

Final Fantasy V Advance Jobs/Abillites FAQ

by TakerVersion1

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Final Fantasy V Advance
Jobs FAQ

Latest Version: 1.10

Written by Matthew J. Dyl (TakerVersion1)

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VERSION HISTORY

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Version 0.5: 12-22-06

Completed the original Jobs. The GBA exclusive Jobs to be added at a later date. Work started on abilities.

Version 0.7: 12-24-06

Got most of the Abilities done. Gotta take a Christmas break before I can go on.

Version 0.8: 12-26-06

Completed all the Jobs, gotta finish the abilities.

Version 1.0: 1-05-07

Completed the abilities, submitted. (Enjoyed the break)

Version 1.1: 2-22-07

Fixed skill name translations. (EG: X-Fight now Rapid Fire)

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=====
I: INTRODUCTION {INTRO}
=====

Welcome and initially, thank you for reading my FAQ. Anyways, lets get to it. This guide is a compilation of more in-depth details of each Job, and a list of the Abilities for Jobs that can learn them. I hope this is helpful, enjoy.

Also, if you didn't figure it out, to find a certain section faster highlight the Tag in the Table of Contents and use the Ctrl+F Feature to get to it.

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II: JOBS OVERVIEW {2JOBS}
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Final Fantasy V was one of the earliest games in it's series, and the first of it in North America to introduce the Job System. Each Job Class has it's own advantages and disadvantages. The system works so well, it's found it's

way into many, many other Final Fantasy games, most recently Final Fantasy X-2 and Final Fantasy Tactics Advance.

Each Job comes pre-equipped with a special ability that can be used without learning it. However, some of these pre-set moves aren't learnable at all and can only be used with that Job. (EG: Only a Monk can use the !Kick command)

As the game progresses you unlock more and more jobs. There are 25 all together, 26 if you count a Freelancer. Each Job can also only equip certain weapons and armor unless you have the right secondary ability set. As you fight battles you gain AP, which levels the Jobs up and unlock new abilities for whoever levels up at the time. You can equip these learned abilities into the secondary slot irregardless to whatever class the person is.

For example:

Bartz: Knight

!Guard (primary, can't change)

!White Magic Lv2 (secondary, interchangeable based on what Bartz knows)

That allows Bartz to cast all Level 2 and below White Magics.

Well that's about it, remember that each job has it's own advantages and such, so don't hesitate to experiment.

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III: THE JOBS {3JOBS}
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Well, without any further delay here is the full list of all the unlockable Jobs in Final Fantasy V Advance! Please note, any ability with a "!" is usable in battle via direct command. Any others will be done when the requirements to do so are met, or they only effect the game outside of battles. Also all "A" abilities can be used by that class without being set. Remember, C abilities need to be set into the secondary slot to work.

! = Used in the Battle Screen

L = Abilities like the "!", but are secondary commands

A = Doesn't appear as a usable command, but is done automatically.

C = Used to help your characters' stats or equip different equipments

F = Used automatically in the field.

* Knight * {3KNIA}

Unlocked: After completing the Wind Shrine

Lv0: 000AP - !Guard: Nullifies next physical attack on the user. Default when you get this character.

Lv1: 010AP - Cover(A): Takes damage for Critical Allies

Lv2: 020AP - !Guard: Nullifies next physical attack on the user. This is the primary ability for the Knight.

Lv3: 050AP - DblGrip(C): Allows character to wield some weapons with two hands, this doubles the damage. Doesn't work with all weapons.

Lv4: 100AP - Equip Shields(C): Allows character to equip a shield even if his/her current job does not allow for it.

Lv5: 150AP - Equip Armor(C): Allows character to equip Knight armor regardless of the current Job.

Lv6: 350AP - Equip Swords(C): Allows character to equip General and Knight Swords regardless of the current Job.

* Monk * {3MONK}

Unlocked: After completing the Wind Shrine

Lv0: 000AP - !Kick: Damages all enemies in the field (Monk only)

Lv1: 015AP - !Focus(L): Focuses energy to deal more damage, but attack takes longer to do.

Lv2: 030AP - Barehanded(C): Deal more damage when barehanded regardless of the current job. Also has effect on Kaiser Knuckles.

Lv3: 045AP - !Chakra(L): Restores HP, also cures Poison and Dark.

Lv4: 060AP - Counter(A): Has a chance of countering after being attacked.

Lv5: 100AP - Max HP+10%(C): Maximum HP increases by 10%.

Lv6: 150AP - Max HP+20%(C): Maximum HP increases by 20%

Lv7: 300AP - Max HP+30%(C): Maximum HP increases by 30%

* Thief * {3THEC}

Unlocked: After completing the Wind Shrine

Lv1: 010AP - Find Passages(F): Detects hidden passages and paths in the current dungeon.

Lv2: 020AP - !Flee(L): Run away from battles quickly, doesn't work on most bosses, etc.

Lv3: 030AP - Sprint(F): Hold the run button to run even faster through areas.

Lv4: 050AP - !Steal: Allows character to try and steal from an enemy. This is the primary ability for the Thief.

Lv5: 075AP - Valiance(C): Helps prevent the current party from being ambushed.

Lv6: 150AP - !Mug(L): Steals from an enemy and deals weak damage.

Lv7: 300AP - Artful Dodger (C): Makes Agility stat equal to that of a Thief, regardless of the current Job.

* White Mage * {3WHMD}

Unlocked: After completing the Wind Shrine

Note: White is the primary skill for White Mages, and they don't need the certain level if their Job is White. In any other cases, (IE as a Black Mage), you need to acquire certain Levels.

Lv0: 000AP - !White: Allows casting any White Magics owned.

Lv1: 010AP - !White: Allows character to always cast Level 1 White Magics.

Lv2: 020AP - !White: Allows character to cast Level 2 White Magics and below.

Lv3: 030AP - !White: Allows character to cast Level 3 White Magics and below.

Lv4: 050AP - !White: Allows character to cast Level 4 White Magics and below.

Lv5: 070AP - !White: Allows character to cast Level 5 White Magics and below.

Lv6: 100AP - !White: Allows character to cast Level 6 White Magics and below.
Lv7: 300AP - Max HP+10%(C): Maximum HP increases by 10%.

* Black Mage * {3BKME}

Unlocked: After completing the Wind Shrine

Note: Black is the primary skill for Black Mages, and they don't need the certain level if their Job is Black. In any other cases, (IE as a Blue Mage), you need to acquire certain Levels.

Lv0: 000AP - !Black: Allows casting of any Black Magics owned.

Lv1: 010AP - !Black: Allows character to always cast Level 1 Black Magics.

Lv2: 020AP - !Black: Allows character to cast Level 2 Black Magics and below.

Lv3: 030AP - !Black: Allows character to cast Level 3 Black Magics and below.

Lv4: 050AP - !Black: Allows character to cast Level 4 Black Magics and below.

Lv5: 070AP - !Black: Allows character to cast Level 5 Black Magics and below.

