

Final Fantasy Tactics Zodiac Compatibility Guide

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Final Fantasy Tactics Zodiac Compatibility Guide

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WARNING: Parts of this guide contain spoilers. If you don't want to know how many times you'll fight a particular villain, or who starts out on your side that you eventually have to fight, or who you fight that eventually ends up on your side, this probably isn't the place to be. However, sections 1.3, 1.4, and 1.9 and all of Part 2 are sanitized and spoiler-free for your protection.

Part 1 - Zodiac Compatibility Guide

1.1 - Introduction to Zodiac Compatibility

When you start a game of Final Fantasy Tactics, you are asked for a birthdate. The date you select determines the main character's zodiac sign. When you hire new units at the soldier office, you cannot select their birthdates, but you can control their zodiac signs. Although you can play through the entire game without concerning yourself with zodiac signs, zodiac compatibility is an integral part of the game's battle mechanics, and knowledge of the system can be an advantage when planning battle strategies or starting a challenge game.

Zodiac compatibility affects the amount of damage or healing and the chance for percentage-based actions, such as Talk Skill, Haste, Raise, and Lich, to work. Zodiac compatibility does NOT affect evasion, fall damage, Sing, Dance, Item,

the Draw Out ability Murasame, and various special skills that have set success rates to either inflict a status or do a set amount of damage. There are no special bonuses when the in-game calendar reaches the date you selected or when the calendar is in a particular unit's sign.

Compatibility is applied to different factors for different actions, but the general rule is:

Best compatibility: the affected variable is multiplied by 1.5

Good compatibility: the affected variable is multiplied by 1.25

Bad compatibility: the affected variable is multiplied by .75

Worst compatibility: the affected variable is multiplied by .5

See Section 1.3 of Aerostar's excellent FFT Battle Mechanics Guide (<http://www.fftactics.net/fftmech>) for the precise ways in which zodiac compatibility affects various types of actions.

For a visual representation of zodiac compatibility, picture the twelve zodiac signs in a chronological circle:

- If you draw an equilateral triangle starting at the sign in question, the other two points of the triangle are the signs that have good compatibility with it.
- If you draw a perfect square starting at the sign in question, the two nearest points of the square have bad compatibility with it.
- The fourth corner of the square, directly opposite the sign in question, is the sign with best/worst compatibility.

Units have best compatibility only with units of the opposite zodiac sign and opposite sex. They have worst compatibility with units of the opposite zodiac sign but the same sex.

Things change a little when it comes to monsters. In FFT, all monsters are gender-neutral; therefore, they cannot have best/worst compatibility. When a unit would ordinarily have best/worst with a monster's sign, the unit instead has bad compatibility with the monster.

However, there are a few exceptions to the unisex monster rule. Using the formulas in the Battle Mechanics Guide to arrive at damage predictions, then putting the damage into practice, I determined the gender of Holy Dragon Reis and each of the zodiac beasts, including both forms of Altima, and these results are confirmed within the code of the game.

- Holy Dragon Reis is a monster and follows the monster compatibility rules, even though human Reis is female.
- Queklain, Zalera, and Hashmalum are male and follow the human compatibility rules, even though they are zodiac beasts.
- Velius, Adramelk, and Altima 1 and 2 are monsters and follow the monster compatibility rules, even though Altima 1 is somewhat, ah, built. ^_^;;

For those who use the Battle Mechanics Guide, please note that versions 4.3 and EARLIER of the BMG are wrong in this particular regard, stating that Reis and all zodiac beasts are exceptions to the unisex monster rule. However, the BMG was updated in late 2003, and versions 5.0 and later now more correctly reflect this fact.

1.2 - FFT Zodiac Compatibility Trivia

Just a few notes of interest but not great importance.

