

Final Fantasy Character Guide

by Vegita

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Final Fantasy I

Game by Squaresoft

For the Nintendo Entertainment System (NES)

Character Guide

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===== Final Fantasy =====  
-----I: Introduction-----  
===== Final Fantasy =====
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Ah, Final Fantasy. I first played this game at my cousin's house 11 years ago, and ever since then, it has taken hold as one of the greatest games to ever grace our God-Given earth. I have beaten the game numerous ways, with numerous parties, and feel that I have a good enough grasp of the game to write a FAQ for it. So instead of writing a general walkthrough, which has been done several times, I'm going to write specifically on the characters themselves.

Now, if (for some odd reason) you would like to use this FAQ on your website, I ask that you first contact me about the matter. In using my work, I ask that you wait until you get my written premission (by e-mail) to use it. Even then, you may only use this work if you do not change anything contained within, and give me full credit for it. You will not claim credit for my work, nor will there be any unauthorized selling of this work. This is mine, and I reserve the right to refuse permission to anyone. Ok? Nothing personal...I've just had a lot of websites stealing my work, changing it, and not giving me credit, which is copyright infringement and is liable for lawsuits. Don't do anything stupid.

===== Final Fantasy =====
-----II: Game Story-----
===== Final Fantasy =====

Final Fantasy was a game created by Squaresoft in 1989 for the Nintendo Entertainment System. The plot of the game was that the Elements of the Earth had gone awry, causing torment all over the planet. The Earth had begun to rot, the seas had begun to boil, the fires all over the planet were uncontrollable, and the winds became fierce and unpredictable (not that they were ever THAT predictable). Now, 4 "Light Warriors" have arrived at the gates of the castle town Coneria to see if they can save the world before it rips itself asunder. Each of the warriors bears a crystal orb to contain the power of the elements once more. Can they do it?

===== Final Fantasy =====
-----III: Character Analysis-----
===== Final Fantasy =====

The characters shall be rated on their individual stats - Strength, Agility, Vitality, Intelligence, and Luck - as well as their fight capabilities - Weapon Capabilities, Armor Capabilities, Magic Abilities. They will get a star rating - 5 is the best, 1 is the worst.

Here's how it will work - I'll put the Character stats (1-5 Star rating), and a brief description of each. I will then put their weapons, armor, and magic capabilities. Then I will list the weapons they can use, grouped in classes of weapon (top to bottom) and ranked from lowest to highest (left to right) in damage and/or hit %. After the weapons I'll list the armor they can use, grouped in types of armor (top to bottom) and ranked from lowest to highest (left to right) in absorb and/or evade %. After that I'll list all the spells they can use in each category (White or Black), and give a total spell count. Then I'll give the Pro's and Con's of each class, and an overall summary of the class. Ok?

~A~ Fighter
=====

Character Stats:

- ~~Strength: This is what this guy is all about. The fighter starts out with the highest strength, and grows a great deal in this category.

- ~~Agility: A fighter tends to lean towards raw power rather than number of hits. Strength is the key.
***..
- ~~Vitality: While the fighter isn't the best when it comes to life, they still get a fair amount.
***..
- ~~Intelligence: Again, there's no need for a fighter to worry about this.
*....
- ~~Luck: A Fighter need not care for luck! Fighter smash! No need luck for smash! SMASH!!!!
**...

Capabilities:

- ~~Weapon Capability: The fighter can equip a good portion of the weaponry in the game. You will seldom have to sell a brand new weapon you find, because odds are the fighter can use it.
****.
- ~~Armor Capability: The fighter can also equip a good portion of

****. the armor in the game. This basically makes
 them walking tanks, no?
~~Magic Ability: Pshaw! Right! Fighters don't need no
*.... stinkin' magic!

Weapons used by the fighter:

~Fists (albeit not very well...)
~Wooden Staff, Iron Staff, Power Staff.
~Small Dagger, Large Dagger, Silver Dagger.
~Iron Hammer, Silver Hammer.
~Hand Axe, Silver Axe, Light Axe.
~Rapier, Scimitar, Short Sword, Falchion, Sabre, Long Sword, Silver Sword.
~Coral Sword, Dragon Sword, Giant's Sword, Sun Sword, Ice Sword, Flame Sword,
 Rune Sword, Were Sword, Masamune.

Armor used by the Fighter:

~Skin (although it certainly doesn't help much).
~Cap, Wooden Helmet, Iron Helmet, Silver Helmet, Ribbon.
~Buckler, Wooden Shield, Iron Shield, Silver Shield, Ice Shield, Fire Shield.
~Gloves, Copper Gauntlet, Iron Gauntlet, Silver Gauntlet.
~Copper Bracelet, Silver Bracelet, Gold Bracelet, Opal Bracelet.
~Cloth, Wooden Armor, Chain Armor, Iron Armor, Silver Armor, Flame Armor,
 Ice Armor, Steel Armor.
~Pro Ring, Pro Cape.

Magic use by the Fighter:

~No White Magic
~No Black Magic

Best Possible Equipment for the Fighter:

Weapon = Sun Sword (or Masamune, obviously!)
Armor = Steel Armor (or Opal Ring)
Shield = ProCape
Helmet = Silver Helmet
Gauntlet = ProRing

Pros:

The Fighter tends to have the highest attack throughout the game. He can use the majority of the weaponry you'll come across, as well as the armor. His high defense and offense make him the ideal person to lead your party. If you need a walking tank that can use a lot of the weaponry you come across in the game, then this guy's the guy for you!

Cons:

Because the fighter can use most every weapon and armor in the game, this makes them quite expensive, initially. In order to have a strong leader, you need to spend an ungodly amount to keep him in the green. You'll have to fight a great deal to raise this amount of funds. His inability to attack all enemies (without special items), or use the best weaponry in the game, or heal himself without the aid of Heal Potions or Sleeping Apparati, make him even MORE costly.

Overall:

The fighter's offensive and defensive capabilities are an asset at times,

and a liability at others, most noticeably in the beginning. Make sure you have someone with healing capabilities if you're going to take a fighter; you'll most definitely need it.

~B~ Black Belt

=====

...Jones? Black Belt Jones? Awww....

