

THE OFFICIAL GUIDE FROM

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FINAL FANTASY TACTICS[®]

ADVANCE



THE OFFICIAL
Nintendo[®]
PLAYER'S GUIDE



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FINAL FANTASY TACTICS[®]

ADVANCE



THE OFFICIAL NINTENDO PLAYER'S GUIDE

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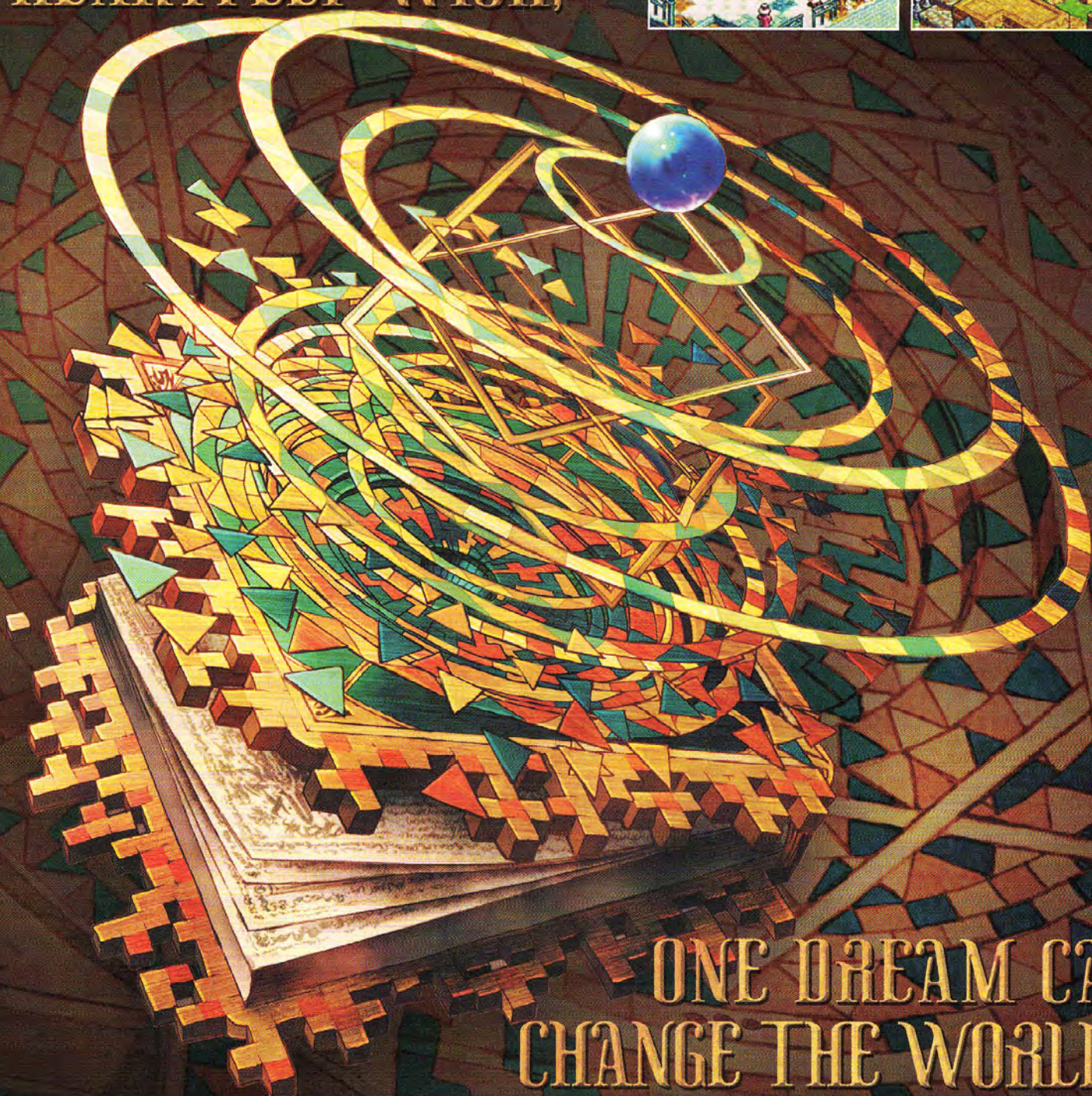


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IT TAKES ONLY ONE HEARTFELT WISH;



ONE DREAM CAN CHANGE THE WORLD...

Long before the times that history remembers, there was an age of great magic in an ancient land called Kiltia. When the great flood swept over the world, the culture perished, but a key to its magic and secrets—a book called the *Grand Grimoire*—is said to have survived. It is foretold that the one who holds the ancient text will be able to change the world. Many have sought the book, but none have ever found it. Through the ages, many legends were written about the *Grand Grimoire*, but legends are often forgotten. Those who once knew it called it... The Final Fantasy. One day in the peaceful, snow-covered town of St. Ivalice a young boy named Mewt discovers a mysterious book with no title in the local bookstore. Little do Mewt and friends Marche and Ritz realize that they will soon begin the greatest adventure of their lives.

CHARACTERS

From the real-world town of St. Ivalice to the world of Ivalice, you'll meet many new friends, familiar faces and mysterious enemies.

