Final Fantasy Tactics JP Scroll Glitch

by Dan Holland

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Final Fantasy Tactics JP Scroll Glitch
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Version 1 . 5


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I have never had any problems with this glitch, nor has anyone ever reported
any -- but if something, somehow DOES go wrong, understand that I will not be
held responsible.


_____
0.Contents_____


You can quickly jump to a section by using Find (usually cntrl-F on Windows,
cmd-F on Macs) and entering in the respective the Bookmark.


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1.Intro_____


The JP Scroll Glitch (originally known as the Page Down Glitch) is a way to
instantly change the amount of JP you have for SOME of the job classes in
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Final Fantasy Tactics. I came about this tasty glitch totally by accident,
and hot damn, it's a good one. Ho ho ho, did I say "glitch?" Well... yeah,
you could call it that, I guess -- but those gamers out there more acquainted
"morals" would probably call it cheating.

Heh heh heh.

_____
2.Paging_____

In Final Fantasy Tactics, pressing up or down on the directional pad is not
the only way to scroll through lists. There is another option -- one that
behaves just like the Page Up and Page Down keys on your computer keyboard.

This Page Up and Page Down is performed by holding square on your controller,
then pressing up or down.

Try it out. It works on any list in the game that has more items in it than
can be displayed at once -- such as your inventory list, shop lists, and, of
course, Ability lists...

Who would have known that this handy little feature would be key to glitching
this game?

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3.What WON'T Work_____

Trying this glitch on any class whose abilities don't span more than one page
will not work. That is to say, if you look at a job class's ability list and
you can't scroll up or down, you're out of luck. So the bad news is, these
classes won't work:

Archer, Bard, Calculator (damn!), Divine Knight, Dragoner, Engineer,
Heaven Knight, Hell Knight, Holy Knight, Knight, Mime, Monk, Soldier,
Squire, and Thief.

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4.What WILL Work_____

You can successfully do the JP Scroll glitch on a character in any of the
following classes:

Chemist, Geomancer, Holy Swordsman (Orlandu), Lancer, Mediator, Ninja, Oracle,
Priest, Samurai, Squire (Ramza Chapter 4), Summoner, Temple Knight (Beowulf),
Time Mage, Wizard.

Yeeha.

_____
5.Doin' It_____

Luckily, it's done just the way (uh huh uh huh) we like it (uh huh uh huh) --
very, very simply. Here's the process.

1) Get a character who has access to one of the job classes that are mentioned
   in the "What Will Work" section.

2) On the world map, hit Triangle to bring up the main menu. Select Formation,
   select your character, go to Ability, then to Learn. Select any class from
   the "What WILL Work" section and go to an unlearned ability that you have

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      enough JP to learn. We will call this ability 'Ability X'.

3) Hit circle on Ability X and a Dialog Box will come up saying, "Is 'Ability
   X', OK?" Do not select YES yet!

4) Hold square. Now, press down or up on the control pad. What's this?! The
   cursor is no longer pointing to Ability X, but the dialog box is still
   there, patiently waiting for you to confirm or deny it the right to spend
   your hard earned JP...

   ...heh heh heh. You have successfully "page down"ed (or "page up"ed). And
   here's the trick: If the ability the cursor is now pointing to
                       a) costs more JP than you currently have
                            (ie, it's "dimmed out" )
                                   OR
                       b) it has already been learned

   ... choose Yes.

5) I've noticed that each time you glitch a certain ability, the same thing
   always happens. I've charted the effects below.

   Each chart is composed of four columns: Ability, NL, L, and Cost.
     Ability : the name of each ability in the class.
     L       : the effect of the glitch if the respective ability has already
                been learned
     NL      : the effect of the glitch if the respective ability has NOT
                yet been learned.
     Cost    : how much JP the ability costs to learn

 Legend:
  Symbol                            Meaning
  ------   ------------------------------------------------------------------
    O    | JP goes to 0000, but all the abilities are immediately available to
         | learn. If you don't learn all abilities and exit from the menu,
         | when you come back you will have 9999 JP available.

    o    | JP goes to 0000, and none of the abilities are immediately
         | available to learn. (Interestingly, you can't even learn the
         | Chemist Ability "Equip Change," which costs 0 JP.) HOWEVER, when
         | you exit the menu and come back, you have 9999 JP available to
         | spend.