- Death screams matches the unit's gender - meaning that zodiac beasts with a monster-like death scream are monsters, but those who scream like human males are coded as male.
- When you fight a monster's male human form as part of the same battle (Wiegraf/Velius and Dycedarg/Adramelk), the monster is unisex. These are also the only battles in which the monster's zodiac sign does not match the stone it comes from.
- Celia and Lede are female humans, but their Ultima Demon forms are unisex.
- The fact that death screams match genders made me wonder about this: in the Deep Dungeon, there is a Time Mage with a male sprite who has a female death scream. As it turns out, its sprite byte (which controls in-battle appearance and job portrait) is set to male, but its gender half-byte (which controls stat bonuses, names, use of female-only equipment, death screams, charming, access to bard or dancer, and zodiac compatibility) is set to female. For the purposes of this guide's information, it is female. If Invited, yes, it can become a Dancer (although it will look like a bard).
- Olan's "Galaxy Stop" ability (in the Astrologer class, a.k.a. the skill you really hope he uses at Goland Fort City) does not take zodiac compatibility into account, but it does not affect units with the same zodiac sign as the caster.
- In several battles where a specific character's death is an instant loss, there are generic units with fixed zodiac signs - specifically, fixed to have bad compatibility with the unit whose survival is central to your success. The two confirmed instances are as follows:
 - Goland Coal City - Chapter 3 - Protect Olan: The two Chemists are Libras, giving them bad compatibility to Olan, a Cancer.
 - Yardow Fort City - Chapter 3 - Protect Rafa: Two of the Ninjas are Geminis, giving them bad compatibility to Rafa, a Pisces. Since this battle can be annoying enough as it is, be glad those two (along with Malak) consistently have bad compat with her, or it'd be even worse.
- For an interesting story of internal inconsistency regarding date ranges of the zodiac signs, a.k.a. 'This FAQ is Right and Square Was Wrong', see the latter half of section 1.3.

1.3 - The Zodiac According to FFT

These are the inclusive date ranges used by the game. Various FAQs and sources disagree on these ranges; I have tested them in-game and can vouch for their accuracy. These are not necessarily the exact date ranges you will see in newspaper horoscopes and other zodiac sign resources, but the dates are quite close and these are the ranges used within FFT.

Bred monsters' zodiac signs are based on the date the egg hatches, not the date on which it is laid. I have tested this in-game as well.

Sign	Start Date	End Date
Capricorn	December 23	January 19
Aquarius	January 20	February 18
Pisces	February 19	March 20

Aries	March 21	April 19	
Taurus	April 20	May 20	
Gemini	May 21	June 21	
Cancer	June 22	July 22	
Leo	July 23	August 22	
Virgo	August 23	September 22	
Libra	September 23	October 23	
Scorpio	October 24	November 22	
Sagittarius	November 23	December 22	

Interestingly, even Square got their own date ranges wrong at one point. Around the time of FFT's release, Square released two little FFT Character Card booklets. Most of the cards in the booklets featured concept art of various monsters, generic classes, and special characters, but the last 12 cards in one of the booklets had pictures of the zodiac stones on them. Below each stone is the name of the sign and the date range Square chose for in-game. I did not know of these existence of these cards when I did the in-game testing of date ranges, and when I found the cards I saw that most of the date ranges corresponded exactly to what my in-game research had shown.

However, the Sagittarius card reads, "a person who was born from 23rd of November to 21st of December," and the Capricorn card reads, "a person who was born from 22nd of December to 19th of January." This was the only information on the cards that contradicted what I had found - my data showed the cusp between those two signs being one day later.

So I re-tested that date range in-game and found that my data was correct. The dates that appear in the chart above ARE the correct ones, and it is Square's own promotional publication that got it wrong in this case.

So if you have one of those character card booklets and were about to inform me that I've got the date ranges wrong - don't worry, I've long since looked into it.

1.4 - Identifying Zodiac Signs

If you can't identify zodiac signs by just glancing at the symbols, there's a way to check them in-game without having to search for the symbols online or in a book.

Step 1A: In the formation screen and the in-battle unit list, select a unit using the arrow buttons. Continue to Step 2.

Step 1B: In the pre-battle formation screen, select a unit using L1 and R1. Continue to Step 2.