Lv6: 100AP - !Black: Allows character to cast Level 6 Black Magics and below.

Lv7: 450AP - Max HP+30%(C): Maximum HP increases by 30%.

* Blue Mage * {3BLUE}

Unlocked: After completing the Wind Shrine

Lv0: 000AP - !Blue: Allows casting of any Blue Magics Learned

Lv1: 010AP - !Check(L): Checks enemy's HP and weaknesses.

Lv2: 020AP - Learning(A): Allows character to learn a Blue Magic cast on him or herself. (This learns the Magic for all characters)

Lv3: 070AP - !Blue: Allows character to cast all Blue Magics. This is the Blue Mage's primary command.

Lv4: 250AP - !Scan{L}: Checks and enemy's HP, weaknesses and status, much like the Libra, White Magic.

* Berserker * {3BESG}

Unlocked: After completing the Tower of Walse.

Note: The Berserker has no commands whatsoever. You can set the secondary command, however it is best to use a C or F type. The Berserker cannot control himself in battle, this is why.

Lv1: 100AP - Berserk(A): Your character remains in the Berserked state for the entire battle. They will attack all enemies at random and deal heavy damage. If you master this (I believe) you can choose to use it for other Jobs as a regular "L-Command", but it's up in the air.

Lv2: 400AP - Equip Axes & Hammers(C): Allows the character to wield axes and hammers regardless of their current job.

* Mystic Knight * {3MKNH}

Unlocked: After completing the Tower of Walse.

***Note: Like White/Black Mages, the Mystic Knight can use any of the SpellBlade techniques provided the spell is known. However, if you were to set the Spellblade as secondary for say a Ninja, than it would go back to whatever Level it's at.

Lv0: 000AP - !Spellblade: Allows the MK to use any Spell Blade Technique. This allows a MK to cast a Black Magic (IE Drain) in his sword, and his attacks add in that effect. (So if he dealt 350 with Drain-Sword, he'd gain 350HP.) The magic stays on the sword until KOed, the battle ends or another spell is cast. MP is only consumed for each spell cast, and not each attack.

Lv1: 010AP: Shell(A): Casts Shell on self when in Critical HP.

Lv2: 020AP: !SpellBlade: Allows character to use Level 1 SpellBlades.

Lv3: 030AP: !SpellBlade: Allows usage of Level 2 SpellBlades and below.

Lv4: 050AP: !SpellBlade: Allows usage of Level 3 SpellBlades and below.

Lv5: 070AP: !SpellBlade: Allows usage of Level 4 SpellBlades and below.

Lv6: 100AP: !SpellBlade: Allows usage of Level 5 SpellBlades and below.

Lv7: 400AP: !SpellBlade: Allows usage of Level 6 SpellBlades and below.

* Time Mage * {3TMGI}

Unlocked: After completing the Tower of Walse.

Note: Time is the primary skill for Time Mages, and they don't need the certain level if their Job is Time. In any other cases, (IE as a White Mage), you need to acquire certain Levels.

Lv0: 000AP - !Time: Allows casting of any Time Magics owned.

Lv1: 010AP - !Time: Allows character to always cast Level 1 Time Magics.

Lv2: 020AP - !Time: Allows character to cast Level 2 Time Magics and below.

Lv3: 030AP - !Time: Allows character to cast Level 3 Time Magics and below.

Lv4: 050AP - !Time: Allows character to cast Level 4 Time Magics and below.

Lv5: 070AP - !Time: Allows character to cast Level 5 Time Magics and below.

Lv6: 100AP - !Time: Allows character to cast Level 6 Time Magics and below.

Lv7: 250AP - Equip Rods & Staves(C): Allows character to equip Staves and Rods regardless of what his/her current Job is.

* Summoner * {3SUMJ}

Unlocked: After completing the Tower of Walse.

Note: Summon is the primary skill for Summoners, and they don't need the certain level if their Job is Summoner. In any other cases, (IE as a Geomancer), you need to acquire certain Levels.

Lv0: 000AP - !Summon: Allows character to Summon and Esper owned.

Lv1: 015AP - !Summon: Allows summoning of any Level 1 Esper

Lv2: 030AP - !Summon: Allows summoning of any Level 2 Esper and below.

Lv3: 045AP - !Summon: Allows summoning of any Level 3 Esper and below.

Lv4: 060AP - !Summon: Allows summoning of any Level 4 Esper and below.
Lv5: 100AP - !Summon: Allows summoning of any Level 5 Esper and below.
Lv6: 500AP - !Call(L): Summon any random Esper owned more no MP cost. The Esper is chosen at random.

* Red Mage * {3REDK}

Unlocked: After completing the Tower of Walse.

Note: Red is the primary skill for Red Mages, and they don't need the certain level if their Job is Red Mage. In any other cases, (IE as a Blue Mage), you need to acquire certain Levels.

Lv0: 000AP - !Red: Allows casting of any Black or White Magics that a Red Mage can use.

Lv1: 020AP - !Red: Allows character to cast Level 1 White or Black Magics.

Lv2: 040AP - !Red: Allows character to cast any Level 2 White or Black Magics and below.

Lv3: 100AP - !Red: Allows character to cast any Level 3 White or Black Magics and below.

Lv4: 999AP - !DualCast(L): Allows character to cast two spells in a row. It allows access to the first three Levels of Black and White Magic, and can also be used with other magics (or higher Levels) if you have them set as a secondary. (Works with Red, Black, White, Time, Summon and SpellBlade.)

* Ninja * {3NJAL}

Unlocked: After escaping from Castle Kranek before it explodes.

Lv0: 000AP - !Throw: Allows you to throw weapons and other items at enemies and almost never misses. This is the primary and default ability for the Ninja.

Lv1: 010AP - !Smoke(L): Run away quickly from battles. (Like !Flee)

Lv2: 030AP - !Image(L): Nullifies two physical attacks on the caster.

Lv3: 050AP - First Strike(A): Allows character to get the first hit in, regardless of how the fight begins. (Ambush!, etc)

Lv4: 150AP - !Throw(L): Allows you to throw weapons and other items at enemies and almost never misses. This skill is pre-set for Ninjas and is their starting ability.

Lv5: 450AP - Dual-Wield(C): Hold a one-handed weapon in each hand to deal two attacks at once. This cannot be used with Double Grip Only Weapons. The Ninja can use this ability before you learn it.

* Beastmaster * {3BMSM}

Unlocked: After escaping from Castle Kranek before it explodes.

Lv0: 000AP - !Catch: Captures monsters who are weak. Then, they can be released at any time to attack your foes in any battle. Some cannot be caught. This is the primary and default Beastmaster

ability, and must be learned to do in other Jobs.

Lv1: 010AP - !Calm(L): Calms beast-like monsters.

Lv2: 050AP - !Control(L): Allows you to control and monsters actions. Some cannot be controlled. Sometimes this is necessary to learn a certain Blue Magic.

Lv3: 100AP - Equip Whips(C): Allows you to equip whips regardless of the current Job.