    +    | You gain JP (the number next to it is how much you gain)

    -    | You lose JP (the number next to it is how much you lose)

    X    | Nothing happens at all.

    ?    | No idea. Either it can't be done or I haven't found a way to do it
  ------   ------------------------------------------------------------------

  After the chart, I will also provide some suggestions on how to easily
  glitch each class -- just so you don't have to spend too much time
  figuring out how to page up or down to a certain ability. They will look
  something like this:

      X<=JP<Y        JP Range: Your current JP should be between X and Y
      Ability         This ability should be at the top of the list
       ...   (If this is here, it means there are other abilities in between)
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     Ability          Now, from this ability
       ||                      page down
       \/                         to
 NL - Ability -> o  This ability when it's not learned, and you'll get
                    "o" behavior.


 Another example is:
   100<=JP<300      JP Range: Your current JP should be between 100 and 300
     Ability          This ability should be at the top of the list
       ...    (If this is here, it means there are other abilities in between)
  L - Ability -> O   You will get "O" behavior if this ability is learned
       /\                   when you page up
       ||                        from
     Ability               this ability


Lastly, even though you're messing with your JP, your Job Level WILL NOT be
affected. So even if you master a class at Job Level 1, you'll still be at
Job Level 1 after you glitch. However, there is no need to worry -- you can
still gain job levels after a class is mastered, but unfortunately, you have
to do it the hard way and actually earn the JP. Oh well.


On to the charts.


  _____
 /-Chemist:                                                               \
      Ah, the Chemist, always running in the background distributing their
      weird concoctions. They're quite useful and damn easy to glitch. Yeah.

   Ability          NL     L    Cost
   ===========      ====   ===   ====
   Potion        |  ?  |  X  | 30
   Hi-Potion     |  o  |  o  | 200
   X-Potion      |  o  |  O  | 300
   Ether         |  O  |  O  | 300
   Hi-Ether      |  X  | -28 | 400
   Elixir        | -16 | -32 | 900
   Antidote      |  O  |  X  | 70
   Eyedrop       |  X  |  o  | 80
   Echo Grass    |  O  |+6724| 120
   Maiden's Kiss |  X  | -20 | 200
   Soft          |  o  |  O  | 250
   Holy Water    |  o  | -16 | 400
   Remedy        |  o  |  o  | 700
   Phoenix Down  |  O  |  O  | 90


   There're so many ways to glitch this class it's not funny. Here's a few:


         JP>=80                    JP>=200                    JP>=250
         Potion                   Hi-Potion                   Ether
         ...                        ...                        ...
        Eyedrop                  Echo Grass                    Soft
         ||                         ||                         ||
         \/                         \/                         \/
  L - Phoenix Down -> O    L - Phoenix Down -> O    L - Phoenix Down -> O
 _____/


  _____

 /-Geomancer:                                                             \
      Yeah yeah, they look a little fruity. But their ability to equip
      weapons of the warrior class along with hats and robes to boost
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     their stats -- not to mention their long-ranged status-inflicting
     geomancy skills -- make these guys pretty formidable warriors.

  Ability          NL     L    Cost
 ==========        ====   ===   ====
  Pitfall         |  ?  |  X  | 150
  Water Ball      |  ?  |  X  | 150
  Hell Ivy        |  ?  |  X  | 150
  Carve Model     |  ?  |  X  | 150
  Local Quake     |  ?  |  O  | 150
  Kamaitachi      |  ?  |  O  | 150
  Demon Fire      |  ?  |  O  | 150
  Quicksand       |  ?  |  O  | 150
  Sandstorm       |  ?  |  O  | 150
  Blizzard        |  ?  |  O  | 150
  Gusty Wind      |  ?  |  O  | 150
  Lava Ball       |  ?  |  O  | 150


  Glitching Geomancers is easy -- all you need is 300 JP. Here's a
  quick way to do it: First, learn Local Quake. Then, do this:


                   Pitfall
                    ||
                    \/
              L - Local Quake -> O


  You can also, of course, do Water Ball down to Kamatachi, Hell Ivy down
  to Demon Fire, etc...
_____/


 _____
/-Holy Swordsman (Orlandu)                                               \
     Does the mighty Thunder God even need an introduction? I think not.