Step 1C: In battle, select a unit on the field and bring up the unit's status screen. Continue to Step 2.

Step 1D: In the soldier office's unit info screen, proceed directly to Step 2.

Step 2: Press 'Select,' then use the arrows to bring the pointer to the zodiac symbol. Press O, and a window will pop up telling you the name of the sign and what it's compatible with.

1.5 - Boss Zodiac Tables by Chapter

Now for the meat of this guide, the reason I wrote it to begin with, and probably the reason you're here reading it. This is a chronological list of zodiac signs for enemies in assassination battles and other enemies with fixed zodiac signs, with a section at the end discussing bosses in the sidequests.

Enemies who appear more than once per chapter are listed only in their first appearance in that chapter. This is why you won't find Wiegraf listed immediately before Velius in chapter 3, since you fight him earlier in the chapter as well, and why the final series of bosses isn't quite "in order"; except for Hashmalum and Altima, you fight the others earlier in chapter 4.

Some bosses are unisex and therefore do not have a sign against which they have best/worst compatibility. The sign that would ordinarily be best/worst is bad instead, and is listed in the tables as such. The Best/Worst column for these enemies is marked with the word "none."

Female enemies are marked with an [f] in the Best/Worst column as a reminder that the genders for best/worst compatibility are reversed.

These tables use the following abbreviations:

Cap. - Capricorn	Aqu. - Aquarius	Pis. - Pisces
Ari. - Aries	Tau. - Taurus	Gem. - Gemini
Can. - Cancer	Vir. - Virgo	Lib. - Libra
Sco. - Scorpio	Sag. - Sagittarius	Ser. - Serpentarius

Leo, of course, is Leo.

Chapter 1: The Meager

ENEMY	ZODIAC	GOOD	BAD	BEST/WORST
Miluda	Vir.	Cap., Tau.	Sag., Gem.	Pis. [f]
Wiegraf	Vir.	Cap., Tau.	Sag., Gem.	Pis.
Algus	Vir.	Cap., Tau.	Sag., Gem.	Pis.

No, that's not an error. All three targets of Chapter 1 assassination battles are Virgos.

Chapter 2: The Manipulator and the Subservient

ENEMY	ZODIAC	GOOD	BAD	BEST/WORST
Gafgarion	Vir.	Cap., Tau.	Sag., Gem.	Pis.
Queklain	Sco.	Pis., Can.	Aqu., Leo	Tau.

Chapter 3: The Valiant

ENEMY	ZODIAC	GOOD	BAD	BEST/WORST
Zalmo	Sag.	Ari., Leo	Pis., Vir.	Gem.
Izlude	Gem.	Lib., Aqu.	Vir., Pis.	Sag.
Wiegraf	Vir.	Cap., Tau.	Sag., Gem.	Pis.
Malak	Gem.	Lib., Aqu.	Vir., Pis.	Sag.
Velius	Vir.	Cap., Tau.	Sag., Gem., Pis.	none

Celia	Vir.	Cap., Tau.	Sag., Gem.	Pis. [f]	
Lede	Sag.	Ari., Leo	Pis., Vir.	Gem. [f]	
Elmdor	Gem.	Lib., Aqu.	Vir., Pis.	Sag.	

Chapter 4: Somebody to Love

ENEMY	ZODIAC	GOOD	BAD	BEST/WORST	
Meliadoul	Cap.	Tau., Vir.	Lib., Ari.	Can. [f]	
Zalmo	Sag.	Ari., Leo	Pis., Vir.	Gem.	
Balk	Sag.	Ari., Leo	Pis., Vir.	Gem.	
Celia	Vir.	Cap., Tau.	Sag., Gem.	Pis. [f]	
Lede	Sag.	Ari., Leo	Pis., Vir.	Gem. [f]	
Elmdor	Gem.	Lib., Aqu.	Vir., Pis.	Sag.	
Zalera	Gem.	Lib., Aqu.	Vir., Pis.	Sag.	
Dycedarg	Sco.	Pis., Can.	Aqu., Leo	Tau.	
Adramelk	Sco.	Pis., Can.	Aqu., Leo, Tau.	none	
Rofel	Cap.	Tau., Vir.	Lib., Ari.	Can.	
Kletian	Gem.	Lib., Aqu.	Vir., Pis.	Sag.	
Vormav	Leo	Sag., Ari.	Sco., Tau.	Aqu.	
Zalbag	Can.	Sco., Pis.	Lib., Ari.	Cap.	
Hashmalum	Leo	Sag., Ari.	Sco., Tau.	Aqu.	
Altima 1	Vir.	Cap., Tau.	Sag., Gem., Pis.	none	
Altima 2	Vir.	Cap., Tau.	Sag., Gem., Pis.	none	

