

# Final Fantasy V Advance Job/Class FAQ

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Updated to v2.00 on Jan 11, 2007

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Final fantasy 5 Advanced, jobs and abilities Faq!

Written by Alecander

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Version history  
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1.00

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-Jobs and abilities  
-Including the new jobs  
-Magic including dark arts+blue magic  
-Well, where to find them of course.

2.00

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-Well, everyone else seemed to be adding all of the magic, so i joined in  
-Corrected a few typo's, thanks to KiaLobeli for pointing some out

3.00

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-Yet to come, but in this I'll be adding more unique magic.

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--0.00 Introductions--

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Well, being the first Faq I've composed, I hope it's not too shabby for Gamefaq standards. My thanks and credits are towards the end of the Faq. Well, as the title says, this is a jobs and abilities Faq for the all time great final fantasy 5 advance.

If you feel there's something missing in my Faq, you can email me via [alecander999@hotmail.co.uk](mailto:alecander999@hotmail.co.uk). But please, no black mail; D.

Anyway, enough talk, you came here to look up the jobs so I'll get on with that right away.

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--1.00 The jobs--  
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Well, to begin, in total, there used to be 22 (including bare) jobs, but in the new ffva, there are 4 more, named in order of display: Necromancer, Oracle Cannoneer and Gladiator. I'll be including them in a later section since there is some other info I'll be including. Abilities with a ! in front signify that they are a battle command.

Well, here they are:

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--1.01 Jobs of wind--  
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Knight  
Monk  
Thief  
White mage  
Black mage  
Blue mage

-----  
Knight: Swords, Knives, and Shields  
-----

"Valiant warriors who protect allies low on hp"  
Abp to master: 690

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Ability-----Abp-----effect  
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Cover	010	Defends allies who are low on hp
!Guard	030	Increases Defense significantly for 1 turn
2 handed	050	when equipped, doubles attack power of a Knight sword, Katana, axe. When equipped cannot equip a shield
Eq Shields	100	enables job/class to eq shields who can't
Eq Armour	150	enables job/class to eq armour who can't
Eq swords	350	enables job/class to eq swords/ katanas who can't

Favourite ability: 2-hands, with a good enough weapon, you can have a decent killing machine early in the game

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Monk: N/A  
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"Masters of hand-to-hand combat who intuitively counterattack"  
Abp to master: 700

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Ability-----Abp-----effect  
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!Focus	015	Takes a bit more time to deal 2x damage
Barehanded	030	Gives same attack power as a monk, with

no weapons equipped

!Chakra	045	Restores hp and cures poison and darkness
Counter	060	When attacked physically, can execute a counterattack back on the damager
Hp+10%	100	Raises hp by 10%. With certain classes, can stack up to +30%
Hp+20%	150	Raises hp by 20%. With certain classes, can stack up to +60%
Hp+30%	300	Raises hp by 30%. With certain classes, can stack up to +90%

Favourite ability: Hp+30%, with this you can charge up to 9999hp easily, I would say counter, but that automatically is passed on to bare and mime.

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Thief: Knives

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"Expert bandits who espy secret passages and foil back attacks. Can sprint by holding the B button"

Abp to master: 635

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Ability-----Abp-----effect

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Find passages      010            hidden paths are revealed

!Flee              020            Party flees battle

Sprint             030            Increases running speed, required to get some items

!Steal             050            Attempt at stealing an item from a foe, to improve chances, equip the thief glove

Vigilance         075            Prevents "back attack/ambush"

!Mug               150            Perform !steal while inflicting damage

Artful dodger     300            Same speed as thief

Favourite ability: !steal/!Mug, depending on the situation. Stealing items is well worth it, especially on some of the later bosses

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White mage: Staves

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"Priests who use white magic to heal and protect allies"

Abp to master: 580

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Ability-----Abp-----effect

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!White lv1	10	Eq to any job to use up to lv1 white magic
!White lv2	20	Eq to any job to use up to lv2 white magic
!White lv3	30	Eq to any job to use up to lv3 white magic
!White lv4	50	Eq to any job to use up to lv4 white magic
!White lv5	70	Eq to any job to use up to lv5 white magic
!White lv6	100	Eq to any job to use up to lv6 white magic
Mp +10%	300	Increase max mp by 10%. With certain class can stack up to +30%

Favourite ability: White lv5/6, mainly for Curaga and holy/arise. Cant do a strong boss without Curaga and arise.

