

Final Fantasy Tactics Straight Character Challenge FAQ Final

by MunkiBleedsGreen

Updated on Jun 2, 2002

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F I N A L   F A N T A S Y   T A C T I C S | Straight Character Challenge
      [presented in THX surround sound]

||=== ||=== =====                               written by MunkiBleedsGreen
||==  ||==  ||  <==Bad Ascii                       (linoleummunki@hotmail.com) 72002
||    ||    ||    At It's Worst                       {best viewed at full screen}
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Foreword: This FAQ has been compiled by me through an on running post of mine on the FFT message board at GameFAQs.com. While I did my fair share of the research, much of this document came from a large group of people whom I will thank later on. While I am the creator of this challenge, I do not claim to be the originator of much of the information present in this document, but the suppliers have given me full consent to present it here. Without further ado, I present to you the Final Fantasy Tactics Straight Character Challenge...

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|Section 1 \_____/ FAQ Information\_____
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-1.1- Updates/Version

V.FINAL - June 2nd, 2002- Version Final?! Yes, you did read that correctly.

This is in fact the final update I'll be making to the FAQ. Sad but true. This FAQ was first created on May 1st, 2001, and now, one year and one month later, I'm closing shop. All future SCC updates will be made on the official site, <http://scc.inferiority.org>. As of this day, though, it's still totally under construction, but in the coming weeks, I'll be transferring all data onto the site. I'll keep you

guys updated on the SCC's board and on the news post at the SCC site. By the end of the month, latest, everything should be completed and I'll be taking strategical input once more.

In actual SCC news, in this final update, there's quite a load of new information. Ultimaterializer has once again contributed a ton of information, and we've got new strats from oo7rules and Qalfie as well. Also, most notable otherwise is that I've finally given in on all the arguements over the Calculator SCC, which has so far proven impossible under the current terms. Thanks to some powerful debating by Master Daravon and the constant attrition on my spirit by many other posters, the new Crystal Method has been added to the Calculator section, designating it as a 100% official SCC, which for some reason or another, a lot of people care about it being. In any case, the Impossible Method is still in the FAQ as well, in hopes that one day, someone may finally prove everyone else wrong. In total, this final update brings in about 20k of new info.

That's all for now folks. Be sure to check out the SCC site and the official board for updates and discussion. Big thanks to all the supporters, all the players, and all the inspiration. Be seeing you on the 'site.

-Munki

-1.2- Information

-Munki's E-mail
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-SCC's Webpage
<http://scc.inferiority.org>

-Munki's Webpage
<http://www.inferiority.org>

-The Official SCC GameFAQs Board
<http://cgi.gamefaqs.com/boards/gentopic.asp?board=4694>

-Strategy Input?
Check the SCC site to find out if I'm currently accepting any

-Hall of Fame Addition?
E-mail me your alias and completed SCC's

-1.3- Upcoming/News

-Check out <http://scc.inferiority.org> for all the current updates and information on the Straight Character Challenge.

-2.1- Introduction

Well now, surely many of you are familiar with the Squaresoft game, Final Fantasy Tactics. If you're not, are you really that bored and dull of a person to go checking out FAQs for games that you don't know about? Shame, shame on you! Well, for the rest of you, it has always been a common complaint that this game is, with the exception of a few battles, too easy. However, the job system of Tactics keeps us all addicted to its' gameplay and in love with the game itself.

Another complaint is the uselessness of certain job classes, and the abuse of more powerful ones. As a supporter of the less popular classes, and someone who adamantly believes this game should be harder, I went out and did something. I devised a bit of a challenge for us all. Perhaps I didn't devise it, but I definitely popularized it.

The basic idea of this challenge: play with only one job class. This, ultimately, creates new challenges abound. Old battles, once thought easy, suddenly smack you in the face. Old skills you once ignored suddenly find reborn usage. Most importantly, you find a new appreciation for job classes you may have not regarded so highly.

Does this interest you? If it does, read on, young warrior, and enter the Straight Job Class world.

-2.2- Rules and Regulations

- >>1. Party must consist of 5 Characters, all set to the same job class. Characters must attain Job before Dorster Trade City, and remain in that class.
- >>2. Characters can not use any other abilities of any other class at all. Any Support, Movement, and Reaction skills must come from their own Job Class.

>>Sub-Rule:

In a Squire challenge, I recommend Ramza to be treated as if he were a regular Squire (ie. Ignore benefits not given to other Squires, like his Guts ability and extra equips) GS'ing Ramz. into a normal Squire may be the best solution. Again, this is nothing more than a recommendation.

- >>3. Special Characters are not allowed, as their enhanced growth can dilute the challenge.
- >>4. High leveling up is not allowed either. The following Level Caps have been set as maximums for all job classes:
 - Chapter 1: 20
 - Chapter 2: 35
 - Chapter 3: 50
 - Chapter 4: 70 - Before Murond Death City

However, remember to use your judgement. These levels shouldn't be approached with most classes. The stronger your class, the lower your levels should accordingly be. Also, because sqpat17 pointed it out, if you take on Mime (and perhaps Calculator), and go over the level cap just to get to the class, don't worry about it and carry on, of course don't level up after that until you're below the cap.

- >>5. Again, you may not use Gained JP Up, Secret Hunt, Move-Find Item, etc. unless your character naturally has it in their class. This is the same as rule #2, but I need to state it twice because this is the most common mistake.
- >>6. Guest Characters can become whatever you wish. A strong Albus and Delita are pretty much required to beat early battles for many classes. Guest Characters may be stripped of their equipment.
- >>7. Monsters can NOT be recruited. If a Human is recruited through Invite, he may be stripped of equipment and then kicked out. Any Special Character can also be stripped and then removed.
- >>8. If you have a problem in the game (Wiegraf, Balk II) use your better judgement. Depending on how much of a purist you are, judge whether to give yourself some leniency for a battle or not. To this date, it has proven possible to win any fight with just about any class, but anyone who thinks they're superior to you for completing this fight without any changes is an arse.
- >>9. Later in the game, at Chapter 4, you may use a full party of Special Characters in a few random battles, just for the sake of your sanity. This applies mostly to people with very tedious jobs like Summoners, Mediators, and Bard/Dancers. Special Characters may NEVER be used in Story Battles or in the Deep Dungeon. [Mucho Gracias Dr Goofy]
- >>10. You may not Dupe Weapons or use the Level Up/Down cheat. Neither of these is technically possible if you stick to the challenge, but it should be said anyway. [Thanks to Cyrus Viruz for pointing this out]
- >>11. At no time may Ramza or any other character change the Brave or Faith of any character unless this ability comes from the selected Job Class (in other words, only Mediator).
- >>12. You may not rise over the level cap to get better weapons from boxilized enemies and then level down to finish under the cap. Shame on you if you say you didn't but really did. You're going to hell, liar.
- >>13. Gameshark Rules: Gamesharks can be used in the following scenarios:
- A)The Dancer SCC: You may use the GS to create a team of 5 Dancers, instead of using Ramza as a Bard. I'm a GS idiot, so don't ask me about the codes for this.
 - B)Easy Advancement: Too lazy to get to Bard, Dancer, or Mime? You may use the GS to open up any classes instead.
 - C)Not Beneficial: You may use GS codes which make the game or the SCC more difficult, such as using the Hard Mode code.
 - D)GS Classes: While not all of them will present the same challenge as the regular set, I'm now allowing GS class SCCs. I may even begin to take some strategies for this...
- >>14. Side Quests: This argument is still in development. Some say that if a class can make use of the Chapter 4 side quest, they should use it: Others think it's not staying true to the SCC if they do go through it. In truth, only Chemists and Thieves can really benefit from it. Personally, I don't see a problem with it... but there are a lot of purists out there...
- >>15. If you don't like the regulations placed on the SCC, then do it your

way. You won't be doing an SCC, you won't get any credit in this FAQ, but bloody hell, don't complain about a video game challenge. You can go your own way </singing>.

>>16. The sixteenth rule of the Straight Character challenge is... don't tell anyone about the Straight Character challenge... and judging from how many new faces I see around this room, many of you have been breaking this rule. ♪_♪

-2.3- Comments On Classes

General comments on each class are listed here. This is intended to interest you into playing different classes and trying as many challenges as possible.

<Squire> The Basic Squire, left alone in the world to their own meddlings. I recommend you ignore Ramza's additional Squire abilities, like Guts and the additional Equips, to keep this SCC true. With basic abilities, basic equipment, and mediocre stats, you'll have to be a bit more patient with these battles.

<Chemist>Perhaps the "safest" of all classes. Their healing and reviving is quite nice and comes in handy in ALL situations. However, their battle power is horrible throughout most of the game, and their mediocre stats can hold you back.

<Knight>The slow, powerful warrior. High battle power will make early fights easier than most. However, a complete lack of long range attacks causes them to rely on melee fighting, and evasion. Handy ability set, but vulnerable.

<Archer>The first class I ever tried this challenge with. Their attacks are crap early on. However, their long range superiority makes most random battles a breeze. There are some story battles which give them advantages, but there are many more which totally handicap them.

<Wizard>A real conundrum of possibilities here. Waiting for enemies to come to you and then unloading with powerful spells seems pretty effective, but when enemies with low Faith or better Speed come around, you could find yourself in a lot of trouble.

<Priest>The second job class I know to have been started in this Straight Challenge campaign (Maligant did it, go Mal...). They have healing, revival, auto-revival, protection, and even one of the strongest attack spells in the game, as well as balanced stats and good Speed. Don't forget though, for the better part of the game, enemies will be killed with their sticks, and their healing and revival is quite unreliable.

<Monk>A powerful class, in both stats and skillsets. The obvious advantages come in HP healing, status curing, revival, and long range attacks. High Brave characters will dominate the game early on, and moves like Wave Fist and Earth Slash will become powerful staples of strategy. Remember though, they do have pretty poor HP. Still a fun class.

<Thief>Obvious advantages come in the Steal set. You can get nice EXP early on, some equipment you couldn't get otherwise from Secret Hunt

and the Steals, and even the glorious Move and Jump +2s. They have great Speed too! Of course, they have horrible PA and must depend on the very very "iffy" Steal Heart to do their damage for them. Also, they have low HP, and no actual long range attacking. Don't even get me started on how they can beat Wiegraf or Velius...

<Time Mage>Another fun magic class. They have a good ability set which can be made great use of very early on, much moreso than other mages. They have one of the best arguable movement skills, and one of the potentially strongest Support Skills too. However, aside from the undependable Meteor and Demis, they have no real attack power. They must be drawn into melee combat, where they are quite weak.

<Summoner>A lot can be said for wide range attacks that can be pulled off from many many Squares away. Target Unit, and run. Sounds pretty effective, no? They have healing, attack, and protection, too! Then you remember: They have low HP and below par Speed. Also, until you get their precious Support, your Summons better get the job done the first time, or you'll be left with guys in funny hats and no MP.

<Geomancer>A very versatile class which I have always touted as a wonderful job. They have a good assortment of equipment to make use of, and have great melee combat, and good long range attacks too. Attack Up comes in handy. On the down side, they only have average HP, which isn't good for a close range fighter, and their abilities do little damage.

<Lancer>With their Jumping prowess, good movement ability, great reaction ability, and high PA, you may mistake Lancers as a generally very easy class. But remember: Chapter 1 will be spent without any weapons. And your Jump skills will require a few thousand JP to be useful. Long road ahead.

<Oracle>Another fun class. Their status abilities can make battles terrifically fun, or downright frustrating. It all depends on Faith values, and your luck. Early power spells like Paralyze and Drain Life only grow stronger as time goes by, and they have a two space range weapon which packs a punch. Just remember, they are by no means tanks, and fall prey easily to melee combat. It's really a matter of luck...

<Mediator>An interesting challenge to say the least. You must now make use of all those skills which most of us have ignored in the past. Psst, Mimic Daravon can be quite useful. However, Threaten may just become your favourite ability of all time. It's that good. Remember to check the Rules and Regulations on these guys too. Their downsides? Low HP, weak attacks throughout the game, and a limited pool of good abilities.

<Ninja>A favourite among Tactics players, the Ninja remain a strong choice for this challenge. Despite some possible difficulty in getting the class, once there you will find certain battles to be heaven, and others to be hell. Great PA, and simply excellent melee and long range attacks, accompanied by a high move rate and Speed make Ninja one of the most powerful classes in this Challenge. Still, they have their weaknesses. Their HP probably won't ever break the 200s.

<Samurai>I'll be blunt with this. Their skillset is the most varied set in the game, and has a LOT of power. Early on, they'll be

extremely weak, but once the Samurai Swords appear, prepare for a much more entertaining game. The big drawback of this otherwise excellent class? Gil. You'll need it by the ton to keep up with their expensive hobby of smashing swords.

<Bard>Hah. Well I won't say this will be remotely easy. Their battles mostly consist of playing the waiting game, hoping to gain enough Speed and PA in order to wreck the opposing side. They have terrible PA and HP, and their skills take forever to pull off. Still, it's definitely possible.

<Dancer>This of course isn't possible to do completely true without a Gameshark. If you have one, go for all Dancers. If not, Ramza plays the part of the Bard, and this makes this scenario a tiny bit easier, and it certainly needs it. Again, the game reverts to you running and hiding from foes while their performances slowly chip away at them.

<Mime>Yes, this is apparently possible possible. From what I've read, sqpat has even completed this SCC. Their PA is adequate to turn them into melee forces, but without any skills, winning seems like a long shot. As Phoenix says, a Mime is a Monk with no abilities.

<Calculator> There's two ways to go about this. The Crystal Method (haha) and the Impossible Method. Patience and luck will help out with the Crystal Method, and Divine Intervention is perfect for the latter. Even with a bit of Magic thanks to Crystals, you'll have to make up for their atrocious stats with some skillfull strats.

|Section 3 \ _____ / Class Strategies\ _____

-3.1- Generic Strategies

\Class Stats\

You never know when that one extra point of Speed, or even PA or MA could really make the difference. If you find yourself just coming up short, refer to the stat charts in the classes' reviews to find out when your points of salvation are coming.

\Proper Team\

When starting the game, you'll probably find that the characters the game has generated for you aren't very good for your chosen class. In this case, dump every single one of them that doesn't fit in after Gariland. With this money, you will then be able to find better characters who fit your class. Make sure to get good Brave/Faith Levels and the proper gender, and under the right circumstances, properly aligned Zodiacs. Classes which depend on each other, like Time Mage, Summoner, and Priest, among others, may want to focus moreso on Zodiac, since a Good alignment can REALLY enhance your results.

NOTE sqpat reports that Capricorn (Jan. 1st) is the best Zodiac for Ramza. It gives him good compatibility with Gafgarion, Wiegraf, Meliadoul, and possibly others.

\Getting There\

If you aren't playing Squire or Chemist, you will have to get your guys the right specifications for their job. This is usually easy. Go back

and forth across Mandalia and Sweegy. Save very often, because it only takes a few Chocobos to take you out sometimes. If you really must, use Gained JP Up until you can get into your job. Upgrade your characters as it comes, and the challenge of the random fights should diminish.

\High Level Jobs\

You've chosen a job in the third Tier (Summoner, Mediator, Lancer, Geomancer) or a complex job like Samurai, Ninja, Bard, Dancer, or Mime, and now that you've gotten them enough Job Levels, you notice that your Level is kind of high for where you are. If you are a true purist, now is the time to make use of the Degenerator Trap in the ditch of Zeklaus Desert. Level down a bit, if only to keep the challenge consistent.