MARCHE RADIUJU

RACE: HUMAN

Marche Radiuju recently moved to St. Ivalice both because his parents got divorced and because his younger brother Doned needed the fresh country air for his health. Marche is the new kid in town and is very unsure of himself. When he appears in the world of Ivalice, he begins his quest to find a way home—a quest that will change his life forever.



MEWT RANDELL

RACE: HUMAN

Mewt Randell is Marche's and Ritz's classmate in the town of St. Ivalice. Naturally shy and passive, Mewt is teased and bullied at school, adding to the boy's introversion. Mewt's mother passed away, and his father, Cid, is always drinking. His life seems dreary and meaningless until he finds a mysterious book that changes the world and turns him into a powerful prince.



RITZ MALHEUR

RACE: HUMAN (VIERA JOBS)

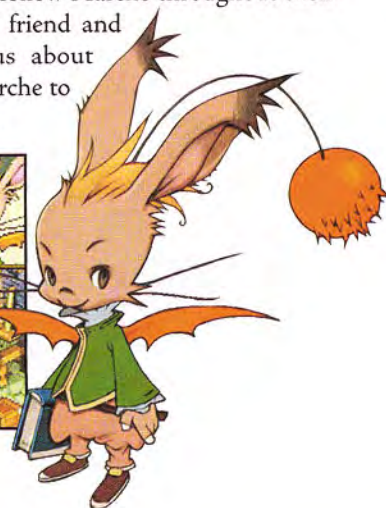
Ritz Malheur is a very headstrong, outspoken classmate of Marche's and Mewt's in the real world. She has a secret complex about her hair, and in Ivalice, Ritz's one wish comes true. She travels throughout Ivalice with her friend Shara and their clan. Ritz is well-respected by the Viera and able to learn their jobs.



MONTBLANC

RACE: MOOGLE

Montblanc is Marche's first friend in Ivalice. The clever and witty Moogles teach Marche all about the world of Ivalice and help him start up their clan. Montblanc will follow Marche throughout their adventures in Ivalice—he's a loyal friend and clan member. He is very curious about Marche's world and encourages Marche to become more confident in himself.



DONED RADIUJU

RACE: HUMAN

Doned Radiuju is Marche's younger brother. In the real world, a medical condition prevents Doned from being able to walk, run or play with other children. In Ivalice, though, his health is perfect—he is a mischievous, happy-go-lucky, but somewhat self-ish boy.



QUEEN REMEDI

RACE: ???

Queen Remedi is the personification of Mewt's mother and Cid's wife who passed away in the real world—she takes on the same role in the world of Ivalice, but she also rules as queen. Queen Remedi sees to it that every wish Prince Mewt desires is realized.



CID RANDELL

RACE: HUMAN

Cid Randell is Mewt's father. Cid's life in the real world fell apart after the death of his wife, Mewt's mother—he lost his job and began drinking, neglecting Mewt's feelings. In the world of Ivalice, Cid is still Mewt's father, but he is also the highly respected royal judgemaster.



BABUS SWAIN

RACE: NU MOU

Babus is Prince Mewt's personal attendant in the world of Ivalice.

He is a serious and dutiful Nu Mou Runeseeker who lives and breathes to see the prince protected and happy. Babus's selfless loyalty to Prince Mewt and Queen Remedi defines him—his desires are theirs.



LLEDNAR TWEM

RACE: ???

Llednar Twem is a dark, mysterious young man who appears at the Royal Palace as one of Prince Mewt's guardians. He is a Mageknight with a rash, cold nature. The source of Llednar's powers is unknown—his very existence is an anomaly.



SHARA

RACE: VIERA

Shara is Ritz's first friend and her clanmate in the world of Ivalice. She is a serious and proud Viera, but also very kind-hearted and insightful. Shara is incredibly loyal to Ritz, offering her support and guidance throughout their many adventures in Ivalice.



NONO

RACE: MOOGLE

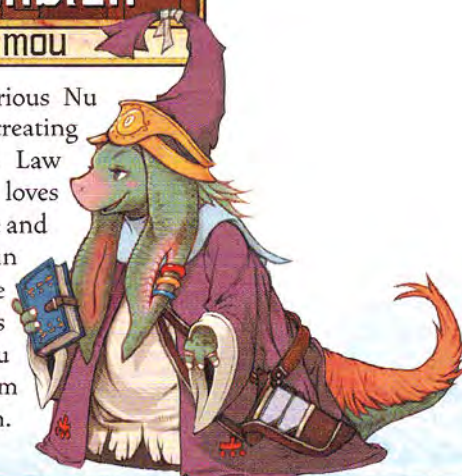
Nono is Montblanc's younger brother. He's a master at tinkering with gadgets and inventing impressive machines. Nono runs an airship of his own design that he will use as a merchant ship after you help him out in Baguba Port (see page 13).



EZEL BERBIER

RACE: NU MOU

Ezel Berbier is a mysterious Nu Mou with a knack for creating powerful Antilaw and Law cards. The crafty genius loves his freedom above all else and runs a card shop in Cadoan (see page 16). The Royal Palace fears Ezel's powers, but he will aid you after you save him from being captured in Cadoan.



THE BASICS

FFTA is a very deep game, so take a moment to learn the basics before diving into the more advanced stuff.