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 Black mage: Knives, rods  
 -----

"Wizards who痴 powerful black magic strike fear into enemies"  
 Abp to master: 730

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 Ability-----Abp-----effect  
 -----

!Black lv1	010	Eq to any job to use up to lv1 black magic
!Black lv2	020	Eq to any job to use up to lv2 black magic
!Black lv3	030	Eq to any job to use up to lv3 black magic
!Black lv4	050	Eq to any job to use up to lv4 black magic
!Black lv5	070	Eq to any job to use up to lv5 black magic
!Black lv6	100	Eq to any job to use up to lv6 black magic
Mp+30%	450	Increase max mp by 30%. With certain class, can stack up to +90%

Favourite ability: Black lv5/6, ----aga spells are the way to go at world 2 and early world 3, but its overall usefulness against some bosses and enemies begin to decrease due to auto-reflect and the fact that some of them absorb. You'll probably find !sword and !blue will even get more attention

-----  
 Blue mage: Knives, Swords, Rods, Shields  
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"Mages with the ability to learn monsters' special skills"  
 Abp to master: 350

\*To see the blue magic abilities, refer to section 4\_01

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 Ability-----Abp-----effect  
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!Check	010	Scan targets hp only
Learning	020	enables job to learn blue magic. does NOT need to be equipped on a blue mage.
!Blue	070	Enables job to use monster skills
!Scan	250	Scan the enemy's lv, hp, vulnerability and

Favourite ability: Learning/Blue, with learning, you gain enemy skills, but if you know you're not in vicinity to gain blue magic, you might as well equip the almighty !blue itself, mighty guard has to be one of the best moves in the game or THE best defensive-wise.

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--1.02 Jobs of water--  
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Mystic knight  
Time mage  
Summoner  
Red mage  
Berserker  
Mime

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Mystic knight: Knives, Swords, Shields  
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"Able to enchant swords, these magical warriors automatically cast shell when hp is low"  
Abp to master: 680

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Ability-----Abp-----effect  
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Magic shell	010	When character hits low hp, shell is activated for the rest of the battle
!Spell blade lv1	020	Enables use of lv1 sword magic to other jobs
!Spell blade lv2	030	Enables use of lv2 sword magic to other jobs
!Spell blade lv3	050	Enables use of lv3 sword magic to other jobs
!Spell blade lv4	070	Enables use of lv4 sword magic to other jobs
!Spell blade lv5	100	Enables use of lv5 sword magic to other jobs
!Spell blade lv5	400	Enables use of lv6 sword magic to other jobs

Favourite ability: Spell blade 5&6, well, it's better than black magic so I reckon the reason why I like them is self-explanatory

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Time mage: Knives, Staves, Rods  
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"Masters of space and time, these mages easily bend space and dimension to their will"  
Abp to master: 530

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Ability-----Abp-----effect  
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!Time lv1	010	Enables use of lv1 time magic to other jobs
!Time lv2	020	Enables use of lv2 time magic to other jobs
!Time lv3	030	Enables use of lv3 time magic to other jobs
!Time lv4	050	Enables use of lv4 time magic to other jobs
!Time lv5	070	Enables use of lv5 time magic to other jobs
!Time lv6	100	Enables use of lv6 time magic to other jobs
Eq Rods	250	Allows any character to equip a rod/stave

Favourite ability: Well, the time mages hastaga is useful, but the lv6 meteor is way to go.

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Summoner: Knifes, Rods

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"Sorcerers with the ability to summon magical beasts and harness their power"

Abp to master: 750

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Ability-----Abp-----effect

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!Summon lv1	015	Allows any job to call lv1 summons
!Summon lv2	030	Allows any job to call lv2 summons
!Summon lv3	045	Allows any job to call lv4 summons
!Summon lv4	060	Allows any job to call lv4 summons
!Summon lv5	100	Allows any job to call lv5 summons
!Call	500	Call a random summon for 0 mp.

Favourite ability: Summon lv5 for Bahamut and Phoenix, very powerful if up against multiple or strong enemies.

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Red mage: Knifes, Swords, Rods, Staves

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"Versatile mages, versed in both black and white magic"

The catch? They can only cast up to lv3 magic.

Abp to master: 1159

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Ability-----Abp-----effect

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!Red lv1	020	Enables casting of lv1 black and white magic
!Red lv2	040	Enables casting of lv2 black and white magic
!Red lv3	100	Enables casting of lv3 black and white magic
Dualcast	999	Cast any 2: sword, white, black, time, summon In 1 turn

Favourite ability: well, the obvious! Dualcast! On it's own, its not much, but by adding !black or !summon ect, into an empty ability slot along side it, you can cast any spell, so longs as it is the kinds of magic mentioned a bit above.

