

Final Fantasy Tactics Stealing Chart

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- Intro

What's so great about stealing anyways? It allows you to obtain equipment that's better than anything you can buy at the time or in some cases, allow you to obtain rare items that can't be purchased at all. This guide contains a list of story battles with worthwhile items to steal, some random battles where I reliably run into enemies with stuff worth stealing, and some tricks on raising that success percentage so you don't have to spend 20 turns struggling with a 17% success rate.

- Legal jazz

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- Updates

v1.1 5/2/03: Random battle theft section has been rearranged and new information added. Rewrote legel section.

v1.0 8/19/02: I added more tips on boosting Steal chances and added a few minor bits to some of the story fights.

- Stealing basics and mechanincs

To start out, you need to learn or inherit the abilities that let you steal stuff. Your stealer needs to be in the Thief job or have Steal set as a secondary to use the abilities in battle. Once you've learned the Steal skill for what you're after, it's time to use it. Also, for whatever strange reason, the target you're trying to steal from must be alive.

Base steal success rates are determined by a factor of your unit's Speed and what you're trying to steal. Credit belongs to the FFT Battle Mechanics Handbook for the formulas. All formulas here assume neutral Zodiac compatability.

Gil Taking: 100

Steal Heart: 50 + MA

Steal Helmet: 40 + Speed

Steal Armor: 35 + Speed

Steal Shield: 35 + Speed

Steal Weapon: 30 + Speed

Steal Accessory: 40 + Speed

Steal EXP: 70 + Speed

The success of Gil taking is unaffected by Zodiac compatability. Steal Heart ignores all evasion percentages (though is affected by Zodiac compatability). With that one exception, units defend against Steal with all physical evade factors. In general, the calculated success rate is multiplied by the success percentage of a regular attack. So if the base success% would be 48% but would only have a 75% chance of hitting with a regular attack, than the expected success would be 36%. Finally, all equipment stealing has a vertical limitation of 1.

- Stealing Tips

There are the general hints that revolve around staying alive. Using positive status effects on your guys, negative ones on the enemies, and crippling are fairly obvious. The following tips focus on increasing the success rates so you don't have to try as many times for a successful steal. I haven't included Zodiac compatability issues as that is beyond your control when stealing from regular enemies.

Use women most of the time. Most enemies in the stealing chart are male so using women negates the possibility of worst compatabilities which translate into 20% or lower success rates. Also, women can equip Chantages, which insures you're not constantly having to revive them.

Steal from behind because the target's evasion is lowest there. Or set Concentrate as your support ability so it doesn't matter which angle you try from.

Raise your stealer's Speed once you have the battle under control. Yell works the most reliably. Speed Save is alright though is way better if the stealer has a Chantage equipped. Cheer Song is alright but isn't reliable.

If the enemy is a Frog, Chicken, or Sleeping, there will be a bonus to the success percentage. If the enemy has more than one of these statuses, the bonus will be larger (I've seen 70% on Steal Weapon and

my stealer's Speed was only 12 with good Zodiac compatability. Normally would be about 52% with Concentrate.) Also, if you try to steal from an enemy who is Charging something, there will be a bonus to the success percentage.

Don't Act, Stop, Confusion, or Sleep disable an enemy's evade percentages Evade also is zero when Sleeping, Dancing, or Performing.

If you're not using Concentrate and you're not after the enemy's shield, break it. This applies to the weapon as well if the enemy has Weapon Guard or a mantle although in the mantle's case you'd need to steal it. (Icewolf Bite comes really late in the game when the benefits from theft are almost non-existent.)

Transperant status give an inherent concentrate. It requires Sunken State to really utilize fully. Speaking of which...

Mimes also come with an automatic Concentrate (and Martial Arts) and give double the chances when properly positioned.

According to the FFT Battle Mechanics, Attack UP gives a bones to the steal percentage. I haven't verified this. Try combining with Sunken State for best results. It also states that Martial Arts improves the steal percentage. I have found this to be true.

With all that in mind, this is probably the ultimate stealing setup.

Female Monk	Brave: 70+	Faith: any
Punch Art		H Bag
Steal		
Sunken State		Ribbon
Attack UP		best available armor
Teleport		Chantage or Salty Rage

- Story battle stealing chart

I've only listed items by battle which are not buyable after the battle is completed. If it can be bought before or after the battle, I don't consider it worth stealing. Also, because accessories in story battles are usually random, I generally don't list them.

