

Lufia: Ruins of Lore Jobs/Abilities Guide

by ARobinson

Updated to v1.1 on May 28, 2003

Lufia: The Ruins of Lore Jobs/Abilities Guide

Version 1.1

Last updated 5-28-03

By Andrea Robinson

With contributions from Aaron Bolner

Part 1 - Introduction to the Ruins of Lore Job System

Part 2 - Lufia: The Ruins of Lore Jobs/Abilities Guide

2.1 - Swordsman

2.2 - Mage

2.3 - Priest

2.4 - Thief

2.5 - Fighter

2.6 - Wizard

2.7 - Knight

2.8 - Chemist

2.9 - Bishop

2.10 - Rogue

2.11 - Brawler

Part 3 - Miscellaneous

3.1 - Disclaimer

3.2 - E-mail Policy

3.3 - Acknowledgements

3.4 - Links

NOTICE: This guide is sanitized and spoiler-free for your protection.

1 - Introduction to the Ruins of Lore Job System

Lufia: The Ruins of Lore, released in North America in May 2003, is the fourth installment in the Lufia series (known as Estpolis in Japan). One of the features of Ruins of Lore is its job system.

Three of the main characters, Eldin, Torma, and Rami, can become "apprentices" to the eleven different job masters located throughout the world. Each character can be apprenticed to only one master at a time, and some jobs cannot be accessed unless the character has mastered one of the other classes. For example, a character must master Priest before he or she is able to apprentice to the Bishop.

Job levels and abilities do not overlap from one character to another. For example, if one character has mastered Thief, only that character is eligible to apprentice to Rogue, the higher-level Thief class. The other characters will not be able to access Rogue until they too have mastered Thief.

Each job class has five levels. You start in each job as a Novice and work your way up to Master as you learn the job's skills.

Job level hierarchy:

Novice --> Apprentice --> Expert --> Teacher --> Master

In all classes, abilities are listed in the order the character learns them. I do not plan to go through and indicate which abilities bring a job level boost with them, since the only one that matters is the final one, which gives the character Master rank in that job.

2.1 - Swordsman

"I've fought all my life as a swordsman! Join me, and I'll teach you everything I know! Your ATK will go through the roof!

Location: Job room in Gruberik, upper left

Cinder Slash - 2 AP

Character attacks normally, then casts Cinder, a first-level fire spell. Fighting-class characters won't do much damage with the spell, but it can sometimes be just enough to finish an enemy off.

Deflect - 0 AP

Causes the damage from attacks to the spell's target to be dealt to an enemy instead.

Frost Slash - 6 AP

Character attacks normally, then casts Frost, a first-level ice spell that hits all enemies. Fighting-class characters won't do much damage with the spell, but it will hit all enemies, and that little bit of damage can sometimes be just enough to finish an enemy off.

Slash All - 3 AP

A physical attack that hits all enemies.

Vorpal Blade - 2 AP

A physical attack that does extra damage to heavily protected enemies such as crabs and snails.

2.2 - Mage

"I'm a mage... Don't ask how old I am! You can learn all sorts of magic if you assist me <3 I'm best at Enfeeble and other supportive magic <3"

(The <3 is a small red heart in the game text itself.)

Location: Job room in Gruberik, upper middle

Enfeeble - 5 AP

Lowers target's defense.

Flash - 5 AP

A first-level lightning spell.

Feint - 4 AP

Raises target's agility temporarily.

Fortify - 8 AP

Raises target's defense temporarily.

Sleep - 4 AP

Attempts to put all enemies to sleep.

Shield - 4 AP

Raises the target's magic resistance temporarily.

Bolt - 10 AP

A second-level lightning spell.

Silence - 8 AP

Attempts to silence all enemies, preventing them from using magic.

Mirror - 8 AP

Causes magic cast on the target to be reflected back at the caster.

Absorb - 3 AP

Drains AP from target based on an unknown formula.

Thunder - 24 AP

A third-level summon-type lightning spell.