Sidequests

ENEMY	ZODIAC	GOOD	BAD	BEST/WORST	
Elidibs	Ser.	none	none	none	

Sinogue, the Archaic Demon in the Colliery Underground, and
 Worker 7*New, the Steel Giant at Nelveska Temple,
 do not have consistent zodiac signs.

1.6 - Bosses Listed by Sign

Capricorn: Meliadoul, Rofel (2x)
 Aquarius: none
 Pisces: none
 Aries: none
 Taurus: none
 Gemini: Izlude, Malak (2x), Elmdor (2x), Zalera, Kletian (2x)
 Cancer: Zalbag
 Leo: Vormav, Hashmalum
 Virgo: Miluda (2x), Wiegraf (3x), Albus, Gafgarion (3x), Velius,
 Celia (3x), Altima (2x)
 Libra: none
 Scorpio: Queklain, Dycedarg, Adramelk
 Sagittarius: Zalmo (2x), Ledo (3x), Balk (2x)
 Serpentarius: Elidibs

This is why it can be important to plan your compatibility around Virgo - not only is the final boss a Virgo, but so are the two enemies Ramza must fight

one-on-one, and so are many of the fixed-sign units you fight more than once.

1.7 - Boss Compatibility Listed by Sign

Capricorn has...

...good compatibility with Miluda, Wiegraf, Albus, Gafgarion, Velius, Celia, and Altima.

...bad compatibility with no bosses.

...best/worst compatibility with Zalbag.

Aquarius has...

...good compatibility with Izlude, Malak, Elmdor, Zalera, and Kletian.

...bad compatibility with Queklain, Dycedarg, and Adramelk.

...best/worst compatibility with Vormav and Hashmalum.

Pisces has...

...good compatibility with Queklain, Dycedarg, Adramelk, and Zalbag.

...bad compatibility with Zalmo, Izlude, Malak, Velius, Lede, Elmdor, Balk, Zalera, Kletian, and Altima.

...best/worst compatibility with Miluda, Wiegraf, Albus, Gafgarion, and Celia.

Aries has...

...good compatibility with Zalmo, Lede, Balk, Vormav, and Hashmalum.

...bad compatibility with Meliadoul, Rofel, and Zalbag.

...best/worst compatibility with no bosses.

Taurus has...

...good compatibility with Miluda, Wiegraf, Albus, Gafgarion, Velius, Celia, Meliadoul, Rofel, and Altima.

...bad compatibility with Adramelk, Vormav, and Hashmalum.

...best/worst compatibility with Queklain and Dycedarg.

Gemini has...

...good compatibility with no bosses.

...bad compatibility with Miluda, Wiegraf, Albus, Gafgarion, Velius, Celia, and Altima.

...best/worst compatibility with Zalmo, Lede, and Balk.

Cancer has...

...good compatibility with Queklain, Dycedarg, and Adramelk.

...bad compatibility with no bosses.

...best/worst compatibility with Meliadoul and Rofel.

Leo has...

...good compatibility with Zalmo, Lede, and Balk.

...bad compatibility with Queklain, Dycedarg, and Adramelk.

...best/worst compatibility with no bosses.

Virgo has...

...good compatibility with Meliadoul and Rofel.