Dorter Trade City: Long Bow and Buckler from two different Archers; Linen Robe on Knight (possible)

Strategy: You'll only have a few tries for the Long Bow before Delita and Albus take the guy out. I don't consider either Long Bow or Buckler that important to steal and you'll receive a Linen Robe as a War Trophy after the battle so there's little need to try for it.

Sand Rat Cellar: Silk Robe on Knight

Strategy: Make sure to get this. I would reset until I came out of the battle with it. Power Break is useful for crippling the Knight if you're trying to steal the armor.

Thieve's Fort: Spike Shoes on Thief, Bronze Shield and Chain Mail on Miluda, Mage Masher on Thief, Silk Robe on Priest (possible), Possible Power Wrist on Miluda

Strategy: I wouldn't bother with the Spike Shoes, Mage Masher, or Silk Robe (if it appears); it's too much trouble. Get the Chain Mail but don't worry too much if Miluda is defeated before you steal the shield. You'll receive a Bronze Shield as a War Trophy which you can dupe to achieve the same result.

Lenalia Plateau: Barbuta on Miluda

Strategy: Just use the usual crippling techniques and steal it.

Windmill Shed: Barbuta and Round Shield on Weigraf

Strategy: You'll need Weapon Break or Paralyze magic to stand a fair chance of stealing anything without being slaughtered.

Fort Zekaden: Barbuta, Round Shield, and Power Wrist on Algus

Strategy: I never use the Power Wrist but if you're the type of player who does, than go for it. Don't break or steal the Night Killer as you may be able to corner Algus, preventing him from targeting your characters.

Zirekile Falls: Wizard Robe on Knight (random), anything powerful equipped on Gafgarion

Strategy: Keeping Gafgarion alive until you steal everything may be the trickiest part with Delita and Agrias around. Chakra and Cure spells work best for me. Consider yourself lucky if you manage to obtain any Wizard Robes; there won't always be one and it's a tough task to steal it before Delita kills the guy.

I forgot to mention this. The reason I suggest stealing from Gafgarion is because anything he is equipped with will be duplicated when stolen. I consider it a cheat though it is the only way to dupe headgear, armor, or an accessory.

Zeland Fort City: Wizard Robe (random, may be on Wizard or maybe a Knight), Cross Bow on Archer (random)

Strategy: If you really want that Wizard Robe off a Wizard, I really recommend bringing someone with Silence Song. Silence Song is useful anyway because it is fast enough to beat out the Wizard's spells. A Cross Bow isn't even that useful; little is lost by skipping it.

Baraius Valley: Poison Bow on Archer (random)

Strategy: Who cares about a measly Poison Bow?

Slums in Goug; Poison Bow on Archer (random)

Strategy: Don't even care.

Golgarand Execution Site: Blood Sword on Gafgarion

Strategy: If your stealer is a female Pisces, you can probably take the sword on your first or second try. Otherwise, make use of Arm Aim and Power Break.

Lionel Castle Gate: Ancient Sword on Gafgarion

Strategy: Power Break and Speed Break Gafgarion. I usually don't bother with stealing and just break it. Chapter 3 isn't too far off.

- Goland Coal City: 3 Judo Outfits, 2 Mythril Guns, Main Gauche, Orichicium, and Germinas Boots (spread between both Chemists, the Mediator, and a Thief)

Strategy: Would be next to impossible if not for Galaxy Stop. Stay alive and go after one enemy at a time unless you can close in to steal a Mythril Gun since that seriously weakens the Chemists.

Lesalia Imperial Capitol: White Robe on Zalmo

Strategy: Really easy compared to the last battle. You don't necessarily have to silence Zalmo because the steal success rate goes up when he is charging a spell.

Underground Book Storage Second Floor: 2 Partisans, 2 Platina Helmets, 2 Diamond Shields on two Dragoons (Lancers)

Strategy: You may already have a Partisan or two from poaching though it isn't a bad idea to steal them anyway as those Dragoons hit hard

with them.

Underground Book Storage Third Floor: N/A

Strategy: Izlude has some good equipment but he'll always have Maintenance so you'll never be able to steal it.

Underground Book Storage First Floor: Crystal Helmet and random Platina Armor on Weigraf,

Strategy: Weapon Break Weigraf at once. It's the only way I can come up with to control the battle.

Riovanes Castle Gate: 2-3 Crystal Helmets on Knights, Platina Shield on Knight, Earth Clothes on Archer

Strategy: Nameless Dance is really useful. The shield isn't as useful as the other items if you're in a hurry. Golem is also really useful though bring someone with Chakra or Angel Song to keep up that unit's MP.