Character Stats:

~~Strength: While the Black Belt's strength doesn't appear to
***.. be very high, they can still hit just as hard as
 anyone else equipped with a good weapon.

~~Agility: This, combined with the strength, is another
***.. excellent factor for the Black Belt. They can
 hit fairly hard, and hit a good number of times,
 too.

~~Vitality: The Black Belt has extremely high vitality,
***** giving him an exceptionally high amount of Hit
 Points. This is very good, considering their
 defensive abilities.

~~Intelligence: Geez, like these guys will EVER have to worry
*.... about magic.

~~Luck: "Luck is for the untrained." As said by some
***.. famous guy. If not, then I take credit for it!
 Dibs!

Capabilities:

~~Weapon Capability: The Black Belt can use some weapons, but what the
*.... majority of them do is drop their abilities!
 Stick with your fists, folks.

~~Armor Capability: That's the funny thing, though...most armor will
**... be a step DOWN for a black belt.

~~Magic Ability: What magic? Leave magic to the magic users, I
*.... always say...

Weapons used by the Black Belt:

~Fists.
~Wooden Staff, Power Staff, Iron Staff.
~Wooden Nunchaku, Iron Nunchaku.
~Masamune.

Armor used by the Black Belt:

~Skin.
~Gloves.
~Cloth.
~Copper Bracelet, Silver Bracelet, Gold Bracelet, Opal Bracelet.
~Wooden Armor.
~Ribbon.
~ProRing.

Magic used by the Black Belt:

~No White Magic
~No Black Magic

Best Possible Equipment for the Black Belt:

Weapon = Fists
Armor = Skin
Shield = None
Helmet = None
Gauntlet = None

Pros:

The black belt is the lowest-costing character in the game (unless you count costs for staying at the inn and Heal potions). Every level-up a black belt gains 2 points to Damage and, on average, 3 points to hit percentage. That means at level 50, a Black Belt hits for 100 Damage. Not bad for no weapons, huh? Also, every 10 levels, the Black Belt will start naturally adding 2 more hits. This means at level 9, they will hit twice and do (approximately) 50 damage on certain enemies, while at level 10 they will hit 4 times and do 100. Also, their absorb gains a point every level-up, so by the end of the game they've got an absorb rate that rivals that of Knights and their best armor, and their evade never drops because you never equipped any armor. Very nice!

Cons:

The black belt starts off extremely slow. Their damage is horrendously low, and if you equip them with Nunchaku for more damage, they seem to drop off the scale in hit percentage. Their armor benefits aren't very good, either - you can equip them with armor, but it will always give them a standard upgrade. If they reach a level where they are naturally as strong as the armor they are wearing, then they will eventually get WEAKER when equipping that armor. Bottom line - if you want a black belt, keep 'em in the back, where they won't die too quickly...you will reap massive rewards for doing so.

Overall:

The trick to using a Black Belt is to get equipment that they won't advance past for quite a while (Rings work good), then, after every level up, de-equip those items, then re-equip them. During the beginning, it's good to have them using Nunchaku, despite the low hit rate. Without them, they may hit consistantly, but until they get their damage rating up high enough (at about level 5 or 6), they'll only hit twice for about 2 damage.

~C~ Thief

=====

Character Stats:

~~Strength: Thiefs aren't powerhouses. Don't expect them to
***.. dole out massive damage.
~~Agility: Although the Thief can't equip much armor, you'll
****. find them evading more often than fighters.
~~Vitality: They gain life around a normal pace.
***..
~~Intelligence: Sorry, but he doesn't use magic either. It's
*.... just not his "thing" (yet...).
~~Luck: He's a thief - it's all about skill and luck for
***** him! Mostly luck, though.

Capabilities:

~~Weapon Capability: He can't use all the weapons in the game, but a
***.. good portion of the weapons you come across he
can use. Until later on in the game, the thief
is just as compatable as the fighter.
~~Armor Capability: Since thieves prefer speed and stealth to raw
**... strength, lots of armor isn't their way. You

won't find as much armor for these guys as you will for Red Mages or Fighters.

~~Magic Ability: Well, some have said that their thieving skills border on magical in style and ability...not in THIS game, though! no thieving for you!
*....

Weapons used by the Thief:

~Fists.
~Wooden Staff.
~Small Dagger, Large Dagger, Silver Dagger.
~Rapier, Scimitar, Sabre, Long Sword.
~Rune Sword, Coral Sword, Dragon Sword.
~Masamune.

Armor used by the Thief:

~Skin.
~Cloth, Wooden Armor.
~Cap, Ribbon.
~Buckler.
~Gloves.
~Copper Bracelet, Silver Bracelet, Gold Bracelet, Opal Bracelet.
~ProRing.

Magic used by the Thief:

~No White Magic
~No Black Magic

Best Possible Equipment for the Thief:

Weapon = Dragon or Coral Sword (or Masamune, obviously)
Armor = Gold (or) Opal Ring
Shield = Buckler
Helmet = Cap (or Ribbon)
Gauntlet = ProRing

Pros:

The Thief has a good range of armor and weaponry, putting him in the same category as the fighter. Later on, his weapon and armor options will dwindle, though, making him a less-important fighter. Don't worry, the Thief will eventually become a grandiose character...until he does, though, just think of him as a less-expensive fighter.

Cons:

Well, he isn't as strong as the fighter, and he doesn't have the versatility in weaponry that the Red Mage does. Until he becomes a Ninja, the Thief isn't much of a class. He is simply outclassed by the other classes. He may be a less-expensive fighter, but he's also a weaker one and takes more damage.

Overall:

Overall, the Thief is a class that really isn't much to talk of until he becomes a Ninja. He's like a caterpillar - he's nothing important until he turns into a butterfly. Don't ignore him, but at the same time don't expect him to be the end-all character of the game. He's not there YET...

~D~ Red Mage

=====

Character Stats:

~~Strength: The Red Mage is good at everything, but only
 ***.. average at best.
 ~~Agility: The Red Mage is good at everything, but only
 ***.. average at best.
 ~~Vitality: The Red Mage is good at everything, but only
 ***.. average at best.
 ~~Intelligence: The Red Mage is good at everything, but only
 ***.. average at best.
 ~~Luck: The Red Mage is good at everything, but only
 ***.. average at best.