\Speed\

A key statistic in many battles is Speed. I've heard many times of one point of Speed being enough to push the player to victory. Thus, remember that if you're stuck at Golgorand, Lionel, or any other location, most non Thief/Ninja classes get Speed bonuses at around Level 18, then at Level 35, then at around 52, and finally at around 69. After that, the level cap is broken, so it's irrelevant to this challenge.

\Anti Magic\

Plain and simple. If your job class does not use Faith to calculate any of it's abilities, make sure you keep it as LOW as possible. Use Reflect Rings in Mage heavy fights, or Reflect Armor if it's available. The following classes require Faith: Chemist, Wizard, Priest, Oracle, Time Mage, and Summoner. Chemists only require it if you plan on using the Faith based Elemental Guns.

\Zirekile Falls\

I was pretty sure that this was basic knowledge, but I've noticed a few people having a bit of trouble here. Before the fight, change Gaf into a Wizard, Priest, or Time Mage, to weaken him physically, and then remove his other abilities and all of his equipment. Now prepare to hand him his own head on a platter.

\Riovanes Castle\

For many jobs, this could be the breaking point. Some Jobs, like Mediator, Archer, Thief, and Bard/Dancer, may find it impossible to defeat Wiegraf. Others simply can't damage Velius enough. Worst yet is the Rooftop Brawl. Speed is key here, so what if you're a slow class? Well then, take another way out. Get creative and get around your difficulties.

-Archer, for example, can become a Knight with Equip Crossbow, to retain the Archer's original intent. Now, with Chameleon Robe and Feather Boots, it becomes possible to defeat Wiegraf.

-Velius just takes a heavy assault and a lot of luck, as well as playing around with equipment. Take your time.

-Finally, the Rooftop Battle also involves luck, but there's another way around it. Unequip one of your characters, and move them towards the Assassins and Elmdor. They will now target THIS character, drawing attention from Rafa. Double up on the nudity to draw attention from both assassains to ensure victory. Much thanks to TallgeeseVI and DragoonMRM for this great tip, dubbed the Naked Strategy, and a bit of extra thanks to Strat wunderkind Ultimaterializer for the double-up tip.

\Murond Death City - Balk\

This applies to just about all Mage classes. Use this formation for the best results.

~ ~ ~ ~ X X-Mage
R X X X ~ R-Ramza

At nine spaces away from Rofel, he'll be forced to charge ahead and use some Yin Yang magic instead of slaughtering you with Shellbust. Nuke him with some spells and move along. Love to Ultimaterializer for that.

\Murond Death City - Altima\

Another nice little tip for any classes which have the ability to revive or heal. Keep Alma alive! Computer AI will generally target the weaker leveled characters and Guests. Alma covers both of these needs. Altima will generally spend its time killing Ramza's sister or trying to destroy her positive effects. Thus, by keeping Alma alive, you'll distract Altima indefinitely.

-3.2- Job Class Specific Strategies

- I. Squire - More Strat Coming
- II. Chemist - More Strat Coming
- III. Knight - More Strat Coming
- IV. Archer - More Strat Coming
- V. Wizard - More Strat Coming
- VI. Priest - More Strat Coming
- VII. Monk - More Strat Coming
- VIII. Thief - More Strat Coming
- IX. Time Mage - More Strat Coming
- X. Summoner - More Strat Coming
- XI. Geomancer - More Strat Coming
- XII. Lancer - More Strat Coming
- XIII. Mediator - More Strat Coming
- XIV. Oracle - More Strat Coming
- XV. Ninja - More Strat Coming
- XVI. Samurai - More Strat Coming
- XVII. Bard - Complete?
- XVIII. Dancer - More Strat Coming
- XIX. Mime - More Strat Coming
- XX. Calculator - More Strat Coming

-Note: "Relevant Stat" sections will reflect only what the Recommended Party lineup would use (ie. Squires do not require MA, and should all be Male, so therefore, only Male PA Growth would be listed, and only as high as the SCC level cap, which is Level 70. If you want a complete listing, including HP, for both Sexes, head to Turd Ferguson's magical site:

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

And again, Speed Growth is the same for all classes except:

Ninja, Thief, Mime, Priest Calculator, and Summoners.

Normal Speed Growth:

Level 1 - 6
Level 18 - 7

Level 35 - 8
Level 52 - 9
Level 69 - 10

As a final note, Ramza's stats will always be above the listed stats for Males, as he has a higher base stat. He will gain those stats at those levels, accordingly, though.

____ 1__2__3__4__5__6__7__8__9__10__
/-I-/Squire____/Difficulty: |=====* |__|7.5|_

Recommended Party: 5 Males. High Brave, Low Faith.

Advantages: Fast Growth, Throw Stone, Dash, Accumulate

Disadvantages: Average Stats All Around, No Powerful Skills,
Lacking Attacks, Lack of Useful Reaction or Support Ability

Basics: Far be it for me to criticize a class, but when you think mediocrity, you think Squire. Most people would never logically bring a non-Ramza Squire into a battle after Chapter 1. Imagine going through the whole game as one. Early on, they can perform pretty well. With a cheap long range attack, Throw Stone can lead to getting them all of their abilities quickly, and even weaken enemies after a few throws. Dash is an indispensable Squire ability. The 100% hit is nice, but the best thing is the fact that it doesn't trigger Reaction Abilities. This should be used to your advantage. Most of this game's difficulty lies in the fact that your characters must rely on building their PA up before attacking the enemy. Still, the challenge is worth a shot. Hey, they even get Gained JP and Move+1!

Set Up: Basic Skills / Counter Tackle / Defend / Move+1

Relevant Stats:

Speed Growth - | Normal |

Male PA Growth - | Level 1- 4 | Level 8- 5 | Level 22- 6 |
| Level 35- 7 | Level 49- 8 | Level 62- 9 |

Battle Strategies

NOTE: Since I've decided to attempt to enforce a more strict Squire SCC, I've purged the strategy section of some Squire strats, most of which involved Ramza using his special abilities to win fights. Sincere apologies to Ex Soldier Cloud, since he provided great info.

>>Accumulate: This move is your best friend. You MUST make use of it or you will die. Two to four times should be enough to get you through a battle, and then they become Knights with less HP. In fact, get this BEFORE Gained JP Up, since it will prove more beneficial in fighting the earlier, treacherous random battles. Sit back and enjoy your battles, Accumulating until the enemies come to you.

>>Fort Zeakden: This battle can be tricky if played conventionally. The big trick to this, any many other all Squire battles, is to

- run and hide. Move all your units behind the Fort and Accumulate. Delita should be dead by the end of the enemy's turns, and then come back up again if Albus gets damaged before his next AT. This should give you more than sufficient stall time to build up your guys. Wait for Albus to come to you, then beat the hell out of him.
- >>Goug Machine City: Spread your Squires out as much as possible, and keep Ramza away from the Summoners, who can easily toast him. Try to avoid any damage while your men accumulate to an adequate power (3 to 4 times should do nicely), and then charge ahead. Ramza can deal with the Thieves, leave the others to your "support Squires" Also, take advantage of the rooftops and drops here, throw some stones and use Dash a bit.
- >>Golgorand Execution Site: Wizard Mantles are necessary here. Luck will be nice, too, since if Gafgarion is wearing a crap robe, instead of armor, he'll be a much easier kill. Bum rush him first and then charge after the Time Mages. Kill off the three enemies on the top walls, using Dash and Throw Stone when possible. Wait at the wall now, accumulating, and let your victims come to you.
- >>Lionel Castle- Gates: 9 Speed will do here, along with Battle Boots on Ramza and Rubber Shoes on the Support Squires. Make a break for the switch and allow your other men to take our Gaffy. It's fine if Ramza dies, since Gaf's death will revive him. The enemies outside will prove mostly ineffective, with their lightning based weapons, so waste the Summoner and then finish the rest.
- >>Limberry Castle: Ramza should wear 108 Gems, the rest, N-Kai Armlets. Spread out and allow some Squires to be Blood Sucked.
- >>Orbonne Library- Rofel: Germinas Boots and Reflect Mail for Ramza, Powersleeves and Reflect Rings for the Support. Accumulate for a while and kill the approaching Summoners. Let the rest come to the Support, but chase Rofel with Ramza.

_____ 1 2 3 4 5 6 7 8 9 10 _____
 /-II-/Chemist_/Difficulty: |==* | 1 | _

Recommended Party: 5 Males. High Brave, Mid-Faith.

Advantages: Reliable Healing, Revival, Long Range Healing, Guns,
 Auto Potion, Move-Find Item, Status Negation.

Disadvantages: Low HP, No Early Long Range Attacks, Never a Physical
 Powerhouse.

Basics: A very defensive unit. Access to this class is immediate. Early on, Knives will prove to be pretty useless against most enemies. However, their healing should keep them alive. The "Lure then Surrond" strategy will have to be used until you have access to Guns. In Chapter 1, you'll find yourself probably depending on Delita and Albus for the majority of the kills. Once you get Guns, though, your Snipers will be able to kill many enemies from great distance in a few attacks. They can benefit from Deep Dungeon, and are actually the only ones besides Thieves or Summoners who can do so. It will take a great amount of trouble, but they can rack up a lot of rare and beneficial equipment.

Set Up: Item, Auto Potion / Equip Change / Move-Find Item

Relevant Stats:

Speed Growth - | Normal |

Male PA Growth - | Level 1- 3 | Level 7- 4 | Level 27 - 5 |
| Level 47- 6 | Level 67- 7 |

Battle Strategies

>>Build Up: Be sure to learn Potion and Phoenix Down first. After that, move onto Hi-Potion, then X-Potion, then Holy Water, then Remedy. You really shouldn't need anything other than that.

>>Pack' Em Tight: Keep your Chemists within six or so spaces of each other. This way, Mages don't get to take advantage of groups, you still get to use your guns from a safe distance, and you have enough space between so that you can still Heal or Revive other Chemists.

>>Deep Dungeon: Abuse it!!! You can get a fair amount of nice equipment for your phriendly Pharmacists here. Check another FAQ for all the locations, and see what you need and what you don't. If you work up to Tiger, you can get all 3 elemental guns.

>>Murond- Hashmalum: Your best chance at this is to vary your equipment a bit. If you have the Vanish Mantle, put it on Ramza, while the others should get Germinas Boots or Sprint Shoes. Keep any Chemist not equipped with an Elemental Gun, if you have any, as a Healer, and attack whenever you have the chance to. Avoid Meteor at all costs!

_____1__2__3__4__5__6__7__8__9__10__
/-III-/Knight_/Difficulty: |=====* |7.5|_

Recommended Party: 5 Males. High Brave, Low Faith.

Advantages: High HP, High PA, Equipment Breaks, Weapon Guard, Knight Swords Late in Game.

Disadvantages: Poor Movement, Battle Skills Sometimes Irrelevant, No Movement or Support Skills of Use, No Long Range Attacks.

Basics: The walking tanks. These guys can have either very easy, or very hard fights. They are about unmatched in melee combat. Easily accesible, they will prove to dominate most of the early on fights. With Weapon Guard, Shields, and Mantles, they can become HIGHLY evasive. Stat Breaks are good for Random Battles and are a nice way to level up faster, and the Equipment Breaks can make short work of many story characters. However, they are handicapped in the area of manueverability. With a lower speed rating and a Move and Jump of 3, it may take a while for them to get going. Lack of any long range attack don't help either. Most often, the enemies will get the first attack. Later on in the game, Knight Swords (from Orlandu and Meliadoul) can enhance your party to no bounds. Just remember, a group of mages can really hack away at you, even with Low Faith.

Set Up: Battle Skills / Equip Armor / Weapon Guard

More Equipped Is Always Better
Than Less Equipped

Relevant Stats:

Speed Growth - | Normal |

Male PA Growth - | Level 1- 6 | Level 8- 7 | Level 15- 8 |
Level 22- 9	Level 29- 10	Level 36- 11
Level 42- 12	Level 49- 13	Level 56- 14
Level 63- 15	Level 70- 16	

Battle Strategies

- >>Slow and Steady: Try to slow every battle down as much as possible to aid the Knights. Stay far away from the enemy and when one gets close to you, break him down.
- >>Evasion Abuse: Keep up to date with the best Shields and Mantles. Also, use Weapon Guard!!!
- >>Weapon Break: Probably the most important ability in Story Battles. Use it to nullify Gafgarion at Golgorand and Lionel.
- >>Speed Break: When faced with the strongest of the Zodiac beasts, Speed Break can really give you a strong advantage. Zalera, namely, is crippled by dropping his Speed. Remember, your Knights may be slow and practically immobile, but when the enemy's slower and more immobile, you're bound to pull off a victory. The actual process of Speed Breaking is risky since you're leaving much to chance, but if you get to swarm, you're bound to drop them by a few points.
- >>The Healing Ice Knights of Ivalice: Ice Brand + Ice Shield = Savior. Once these items are made available, your Knights now stand a fighting chance in later battles when the situation seems dire. While you are giving up somewhat of a power advantage to the enemy, sometimes you will NEED that healing. Don't depend on this strategy, though, since you'll need to rely on grouping your Knights together, which is suicide in several battles. This should really be more of a last resort strategy towards the end of the game.
---INSERT ULTIMATERIALIZER STRATS HERE---
- >>Lenalia: Battles Boots are a must. Move your party back at first. Allow Miluda to move in to attack your Knights from the front, and then swarm. Barring any change in the earth's gravitational pull, enough of these attacks should land so as to knock off the dame.
- >>Zaland Fort City: Forget about saving Mustadio, you're much more important. 3 Knights in Spiked Shoes, 2 in Battle Boots should be adequate. Scale the walls and target the Archers first. Be sure that Ramza avoids the Wizard spells, as well. With enough luck, you should take relatively little melee damage.
- >>Bariaus Hill: Stay the hellback at first. Agrias and Mustadio should hopefully charge forward and do the brunt of the work for you, allowing you to simply clean up after them. The Summoners will hopefully drain themselves of MP for the most part before you're in range. Move the wounded back, and rely on evasion when facing the Knights.
- >>Golgorand Execution Site: Level 18 should be suitable here. Favour evasion over power here, since you'll damn well need it. Take out Gafgarion as early as possible, ideally in the first round. After that, get out of Time Mage range and work on the Knights, but be sure to protect your flank (in other words DON'T LETS TEHM TOUCH JOO IN TEH BAK1!1). Be sure to protect your wounded, since Archers can be bastards about the "pick on the weak guy" situation. After the Knights, and eventual Time Mages, things should be smooth sailing.
- >>Orbonne - First Floor: Lure single Lancers (well, hopefully single, because pairs will kill you) out behind the stone slabs and hope to off them in a single round of attack. Lather, rinse, repeat after that until the main threats are offed. The problem here

comes with Jump. Generally Jump = bad for you. So... just pray that the computer forgets about it having a good skill.

>>Orbonne - Izlude: Use Germinas Boots and wait in the back for the enemies to move ahead. Scale the wall when the time's opportune and hope to bust through Izlude's Mantle.

>>Orbonne - Wiegraf: Germinas Boots / Chameleon Robes will help out here. Use the X formation and then just charge him after he hits your guys. With luck, the battle ends in one round.