  Ability          NL     L    Cost
 ==========        ====   ===   ====
  Stasis Sword   |  ?  |  O  | 100
  Split Punch    |  ?  |  O  | 400
  Crush Punch    |  ?  |  O  | 500
  Lightning Stab |  O  |  O  | 700
  Holy Explosion | -48 |  O  | 800
  Shellbust Stab |  ?  |  O  | 200
  Blastar Punch  |  ?  |  O  | 400
  Hellcry Punch  | -56 |  O  | 500
  Icewolf Bite   |  O  |  O  | 800
  Dark Sword     | +1  |  O  | 500
  Night Sword    |  ?  |  O  | 100
Stasis Sword, Crush Punch, Shellbust Stab, Night Sword initially learned

 Ha! The most powerful swordsman in the game, and you can master all his
 abilities right away. Just glitch any of his already learned abilities
 and you're good to go.
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/-Lancer:                                                                \
     What's that? You're way over there on the other side of the
     battlefield? BOING! Pardon me as I drive this spear through
     your skull.
```

```
  Ability          NL     L    Cost
 ===========      ====   ===   ====
 Level Jump2    |  ?  |  o  | 150
 Level Jump3    | -16 |  X  | 300
 Level Jump4    |  o  |  o  | 450
 Level Jump5    |  X  |  O  | 600
 Level Jump8    |  O  |  o  | 900
 Vertical Jump2 |  ?  |  o  | 100
 Vertical Jump3 |  o  |  o  | 200
 Vertical Jump4 |  o  |  o  | 300
 Vertical Jump5 |  o  |+6724| 400
 Vertical Jump6 |  O  |  o  | 500
 Vertical Jump7 |  X  |  o  | 600
 Vertical Jump8 |  o  |  o  | 900


   The first time I discovered this glitch was with Meliadoul
   learning Lancer abilities. And I did it just like this:

                  150<=JP<900
                  Level Jump2
                      ||
                      \/
               NL - Level Jump8 -> O
_____/


 _____
/-Mediator:                                                      \
     Ah, the gun-toting slick-talking funny-dressing Mediator. These dudes
     can convert a warmonger to a flower loving hippie in seconds flat.
     And Mimic Daravon is cool.

  Ability          NL     L    Cost
 ===========      ====   ===   ====
 Invitation     |  ?  |  X  | 100
 Persuade       |  ?  |  X  | 100
 Praise         |  o  |  X  | 200
 Threaten       | +48 |  X  | 200
 Preach         |  ?  |  X  | 200
 Solution       | -36 |  X  | 200
 Death Sentence |+5288|  X  | 500
 Negotiate      |  ?  |  X  | 100
 Insult         |  o  |  X  | 300
 Mimic Daravon  |  o  |  X  | 300

              100<=JP<500                       100<=JP<300
              Invitation                        Invitation
                 ...                               ...
               Preach                           Negotiate
                 ||                                ||
                 \/                                \/
       NL - Death Sentence -> +5288     NL - Mimic Daravon -> o
    (This is enough to master the class)
_____/


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/-Ninja                                                          \
     Indeed, the Ninja. These sneaky bastards are fast AND powerful, and
     have some great support and movement abilities to boot. All right.