Lv4: 300AP - !Catch(L): Captures monsters who are weak. Then, they can be released at any time to attack your foes in any battle. Some cannot be caught. This is the primary Beastmaster ability, but learning this now allows it to be used in any Job.

* Geomancer * {3GEON}

Unlocked: After escaping from Castle Kranek before it explodes.

Lv0: 000AP - !Gaia: Execute an attack based on the current terrain. (much like the Dance from FF6). This is the default ability for Geomancer and must be learned to use in other Jobs.

Lv1: 025AP - !Gaia(L): Execute an attack based on the current terrain. (much like the Dance from FF6). This is the Geomancer's primary ability, but reaching Lv1 allows it to be set as secondary irregardless of the current class.

Lv2: 050AP - Find Pits(F): Allows the group to avoid hole-traps in dungeons. Must be set as secondary to work.

Lv3: 100AP - Light Step (F): Damage taken from "damage floors" is nullified and the party remains unharmed. Must be set to work.

* Ranger * {3RNGO}

Unlocked: After catching the Black Chocobo on the Crescent Island

Lv0: 000AP - !Aim: Take aim with attacks to deal never-miss damage, however you deal slightly less damage. This is the default and primary ability for the Ranger.

Lv1: 015AP - !Animals(L): Call the Ranger's animal friends for aid.

Lv2: 045AP - !Aim(L): Take aim with attacks to deal never-miss damage, however you deal slightly less damage. This is the primary ability for the Ranger, but when learned any Job can use it.

Lv3: 135AP - Equip Bows(C): Allows character to equip Bows regardless to his or her current Job.

Lv4: 405AP - !Rapid Fire(L): Attack enemies four different times at random. The damage dealt is slightly less than normal and varies based on the enemy's defense. Also tends to be very accurate.

* Bard * {3BARD}

Lv0: 000AP - !Sing: Sing a song learned to effect the enemy's or the group. This is the default Bard ability and must be learned to do with other Jobs.

Lv1: 025AP - !Hide(L): Allows character to hide from the battle, so he or she

will not take damage, but cannot attack until you Appear.

Lv2: 050AP - Equip Harps(C): Allows character to equip Harps regardless of his or her current Job.

Lv3: 100AP -!Sing(L): Sing a song learned to effect the enemy's or the group. This is the default Bard ability, but learning it now allows it to be set as secondary for other Jobs.

* Dragoon * {3DRGQ}

Unlocked: After defeating Archeoavis in the Flying Ruins.

Lv0: 000AP - !Jump: Jumps up into the air for one and cannot take damage during this time. After about another turn the character comes down and delivers heavy damage, twice as much if you use a Spear. Almost never misses. This is the default and primary Dragoon ability and needs to be learned to use in other Jobs.

Lv1: 050AP - !Jump(L): Jumps up into the air for one and cannot take damage during this time. After about another turn the character comes down and delivers heavy damage, twice as much if you use a Spear. Almost never misses. This is the default and primary Dragoon ability and learning this allows you to use it in other Jobs.

Lv2: 150AP - !Lance(L): Absorb some HP and MP from your enemy when you attack.

Lv3: 400AP - Equip Spears/Lances(C): Allows character to equip Spears and Lances regardless of his or her current Job.

* Samurai * {3SAMR}

Unlocked: After defeating Archeoavis in the Flying Ruins.

Lv0: 000AP - !Zeninage: Damage enemies by tossing Gil at them. The amount of Gil you toss varies on your Level and the amount you have. This is the default Samurai ability and must be learned to use with other Jobs.

Lv1: 010AP - !Mineuchi(L): Stun an enemy by slapping them with the dull edge of your sword.

Lv2: 030AP - !Zeninage: Damage enemies by tossing Gil at them. The amount of Gil you toss varies on your Level and the amount you have. This is the default Samurai ability and by learning it you can use it with other Jobs.

Lv3: 060AP - Shirahadori(C): Catch and stop enemy attacks.

Lv4: 180AP - Equip Katanas(C): Allows character to equip Katanas regardless of his or her current Job.

Lv5: 540AP - !Iainuki(L): Kills all enemies in the field, doesn't always work.

* Chemist * {3CHEM}

Unlocked: After defeating Archeoavis in the Flying Ruins.

Lv0: 000AP - !Drink: Use one of the Drinks in your inventory to improve the character's stats, etc. This is the default Chemist ability and must be learned to use in other Jobs.

Lv1: 015AP - Pharmacist(A): Increases the effect of Potions and healing items. Like most automatic abilities, this doesn't have to be set to secondary to take effect if your Job is Chemist.

Lv2: 030AP - !Mix(L): Create a new item from two other healing items. See Mix List for more.

Lv3: 045AP - !Drink(L): Use one of the Drinks in your inventory to improve the character's stats, etc. This is the default Chemist ability and learning it allows it to be used in other Jobs.

Lv4: 135AP - !Recover(L): Heals all allies of the Dark, Poison, Mini, Silence, Frog, Confuse, Aging, Paralyze and Sleep status.

Lv5: 405AP - !Revive(L): Revives a wounded party member.

* Dancer * {3DCRT}

Unlocked: After defeating Archeoavis in the Flying Ruins.

Lv0: 000AP - !Dance: Randomly execute of the Dance moves. These are chosen somewhat at random. This is the default Dancer ability and must be learned to use in other Jobs.

Lv1: 025AP - !Flirt(L): Temporarily distracts your enemies. Equipping the Tiara, Rainbow armor and the Red accessory increases the Hit Rate.

Lv2: 050AP - !Dance(L): Randomly execute of the Dance moves. These are chosen somewhat at random. This is the default Dancer ability and learning it allows it to be used in other Jobs.

Lv3: 325AP - !Equip Ribbons(C): Allows you to equip the Dancer only items (Tiara, Rainbow Armor, Ribbon, Red Accessory) regardless of the current Job.

* Mimic * {3MIME}

Unlocked: After defeating Gogo when you return to Walse Tower.

Lv0: 000AP - !Mimic: ***See Lv1***

Lv1: 999AP - !Mimic(L): Copies the last action of whichever character took that last action. You will also imitate the Automatic Abilities and you can imitate a Berserked character. You can copy all spells or items without consuming MP or the item from the inventory. Many automatic traits and armor added status cannot be copied. This is also the default Mimic ability and when you learn it, can be used for any Job.

* Oracle * {3ORCV}

Unlocked: Find the hidden dungeon south of the Phantom Village after getting all 12 Legendary Weapons

***Note: The Predict abilities are somewhat random; see the abilities for more information on the Oracle.

Lv0: 000AP - !Condemn: Condemn an enemy (or ally) to either take damage get their HP healed after a set amount of time passes.

This is the default Oracle ability and needs to be learned to use in other Jobs.

Lv1: 020AP - !Condemn(L): Condemn an enemy (or ally) to either take damage get their HP healed after a set amount of time passes. Learning this allows it to be used with any Job.

Lv2: 050AP - !Predict(L): Foretell cataclysms that will effect the course of the battle. See abilities for more.

