



any questions don't hesitate to E-mail me at.....  
strangevision@hotmail.com

Oh, and one other note. This guide was not intended for Rafa's brother,  
Malak. Just to let you know!

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The Heaven Knight  
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"Asassin who controls the laws of nature. Buries his opponents with the  
forbidden spell Truth"

As you know the Heaven Knight focuses on random panel shots. You may hit  
your opponent up to 4 times with a single spell or not even once. This  
can be extremely frustrating. Before we see the advantage to this let's  
look at Rafa's abilities. No detailed explanation is needed since this  
game is so old and undoubtedly you all have played well over 100  
hours!(^\_^). Plus it's self-explanatory really.

Heaven Thunder - Thunder Elemental  
Asura - Fire Elemental  
Diamond Sword - Wind Elemental (my fav)  
Hydragon Pit - Water Elemental (maybe they meant Hydrogen. Oh well....)  
Space Storage - Random Status Effects  
Sky Demon - Earth Elemental

As you can see Rafa's abilities have no real advantage over one another.  
I particularly like Diamond Sword and Space Storage. No enemy has a  
strength against wind and it is fun to turn enemies into slow, sleeping,  
muted, confused, and poisoned frogs. But whatever the reason, you can  
get extremely frustrated on the random places each spell hits. And they  
do miss often. Only use Truth spells on large groups of enemies. This is  
where secondary abilities come in. In the next section I will answer  
"What job class?" and the often asked "Why is Rafa so weak. Can I help  
this!" Read on.

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Rafa: A Priest?  
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Yes, a priest. Rafa makes an awesome white mage believe it or not! She  
can heal,protect.....Whatever. The real reason to make Rafa a priest is  
to have the nice speed bonus and the use of such spells as.....

1. Protect 2 and Shell 2 - passes through your teams' Reflect Mail. It  
is 100% effective. (Yes, I still have Reflect Mail.)

2. Holy - The key to Rafa's survival (section below)

3. Regen - a lot of fun!

4. Wall - charges just as fast as the normal Protect or Shell!

5. Reraise - just because.

Convinced yet? If you increase Rafa's faith, Holy should cause extreme damage and your spells will be 100% effective. I know this is good but wait until you see Rafa's equipment and abilities! Master the Priest job class as well as the Heaven Knight class to become a true warrior. With the power of Truth and Holy, you can punish Heretics all day long!

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The Heavenly Equipment
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Equipment:

- Left Hand: Wizard Staff (if you have Equip Sword, use the Rune Blade)
- Right Hand : Nothing
- Head: Flash Hat, Thief Hat
- Armor: Wizard Robe
- Accessory: Salty Rage, Magic Gauntlet

Take your pick on the equipment. I prefer the first choices listed. This should boost Rafa's magic power to at least 15. I hope it is between 17 and 20.

A Note about the accessory: I did not say Chantage! Salty Rage is not the worst perfume considering it gives you automatic protect and shell. This will make up for Rafa's low HP. If you are so concerned about Reraise cast it with the Priest's White Magic!

With this equipment Rafa will not be an attacker but a mage. A strong one at that. The Priest is often looked down upon but wait until you pop the boss Altima with Holy. All your hard work will pay off!

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The Heavenly Abilities
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- Command Ability: White Magic
- Command Ability: Truth
- Counter Ability: Blade Grasp (Samurai), Auto Potion (Chemist)
- Reaction Ability: Magic Attack UP (Wizard), Short Charge (Time Mage)  
Equip Sword (Knight)
- Movement Ability: Teleport (Time Mage)

This will make Rafa nearly unstoppable. The big amazement on the list is Blade Grasp. Since Rafa is probably not even able to become a Samurai, stick with Auto Potion. As your level increases many warrior classes may open up without any hassle. If not, Auto Potion is still a great skill.

Note: Both of these skills rely on Brave Points. Since you don't want an extremely high Brave, raise to around 50. Make sure Ramza knows Cheer-UP.

Magic Attack Up will enhance your spell casting ability around 15-25%. This will help your Holy spell take a ton of damage. But then again, Short Charge will cut your charge time for Holy in \*half\*. Why Equip Sword? She's a knight, is she not? If you choose this ability equip a Rune Blade. You won't do much attacking. Take your pick.