>>Yardow Fort City: White Robes all the way. Ice Shield and Rubber Shoes may help as well. With luck, Rafa has Move+1, so that she can safely escape to the corner of the map. Form a human shield around her and let the Ninja come to you. The real challenge here is getting Rafa to survive the onslaught of throwing stars and elemental balls.

>>Riovanes Castle: Chameleon Robe on Ramza, along with Germinas Boots. Other Knights should have N-Kai Armlets, with one also getting a pair of Boots. The Booted Knight should be behind the right flame, by the way. Wiegraf can be taken down with some faith in the Goddess of Evasion. For Velius, move Ramza back four spaces, which of course causes Velius to charge and try to cast a Summon on Ramza. The other Knights can now pound him mercilessly as he charges. Velius will probably next use Seal, but then be killed. Not nearly as bad as one would expect, no?

>>Limberry Castle - Inside: Set your Knights up in four corners with Ramza at the front. Equip one of the generics with 108 Gems. Now, move Ramza ahead and let nature take it's course. One Vampiric Orgy later, and you'll be the victor.

>>Limberry Castle - Zalera: Chameleon Robes on everyone, Ramza with an N-Kai, others with Jade Armlet. The Healing Ice Knights are also strongly recommended. Just keep your HP high, ignore waking any Knights who fall asleep, and keep attacking Zal.

>>Igros - Adramelk: N-Kai Armlets all around. Do the usual sitting back and allow Dyce to come towards you. Surround and pummel him. Adramelk is now surrounded by your Knights, and even with his powerful summons, he won't be able to take damage from five Knights for very long. A few Knights will drop, but Adramelk will go with them.

>>Murond Holy Place - Zalbag: Vampiric Orgy Take Two. Have fun.

>>Murond Death City - Rofel: Healing Ice Knights, with Rubber Shoes, and Reflect Mail work here. This will negate most of the Magic offense. Take care of the Generics and try to stay nine spaces out of Rofel's way. After the enemies are dealt with, try to lure Rofel your way. Breaking his Save the Queen would be very ideal, and expect to lose some equipment during your attempts.

>>Graveyard of Airships - Altima: Generics should have Healing Ice Knight equipment, along with Black Robe and a Bracer. Ramza should go with the Excalibur, Ice Shield, Reflect Mail, and a Bracer. Move your Knights ahead, back to back, six panels apart, with Ramza at the front of the party. If you can off a Demon before it gets a turn, then by all means do so, but don't bother if it can escape to use Ulmaquest. Try your hardest to keep Ramza out of any Grand Cross situations as well. After the first form, the second should be, by all means, cake. Speed Break Altima down into a state of almost not moving, and then pound it into nothing with your superior fighting machines.

Recommended Party: 5 Males. High Brave, Low Faith.

Advantages: Long Range Attacks, Concentrate, Speed Save, Can Attack From Nearly Anywhere, Low # Charge Skills.

Disadvantages: Mediocre PA, Mediocre HP, Lack of Useful Abilities, Very Weak Weapons Late in Game, Occasional Awkward Attack Positions.

Basics: Sure, we've all used them before a bit. And probably mocked them. They don't really deserve all the smack they get though. A well placed line of Archers can kill off an enemy faster than a well placed line of Chemists any day. Though their attacks are very innacurate, Concentrate more than makes up for that. Only Arrow Guard and Blade Grasp can stop their assault then. The biggest drawback to these guys come when facing enemies head to head. Usually, they can't draw back fast enough before they get way too damaged. Some battles can really drag on, as well. A dropped Archer often results in a crystal appearing pretty soon. Also keep in mind the insane difficulty that comes with facing Velius.

Set Up: Charge / Speed Save / Concentrate / Jump+1

Relevant Stats:

Speed Growth - | Normal |

Male PA Growth - | Level 1- 5 | Level 6- 6 | Level 14- 7 |
| Level 22- 8 | Level 31- 9 | Level 39- 10 |
| Level 47- 11 | Level 56- 12 | Level 64- 13 |

Battle Strategies

>>Swarm: Archers can OWN random battles with ease. Your best strategy in any battle would be to take to the highest ground possible while waiting for your enemies to enter your range. Once they do, launch your arrows. Kill any yellow Chocobo first, with extreme prejudice. If you can not finish all the enemies with ease, just set them into critical and then move in later to finish the strays off.

>>Fort Zeakden: With Jump+1 on, the Archers can climb up the box on the side to the roof. From there, they have superiority. You should be able to kill Algus easily, but for fun, kill off the rest of his party before hand.

>>Golgorand: Use Arrow Guard to quell the opposing Archer threat. Use Charge+5s to take out Gafgarion early, then concentrate on the Knights. Try to take refuge on the wall with as many characters as possible and you won't have trouble with the rest.

>>Outside Lionel: Be sure to bring spare equipment. Equip Ramza with Battle Boots and the rest with Rubber Shoes. Ramza needs to make a mad dash to the gate switch, and he might need a Speed Save or two to make it in time (he'll need to survive three night swords...). He'll surely die by the time he gets there. On the outside, only the Summoner will be able to do damage to the outside Archers, so kill him first, but remain close to the gate. Charge in once the gate is opened and eliminate Gaff with Charge +5's. Ramza will re-raise once

Gaff is dead. The rest is a breeze.

>>Riovanes: Recommended Equip:

Windsplash Bow

Green Beret

Power Sleeve

108 Gems

Make sure to equip Speed Save. You should have 8 speed base now, as long as you're between Levels 18-35. Wie will go first and Stab you. If it triggers Speed Save, you'll get 2 turns in a row, since you're already at 100 CT. Use the best Charge available, probably +5, and then one last attack regular attack should put him away. Velius will be a task. Kamikaze Ramza to get in a few attacks and then be sure to lure him down the stairs. Unleash a few Charges as he proceeds down. If an Archer's targetted with a Summon, attack and proceed to throw him into the water. A war of attrition, which you should win with a little luck. Good affinity, and a critical or two would do the trick.

-**Ultimaterializer Offers This Alternate Strategy**-

Pre Battle Formation:

Ramza's Party	Second Party	
~ ~ R ~	A ~ ~ ~	R-Ramza
~ A ~ ~	~ X ~ ~	A-Archer
	A ~ ~ ~	X-Import Archer
		--Space

^Hope I had this correct. Hard to judge from Ultima's Ascci :P

Swap 108 Gems for Sprint Shoes. At the battle's start, move two spaces back, and one right. And after, into the right corner. Wie will Earth Slash both times. You should survive (not sure if you have Good Affinity, definitely Neutral). Check the AT list now. If you have turns 3 & 4, move two spaces left and fire into the air. If you have 5 & 6, move two left and wait. Which you get depends on how well Speed Save worked. Wie will launch a final Earth Slash. Use the double turns you should get now, with beefed up Speed, to off Wiegraf. Here comes Velius. Move Ramza into the ditch in the back left, just where the water starts. Velius should come down and charge Cyclops on Archer X. Here comes the fun. The four Generic Archers all need to get their hits in while he charges, but the three that aren't targetted by Cyclops must stay out of the spell's range. Also, one must get positioned one space behind Velius. This will, in effect, save Ramza from a Demon attack. Now, Ramza will get a shot in, and everything goes off. Move Ramza to the left side of the room, just behind the divot on the bridge. You'll be able to get a strong attack in here. Afterwards, expect Archer X and Ramza to drop. However, now you'll simply have to spread your last few Archers out and deal some damage to defeat the Goat man.

>>Bethla's Sluice: This battle could be extremely tricky, due to the large amount of damage characters on the higher grounds can do before you can even begin to damage them. To start, all characters should have Hunting Bows, Green Berets, Power Sleeves, and Angel Rings. The 3 characters in Ramza's unit should get Platina or Diamond Shields, while the other two Archers should get Aegis Shields. Arrow Guard is also a necessity. Charge the 2 Archers forward, allowing yourselves to be targetted by Wizards. You may want to wait to draw them out at first, but basically, try to kill off the Wizards with their own spells, adding in Crossbow damage as necessary. Ramza's men should sit back and let the Knights come at them, taking refuge in the water

if possible. After the Wizards and Knights are finished off, move in and kill the Archers and guarding Knights. With luck, you'll be able to finish the Knights before any of your Archers have fallen twice.

>>Murond-Balk: Use the Bowguns (Gastrifitis I believe), Flame Shield, and Rubber Boots. Now crowd the top area, mostly the four spaces at the very heighest edge of the level, and just between. The Hydras can't fly over and since their flame breath is negated, you won't have much trouble taking them out. Cross the bridge then and off Balk, ignoring the Behemoth.

____1__2__3__4__5__6__7__8__9__10__
/-V-_/_/Wizard_/_/Difficulty: |=====*_/_|5.5|_

Recommended Party: Ramza + 4 Females. High Brave, High Faith.

Advantages: Long Range Magic, Powerful Spells, Counter Magic,
Magic Attack Up, Strength Only Limited To Growth, Flare

Disadvantages: Horrible PA and HP, Can Run Out of MP, Expensive
Abilities, Needs High Faith (Heavier Damage From Magic), No
Movement Ability

Basics: These guys can be miniature war machines. They must stick with the "Wait and See" strategy of battle. The cross panel spells will prove to be endlessly useful. However, you must be very careful with your usage of Magic, especially earlier on. Without a method of regaining MP, they can be left helpless. In Chapter 1, for story battles, it's best to let Delita and Albus do the load of the work and only toss a few spells around. They work wonders in Assassination scenarios, and it is actually a nice strategy to kamikaze them into your target, knowing full well that at least one will get a spell off. However, you can't always charge them head on. That would be a very BAD idea. Counter Magic pays off nicely against enemy mages. It takes forever to get some of their best abilities, so you may want to have each learn only one element. And by "Strength Limited Only to Growth", I mean that they don't depend on their Equipment and what the stores can sell them for their power. They can simply learn a new spell and take a huge step up.

Set Up: Black Magic / Counter Magic / Magic Attack Up

Relevant Stats:

Speed Growth - | Normal |

Female MA Growth - | Level 1- 7 | Level 5- 8 | Level 12- 9 |
*Also Ramza's | Level 18- 10 | Level 25- 11 | Level 32- 12 |
| Level 39- 13 | Level 46- 14 | Level 52- 15 |
| Level 59- 16 | Level 66- 17 |

Battle Strategies:

>>Patience is a Virtue: To pull off some of the best spells available, and even in some cases the lesser magic, your best chance, often, is to let the enemy use their turn first. Starting a spell while their CT is lower can pay off when it comes to using spells like Flare. CT Watching will probably come as a natural talent over the course of the Wizard challenge.

- >>Elementary Elemental Education: Elemental weaknesses can often be the best blessing a Wizard could get. For random fights, take the time out to find which element does the most damage to what enemies. In battles with human characters, double check their equipment and see if they've been given any strengths or weaknesses. And earlier on in the game, use the Elemental Rods to your advantage, if possible.
- >>Levelling: If you really need to gain some levels and get some JP, simply use Frog on a surviving enemy and whack that green sucker do death with your painful murder sticks.
- >>For The "Big" Battles: Assassination battles boil down to "Use Flare" Wait for your target to come to you, taking kills if necessary, and wipe them off the face of Ivalice with a searing sun flare. In later story battles, abuse Angel Rings, because Flare is mighty slow, so injuries on your side are quite imminent. This strategy can be applied in Limberry, Murond Holy Place, Murond Death City, and the final battles against Altima. Mindless, but effective.
- >>Lionel Castle: Ramza, along with one other Wizard, can easily scorch Gaff out of existence in a few short turns. The main threat here are the Archers and Knights. The Summoner will probably go down in cross-fire, so you should concentrate on killing the damage dealers first.
- >>Riovanes: Wiegraf should go down to a simple Flaring. You want your support to start towards the back of the room. Have Ramza retreat when Velius shows. Now wait for a member to be targetted by Velius. Move that member forward and target him, even if death is imminent. Bring up the rest of your team and unleash as many Flares as possible. You'll probably need a bit of luck with this one, but this fight will be easier than the ones most have with Velius.
- >>Orbonne- Rofel: Thief Hats and Red Shoes work best here. Your party formation should resemble something like this...

```

~ ~ ~ ~ W W-Wizard R-Ramza
R W W W ~ ~-Space

```

Just keep your guys 9 spaces away from Rofel at all time. When he eventually goes to charge Petrify, hit him fast while he's casting it to get around his Magic Evade.

- >>Murond Death City- Balk: Thief Hats, White Robes, and Sprint Shoes here, folks. As for the formation, Ramza's squad...

```

W X R ~ W-Wizard w/ Good/Best Compat. w/Balk R-Ramza
~ ~ ~ ~ X-Wizard w/ Bad/Worst Compat. w/Balk ~-Space
~ ~

```

The other party should simply get as close to Balk as possible. Move Ramza's party, as a whole, one space back and one space to the right. The rest should be slowly, but cautiously approaching the other side. Keep them out of the monsters' and Balk's range though, which is 9 spaces for the Hydra-types. Balk should concentrate on the Bad/Worst Wizard as he slowly crosses the bridge to attack, since that's the only Wizard he should be capable of hitting. Just unleash a flaring hell upon him once he's within range.

- >>Graveyard of Airships- Altima: Flash Hats, Light Robes, and Angel Rings all around. For the formation...

```

~ W R ~ X W-Wizard w/ Bad/Worst Compat. w/Altima R-Ramza
~ ~ X X X-Wizard

```

Hopefully Altima will charge at Alma with a physical attack from the start. Otherwise, you might be screwed. Flare Altima with the three

and a Golden Hairpin for MP. This will most likely cause Wiegraf to die miserably after his first attack. For Velius, your best shot is the Holy strategy. Spread your Priests out though, to avoid death.

1_2_3_4_5_6_7_8_9_10_ | 3 |

Recommended Party: 5 Males. High Brave, Low Faith.

Advantages: High PA, Long Range Attacks, Healing, Revival, Status Curing, Variety of Skills, Counter, Restore HP, Hamedo

Disadvantages: Lower HP, No Armor, No Hats/Helmets, Some Skills' Use Questionable, Not Very Manueverable

Basics: The real heavy hitters. You wouldn't imagine just how strong a team of High Brave Monks can really be until you use them. I'm sure you have an idea though. Multiply that one thousand fold. Early in the game, they are more than safe. With powerful, non-weapon based attacks, and more healing than is even necessary, they are one of the few jobs that can breeze through Chapter 1 relatively easy. When in a dangerous battle, be careful to keep endangered characters from being trapped around non-level ground, or Revive will be useless. Keep your team together and designate a healer. Utilize their various abilities too. Secret Fist definitely can be made use of. Your only weakness would be Mage types on high ground, or fast moving characters, like Ninja or hasted enemies. Otherwise, they always stand a good chance.

Set Up: Punch Art / [Reaction Ability Can Fit Situation] / Move-HP Up

Relevant Stats:

Speed Growth - | Normal |

Male PA Growth - | Level 1- 6 | Level 6- 7 | Level 14- 8 |
| Level 22- 9 | Level 29- 10 | Level 37- 11 |
| Level 45- 12 | Level 52- 13 | Level 60- 14 |
| Level 68- 15 |

Battle Strategies

>>Ranged Attacks: Keep your distance with these fierce fighters.

Though their fists can be very powerful, it's often the best choice to stay as far away as possible from the enemy, using Wave Fist and Earth Slash to deal your damage. As a plus, with Earth Clothes, you can endlessly Earth Slash your team for damage on the enemy, and HP for your characters.