  Ability          NL     L    Cost
```

```
      ===========       ====   ===   ====
       Shuriken     | ?  | o  | 50
       Ball         | ?  | O  | 70
       Knife        | ?  | o  | 100
       Sword        | ?  | o  | 100
       Hammer       | X  | o  | 100  Credit: Fredyuk & Gatherer818
       Katana       | O  | o  | 100  Credit: Fredyuk & Gatherer818
       Ninja Sword  | ?  | o  | 100
       Axe          | o  |+6724| 120
       Spear        | ?  | o  | 100
       Stick        | ?  | o  | 100
       Knight Sword | ?  | o  | 100
       Dictionary   | ?  | o  | 100


       First, learn Shuriken -- no difficult matter, as it only requires 50 JP.
       Then:


          JP>=70                              JP>=100
       (Ball at top of list)      (Knife, Sword, or Hammer at top of list)
         L - Shuriken -> o                 L - Shuriken -> o
              /\                                 /\
              ||                                 ||
             Ball                      Knife, Sword, or Hammer
     _____/


     _____
     /-Oracle:                                                          \
         The master of status effects. Equip this magic caster with a Faith
         Rod and Short Charge and watch your enemies gurgle in agony.

       Ability          NL    L    Cost
      ===========       ====  ===  ====
       Blind         | ?   | X  | 100
       Spell Absorb  | -8  | X  | 200
       Life Drain    | +24 | X  | 350
       Pray Faith    | -14 | X  | 400
       Doubt Faith   | O   | X  | 400
       Zombie        | o   | X  | 300
       Silence Song  | +62 | X  | 170
       Blind Rage    | -16 | X  | 400
       Foxbird       | -8  | X  | 200
       Confusion Song| +1  | X  | 400
       Dispel Magic  | O   | X  | 700
       Paralyze      | ?   | X  | 100
       Sleep         | O   | X  | 350
       Petrify       | -16 | X  | 600


         100>=JP<350                  200>=JP>700                 170<=JP<400
           Zombie                     Doubt Faith                  Life Drain
            ...                          ...                          ...
          Paralyze                  Confusion Song        NL - Doubt Faith -> O
             ||                          ||                          /\
             \/                          \/                          ||
       NL - Sleep -> O           NL - Dispel Magic -> O        Silence Song
     _____/


     _____
     /-Priest:                                                          \
         White Magic: The best way to heal your party and desecrate the
         undead. Never leave home without one.
```

```
  Ability          NL     L     Cost
 ===========       ====   ===   ====
  Cure           |  ?  |  X  | 50
  Cure 2         | -44 |  X  | 180
  Cure 3         | -32 |  X  | 400
  Cure 4         | -40 |  X  | 700
  Raise          |  O  |  X  | 180
  Raise2         |  o  |  X  | 500
  Reraise        | -48 |  X  | 800
  Regen          |  o  |  X  | 300
  Protect        |  ?  |  X  | 70
  Protect 2      |  X  |  X  | 500
  Shell          |  ?  |  X  | 70
  Shell2         | -1  |  X  | 500
  Wall           | +12 |  X  | 380
  Esuna          | -25 |  X  | 280
  Holy           | +62 |  X  | 600


     50<=JP<300          300<=JP<700
        Cure                Cure 4
         ||                  ...
         \/              NL - Raise -> O
   NL - Regen -> o           /\
                             ||
                           Regen


  If your JP is too low to glitch, use Holy to increment your JP
  by 62, like this:


        Cure 2                      Cure 4
         ...                         ...
        Protect                     Shell
         ||                          ||
         \/                          \/
      NL - Holy -> +62      NL - Holy -> +62
_____/


 _____
/-Samurai:                                                               \
     Their skill with a sword makes bad guys fall down and wet their
     pants. Plus, they have Two Hands and Blade Grasp.

  Ability          NL     L     Cost
 ===========       ====   ===   ====
  Asura          |  ?  |  X  | 100
  Koutetsu       |  ?  |  X  | 180
  Bizen Boat     |+1053|  X  | 260
  Murasame       |  o  |  X  | 340
  Heaven's Cloud |  O  |  X  | 420
  Kiyomori       |+1053|  X  | 500
  Muramasa       |  o  |  X  | 580
  Kikuichimoji   |  X  |  X  | 660
  Masamune       | -14 |  X  | 740
  Chirijiraden   |  o  |  X  | 820


        180<JP<340
           Asura
            ...
          Koutetsu
```

```
                 ||
                 \/
       NL - Murasame -> o


   Or, if if you start out and 100<=JP<180, don't worry; you don't have to
   waste your time going into battle for a few JP. Instead, you can do this:

       1)          100<=JP<180
                     Asura
                      ||
                      \/
             NL - Bizen Boat -> +1053


       2) Now you have a bunch of JP -- too much, in fact, to glitch. So
          learn some support/movement abilities to shave off some of that
          excess JP (Blade Grasp is a good one -- it costs 900 JP). Once
          you have done that, use the chart above to decide which ability
          to glitch.
_____/


 _____
/-Squire (Ramza Chapter 4):                                              \
     Yeah, our main character. Scream is by far, without argument and
     beyond any reasonable doubt the best skill in the game. Go Ramza.
```

Ability	NL	L	Cost
Accumulate	X	o	300
Dash	?	O	80
Throw Stone	+4308	O	90
Heal	O	O	150
Yell	X	O	200
Wish	?	O	X
Cheer Up	?	O	200
Scream	+44	O	500
Ultima	?	O	X

```
 Wish initially learned

   What can I say? By the time you get to Chapter 4, you'll probably have
   this class mastered anyway, but if not... well, just learn any ability
   and glitch it. Easy enough. And no, you can't learn Ultima this way.
_____/


 _____
/-Summoner:                                                              \
     So boys and girls: Can we say, "Eradicate all enemies in one fell
     swoop?" Why yes, yes we can.
```

Ability	NL	L	Cost
Moogle	?	X	110
Shiva	?	X	200
Ramuh	?	X	200
Ifrit	?	X	200
Titan	?	X	220
Golem	O	X	500
Carbunkle	?	X	350
Bahamut	O	X	1200
Odin	o	X	900
Leviathan	X	X	850

```
    Salamander      |  o  |  X  | 820
    Silf            | -15 |  X  | 400
    Fairy           |  o  |  X  | 400
    Lich            |  o  |  X  | 600
    Cyclops         |  X  |  X  | 1000
    Zodiac          |  ?  |  X  | X
       No, you can't use the glitch to learn Zodiac.

    This one's easy:
       Zodiac Not Learned          Zodiac Learned
         110<=JP<1200                110<=JP<900
            Moogle                      Moogle
             ||                          ||
             \/                          \/
       NL - Bahamut -> O          NL - Odin -> o
_____/


 _____
/-Temple Knight  (Beowulf):                                              \
       Chicken!! Bwwwwaaaak! Bwaaak bwaak bwaaaaaaaak!! Not to mention
       all his other cool no charge abilities.

    Ability          NL     L    Cost
    ===========     ====   ===   ====
    Blind           |  ?  |  X  | 50
    Aspel           |  ?  |  X  | 100
    Drain           | -2  |  o  | 180
    Faith           | -3  |  o  | 200
    Innocent        | -1  |  o  | 200
    Zombie          |  X  |  O  | 150
    Silence         |  ?  |  O  | 90
    Berserk         | -122|  o  | 200
    Chicken         | +665|  O  | 500
    Confuse         | -8  |  O  | 200
    Despair         |  o  |  o  | 300
    Don't Act       |  ?  |  X  | 50
    Sleep           |  o  | -5  | 170
    Break           |  O  |  O  | 300
    Shock           | -48 |  O  | 600
       Blind & Silence initially learned

    Break looks like the best way to go, since it gives O behavior whether
    it has been learned or not. Beowulf starts out with a lot of JP, so
    just learn Break and then glitch it... Then again, glitch just about
    any learned ability and you're good to go...

        JP>=50            JP>=100            JP>=150
         Blind             Aspel             Zombie
          ...               ...                ...
        Silence           Berserk             Sleep
          ||                ||                 ||
          \/                \/                 \/
        Break -> O        Break -> O         Break -> O
_____/


 _____
/-Time Mage:                                                             \
       These magic users are just plain cool. Their control of space and
       time make Einstein grumble in his grave. Combine Faith with Quick
       and you get one of the best combinations in the game.
```