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Berserker: Axe's, knives, hammers, shields

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"Always berserk in battle, these feral warriors sacrifice commands to gain attack strength and power"

Abp to master: 500

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Ability-----Abp-----effect

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Berserk	100	lifts damage but you lose control over Character
Eq axes	400	enables any job to equip axes and hammers

Favourite ability: gee! The choices I have! And two wonderful abilities. I just can't choose. But for usefulness, eq axes I guess.

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Mime: Knives, Staves, Rods, Shields

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"Skilled mimics who can copy allies' actions perfectly"

Abp to master: 999

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Ability-----Abp-----effect

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!Mimic	999	copy last action taken in battle
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Favourite ability: I'm dazzled with the choices presented before me.

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--1.03 Jobs of fire--

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Beastmaster

Geomancer

Ninja

Bard

Ranger

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Beastmaster: Knives, Whips

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"Trainers who's open hearts and strong wills allow them to capture and control enemy monsters"

Abp to master: 460

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Ability-----Abp-----effect

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!Calm	010	Calms a magic beast
!Control	050	controls an enemy
Eq whips	100	allows any job to equip whips
!Catch	300	Catch a monster with critical health

Favourite ability: It has to be !control. That exact ability gives access to some of the best blue magic like mighty guard.

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Geomancer: Knives, bells

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"Harnessing the power of their surroundings, they easily avoid pits and floors with damaging effects"

Abp to master: 175

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Ability-----Abp-----effect

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!Gaia	025	Attack is determined by the surroundings
Find pits	050	Find holes in the ground
Light step	100	Avoid damage from harmful floors.

Favourite ability: !Gaia, very good for dispatching skull-eaters earlier in the game.

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Ninja: Knives, ninja blades (sword)

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"Stealthy fighters who excel at surprising enemies and can wield 2 weapons at once"

Abp to master: 690

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Ability-----Abp-----effect

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!Smoke	010	Use a smoke bomb to escape from monsters
!Image	030	Create a double-image to nullify 2 attacks
First strike	050	Chances of having a pre-emptive go up
!Throw	150	Throws a tool or weapon
Dual-wield	300	Enables the handling of 2 weapons at once, the exception being of course, harps and bows

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Bard: Harps, Knives

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"Musicians whose dulcet tones soothe savage beasts...or kill them"

Abp to master: 175

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Ability-----Abp-----effect

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!Hide	025	Hide off the battle screen
Eq harps	050	Enables any job to equip harps
!Sing	100	Sing a song from the song menu

Favourite ability: !sing I guess, although I don't use the bard very often. Romeo's ballad has a melody so beautiful, it can even calm the likes of omega!

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Ranger: Bows, Knives

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"Nature loving archers who can call on local wildlife for aid"

Abp to master: 600

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Ability-----Abp-----effect

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!Animals	015	Call on local wildlife for help
!Aim	045	Aims a shot so it can't miss unless the enemy is in the air jumping, or hiding, or so on so fourth
Eq bows	135	Enables any job to equip bows
!Rapid-fire	405	Regular damage is halved but attacks 4 times for each weapon you have equipped.

Favourite ability: it's a 100/100 rapid fire. It has to be the best physical damager in the game. It allows up to around 79992 damage, normally if the enemy has an elemental weakness, this and spell blade will achieve that amount of damage, big enough



to destroy almost any boss in 1 or 2 rounds.

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--1.04 jobs of earth--  
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Samurai  
Dragoon  
Dancer  
Chemist

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Samurai: Knives, Katanas, Shields  
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"Master swordsmen whose keen reflexes allow them to intercept and deflect enemy attacks"

Abp to master: 820

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Ability-----Abp-----effect  
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!Mineuchi	010	Paralyse enemies
!Zeninage	030	Throw GP at all enemies
Shirahadori	060	Prevent an enemy attack
Eq katana's	180	Enables any job to equip a katana
!Ianuki	540	Instant death to all enemies

Favourite ability: \$Toss. If you've got the gil! This is great for picking off multiple targets very quickly.