Capabilities:

~~Weapon Capability: For the first part of the game, the Red Mage is
 ***.. nearly on a par with the Fighter. Towards the
 latter half, though, his ability to use better
 weapons will dwindle.
 ~~Armor Capability: The Red Mage can use a fair amount of armor
 ***.. throughout the game. Just as the weaponry,
 though, towards the latter part of the game his
 capabilities drop off.
 ~~Magic Ability: His capabilities go up to level 7, but he can't
 ***.. learn much past level 4 until he becomes a Red
 Wizard. Even then, though, he doesn't learn much
 in either category. Actually, he can almost
 learn as many spells as the White or Black
 WIZARD; the only problem is that his spells are
 all lower-level spells, while they can learn the
 whole range of spells (in their category).

Weapons used by the Red Mage:

~Fists.
 ~Wooden Staff.
 ~Small Dagger, Large Dagger, Silver Dagger.
 ~Rapier, Scimitar, Sabre, Short Sword, Falchion, Long Sword, Silver Sword.
 ~Rune Sword, Were Sword, Coral Sword, Dragon Sword, Giant Sword, Flame Sword,
 Ice Sword, Sun Sword.
 ~Masamune.

Armor used by the Red Mage:

~Skin.
 ~Cloth, Wooden Armor, Chain Armor, Silver Armor.
 ~Cap, Ribbon.
 ~Gloves.
 ~Buckler.
 ~Copper Bracelet, Silver Bracelet, Gold Bracelet, Opal Bracelet.
 ~ProRing, ProCape.

Magic used by the Red Mage:

	White Magic	Black Magic
Level 1	CURE FOG	FIRE LOCK SLEP LIT
Level 2	ALIT INVS LAMP MUTE	DARK SLOW TMPR ICE
Level 3	AFIR CUR2	FIR2 HOLD LOK2 LIT2
Level 4	AICE AMUT	CONF FAST SLP2 ICE2
Level 5	CUR3	FIR3 SLO2
Level 6	---	---
Level 7	---	---
Level 8	---	---

Total - 29 Individual Spells. 15 learned at max (three for each spell Level).

Best Possible Equipment for the Red Mage:

Weapon = Sun Sword (or Masamune, obviously)
Armor = Gold (or Opal) Bracelent
Shield = ProCape
Helmet = Cap (or Ribbon)
Gauntlet = ProRing

Pros:

The Red Mage is a true Jack-of-all-Trades for the first part of the game. While he doesn't truly excel in any areas, he is easily on a par with the fighter and the black mage, and is capable of a fair amount of white magic. If you're looking to round out your party, this guy's it.

Cons:

Because the Red Mage doesn't truly excel in anything, that means he is eventually outclassed by everyone. He can't learn all the Black or White Magic, nor is he as good with them as the Black or White Mages. He can't use as many weapons as the Fighter can, and he doesn't get as much life as some other classes (Thief, Fighter, Black Belt). To be truly effective, you have to spend a LOT of money on the Red Mage, for magic, armor, weapons, and more magic.

Overall:

The Red Mage is an excellent character in some respects, but despite his well-roundedness he needs to be backed up by other characters to be a good player. A party of 4 Red Mages would cost too much, and in the end simply not be effective enough to survive. If you want a Red Mage, take a Black Belt or Fighter along as well for muscle, or a White Mage for magical power. That way he can still be well-rounded, but he'll be able to concentrate on one of those areas more fully.

~E~ White Mage

=====

Character Stats:

~~Strength: The White Mage deals in magic, you fool!
*.... Weaponry isn't what their class is about!
~~Agility: Dodging attacks is good, but if you could,
**.... wouldn't you rather just cast a spell and make
yourself harder to hit?
~~Vitality: Slightly-Below-Average life. Nothin' much to say
**.... here. They start out at the average level, but
don't gain much after that.
~~Intelligence: It's ALL about the magic! If you need to be
***** healed or boosted in some way, the White Mage is
your Man/Woman/Ambiguous Person!
~~Luck: Hey, he doesn't want to get hit either, so it's
***.. all about the luck. Well, average luck...

Capabilities:

~~Weapon Capability: The White Mage can use more than the Black Belt,
**.... but not as much as the Red Mage. Oh well...
~~Armor Capability: How do I describe the White Mage's armor
*.... capabilities? Well, the word "-squat" comes to
mind, usually preceded by "diddly-".

~~Magic Ability: The White Mage is quite the powerful healer,
****. capable of handling 20 maximum spells including
 a couple of Level 7 Castings. That's just shy of
 greatness in the curative world, kiddies.

Weapons used by the White Mage:

~Fists.
~Iron Hammer, Silver Hammer.
~Wooden Staff, Heal Staff, Power Staff.
~Small Dagger.
~Masamune.

Armor used by the White Mage:

~Skin.
~Cloth.
~Cap, Ribbon.
~Gloves.
~Copper Bracelet, Silver Bracelet, Gold Bracelet, Opal Bracelet.
~ProRing, ProCape.

Magic used by the White Mage:

	White Magic	Black Magic
Level 1	CURE HARM RUSE FOG	---
Level 2	ALIT INVS LAMP MUTE	---
Level 3	AFIR CUR2 HEAL HRM2	---
Level 4	AICE AMUT FEAR PURE	---
Level 5	CUR3 HRM3 LIFE HEL2	---
Level 6	FOG2 INV2 SOFT	---
Level 7	ARUB HEL3	---
Level 8	---	---

Total - 25 Individual Spells. 20 learned at max (three for each spell Level 1-6, two for Level 7).

Best Possible Equipment for the White Mage:

Weapon = Silver Hammer or Power Staff (or Masamune, obviously)
Armor = Gold (or Opal) Bracelet
Shield = ProCape
Helmet = Cap (or Ribbon)
Gauntlet = ProRing

Pros:

The White Mage is a fiend when it comes to healing and protection. He/She/It can restore life or create a variety of barriers to protect your characters. Spells like INVS or FOG are invaluable when it comes to surviving those tougher enemies, and AFIR, AICE, and ALIT are great for elemental battles. Not to mention the fact that the White Mage can bring dead allies back to life, and do insane damage to undead enemies...this character class is great.