```
 Ability           NL      L     Cost
 ==========        ====    ===    ====
 Haste          |  o   |  X  | 100
 Haste 2        |  o   |  X  | 550
 Slow           |  ?   |  X  | 80
 Slow 2         |  o   |  X  | 520
 Stop           |  o   |  X  | 330
 Don't Move     |  o   |  X  | 100
 Float          |  o   |  X  | 200
 Reflect        |  O   |  X  | 300
 Quick          |  o   |  X  | 800
 Demi           |  o   |  X  | 250
 Demi 2         |  o   |  X  | 550
 Meteor         | -48  |  X  | 1500


  This is a very easy class to glitch, since just about every unlearned
  ability maxes your JP -- just stay away from Meteor. Examples:


                  100<=JP<330          100<=JP<800
                     Haste                Haste 2
                      ||                   ...
                      \/                   Float
                 NL - Stop -> o             ||
                                            \/
                                      NL - Quick -> o
_____/


  _____
/-Wizard:                                                                 \
      Oh yeah. These pudgy little dudes with their cool hats and shadowy
      features always mean business. Try their temper and go up in flames.


 Ability           NL      L     Cost
 ==========        ====    ===    ====
 Fire           |  ?   |  X  | 50
 Fire 2         |  X   |  X  | 200
 Fire 3         |  o   |  X  | 480
 Fire 4         |  o   |  X  | 850
 Bolt           |  ?   |  X  | 50
 Bolt 2         |  O   |  X  | 200
 Bolt 3         |  X   |  X  | 480
 Bolt 4         | -8   |  X  | 850
 Ice            |  ?   |  X  | 50
 Ice 2          |  o   |  X  | 200
 Ice 3          | -16  |  X  | 480
 Ice 4          | -24  |  X  | 850
 Poison         | -20  |  X  | 150
 Frog           | -28  |  X  | 500
 Death          |  o   |  X  | 600
 Flare          | -16  |  X  | 900


  Here's a few:


      150<=JP<600            50<=JP<850              200<=JP<850
         Bolt 3                 Fire 2                  Fire 3
          ...                    ...                     ...
         Poison             NL - Fire 4 -> o        NL - Fire 4 -> o
          ||                     /\                      /\
          \/                     ||                      ||
```

```
      NL - Death -> o             Bolt                   Bolt 2
    _____/


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6. History_____


7/30/02: Version 0 . 4
    - Initial version
    - Completed Chemist, Priest, Geomancer and Ninja charts
    - Began Time Mage and Wizard Charts
    - Gave some cheap "Quick Cheats" for other classes


8/01/02: Version 0 . 8
    - Finished Lancer, Time Mage, Oracle, Samurai, Summoner and Wizard Charts
    - Added small bits of info here and there


8/25/02: Version . 9 5
    - Changed the name of the glitch (from Page Down Glitch) to the JP Scroll
      Glitch -- a special thanks goes out to Joeblog60 for coming up with the
      new name!
    - Fixed the table of contents and added stuff I forgot to add in the What
      WILL Work section
    - Added Temple Knight and Holy Swordsman charts


9/21/02: Version 1 . 0
    - Added chart for Squire (Ramza Only, Chapter 4)
    - Finished Summoner's chart


??/??/03: Version 1 . 5
    - Added a Bookmark section in the Table of Contents to make it easy to
      find each section
    - Added the JP cost for each ability, along with an introduction to each
      class
    - Added advice on how to easily glitch each class
    - Added some more stuff here and there
    - This is more than likely the final version, but who knows?


_____
7. Outro _____


Well, that's it folks. I hope you've enjoyed the FAQ, or at least found it
useful. This is my first attempt at a FAQ, so comments and criticisms are
welcome. Also, if you've noticed a mistake, please let me know so that I can
fix it right away.


This document was created with Apple's TextEdit.


Special thanks to:
- Joeblog60, for the JP Scroll Glitch name
- Fredyuk (Fredyuk@comcast.net) and Gatherer818 (Gatherer818@hotmail.com),
  each for letting me know what happens when you glitch Hammer and Katana not
  learned in the Ninja class
- Squaresoft and the FFT team, for making this awesome game
- gamefaqs.com, for providing the best source of gaming information I have
  found on the net
- The guy who invented beer -- without whom, this glitch may never have
  been discovered...


Thanks,
Dan
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