Dogoula Pass: Crystal Helmets on Knight and Dragoons (random), 2 Oberisks on Dragoons

Strategy: If you already have a Holy Lance or Dragon Whisker, you can skip the Oberisks.

Bervania Free City: Defender and Chantage on Meliadoul

Strategy: Give all humans in this battle Maintenance or you'll be sorry. Shield Break Meliadoul to make stealing easier.

Zeltenia Church: Crystal Helmet on Knight (random)

Strategy: By this point, I already had enough Crystal Helmets to suit my team so I don't remember if there is more than one. Delita will probably defeat the Knights before your stealer can reach them anyway.

Bed Desert: Blaze Gun, Flash Hat, and Light Robe on Balk, Crystal Helmet on Knight (random)

Strategy: Blade Grasp works with spell guns. Innocent will make a unit invulnerable to Balk's regular attacks and the Wizard's spells. If you want more Crystal Helmets, one of the Knights will usually have one. I had enough already by this point. (zzzz)

Bethla Garrison North Wall: 2 Oberisks on Dragoons, 1-2 Crystal Helmets on Dragoons (random)

Bethla Garrison South Wall: Air Knife on Thief, Crystal Helmet on Knights (random number)

Strategy: My strategy for both of these is the same. Don't bother. (If you insist, fine but everything will be buyable soon.)

Bethla Garrison Sluice: Ultimus Bow on Archer

Strategy: If you don't have an Ultimus Bow yet, make sure to steal this one.

Germinas Peak: Ultimus Bow on Archer

Strategy: Nothing new really

Posekas Lake: 2 Ultimus Bows on Archers

Strategy: I kill them off. Two Ultimus Bows are enough for my party.

Inside Limberry Castle: Masamune, Genji Shield, Genji Helmet, Genji Armor, and Genji Gauntlet

Strategy: I'll try to walk through this one. The right party is important. Here's the desired classes and minimum required ability

sets, equipment, and necessary skills. You should also pack a good supply of Hi-Potions and at least 4 Holy Waters.

Agrias (Knight): Holy Sword as secondary, Excalibur and Chantage or Angel Ring equipped, Lightning Stab and Speed Break learned

female Monk: Steal as secondary; Ribbon or Barrete and Chantage equipped; all equipment Steals, Chakra, and Revive learned.

female Chemist: Battle Skill as secondary; any gun, Flash or Thief Hat, and 108 Gems equipped, Hi-potion, Pheonix Down, Holy Water, and Speed Break learned.

Beowulf (Temple Knight): Light Robe and 108 Gems equipped, Chicken learned

Ramza: Guts available, 108 Gems equipped, Yell learned (He's forced to come. If Murasame is learned, Samurai is decent for him.)

These are absolute minimums. I don't like to do this unless my Chemist also has Auto Potion and Concentrate and preferably Teleport. The Monk should have Teleport, Speed Save, and Concentrate and an H Bag equipped. Agrias always has Move+2 and Holy Explosion learned in my game. Ramza knows Ultima by this point. (I do use it here.) Beowulf uses Punch Art (Chakra), White Magic (Raise), or Time Magic (Haste and Slow) as a secondary and is my item finder on this map. Ramza should have Auto Potion and Move Hp UP by now. I sell, use, or ditch all my regular Potions prior to this fight though it's not necessary.

If you're willing to spend extra time learning abilities, go for Concentrate for Agrias, X-Potion for the Chemist, Magic Defend Up for Ramza and Beowulf, and Dragon Spirit for Beowulf. Now it's on to the actual battle. My strategy always had Agrias with a minimum Speed of 8. You'll have to improvise a bit if it's lower.

Agrias should have the first turn. Have her use Lightning Stab all the enemies. Elmdor will probably use Blood Suck on her and the assassins will try to take her out. If they somehow don't kill her, use Ultima to finish the job while hurting the assassins. That will free up the Chemist to attack the assassins. Keep away from the assassins until they have moved. Beowulf should use Chicken on Elmdor as soon as he can do so (100% success rate unless you've lowered his faith somewhere along the line). Have your Monk focus on healing and reviving for now. Once the assassins are defeated (including the Ultima Demon forms) or have run away, focus on lowering Elmdor's speed while staying alive. Use Holy Water on Agrias as needed. When the battle is under your control, have Beowulf Chicken Elmdor again and start stealing. You don't have to break his Speed to 1 before this; it's actually easier now because Elmdor's Blade Grasp will be ineffective. Use Yell liberally on your stealer to increase the success rates since she can't die. Keep your characters mostly spread out for this battle. Once you steal all of Elmdor's equipment, finish him. Congrats, you've completed one of the most annoying (if not hardest) tasks in the game.