JOBS

RACES & JOBS pg. 22

YOUR CHOSEN CAREER

The most important aspect of Final Fantasy Tactics Advance is the job system. To become a true master of the battlefield, you must not only know what race is a good fit for what job, but also when and where to use your characters most effectively. Strong, weapon-based jobs like Soldiers and Dragoons will be good on the front lines, and also effective against magic users. Magical jobs are used to keep your party in good health and strike enemies from a distance with powerful spells.

SEARCH THE WANT ADS

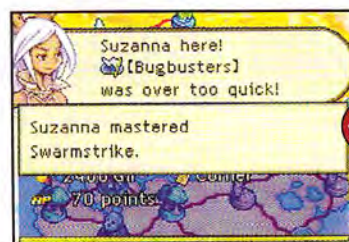
There are 34 jobs in the game, and all are limited by a combination of a character's race, sex and ability knowledge. (Humans, for example, are the only race that can become Blue Mages, but they must first master one White Mage A-ability and one Black Mage A-ability.) You can change jobs at any time with no penalty—you won't forget mastered abilities or have your stats reset to zero—but some stats may rise and fall based on the nature of the job. Fencers, for example, have a natural quickness, so a character's Evade rating will rise when she takes on the job.



Characters with high Attack and Hit Point stats should wield large weapons and charge into battle.



Keep magic users and Archers at the rear of the battlefield so they can avoid taking damage.



Characters gain experience every time they participate in a mission. You don't have to use an ability during the mission to gain experience in it.



Once you select a new job, all your weapons and armor will go back to the clan. You can then reequip the character with appropriate items.

ABILITIES

JOBS

pg. 24

ABILITIES

pg. 181

MASTER OF YOUR DOMAIN

You learn abilities by equipping weapons and armor. An item will teach an ability to three different jobs (at the most), and some items may not teach any abilities at all. As soon as you equip an ability-teaching item, the character will be able to use the ability. If you gain enough experience while you have the item equipped, you will master the ability and be able to use it at any time—even if you drop the item that taught it to you.

TAKE IT DOWN, PASS IT AROUND

The more abilities a character knows, the more options you'll have when entering battle. (You can swap a character's secondary A-ability before placing him or her on a battlefield—a handy thing to do when laws start getting in the way.) Once a character learns an ability, place the item back into storage and equip the character with a new one. Never sell an item that teaches an ability! You don't know when you might want a different character to learn it.



If you unequip an item before mastering its ability, you won't be able to use the ability.



If you learn only part of an ability, you can later pick up where you left off. Try to master one ability at a time.



You can press the R Button while highlighting an item to see if it teaches any abilities.



Once a character masters an ability, remove the item and see if anyone else can learn something from it.

MISSIONS

MISSION KEYS

pg. 68

MISSION ITEMS

pg. 180

MISSION REQUIREMENTS

There are two kinds of missions in the game. One requires you to command troops on the battlefield, and one (known as a Dispatch mission) lets you send a single member of your clan off on his or her own. Many Dispatch missions require you to have a special Mission Item before taking them on. The items usually have mundane names (like Black Thread or Homework), and are obtained by completing other missions.

JUMP AROUND

When you accept a Dispatch mission, you'll be able to send anyone in your clan unless the mission specifies a job type. When scrolling through the clan, look for characters who jump up and down when the cursor lands on them—they're eager to try the mission and they have a high probability of succeeding. Characters who keep walking have a 50% chance of success, and characters who fall down will almost certainly fail. If you fail a mission, it will usually reappear at the pub after a certain number of days.



Found Mission Items are listed in the Clan menu. You can carry as many as you want, so never discard them.



If you don't have a required item, the man at the pub will ask you to come back later.



Happy clan members are effective clan members! Send a jumping clan member whenever possible.



If you fail a mission (and even jumping characters fail from time to time), check the pub for it to reappear.

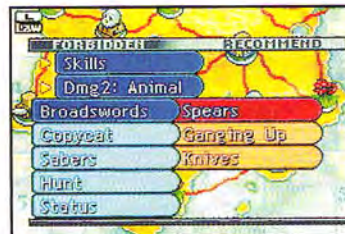
THE LAW

THE LAW

pg. 11

I AM THE LAW!

Each battle is governed by the World Law, which dictates actions that are forbidden or recommended during the battle. The law changes from day to day and also after you successfully complete a mission. As you progress through the game, you'll have to deal with more and more laws—but you'll also learn sneaky ways around them. If you violate a law, the judge will penalize you and possibly throw your character in the slammer.



If you don't like a certain law, wait a couple of days for it to change.



The World Law system is pretty complicated. See page 11 for more information on its implementation.

FINDING INFORMATION

STATS APLENTY

There are tons of things to remember in Final Fantasy Tactics Advance—weapon stats, abilities, mission locations, job types and on and on. Luckily, you don't have to memorize them all. The Select Button is your all-purpose help menu. When you want information about something, highlight it and press the Select Button. If the Select Button doesn't tell you what you need to know, try the R Button—it will show you some stats and game features.



If you press Select while highlighting a Mission Item, you'll learn what it does in combat.



If you press the R Button while on a World Map location, you'll see any outstanding missions there.

WORLD MAP



Most of the action your clan will encounter will begin on the world map. You can visit any establishments in towns, engage rival clans, place location symbols, go treasure hunting and discover special missions. Use the cursor to highlight a location and press R to view its details. Press the L Button while on the world map to check the law for the current day.