Cons:

For having such great points, the White Mage is nearly impossible to keep alive! Low life and low armor capabilities don't make for a very strong defense, and very low attack power makes a weak fighter as well. Make sure you keep the White Mage alive and well, ready to back up your other characters.

Overall:

Overall, the White Mage is a bit of a costly-character that can really back

up a good team of fighters. The White Mage is usually a character you want to round out your party with, because they really aren't effective fighters themselves. Think of them as an added layer of protection - if they are gone, then you have a very large opening.

~F~ Black Mage

=====

Character Stats:

~~Strength: Strength? The Black Mage's Strength lies in his
**... magic, you dolt! That's why he's the "Black
 Mage" rather than the "Disguised Strongman".

~~Agility: Why dodge when the black mage can blow the enemy
*.... out of the water?

~~Vitality: Ok, now this one is understandable. He's strong
**... of mind, but weak of body (and sharp of wit, so
 I'm told).

~~Intelligence: As I said, strong of mind. The Black Mage is ALL
***** about the powerful magic.

~~Luck: Luck, schmuck. Bring it on!
***..

Capabilities:

~~Weapon Capability: On a par with the White Mage, which would be just
**... below average. It's still above the black belt,
 though.

~~Armor Capability: Nil. Make sure you've got someone backing up the
*.... little guy, or else he's gonna die!

~~Magic Ability: Almost at the top. This guy is great when it
****. comes to offensive magic!

Weapons used by the Black Mage:

~Fists.
~Wooden Staff, Power Staff, Mage Staff.
~Small Dagger, Large Dagger, Silver Dagger.
~Masamune.

Armor used by the Black Mage:

~Skin.
~Cloth.
~Cap, Ribbon.
~Gloves.
~Copper Bracelet, Silver Bracelet, Gold Bracelet, Opal Bracelet.
~ProRing, ProCape.

Magic used by the Black Mage:

	White Magic	Black Magic
Level 1	---	FIRE LOCK SLEP LIT
Level 2	---	DARK SLOW TMPR ICE
Level 3	---	FIR2 LIT2 LOK2 HOLD
Level 4	---	ICE2 CONF FAST SLP2
Level 5	---	BANE FIR3 SLO2
Level 6	---	LIT3 QAKE STUN RUB
Level 7	---	ICE3 BLND
Level 8	---	---

Total - 25 Individual Spells. 20 learned at max (three for each spell Level 1-6, two for Level 7).

Best Possible Equipment for the Black Mage:

- Weapon = Mage Staff (or Masamune, obviously)
- Armor = Gold (or Opal) Bracelet
- Shield = ProCape
- Helmet = Cap (or Ribbon)
- Gauntlet = ProRing

Pros:

The Black Mage often makes the Fighter, Black Belt, and Red Mage look foolish when it comes to fighting. While they are busy trying to hit the enemy, the Black Mage can simply cast a spell and 100% of the time do damage with it. Often times, he'll get lucky and cast a spell that the enemy is weak to, utterly destroying it with a relatively weak spell. The Black Mage not only uses heavily offensive magic, but also has some aiding spells, such as TMPR and SLOW. He can make his allies stronger, make his enemies weaker, or just go for the gusto and destroy everything in one fell swoop.

Cons:

For all the offensive power the Black Mage has, he sure is a weakling! He can't use much in the way of weaponry or armor, so he's more prone to die from a couple blows. Make sure you've got a stronger character protecting him, or else you're going to lose fairly quickly.

Overall:

The Black Mage is an awesome class. With his destructive magical abilities, he can take down most enemies with ease. However, his extremely weak side makes him more troublesome to keep alive. As I said before, make sure he's part of a stronger group, or else he'll be the first to go.

===== Final Fantasy =====
 -----IV: Prestige Character Analysis-----
 ===== Final Fantasy =====

The Enhanced Character Classes are the classes created when your party undergoes Bahamut's training. When they complete it, their character classes are upgraded to new classes, and their capabilities are enhanced.

It's the same as before - the characters shall be rated on their individual stats - Strength, Agility, Vitality, Intelligence, and Luck - as well as their fight capabilities - Weapon Capabilities, Armor Capabilities, Magic Abilities. They will get a star rating - 5 is the best, 1 is the worst.

I'll put the Character stats (1-5 Star rating), and a brief description of each. I will then put their weapons, armor, and magic capabilities. Then I will list the weapons they can use, grouped in classes of weapon (top to bottom) and ranked from lowest to highest (left to right) in damage and/or hit %. After the weapons I'll list the armor they can use, grouped in types of armor (top to bottom) and ranked from lowest to highest (left to right) in absorb and/or evade %. After that I'll list all the spells they can use in each category (White or Black), and give a total spell count. Then I'll give the Pro's and Con's of each class, and an overall summary of the class. Ok?

 ~A~ Knight
 =====

The Knight is the upgraded Fighter class. Once the training is complete, the Knight can equip nearly every weapon and piece of armor in the game. They are,

in essence, tanks. Not only that, but the Knight class gains the ability to use lower-level White Magic.

Character Stats:

~~Strength: Hi! I'm a god when it comes to fighting! And
***** you are...?
~~Agility: The Knight has a moderate agility. Dodging isn't
***.. quite as important, I guess.
~~Vitality: The Knight doesn't get much of a boost here.
***.. It's all offense for him!
~~Intelligence: A little bit of a boost for the Knight in
**... Intelligence, simply because he can now use
 magic.
~~Luck: A Knight need not care for luck! Knight smash!
**... No need luck for smash! KNIGHT SMASH!!!!

Capabilities:

~~Weapon Capability: The Knight can use all the weapons save a few.
***** No matter what weapon he uses, though, he's an
 all-around tank.
~~Armor Capability: There are 2 pieces of armor the fighter can NOT
***** use. Since those 2 armors don't offer as much
 protection as some of the armor this guy can get,
 he's pretty well in the clear.
~~Magic Ability: When the Fighter becomes the Knight, he gains the
**... ability to use lower-level White Magic. Not bad
 for the dumb rock he was, right?

Weapons used by the Knight:

All EXCEPT for the
~Heal Staff, Mage Staff, Wizard Staff.
~Wooden Nunchacku, Iron Nunchaku.
~Katana.

