun      |  | 300 AP A | Remove Undead from battle             |
| Holy Sign    |  | White Fangs     |  | 200 AP A | Dispel magic effects                  |

|            |               |          |                                    |
|------------|---------------|----------|------------------------------------|
| Reflex     | Mirage Vest   | 300 AP R | Avoid damage from attack           |
| Counter    | Brigandine    | 300 AP R | Counter an enemy's attack          |
| Monk Combo | Mythril Claws | 100 AP C | Use JP to attack with clan members |

#### 4.17 BISHOP \*

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Available to: Bangaa only

Requirements: 2 White Monk A-abilities

Prayer

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Cura	Cure Staff	200 AP A	Recover some HP
Dispel	Bless Staff	200 AP A	Dispel magic effects
Holy	Nirvana Staff	300 AP A	Holy damage
Barrier	Garnet Staff	300 AP A	Raise Defense and Resistance
Judge	Cheer Staff	300 AP A	Steal JP
Water	Spring Staff	200 AP A	Water element damage
Aero	Judge Staff	200 AP A	Air element damage
Break	Snake Staff	200 AP A	Petrifies enemy
Return Magic	Black Robe	300 AP R	Counter Magic with Magic
Half MP	Light Robe	300 AP S	Half MP usage when casting Magic
Pray Combo	Mythril Staff	100 AP C	Use JP to attack with clan members

4.18 TEMPLAR *

~~~~~

Available to: Bangaa only

Requirements: 2 White Monk A-abilities

#### Sacred Tech

=====

|              |               |          |                                    |
|--------------|---------------|----------|------------------------------------|
| Astra        | SaveTheQueen  | 200 AP A | Prevent next status ailment        |
| Warcry       | Javelin       | 300 AP A | Reduce surrounding units' speed    |
| Rasp         | Apocalypse    | 100 AP A | MP damage                          |
| Cheer        | Partisan      | 100 AP A | Raise weapon attack                |
| Silence      | Ragnarok      | 200 AP A | Inflict Silence status ailment     |
| Soul Sphere  | Arch Sword    | 300 AP A | MP damage                          |
| Haste        | Lohengrin     | 200 AP A | Causes Haste status                |
| Lifebreak    | Kain's Lance  | 300 AP A | Damage equal to lost HP            |
| Bonecrusher  | Carabini Mail | 300 AP R | Counter with 1.5 times damage      |
| Weapon Atk+  | Trident       | 300 AP S | Raises weapon attack               |
| Sacred Combo | Mythril Brand | 100 AP C | Use JP to attack with clan members |

#### 4.19 TIME MAGE \*

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Available to: Nu Mou and Moogles

Requirements: 5 Black Mage A-abilities

Time Magic

=====

Haste	Firewheel Rod	200 AP A	Causes Haste status
Quicken	Thor Rod	300 AP A	Makes unit take turn immediately
Slow	Terre Rod	200 AP A	Causes Slow status
Reflect	Thunder Rod	300 AP A	Reflect Magic back at unit
Stop	Chill Rod	300 AP A	Stops enemy in time
Silence	Sleet Rod	200 AP A	Inflict Silence status ailment
Quarter	Force Rod	200 AP A	Reduce target's HP by 1/4
Demi	Stardust Rod	300 AP A	Reduce target's HP by 1/2

Last Quicken| Lordly Robe |300 AP|R| Casts Quicken when critical
Time Combo | Mythril Rod |100 AP|C| Use JP to attack with clan members

4.20 ALCHEMIST *