SYMBOL pg. 10

WORLD LAW pg. 11

TOWNS



Every town in Ivalice has a pub where clans gather to share rumors, purchase missions and rest from their travels. Talk to the pub clerk to buy new missions for your clan or to back out of a mission you've already accepted. Pub clerks keep track of any rumors they have heard as clans have come and gone from the pubs. All towns also have a shop where you can purchase equipment for your clan. Unique establishments such as the prison, the Monster Bank and the Card Keeper are in only one town.

PUB pg. 12

SHOP pg. 12

PRISON pg. 14

MONSTER BANK pg. 14

CARD KEEPER pg. 16

ENGAGE



After your clan purchases a mission from the pub, travel to where the mission takes place and engage your enemies (start the battle). Carefully choose the clan members who will accompany you into each battle. When making your selections, keep the laws in mind, as well as the terrain and the foes you will be battling. Before you begin each battle, press L to go into View mode. It allows you to see each enemy's name, race, job, equipment, Hit Points (HP), Magic Points (MP) and abilities.

BATTLE FLOW pg. 58

MISSION KEYS pg. 68

CLEAR THE MISSION



When your clan clears a mission, you may win a combination of Gil, Ability Points (AP), equipment, a quest item or cards (after you gain the ability to use cards). Most cards and equipment you win for completing a mission are random, but a few are not. When a unit returns successful from a Dispatch Mission, only that character gets to use the AP he or she won. Clearing missions is the key to strengthening your clan and progressing through the story.



USING THE WORLD MAP SCREEN

L

LAW

Press the L Button anywhere on the world map to display the laws list and the current World Laws. The laws that govern all engagements in Ivalice change daily, so check often.



PLAYER

CURSOR



R

INFO

Select a location and press the R Button to show the location's current activity. All missions, shops and establishments will appear under the location name. You can view any treasure hunts in the area by pressing R.



CLAN FUNDS

Your clan's total funds are displayed in Gil in the lower-left corner of the world map. Your clan will use its funds to buy missions and equipment. You may also need to pay to bail clan members out of jail or to pay fines.

CALENDAR

One day passes when your clan travels from one location to the next. Every month (see the chart on the right) has 20 days in it. The missions that are available at the pubs change depending on the month.

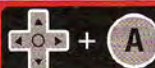
KINGMOON

MADMOON

SAGEMOON

HUNTMOON

BARDMOON



MOVE

Use the Control Pad to select a location, then press the A Button to move there. If you are traveling to an area a few locations away, you can press the B Button to stop your clan before it arrives at its destination. Your clan will stop automatically if it runs into a rival clan or certain automatic missions.



SELECT

HELP

Press the Select Button at any time to display help messages for the selected menu. The messages display such information as equipment statistics and job descriptions. Use the help messages to learn more about the world of Ivalice and the game.



START

MENU

Press the Start Button to bring up the World Map menu. From it, you can access the Party menu (see page 16), Clan menu, area list and System menu (where you'll save your game).



WORLD MAP SYMBOLS

After you complete a Story mission, you'll have to place a symbol on the world map. The symbols (there are 30 in all) represent locations such as cities, mountains and forests, and can be placed wherever you like. The left-hand list below gives a brief description of the eight different landscape types, while the right-hand list shows the order in which you earn symbols (the first two are placed for you). Be sure to read the Treasure Hunts section below before you start placing symbols.



Build the world! You can scatter symbols around the map however you see fit, although you'll unlock certain Treasure Hunts if you place the symbols in a certain order. Keep in mind that one day passes each time you move between two circles on the world map. If you place symbols far apart, you'll do a lot of walking.

	TYPE Town	Towns have a pub and a shop open 24/7. Most also have a third unique location, such as a prison.
	TYPE Wood	Woods are lush, green lands filled with trees. They have more battlefield obstacles than other locations.
	TYPE Field	Fields are the most wide-open areas in the game. You can cover a lot of ground quickly when fighting.
	TYPE Mountain	Mountains sport high-altitude battlefields, which makes them a perfect place for Archers.
	TYPE Bog	You won't travel fast in a bog—they are a combination of flat lands and water.
	TYPE Sand	Sands have few obstacles and almost no landscape features of interest.
	TYPE Cave	Ready for some spelunking? Caves are dark, dank places where heroes fear to tread.
	TYPE Jagd	Jagds are special locations. There is no law, and fallen friends who aren't revived will leave the party forever.

NO.	TYPE	SYMBOL
1	Town	Cyril
2	Field	Giza Plains
3	Town	Sprohm
4	Mt.	Lutia Pass
5	Wood	Nubswood
6	Sand	Eluut Sands
7	Bog	Ulei River
8	Town	Cadoan
9	Field	Aisenfield
10	Mt.	Roda Volcano
11	Wood	Koringwood
12	Wood	Salikawood
13	Cave	Nargai Cave
14	Town	Baguba Port
15	Jagd	Jagd Dorsa

NO.	TYPE	SYMBOL
16	Mt.	Kudik Peaks
17	Sand	Jeraw Sands
18	Town	Muscadet
19	Bog	Uladon Bog
20	Sand	Gotor Sands
21	Jagd	Jagd Ahli
22	Sand	Delia Dunes
23	Field	Ozmonfield
24	Wood	Materiwood
25	Town	Bervenian Palace
26	Cave	Tubola Cave
27	Jagd	Jagd Helje
28	Field	Deti Plains
29	Mt.	Siena Gorge
30	Mt.	Ambervale

TREASURE HUNTS

Treasure Hunts are special events that sometimes occur when you place a new symbol on the world map. When you drop the symbol in one of four patterns (see below), every symbol directly connected to the new one will begin to shake. When you walk to the shaking ones and investigate, you can find hidden items.