Lv3: 150AP - ABP Up(C): Lets the person who sets this ability gain x1.5 the amount of ABP per battle.

Lv4: 300AP - Read Ahead(F): Reduces the rate of random encounters.

* Cannoneer * {3CANW}

Unlocked: Find the hidden dungeon south of the Phantom Village after getting all 12 Legendary Weapons

Lv0: 000AP - !Open Fire: Damages an enemy and inflicts a random status ailment. The damage and ailment are random. This is the default Cannoneer ability and must be learned to use in other Jobs.

Lv1: 050AP - !Open Fire(L): Damages an enemy and inflicts a random status ailment. The damage and ailment are random. Learning this allows it to be used in other Jobs.

Lv2: 150AP - EXP Up(C): Lets the person who sets this ability gain x1.5 the amount of EXP per battle.

Lv3: 300AP - !Combine(L): Mix items and fire explosives that can damage all enemies. For more information see the abilities section.

* Gladiator * {3GLAD}

Unlocked: Find the hidden dungeon south of the Phantom Village after getting all 12 Legendary Weapons

Lv0: 000AP - !Finisher: Either deals very heavy damage to an enemy or does an elemental attack. Bartz does wind, Lenna does water, Krile does earth, and Faris does fire. However, this does not always hit. This is the default Gladiator ability, blah blah blah.

Lv1: 030AP - Lure(F): Increases the rate of random encounters.

Lv2: 070AP - !Finisher(L): Either deals very heavy damage to an enemy or does an elemental attack. Bartz does wind, Lenna does water, Krile does earth, and Faris does fire. However, this does not always hit. Learning this allows it to be used in any class.

Lv3: 150AP - Long Reach(A): Deal normal damage from the back row,

regardless of the current equipped weapon.
Lv4: 450AP - !Bladeblitz(L): Deals damage to all enemies.

* Necromancer * {3NOMY}

Unlocked: Complete the bonus dungeon after beating the game.

***Note: Like Mages, the Necromancer must level up Dark Arts to use more of them in other Jobs.

Lv0: 000AP - !Dark Arts: Allows casting of all Dark Arts learned.
Lv1: 015AP - !Oath(L): Summons a demon, much like how a Summoner summons Espers. See abilities for more
Lv2: 030AP - !Dark Arts: Allows casting of all Level 1 Dark Arts
Lv3: 045AP - !Dark Arts: Allows casting of Level 2 Dark Arts and below.
Lv4: 060AP - !Dark Arts: Allows casting of Level 3 Dark Arts and below.
Lv5: 100AP - !Dark Arts: Allows casting of Level 4 Dark Arts and below.
Lv6: 200AP - !Dark Arts: Allows casting of Level 5 Dark Arts and below.
Lv7: 300AP - Undead(A): Become undead and only take damage from healing or magic. Is not automatically used when in Mime or Freelancer Jobs.

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IV: ABILITIES LIST {ALIST}
=====

This is how most of the abilities will be set-up.

Spell Name & Level MP Cost

Location: Earliest it will be found
Effect: What the spell does

+-----+
| WHITE MAGIC | {WHITE}
+-----+

The White Mage uses his or her abilities to heal allies. They can recover HP and cure harmful status ailments. The curing spells can also hurt the undead. Lastly, the White Mage can cast the Holy spell, which is possibly the most lethal spell in the game, Black or White.

Name: Cure(1) 4MP

Location: Tule
Effect: Restores small amount of HP to one ally.

Name: Libra(1) 1MP

Location: Tule
Effect: Shows an enemy's stats, and weaknesses.

Name: Posiana(1) 2MP

Location: Tule
Effect: Cures Poison status

Name: Silence(2) 2MP

Location: Carwen
Effect: Stops an enemy from casting magic.

Name: Protect(2) 2MP

Location: Carwen
Effect: Raises the physical defense of one ally.

Name: Mini(2) 5MP

Location: Underwater Base near Crescent Island
Effect: Shrinks target, reducing their attack and defense stats.

Name: Cura(3) 9MP

Location: Karnak
Effect: Restores more HP to an ally

Name: Raise(3) 29MP

Location: Karnak
Effect: Revives a KOed ally.

Name: Confuse(3) 4MP

Location: Karnak
Effect: Confuses one enemy, making it attack it's allies.

Name: Blink(4) 6MP

Location: Regole
Effect: Nullifies next two attacks on the character.

Name: Shell(4) 5MP

Location: Regole
Effect: Raises ally's magical defense.

Name: Esuna(4) 10MP

Location: Karnak Castle, before it explodes
Effect: Cures most negative status ailments.

Name: Curaga(5) MP27

Location: Moore
Effect: Restores a lot of HP to the target.

Name: Reflect(5) MP15

Location: Moore
Effect: Casts a barrier that reflect most magic back at the caster.

Name: Berserk(5) MP8

Location: Moore
Effect: Inflicts the Berserk status to one ally.

Name: Arise(6) MP50

Location: Phantom Village
Effect: Fully recovers an ally from KO.

Name: Holy(6) MP20

Location: Fork Tower
Effect: Deals Holy damage to targets.

Name: Dispel(6) MP12

Location: Phantom Village
Effect: Removes positive status effects from target.

+-----+
| BLACK MAGIC | {BLACK}
+-----+

Black Mages have learned the arts of harnessing the elements to deal damage to their enemies. This makes up for their normally weak nature, as they can cast deadly spells like Flare and Death.

Name: Fire(1) MP4

Location: Tule
Effect: Deals light fire damage to target

Name: Thunder(1) MP4

Location: Tule
Effect: Deals light thunder damage to target.

Name: Blizzard(1) MP4

Location: Tule

Effect: Deals light ice damage to target.

Name: Poison(2) MP2

Location: Karnak
Effect: Inflicts poison status to target.

Name: Sleep(2) MP3

Location: Carwen
Effect: Inflicts sleep status to target.

Name: Toad(2) MP8

Location: Istory
Effect: Inflicts Toad status to target.

Name: Fira(3) MP10

Location: Karnak
Effect: Deals moderate fire damage to target.

Name: Thundera(3) MP10

Location: Karnak
Effect: Deals moderate thunder damage to target.

Name: Blizzara(3) MP10

Location: Karnak
Effect: Deals moderate ice damage to target.

Name: Drain(4) MP13

Location: Regole
Effect: Damages enemy and absorbs HP. Has the reverse effect on the undead.

Name: Break(4) MP15

Location: Regole
Effect: Turns an enemy into stone, taking it out of the battle.

Name: Bio(4) MP16

Location: Regole
Effect: Deals damage to enemy and may inflict poison status.

Name: Firaga(5) MP25

Location: Moore

Effect: Deals heavy fire damage to target.

Name: Thundaga(5) MP25

Location: Moore

Effect: Deals heavy thunder damage to target.

Name: Blizzaga(5) MP25

Location: Moore

Effect: Deals heavy ice damage to target.

Name: Flare(6) MP39

Location: Fork Tower

Effect: Deals heavy non-elemental damage to target.