Igros Castle: Defender on Dycedarg

Strategy: It really helps if your stealer has Teleport.

Outside of Morund Chapel: Dragon Rod on Summoner

Silence and/or Frog the Summoner. Sleep is good as long as he's not in a place where you'd be unable to steal from.

Chapel in Morund: Dragon Rod on Kletian

Strategy: Best bet is to have Orlandu and Meliadoul use Hellcry Punch on Vormav and Rofel before they go. (Make one an Archer with Equip Sword and equip a Thief Hat to go before them. The other uses the

Excalibur.) Otherwise, give Maintainence to your characters.

Colliery Underground, Second Floor: Blaze Gun on Chemist

Strategy: Characters with Innocent cannot be harmed by the Blaze Gun. Other than that, the normal stealing tactics apply.

Underground Book Storage, Fourth Floor: Yoichi Bow on Archer

Strategy: If you've been to the Deep Dungeon, you don't need this. No special tricks needed here.

Underground Book Storage, Fifth Floor: Save the Queen on Rofel

Strategy: Equip everyone with Maintainence. Use Shield Break on Rofel. Steal sword. Beat him and move on.

Morund Death City: Mace of Zeus on Kletion

Strategy: Knock out Kletion's MP and try to clean up the flunkies first. If you already have the Mace of Zeus from the Deep Dungeon, a second one isn't really necessary.

Death City Presincts: Glacier Gun on Chemist, Blast Gun on Balk

Strategy: Sometimes the Chemist has Maintainence in which case you can't steal his gun. I just try to win here but for the brave souls willing to try, take out the other enemies before stealing. Try to turn the Chemist into a frog and equip most of your team with stuff that nullifies Snipe (such as Thief Hats). Speed Break Balk as well. A Chemist with the Rubber Costume and Concentrate is ideal for the task if you have trouble closing in on Balk. Head Break or Blaster Punch on Balk to slow him down as well.

- Random battle theft

The equipment that humans in random battles carry correspond to their level. There is a pattern though I lack comprehensive data at this time. Random battle humans will not have rare items though there are a couple of exceptions.

Geminas Peak (from Zarghidas Trade City): There's one battle against 5 chemists and mediators here. They may carry any of the guns in the game including the Stone Gun and the spell guns. The guns they'll have are random.

VOYAGE (Deep Dungeon): There's an all archer battle here. One of them may have a Yoichi Bow.

Enemy archers everywhere will have Ultimus Bows when they're at Lv.37 and above

Since the equipment carried by random battle humans is determined by level, finding high level opposition gives the best chance of the enemy having something that's not yet buyable. Following are a few battles which are well suited for random battle theft.

Araguay Woods (from Zirekile Falls): There's a battle with a female archer who will be 5 levels ahead of the party. This is also the only random battle I know of with a War Trophy (Hi-Potion). In my opinion, this is the best place for advanced equipment before Chapter 4.

Grog Hill (from Dougula Pass): One battle has a male summoner who will be about 5 levels ahead of the party. Not nearly as useful as the Araguay archer as it's Chapter 4 only though still good as the battle

is easy to control and complete.

And finally, even though the following items are buyable, humans in random battles never use these. Harps and dancer cloths aren't here as there are no enemy Bards or Dancers anywhere in the game.

Chameleon Robe

Reflect Mail

Reflect Ring

Feather Boots

Angel Ring

Red Shoes

Sprint Shoes

Rubber Shoes (?) (thought I saw a Chemist in MLAPAN with this though I dont remember well enough)

any bag

any gun outside of that special Germinas Peak battle.

- Credits

People or other sources which provided some of the information here.

FFT Battle Mechanics Handbook: The formulas for the success rates of the Steal abilities. Also provided a few other pointers.

Xero: The random battle on Germinas Peak where one can steal the Stone Gun or more spell guns.

Sarah Brown: Tip of using Yell to increase steal percentages.

JHeady: Being first to write a stealing FAQ and the idea for a stealing chart.

Justin kidwell: Suggested using Sunken State to boost stealing.

DragonFogel: the trick of stealing Gafgarion's equips at Zirekile to duplicate them.

Anyone else who deserves credit that I'm not aware of or have forgotten

- Closing comments

The information here should be accurate. However, if there are mistakes or something you'd like to add, e-mail me.