...bad compatibility with Zalmo, Izlude, Malak, Lede, Elmdor, Balk, Zalera, and Kletian.

...best/worst compatibility with no bosses.

Libra has...

...good compatibility with Izlude, Malak, Elmdor, Zalera, and Kletian.

...bad compatibility with Meliadoul and Zalbag.

...best/worst compatibility with no bosses.

Scorpio has...

- ...good compatibility with Zalbag.
- ...bad compatibility with Vormav and Hashmalum.
- ...best/worst compatibility with no bosses.

Sagittarius has...

- ...good compatibility with Vormav and Hashmalum.
- ...bad compatibility with Miluda, Wiegraf, Algus, Gafgarion Velius, Celia, and Altima.
- ...best/worst compatibility with Izlude, Malak, Elmdor, Zalera, and Kletian.

1.8 - Zodiac Signs of Special Playable and Guest Characters

Some of these characters are also listed in the boss tables. But, because you can control the zodiac signs of only Ramza and your purchased generics, it's good to know how you'll be able to interact with guests and the characters who join your party. The Byblos-class guest monster in END in the Deep Dungeon does not have a consistent zodiac sign.

Although Teta cannot be interacted with in the Fort Zeakden battle, I have listed her here because she has a fixed zodiac sign and can be successfully Gamesharked into a party without glitching.

CHARACTER	ZODIAC SIGN	GENDER	
Delita	Sagittarius	male	
Algus	Virgo	male	
Teta	Aquarius	female	
Agrias	Cancer	female	
Gafgarion	Virgo	male	
Rad	Capricorn	male	
Alicia	Pisces	female	
Lavian	Aries	female	
Boco	Aries	monster	
Ovelia	Taurus	female	
Mustadio	Libra	male	
Olan	Cancer	male	
Alma	Leo	female	
Rafa	Pisces	female	
Malak	Gemini	male	
Orlandu	Scorpio	male	
Meliadoul	Capricorn	female	
Zalbag	Cancer	male	
Beowulf	Libra	male	
Reis-dragon	Pisces	monster	
Reis-human	Pisces	female	
Worker 8	Gemini	monster	
Cloud	Aquarius	male	

1.9 - Zodiac Compatibility Tables

Each sign is followed by a list of its compatibilities with each of the other signs, including those with which it's neutral. The signs are listed

chronologically through the calendar year, starting with Capricorn (December/January). All signs are neutral to the Serpentarius sign, held by only one character, the Deep Dungeon boss, Elidibs.

Capricorn	Aquarius	Pisces
Best/Worst Compat. Cancer	Best/Worst Compat. Leo	Best/Worst Compat. Virgo
Good Compatibility Taurus Virgo	Good Compatibility Gemini Libra	Good Compatibility Cancer Scorpio
Bad Compatibility Libra Aries	Bad Compatibility Taurus Scorpio	Bad Compatibility Sagittarius Gemini
Neutral Compat. Capricorn Aquarius Pisces Gemini Leo Scorpio Sagittarius	Neutral Compat. Aquarius Pisces Aries Cancer Virgo Sagittarius Capricorn	Neutral Compat. Pisces Aries Taurus Leo Libra Capricorn Aquarius

Aries	Taurus	Gemini
Best/Worst Compat. Libra	Best/Worst Compat. Scorpio	Best/Worst Compat. Sagittarius
Good Compatibility Sagittarius Leo	Good Compatibility Virgo Capricorn	Good Compatibility Libra Aquarius
Bad Compatibility Cancer Capricorn	Bad Compatibility Leo Aquarius	Bad Compatibility Virgo Pisces
Neutral Compat. Aries Taurus Gemini Virgo Scorpio Aquarius Pisces	Neutral Compat. Taurus Gemini Cancer Libra Sagittarius Pisces Aries	Neutral Compat. Gemini Cancer Leo Scorpio Capricorn Aries Taurus

Cancer	Leo	Virgo
Best/Worst Compat. Capricorn	Best/Worst Compat. Aquarius	Best/Worst Compat. Pisces
Good Compatibility Scorpio	Good Compatibility Sagittarius	Good Compatibility Capricorn