2.3 - Priest

"I am a priest. If you join me, your INT will rise. You'll also be able to learn recovery magic... All you have to do is join my flock!"

Location: Job room in Gruberik, upper right

All spells hit only one unit unless otherwise specified.

Heal - 3 AP

Restores 30 HP. Can be used in or out of battle.

Antidote - 2 AP

Cures poison status effects. Can be used in or out of battle.

Awaken - 4 AP

Wakes sleeping unit.

Release - 2 AP

Cures paralyzed unit. Can be used in or out of battle, although I don't see why you'd need it out of battle, since the status effect Paralyze expires at the end of battle.

Heal Plus - 8 AP

Restores 100 HP. Can be used in or out of battle.

Banishment - 25 AP

A low-level holy attack that hits all enemies.

2.4 - Thief

"I... I used to be a thief, a long time ago... I can teach you Escape, Fumble,

stuff like that."

Location: Job room in Gruberik, lower left

Pickpocket - 0 AP

Lets you steal money or items from an enemy. Stolen money is subtracted from the total you get at the end of the battle, so this can be useful, considering that a bug in the game sometimes causes money to not be handed out after battle.

Escape - 3 AP

Lets the party instantly escape from dungeons. Can be used only out of battle.

Fumble - 0 AP

Keeps one enemy from acting for one turn. Same as the status effect Fear.

Sonar - 0 AP

Lets you know how many treasures in the area have not been found yet. Can be used only out of battle.

Cold Wind - 3 AP

Cures the status effect Burn, which acts much like poison. Unlike Soothe, a Bishop ability that does the same thing, Cold Wind can be used only in battle.

Scan - 1 AP

Shows the target's HP, AP, and element. This works against bosses as well as regular enemies.

2.5 - Fighter

"I'm a martial arts master! I can move like the wind and attack like a tiger!"

Location: Job room in Gruberik, lower middle

Knuckler - 2 AP

A physical attack that deals only slightly higher-than-normal damage.

Risky Hit - 3 AP

A physical attack that hits all enemies and damages the attacker as well.

Cover - 0 AP

When the target has less than 20 HP, caster stands in front of the target and takes the hit when the target is attacked.

Chance Hit - 2 AP

A guaranteed hit, regardless of the target's defense, that does a random amount of damage up to 200.

Raging Fist - 2 AP

A physical attack that deals somewhat higher-than-normal damage.

2.6 - Wizard

"I am a master of the mystical arts! I specialize in offensive magic."

Location: Job room in Gruberik, lower right

All spells hit only one unit unless otherwise specified.

Cinder - 3 AP

A first-level fire spell.

Frost - 8 AP

A first-level ice spell. Hits all enemies.

Squall - 4 AP

A first-level water spell.

Blaze - 6 AP

A second-level fire spell.

Blizzard - 12 AP

A second-level ice spell. Hits all enemies.

Destroy - 4 AP

Chance of causing instant death to one enemy.

Explode - 12 AP

A first-level explosive spell. Hits all enemies.

Whirlpool - 7 AP

A second-level water spell.

Blast - 15 AP

A second-level explosive spell. Hits all enemies.

Flood - 22 AP

A third-level summon-type water spell.

Firebird - 30 AP

A third-level summon-type fire spell. Hits all enemies.

Ice Storm - 32 AP

A third-level summon-type ice spell. Hits all enemies.

Obliterate - 8 AP

A stronger version of Destroy, this skill has a better chance of causing instant death to one enemy.

Sunder - 33 AP

A third-level explosive spell. Hits all enemies.

2.7 - Knight

"I am a knight, the lord of all I survey. You look pretty handy with a sword yourself... Join me, and I'll turn you into a master!"

Location: Rooftop of main building in Gruberik

Requirements: Mastered Swordsman

Climb to the roof of the large building in Gruberik, then jump off the ledge to the right, landing on the second floor. The knight is inside this room. To get down, jump off the ledge to the left of the knight's room. You'll land in front of the church.