Name: Death(6) MP29

Location: Phantom Village

Effect: Instantly kills target.

Name: Osmose(6) MP1

Location: Phantom Village

Effect: Absorbs MP from opponent, has reverse effect on the undead.

+-----+
| BLUE MAGIC | {BLUE4}
+-----+

The Blue Magics will have a similar set-up, but instead of Location it will be "Monsters" which is the first monster possible to learn it from and a few others, but not their locations.. There will also be no Level indicator next to the name. A * will also indicate that they need to be controlled to have it done to you.

Name: Doom

Monsters: ExDeath (World 2), Unknown, The Dammed*, Azulmagia

Effect: KOs one enemy after 30 seconds

Name: Roulette

Monsters: Parthenope (Phoenix Tower), Azulmagia, Death Dealer, Shinryu

Effect: Randomly KOs a random enemy OR ally.

Name: Aquabreath

Monsters: Dhorme Chimera (Karnak Desert), Manticore, Crystal, Leviathan, Bahamut, Azulmagia

Effect: Deals water damage to all enemies.

Name: Level 5 Death

Monsters: Page 64 (Ancient Library), Level Tricker*, Level Checker,
Azulmagia, Executioner

Effect: Deals Death to any characters who's Level is a multiple of 5.

Name: Level 4 Graviga

Monsters: Ghidra (Flying Fortress), Level Tricker, Level Checker, Azulmagia,
Executioner

Effect: Reduces all characters, who's Level is a multiple of 4, to 1/4 HP.

Name: Level 3 Flare

Monsters: Red Dragon* (Barrier Tower), ExDeath, Archeosaur*, Level Checker,
Azulmagia, Executioner, Shinryu

Effect: Deals heavy Flare (non-elemental) damage to all characters with a
Level that is a multiple of 3.

Name: Level 2 Old

Monsters: Level Tricker* (Barrier Tower), Magic Dragon, Level Checker,
Azulmagia, Executioner, Shinryu

Effect: Inflicts Age status on all characters with a Level that is a multiple
of 2. (any even number Level)

Name: Pond's Chorus

Monsters: Elf Toad (Shiva's/Walse Tower), Archeotoad, Kornago

Effect: Inflicts target with Toad status.

Name: Lilliputian Lyric

Monsters: Minimage (Moore Forest), Gilgamesh, Mykale*, Cherie, Villa*,
Farfarello

Effect: Casts mini on one enemy

Name: Flash

Monsters: Headstone (North Mountain), Crewdust, Ramuh, Stone Mask, Neon,
Gilgamesh, Parthenope*, Necrophobe, Orukat*, Azulmagia

Effect: Blinds all enemies

Name: Time Slip

Monsters: Traveller (Barrier Tower), Gilgamesh, Cherie, Azulmagia

Effect: Stops target (???)

Name: Moon Flute

Monsters: Page 256 (Ancient Library), Jackanapes, Mykale
Effect: Inflicts Berserk status on all targets.

Name: Death Claw

Monsters: Death Claw (Karnak Castle), Treant, Objet d'Art*, Gilgamesh,
Strapparer*, Soul Eater, Azulmagia
Effect: Reduces target's HP to a single digit and paralyzes them.

Name: Areo

Monsters: Moldwynd (Wind Tower), Defeater*, Gigas, Magisa, Mykale, Azulmagia
Effect: Deals light wind damage to target

Name: Area

Monsters: Gigas (Karnak Castle), Enchanted Fan, Page 32, Gilgamesh, Endiku,
Abductor, Galajelly*, Azulmagia
Effect: Deals moderate wind damage to target

Name: Aeroga

Monsters: Enchanted Fan (Ghido's Cave), Magic Dragon, Elm Gigas, [Wind]
Crystal, Cherie*, Baldanders, Azulmagia, Neo-ExDeath
Effect: Deals heavey wind damage to target

Name: Flame Thrower

Monsters: Prototype (near Crescent Island), Flame Thrower, Mecha Head, Omega,
Triton, Great Dragon, Mindflyer*, Azulmagia
Effect: Deals fire damage to target

Name: Goblin Punch

Monsters: Goblin (Tule Area), Black Goblin, Gilgamesh, Sahagin*, Nix,
Gobbledygook, Azulmagia
Effect: Deals damage based on the levels of the caster and target

Name: Dark Spark

Monsters: Black Flame (Crescent Area), Druid, Strapparer, Shadow*, Ushabti,
Azulmagia
Effect: Halves level of the target

Name: Off-Guard

Monsters: Page 256* (Ancient Library), Magic Dragon, Ziggurat Gigas, Ushabti,
Shadow*, The Damned*, Azulmagia
Effect: Reduces target's defense

Name: Transfusion

Monsters: Calcruthi* (Ship Graveyard), Devilfish, Mythril Dragon*, Unknown #169*, Birostris, Mover*
Effect: Sacrifices self to restore target's HP and MP to 100%.

Name: Mind Blast

Monsters: Wendigo* (Istory Waterfall), Twintania, Mindflyer, Azulmagia
Effect: Inflicts paralysis and sap status on target.

Name: Vampire

Monsters: Steel Bat (Pirate Hideout), Abductor, Zombie Dragon, Python, Mercury Bat, Shadow*, Azulmagia.....[[-many more-]]
Effect: Absorbs HP from enemy to fully restore casters HP.

Name: Magic Hammer

Monsters: Byblos (Ancient Library), Apanda, Drippy, Azulmagia
Effect: Halves target's MP.

Name: Mighty Guard

Monsters: Stingray* (Sea Battle), Shinryu, Azulmagia
Effect: Casts Haste, Protect and Shell onto the party! ((MUST HAVE!!!))

Name: Self-Destruct

Monsters: Motor Trap (Fire Ship), Bomb, Purobolos, Grenade, Prototype*, Unknown #171
Effect: Deals damage based on casters remaining HP, KOs caster

Name: ???

Monster: Wild Nack (Karnak Area)
Effect: Deals damage based on the difference between the casters Max and Current HP.

Name: 1000 Needles

Monsters: Lamia* (Flying Ruins), Cactus*
Effect: Deals 1000 damage to target

Name: White Wind

Monster: Enchanted Fan (Flying Ruins)
Effect: Restores casters HP amount to entire party.

Name: Missile

Monsters: Motor Trap* (Fire Ship), Rocket Launcher, Prototype, Endiku
Effect: Reduces target's HP to 1/4.

+-----+
| RED MAGIC | {REDM4}
+-----+

The Red Mage can harness both the skills of the White and Black Mage, however the Red Mage cannot learn all of their skills. However, the Red Mage is also a decent physical fighter, making it one of the most versatile Jobs in the Final Fantasy series. (Can learn the Level 3 Spells and below)

Name: Cure(1) 4MP

Location: Tule
Effect: Restores small amount of HP to one ally.

Name: Libra(1) 1MP

Location: Tule
Effect: Shows an enemy's stats, and weaknesses.