~~~~~

Available to: Nu Mou only

Requirements: 2 White Mage and 5 Black Mage A-abilities

#### Alchemy Skill

=====

|             |               |          |                                        |
|-------------|---------------|----------|----------------------------------------|
| Astra       | Sage Crosier  | 200 AP A | Prevent next status ailment            |
| Death       | Life Crosier  | 300 AP A | KO target                              |
| Meteor      | Scorpion Tail | 300 AP A | Powerful area damage                   |
| Rasp        | Energy Mace   | 100 AP A | MP damage                              |
| Flare       | Lotus Mace    | 300 AP A | Powerful damage                        |
| Poison      | Druid Mace    | 100 AP A | Poison target                          |
| Toad        | Mandragora    | 200 AP A | Turn target into a frog                |
| Magic Pow+  | Morning Star  | 300 AP S | Raises Magic                           |
| Maintenance | Adaman Vest   | 300 AP S | Prevent items from being stolen/broken |
| Gold Combo  | Mythril Mace  | 100 AP C | Use JP to attack with clan members     |

#### 4.21 BEASTMASTER \*

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Available to: Nu Mou only

Requirements: None

Control

=====

Goblin	Demon Bell,War Trumpet	200 AP A	Control Goblins
Flan	Demon Bell,Glass Bell	200 AP A	Control Flan
Bomb	Demon Bell,Aona Flute	200 AP A	Control Bombs
Dragon	Earth Bell	200 AP A	Control Dragons
Lamia	Glass Bell	200 AP A	Control Lamia
Bug	Fairy Harp	200 AP A	Control Bugs
Tonberry	Blood Strings	200 AP A	Control Tonberrys
Panther	War Trumpet	200 AP A	Control Panthers
Malboro	Aona Flute	200 AP A	Control Malboro
Floateye	Black Quena	200 AP A	Control Floateyes
Undead	Black Quena	200 AP A	Control the Undead
Fairy	Fairy Harp	200 AP A	Control Fairys
Rockbeast	Conch Shell	200 AP A	Control Rockbeasts
Last Haste	Ninja Gear	300 AP R	Haste status when critical
Immunity	Survival Vest	300 AP S	Immune to status ailments
Beast Combo	Mythril Bell	100 AP C	Use JP to attack with clan members

4.22 MORPHER *

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Available to: Nu Mou only

Requirements: 5 Beastmaster A-abilities

#### Morph

=====

|        |             |          |                   |
|--------|-------------|----------|-------------------|
| Goblin | Goblin Soul | 200 AP A | Morph into Goblin |
| Flan   | Flan Soul   | 200 AP A | Morph into Flan   |
| Bomb   | Bomb Soul   | 200 AP A | Morph into Bomb   |
| Dragon | Dragon Soul | 200 AP A | Morph into Dragon |
| Lamia  | Lamia Soul  | 200 AP A | Morph into Lamia  |

|             |              |          |                                    |
|-------------|--------------|----------|------------------------------------|
| Bug         | Bug Soul     | 200 AP A | Morph into Bug                     |
| Panther     | Panther Soul | 200 AP A | Morph into Panther                 |
| Malboro     | Malboro Soul | 200 AP A | Morph into Malboro                 |
| Floateye    | Eye Soul     | 200 AP A | Morph into Floateye                |
| Damage > MP | Judo Uniform | 300 AP R | MP damage instead of HP damage     |
| Morph Combo | Mythril Soul | 100 AP C | Use JP to attack with clan members |

#### 4.23 SAGE \*

~~~~~

Available to: Nu Mou only

Requirements: 3 White Mage and 2 Beastmaster A-abilities

Sagacity Skill

=====

Drain	Energy Mace	100 AP A	Attack and drain HP from target
Blind	Druid Mace	100 AP A	Cause Darkness status ailment
Water	Battle Mace	200 AP A	Water elemental damage
Aero	Battle Mace	200 AP A	Wind elemental damage
Raise	Life Crosier	300 AP A	Heal HP and revive KO'd unit
Giga Flare	Lotus Mace	300 AP A	Powerful area damage
Bio	Madragora	300 AP A	Inflicts Poison
Ultima Blow	Zeus Mace	999 AP A	Heavy damage
Reflex	Mirage Vest	300 AP R	Avoid damage from attack
Weapon Def+	Dark Gear	300 AP S	Raises Weapon Defence
Shieldbearer	Round Shield	300 AP S	Equip shield no matter what job
Wise Combo	Mythril Mace	100 AP C	Use JP to attack with clan members

4.24 FENCER *