>>Hamedo: It works against all humans, and Zodiac monsters, as you probably know. This pays off in Physical attacker heavy battles. This move can be quite advantageous in Riovanes, as if Wiegraf or Velius are too close to a character, he will try to attack them physically.

>>Riovanes- Inside: Most important is to experiment first. Find out how much damage deals, and adjust it so that you'll be put into critical after two. HP Restore will save you then, with luck. Earth Slash him to death. When he changes to Velius, and Ramza's HP should be full. Bring Ramza one spot above the left torch. In this situation, Velius will opt to use Cyclops. If possible, have Ramza

get in another attack, but you should probably move him out of the other Monk's way. Punch him to death afterwards and don't bother to Revive.

>>Igros Castle: Earth Clothes and N-Kai Armlets do nicely here. First, move out of Lightning Stab's range and allow Adramelk to move towards you slowly. Earth Slash away when he's within range, of course disregarding your own protected Monks. Once Dyce falls and changes into Adramelk, chase him back down to the initial bridge, using Chakra to survive the surely coming Bahamut. Surround him when possible, and proceed with the Zodiac Raping.

>>Murond Death City- Balk: A very reliable strategy to use, so long as you're levelled to around 45. Germinas Boots and Earth Clothes are necessary. Here's your formation...

Team Ramza	Other	
~ ~ ~ ~	~ ~	R-Ramza M-Monk ~-Sppace
~ R ~ ~	~ ~ M	G-Monk w/ Good/Best Compat. w/Balk
M G	~ ~ M	

This should draw Balk to try and Arm Aim the Good Compat. Monk. So long as he misses, he's dead. Balk should be on a space with a Height of 6.5. Get in line with him to Earth Slash, going on spaces as high as 8.5 in height. Shouldn't have much trouble finding him. These five Earth Slashes alone should be enough.

/-VIII-__/Thief_____/Difficulty: |=====* |6.5|_

Recommended Party: 2 Males, 3 Females. High Brave, Low Faith.

Advantages: Steal Heart, Steal EXP, Move/Jump+2, Speed, Equipment Stealing, Secret Hunt

Disadvantages: Low HP, Low PA, Main Offense is Risky, No Good Reaction Ability, Problems With Misproportionate Enemy Genders

Basics: A tricky little group to go through with. Their most obvious, and most necessary attack is, of course, Steal Heart. Using an enemy against the rest is most often their only way out. However, this isn't a good thing. More Male characters are found throughout the game, so this would probably push you to get 4 Females. However, they have Lower HP and PA than the rest, putting them at risk. Another drawback to the strategy is that it has a poor chance of success in neutral Zodiac cases - (50+MA)%. On an even lower note, the most obvious candidates for these attacks, Story enemies like Gafgarion for example, can NOT be charmed. Big problem. However, their high move rate, accompanied by their movement skills, can take them around the board several times before the enemy approaches, keeping them free of trouble usually. Their Secret Hunt skills can supply them with the occasional nice piece of equipment later in the game, and can rid you of Undead. Most importantly, the Steal set can basically rape those uncharmable Story characters. Then again, Wiegraf has maintenance...

Set Up: Steal / Caution / Secret Hunt / Move+2

Relevant Stats:

Speed Growth - | Level 1- 6 | Level 7- 7 | Level 21- 8 |
| Level 35- 9 | Level 48- 10 | Level 62- 11 |

Male PA Growth - | Level 1- 5 | Level 12- 6 | Level 22- 7 |
| Level 32- 8 | Level 42- 9 | Level 52- 10 |
| Level 62- 11 |

Female PA Growth - | Level 1- 4 | Level 14- 5 | Level 27- 6 |
| Level 40- 7 | Level 52- 8 | Level 65- 9 |

Battle Strategies

>>Steal Heart: This attack cancels the enemy's charging. Very useful for saving a Thief from a massive spell. If no spells are coming your way, focus on Charming the enemy who will get its' turn first.

>>Steal EXP: Utterly invaluable to gain quick levels and JP early on. Charm the enemy, then steal from them until they have absolutely no EXP left. Then kill the enemy and move on.

>>Raping For Fun And Profit: Enjoyable little Exp. strategy. Work the enemies down to one final character, and then surround him. Steal their Heart, and work your magic. Steal their equips, their Exp, their Gil, etc. etc. While a bit of an obvious strategy, this becomes important since Thieves will generally need a high level to handle a lot of their battles well.

---Insert Ultimaterializer Strats---

>>Party Alternates: You may want to take into consideration using a party of Ramza and four Females. While this makes it considerably more difficult to Charm female enemies, it could easily have a better pay off late in the game, having four Chantaged party members.

>>Notable Poachables:

Enemy	Item	Location
Ahriman	- Air Knife	- Grog Hill Random Battles
Plague	- Zorlin Shape	- Bervenia Volcano, After Free City
Porky	- Chantage	- Deep Dungeon: END

>>Dorter: A Dorter City strategy?! Hey, Ultimaterializer said it could present problems :P Move+2 is important here. Charm the Knight and the nearest Wizard, and then run up the building to battle the long bow Archer. Things should solve themselves now.

>>Fovoham - Windmill: Simply put, charge with high Move rates and try to steal Wie's sword before he offs you with ease. Now use the Charm strategy. Also worth notice is the space above the shed's door which can take you out of range of all enemies.

>>Goug Machine City: Slap on Rubber Shoes. This will nullify the main threat here, Ramuh on a rainy board. Charm the Thieves first off, and then slaughter the Summoners. Archers come next.

>>Golgorand Execution Site: Most important, in the very first round, is to steal Gafgarion's Blood Sword, charm as many Knights as you possibly can (most importantly, the one residing on the ramparts with the Time Mage. Swipe at the Archers with any remaining turns. Second round will mostly feature enemies being de-charmed, so scale the walls and begin to kill the enemies as you come across. Focus on the evil Time Mages. As the other enemies head towards you, Charm them for their trouble. With luck (ie. Gafgarion not having a secondary ability, or at least a worthwhile one, enemies not capable of massive healing), you'll eventually take your foes down.

>>Orbonne - Izlude: Rather than bumrushing Izlude and poking at him with your flimsy daggers held by your weak girly arms, charm the Knights around him and the Summoner. Once his own men work his HP down to a manageable level, go in for the kill with random stabs, or just act lazy and re-Charm the Knights.

>>Yardow Fort City: By now, you can potentially have Air Knives. Toss in Catch, and your Ninja foes should be cake.

>>Yuguo Woods: Remember that Undead Humans can not be Charmed, and that Secret Hunt-ed Undead Monsters do not return. Focus on the Time Mage on the right at first, hopefully while charging, and then the Ghosts. Work fast, and with luck, you'll survive.

>>Riovanes: You'll need 7 Move, an Air Knife, and 9 Speed to handle this, meaning you'll have to be at about Level 40. At the start, run back and to the left. You'll need to be on the small bridge section, past the water, on the ramp going upwards past the dip...

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  _
  \
   \_/_/ <--- Be right here, in other words.

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After he moves, move far from him, almost towards the door, and attack the air (CT purpose, for Velius). Now move as far away from where you are as possible, towards the same spot you moved before, only on the right side. Now move into the corner and wait for him to get into range of an attack from behind. Hopefully he won't counter, and if he does, hopefully he'll miss. He'll move away and Stab you. Move behind him again and attack, and this battle should end. Velius, on the other hand, is just tough. You'll need to move around a lot again, and hit him as often as possible. Good luck.

---Ultimaterializer's Alternate Strat---

Here's your Laundry List for Riovanes.

5 Air Knives, 1 Thief Hat, 1 Flash Hat, 3 Twist Headbands, 5 Black Costumes, 5 Bracers. Approximate Level - 45.

Collecting this stuff is slightly complex. As mentioned before, Ahriman can be poached for Air Knives. At Level 35-40, Monks in Sweegy (east entrance) wear Black Costumes, as do Archers in Araguay (west entrance) whom also wear Flash Hats. At Lv 45, these all important Archers also wear Thief Hats. Ramza should get the Thief Hat, and make note of which Thief gets the Flash Hat. Now time for the Battle Formation...

Ramza's Party	Second Party	
~ ~ F	3 ~ ~ 2	R-Ramza
~ ~ R	~ ~ 1 ~	#s - Thief 1-3
		F-Flash Hat Thief
		--Space

From the start, move Ramza all the way over to the left. Wiegraf will be out of range. Next, the cautious part. Use Ramza's superior move to get him one space out of range for Wiegraf's attacks. You want to keep him near the small wall as well, so you'll most likely be moving towards the left flame. Attack the air for CT purposes. Now head to the right flame, three spaces back and one to the right. This should put you 5 spaces out of Wie's movement. Attack the air again, which, for reasons unknown, will allow Wie to move into Earth Slash range, yet not use it. Shhh. Now it's time to smack him twice. This should put him out of commission. The box is locked, the lights are on, it's Velius fighting time o_o

Move Ramza just to the left of the back right Thief. Charge the Flasher ahead and try to Charm the best aligned Demon, or in case of a tie, the one with the first AT. Now, for the tricky part. All of these directions are in relation to "behind Ramza-facing Velius". Thief 1 should move one space back, one left. Thief 2 should do the same, and Thief 3 should just move one space back. (Note: Ultima, if I have the wrong idea here based on your diagrams, just tell me) The basic principle is to set it so that Velius, who charges at you, can only target 1 Thief at most with Loss. This will cause him to use a Summon on Ramza. Take this opportunity to whack the charging Goat Man, but be sure that the summon will ONLY hit Ramza. The Demons should hopefully be occupied with the Flasher. Surround Velius with your Thieves and whack away. He should now run away and attempt another summon. Your superior Thieving speed should nicely set you up for another set of Charging whacks. Victory should come about... now.

---Back to your Regularly Scheduled Ultima Strats---

- >>Roof of Riovanes: The battle shouldn't be difficult, but be sure to swipe the Barrette and Cachusha.
- >>Bervenia Free City: Again, healthy reminder. Steal Chantage.
- >>Finath River: Poach the Red Chocobos, hope for Barrettes.
- >>Limberry- Zalera: Ignore the silly Skeletons. Just slap on Angel Rings and take the least reasonable sounding strategy with Thieves: charge Zalera and pound on him brutally. He'll die first.
- >>Igros Castle: Non-Chantagers get N-Kai Armllets. Pull back from the start into the bottom right corner and let Dyce come to you. Use the Chantager to try and Charm the Knights in range. Once he draws near, send two thieves into the other corner, keep the other two in the right, and set the Chantager right in line with the arched opening, against the wall. Charge the Chantager forward and don't be afraid to get her bruised up a bit for the sake of putting some damage on Dyce. Now, lure him in, and try to get him into this location, or near it...

O O O = Arch Opening ~ = Empty Square
X ~ X = Marks the Spot

Once he's there, swarm him with your Thieves, but keep the Chantager four spaces away from Dyce. Once Dyce transforms, he'll begin to target the Chantager with Holy. Since she'll be able to get smacked with it and die, only to be re-raised before Ard gets another turn, you've officially negated any threat the boss may have been. Extra special thanks to Ultima for one hell of a strat.

- >>Deep Dungeon: As one of only two classes who can really take true advantage of this place, be sure to exploit DD. The Chantager will end up doing the brunt of the fighting here, so if possible, rotate the equipper so as to even out the levels of the Females.
- Use Angel Rings
- VOYAGE and TERMINATE: Avoid Archers at all costs.
- Avoid all Thieves at the same costs.
- At HORROR, Catch + Charm in the Samurai/Ninja Battle = Fun
- END: Chantager should get the Cachusha. Charge her ahead, charming Apandas as she passes, and send her one on one against Elidibis. This turns into an Adramelk repeat, since he really can't get much done against you.
- After Elidibis, pick up some Chantage from the Porkys at END.
- >>Orbonne - The Final Battles: Chantages + Cachusha + Barrettes + Spare Equipment + Intelligence = Fairly Easy Battles. So sayeth Ultimaterializer.

Other Stuff

>>Charmed Enemies won't do physical damage to other Charmed enemies, but if they have an attack that only inflicts a status, they will use it on any charmed enemy.
>>Boco is indeed a Special Character. You can not charm him in the Fovoham Battle.

_____1__2__3__4__5__6__7__8__9__10__
/-IX-/Time Mage_/Difficulty: |=====* | 6 |

Recommended Party: Ramza + 4 Females. High Brave, High Faith.

Advantages: Haste, Don't Move, Critical Quick, Short Charge, Demi, Teleport, Stop+Meteor Combo, Speed, Pointy Hats

Disadvantages: Limited Offense All Around, Dependence On Halting Enemy, Skills Fade Quickly Early On

Basics: It's kind of hard to find disadvantages to this Group. Then again, it's pretty hard to find a lot of ADVANTAGES too. Surely, their Time altering skills come in very handy. When wouldn't you want to speed your guys up and slow down, or even stop the enemy? The big irony here is that these abilities last for little more than a full AT or two until you bring your characters to higher levels, and thus, higher Speeds. It'd imperative to Haste your group early on, and to abuse Don't Move. Rather than totally Lure in enemies, it pays off to bring them close, then stop them in their tracks and single them out. Time Mage skills cost relatively little MP, so they can keep this up for a while. Much like Oracles, winning a battle depends much on your luck and the enemies' Faith levels. Can't win if you can't hit them after all. Demi works wonders on Zodiac demons, and once you have it all, Short Charge, Stop, and Meteor becomes an ultimately powerful combo attack.

Set Up: Time Magic / Critical Quick / Short Charge / Teleport

Relevant Stats:

Speed Growth - | Normal |

Female MA Growth - | Level 1- 6 | Level 5- 7 | Level 13- 8 |
*Also Ramza's | Level 21- 9 | Level 29- 10 | Level 37- 11 |
| Level 45- 12 | Level 52- 13 | Level 60- 14 |
| Level 68- 15 |

Battle Strategies

>>Early Help: From the game's outset until around the Execution site, a great basic strategy is to Haste your Guests, Don't Move Knights, and cast Slow on anything else. This will give you some easy targets, and will probably be more efficient than waiting for Meteor to carry you through the entire game.

>>The Sky Is Falling: A risky tactic, but worth it... Wait for the enemies to draw near to you, then target them with Meteor (Short Charge is a necessity here) and Teleport as far away as you can. Keep moving back and you should Squash just about anyone with a

few Meteors. Make sure your characters are well out of range though!

- >>Don't Move: Obviously enough, use this on any Physical character. A Knight three Squares away is as good as a Wooden Chocobo. It performs it's function nicely VS Mage classes if you can run from them, too.
- >>Reflect: Remember this? I bet most of you don't. Reflect, as always, has its' fair share of ups and downs. Indeed, you can knock away most of the Wizard's skills, but don't forget, Haste can be Reflected! Use this ability wisely, preferably AFTER you've Hasted. Also, it's tough to target, and is quite random, but in a desperate situation, try using Reflect to bounce a status off your character, across the board.
- >>Demi and Demi2: So, you don't have enough MP to throw around for Meteor, or you just don't have Short Charge. In that case, when it comes to fighting, assassination fights especially, a few doses of Demi or Demi2 will off anything.
- >>Quick: Since your entire party has exactly the same abilities, this ability may not see much practical use. The only real example I could think of to make use of this in is if another Time Mage has enough MP for Meteor, but the Quick caster does not..