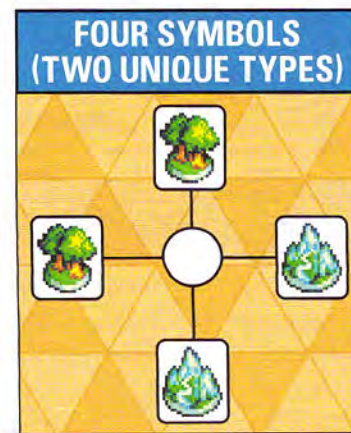
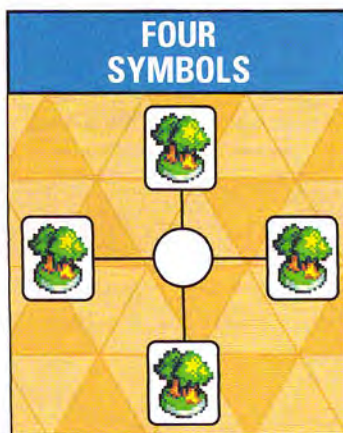
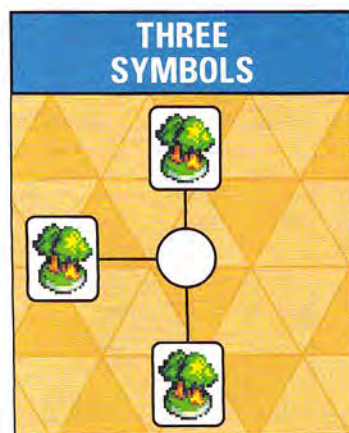
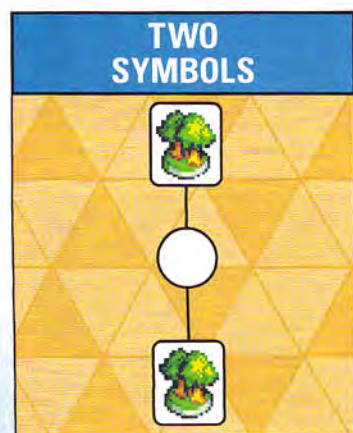
Go to a shaking symbol and press A to initiate a Treasure Hunt. All found items are random.



Place symbols around a central location, then drop a final piece in the middle for maximum Hunt potential.



If you place your symbols as shown to the left—with a Jagd in the middle of the towns—you'll find a Ribbon.



JUDGMENT SYSTEM

DO'S AND DON'TS

After you enter a battle, but before placing your forces, press the Select Button to see the current laws. If a character breaks a law (marked as Forbidden), he or she will receive either a Yellow or a Red Card. If you use the Recommended attacks, you will receive extra Judge Points.



Yellow Cards are warnings; a single Red Card will send you directly to jail without passing Go.

ANARCHY RULES!

The exception to the law system is the Jagds locations. There is no law in the Jagd, so feel free to use whatever sneaky attacks you like. Be careful, however! If a clan member falls in combat, you must revive him or her before the end of the battle, or the unit will be lost to you forever!



It's always sad to see a friend go, so don't let it happen. Bring lots of Phoenix Downs into the Jagds.

LAWS & PENALTIES

There are seven sets of laws in the game, and they change based on how far you are in the game. (See page 69 for info about the Law Sets.) If you break a law, you will be dinged with a penalty in addition to the Yellow or Red Card. Penalties vary depending on the law broken and what set it's in. It's always best to stay within the law, but you can use the charts on this page to see what penalties you'll suffer if you choose to ignore the rules. The red number next to the law is a ranking of importance—R1 laws, when broken, carry a small penalty; but R5 or higher laws will bring swift retribution from the judges.

PENALTY	EFFECT
AP Fine	A mastered ability's AP will be reduced, forcing the character to learn it again. Avoid this penalty at all costs!
Monster Run	A random monster from the Monster Bank (if applicable) will run away.
Card Fine	Your clan will have to surrender multiple cards.
Gil Fine	Your clan will have to surrender Gil.

PENALTY	EFFECT
Status Down	The character's stats will drop in one or more areas.
Item Fine	Your clan will have to surrender one or more usable items.
Eqpltem Fine	The character will have to surrender an equipped item.
Volunteer	Your clan will have to surrender the Gil reward for completing the mission.