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Dragoon: Knives, spears, shields  
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"Dragoon knights who specialize in jumping and lance attacks"

Abp to master: 600

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Ability-----Abp-----effect  
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!Jump	050	Jump high in the sky, avoid all damage for one turn, then land for a large sum of damage
!Lance	150	Absorb hp and mp from target
Eq lances	400	Enables any job to equip lances

Favourite ability: !Jump, very clever ability for avoiding damage especially when playing a SCC (Single character challenge)

-----  
Dancer: Knives  
-----

"Fighters whose smooth moves confuse enemies, leaving blood on the dance floor"

Abp to master: 400

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Ability-----Abp-----effect  
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!Flirt	025	Enemies miss an attack
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!Dance	050	Performs a random dance against an enemy
!Eq ribbons	325	Equip ribbons like the man-eater and ribbon

Favourite ability: Don't really have one for this. But I guess it  
Has to be Eq ribbons.

-----  
Chemist: Staves, Knives  
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"Apothecaries who can mix powerful brews, and gain twice the benefit when  
drinking potions and ethers"

Abp to master: 630

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Ability-----Abp-----effect  
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Pharmacology	015	the effect of healing items is doubled
!Mix	030	mixes a cocktail in which either good, or bad outcome is possible
!Drink	045	Drink a unique brew
!Recover	135	Heal the party from various status ailments
!Revive	405	Revive a Ko'd character

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--1.05 Inherited abilities--  
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When a certain job is mastered, I could give stat boosts or other things,  
but some jobs, when mastered transfer an inherited ability, known as an  
Innate ability, over to both the freelancer and mime.  
This is like an auto-ability that boosts the usefulness of the character.  
Like you would have to normally equip duel-wield for to equip 2 weapons,  
but master the ninja, and you don't need to equip it to the freelancer/bare  
or mime for it to be active. Well, yes, it's pretty obvious what I'm going'  
to tell you in this section. Innate abilities!  
Here's a list of the jobs and the innate abilities they give you.

=====  
Knight: Cover

Monk: Barehanded, Counter

Thief: Artful dodger, Vigilance, find passages, Sprint

Dragoon: N/A

Ninja: Duel-wield

Samurai: Shirahadori

Berserker: N/A

Ranger: N/A

Sorcerer: Magic shell

White mage: N/A

Black mage: N/A

Time mage: N/A

Summoner: N/A

Blue mage: Learning

Red mage: N/A

Beastmaster:

Chemist: Pharmacology

Geomancer: Light step, find pits

Bard: N/A

Dancer: N/A

Necromancer: N/A

Oracle: N/A

Cannoneer: N/A

Gladiator: N/A

Mime: N/A

Try to master all of the jobs for great benefits like hp boosts and mp/magic boosts too.

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--2.00 The new jobs--  
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The new jobs include: Gladiator, Oracle, Cannoneer and the Necromancer.

To obtain them:  
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The Gladiator, Oracle and Cannoneer are easy enough to obtain. Once you get to world 3, you must obtain the 4 tablets that unseal the 12 legendary weapons at the sealed castle of kuza. They are found in the pyramid in the stretch of desert, automatically obtained at the start of world 3, in the island shrine, in the middle of the big bridge, then get the submarine by going to the tower that appears on Crescent Island. Get flare and holy from there and it will collapse, leaving a hatch for the airship to enter. Go down there and cid and mid will take care of it for you. Then submerge into the water and press R1 to view map. The northwest mark and the southwest marks are the ones you want. After obtaining the tablets, go to the sealed castle and unseal the 12 weapons. try to exit. At the entrance, a man will say "there was an earthquake down south" and he "hopes no-one was hurt". Fly the airship south, a bit below phantom village, the water will be bubbling wildly. Submerge on the bubbles and you'll be taken to the 3 shards.

Are they worth it?:

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Well they don't carry the most useful of moves but are interesting to level the jobs up. The oracle has the abp up ability, which is handy for mastering off jobs, but I wouldn't advise using the oracle for combat. The Gladiator has the power to execute a single blow that will do 9999 damage. But it sometimes fails or ends up as a critical hit. However, blade blitz might be worth your while. Finally, the Cannoneer. It can be pretty useful with his !Combine ability, experiment with different artillery for effects or refer to the other faqs here.

want more info?