--Here Come the Ulti-Strats--

- >>The "Blue" Time Magic: Meteor, Slow 2, and Haste 2 can all be learned by having one Time Mage whack another Time Mage with those spells. Of course the only way to transfer a Meteor between Time Mages is probably to have Worst compatibility and a decent amount of HP, so if setting that up is worth it to you, feel free.
- >>Chapter 1: Chapter 1 battle strategies? Hey, if Ulti says they're necessary... Most come down to one single tactic though. Haste Albus and Delita, Slow the enemies, and hope Al and Del use Potions and Phoenix Downs properly. Sweegy, Dorter, and Sand Rat Cellar are where you'll have to do this, obviously enough.
- >>Mandalia Plateau: Yes, a strat for this. Don't worry, it's not very complex or anything...

~ ~ R ~ ~ R-Ramza D-Delita
T T T D T T-Time Mage ~-Space

When your turn comes up, after Delita sacrifices himself, form a line of five mages by moving one forward. Just wait now, don't Haste. By the time your next AT comes up, Miluda should be within Demi range now for all. Just target her with 5, sit back, and enjoy.

- >>Zaland Fort City: If you don't have Meteor yet, read on. Otherwise, you know what to do by now. Hopefully Mustadio will wisely take refuge atop the wall. Get him Hasted when he does. Haste everyone, actually, ESPECIALLY Agrias. Slow down the enemies as expected, and avoid the Wizards until they're incapacitated.
- >>Golgorand Execution Site: Hopefully you've got Meteor, Short Charge, and Teleport by now. Being under level 18 actually helps out here, as you might depend on being slower than your foes. Meteor away, with some caution. As of now, this is probably going to be your strat for nearly every battle, so learn to love gigantic rocks.
- >>Riovanes: This strategy only applies if you're under level 18. Ramza should be in a Chameleon Robe. Everything else should be standard. Here's your formation, soldier...

Team Ramza	Other		
~ ~	T ~ ~ T	R-Ramza	T-Time Mage
X R	~ ~ ~ T	X-Important Mage	~-Space

A simple Meteor will take care of Wiegraf. As for Goat Boy, have Ramza charge a Demi 2 on him and then teleport three spaces to his right. Velius should charge down and kill the Important Time mage now with a physical attack. When Ramza's turn comes around, teleport to the right of Velius and smack him. A Demon will now most likely Giga Flare Ramza, damaging Velius as well. Some Demis from your surviving Mages will send Velius packing.

>>Murond Death City- Balk: Thief Hats, White Robes, and a mix of Defense Armlets and Red Shoes shouldn't make this one too much of a task. Don't bother with Meteor here, though, Demi 2 will suffice.

____ 1__2__3__4__5__6__7__8__9__10__
/-X-_/_/Summoner___/Difficulty: |=====* |__| 5 |_

Recommended Party: Ramza + 4 Females. High Brave, High Faith.

Advantages: Wide Summon Range, Powerful Spells, Healing, Protection, Odin, Bahamut.

Disadvantages: Huge MP Cost Before Half MP, Slow, Low HP, Poor Movement, No Good Reactoin Abilities

Basics: Another assassination oriented job class. It certainly is fun to tag an enemy with Odin and then run, knowing that their doom is impending. With a group of five, you may become a little bored of hitting everything with summons and waiting so much, but it's for the better. In Story Battles, someone should always cast Golem, and your Summoners should be as far away as possible, casting some of the lower level Summons at their leisure. You won't need much more than the basic elementals, Fairy, Odin, and Bahamut. The others, aside from maybe Clops, don't come in too handy. Half of MP is definitely a blessing, but before you earn it, you may have to put up with the "staff 'em to death" strategy. They have a very easy time with any of the assassination battles, and Summoner Ramza can defeat Wiegraf with absolutely no effort, as NeoElfBoy so bluntly pointed out to me. A strong, but tedious job.

Set Up: Summon / Restore MP / Half of MP

Relevant Stats:

Speed Growth - | Level 1- 5 | Level 13- 6 | Level 31- 7 |
| Level 50- 8 | Level 69- 9 |

Female MA Growth - | Level 1- 6 | Level 8- 7 | Level 16- 8 |
*Also Ramza's | Level 24- 9 | Level 32- 10 | Level 40- 11 |
| Level 48- 12 | Level 57- 13 | Level 65- 14 |

Battle Strategies:

>>Patience Still A Virtue: Like the other mage classes, the Summoners best fighting tactic is to wait for the enemy to enter THEIR range. Since the Summoners aren't among the faster of classes, they need to conserve CT and pay attention to the AT List. Some battles can easily be won by charging full steam ahead with powerful summons, but when

you're out-powered, sit back and wait. Don't forget to check for Elemental weaknesses too.

>>To Kill a Zodiac...: Simple. Lich 'em to death. Lich away until they drop. Fairly simple, and evil, but it's a Gravity attack, of course it's evil. Don't you remember the nastiness of Quartr and Fallen One from FF6?

>>Golem = Friend: Golem is an all purpose hand of God. Personally, I would get Golem as soon as the Summoners' MP is high enough. The short term protection from physical attacks can be CRUCIAL in many battles. Also, when leveling up, Golem can be re-cast as much as necessary for JP and EXP. In many later battles, you'll probably want to keep Golem active at all times.

>>Igro's Castle- Adramelk: A rough fight indeed. One-hit kill range 4 summons aren't exactly what you want to be up against, especially with his speed, and your lack thereof. Your best offense is to... run like a rabbit. Stay scattered, and try your luck with Lich, but be wary of Seal. Try to prevent any mass deaths, and be sure to be wearing your Angel Rings. You'll need some luck to get by.

>>Murond- Balk: The bigger threat here for the Summoners are the high approaching Tiamat-types. Since they can kill you, and mostly everything else, with little effort, you'll have to pull back some and try to finish the enemies off as they come to you. Once the Hydra-beasts are done, cross the bridge quick and pour some Lich onto the awaiting Balk. Death might be imminent here, as this will be a long, dredged out fight.

_____1__2__3__4__5__6__7__8__9__10__
/-XI-/Geomancer_/_/Difficulty: |=====* |__|5.5|_

Recommended Party: Up For Argument. Some Swear By 5 Males. I Prefer A Male/Female Mix. High Brave, Low Faith.

Advantages: Long Range Attacks, Elemental Status Effects, Attack Up, Shields, Good Melee Attacks, Balanced Growth

Disadvantages: Elementals Are Weak, No Good Movement Ability, Outclassed By Many Enemies

Basics: A favourite class of mine, I'll try not to be too bias. Think of Geomancers as weaker, long ranged Knights. They can use Swords, and can equip the ever powerful shields. Best yet, they also get access to the stat benefits of Clothes, Robes, and Hats. They have decent HP, and their PA and MA, which Elemental is based on, is usually about even for Females. The statuses inflicted by most elementals occur very often when they are used 5 times in a row. Best yet, they have Attack Up, which can turn them into powerful melee fighting machines. Now of course, the bad parts. To get a good Geo, you should probably use Females. This results in lower HP. And of course, the long range elementals don't deal that much damage at all. They only have an OK reaction ability, and their movement abilities are arguably the worst in the game. Their skill set isn't much more advanced than Knights, and isn't nearly as effective in story battles. Most strategy revolves around a lot of Elemental using, finishing the enemy off with a physical attack or two. Another good class, well balanced, and definitely with challenge.

Set Up: Elemental / Counter Flood / Attack Up / Any Ground

Set Up: Jump / Dragon Spirit / Ignore Height

Relevant Stats:

Speed Growth - | Normal |

Male PA Growth - | Level 1- 6 | Level 8- 7 | Level 15- 8 |
Level 22- 9	Level 29- 10	Level 36- 11
Level 42- 12	Level 49- 13	Level 56- 14
Level 63- 15	Level 70- 16	

Battle Strategies

>>Jumping Fact: A jump lands (50/Speed) clockticks after being used. A Lancer with 10 Speed lands in 5 clock ticks. For the FFT-jaron illiterate, a clock tick is the moment of time in which characters' CT increase, patented by Adi. A brief example follows to make things crystal clear... The same 10 Speed Lancer has two targets. Both have Speed 8. The Bomb's current CT is 50. On the other hand, the Goblin's CT is 70. In 5 clock ticks, the Bomb's CT will be 90 ($50 + (8*5)$), and the Goblin will have his turn, and end up at 10 CT ($70 + (8*5)$). Obviously, the Lancer should choose to Jump on the Bomb, since it won't have a chance to move beforehand. Hope that about explains things.

>>Accessorize: The terribly slow Lancers should generally focus on increasing their maneuverability with their accessories. Battle Boots, Germinas Boots, and Sprint Shoes should be chosen over Bracers and such.

>>Just For Starters: Early on in the game, pre-Lances, you will need to make use of all your wits to stay alive. Jump as much as necessary and avoid hand to hand combat. Keep back as much as possible and let your Guests do the greater portion of the work.

>>Kriss Kross Make Ya Wanna: When faced with a mage, despite your low Faith, it's always best to Jump on their heads and make them die, avoiding the spell, and offing an enemy.

>>The Roman Spear: A nice attack formation brought to my attention by Izlude Tingle. Move all of your Lancers into the corner of a battle ground, like this:

JJ
LLJ

Lancers labeled J should Jump, while L Lancers poke with their spears. Enemies of course will move to the spot in front of where the Jumpers are, putting the Pokers out of range of them, but keeping them in range to be poked. The Jumpers will be in relatively little danger. A great way to handle most random battles, and some story fights.

>>Baiting Enemies: Jumps are hard to calculate. Most of the time you can ascertain a general idea of when your man will land, but between miscalculations and times when it's simply impossible to land on a need-to-kill enemy, try luring them with a single Lancer. Leave one empty space in front of a Lancer whom is near the targeted enemy, and have another Lancer jump on that space. The bait Lancer takes the blow, and the enemy takes the hit.

>>Yardow Fort City: Keep your guys at long range and let the Ninja feed themselves to you. By now, your Jump range should be maximized, so simply let them come to you. Malak should be offed as soon as possible and the Summoners shouldn't be too much of a bother as long

as you Jump away from their infernal creatures.

>>Murond City - Balk: Equip Flame Shields to nullify the annoying Elemental Guns, and Rubber Shoes to nullify the infernal Blast Gun. Stay back and wait if necessary, but once Balk is at around 30 CT or less, launch Jumps at him. They'll hit, and with high enough power, he'll be dead after a few Jumps.

>>Airship Graveyard - Hashmalum: Use Sprint Shoes and strip your armor. This will lead Hashy to use Meteor on you. Or at least he'll try to. Position your Lancers so the Meteor will smash him, and then send five Jumps his way. You'll avoid the Meteor, and hit him five times. Another round of Jumps now, but you'll catch him charging this time. He even made it easy for you. How kind. I should add that Ultimaterializer submitted this and it's exactly what I did on my run through. Strange coincidence :P

>>Airship Graveyard - Altima: The first form will fall prey to jumps quickly. However, before finishing it off, move all of your Lancers six panels away from each other, backs to the walls. This will force the second form to not use Grand Cross. Jump on Altima only when
A) You're sure you'll hit [see Jumping Fact]. B)When a weak Lancer needs to avoid attacks. With a bit of Dragon Spirit, and a battle of decent length, you'll come out on top.

/-XIII-/_/Mediator_/_/Difficulty: |=====* | 7 |

Recommended Party: 2 Males, 3 Females. High Brave, Low Faith.

Advantages: Invitation, Alter Brave and Faith, Threaten, Guns, Mimic Daravon

Disadvantages: Poor PA, Low Invitation Rate, No Good Reaction Abilities, Mediocre Movement, Weak Physical Attacks At Beginning and End

Basics: I once had a very incorrect judgement of these guys. After playing around with them a little bit, I realize how terribly wrong I was. Mediators are a grand big ball of fun to use. First off, their Threaten ability can turn the entire battlefield into a chicken coop. Solution can turn your party into an anti mage war unit. Mimic Daravon makes for some nice back up when all else fails. Don't forget about Invitation too, and their anti-mage skill, Insult. All of this stuff has NOW timing, too. They still lack terribly in HP and PA, but they can surely make up for this if all they are fighting is poultry. Mediators definitely present a challenge, but they are now among my favourite job classes for this challenge.

Set Up: Talk Skill / Finger Guard [After B/F Enhancement] / Train

Relevant Stats:

Speed Growth - | Normal |

Male PA Growth - | Level 1- 3 | Level 5- 4 | Level 20- 5 |
| Level 35- 6 | Level 50- 7 | Level 65- 8 |

Female PA Growth - | Level 1- 3 | Level 20- 4 | Level 39- 5 |
| Level 57- 6 |

Battle Strategies:

- >>Finger Guard: Lay off it for a while. This poorly guided Reaction will attempt to counter your Solutions and Praising. There is very little market for a skill this useless...
- >>Threaten: Where do I begin? This attack has about a 70% chance of hitting against worst Zodiac, 90% normally. Keep that in mind. 3 of these will poultryize most enemies, 4 will do the job on anything. The bonuses of doing this? Well until it's Brave returns to 10, you have now disabled an enemy and given yourself a 150% damage attack against it. Oh, and when it does return, if it's a monster, any physical attack it does will be pathetic, as they are partially based on Brave, and any enemy is easy to return to his foul form. Turn any battlefield into a Chicken Coop, and have your way with them :) Thanks to Saint Ajora for letting me see the light.
- >>Eat Your Level Eggs!: Okay, so now use the Chicken Coop strategy, and now, with your group of clucking enemies, chase them into a corner. Here comes the fun part. Try to save as many enemies as you have characters and have each Mediator use Threaten on them on their turn. This will set the enemies into eternal chicken state. For a twist or two, use Solution if your Mediators' Faiths aren't at 3 yet, or build up your Brave via Praise while your better off dead chickens cluck in fear.
- >>False Demise: Here's a very fun trick which I never thought about until Turd Ferguson (who added all the strat following this piece, too) pointed it out. With Death Sentence, enemies will be inclined to ignore you, since you'll be dying on your own anyway. So you can use this to your advantage, since combined with an Angel Ring, you can have the status but not die when the timer runs down. This basically gives you an enemy shield for a few turns. Abuse the hell out of this.
- >>Mythril Guns W/ Less Trouble: Since random Mediator battles are basically the same thing over and over, to save yourself some time, instead of walking to Goug for Mythril Guns, Invite the Chemists from Goaland and Grog Hill, and the 5th will be won as a trophy in Grog. Just a recommendation.
- >>Riovanes-Wiegraf: Lv35 is a must for the Speed Point. Equip Ramza with a Mythril Gun, best available armor, a Green Beret, and Germinas Boots. You'll get the first turn. Shoot him, and start running. Keep this practice up, and pay attention to the AT List. There's a point where you can Act and wait w/o moving to get double turns. Use this, and you'll off him before he offs you.
- >>Elemental Guns W/ Lots of Trouble: Only one Gun is directly available during the Mediator SCC. During the Beowulf subquest, you can Invite a Chemist from the Goaland Mines and steal his Blaze Gun. You can also try to find more Chemists and Mediators with Elemental Guns in Germinas Peak random battles, but you won't be able to do this without a decently high level, and you must have progressed past Zalera. Finally, to some extent you can get some Deep Dungeon equipment. If you find a random human with Move-Find Item, use Invite and then try to manipulate him to walk where you need him to walk. Yes, this works, but no, it isn't fun.
- >>Graveyard of Airships: Hopefully you have at least one Elemental Gun on you. Hopefully, you have more than one. These will be your only means of victory, simply because your abilities aren't terribly useful on your foes. Use the Angel Ring/Death Sentence trick to protect your Elemental Gunners, and simply try to stay

alive long enough. Good luck.