Armor used by the Knight:

All EXCEPT for the:
~Black Shirt, White Shirt.

Magic use by the Knight:

	White Magic	Black Magic
Level 1	CURE FOG RUSE	---
Level 2	ALIT INVS MUTE LAMP	---
Level 3	CUR2 AFIR	---
Level 4	---	---
Level 5	---	---
Level 6	---	---
Level 7	---	---
Level 8	---	---

Total - 9 Individual Spells. 8 learned at max (three for Levels 1 and 2, two for Level 3).

Best Possible Equipment for the Knight:

Weapon = Xcalibur (or Masamune, obviously)
Armor = Opal or Dragon's Armor
Shield = Opal or Aegis Shield

Helmet = Opal Helmet
Gauntlet = Opal Gauntlet

Pros:

This guy can use (nearly) every piece of weapon and armor in the game. If it's better than what he's got, keep it equipped. The Knight, and no one else, can use the most powerful armor and weapons (not counting the Masamune, of course); this means that you don't have to worry about who you are going to give a certain piece of armor to - you KNOW what the Knight's going to have, so give it to the weaker guys. The Knight's lower-level healing skills, combined with his high defense and offense, make him an unstoppable force.

Cons:

Because the fighter can use most every weapon and armor in the game, this makes them quite expensive, initially. In order to have a strong leader, you need to spend an ungodly amount to keep him in the green. You'll have to fight a great deal to raise this amount of funds. If you've backed him up with a White Mage/Wizard, then you won't have to worry about healing AS much...but don't expect that to be the end-all solution.

Overall:

If you want a low-level healer, you've got it. If you want a tank that can use almost all the armor in the game, you've got it. If you want a fighter that can dish out enough damage to drop Lich in 1 blow, then you've got it. However, until you get his final equipment, the stuff he requires to be truly effective is VERY expensive.

~B~ Master

=====

Character Stats:

~~Strength: The Master is stronger than the Black Belt, but
***.. not enough to make much of a difference.

~~Agility: A master gets a boost in agility, making him even
****. harder to hit.

~~Vitality: Just like the Black Belt, the Master gets a lot
***** of life. This, coupled with his natural defense
 and high evasion (agility) make him quite the
 difficult person to kill.

~~Intelligence: No magic = no intelligence.
*....

~~Luck: "Luck is for the untrained," as said by some
***.. famous dead guy (or me! Yoink!). No change from
 Black Belt to Master.

Capabilities:

~~Weapon Capability: Absolutely no change from Black Belt to Master in
*.... weapon capability. 'course, when you can punch
 as fast and hard as they can, what would a weapon
 do for you?

~~Armor Capability: Just like their previous class, the Master
**... usually loses absorb and evade when he equips
 armor. That, and he can't use a lot of it.

~~Magic Ability: This guy doesn't use magic. Not before, not now,
*.... not ever. Sorry.

Weapons used by the Master:

~Fists.
~Wooden Staff, Power Staff, Iron Staff.
~Wooden Nunchaku, Iron Nunchaku.
~Masamune.

Armor used by the Master:

~Skin.
~Gloves.
~Cloth.
~Copper Bracelet, Silver Bracelet, Gold Bracelet, Opal Bracelet.
~Wooden Armor.
~Ribbon.
~ProRing.

Magic used by the Master:

~No White Magic
~No Black Magic

Best Possible Equipment for the Master:

Weapon = Fists
Armor = Skin
Shield = None
Helmet = None
Gauntlet = None

Pros/Cons:

To be honest, if you want to see the Pros and Cons of the Master, simply look up the Black Belt - I honestly don't think there's any change between the two!

Overall:

By the time you get your Black Belts upgraded to Masters, they're already proficient killing machines. There really is no change between the classes, so regard your Masters the same way you did your Black Belts.

~~~~~  
~C~ Ninja

=====

Character Stats:

~~Strength: The Ninja doesn't really gain strength much as he  
\*\*\*.. does capabilities with weapons, armor, and magic.  
And boy does he!

~~Agility: The Ninja doesn't really gain Agility much as he  
\*\*\*\*. does capabilities with weapons, armor, and magic.  
And boy does he!

~~Vitality: The Ninja doesn't really gain Vitality much as he  
\*\*\*.. does capabilities with weapons, armor, and magic.  
And boy does he!

~~Intelligence: With the addition of magic, you'll find that the  
\*\*\*.. Ninja gets intelligence a lot more often than  
before.

~~Luck: A Ninja relies on skill rather than luck...yet  
\*\*\*\*\* luck is often with him just the same.

Capabilities:

~~Weapon Capability: There are 2 weapons the Ninja can NOT use, which  
\*\*\*\*\* means that if you find a strong weapon then the  
odds are great that he'll be able to use it.

~~Armor Capability: There are 9 pieces of armor that the Ninja can't  
\*\*\*\*\* use. You probably won't have to worry about  
giving him armor, since he'll be able to use darn  
near everything you come across!

~~Magic Ability: The Ninja gains 4 levels of black magic, making  
\*\*\*.. him jump from mediocre to average. Not bad, not  
bad!

Weapons used by the Ninja:

All EXCEPT for the  
~Wizard Staff.  
~Xcalibur.

Armor used by the Ninja:

All EXCEPT for the  
~Black Shirt, White Shirt.  
~Steel Armor, Dragon Armor, Opal Armor.  
~Opal Helmet.  
~Opal Gauntlet.  
~Opal Shield, Aegis Shield.

Magic used by the Ninja:

|         | White Magic | Black Magic         |
|---------|-------------|---------------------|
| Level 1 | ---         | FIRE LOCK SLEP LIT  |
| Level 2 | ---         | DARK SLOW TMPR ICE  |
| Level 3 | ---         | FIR2 LOK2 HOLD LIT2 |
| Level 4 | ---         | CONF FAST SLP2 ICE2 |
| Level 5 | ---         | ---                 |
| Level 6 | ---         | ---                 |
| Level 7 | ---         | ---                 |
| Level 8 | ---         | ---                 |

Total - 16 Individual Spells. 9 learned at max (three for each spell level).

Best Possible Equipment for the Ninja:

Weapon = Katana (or Masamune, obviously)  
Armor = Fire or Ice Armor  
Shield = Fire or Ice Shield  
Helmet = Heal Helmet (or Ribbon)  
Gauntlet = ProRing or Zeus Gauntlet

Pros:

The Ninja is a friggin' god! He can use nearly everything you come across, so you'll never have to worry about weapons or armor. The boy gets 4 full levels of black magic, making him an offensive and defensive wonder! The Ninja is quite possibly the greatest upgraded character in the game, simply

because of ALL that he gains when he gets upgraded!

Cons:

The Ninja can't use the absolute best equipment in the game (not counting the Masamune), so he's still second-rate compared to the Fighter. While his magical skills are much greater than the Fighter, he still doesn't do as much physical damage, nor does he take as little damage, as the fighter. He can't heal like the fighter can, nor can he take the hits or dole out the damage. He comes off as a slightly better-equipped Red Wizard!

Overall:

The Ninja gets more weaponry choices than anyone else in the game, and can use the second largest amount of armor. His magical prowess increases greatly, making him formidable on many grounds. However, just like the Red Mage/Wizard, he doesn't truly excell in anything. Opting more for offense and defense than magical abilities, though, this character is FAR from a Red Wizard - he can do just as much, if not more, than anyone else, given the right situation.

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~D~ Red Wizard

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Character Stats:

~~Strength:           The Red Wizard is good at everything, but only  
\*\*\*..                above-average at best.

~~Agility:            The Red Wizard is good at everything, but only  
\*\*\*..                above-average at best.

~~Vitality:           The Red Wizard is good at everything, but only  
\*\*\*..                above-average at best.

~~Intelligence:       The Red Wizard is good at everything, but only  
\*\*\*..                above-average at best.

~~Luck:               The Red Wizard is good at everything, but only  
\*\*\*..                above-average at best.

Capabilities:

~~Weapon Capability:  The Red Wizard's weapons ability goes up  
\*\*\*\*.                marginally, giving him an edge on all other  
                      catagories (except the Fighter and Ninja). He  
                      can use all that he could before, with some added  
                      weapons in his arsenal.

~~Armor Capability:   The only thing that the Red Wizard gains on the  
\*\*\*..                Red Mage in armor capability is the use of  
                      Gauntlets. However, those 3 gauntlets still  
                      give a good amount of absorb, so don't discount  
                      them!

~~Magic Ability:      He can use up to level 7 magic now, but there  
\*\*\*\*\*                aren't that many high-level spells he can  
                      actually use! He can only use two level-7  
                      Spells! It's still better than most...to be  
                      honest, the Red Mage can learn more spells than  
                      the White Wizard OR Black Wizard. However, he  
                      can't learn the absolute best spells; it's more  
                      spent on the lower-level spells from both  
                      catagories. Hey, it's a more diverse range of  
                      spells, so I think that puts him at the top.

Weapons used by the Red Wizard:

~Fists.  
~Wooden Staff.  
~Small Dagger, Large Dagger, Silver Dagger, Catclaw.  
~Rapier, Scimitar, Sabre, Short Sword, Falchion, Long Sword, Silver Sword,  
Vorpall, Defense.  
~Rune Sword, Were Sword, Coral Sword, Dragon Sword, Giant Sword, Flame Sword,  
Ice Sword, Sun Sword, Bane Sword.  
~Masamune.

Armor used by the Red Wizard:

~Skin.  
~Cloth, Wooden Armor, Chain Armor, Silver Armor.  
~Cap, Ribbon.  
~Gloves, Silver Gauntlet, Power Gauntlet, Zeus Gauntlet.  
~Buckler.  
~Copper Bracelet, Silver Bracelet, Gold Bracelet, Opal Bracelet.  
~ProRing, ProCape.

Magic used by the Red Wizard:

|         | White Magic         | Black Magic         |
|---------|---------------------|---------------------|
| Level 1 | CURE RUSE FOG       | FIRE LOCK SLEP LIT  |
| Level 2 | ALIT INVS LAMP MUTE | DARK SLOW TMPR ICE  |
| Level 3 | AFIR CUR2           | FIR2 LOK2 HOLD LIT2 |
| Level 4 | AICE AMUT PURE      | CONF FAST SLP2 ICE2 |
| Level 5 | CUR3 LIFE           | FIR3 SLO2 BANE WARP |
| Level 6 | EXIT FOG2 INV2      | LIT3                |
| Level 7 | ARUB                | ICE3                |
| Level 8 | ---                 | ---                 |

Total - 40 Individual Spells. 20 learned at max (three for each spell level 1-6, two for Level 7).

Best Possible Equipment for the Red Wizard:

Weapon = Defense or Sun Sword (or Masamune, obviously)  
Armor = Gold (or Opal) Bracelet  
Shield = ProCape  
Helmet = Cap (or Ribbon)  