Blunt Hit - 1 AP

Disables one ally for the rest of the fight. The character will not gain EXP for the fight, and after the fight, he or she will reraise with 1 HP. Good for experience hogs.

Dragon Slash - 2 AP

A physical attack that does extra damage to dragons and dinosaurs, but is relatively weak against other types of enemies.

Horrify - 4 AP

A physical attack that can add the status Fear, which keeps the target from acting for one turn.

Earth Slash - 10 AP

An earth-elemental physical attack that hits all enemies. Does not damage floating and flying enemies.

Miracle Hit - 3 AP

Heals for 50 HP after you attack, even if the attack misses. Costs the same as a Heal spell, does more healing, and damages the enemy while you're at it.

2.8 - Chemist

"I'm a chemist! Toxic Clouds and Poison Fumes are my specialties!"

Location: Northernmost tent in Karnack

Requirements: Costs 400G to apprentice

Toxic Cloud - 0 AP

Attempts to poison all enemies.

Tear Gas - 0 AP

Briefly halts enemy movement within dungeons. Can be used only out of battle.

Imitate - 30 AP

The in-game description isn't very accurate. This lets one character gain access to an enemy's skillset. The skills are added to the character's ability list for the duration of the battle. Handy for checking out what a boss can do to you.

Poison Fumes - 2 AP

Attempts to afflict all enemies with deadly poison (which does more damage than normal poison).

Virus - 20 AP

Targets all enemies and kills any with less than 50 HP.

Manipulate - 20 AP

Makes one enemy attack itself and/or other enemies for one turn. Incredibly unreliable even when it doesn't miss.

2.9 - Bishop

"I've devoted myself to religion for so long that I've matured into the role of bishop. Would you like to entrust your destiny to the gods? If you're a priest,

I can guide you to new strength!"

Location: Top of the weapons store cave in Nazare

Requirements: Mastered Priest

Skills

Soothe - 5 AP

Cures the status effect Burn, which acts much like poison. Can be used in or out of battle.

Divine Ray - 38 AP

A high-level holy attack. Hits all enemies.

Defrost - 5 AP

Cures the status effect Frozen, which prevents a character from acting. Can be used in or out of battle.

Rally - 20 AP

Raises a fallen character and restores one-quarter of his or her max HP. Can be used in or out of battle.

Heal All - 40 AP

Brings all living allies to full health. Can be used in or out of battle.

Valor - 30 AP

Raises a fallen character and restores all of his or her max HP. Can be used in or out of battle.

2.10 - Rogue

"Hey there! I used to run my own ring of bandits. If you could use my skills, I wouldn't mind teaching them. They'll help take your thievery to the next level!"

Location: Cloaked figure on the top floor of the casino in Daros

Requirements: Mastered Thief

Rapidfire - 0 AP

Hits all enemies; character's agility stat increases temporarily after use, even if the attack misses.

Smog - 0 AP

Hits all enemies and attempts to effectively blind them, decreasing their hit success rate.

Shared Pain - 30 AP

Adds target's current HP and caster's current HP, divides by two, and damages both with the result. Example: Target has 60 HP, caster has 160 HP. 60 plus 160 equals 220. 220 divided by 2 equals 110. The target and the caster take 110 damage each.

Magic Drain - 0 AP

Causes the target to absorb the AP cost of attacks used against him or her. Does not absorb AP from beneficial abilities (Heal, Fortify, etc.).

Bribe - 0 AP

At the cost of 1000 G, the target will become an ally for up to three turns. If

the target is the only remaining enemy, it will even attack itself.

2.11 - Brawler

"I've spent years mastering the way of the fist!"

Location: First house on the left in Narbick

Requirements: Mastered Fighter

Skills

Fatal Blow - 6 AP

A physical attack that deals somewhat higher-than-normal damage.

Sacrifice - 0 AP

Kills one enemy at the cost of the character's own life.

Fury - 3 AP

A physical attack that does 1.5 to 2 times regular damage.