_____1__2__3__4__5__6__7__8__9__10__
/-XIV-/Oracle_/Difficulty: |=====* |__| 6 |_

Recommended Party: Ramza + 4 Females. High Brave, High Faith.

Advantages: Status Effects, Two Range Attack, Move-MP Up, Defense Up, Petrify, Innocent

Disadvantages: Effectiveness Based Much On Luck, Little Offense For Most of the Game, Random Battles Can Cause Problems if Swarmed

Basics: Another challenge. Their entire strategy hinges around disabling enemies and taking them out when they can't fight back. Paralyze and Sleep will become staple parts of your strategy. Petrify can take out a single non-special unit in one fell swoop, but is very risky. They have several ways to deal with opposing mages, and even have a pair of recuperative abilities. Though they don't have high PA, their Sticks are MA based, making them a PHYSICAL threat. The entire problem with Oracles is that they NEED a lot of luck to win battles. You'll find a lot of difficulty in random battles until you have a good skill set, and even then, a swarm can easily swamp the Magical Pimps. Prepare to be hitting soft reset for a while...

Set Up: Ying Yang Magic / Absorb Used MP / Defense Up / Move MP Up

Relevant Stats:

Speed Growth - | Normal |

Female MA Growth - | Level 1- 6 | Level 10- 7 | Level 18- 8 |
| Level 27- 9 | Level 35- 10 | Level 44- 11 |
| Level 52- 12 | Level 61- 13 | Level 69- 14 |

Battle Strategies

>>Paralyze: One of the earliest available and most useful ability in the skill set. It has its' obvious uses, like inflicting Don't Act at a rather decent rate. But, it also eliminates the victim's evade. This becomes useful against Knights and such. Don't forget, Reaction skills are ignored too.

>>Silence Song: The most basic, and effective way to eliminate any type of magic class. It actually can outspeed most Black Magic spells/ However, some may have protection against it. In that case, use...

>>Doubt Faith: This nullifies the power of any mage. However, now your characters don't stand a chance at hitting it with their spells. Instead, try...

>>Blind Rage: This causes Mages to use physical attacks, while keeping them open targets to Ying Yang Magic.

>>Sleep+Paralyze: This is the best strategy early on to stop an opponent dead in its' tracks. Put it to sleep, then Paralyze the other enemies that are near to back them away for long enough. Paralyze the sleeping victim, then attack without any worry of evasion or counter, and with bonus damage.

>>Pray Faith: It's very easy to miss the usefulness of this ability.

It's best used in conjunction with Sleep or Petrify, seeing as they both have the same Speed. Oracle 1 casts Pray Faith, and if it's a pretty high hit percentage, Oracle 2 targets the same enemy with Petrify or Sleep. This gets the job done well. Faith stays on for a while too.

- >>Equipment Upgrade: Before entering Goug for the first time, and after dropping off Agrias and Ovelia at Lionel, return to Zaland. Now you'll have access to Battle Bamboo, Green Berets, and Wizard Robes. With this boost, you'll have an easy time in the next few fights.
- >>Foxbird: Two uses of this will reduce most enemies into Chickens for a few turns. Three uses will turn ANY enemy into a Chicken. Use this to your advantage.
- >>Life Drain/Spell Absorb: 4 Life Drains will kill ANYTHING except the Undead. 3 Spell Absorbs will drain ANYTHING of all of its' MP.
- >>Confusion: Never doubt the power of Confusion. Though it'll probably see more use in random battles, sometimes it's just a lot damn more fun to have your enemies kill each other. Not practical strategy, but all fun and no games makes the SCC really damned boring.
- >>Leveling Up Easy: This strategy requires that your Oracles all have Spell Absorb, Move- MP Up, and preferably Absorb Used MP. Now then, finish off all the enemies, save one. Put this sucker to sleep, then get your Oracles gathered together. Find a few good pairs of characters to Spell Absorb each other, and keep your Oracles walking around. With fairly decent Hit% and compatibility, accompanied by the occasional Re-Sleep, your Oracles will build up some nice JP and EXP, giving them the boost they may need in Chapter 1 and 2.
- >>The Undead: A bane to all Oracles. Since Life Drain, your prime damage dealer most often, heals them and they've got a good chance of reviving before your Oracles can finish the battle (earlier on at least), you're best off trying to Petrify them, throwing in Pray Faith when necessary.
- >>Lionel Castle: Trouble? Well, on the Gafgarion side, either cast Sleep on him, OR cast Zombie on yourself :) This will reverse the effects of Night Sword. On the other side of the wall, Silence the Summoner and put as many of the Knights to sleep as possible. The Archers' Lightning Bows MAY cause a character to drop. If that's the case, just rush. Have patience, above all.
- >>Yardow Fort City: Use an Oracle to Silence, and thus, nullify, one of the Summoners right off the bat. Sit back and Pray Faith your party. Once the Ninja start to come out, Pray Faith/Petrify if necessary. Life Drain works as well, but you may not want to risk this since it's a slower process. The remaining Summoner threat might get in some serious damage now, but shouldn't survive for long enough without the Ninja to bother you. Be prepared to reset a few times though, since much of this is left up to chance and Rafa's survival.
- >>Murond Death City- Balk: Of utmost importance here is to get the approaching monsters paralyzed, or more preferably, asleep. Move across as quickly as possible, Doubt Faith to nullify the Chemist's elemental gun, and then Drain Balk down to nothing.

Recommended Party: 5 Males. High Brave, Low Faith.

Advantages: High PA, Two Swords, Speed, Movement, Abandon, Throw,
Ninja Swords

Disadvantages: Low HP, Weak Early Weapons, Easy To Kill if Swarmed,
Throwing Can Be Very Costly

Basics: Having Two Swords certainly can be fun. Unless those swords are actually Knives. There is only so much strategy to be found in Ninja. Aggressive players will move in and hack away at their foes. Passive players can play it safe and throw axes and such to do damage from a safe distance. Despite their low HP, they do have 25% class evasion, not to mention the always reacting Abandon, thus, as long as you don't let the enemy get behind you, you'll have a good shot at evading the attack. Once you have Spell Edges, exploit Don't Act as much as possible. If you can't kill something, keep throwing Ninja at it until it's hit with Don't Act. Early in the game, they have a great deal of trouble. Of course, they are a hard class to get to, yet once you have them, they are only a glorified Squire for a while. Capable of dealing Knight damage, they must depend on evasion and knowing when to run. Play them cautiously, and be fierce when you need to be.

Set Up: Throw / Sunken State / Move In Water

Relevant Stats:

Speed Growth - | Level 1- 7 | Level 10- 8 | Level 22- 9 |
| Level 33- 10 | Level 44- 11 | Level 55- 12 |
| Level 67- 13 |

Male PA Growth - | Level 1- 6 | Level 9- 7 | Level 16- 8 |
| Level 23- 9 | Level 31- 10 | Level 38- 11 |
| Level 45- 12 | Level 53- 13 | Level 60- 14 |
| Level 67- 15 |

Battle Strategies

>>Evasion: Make great use of the Ninja's natural 30% class evade. When ever it is possible, use a Mantle instead of Boots or Gloves, and equip Abandon. In a few attacks, the Ninja should be very hard to touch.

>>Throwing: Though a costly habit, try to carry around Axes or Flails to throw, as they supply some of the best damage. And remember, Throw damage is Speed based.

--Ulti Strat--

>>Sunken State: Triggered by most attacks, hit or miss. Aside from the obvious benefit of disallowing any chance of a follow up attack, you get the added joy of having your next attack hit for sure, as the Invisible status adds Concentrate. There's no shame in throwing Knives at your own Ninja to activate Sunken State, either. It can be crucial. In many key battles, due to the Ninja's speed, you'll get first strike. Use some Knives to set four Ninja into Sunken State, using the fifth as a decoy. Perfect Assassination-battle strategy.

>>Stealth Assassains: Apply the Sunken State strategy as previously stated to the following Battles: Bed Desert, Igros- Adramelk, and Murond Death City- Balk. Certainly there are more, but I'm just trying to save myself some time typing out the same repetitive

strat. for those o_o

- >>Zaland Fort City: Battle boots are quite handy here. Get Ramza to the top of the wall, and have the other three Ninjas hop on and off a Wizard with Throw. Deal with the Wizards first and then simply avoid the Knights until you've finished the Archers. Opt for Throw over a physical attack if you're in danger of getting sliced up by the Knights.
- >>Bariaus Hill: Try to stay 10 panels out of the Summoners' way so as to avoid getting destroyed via Summons. Sit back and let whomever comes your way get Thrown down, and should the Summoners drop below 24 MP, strike them down. Agrias and Mustadio will perform clean up duties.
- >>Golgorand Execution Site: None too hard. Be sure to bring along some Flails and Axes to throw. Three Throws will take down Gaf, but be prepared for some missed shots. Take out Gaf and the middle Archer first and then head up the wall and take care of the Time Mages. Get your Ninja Sunken to bypass the Knights' Evade and the rest should be cake.
- >>Chapter 2- Orbonne: Jump ignores Sunken State oddly enough, so take precautions. Use Knives to Sunken your own troop and then wait. This works fine in the first and second Orbonne fights. Izlude shouldn't be a problem, though, as even his Jump won't be enough to take out a Ninja.
- >>Yardow Fort City: Formations, people...

```

R N N          R-Ramza   N-Ninja
N  ~ ~ ~      ~-Space
N  ~ ~ ~

```

This set up should send only one Ninja Throw Rafa's way, and one yours. Destroy the Ninja atop the wall with some assorted Throw goodies. Stay ten panels away from the Summoners for as long as possible and destroy the other Ninja and Malak as they come your way. Then slice up the Summoners when it's most opportune.

- >>Orbonne- Rofel: First, the setup.

```

~ ~ ~ ~ N   N-Ninja  R-Ramza
R N N N ~   ~-Space

```

And so... there's one of two ways this battle will start. 1) a sole Wizard will get the first turn (somehow...) and charge a spell. Use the in-range Ninja to kill him with Yagyu's and Wait. Don't move at all. Rofel will come in, charge a spell, and then fall into a pool of his own blood, Yagyu stars embedded in his flesh. 2) the wizard won't get the first strike. This is even simpler. Just wait. Repeat of the above Rofel death, of course.

- >>Graveyard of Airships- Altima: Use the old 4 Sunken 1 Decoy strat, but first let Altima kill Alma and let the demons muck around. After that, now move in, with the 4 Sunken moving in first, and the decoy used to get Altima's attention. Swarm once she takes the bait and stomp her down. The second form isn't much of a stretch of the imagination. Smack her with your Edges at first and throw Morning Stars as she moves away. If you can catch her charging, throw whatever Knight Swords you may have at her. Done deal.

_____1__2__3__4__5__6__7__8__9__10__
 /-XVI-/_/Samurai_/_/Difficulty: |=====* |__|3.5|_

Recommended Party: 1 Males, 4 Females. High Brave, Low Faith.

Advantages: High PA, Draw Out Variety, Blade Grasp, Healing, Protection

Disadvantages: Not Very Manueverable, Draw Out Can Be Costly, First Few Draw Outs Are Poor, No Good Movement Ability

Basics: One of the most popular jobs in all of Tactics, Samurai has every advantage a Physical class needs. However, they too suffer in Chapter 1 as Weaponless wonders. This does give you time to build, and build, and build up your skills for the swords yet to come. So, while struggling through Chapter 1, make use of Blade Grasp, which will keep your hapless Samurai safe from the evil Chocobo. Once you have the Swords, grow a routine. Keep your Samurai tightly knit. Open battles with Kiyomori, and use Murasame whenever your HP is even slightly low. Bizen Boat can make quick work of Mage classes, and before you get the real power swords, Asura and such will provide decent damage to a wide area of enemies. Be prepared to be constantly short on gil, though, as you have to make sure that you carry a constant stock of swords. As a final note, remember, you don't get access to Masamune or Chirijaden.

Set Up: Draw Out / Blade Grasp / Two Hands / Walk On Water

Relevant Stats:

Speed Growth - | Normal |

Male PA Growth - | Level 1- 6 | Level 6- 7 | Level 13- 8 |
| Level 20- 9 | Level 28- 10 | Level 35- 11 |
| Level 42- 12 | Level 49- 13 | Level 57- 14 |
| Level 64- 15 |

Female PA Growth - | Level 1- 5 | Level 10- 6 | Level 19- 7 |
| Level 28- 8 | Level 37- 9 | Level 46- 10 |
| Level 55- 11 | Level 64- 12 |

Female MA Growth - | Level 1- 4 | Level 7- 5 | Level 18- 6 |
*Also Ramza's | Level 30- 7 | Level 41- 8 | Level 52- 9 |
| Level 64- 10 |

Battle Strategies

>>When All Else Fails: Use Meatbone Slash! It causes huge damage when it's activated, and can end most battles pretty easily. Great early on, and even better late in the game when you can heal.

>>Blade Grasp: Shoot for this early. The protection this gives to your party is beyond useful. Take your time, you may as well have it before Dorte.

>>Two Hands: Another solid early ability to help combat the lack of Katana. Punching damage increases a bit, which is helpful for the time being early in Chapter 1. Also, even after Katanas are brought into the scene, use Draw Outs only when necessary. Samurai with Two Hands are EASILY strong enough to take out most enemies with just their physical attacks.

>>Draw Out: Keep about 7 stocked Katanas in your inventory, as you might run through them like water with 5 sword smashers on your team. Never over do it; if Asura will get the job done, don't use Heaven's Cloud. Get to know how much damage you'll do, and follow enemies accordingly. Also, Draw Outs come in handy to avoid the ever deadly counter attacks.

---Genuine Ultimaterializer Strats---

>>Fovoham Windmill: Wait for Boco to come to you, and pound the poor bird to death. Move forward, but stand on unlevel ground to draw Crush Punch instead of Stasis Sword (and hope for the best). Start punching him after this and hope for the best. Ignore the others since Blade Grasp should do its duty here.

>>Bariaus Hill: Bait the Summoners to waste their Summons on one Samurai a piece, and then pull the bait back. Pound methodically on the melee fighters, and protect the weak. Isn't that bad. Look on the bright side, Katana come next.

---Pause in Ultimaterializiness---

>>Golgorand: Rush Gafgarion with your Samurais and get him out of the fight. Draw your Samurai away from the Time Mages and focus your attack on the Knights. Blade Grasp should give adequate protection against the Archers. Finish the Time Mages last.

>>Lionel Castle: Don't attack Gaf until the gate is open. Split your party up to take out the characters on both sides. After the others are dead, take out Gafgarion.