Gauntlet = Silver, Zeus, or Power Gauntlet (or ProRing)

Pros:

The Red Wizard can use a couple of better weapons (Defense, Vorpall), making him more versatile in the offense. He can also finally equip gauntlets, making those cheap ol' gloves obsolete. His magical skills go up greatly, too, giving him 2 more levels of spells and new spells to acquire. All in all, his ability to attack or defend become a lot greater when he gets upgraded.

Cons:

Just like the Red Mage, since Red Wizard doesn't truly excel in anything that means he is eventually outclassed by everyone. He can't learn all the Black or White Magic, nor is he as good with them as the Black or White Mages. He can't use as many weapons as the Fighter can, and he doesn't get as much life as some other classes (Thief, Fighter, Black Belt). To be truly effective, you have to spend a LOT of money on the Red Mage, for magic, armor, weapons, and more magic.

Overall:

The Red Wizard expounds on the greatness the Red Wizard was, but he still shares the same flaws - he needs to be backed up by other characters to be a good player. Since he lacks the absolute strengths of the other Wizards or the

Fighters, he has to have someone else there of another class to aid him. He's great for a secondary in every aspect, though - need a second brawler? You've got one! Need another magic user? You've got it! Need someone who's got a cool looking hat with a feather in it? You've got it!

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~E~ White Wizard

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Character Stats:

~~Strength:           The White Wizard gains a little in strength, but  
\*\*...                ths isn't his strong point!

~~Agility:            No real change here. Sorry, White Wizards!  
\*\*...

~~Vitality:           Still slightly-below-average. Yeesh, these guys  
\*\*...                aren't made to be tanks!

~~Intelligence:       If there was a way to get any better at this,  
\*\*\*\*\*              then they would. They ALWAYS have high  
                      intelligence.

~~Luck:               Luck is average...but he's not looking for  
\*\*...                critical hits, he's looking to have someone take  
                      the hits for him!

Capabilities:

~~Weapon Capability:  Exactly the same as the White Mage. Not a SINGLE  
\*\*...                weapon is opened up for them. Now THAT stinks!

~~Armor Capability:  ONE lousy shirt is all the White Wizard gains  
\*....                over the White Mage. One piece of armor isn't  
                      enough to make much of a difference...but it's a  
                      VERY nice piece of armor nonetheless!

~~Magic Ability:      The White Mage can now learn every single White  
\*\*\*\*\*              Magic Spell in the game. Now THAT is a lot of  
                      spells!

Weapons used by the White Wizard:

~Same as the White Mage, plus Thor's Hammer.

Armor used by the White Wizard:

~Skin.  
~Cloth.  
~Cap, Ribbon.  
~Gloves.  
~Copper Bracelet, Silver Bracelet, Gold Bracelet, Opal Bracelet.  
~ProRing, ProCape.  
~White Shirt.

Magic used by the White Wizard:

|         | White Magic         | Black Magic |
|---------|---------------------|-------------|
| Level 1 | CURE HARM RUSE FOG  | ---         |
| Level 2 | ALIT INVS LAMP MUTE | ---         |
| Level 3 | CUR2 HRM2 AFIR HEAL | ---         |
| Level 4 | AICE AMUT PURE FEAR | ---         |
| Level 5 | CUR3 HRM3 LIFE HEL2 | ---         |
| Level 6 | EXIT FOG2 SOFT INV2 | ---         |
| Level 7 | CUR4 HRM4 ARUB HEL3 | ---         |
| Level 8 | FADE XFER LIF2 WALL | ---         |

32 Individual Spells. 24 learned at max (three for each spell level).

Best Possible Equipment for the White Wizard:  
Weapon = Thor's Hammer (or Masamune, obviously)  
Armor = White Shirt (or Opal Bracelet)  
Shield = ProCape  
Helmet = Cap (or Ribbon)  
Gauntlet = ProRing

Pros:

The White Wizard is THE healing character. If you need protection or healing, the White Wizard can do it. If you are facing off against several undead enemies, the White Wizard can smite them all with a single spell. Heck, the White Wizard even learns a spell that instantly eradicates an enemy (FADE). This is NOT the guy/girl/...thing you want to mess with!

Cons:

Hoo boy...first of all, the White Wizard doesn't get any noticeable changes in Vitality, Agility, Strength, or Luck. He can only use ONE new piece of armor, and no new weapons. These make him just as vulnerable as he was when he was still a Mage.

Overall:

The White Wizard is nice step up from the White Mage in terms of magic, but it doesn't really feel like it. You don't get to cast each level of spells more than 9 times, and you don't get much of an armor upgrade. You also get NO new weapons! The only real pluses you get from the upgrade are the additional spells and the use of the White Shirt, which is a very nice piece of equipment, but still doesn't feel very worthwhile. If you want an extreme healer, make sure you're ready to back them up with a good fighter or other offensive player.

---

~F~ Black Wizard

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Character Stats:

~~Strength:           Yeah, right, like a Black Wizard's going to be  
\*\*...                 relying on his amazing strength to back up that  
                       dagger he's using...

~~Agility:            The Black Wizard prefers to destroy rather than  
\*....                 run. This, however, tends to get him killed...

~~Vitality:           Ugh. Black Wizards are NOT walking pieces of  
\*\*...                 iron, they're more like walking pieces of cotton  
                       candy.

~~Intelligence:       Yeah, this is where it's all at. You gotta be  
\*\*\*\*\*                smart to stay alive in this business!

~~Luck:               Luck, huh? The Black Wizard has no need for  
\*\*\*..                 luck, as his spells always connect!

Capabilities:

~~Weapon Capability:  The Black Wizard gains one lousy weapon? Yeesh,  
\*\*...                 that's not enough for me to add a star...

~~Armor Capability:  Just like the White Wizard, the Black Wizard only  
\*....                 gains 1 new piece of armor.

~~Magic Ability:      Now THIS is the guy you want if you're planning  
\*\*\*\*\*                on using spells to destroy all of your enemies.

Weapons used by the Black Wizard:

~Fists.  
~Wooden Staff, Power Staff, Mage Staff, Wizard Staff.  
~Small Dagger, Large Dagger, Silver Dagger, Catclaw.  
~Masamune.

Armor used by the Black Wizard:

~Skin.  
~Cloth.  
~Cap, Ribbon.  
~Gloves.  
~Copper Bracelet, Silver Bracelet, Gold Bracelet, Opal Bracelet.  
~ProRing, ProCape.  
~Black Shirt.

Magic used by the Black Wizard:

|         | White Magic | Black Magic         |
|---------|-------------|---------------------|
| Level 1 | ---         | FIRE LOCK SLEP LIT  |
| Level 2 | ---         | DARK SLOW TMPR ICE  |
| Level 3 | ---         | FIR2 LOK2 HOLD LIT2 |
| Level 4 | ---         | CONF FAST SLP2 ICE2 |
| Level 5 | ---         | FIR3 SLO2 WARP BANE |
| Level 6 | ---         | LIT3 QAKE STUN RUB  |
| Level 7 | ---         | BLND BRAK SABR ICE3 |
| Level 8 | ---         | ZAP! XXXX STOP NUKE |

Total - 32 Individual Spells. 24 learned at max (3 for each spell level).

Best Possible Equipment for the Black Wizard:

Weapon = Catclaw (or Masamune, obviously)  
Armor = Black Shirt (or Opal Bracelet)  
Shield = ProCape  
Helmet = Cap (or Ribbon)  
Gauntlet = ProRing

Pros:

The Black Wizard gains a new weapon with a VERY nice feature - the ability to confuse your enemies. He also gains the ability to equip the Black Shirt, yet another great item that casts a spell when used in battle. The free use of CONF and ICE2 are nice, but the fact alone that the Black Wizard gets to learn the almighty spell NUKE makes him worthwhile. NOTHING can stand up to this spell's raw power. Heck, even Chaos has trouble dealing with this guy once he's learned it!

Cons:

Wow...for gaining such destructive abilities, he sure does stink otherwise! Imagine a White Wizard, only no healing abilities. All you can do is hope you can kill off the bad guys first, or else you're dead meat. Get the picture? That's what you've got with a Black Wizard.

Overall:

Yes, he has awesome destructive abilities, and a nice new weapon and shirt. However, he's still the same ol' weak character you had before, now with a couple new spells and a new look (with the hood down). Don't expect a complete makeover with this guy, 'cause you're not going to get one. Don't expect a walking path of destruction, because he won't ALWAYS get to attack first, and when he doesn't, he will get punished severely. Make sure he's in a party with a strong fighter and/or healer, or else he's sunk.

==== Final Fantasy =====  
-----V: Various-----  
==== Final Fantasy =====

Here's the stuff that pertains more to the FAQ than to the game itself.

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~A~ Frequently Asked Questions

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Q: Are you going to do a full walkthrough as well?

A: No, and here's why: I have several projects that I need to finish first, and past those projects are other projects that take priority over this one. Even moreso...do you think this game needs ANOTHER walkthrough? What are you, crazy?

Q: Why does it seem like you hate all the character classes?

A: I don't. In fact, I like each character class as much as the others. In order for me to be fair, I had to look at the negative parts of each class, as well as the good. Having one or two new spells may be nice, but if they are just as weak as before and die before they can cast it, that puts a new perspective on how "great" that class might be.

Q: How can you forget the best items in the game for the White and Black Mages/Wizards?

A: Duly noted. I've now added those. Happy?

---

~B~ Revision History

---

06-31-00: This FAQ was started. I've played this game enough, so I think I can be of service by creating this FAQ.

01-31-01: This FAQ was FINALLY finished. Go me!

05-09-01: I added Thor's Hammer and the Catclaw to the Black/White Mages' arsenals. How could I forget?

05-28-02: Well over a year later, I reformat this sucker. Hey, go me.

04-06-03: Almost a year later, there's more formatting to be done.

---

~C~ Thanks

---

~~Square, for making this game.

~~Nobuo Uematsu for being such a wonderful inspiration in the land of music composing.

~~CJayC for posting this FAQ.

~~Dale, who indirectly gave me the inspiration for making this FAQ with his off-handed comment "If you know so much about the game, why don't YOU write a guide for it, Mr. Smarty pants!" I don't know as much as you think, but I've done my share NOW, haven't I? Heck, I've done 2 more guides now thanks to you!

~~Al Amaloo (www.gamewinners.com) for being such a cool guy, and having a great site.

~~Vertsk8pro@hotmail.com for giving me a heart attack with your childish "I stole your FAQ and sold it with my name on it" antics. Because of that, I now do dozens of things to make sure people don't steal my work. If they do, I know exactly what to look for to see if they took MY work or not.

~~Russell Kroll (gharlhanded@hotmail.com) for informing me that I forgot a very important item for the White Wizards. Also, to everyone else that e-mailed

me about the Catclaw (sorry, but I don't remember your e-mail addresses).  
~Uh...I can't exactly thank God for the role he's taken in my life, because  
that would seem like I'm trying to force my religious opinions on someone  
else (which I'm not). Therefore, I'd like to thank "Murray" for the role  
he's taken in my life (Murray, you know who you are).

=====  
End FAQ  
=====

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|------------------------------|---------------------------------------------------------------------------------------|
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| 9 Lives                      | <a href="http://www.9lives.ru/eng/">http://www.9lives.ru/eng/</a>                     |
| Bean's PlayStation Dimension | <a href="http://www.bean.dk/psx/index.htm">http://www.bean.dk/psx/index.htm</a>       |
| Cheat Code Central           | <a href="http://www.cheatcc.com">http://www.cheatcc.com</a>                           |
| Cheat Index                  | <a href="http://cheatindex.com">http://cheatindex.com</a>                             |
| Cheat Matrix                 | <a href="http://cheatmatrix.com">http://cheatmatrix.com</a>                           |
| Cheat Search                 | <a href="http://cheatsearch.com">http://cheatsearch.com</a>                           |
| Cheatstop                    | <a href="http://www.panstudio.com/cheatstop/">http://www.panstudio.com/cheatstop/</a> |
| CNET Gamecenter              | <a href="http://games.netscape.com/Faqs/">http://games.netscape.com/Faqs/</a>         |
| Console Domain               | <a href="http://www.consoledomain.co.uk">http://www.consoledomain.co.uk</a>           |
| Dirty Little Helper          | <a href="http://dlh.net">http://dlh.net</a>                                           |
| Dark Station                 | <a href="http://www.darkstation.com/">http://www.darkstation.com/</a>                 |
| Dreamland                    | <a href="http://kirby.pokep.net">http://kirby.pokep.net</a>                           |
| Games Domain                 | <a href="http://www.gamesdomain.com">http://www.gamesdomain.com</a>                   |
| Game Express                 | <a href="http://www.gameexpress.com">http://www.gameexpress.com</a>                   |
| Games Over                   | <a href="http://www.gamesover.com/">http://www.gamesover.com/</a>                     |
| Mega Games                   | <a href="http://www.megagames.com">http://www.megagames.com</a>                       |
| Square Haven                 | <a href="http://www.square-haven.net">http://www.square-haven.net</a>                 |
| Ultimate System              | <a href="http://www.flatbedexpress.com">http://www.flatbedexpress.com</a>             |
| VideoGaming.net              | <a href="http://www.videogaming.net/">http://www.videogaming.net/</a>                 |
| Cheats.de                    | <a href="http://www.cheats.de">http://www.cheats.de</a>                               |

(Taken from Jim "Red Phoenix" Chamberlin's FAQ Theft Guide, as well as added  
onto.)

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work, so I know where to send the updates, and it's a little difficult to keep  
you updated if you don't e-mail me.

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