~~~~~

Available to: Viera only

Requirements: None

#### Lunge Tech

=====

|               |                |          |                                    |
|---------------|----------------|----------|------------------------------------|
| Swarmstrike   | Stinger        | 100 AP A | Half damage and Poison             |
| Shadowstick   | Silver Rapier  | 200 AP A | Reduce target's speed              |
| Checkmate     | Gupti Aga      | 300 AP A | Cast Doom on enemy                 |
| Featherblow   | Estoc          | 200 AP A | Double accuracy, half damage       |
| Swallowtail   | Djinn Flyssa   | 300 AP A | Attack surrounding units           |
| Manastrike    | Mage Masher    | 300 AP A | MP damage                          |
| Piercethrough | Flamberge      | 200 AP A | Attack two adjacent units          |
| Nighthawk     | Joyeuse        | 200 AP A | Wide ranged attack                 |
| Reflex        | Mirage Vest    | 300 AP R | Avoid damage from attack           |
| Shieldbearer  | Bronze Shield  | 300 AP S | Equip shield no matter what job    |
| Lunge Combo   | Mythril Rapier | 100 AP C | Use JP to attack with clan members |

Note: Shieldbearer can also be learned from the Round Shield.

#### 4.25 ELEMENTALIST \*

~~~~~

Available to: Viera only

Requirements: 1 White Mage and 1 Fencer A-ability

Spirit Magic

=====

Fire Whip	Scarlette	100 AP A	Fire damage and Disable
Earth Heal	Fleuret	200 AP A	Heals HP
White Flame	Flamberge	100 AP A	Heals HP

Shining Air	Djinn Flyssa	200 AP A	Wind damage and Blind
Evil Gaze	Joyeuse	300 AP A	Dark damage and Confusion
Heavy Dust	Estoc	200 AP A	Earth damage and Immobilize
Sliprain	Silver Rapier	200 AP A	Water damage and Slow
Elementalshift	Epeprism	300 AP A	Shift target's elemental resistance
Absorb MP	Lordly Robe	300 AP R	Absorb MP used by enemy's attack
Spirit Combo	Mythril Rapier	100 AP C	Use JP to attack with clan members

4.26 RED MAGE *

~~~~~

Available to: Viera only

Requirements: 1 Fencer A-ability

#### Red Magic

=====

|            |                |          |                                    |
|------------|----------------|----------|------------------------------------|
| Barrier    | Mage Masher    | 300 AP A | Raise Defense and Resistance       |
| Fire       | Scarlette      | 100 AP A | Weak fire damage                   |
| Thunder    | Stinger        | 100 AP A | Weak thunder damage                |
| Blizzard   | Flamberge      | 100 AP A | Weak ice damage                    |
| Cure       | Fleuret        | 100 AP A | Recover a little HP                |
| Sleep      | Estoc          | 200 AP A | Inflicts Sleep status ailment      |
| Poison     | Silver Rapier  | 100 AP A | Inflicts Poison                    |
| Doublecast | Madu           | 999 AP A | Cast two spells in one turn        |
| Catch      | Chain Plate    | 300 AP R | Catch item thrown by enemy         |
| Magic Pow+ | Colichemarde   | 300 AP S | Raise Magic                        |
| Red Combo  | Mythril Rapier | 100 AP C | Use JP to attack with clan members |

#### 4.27 SUMMONER \*

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Available to: Viera only

Requirements: 2 White Mage and 2 Elementalist A-abilities

Summon Magic

=====

Unicorn	Pure Staff	200 AP A	Heal HP and status
Ifrit	Guard Staff	200 AP A	Fire damage
Ramuh	Judge Staff	200 AP A	Thunder damage
Shiva	Snake Staff	200 AP A	Ice damage
Kirin	Cure Staff	200 AP A	Casts Regen on units
Carbuncle	Garnet Staff	300 AP A	Casts Reflect on units
Phoenix	Nirvana Staff	300 AP A	Revive KO'd units
Madeen	Cheer Staff	300 AP A	Holy damage
Half MP	Light Robe	300 AP S	Half MP usage when casting magic
Summon Combo	Mythrill Staff	100 AP C	Use JP to attack with clan members