Gladiator-

=====

Lure (30ABP) Attracts enemies  
!Finisher (70ABP) Deals lots of damage but often is unreliable  
Long Reach (150ABP) Attacks with full strength from the back row  
!Blade blitz (450ABP) Hits all enemies. Hits twice with duel-wield

Oracle-

=====

!Condemn (20ABP) Casts a bad spell on an enemy (doom can be useful)  
!Predict (50ABP) don't use this. It damages your party too.  
ABP Up (150ABP) increases amount of abp earned by half.  
Read Ahead (300ABP) Reduces amount of random encounters

Cannoneer-

=====

!Open Fire (50ABP) Opens fire with cannon. may confuse  
EXP Up (150ABP) Same as abp up, except its xp!  
!Combine (300ABP) Mix artillery

The Necromancer-

-----

This can be found in the same cavern as the other 3 jobs, but first, you need to complete the game and fight Neo X-Death. Kill him and head back to where you found the other 3 shards. Now you can press the switch. Enter the door to the left. In here, they'll be lots of puzzles. I am not going to write a whole essay on how to complete them so I'll let you use an FAQ-walkthrough. You'll find, at the very bottom of this metropolis, Euno. Creator of the void. Beat him, give him everything you've got!!! after the fight, you'll be back at the entrance and the dark shard "Necromancer" will be yours.

Necromancer-

=====

The necromancer is automatically undead in the battle, but like with bone mail, death will fully heal, or you could equip a flame ring and heal with firaga, it's up to you, but unlike with bone mail, the character can be revived in battle with normal terms. Just don't try to heal with cure spells. The "undead effect" is off out of battle so feel free to heal with potions and cure spells out-of-battle. The necromancer is a user of the dark arts. The way in which you learn them way remind you of blue magic, but you learn them by landing the finishing blow upon certain enemies with the necromancer. Dark arts cannot be duel-cast.

Necromancer abilities-

=====

!Oath (15ABP) calls forth a demon  
!Dark Arts Lvl (30ABP) enables the use of lvl dark arts

!Dark Arts Lv2 (45ABP) enables the use of lv2 dark arts  
!Dark Arts Lv3 (60ABP) enables the use of lv3 dark arts  
!Dark Arts Lv4 (100ABP) enables the use of lv4 dark arts  
!Dark Arts Lv5 (200ABP) enables the use of lv5 dark arts  
Undead (300ABP) Makes character "Undead"

AND...

Dark arts:

=====

Drain touch

Dark haze

Deep-freeze

Evil mist

Meltdown

Hell wind

Chaos drive

Curse

Dark flare

Doomsday

For more info, refer to section 4-07, what monster to find the art from.

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---3.00 Black/Red---

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\*Note: Gold hairpin halves all mp cost. Very useful. Also if the number is odd,  
the result number is rounded UP.

Can be used with dualcast

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Level 1 Black/Red magic

=====

Fire-Small fire damage

Mp: 4

available at: Tule

Blizzard-Small ice damage

Mp: 4

available at: Tule

Thunder-Small lightning damage

Mp: 4

available at: Tule

=====

Level 2 Black/Red magic

=====

Poison-Inflicts poison

Mp: 2

available at: Karnak

Sleep-Induces sleep

Mp: 3

available at: Karnak

Toad-Induces toad/recover from toad

Mp: 8

available at: Istory Village

-walk anti-clockwise around the flowers with the grassy patch in  
-the middle. When it opens, examine the hole to get the spell

=====  
Level 3 Black/Red magic  
=====

Fira-medium fire damage  
Mp: 10  
available at: Karnak

Blizzara-medium ice damage  
Mp: 10  
available at: Karnak

Thundara-medium lightning damage  
Mp: 10  
available at: Karnak

=====  
==Level 4 Black magic=  
=====

Break-inflicts "petrification" on a target  
Mp: 15  
available at: Border Lugor town

Drain-Drains hp from a single target  
Mp: 13  
available at: Border Lugor town

Bio-Makes a virus that eats away at enemies (causes sap)  
Mp: 16  
available at: Border Lugor town

=====  
==Level 5 Black magic=  
=====

Firaga-Large fire damage  
Mp: 25  
available at: Moore village

Blizzaga-Large ice damage  
Mp: 25  
available at: Moore village

Thundaga-Large lightning damage  
Mp: 25  
available at: Moore village

=====  
==Level 6 Black magic=  
=====

Flare-Astounding fire damage  
Mp: 39  
available at: Defeat Omniscient at the fork tower

Death-Causes death to target, heal undead to full hp  
Mp: 29  
available at: Phantom/Mirage village

Osmose (Aspir)-Drains Mp

Mp: 1  
available at: Phantom/Mirage village

-----  
3.01 White/Red magic-  
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Can be used with dualcast  
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Level 1 White/Red magic  
=====