Pisces	Aries	Taurus
Bad Compatibility	Bad Compatibility	Bad Compatibility
Libra	Scorpio	Sagittarius
Aries	Taurus	Gemini
Neutral Compat.	Neutral Compat.	Neutral Compat.
Cancer	Leo	Virgo
Leo	Virgo	Libra
Virgo	Libra	Scorpio
Sagittarius	Capricorn	Aquarius
Aquarius	Pisces	Aries
Taurus	Gemini	Cancer
Gemini	Cancer	Leo

Libra	Scorpio	Sagittarius
Best/Worst Compat.	Best/Worst Compat.	Best/Worst Compat.
Aries	Taurus	Gemini
Good Compatibility	Good Compatibility	Good Compatibility
Aquarius	Pisces	Aries
Gemini	Cancer	Leo
Bad Compatibility	Bad Compatibility	Bad Compatibility
Capricorn	Aquarius	Pisces
Cancer	Leo	Virgo
Neutral Compat.	Neutral Compat.	Neutral Compat.
Libra	Scorpio	Sagittarius
Scorpio	Sagittarius	Capricorn
Sagittarius	Capricorn	Aquarius
Pisces	Aries	Taurus
Taurus	Gemini	Cancer
Leo	Virgo	Libra
Virgo	Libra	Scorpio

Part 2 - Miscellaneous

2.1 - Disclaimer

I am not affiliated with Squaresoft, Square Enix, the FF Tactics team, 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 2003-04 Andrea Robinson. Please do not copy or plagiarize this guide or claim it as your own work.

The only sites that may host this guide are:

<http://www.gamefaqs.com>

<http://www.rpgamer.com>

<https://www.neoseeker.com>

If you have questions, please reread the guide and make sure your question has not already been answered. If it isn't there, or if it lies outside the scope of zodiac compatibility in Final Fantasy Tactics, check with other FAQs, and if that doesn't help, direct your question to the helpful crew on the Final Fantasy Tactics message board on GameFAQs.

<http://boards.gamefaqs.com/gfaqs/gentopic.php?board=197339>

2.2 - Acknowledgements

What started as a list of boss zodiac signs to help myself through SCCs just kept growing, and now, in its final version, includes zodiac sign date ranges and the final word on zodiac beast genders. It's been fun, in a vague way that entailed sitting for hours starting new games so I could test date ranges, and doing fifteen minutes of math courtesy of the Battle Mechanics Handbook, then promptly getting my butt kicked by the Zodiac Beast of the Day. I don't foresee any possible additions - the Battle Mechanics Handbook covers individual equations much better than I ever could, and Aerostar's magnum opus deserves a read from every FFT player anyway.

Although portions of this information are available in several other places, most notably Notti's Deep Dungeon Guide and philsov's Board FAQ, I did my own research and testing, and looked up the signs and compatibilities in the game itself. That said, I'd like to extend special thanks to...

Aaron, who got me into RPGs to begin with and let me borrow his copy of FFT, thus allowing me to get hooked; and without whom I would never have become a serious gamer. He also took notes on some of the bosses' zodiac signs for me, since he goes through this game much faster than I do. I love you, Aaron. Thanks for everything.

Aerostar, whose Battle Mechanics Guide is simply the best piece of documentation ever. I referred to it often when writing this, especially for damage formulas to help me figure out zodiac beast genders. He also personally provided information about the Deep Dungeon Time Mage. Also, he specifically referenced this guide in section 1.3, which made me feel all warm and fuzzy.

CRreed9999, Crono801, NeoElfboy, Notti, and UltimaterializerX, from the FFT board and Challenge board at GameFAQs, who tested theories and offered information regarding zodiac beast genders. An extra thank-you to Notti, who personally provided information about the Deep Dungeon Time Mage.