LAWS FOR MISSIONS 40, 41, 42, 43	
LAW	PENALTY
R7 NoClr Magic	Status Down
R7 Law Cards	—

SET 1	
LAW	PENALTY
R2 Items	Item Fine
R1 Shell	Eqpltem Fine
R1 Poison	Volunteer
R1 Protect	Eqpltem Fine
R1 Swords	Volunteer
R1 Knives	Volunteer
R1 Confuse	Volunteer
R1 Fire	Card Fine
R3 Ganging Up	Card Fine
R2 Chivalry	Status Down
R3 Charm	Volunteer
R1 Ice	Card Fine
R5 Stop	Volunteer
R3 Instruments	Volunteer
R1 Lightning	Card Fine
R2 Missile	Volunteer
R2 Rapiers	Volunteer
R3 Silence	Volunteer
R2 Fight	Eqpltem Fine
R4 Addle	Volunteer

SET 2	
LAW	PENALTY
R2 Greatsword	Volunteer
R3 Blades	Volunteer
R2 Items	Item Fine
R2 Chivalry	Status Down
R1 Shell	Eqpltem Fine
R1 Wind	Card Fine
R2 Bind	Status Down
R3 Charm	Volunteer
R4 Broadswords	Volunteer
R2 Prayer	Status Down
R2 Rapiers	Volunteer
R3 Slow	Volunteer
R3 Ganging Up	Card Fine
R1 Swords	Volunteer
R2 Aim	Status Down
R5 Knightswords	Volunteer
R1 Poison	Volunteer
R2 Control	Monster Run
R1 Ice	Card Fine
R2 Berserk	Volunteer

SET 3	
LAW	PENALTY
R2 Missile	Volunteer
R1 Protect	Eqpltem Fine
R3 Slow	Volunteer
R2 Greatswords	Volunteer
R3 Call	Monster Run
R2 Bind	Volunteer
R5 Color Magic	Status Down
R3 Blades	Volunteer
R2 Rapiers	Volunteer
R1 Fire	Card Fine
R4 Time Magic	Status Down
R4 Frog	Volunteer
R3 Steal	Status Down
R6 Healing	Gil Fine
R3 Defend	Status Down
R1 Confuse	Volunteer
R5 Holy	Card Fine
R3 Charge	Status Down
R3 Spears	Volunteer
R6 Copycat	Gil Fine

SET 4	
LAW	PENALTY
R1 Lightning	Card Fine
R5 Stop	Volunteer
R5 Holy	Card Fine
R3 Steal	Status Down
R5 Hunt	Monster Run
R5 Petrify	Volunteer
R5 Sabers	Volunteer
R4 Time Magic	Status Down
R3 Silence	Volunteer
R4 Target Area	Status Down
R4 Katanas	Volunteer
R4 Gunmanship	Status Down
R1 Fire	Card Fine
R4 Knuckles	Volunteer
R4 Sharpshoot	Status Down
R2 Control	Monster Run
R1 Ice	Card Fine
R0 Techniques	Status Down
R4 Addle	Volunteer
R3 Ganging Up	Card Fine

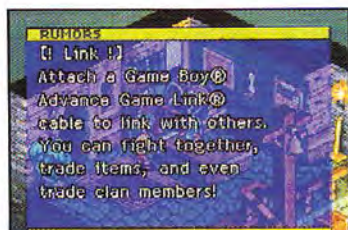
SET 5	
LAW	PENALTY
R5 Knightswords	Volunteer
R6 Haste	Eqpltem Fine
R5 Soul	Volunteer
R5 Target All	Status Down
R3 Spears	Volunteer
R5 Petrify	Volunteer
R5 Elementals	Status Down
R3 Steal	Status Down
R5 Morph	Monster Run
R3 Charm	Volunteer
R6 Dmg2: Animal	Item Fine
R4 Time Magic	Status Down
R1 Wind	Card Fine
R4 Gunmanship	Status Down
R2 Fight	Eqpltem Fine
R6 Skills	Status Down
R1 Knives	Volunteer
R5 Corner	Status Down
R5 Color Magic	Status Down
R4 Frog	Volunteer

SET 6	
LAW	PENALTY
R4 Katanas	Volunteer
R6 Skills	Status Down
R6 Dmg2: Animal	Item Fine
R4 Broadswords	Volunteer
R6 Copycat	Gil Fine
R5 Sabers	Volunteer
R5 Hunt	Monster Run
R6 Status	Volunteer
R5 Color Magic	Status Down
R3 Steal	Status Down
R2 Missile	Volunteer
R3 Instruments	Volunteer
R6 Techniques	Status Down
R5 Target All	Status Down
R6 Blades	Volunteer
R6 Summon	Status Down
R6 Haste	Eqpltem Fine
R5 Stop	Volunteer
R5 Holy	Card Fine
R2 Berserk	Volunteer

SET 7	
LAW	PENALTY
R5 Color Magic	Status Down
R6 Dmg2: Animal	Item Fine
R3 Steal	Status Down
R6 Summon	Status Down
R6 Skills	Status Down
R5 Hunt	Monster Run
R4 Broadswords	Volunteer
R6 Techniques	Status Down
R3 Instruments	Volunteer
R5 Morph	Monster Run
R5 Holy	Card Fine
R6 Copycat	Gil Fine
R6 Haste	Eqpltem Fine
R3 Blades	Volunteer
R2 Berserk	Volunteer
R4 Target Area	Status Down
R5 Stop	Volunteer
R6 Sabers	Volunteer
R6 Status	Volunteer
R6 Healing	Gil Fine

PUBS

Pubs serve as bases of operations, sources of gossip, hubs for missions and places to unwind after long battles. You can talk to pub owners to learn rumors, accept a mission or back out of an accepted mission. New rumors and missions will be added as you progress through the game, so visit pubs fairly frequently to see if any new business can come your way.



Some missions won't be available until you listen to a certain rumor. New rumors are marked with an icon.