Cure-Gain small amount of hp back, opposite effect on undead

Mp: 4  
available at: Tule

Libra/Scan-Scan for the enemies weakness, as well as current hp + mp

Mp: 1  
available at: Tule

Poisona-Heals poison effect

Mp: 2  
available at: Tule

-----  
Level 2 White/Red magic  
=====

Silence-Prevents target from casting magic

Mp: 2  
Available at: Kerwin/Carwen

Protes/Protect-Reduces amount of physical damage taken

Mp: 3  
available at: Kerwin/Carwen

Mini-Induces mini/recover from mini

Mp: 5  
available at: Catapult-living quarters (fire ship sink site)  
-at the bottom of the living quarters, on the right hands side,  
go to the bottom, and choose to push the switch. Follow the steps  
you get and on one of them, you'll get the spell. Note, to get  
the treasure you can also choose "no" and then a second set of  
options will appear to pull the switch. You can also reach the  
treasure that way without it affecting you getting the spell,  
just exit and re-enter to reset options.

-----  
Level 3 White/Red magic  
=====

Cura-Gain medium amount of hp back, opposite effect on undead

Mp: 9  
available at: Karnak

Raise/Life-Revive KO'd target, opposite effect on undead

Mp: 29  
available at: Karnak

Confuse-Muddle the target

Mp: 4  
available at: Karnak

=====  
==Level 4 White magic==  
=====

Blink-create an illusion of self, raising evasion

Mp: 6

available at: Lugor border town

Shell-Reduce amount of magical damage taken

Mp: 5

available at: Lugor border town

Esuna-heal most status effects

Mp: 10

available at: Karnak castle

-when the castle is burning down, run the to the chest to the left  
of the entrance.

=====  
==Level 5 White magic==  
=====

Curaga-Gain all for 1 char or large for party hp back. Opposite on the undead.

Mp: 27

available at: Moore village

Reflect-Magic bounces off target

Mp: 15

available at: Moore village

Berserk-Drive target wild, increasing their strength but disabling magic use.

Mp: 8

available at: Moore village

=====  
==Level 6 White magic==  
=====

Arise/Full life-Revives ko'd target with full hp. Opposite on undead

Mp: 50

available at: Phantom/Mirage village (hidden behind real shop, entrance is to  
the left of the shop outside)

Holy-Deals divine damage

Mp: 20

available at: Defeat Minotaur at the fork tower

Dispell-Negates posotive magic effects (Shell, protect ect.)

Mp: 12

available at: Phantom/Mirage village (See 2 above)

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---3.02 Time magic---  
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Can be used with dualcast

=====  
==Level 1 Time magic==  
=====

Speed-Hastens battle speed

Mp: 1



available at: Walse castle basement (In pot)

Slow-Slows an enemy down

Mp: 3

available at: Walse town

Regen-Gains back hp over time

Mp: 3

available at: Walse town

=====

==Level 2 Time magic==

=====

Mute-Silences all targets on field (Note: if it doesn't work on but 1 target,  
effect is aborted)

Mp: 3

available at: Walse town

Haste-hastens a characters atb speed

Mp: 5

available at: Walse town

Float-Levitates target avioding earth moves

Mp: 10

available at: Surgate castle (Put the books back on the right shelves to open  
a new path in the library)

=====

==Level 3 Time magic==

=====

Gravity-Halves targets hp

Mp: 9

available at: Karnak

Stop-Stops targets atb gauge

Mp: 8

available at: Karnak

Teleport-Warps through space and time to exit dungeons or battle

Mp: 15

available at: Bal castle (throne room)

=====

==Level 4 Time magic==

=====

Comet-Calls stardust to barrage enemies

Mp: 7

available at: Lugor border town

Slowga-Slows all enemies down

Mp: 9

available at: Lugor border town

Return-Reset the whole battle

Mp: 1 (0)

available at: Lugor border town

=====

==Level 5 Time magic==

=====

Graviga-reduces targets hp to 1/8

Mp: 18

available at: Moore village

Hastaga-Hastens party's atb gauge

Mp: 15

available at: Moore village

Old-Reduces enemies level gradually

Mp: 4

available at: Moore village

=====

==Level 6 Time magic==

=====

Meteo(r)-Calls fourth a meteor close to earth to barrage all enemies

Mp: 42

available at: Great sea trench

Quick-Stops all other time, but the users keep running for 2 rounds

Mp: 77

available at: Phantom/mirage village (secret magic shop)

X-zone/Banish (I prefer X-zone)-same effect as death, does not heal undead

Mp: 20

available at: Phantom/mirage village (Secret magic shop)