---Genuine Ultimaterializer Strat---

>>Inside Riovanes: Ramza should have Heaven's Cloud, Circlet, Chameleon Robe, and Red Shoes. The rest should sub. the Robe for the best available Armor and Red Shoes for N-Kai Armllets (save one). Formation is simple; move the team as far up as possible, placing the one Samurai with Germinas Boots instead behind the right flame. For the fight... move Ramza next to Wiegraf and use Heaven's Cloud and face the back of the room. After Wie's Wave Fist or whatever, heal with Murasame back where you started. Use Kiyomori next, and then heal again. Now stand next to him again and use Heaven's Cloud. If a third Cloud will finish him, go for it. Otherwise, strike him down with your sword. Getting the kill will give Ramza a vital extra turn. Heal Ramz and move him back four spaces. Another Samurai can use Kiyomori, and try to Protect/Shell the entire party. Velius will cast Titan on Ramza, which he should survive easily. Kamikaze Ramza forward with a Heaven's Cloud. A second Titan will off Ramza, but after four more whacks from the Samurais, Velius will go down.

>>Outside Limberry: Keep all of your Samurai back and try to withdraw Ramza if possible. Allow the Assassains to try for Stop Bracelet, and then fry them with whatever you so desire.

>>Limberry Basement: Protect against Stop, and then pray. Zalera's Speed and range of status effect spells can really put an end to you. Hope for the best when he casts Nightmare. The best, oddly enough, would be Death Sentence. Get him in range and hack away. A lot of luck is necessary here.

---Ultima Strats Once More---

>>Murond Death City - Balk: Equip Red Shoes and start far back. Simply move into Kiki. range and stop caring. Eight will take him down, giving Balk a few opportunities for Arm Aim. If one misses, he's lost. Sounds like good odds to me...

>>Graveyard of Airships - Hashmalum: After the initial Quake, heal and then use Kiyomori. Move your in-range Samurai in for a smack, and then repeat the healing process. No problem.

>>Graveyard of Airships - Altima: Protection is of utter importance. Once you have a protected party, start to move in to do some damage to Altima. Keep a Samurai to attend Alma, keeping her HP high to draw attention away from your characters. Use your strongest Attacks and keep Shell and Protect up, if for no other reason than to force Despair 2 instead of a damaging attack.

---Ultima's Alternate Strat---

want to start speeding up your characters with Cheer Song. Once Bloody Strings arrive, focus on Speed instead of Life.

>>Singing Quirks: More basic information. A Singing character has 0% physical and magical evade. Damage is not increased, but of course you'll be performing until you attack.

>>The Trance: A phrase coined by Babo, and pointed out to me by Jjukil. From the beginning of the game until near the end of Chapter 2, if you run enough Life Songs so that all enemy damage would be negated, the enemies will cease attacking. If they can gang up on a Bard, they will, but otherwise, simply staying out of range can really keep them at bay. This will basically fade away by the time you get a Harp, unfortunately.

--All Battle Strategies Came From Jjukil, Re-Written By Me--

>>Golgorand: Move+3 is imperative to your survival here. Run up the walls and perform 2 Life Songs and 2 Magic Songs, allowing the slightly bulkier Ramza (with a Wizard Mantle) to take the damage from chasing enemies. Take out the Time Mages first, then the Archers, then the Knights. Simply avoid Gaf until you can take him out in one turn.

>>Lionel: Make sure to have Green Berets all around, and 5 Defense Rings in stock. The first battle can be won by using Fly to send all of your Super Bards to Ramza's rescue. The second fight comes down to simply plugging away at Quek before he can take out all of your Bards. Don't bother with songs, however you may want to leave one or two Bards without Defense Rings, so as to attract attention to them and leave the rest of your party relatively unaffected by Status.

>>Orbonne-Wiegraf: This takes mostly luck. Form your party so Wie can hit as few Bards as possible. After the initial stab, move a healthy Bard in front of the door to prevent him from running. Now start playing those damn harps. Getting around his shield is a matter of sheer luck. In other words, good luck.

>>Riovanes: Get Ramza to 9 Speed (Lv35 and a Beret), with Move+3 and Red Shoes. Now runabout the room performing Cheer Song, staying out of Wie's range. 25 Speed should be adequate. Use your multi-turns to kill Wiegraf before he can do anything about your Super Bard, and then pray to do the same to Velius (Luck).

>>Bervenian: Put every character in the back row from the start. Use some experimenting to find the one character Meliadoul can still hit in two turns, and put your worst Bard there. Move the rest of your characters around the house and build their stats. Draw attention to the decoy, and when Meliadoul comes in for the kill, unleash your hellish (cough) Bards on her. With luck (notice a pattern?), you'll get her in one fell swoop.

>>Limberry: Have 5 Twist Headbands, 5 Angel Rings, and 2 N-Kai Armlets in stock. Elmdor's Blade Grasp makes him nigh impossible for Bards to hit, so you have to rely on (ugh) getting the Assassains to hit him with Ultima. Arrange your party so two while be weakened or killed, but so Throw or Charm won't work on someone else within range (this depends on N-Kai and... Luck). Two Ultimas and a few lucky plucking of the strings should off Elmy. Against Zalera, load up on Headbands, Angel Rings, and Power Sleeves. Speed and HP don't matter because you WON'T have enough. Swamp Zalera and pray he uses Nightmare instead of Spell. Good luck...

>>Murond Holy Place-Zalbag: Run for the low left corner and use 5 Battle Songs. Angel Rings and Movement should save you for the most part until you can kill the Ultima and Archaic Demons. After that, TRY to get Zalbag to Blood Suck your Bards. With a little bit (yes, only a little) of luck, Zalbag will be offed by his own vampiric creations.

>>Murond Death City-Balk: Two possible paths to take here...

- 1) Equip Rubber Shoes to nullify Balk. Kill the monsters as they come to you, saving Behemoths for last. Since Hydras move so far, you'll probably lose someone as you build up. Load for bear, then come out swinging against whoever's in your way.
- 2) Lure Balk to a square just beyond the bridge and move a Bard next to him. Now hope that a Hydra comes by and fries him with a few consecutive blasts. Yes, this means you need luck. What did you expect?

>>Graveyard of Airships-Altima: Protect Alma at all costs. On the opening turn, surround her with Bards, and have them wait so they can move before Ultima Demons off them. Kill the Demons and use Angel Song to keep Alma alive. Yes, her MBarrier is that important. Anyone who is attacked by Altima needs to attack back so they can heal and survive. Altima should be influenced to use Grand Cross, so just keep all of your protection up for as long as possible. Keep chipping away at her, and try not to fall asleep. This could take up to an hour.

1 2 3 4 5 6 7 8 9 10

/XVIII-/Dancer_/Difficulty: |=====* |__|7.5|_

Recommended Party: Ramza (As Bard), 4 Females.

Advantages: Very Long Range Damage, Fly, Last Dance, Nameless Dance

Disadvantages: Tedious Battles, Low HP, Low Dance Hit Rate

Basics: Better than Bards? That's not saying much, but there really is little to be said of Straight Dancers. After going through all the job levelling up trouble, you must now wait for "With Knives" to take out the enemies. They have some very nice abilities, but most of the time it is way too risky to waste time with them while you could be doing damage to your foes. Use the Status inflicting and stat breaking Dances wisely for best results. The big plus here is having Ramza as a Bard. Abuse Nameless Song and keep your girls alive. Good luck fighting Wiegraf though, it's just as tough in this game as it is in the Bard game.

Set Up: Dance / A Save / Fly

Relevant Stats:

See Bard for Bard Ramza's Stats

Speed Growth - | Normal |

Dancer's PA Growth - | Level 1- 4 | Level 8- 5 | Level 20- 6 |
 | Level 32- 7 | Level 43- 8 | Level 55- 9 |
 | Level 66- 10 |

Dancer's MA Growth - | Level 1- 4 | Level 4- 5 | Level 15- 6 |
 | Level 26- 7 | Level 36- 8 | Level 47- 9 |
 | Level 58- 10 | Level 69- 11 |

Battle Strategies:

Note: While I do recommend, if possible, using a Gameshark to have a

complete team of Dancers, since the simply majority of players out there don't own a Dancer, strategies, unless otherwise noted, should be used with a Bard + 4 Dancer party.

>>Dancing For Dummies: Wiznaibus and Slow Dance are necessities for Chapter 1 and 2 battles and for the most part, throughout the challenge. Just play keep away and slowly torture your enemies. Nameless Dance becomes more important as the enemies become more and more effective than your characters, and you'll often find yourself saved just by Frogg'ing one enemy.

--Ulti Strat--

>>Golgorand Execution Site: Level 18 and a Green Beret are rather important here. Use Fly to keep your Girls out of danger and have them use Nameless Dance. Gaf can indeed be hit by Stop, Sleep, and Confusion, so hope for some of those to get smacked on him. Incapacitate the damage dealers and be sure to kill the Time Mages. Keep Gaf in a status effect at all times, and slowly but surely awaken an enemy at a time and allow Wiz. to do it's thing. Finish Gaf off last.

>>Lionel: This is much like the Bard battle. Equip your Dancers with Fly and use your Spice Girls to pound Gaf mercilessly.

>>Queklain: Defense Rings are of grave importance here. Your Dancers can be smacked to death effortlessly, so you need to coax Quek. into using another attack. Bunching up Dancers would be the best plan. Pray that you survive Bio2, and then Slow the Impure One down until you can dish out far more damage than he deals. Wiz. and bash him to an obese, smoldering, putrid pulp.

>>Orbonne-Wiegraf: Be sure to boost your Dancers' PA above all, opting for bonuses over HP. Set your party up well enough so that Wiegraf, should he deem you so lucky, only hits one member with Stasis Sword. (Note: I believe you'll have to hope he doesn't know Lightning Stab, but I've been wrong before...). Retreat as far as possible and starting using Wiz., with Battle Song by Ramza. Definitely a war of attrition. You should manage to finish Wie before he finishes off you.

>>Riovanes: You'll have to follow the Bard strategy for this one, of course. Get Ramza to 9 Speed (Lv35 and a Beret), with Move+3 and Red Shoes. Now runabout the room performing Cheer Song, staying out of Wie's range. 20 Speed should be adequate. Now build up Ramz's PA to around 25 (a few extra Speed points would do nicely as well here). Use your multi-turns to kill Wiegraf before he can do anything about your Super Bard, and then pray to do the same to Velius (Luck). The rooftop shouldn't be a problem with fly, and perhaps even the 'Naked' strategy found in the Basics section (Unequip one Dancer to draw damage to that one).

--Battle Strats From Here Down Supplied by NeoElfBoy unless noted

>>Limberry- Elmdor: Black Costumes and Angel Rings should be on every member of the party. Flash Hat, Sprint Shoes, and an H Bag should be equipped onto one Dancer. The other three should be placed in the corner of the Pre battle formation screen. Move Speedy up the side of the walls. This should hopefully cause Elmdor to instead use Blood Suck, since his Muramasa won't hit three units. Blood Suck damage, and hopefully a few re-directed Ultimas, as well as some Wiz. Dancing should put away Elmdor.

--Alternate Strat for Limberry By Ultimaterializer--

>>Limberry- Elmdor: Angel Ring, Flash Hat, and Black Costumes all around. Here's your set up...

2 ~ 4 R-Ramza #s-Dancers
~ ~ ~ ~-Space X-Marked for Strat
R ~ ~

Elmdor should Teleport to the X and use Muramasa, and both Assassains should use Ultima. Lede will aim for Dancer 1, while Celia targets Ramza. Obviously, re-target these Ultimas at Elmdor. #2 should fly up to the wall to her left and begin dancing Wiz. and #4 should head two spaces to her right to the corner. For Dancer 3, whack Elmdor physically and then Fly 3 panels left. Ultimas go off, and after this, before Ramza re-raises, Lede will again target Ramza with Ultima. Which means after that, you've dealt 400+ damage to good ole' Elmmy.

>>Limberry- Zalera: Slow Zalera down as fast as possible, preferably to one Speed Point. If you get a unit asleep, let sleeping enemies lie. Angel Rings should guarantee a victory.

--Ulimaterializer Strat--

>>Igro- Dycedarg: Thief Hats, Angel Rings, and Black Costumes all around. Move your Dancers as far back into the corner as possible in a straight line, with Ramza just above and to the right. Life Song and Four Wiz. should start. Dyce will try for Bio3 on your party, but this will bring Zal to Mind Ruin him, bringing Bio3 to manageable damage. Before the Wiz terror destroys Dyce, start charging at least two Slow dances. Send Ramza face to face with Adramelk now, and don't worry about getting destroyed. By the time he re-raises, as long as Slow Dance has been generous, Ramza will get in two actions. Get him at least twelve spaces away from Adramelk by the end of those. Now switch to three Slow Dances and one Last Dance, and be sure to get spread out. Adr. well get in one more attack before being dropped to 1 Speed and getting hit with Last Dance. Proceed with death.

>>Murod Holy Place- Zalbag: Use Nameless Dance to incapacitate the Demons, and possibly Zalbag. Resume the Slow Dance strategy, and then swarm and eliminate Zal.

>>Murond Death City- Balk: General equipping strategy applies here. Be sure to place your Dancers at the back of the formation. Open with Nameless Dance to cancel out the generic threat. Resume with Slow Dance to gain superiority, and then Wiz. Balk to death. Should be a rather long, drawn out epic of a dance rehearsal.

>>In Order To Save Myself From Typing Redundantly: If you're in a hard battle against a Zodiac Boss, wear Angel Rings and use a lot of Slow Dances. Repeat this over and over again. Don't give up, keep replaying, and if you get really desperate, train new Dancers to replace dead ones x_x

_____ 1 2 3 4 5 6 7 8 9 10 _____
/_-XIX-_/_/Mime_/Difficulty: |=====* |__|8.5|_

Recommended Party: 5 Males. High Brave, Low Faith.

Advantages: Good HP, Good PA, Speed

Disadvantages: No Special Abilities, No Equipment, No Miming,
No Long Range Attacks, Poor Movement, No Support Skills,
No Reaction Abilities, No Movement Abilities

Basics: Ridiculous. Ludicrous. Impossible? All these words describe

Male PA Growth - | Level 1- 2 | Level 16- 3 | Level 44- 4 |

Battle Strategies

>>Damage Split: You have to use it. No if's and's or but's about it. Damaging the enemy is ENTIRELY based on them damaging you. If you can spread the damage out well enough, perhaps you can kill an enemy!

-The Crystal Method

Recommended Party: Ramza + 4 Females. High Brave, High Faith.

Advantages: Math Skill, Damage Split, Mass Destruction

Disadvantages: Horrible Stats All Around, Dependency On Luck to Learn Skills, Lack of Mohawks

Basics: Convincingly possible. This method allows for use of Math skills. However, you may only use magic which you've learned from the crystals of fallen enemies. This limits your arsenal early on, but many a SCC'er have proven that Calcs are POSSIBLE to pull through Chapter 1 even without Magic. The difficulty comes, obviously, in gaining Magic, dealing with the Calcs HORRIBLE Speed, HP, and MA, and the usual tough battles, like the second Balk. Have fun with this one...

Relevant Stats:

Speed Growth - | Level 1- 3 | Level 35- 4 | Level 69- 5 |

Female MA Growth - | Level 1- 3 | Level 9- 4 | Level 23- 5 |
*Also Ramza's | Level 38- 6 | Level 52- 7 | Level 67- 8 |

Battle Strategies

>>Coming Soon.

- - - - -
|Section 4 \ _____ / Miscellaneous\

-4.1- Not So Frequently Asked Questions

>>1. Why is this called the Straight Character Challenge?