4.28 ASSASSIN *

~~~~~

Available to: Viera only

Requirements: 2 Elementalist and 1 Sniper A-ability

#### Corner

=====

|             |               |          |                                |
|-------------|---------------|----------|--------------------------------|
| Shadowbind  | Fey Bow       | 200 AP A | Cast stop on target            |
| Last Breath | Petalchaser   | 300 AP A | Instantly KO target            |
| Aphonia     | Murasame      | 200 AP A | Inflict Silence status ailment |
| Nightmare   | Kikuichimonji | 300 AP A | Cast Sleep and Doom on target  |
| Ague        | Ranger Bow    | 200 AP A | Cast Slow on target            |
| Rockseal    | Kotetsu       | 300 AP A | Cast Petrify on target         |

|               |              |          |                                    |
|---------------|--------------|----------|------------------------------------|
| Oblivion      | Masamune     | 300 AP A | Inflict Addle status ailment       |
| Ultima Masher | Zanmato      | 999 AP A | Heavy damage                       |
| Return Fire   | Power Sash   | 300 AP R | Return arrow attacks               |
| Killer Combo  | Mythril Epee | 100 AP C | Use JP to attack with clan members |

#### 4.29 SNIPER \*

~~~~~

Available to: Viera only

Requirements: 2 Archer A-abilities

Sharpshoot

=====

Doubleshot	Twin Bow	300 AP A	Attack twice consecutively
Beso Toxic	Cranequin	200 AP A	Attack and Poison
Death Sickle	Hades Bow	300 AP A	Cast doom on enemy
Conceal	Windslash Bow	100 AP A	Become invisible to enemys,except Panthers
Doom Archer	Max's Oathbow	300 AP A	HP and MP damage equal to damage taken
Aim: Armor	Fey Bow	300 AP A	Destroy target's armour
Aim: Weapon	Master Bow	300 AP A	Destory target's weapon
Aim: Wallet	Hunt Bow	200 AP A	Steal gil from enemy
Auto-Regen	Gaia Gear	300 AP R	Regen status effect when attacked
Sniper Combo	Mythril Shot	100 AP C	Use JP to attack with clan members

4.30 ANIMIST *

~~~~~

Available to: Moogles only

Requirements: None

#### Call

=====

|              |               |          |                                    |
|--------------|---------------|----------|------------------------------------|
| Sheep Count  | Glass Bell    | 100 AP A | Put enemies to sleep               |
| 100% Wool    | Earth Bell    | 200 AP A | Raises Defence and Resistance      |
| Cuisine      | Heal Chime    | 300 AP A | Fully restores HP                  |
| Tail Wag     | Fairy Harp    | 200 AP A | Inflict Charm status on enemy      |
| Chocobo Rush | Satyr Flute   | 300 AP A | Straight line damage               |
| Frogsong     | Aona Flute    | 200 AP A | Turn enemy into a frog             |
| Friend       | Blood Strings | 300 AP A | Summon random spirit               |
| Catnip       | War Trumpet   | 100 AP A | Inflict Berserk status             |
| Block Arrows | Green Beret   | 300 AP R | Block all arrow attack             |
| Animal Combo | Mythril Bell  | 100 AP C | Use JP to attack with clan members |

#### 4.31 MOG KNIGHT \*

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Available to: Moogles only

Requirements: 1 Animist A-ability

Charge

=====

Mog Attack	Flametongue	100 AP A	Damage and push back target
Mog Guard	Kwigon Blade	200 AP A	Raise Defence and Resistance
Mog Lance	Atmos Blade	200 AP A	Wide ranged attack
Mog Rush	Shadow Blade	200 AP A	Double damage,halved accuracy
Mog Shield	Pearl Blade	300 AP A	Prevent next status ailment
Mog Peek	Paraiba Blade	300 AP A	Find hidden equipment on enemy
Mog Aid	Icebrand	300 AP A	Cure HP and status
Ultima Charge	Materia Blade	999 AP A	Heavy damage
Last Haste	Gold Armor	300 AP R	Haste status when critical

Shieldbearer | Round Shield |300 AP|S| Equip a shield no matter what job
Charge Combo | Mythril Blade |100 AP|C| Use JP to attack with clan members

4.32 GUNNER *