-----

--3.02 Summon magic--

-----

Can be dualcast

=====

==Level 1 Call magic==

=====

Chocobo/Chocobo kick/Fat chocobo-Deal small damage to 1 enemy or medium to all

Mp: 4

available at: Walse town

Sylph/Whisperwind-Deal damage to 1 target and heal party

Mp: 8

available at: Walse town

Remora/Constrict-Paralyze and sap (I think) on 1 target

Mp: 2

available at: Walse town

=====

==Level 2 Call magic==

=====

Shiva/Diamond dust-Deal ice damage to all enemies

Mp: 10

available at: Walse castle. Not the Walse/Worus tower. People get worried about this and so post on the message boards. Don't worry, she does end up becoming unavailable, but not as soon as you may think. To reach her, from the entrance of Walse castle, go up into the first room and turn right down the stairs. Exit out of the bottom-right door and go up the stairs there. Follow the water up and enter the tower.

Ramuh/Judge bolt-Deal lightning damage to all enemies

Mp: 12

available at: Istory/easterly forest. On the right hand side of the bridge

Ifrit/Hellfire-Deal fire damage to all enemies

Mp: 11

available at: Auto-recieved at the library

=====

==Level 3 Call magic==

=====

Titan/Gaia's wrath-Deal earth damage to all enemies

Mp: 25

available at: Auto-recieved from one of the meteorites

Golem/Earthen wall-Blocks a certain amount of physical damage to party

Mp: 18

available at: Drakenvale. Search the bonemail area.

Catoblepas/Demon eye-same effect as "break"

Mp: 33

available at: Northwest forest in W2. Requires submarine from Xezat.

=====

==Level 4 Call magic==

=====

Carbuncle/Ruby flash(light)-Cast reflect on whole party

Mp: 45

available at: ExDeath's castle

Syldra/Thunderstorm-People say Ice/Thunder/Water damage for some reason, but I  
can assure you it's wind.

Mp: 32

available at: W3. Pirate cave after the party is reunited

Odin/Zantetsuken/Gugnir-Zantetsuken kills all enemies instantly, Gugnir deals  
non-elemental damage to a single enemy if Zantetsuken  
fails

Mp: 48

available at: W3, Bal castle basement, go through Jachol cave

=====

==Level 5 Call magic==

=====

Phoenix/Rebirth flame-Fully restore one characters hp/mp

Mp: 99

available at: W3, Phoenix tower

Leviathan/Tsunami-Big water damage to all enemy targets

Mp: 39

available at: Very hard to miss, W3, when getting the lithographs.

Bahamut/Megafire (Megaflare)-Deal extreme damage to all enemies.

Mp: 66

available at: North mountain, after getting the first lithograph

-----

--4.00 Unique magic--

-----

By unique magic, I mean the sort that cannot be bought, found throughout regular game play (flare, holy etc. although you don't NEED these to complete ffv) such as blue magic, Dark magic and Gaia magic (which I'll be adding on a later version at some point in the near future).

I'll be starting off with how to power up your blue mage as a big blue fighting machine. First off, I've heard once or twice before, people were making claims that discord is a blue magic skill, well rest assured now, cause it isn't, however, dark spark does the same thing and IS a blue magic skill. So, here's the blue magic list.

-----  
--4.01 Blue magic--  
-----

Doom

Mp: 10

-----  
Puts target to their "doom"...in 30 seconds. (yes, get the will&last testament)  
Can be learned from: ExDeath

Roulette

Mp: 1

-----  
Kills either a party member, of an enemy.  
Can be learned from: Death dealer

Aqua Breath

Mp: 38

-----  
Blows stinging bubbles to damage all the opposition  
learn from: Dhorme Chimera

Level 5 Death

Mp: 22

-----  
Hits targets with "death" that have levels divisible by 5  
learn from: Page 64

Level 4 Graviga

Mp: 4

-----  
Hits targets with "Graviga" that have levels divisible by 4  
learn from: Druid

Level 2 Old

Mp: 11

-----  
Hits targets with "old" that have levels divisible by 2-->cannot be prevented  
learn from: Druid

Level 3 Flare

Mp: 18

-----  
Hits targets with "flare" that have levels divisible by 3  
learn from: Red dragon (Reflect on him and !control, then have a character who  
can learn blue magic AND level that is divisible by 3)