Make sure that you have all the required items before accepting a mission.

MISSION TYPES

ICON	MISSION TYPE & DESCRIPTION
	An Ordinary mission—go to the proper spot on the world map and defeat the enemy in whatever way necessary.
	An Encounter Mission—go to the prescribed spot on the world map and engage another clan in combat.
	A Liberation Mission—go to a spot on the world map and defeat a foe. Some Liberation Missions are also Dispatch Missions.
	A Dispatch Mission—select one unit from your clan, then send him or her away for a set number of days. See the chart below for success rates.

THE PRICE OF FAME

Missions aren't free—you'll have to shell out Gil if you want to take on a challenge. Mission fees will vary slightly depending on whether you have freed the town in which you accept the mission. Freeing other locations and gaining more turf for your clan will also lower prices on items in shops.

FAILURE IS NOT AN OPTION

When you are trying to choose a clan member for a Dispatch Mission, your units will let you know how they feel about it. Units who leap in the air are ready to go and will probably succeed. Those who walk along or slump to the ground don't have much hope for the future. A clan member's chances of success depend on a number of factors, including the character's job, level and stats. You may receive a bonus for completing missions with certain clan members—see the chart to the right.

SUCCESS RATE	REACTION	EXPLANATION
HIGH		A character who jumps in the air has a high success rate. You won't receive a bonus for finishing the mission, however. Bonuses are extra Gil and AP—not items.
		If a unit keeps walking, his or her success rate is around 50 percent. You will get a small bonus if the unit is successful.
LOW		If a unit slumps over, you know his or her success rate will be low. If the underdog manages to eke out a victory, however, you will receive a huge bonus.

SHOPS

Shops are where you buy and sell weapons, armor, helms and items. Different items will become available as you progress through the game, but a shop will never stop selling an item once it starts. The price of goods is determined by how much turf your clan owns, but different stores will sell things at slightly different prices. You can get discounts on items by increasing the amount of turf your clan holds, and also by raising your Clan Skills.



Press Up and Down on the Control Pad to scroll through items, then press the A Button to buy or sell them.



Press the Select Button while highlighting an item to see which jobs can use it.



When scrolling through items, press the R Button to see if they teach any abilities.

TOWN	WEAPON TYPES WITH GOOD PRICES	SPECIAL ITEMS
Cyrl	Sword, Blade, Saber, Knightsword, Greatsword, Knife, Katana, Staff, Rod, Bow, Greatbow	Restorer, Temple Cloth, Elixir
Sprohm	Sword, Blade, Knightsword, Broadsword, Staff, Spear, Knuckles	Bracers
Muscadet	Rapier, Katana, Staff, Bow, Greatbow	Hunt Bow, Masamune
Cadoan	Staff, Rod, Mace, Instrument	Star Armlet
Baguba Port	Blade, Knife, Rod, Instrument, Knuckles, Gun	Cureall, Princess Rod, Seventh Heaven

ITEMS FOUND IN SHOPS

SWORDS Shortsword Silver Sword Buster Swod Burglar Sword	GREATSWORDS Barong Ancient Sword	KATANAS Ninja Knife Murasame Ashura Osafune Kotetsu Kikuichimonji Heaven's Cloud Masamune	MACES Battle Mace Energy Mace Druid Mace Sage Crosier	INSTRUMENTS Demon Bell Glass Bell War Trumpet Conch Shell Earth Bell Black Quena Satyr Flute	HATS Feather Cap Circlet Green Beret Headband	BOOTS Battle Boots Spiked Boots Dash Boots
BLADES Sweep Blade Shadow Blade Sun Blade Atmos Blade Flametongue Air Blade Icebrand Kwigo Blade Ogun Blade Paraiba Blade	BROADSWORDS Samson Sword Falchion Predator Striborg Restorer	STAFFS White Staff Guard Staff Judge Staff Cure Staff Pure Staff Bless Staff Garnet Staff	BOWS Longbow Char Bow Thorn Bow Nail Bow Silver Bow	KNUCKLES Hard Knuckles Rising Sun Sick Knuckles Dream Claws Kaiser Knuckles	ARMORS Cuirass Bronze Armor Iron Armor Platemail Gold Armor	ARMLETS Gauntlets Bracers
SABERS Blue Saber Shamshir Aqua Saber	KNIVES Jack Knife Kris Knife Khukuri Kard Scramasax Rondell Dagger Jambiya	RODS Rod Firewheel Rod Thunder Rod Sleet Rod Terre Rod Force Rod Princess Rod	GREATBOWS Windslash Bow Ranger Bow Cranequin Twin Bow Hunt Bow Seventh Heaven	GUNS Aiot Gun Silver Cannon Riot Gun Chaos Rifle	CLOTHS Leather Garb Chain Plate Adaman Vest Survival Vest Brigandine Judo Uniform Power Sash Temple Cloth	ACCESSORIES Fortune Ring Scarab Star Armlet
KNIGHTSWORDS Defender Apocalypse Lionheart Ragnarok Lohengrin	RAPIERS Stinger Estoc Fleuret Scarlette Flamberge Mage Masher	SPEARS Javelin Lava Spear Gae Bolg Ice Lance Partisan Dragon Whisker	SHIELDS Bronze Shield Round Shield Opal Shield	HELMETS Bronze Helm Iron Helm Opal Helm	ROBES Hempen Robe Silken Robe Magus Robe Mistle Robe	USABLE ITEMS Potion Hi-Potion X-Potion Antidote Eye Drops Echo Grass Maiden Kiss Soft Holy Water Bandage Phoenix Tail Elixir Cureall

TRADED GOODS

If you have a friend with an FFTA Game Pak, you can link up and swap items. If you've met the merchant, Nono, he'll be in the next shop you visit and offer items you can't get anywhere else. The trick works once, then you must link up again.