<<Because. Just because. It has nothing to do with heterosexuality, but you can pretend it does if you wish. Originally, I had a lot of off-colour comments to make about Priests who weren't Straight in their jobs, but then this FAQ wouldn't get posted now, would it? :)

>>2. What's with the cookies?

<<Cookies are baked goods that come in many flavours. They are well known to be sweet and delicious. Many people eat cookies. An estimated 10 out of 10 people eat, or know someone who eats cookies. It's an international trend that will never die. Oh yeah, they used to be my mascot of sorts. As of right now, I'm still taking

applications for new ones. Current front runners are Tito Jackson and meatloaf. The food, not the person. Send in your application today!

- >>3. Isn't the Mime/Dancer/Bard Challenge impossible?
<<There've been people to prove you, and even me wrong. Every single SCC to date, with the sole exception of Calculator, has been completed. Shift back in time 1 year ago, and it'd be hard to imagine this. I guess we just learn more, and players become even further advanced skill-wise as time goes on...
- >>4. I have some sort of strange complex, how can I make the game even HARDER than this?
<<If you have a Gameshark, use the Hard Mode code. If not, use less characters in your party. If you're bored of SCC's, check out philsov's FAQ for a complete list of Challenges created by FFT board members.
- >>5. I broke past the Level Cap!!! What should I do?
<<Don't stress it. Most likely, you did this in the last Chapter. It's no big deal to be honest. Just don't level up that much. You should not have any trouble getting to Murond before Level 70 anyway.
- >>6. What should I do if one of my characters crystallize?
<<You can buy a new character at the Office and build them back up... However, in my personal opinion, I'd say that you lost that battle. I'm a perfectionist, and as one, I don't let any of my characters crystallize. If I lose someone, I soft reset the game, and then furiously punch a hole in the wall, or kick and scream like a little girl. I think I may amend the rules one day and say that you can not lose a character, but until then, it's all personal opinion.
- >>7. In the Dancer challenge, wouldn't using Ramza as a Mime be better, as then he uses Dancer skills? Why use him as a Bard?
<<Yes, that would be most effective... However the Mime thing does result in a somewhat unfair advantage, moreso than with one Bard. As a Mime, all the Dancer's abilities would be doubled, technically giving you 8 Dancers per fight. I think the Bard keeps the spirit of the job a little more true, and is a little more challenging. Of course, the best solution is to use a GS and turn Ramza into a Dancer...
- >>8. Where the hell have you been for "x" amount of months?!
<<Living, sue me. ::gets sued:: Seriously though, I've just had my mind off of Tactics. Originally I took a break because I needed a new copy of the game. After that it became laziness. But now I'm back, so enjoy it :P
- >>9. Can I do "blah"?
<<Again, this is your game. It doesn't really matter what you do, since this is simply a more challenging and interesting way to go through an otherwise easy game. You shouldn't feel the need to "check" with me to see if you can do something. Just do it. If it blatantly violates SCC rules, though, please, don't ask to be put into the HOF for it -_-
- >>10. -Insert Anything About How Calculators Should Be Given Privileges-
<<Hey, I've already given into the Calculator arguments. Go play the Crystal Method and be happy with life, dammit!
- >>11. The FAQ seems fairly complete now. Any plans for the future?
<<At this point, I really can't say. The Challenge turns one year old in less than three weeks of this update's writing, and it's really matured all the way, and still going strong. I'm not sure where things will go, but I do plan on getting an HTML version of the guide up once I get through the process of registering a domain name and getting webhosting. I'll try to rush things, though, and hopefully get the site up in time for the SCC Birthday.
- >>12. Where did the usual SCC topic on the FFT Board go to?

<<It's been relocated to a more private board to limit the disturbance to the main board. The board address is

<http://cgi.gamefaqs.com/boards/gentopic.asp?board=4694>

>>More on the way.

-4.2- Thanks

-Here's the most important part of this whole FAQ. Now, I'll list all the people who I have to thank for creating this FAQ with me. I am only the writer and co-creator, these people are the real brains behind the operation. If you'd like your e-mail address accompanying your name, or if my stupid brain forgot you, just mail me and say so.

>>For Their Strategical Input... This Needs Some Heavy Updating...:

****Ultimaterializer**** (Master of Terrible Ascci) - TONS of classes, very detailed strats, and Criticism :)
Maligant(The 2nd Straight Man... Ever) - Priest
Cyrus Viruz(The 3rd Straight Man) - Chemist
RyuKaiser(No Funny Nickname) - Ninja
Owvin(I Always Think Of Cyan's Dead Son) - Various
PhoenixWing(The Squire of Irreverence) - Mime, Monk
TallgeeseVI(Gundam Name and I Don't Hate Him, Very Rare) - Lancer, Ninja
Dragoon MRM(The Winningest Original SCC'er) - Lancer, Dancer (Big Time)
Saint Ajora(Best Ancient Demon Villain Ever!) - Samurai, Wizard
Bahamut(My Hero) - Various
Dr Goofy(Name About Sums It Up) - Geomancer
thefool(Lovable Old Fool...) - Summoner
Bloo Roo(Love for Roo <3) - Oracle
AdamanBangle(Bangle... Funny Word.) - Chemist
CommanderJP(Super Monk!) - Monk
monkramza(Crazy Man...) - Dancer
Kantolin(The GobliThief Master Itself) - Thief
Goblez(Zelbog Backwards!) - Knight
Ark5th(My Brother In Archer Plight) - Archer
Pokey Tax (Heheh Pokey is Gumby's Horse)- Time Mage
Turd Ferguson (Silly remark not necessary) - Mediator, Geomancer, Stats
Jjukil (I can not pronounce this name)- Bard (Big Time)
Vadth (I can't think of anything funny to say, so... Cookie) - Summoner
Izlude Tingel (It's time to admit I've run out of wit) - Lancer
NeoElfBoy (As Opposed To The Old One) - Summoner
Ex Soldier Cloud (The Guy Who Basicall Ownz Most SCCs) - Squire(Big Time)
Biggles (I Will Not Question The Name, I'll Only Giggle) - Monk
TimeMage (Aptly Enough With...) - Time Mage
NeoElfBoy (Proving Me Wrong Since The Beginning of Time) - Dancer
Mike (E-Mail Was Brightlord; I Didn't Know What To Put x_x) - Various
Chickenfingers (Chickens don't have fingers ;_;) - Geomancer
oo7rules (I think I've given up on the names ><) - Monk, Mediator
Qalfie (\$100 reward for pronunciation of said alias) - Oracle

>>The Rest of the [Straight Crew]

Mousse, GrandCross, Storm Shadow, Neotericus, MagnusTheZero, Valdek, trcl986num2, TimeMagell13, RPGHarvester2000, MarvelousBob, ChronoTRobo32, GameGuru86, FFTPro, MysticGohan42, Gamer4Life, RamzaHeavenlyKnight, IAMTheWheelman, Levianthan, Rainrir (The Insane), Faelim, Sword Spirit, Ex Soldier Cloud, Izlude Tingel, avenger339, outheresomeplace, lionthalanas, Beawulf, NeoKamek, Actionrat, PsyKoCracker, Redge, jabez, NinjaMaster, ashtonarchers, Notti, and approximately 200 more people...

-Sorry to the newer SCC'ers, but I'm no longer updating this section, simply because it would expand far too greatly.

>>Last But Definitely Not Least And In Some Cases, Again

The3rdOracle- For Being My Spellchecker :)

AeroStar- For Being Some Sort of Stat Producing Robot

Master Daravon- For Early Encouragement and Being a Genuine Genius

shoyru knight - Now he can't damn me!

Burgundy - Just because...

colddrum - For almost proving the impossible *Cheers*

NeoWeird - For letting me live underneath his bed <3

Tsogtoo - Who kindly pointed out another site using my FAQ

Maligant - For being the main Straight man during my first disappearance

Dr Goofy - For keeping up the fight too

Fragnarok - For supplying me with a back up account after I was warned
by idiots, and finding another FAQ Thief

Turd Ferguson - For being sexy and letting me use his Start charts.

NeoElfBoy - For revelling in proving me wrong.

And Everyone Else Who Kept The SCC Alive ::gives cookies::

-4.3- Random Stuff

~*^H A L L O F F A M E^*~

Ex Soldier Cloud- Completed Squire, Chemist, Archer, Knight, Wizard, Priest, Monk, Thief, Oracle, Time Mage, Lancer, Geomancer, Summoner, Mediator, Ninja, Samurai, Dancer, Bard, and Mime. And for those who can't count, that's 19. Every Class but Calculator.

oo7rules - Completed Geomancer, Samurai, Priest, Ninja, Chemist, Archer, Oracle, Thief, Mime, Lancer, Wizard, Time Mage, Knight, Dancer, Summoner, Mediator, and Monk

NeoElfBoy - Completed Summoner, Archer, Chemist, Lancer, Knight, Samurai, Mediator, Dancer, Squire, Time Mage, and Ninja.

Orlandu - Completed Monk, Lancer, Thief, Wizard, Geomancer, Summoners, Ninja, Oracle, and Samurai

Ultimaterializer- Completed Squire, Knight, Chemist, Archer, Monk, Lancer, Thief, Wizard, and Samurai

MunkiBleedsGreen - Completed Ninja, Wizard, Summoner, Archer, Lancer, Knight Samurai, and Chemist. Go me.

Setzer - Completed Chemist, Wizard, Priest, Monk, Mediator, and Samurai

TallgeeseVI- Completed Lancer, Ninja, Geomancer, Summoner, and Monk

Chickenfingers - Completed Lancer, Geomancer, Monk, and Wizard

DragoonMRM- Completed Lancer, Dancer, Ninja, and Chemist

Jjukil- Completed Bard, Lancer, and Geomancer

Dr Goofy- Completed Geomancer, Monk, and Priest

Sword Spirit - Completed Priest, Oracle, and Monk

Wiegraf - Completed, Monks, Time Mage, and Knight

sqpatl7- Completed Archer and Thief

Saint Ajora - Completed Samurai and Wizard

flying toaster - Completed Chemist and Lancer

Xenon - Completed Summoner and Monk

Son Gohan - Completed Ninja and Summoner

Xenon - Completed Monk and Summoner

Turd Ferguson- Completed Mediators

MarvelousBob- Completed Wizard

HeavenlyKnight - Completed Squire

Kantolin - Completed Thieves

AdamanBangle - Completed Chemist

trcl986- Completed Chemist

Cyrus Viruz - Completed Chemist
PokeyTax - Completed Time Mage
Actionrat - Completed Monk
DeathChicken - Completed Monk
Grenseal - Completed Ninja
Sweet Vengeance - Completed Lancer
Biggles - Completed Monk
DrizztDuOrden - Completed Ninja
Tadrinth - Completed Monk
OracleCat - Completed Time Mage
Qalfie - Completed Oracle
BrazillianMagus - Completed Samurai

If I'm missing you, or you've completed the challenge [honestly],
e-mail me to get added.

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This FAQ was generated from the topics "I Still Want A Cookie",
"Challenge: Straight Characters", "Who Got The Cookie? I Got The
Cookie.", "The Cookie In It's Natural Habitat", "Straight Character
Challenge Lives On", "Too Legit Too Quit; Straight Character
Challenge", and a plethora of other topics, which continues on the FFT
gameplay board to this very day. All of this weirdness began on the
Final Fantasy Tactics Gameplay Message Board, April 7, 2001.

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Version History

V0.9 - April 15th, 2002- Well, I've been a tad busy as of late with other
things, so I wasn't able to get the SCC Site up
as I initially hoped to do. I will still definitely
get it going soon, hopefully before the end of April.
The SCC Celebrated it's first birthday on April 7th,
by the way. The current official SCC topic is taking
residence on the Social Board. Also, the SCC has a
board of it's own claimed right here:

<http://cgi.gamefaqs.com/boards/gentopic.asp?board=4694>

There's a slight possibility of an officially made
board for the SCC, but let's not get our hopes too
high for that. On the actual news front, current high
lord of all SCC Updates, Ultimaterializer, wrote a
trio of "SCC Bible" walkthroughs for Knight, Samurai,
and Thief. Bless him, for he has added about 22k
of new info to the FAQ. Woo. Anyway, I'll be working
on the site, and re-update the FAQ when it's ready.

V0.8 - March 19th, 2002- Whee... strategical updates mostly this time
around. Good to see that even as the SCC approaches
it's first Birthday, it's still going on strong, with
new insight, new participants, and is still a
dominant force on the Board's topics. It warms my
heart ;_; Anyway, so far there hasn't been much of
a reaction to the GS Classes, which isn't hard to
believe. A few Ratings were challenged, and when
I've been well argued with, I submitted and changed
a few (Chemist and Monk, namely). Thanks and HoF

updated as well. See you guys next update, probably in time for the 1 Year SCC Anniversary. Also, for some odd reason, I rarely respond to SCC-related e-mail before I get around to updating. I apologize especially to Ultimaterializer for this >< I'll try to make amends bad this habit soon. All together, about 11k of new stuff. Not bad.

V0.7 - February 9th, 2002- Fixed a load of formatting errors, incorporated Turd's stat charts (Much love for Turd <3) into the class reviews, added a Difficulty rating for every class, and changed a few basic rules regarding Gamesharking, Dancers, Squires, and Sidequests. If you have any problem with the Difficulty ratings I assigned a class, email me and give me your argument as to why I should change it :P

V0.6-January 24th, 2002- Yeah yeah. Blame me definitely >< Anyway read the notice and tell me what you think, and send in whatever updates you want to see put up. This guide's always been about you guys, and not me. ~Munki

V0.5-Sept. 21th, 2001-Heh, yes, I'm back. I've been a very poor daddy lately and for that I apologize. I came back to the boards just a few weeks ago, and now decided to do something constructive with my time :) Big thanks to Maligant, Dr Goofy, and everyone else who've kept the SCC alive while I was gone. Updates all around. New strats for Wizard, Dancer, Geomancer, Thief, Archer, Summoner, Mediator, and TONS on Bard. Updated Rules, Thanks, FAQ, Generic Strat and the Hall. I'll try to keep updates as consistent as possible too. Again, thanks everybody.

V0.4-May 9th, 2001- Well, added some new strategy. Most notably, I totally re-evaluated Mediators and added new accompanying strategy, buffed up Oracles, and a whole load of new strategy has been added to Samurai and Lancer, courtesy of Saint Ajora and TallgeeseVI. I even added a Calculator section! All together, about 12k of information.

V0.3-May 5th, 2001- Finished all of the Basic Class Specific information. I'm putting up some strategy little by little now, as it's pretty tough to drudge through the 1,500+ posts on the Straight Character challenge I have saved. Still, though, things are coming along nicely. I even added some nice little strategies to a few of the jobs!

V0.2-May 3rd, 2001- Lost this update... Created Generic Strategy and put up a lot of Basic Job Specific Stuff

V0.1-May 1st, 2001- This is the first offline version of the Straight Character FAQ. No body will read this until it hopefully is accepted, but what the hey. I posted all the basic stuff, and soon I will begin on strategy construction.

This document is ʘShaun Pilling (AKA munki@inferiority.org or MunkiBleedsGreen)

This document can be found at GameFAQs.com, psxcodez.com, and neoseeker.com. If you find any other location, please e-mail me.

::rides his ostrich off onto the horizon, throwing cookies to all those who gave their time to read this FAQ, or take the challenge::

I salute you all! A winner is you!

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