Pond's Chorus

Mp: 5

-----  
Inflicts one target with toad status

learn from: Elf toad

Lilliputian Lyric

Mp: 5

-----  
Inflicts one target with mini

learn from: Mini-mage

Flash

Mp: 7

-----  
Can inflict dark on all enemy targets

learn from: Crew dust

Time Slip

Mp: 9

-----  
Causes sleep and old status to the target

learn from: Traveller

Moon Flute

Mp: 3

-----  
Causes berserk status for all allies

learn from: Mykale

Death Claw

Mp: 21

-----  
Causes "near death" and paralysis. Warning: can be fatal to the enemy! ;D

learn from: Iron claw

Aero

Mp: 4

-----  
Deals wind damage

learn from: Gigas (counter-attack)

Aera

Mp: 10

-----  
Deals medium wind damage

learn from: Gigas

Aeroga

Mp: 24

-----  
Deals large wind damage

learn from: Elm Gigas

Flame Thrower

Mp: 5

-----  
Hits a target with fire damage

learn from: Flamethrower (never would have guessed)

Goblin Punch

Mp: 0

-----  
If your level is the same as the targets, you're in for a treat!!!

learn from: Goblin/black goblin

Dark Spark

Mp: 27

-----

Halves target's level

learn from: Shadow

Off-Guard

Mp: 19

-----

Reduces target's defense

learn from: Page 256

Pep-up

Mp: 13

-----

Sacrifices user to restore targets HP and MP

learn from: Mythril dragon

Mind Blast

Mp: 6

-----

Causes paralyse and hp sap as well as damage to target

learn from: Wendigo

Vampire

Mp: 2

-----

Damages target and heals you to full (however much you're healed by is the amount of damage dealt)

learn from: Steel bat

Magic Hammer

Mp: 3

-----

Halves target's MP

learn from: Byblos

Mighty Guard

Mp: 72

-----

Casts Protect, Shell and float on the entire party

learn from: Stingray

Self-Destruct

Mp: 1

-----

deals damage equal to users hp, but the caster dies

learn from: Bomb

???

Mp: 3

-----

Deals however much hp you've lost to a single target

learn from: Curr-Nak

1000 Needles

Mp: 25

-----

Deals 1,000 damage to one target  
learn from: Lamia

White Wind

Mp: 28

-----

Restores current hp of the user to the party  
learn from: Enchanted fan (confuse it)

Missile

Mp: 7

-----

Quarters the targets current hp  
learn from: Rocket launcher

Note: to learn blue magic, the character must either have learning, be a blue mage, or have mastered blue mage and be a mime or freelancer.

-----  
--4.02 The art of cursed magic--(insert scary music here)  
-----

By this of course, I mean the dark arts. There are 10 dark art spells, each mentioned in an earlier section, but to save you scrolling back, here they are again, but now, with what they do:

Drain touch-drain hp, being undead doesn't matter

Dark haze-Unleash a mist that causes old and confuse on all enemy targets

Deep freeze-Freeze a target with sub-zero temperatures, causes stop

Evil mist-Sprays the enemies with liquid poison, surprisingly enough, it causes  
poison.

Meltdown-Burns Target(s) with a scorching inferno

Hell wind-Calls fourth the gusts of hell to damage and petrify all enemies

Chaos drive-Causes lightning damage too all targets along with paralyse

Curse-Cause negative status ailments

Dark flare-Cursed flares sear enemies.

Doomsday-the ultimate dark spell, unlike ff9, it doesn't damage you, thankfully

You like? You probably do. Here痴 where to find them then:

Dark arts:

=====

Drain touch, learned automatically from mind flare.

Dark haze, learned from the exoray flower (sealed temple)

Deep freeze, learned from Assassin (sealed temple)

Evil mist, learned from Dragon zombie (drakenvale)

Meltdown, learned from Liquid flame (Phoenix tower-wall boss)

Hell wind, learned from object d'art (Bal castle basement)

Chaos drive, learned from mini satin (Sealed temple)

Curse, learned from Ironclad (Sealed temple-enuo's domain)

Dark flare, learned from X-deaths ghost (Kuza castle)

Doomsday, learned from Hades (Sealed temple-enuo's domain)

-----  
--4.00 Credits and thanks--

-----  
Just whom I'd like to say thanks to, nearly every Faq cannot be composed with  
out a tiny bit of reference or help. So thanks to:

The creator of game faq's, put your hands together for CjayC,

lCyrusl  
KiaLobeli  
Pokemeister

for informing me of all the innate abilities actually available,  
give them applause,

and you! Thanks for choosing to read this, it's my first Faq and I hope it  
wasn't too bad... :)

Anyways, thanks everyone and happy gaming!

-----End of Faq-----

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