Teleport is simply better than Move+2 or Ignore Height. Heck, it's the best movement ability of Final Fantasy Tactics! With this skill you can go through walls or scale the highest ledge with no trouble. And you can move about 6-7 spaces forward without the Teleport failing! This is a great way to get out of sticky situations. Looks pretty cool too!

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The Holy Strategy  
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As mentioned several times before, the spell Holy is the only chance Rafa's got (gulp). But with this spell (along with Truth) she can singlehandedly wipe out any onslaught. The strategy goes as follows:

1. At the beginning of every battle cast spells such as Reraise, etc. on you and surrounding allies.
2. When enemies come into range target them with Holy and run away. While Holy is charging, have team members cast Haste, Faith UP, etc. if they can. If not, Attack!!
3. Holy should take around 650-750 damage with MagicAttackUP. Higher Faith = More Damage.
4. Truth spells punish the faithless. Yet \*your\* Faith points have no effect on the damage given. At the end of the game, each burst of Truth should at \*least\* take 200+HP damage. Thus making it possible to cause over 1000 points to a single enemy. Use Truth spells on clusters of enemies for better results.
5. Back to Holy. Go after enemies such as Skeletons and Ghouls and your looking at 999HP damage. And you thought Rafa was weak! The Truth spell Asura will deliver results like these too!
6. Stay away from magic users. Leave them to other party members. Have Rafa go after physical attackers. It's all about Blade Grasp. If you have Auto Potion, stick and move!
7. There you have it! Note: Always replenish your Magic after three casts of Holy. Have a Chemist nearby equipped with Hi-Ethers. Holy costs 56MP.

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## Leveling Up!

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If you look at the abilities listed above you may notice that these abilities are quite hard to get. Here is my strategy:

1. Change Rafa into the job that you need to get the ability from. Equip Time Magic as a secondary ability and caste Haste continually on yourself around 15 times. As a reaction ability you should have GainJPUP. You should now have 1000 JP. Repeat for any other job class.

2. Equip Rafa with a weak weapon (Dagger, Staff, etc.) and continually hit Ramza from behind. I love this strategy even though it isn't as practical as the above one! Make sure Ramza doesn't counter!

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## Q & A

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1. Okay, Rafa is no longer an embarrassment. What about Malak?

\* If I had not have dicarded Malak after 10 battles, he very well could have a strategy. But he's gone. I am pretty sure Rafa is better.

2. Should I raise Rafa's Brave points. They are terrible!

\* No, not at all. If you have any wish to go to the Deep Dungeon you shouldn't. Low Brave = Better Chance for Items (when equipped with the Move-Find ability)

3. What are your top 10 favorite job classes?

\* Here they are. (starting at favorite..)

1. Dancer (yeah!)
2. Time Mage
3. Samurai
4. Priest
5. Oracle (Life Drain!)
6. Ninja
7. Monk (Earth Slash!)
8. Mediator
9. Geomancer
10. Knight

4. Any tips on raising Rafa's faith?

\* Yes. While this won't effect the Truth spells, it will increase the damage of Holy. Have a Mediator in your party that has high magic attack power. Cast Preach constantly on Rafa to raise Faith. (the amount of Faith the Mediator has does not matter as I used to believe it did.)

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Closing
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Thank you for reading! If you have \*any\* questions or tips E-mail me at strangevision@hotmail.com. Updates will be added in the future. I hope to give better explanations for her Truth skills and when to use each one. I may start a new game a learn about Malak. Who knows! (^\_^)

Check out my other FAQs:  
Dancer Guide (Final Fantasy Tactics)  
Training Guide (Tomb Raider: Chronicles)  
Training Guide (Chocobo's Dungeon 2)  
Nikki Walkthrough (Pandemonium 2)

Thanks again!

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Credits
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1. I would like to thank Squaresoft for the best strategy game ever! It is extremely balanced and I can't wait for the sequel. (FFT: Return of the Dancers. I hope...)
2. The in-game tutorials are nice. I fall asleep constantly but they are good nonetheless.
3. [www.gamefaqs.com](http://www.gamefaqs.com) - The only source for true gamers.
4. Me, myself, and I. Leveling up Rafa is an adventure in itself!
5. Syne 06 for information regarding raising Rafa's Faith. (thank you!)
6. Mark Bacera for info/help regarding Blade Grasp

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