Shared Pain - 30 AP

Adds target's current HP and caster's current HP, divides by two, and damages both with the result. Example: Target has 60 HP, caster has 160 HP. 60 plus 160 equals 220. 220 divided by 2 equals 110. The target and the caster take 110 damage each.

Regenerate - 8 AP

Restores half the target's max HP. Does NOT bring target to half health, but adds half of his or her max HP to his or her current HP.

3.1 - Disclaimer

I am not affiliated with Taito, Natsume, Atlus, or any publishers of guides or walkthroughs, and I do not claim their work as my own, nor am I profiting from this guide, monetarily or otherwise. This guide was written out of love for the game and desire to help other players.

However, the design and contents of this are copyright 2003 Andrea Robinson. Please do not copy or plagiarize this guide or claim it as your own work.

If you would like to post this guide on your site, please e-mail me to request permission. My contact information is in section 3.2. Currently, the only sites that may host this guide are:

<http://www.gamefaqs.com>

<http://www.rpgamer.com>

<https://www.neoseeker.com>

<http://sglyrics.myrmid.com>

If you see this guide posted on any other site, please contact ME, not the webmaster of the site on which you saw it, and I will deal with matters.

3.2 - E-mail Policy

Thanks for reading this guide. I hope it told you what you wanted to know. If you wish to contact me regarding this guide, feel free to do so by mailing webmaster@sglyrics.myrmid.com (remove the spaces). However, please follow these guidelines when mailing me.

If you wish to ask a question, please reread the game's manual and make sure your question has not already been answered. Then reread the guide and make sure your question has not already been answered. If the question lies outside the scope of the job system in Lufia: The Ruins of Lore, please check with other FAQs or direct your question to the Ruins of Lore message board on GameFAQs. (<http://s3.cgi.gamefaqs.com/boards/gentopic.asp?board=12906>)

DO feel free to send corrections and comments.

DO write coherently and in complete sentences. If English is not your native language, I understand completely; believe me when I say that your English is better than that of many native speakers. If English IS your native language, write like it. If leetspeak is your native language, get over it and try writing in English for once.

DO NOT abbreviate; i.e., U for 'you,' R for 'are,' wat for 'what,' or using numbers in place of words or letters. I will probably not respond if you do.

DO NOT send flames. I can guarantee that I will not respond.

DO NOT send viruses, spam, chain letters, or the like.

3.3 - Acknowledgements

As I finish this, this game is so recent that there are still very few FAQs available, mostly for the Japanese version, released in 2002. There aren't a lot of resources on this game yet, so this is all original work. That said, I'd like to extend a special thanks to...

Aaron, who helped collect information on various skills and job classes that I hadn't gotten to yet, beta-read this guide for me, and bought me a GBA shortly before the game's release.

Athamor and Dark Legends on the GameFAQs Ruins of Lore board, who pointed out that I had two Knight abilities in the wrong order.

Never-Land Company, who developed the game, Taito, who published it in Japan, and Atlus, who localized and published the game in North America.

3.4 - Links

Atlus USA

<http://www.atlus.com/>

The company responsible for bringing this game to North America. The section of the site for Ruins of Lore hasn't been updated since before the game was released, but they have a nice collection of gameplay movies on the site, located here: <http://www.atlus.com/Lufia/Movies/>

ERiM [dot] NET

<http://www.angelfire.com/la3/erim/indexx.html>

Dedicated to everyone's favorite purple-haired mainstay of the Lufia series.

Warning: possible spoilers for the first three Lufia games.

Forfeit Island

<http://forfeit.electromaz.com/>

News, information, icons, MIDIs, official art, fan art, fan fiction, and more await you at THE most comprehensive site for the Lufia/Estpolis series.

GameFAQs

<http://www.gamefaqs.com>

FAQs, walkthroughs, reviews, and message boards for games on any console you can think of, going back to the late '70s. Just a tip - check the FAQs before turning to the message boards for help.

This document is copyright ARobinson and hosted by VGM with permission.