Name: Posiana(1) 2MP

Location: Tule
Effect: Cures Poison status

Name: Silence(2) 2MP

Location: Carwen
Effect: Stops an enemy from casting magic.

Name: Protect(2) 2MP

Location: Carwen
Effect: Raises the physical defense of one ally.

Name: Mini(2) 5MP

Location: Underwater Base near Crescent Island
Effect: Shrinks target, reducing their attack and defense stats.

Name: Cura(3) 9MP

Location: Karnak
Effect: Restores more HP to an ally

Name: Raise(3) 29MP

Location: Karnak
Effect: Revives a KOed ally.

Name: Confuse(3) 4MP

Location: Karnak

Effect: Confuses one enemy, making it attack it's allies.

Name: Fire(1) MP4

Location: Tule

Effect: Deals light fire damage to target

Name: Thunder(1) MP4

Location: Tule

Effect: Deals light thunder damage to target.

Name: Blizzard(1) MP4

Location: Tule

Effect: Deals light ice damage to target.

Name: Poison(2) MP2

Location: Karnak

Effect: Inflicts poison status to target.

Name: Sleep(2) MP3

Location: Carwen

Effect: Inflicts sleep status to target.

Name: Toad(2) MP8

Location: Istory

Effect: Inflicts Toad status to target.

Name: Fira(3) MP10

Location: Karnak

Effect: Deals moderate fire damage to target.

Name: Thundera(3) MP10

Location: Karnak

Effect: Deals moderate thunder damage to target.

Name: Blizzara(3) MP10

Location: Karnak

Effect: Deals moderate ice damage to target.

+-----+
| DARK ARTS & DEMONS | {DARK4}
+-----+

The Dark Arts are abilities exclusive the very deadly, Necromancer Job. In order to learn and harness new skills the Necromancer must KILL an enemy who knows the skill. The Necromancer and ONLY the Necromancer can kill the monster to learn the ability.

****DARK ARTS****

Name: Drain Touch MP15

Monster: Mindflyer (Sealed Temple)
Effect: Drains HP from the target

Name: Dark Haze MP18

Monster: Lemure (Phoenix Tower)
Effect: Inflicts Confusion and Old on all enemies.

Name: Deep Freeze MP38

Monster: Assassin (Sealed Temple)
Effect: Deals ice damage and inflicts Stop status on target.

Name: Evil Mist MP38

Monster: Dragon Zombie (Drakenvale)
Effect: Sprays all enemies with poison damage

Name: Meltdown MP38

Monster :Claret Dragon (Sealed Temple)
Effect: Deals fire damage and causes Sap status.

Name: Hellwind MP38

Monster: Objet d'Art (Bal Basement)
Effect: Damages all enemies and inflicts petrification.

Name: Chaos Drive MP38

Monster: Mini Satana (Sealed Temple)
Effect: Deals lighting damage and inflicts paralysis.

Name: Curse MP42

Monster: Ironclad (Sealed Temple)
Effect: Deals many status ailments to target.

Name: Dark Flare MP52

Monster: ExDeath's South (Sealed Castle)
Effect: Deals heavy non-elemental damage to all enemies.

Name: Doomsday

Monster: Hades (Sealed Temple)
Effect: Deals massive damage to all enemies.

****DEMONS****

Name: Rajuformes

Effect: Casts Aqua Breath on all enemies.

Name: Zombie Dragon

Effect: Casts Poison Breath on enemies.

Name: Skeleton

Effect: Deals lightning damage to all enemies.

Name: Flaremancer

Effect: Casts Flare on all enemies.

***NOTE: There are many more Demons, but since they suck so badly, I don't have the patience to complete the list for right now.

+-----+
| SUMMONS | {SUMON}
+-----+

The Summoner can call the powerful Espers to him or her in battles. These Espers are often very powerful, however you must prove to them your worth in battle in order to control them. The Summoner is a forced to be reckoned with in battles.

Name: Chocobo(1) MP4

Location: Walse
Effect: Deals damage to one target, cannot be blocked.

Name: Sylph(1) MP8

Location: Walse
Effect: Two Sylph fly down and drain a target's HP and heal the party.

Name: Remora(1) MP2

Location: Walse
Effect: Inflicts Stop status, wears off over time.

Name: Shiva(2) MP10

Location: Castle Walse Tower - World 1*
Effect: Deals ice damage to all enemies.

Name: Ramuh(2) MP12

Location: Forests near Istory
Effect: Deals lighting damage to all enemies.

Name: Ifrit(2) MP11

Location: Library of the Ancients
Effect: Deals fire damage to all enemies.

Name: Titan(3) MP25

Location: Karnak Meteorite
Effect: Deals earth damage to all enemies.

Name: Golem(3) MP18

Location: Darkenvale
Effect: Absorbs most physical attacks for an extender period.

Name: Catoblepas(3) MP33

Location: Northwest Island - World 2*
Effect: Turns one enemy into stone.

Name: Carbuncle(4) MP45

Location: ExDeath's Castle
Effect: Casts Reflect onto the party.

Name: Sylдра(4) MP32

Location: Pirate's Hideout - World 3*
Effect: Deals wind(?) damage to all enemies.

Name: Odin(4) MP48

Location: Castle Bal Basement
Effect: Instantly kills all enemies OR deals damage to those immune to death.

Name: Phoenix MP99

Location: Phoenix Tower
Effect: Revives ALL KOed party members.

Name: Leviathan(5) MP39

Location: Istory Waterfall
Effect: Deals water damage to all enemies.

Name: Bahamut(5) MP66

Location: North Mountain - World 3*
Effect: Deals non-elemental damage to all enemies.

+-----+
| SONGS | {SONGS}
+-----+

The Bard has the ability to enchant his enemies or his allies with melodies learned throughout his or her travels. These Songs can makeup for the Bard's rather useless in physical battle and in his or her defense as well.

Name: Sinewy Etude

Location: Crescent
Effect: Increases allies' strength

Name: Swift Song

Location: Surgate Castle
Effect: Increases allies' speed and agility

Name: Mighty March

Location: Crescent
Effect: Casts Regen on all allies.

Name: Mana's Paeon

Location: Library of the Ancients - World 3*
Effect: Increases allies' magic power.

Name: Hero's Rime

Location: Crescent
Effect: Increases allies' stats.

Name: Requiem

Location: Quelb
Effect: Damages the undead

Name: Romeo's Ballad

Location: Istory - World 1*
Effect: Inflicts Stop status on all enemies.

Name: Alluring Air

Location: Lix - World 1*
Effect: Inflicts Confuse status on all enemies.

+-----+
| DANCES | {DANCE}
+-----+

The Dancer has the ability to do dances that can damage enemies, or deliver status ailments to enemies. There are few dances, and some of them are rare. However, by equipping certain equipment, the Dancer can execute the strongest dance, Sword Dance, very often.

Name: Sword Dance

Effect: Deals four times the normal damage to one enemy.

Name: Jitterbug

Effect: Absorbs HP from the enemy.