Overated, who linked to this guide in his Solo Straight Character Challenge FAQ, immediately below Aerostar's BMG and Goryus' Battle List. This makes me feel useful and warm and fuzzy.

philsov, from the FFT board at GameFAQs, whose lengthy writeup of zodiac compatibility in the Board FAQ gave me some ideas on how to organize this. The various folks on GameFAQs who refer people to this guide whenever zodiac questions come up.

Squaresoft and the FF Tactics team, for putting out a fun game with amazing replay value and lots of intricacies, of which zodiac compatibility is only one, in its battle system.

2.3 - Links

Following are some FFT links for those needing help and those who want to

learn more.

2.3.1 - Game Help Links

* 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. Check the FAQs before turning to the message boards for help.

* Final Fantasy Tactics Online Strategy Guide

<http://ffguides.telefragged.com/fft/index2.shtml>

A nice battle-by-battle walkthrough with information about job classes and Gameshark codes.

* Final Fantasy Tactics Shrine

<http://www.rpgclassics.com/shrines/psx/fft/>

Story, character, and gameplay information, including guides for getting hidden characters and going through the Deep Dungeon.

2.3.2 - Game Mechanics Links

* Aerostar's Battle Mechanics Guide

<http://www.fftactics.net/fftmech/>

More than you might ever have wanted to know about the inner workings of FFT. I've found it actually increases my enjoyment of the game because I know exactly why things happen the way they do. Section 1.3 of the BMG details exactly how zodiac compatibility affects the game's equations and contains a bite-sized chart of zodiac compatibility.

* Stat Growth Charts

<http://www.geocities.com/Zouf300/charts.html>

Class stat growth data compiled from the Battle Mechanics Handbook, put into a more easily digestible form by Turd Ferguson.

* Final Fantasy Tactics Investigative Project

<http://www.fftactics.org>

An attempt to decode and interpret all the data on the FFT CD.

2.3.3 - Fan Page Links

* Kantolin's Monster Analysis

<http://www2.hawaii.edu/~nurbert/Webpagejunk/Kantolinivalice.htm>

An interesting look at every monster class in the game, with special attention to attacks and Level 99 stats, and a friendly bias toward goblin-class monsters.

* Final Fantasy Tactics at the FF Compendium

<http://www.ffcompendium.com/low/ffthub.shtml>

Contains a detailed spoilery timeline, family and organization charts, and other good information.

* Zodiac Brave Story Sound Novels

<http://www.geocities.com/tuffydabubba>

DaBubba has translated three of the four "sound novel" mini-games from the Japanese version of FFT, which weren't included in the English version due to time and financial constraints. Like the originals, DaBubba's translations are interactive stories in the "choose your own adventure" style, and he's even included the pictures and music that accompanied them.

* Final Fantasy Tactics Fan Art Gallery

<http://www.icyfanart.com/fftactics.php>

A nice variety of characters and scenes in many different media and styles.

* Final Fantasy Tactics Fanfiction at fanfiction.net

<http://www.fanfiction.net/1/1499/3/0/1/1/0/0/0/0/0/1/>

Yeah, a lot of it's bad - par for the course on ff.net. But there are a few diamonds in the rough, and here's one of them:

- "Within Holy Walls," by Tenshi no Ai - An extensive Reis/Beowulf pre-game fic from Reis' point of view, exploring her past in depth. Rated PG-13 for adult themes. <http://www.fanfiction.net/s/1469945/1/>

* Final Fantasy Tactics Fanfiction at icybrian.com

<http://icybrian.com/fanfiction/categories.php?catid=20>

Overall better quality than the material on ff.net. This archive contains a fantastic one-shot story:

- "Cold," by DK - A chilling character study of Albus Sadalfas, the man everyone loves to hate. Rated R for strong language and adult themes. <http://www.icybrian.com/fanfiction/viewstory.php?sid=1595>

"If you work 10 hours, you will make 80 dollars. Since you have 'worst' compatibility with the government, they will reduce it to 40."

--Andvareel

"Checking the gender of zodiac beasts would have been a lot easier if I could just sneak up behind them and yank their pants down."

--AquaHaute