~~~~~

Available to: Moogles only

Requirements: 1 Animist A-ability

##### Gunmanship

=====

|             |               |          |                                    |
|-------------|---------------|----------|------------------------------------|
| Fireshot    | Aiot Gun      | 100 AP A | Fire damage                        |
| Boltshot    | Riot Gun      | 100 AP A | Thunder damage                     |
| Iceshot     | Giot Gun      | 100 AP A | Ice damage                         |
| Confushot   | Chaos Rifle   | 200 AP A | Attack and Confuse                 |
| Charmshot   | Peacemaker    | 300 AP A | Attack and Charm                   |
| Blindshot   | Silver Cannon | 100 AP A | Attack and Darkness                |
| Silenshot   | Lost Gun      | 200 AP A | Attack and Silence                 |
| Stopshot    | Outsider      | 300 AP A | Attack and Stop                    |
| Concentrate | Longbarrel    | 300 AP S | Raises accuracy of most actions    |
| Gun Combo   | Mythril Gun   | 100 AP C | Use JP to attack with clan members |

#### 4.33 JUGGLER \*

~~~~~

Available to: Moogles only

Requirements: 2 Thief A-abilities

Stunt

=====

Hurl	Kris Knife	100 AP A	Throw an unequipped weapon
Ring	Rondell Dagger	200 AP A	Cast Stop on target
Firebomb	Khukuri	300 AP A	Damage and Berserk
Ball	Scramasax	200 AP A	Inflict Confuse
Dagger	Jambiya	300 AP A	Damage and Disable
Smile	Orichalcum	300 AP A	Makes unit take turn immediately(Quicken)
Gil Toss	Jack Knife	100 AP A	Throw Gil at enemy
Catch	Chain Plate	300 AP R	Catch item thrown by enemy
Return Fire	Power Sash	300 AP R	Return arrow attacks
Juggle Combo	Mythril Knife	100 AP C	Use JP to attack with clan members

4.34 GADGETEER *

~~~~~

Available to: Moogles only

Requirements: 2 Thief A-abilities

##### Pandora

=====

|               |               |          |                                    |
|---------------|---------------|----------|------------------------------------|
| Red Spring    | Rising Sun    | 200 AP A | Haste status on all                |
| Blue Screw    | White Fangs   | 200 AP A | Dispel on all                      |
| Green Gear    | Sick Knuckles | 200 AP A | Poison all                         |
| Silver Disc   | Hard Knuckles | 200 AP A | Darkness on all                    |
| Gold Battery  | Cat Claws     | 200 AP A | Recover HP for all                 |
| Black Ingot   | Death Claws   | 200 AP A | Doom on all                        |
| Chroma Gem    | Dream Claws   | 200 AP A | Sleep on all                       |
| Yellow Spring | Survivor      | 200 AP A | Casts Protect and Shell on all     |
| Auto-Regen    | Gaia Gear     | 300 AP R | Regen status effect when attacked  |
| Damage > MP   | Judo Uniform  | 300 AP S | MP damage instead of HP damage     |
| Gadget Combo  | Mythril Claws | 100 AP C | Use JP to attack with clan members |

Note: The Pandora A-abilities involve flipping a coin to see who the ability will affect. If it lands on a red sun then all your units will be affected, if it lands on a yellow moon with a green background then you all your enemies will be affected.

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5.0 Credits/Copyrights/Disclaimers
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~~~~~

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