Name: Mystery Waltz

Effect: Absorbs MP from the enemy.

Name: Tempting Tango

Effect: Confuses the target.

+-----+
| MIXES | {MIXES}
+-----+

The Chemist has the ability to mix various items to create new, more effective ones. Provided the party has the items to spare, the Chemist can make some amazing concoctions to aid the team.

There are several ingredients to use:

- Potion (A)
- Antidote (B)
- Eye Drops (C)
- Maiden's Kiss (D)
- Holy Water (E)

- Phoenix Down (F)
- Ether (G)
- Hi Potion (H)
- Elixir (I)
- Dragon Fang (J)
- Turtle Shell (K)
- Dark Matter (L)

Here's a table, when a letter appears you in fact make that item but you enhance it's effect. (EG: G + A = Potion)

	A	B	C	D	E	F	G	H	I	J	K	L
A	A	2	3	D	4	F	A	C	5	6	7	8
B	2	B	9	D	4	F	B	10	5	6	7	8
C	3	9	C	D	11	12	C	3	13	14	15	16
D	D	D	D	D	11	12	D	1	D	D	17	18
E	4	4	11	11	E	19	20	21	22	23	24	25
F	F	F	12	12	19	F	26	27	28	29	30	31
G	A	B	C	D	20	26	G	32	33	34	35	36
H	C	10	3	1	21	27	32	37	38	29	1	40
I	5	5	13	D	22	28	33	38	I	41	42	43
J	6	6	14	D	23	29	34	39	41	J	44	45
K	7	7	15	17	24	30	35	1	42	44	46	47
L	8	8	16	18	25	31	36	40	43	45	47	48

Here's a mix list, the numbers on the table correspond with the combination. Also note, if you make an offensive item, you need to target it onto the enemies, or it will hurt your allies.

I used my friends guide book to make this list, so it should be accurate.

- 1: Failure 1: Casts "Charm".
- 2: Water of Life: Casts Regen onto target.
- 3: X-Potion: Restores all HP.
- 4: Resurrection: Brings an ally back to life.
- 5: Neutralize: Recovers a little HP and cures poison status.
- 6: Cure-Blind: Recovers a little HP and cures blind status.
- 7: Dragon Power: Raises target's level by 20.
- 8: Dark Potion: Deals 666 damage to target.
- 9: Half-Elixir: Restores all HP to one target.
- 10: Dry Ether: Has triple the effect of a regular Ether.
- 11: Reincarnation: Revives an ally and fully restore his/her HP.
- 12: Lilith's Kiss: Drain MP form one target.
- 13: Resist Poison: Makes target immune to poison.
- 14: Resist Fire: Makes target resistant to fire elemental attacks.
- 15: Dragon Shield: Makes ally resistant to ice, fire and thunder attacks.
- 16: Dark Ether: Reduces MP to 1/4.
- 17: Giant's Drink: Doubles maximum HP of one target.
- 18: Dark Elixir: Reduces HP and MP of one target to single digits.
- 19: Kiss of Life: Revives an ally and recovers 1/2 HP and all MP.
- 20: Life Shield: Make one target resistant to all instant KO attacks.
- 21: Panacea: Cures all status ailments on one target.
- 22: Resist Ice: Makes target resistant to ice attacks.
- 23: Resist Thunder: Makes target resistant to thunder attacks.
- 24: Dragon Armor: Increases both magical and physical defense.
- 25: Death Potion: Instantly kills target. (see the name?)
- 26: Kiss of Blessing: Casts Haste, Image and Berserk on one target.
- 27: Drain Kiss: Drains HP from one target.

28: Levitate: Casts Float on one target. (again...see name)
 29: Lamia's Kiss: Confuses target.
 30: Dragon's Kiss: Makes target a "Dragon". (Dragon weapons do more
 damage, but target becomes immune to most status
 ailments.)
 31: Toad's Kiss: Turns target into a Toad.
 32: Bacchus's Wine: Casts Berserk on target.
 33: Samson Power: Raises target's level by 10.
 34: Elemental Power: Increases magic damage power by 50%.
 35: Holy Breath: Deals heavy holy damage.
 36: Failure 2: Casts poison on target.
 37: Protect Drink: Casts protect on target.
 38: Split Shell: Decreases target's defense by half.
 39: Haste Drink: Speeds up target.
 40: Explosive: Deals massive fire damage, user is KOed.
 41: Restoration: Cure's status ailments for the battle.
 42: Poison Breath: Poisons multiple targets.
 43: Poison: ...Poisons target. (yeah)
 44: Dark Sigh: Poisons and confuses target. (*sigh*)
 45: Dark Gas: Blinds target. (status effects much?)
 46: Dragon Breath: Deals all, Fire, Thunder and Ice damage.
 47: Dark Breath: Casts an "unholy fire" on all targets.
 48: Shadow Flare: Owns targets. (massive dark damage)

+-----+
 | GAIA ATTACKS | {GAIAJ}
 +-----+

The Geomancer has the !Gaia ability. This move, works similar to the "Dance" ability from FF6, in which the move is based on the current terrain. These moves will be set up like the Magics, Name, what it does, and in the case of Gaia, where it can be done.

I've also haven't experience some of these moves in this version, so I'm crossing the current name with older translations from the SNES version.

 Name: Branch Arrow

Effect: Deals damage to one enemy
 Locations: Forest Terrain

 Name: Sandstorm

Effect: Deals earth and wind damage and might inflict blind status.
 Locations: Deserts

 Name: Gust

Effect: Deals wind damage to a target.
 Locations: Plains (all worlds), Drakenville, North Mountain, Fire-Powered Ship, ExDeath's Castle, Tule Area, The Void, Castle Basements, The Big Bridge

 Name: Tsunami

Effect: Deals water damage to all enemies.

Locations: Beaches, Walse Tower, Ship Graveyard, Sea Fights.

Name: Willowisp

Effect: Deals fire damage to an enemy and might inflict confusion.

Locations: Swampland, The Pyramid, Caves, Mountain Caves, Cleft of Dimension, Istory Caves, Ship Graveyard, Ancient Library.

Name: Earthquake

Effect: Deals earth damage to all enemies. Ariel enemies are immune.

Locations: Plains (all worlds), Fire-Powered Ship, Drakenville, North Mountain,

Name: Leaf Dance

Effect: Deals wind damage to all enemies.

Locations: Forests

Name: Quicksand

Effect: Kills off enemies.

Locations: Deserts.

Name: Stalactite

Effect: Deals heavy damage to one target.

Locations: Most Caves, Istory Cave, Cleft of Dimension, ExDeath's Castle

Name: Branch Spear

Effect: Deals heavy damage to one target.

Locations: Forests.

Name: Desert Storm

Effect: Deals earth and wind damage to all enemies.

Location: Deserts

Name: Wind Slash

Effect: Deals wind damage to all enemies.

Locations: The Void, Towers, Plains (all worlds), ExDeath's Castle, Castle Areas, Big Bridge, Caves, Mountains.

Name: Poison Mist

Effect: Deals poison damage to all enemies and inflicts poison status.

Locations: Swampland, Pyramid

Name: Whirlpool

Effect: Reduces enemy's HP to a single digit.

Locations: Beaches, Walse Tower, Sea Fights, Ship Graveyard, Guido's Cave, Istory Cave.

Name: Big Tsunami

Effect: Deals heavy water damage to all targets.

Locations: Beaches. Walse Tower, Sea Fights, Ship Graveyard

Name: Maelstrom

Effect: Reduces enemy's HP to a single digit. (unsure)

Locations: Deserts.

Name: Sonic Boom

Effect: Reduces target's HP by 3/4.

Locations: Towers, The Void, ExDeath's Castle, Plains (all worlds), Cleft of Dimension, Pyramid, Ship Graveyard, Ancient Library

Name: Cave-In

Effect: Deals earth damage to multiple targets.

Locations: Drakenville, North Mountain, Pyramid (unsure), Caves, Istory Cave

Name: Tornado

Effect: Reduces enemy's HP to a single digit.

Locations: Plains (all worlds), Towers, The Void, Drakenville, North Mountain, Fire-Powered Ship, Big Bridge, Cleft of Dimension

Name: Bottomless Bog

Effect: KOs all enemies.

Locations: Swampland

---If anyone would like to contribute translations, or any moves I may have missed (or screwed up on), please, feel free!---

+-----+
| ANIMALS | {ANMAL}
+-----+

The Ranger has the ability to summon animals to aid him or her in battle. Also, as with the Geomancer, I will be using old translations, so some things might be a bit off.

Mysidian Rabbit: Doesn't do anything

Squirrel: Damages a random enemy, flying enemies are immune.

Bee Swarm: Damages all enemies.
 Nightingale: Restores some HP, and cures Poison and Blind status ailments.
 Momonga: Paralyzes all enemies.
 Falcon: Reduces a random enemy's HP by 3/4.
 Skunk: Inflicts Poison and Blind status on all enemies.
 Wild Boar: Damages a random enemy, flying enemies are immune.
 Unicorn: Fully heals all party members!!!!

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+-----+
|  COMBIME  | {COMBN}
+-----+
```

The Combine is the Cannoneer ability, and is the offensive inverse to the Chemist. Now, I will be making a table, similar to what I did with the Chemist.

Combine Ingredients

Buckshot (1)
 Blastshot (2)
 Blitzshot (3)

Supporting Ingredients

Gold Needle (A)
 Mallet (B)
 Goliath Tonic (C)
 Speed Shake (D)
 Power Drink (E)
 Iron Draft (F)
 Hero Cocktail (G)
 Turtle Shell (H)
 Dragon Fang (I)
 Dark Matter (J)
 Flame Scroll (K)
 Water Scroll (L)
 Lightning Scroll (M)
 Ash (N)
 Shuriken (O)
 Fuma Shuriken (P)

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
2	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
3	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48

I decided to be lazy, but the other effects that come with each shot are only listed under #33 - #48.

- 1: Needle Shot (Deals 1000 damage)
- 2: Mini Shot
- 3: Quake Shot
- 4: Silver Shot
- 5: Power Shot
- 6: Vulner Shot
- 7: Divine Shot
- 8: Slow Shot
- 9: Dragon Shot

- 10: Chaos Shot (confuses)
- 11: Flame Shot
- 12: Water Shot
- 13: Spark Shot
- 14: Dark Shot
- 15: Normal Shot
- 16: Killer Shot
- 17: Needle Burst (Deals 2000 damage)
- 18: Mini Burst
- 19: Quake Burst
- 20: Silver Burst
- 21: Power Burst
- 22: Vulner Burst
- 23: Divine Burst
- 24: Slow Burst
- 25: Dragon Burst
- 26: Chaos Burst (poisons)
- 27: Fire Burst
- 28: Water Burst
- 29: Spark Burst
- 30: Dark Burst
- 31: Normal Burst
- 32: Killer Burst
- 33: Needle Cannon (deals 3000 damage)
- 34: Mini Cannon (inflicts Mini)
- 35: Quake Cannon (Earth damage)
- 36: Silver Cannon (inflicts Old)
- 37: Power Cannon (inflicts Berserk)
- 38: Vulner Cannon (lowers defense)
- 39: Divine Cannon (Holy damage)
- 40: Slow Cannon (inflicts Slow)
- 41: Dragon Cannon (more damage to Dragons)
- 42: Chaos Cannon (Death)
- 43: Fire Cannon (Fire Damage)
- 44: Water Cannon (Water Damage)
- 45: Spark Cannon (Lightning Damage)
- 46: Dark Cannon (inflicts Blind)
- 47: Normal Cannon (normal damage)
- 48: Killer Cannon (double damage to Humans)

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+-----+
| CONDEMN & PREDICT | {ORCLE}
+-----+
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The Oracle has two abilities, Condemn and Predict. Each of list, works in very strange ways, that are explained below.

CONDEMN

By condemning someone a timer will start and when it counts down, something will happen to the target. Even if the Oracle dies, the timer remains.

- Rejuvenation: Restores target's HP.
- Recuperation: Cures target of status ailments.
- Brimstone: Deals fire damage to target.
- Black Frost: Deals ice damage to target.
- Judgment: Deals lightning damage to target.
- Salentia: Inflicts Toad status on target.
- Doom: Kills target.

Still Wing: Inflicts Stop status target.

****PREDICT****

The Predict works much like Condemn. However, the Predictions are random and can hurt or help, ANYBODY, friend or foe. A timer starts for the entire field and it varies based on the Degree of the prediction.

First Degree: Has a 5 second timer and is the strongest.

Second Degree: Has a 4 second timer and is a bit weaker.

Third Degree: Has a 3 second timer and is the weakest.

Blessing: Heals a lot of HP to the party.

Healing Wind: Heals the party and removes status effects.

Cleansing: Deals damage to the enemies.

Rockslide: Deals random earth damage to members of the party, or the enemies.

Eruption: Deals fire damage to the party and enemies.

Deluge: Deals water damage to the party and enemies. Also causes Toad.

Hurricane: Deals wind damage to the party and enemies. Also causes silence.

Pestilence: Deals damage to, and poisons the party.

Starfall: Deals damage to enemies and the party, works like Meteor.

Divine Judgment: Damages the enemies, heals the party!

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V: FREQUENTLY ASKED QUESTIONS {FAQYO}
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NO QUESTIONS HAVE BEEN SUBMITTED!!!

Please, send me some, I don't want to make them up like most people.

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VI: CREDITS AND CLOSING {CREDC}
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If anyone would like to use this FAQ for any reason whatsoever for their site, please e-mail me at mjd111989@aol.com or at takahvl@yahoo.com.

If you have any questions please submit them to any e-mail (preferably the first one). And with that I say that you for reading my FAQ and I hope it was helpful and worth the time. If not, to freakin bad.

---Special Thanks---

Myself - writing this up, der.

GameFAQs & CJayC - usual sucking up credit