Nono's items are a mystery until you've purchased them—unless you use the list to the right!

NONO'S NAME	ACTUAL ITEM	NONO'S NAME	ACTUAL ITEM
Sword	Random Sword	Instrument	Random Instrument
Sharp Sword	Random Blade	Gloves	Random Knuckle
Bent Sword	Random Saber	Bauble	Random Soul
Rusty Sword	Random Knightsword	Rusty Gun	Random Gun
Big Sword	Random Greatsword	Shield	Random Shield
Heavy Sword	Random Broadsword	Rusty Helm	Random Helm
Knife	Random Knife	Old Cap	Random Hat
Thin Sword	Random Rapier	Armor	Random Armor
Blade	Random Katana	Clothes	Random Cloth
Old Staff	Random Staff	Robe	Random Robe
Rod	Random Rod	Boots	Random Boots
Heavy Club	Random Mace	Gauntlet	Random Armlet
Bow	Random Bow	Trinket	Random Accessory
Big Bow	Random Greatbow	Bag	Random Usable Item
Spear	Random Spear	Metal	Random Mythril Weapon

PRISON

In Ivalice, the law is final and the judgment swift. Those who break the law are sent to Ivalice's prison in Sprohm. Any character who receives a Red Card in battle is taken from the battlefield and thrown into jail on the spot—the character is also fined at the end of the battle. Prison sentences differ, but they all require the imprisoned unit to remain in jail through a number of battles. You can release one of your clan members from prison by paying a steep bail, but all penalties will remain. To wipe a clan member's career of all penalties, the character must pay a fee and serve time in prison to secure a pardon.



If a clan member breaks a law during a battle and the judge issues a Red Card, the character will be taken to jail.



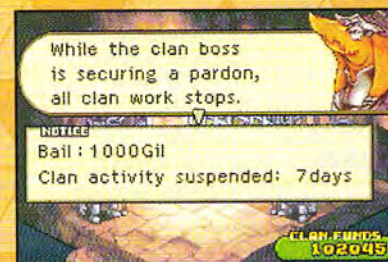
When a clan member is thrown in jail, you can pay the hefty bail at the prison, or wait for the sentence to run out.

ACQUITTAL OF THE CLAN LEADER

When a clan member is given a Yellow or Red Card, he or she may suffer a stat penalty. Judgment becomes more and more harsh the more Yellow and Red Cards a character accumulates. The only way to wipe a character's record clean and reverse any penalties is to get a pardon for the character. When Marche needs a pardon for himself, the rules are a little different. While Marche is securing a pardon, all clan activities come to a halt. Before you agree to Marche's acquittal, make sure you have no contracted missions with time limits, or your time could run out.



Yellow Cards accumulate. Eventually, an offense that a character would get a warning (Yellow Card) for will result in a Red Card and imprisonment.



Marche can check himself into prison to secure a pardon for all his previous charges—clan activity stops until he is released.

MONSTER BANK

The Monster Bank, located in Cyril, will hold up to 20 different monsters for you. Some monsters are rarer than others, but they all roam Ivalice, so you're bound to encounter them during your travels. To catch a monster for your Monster Bank collection, you must weaken the monster in battle then use a Hunter's Capture ability on the monster. A captured monster will automatically go to the Monster Bank. Visit the Monster Bank and feed your monsters items to increase their affection toward you. Morphers can take advantage of captured monsters' abilities by using monster souls and their Morph ability.



Weaken a monster in battle, then use a Hunter's Capture ability on it. It will automatically go to the Monster Bank.



Feed your monsters items at the Monster Bank to raise their affection. Each monster likes different items, so experiment.



MONSTER CARE

Monsters are people, too! Well, maybe not, but they *do* need to be cared for. Visit your monsters at the Monster Bank to play with them and feed them. Monsters will dislike Marche to begin with. (Wouldn't you if you were caught against your will?) To increase a monster's affection, feed it items it likes. (Each monster has its own preferences.) Check the monster's feeding message to see how well it likes the item you are feeding it. The more expensive the item, the faster a monster's affection will rise. Listen to your monsters when you greet them to see how much they have grown to like you.



When your monsters first arrive at the Monster Bank, they won't be friendly. Feed your monsters items to make them happy.



Each monster prefers to eat some items over others. Rare or expensive items usually taste the best to monsters.

MONSTER AFFECTION MESSAGES

MONSTER'S MESSAGE	AFFECTION
(I love you Marche. No, really, I love you!)	
(Thanks for dropping by.)	
(Gimme food.)	
Grrurr... (What are you looking at?)	

MONSTER FEEDING MESSAGES

FEEDING MESSAGE	LIKING
It seems to like that quite a lot!	
It seems to be enjoying it!	
Lck, it spit it back out.	

THE MORPHER & MONSTER RELATIONSHIP

When one of your clan's Hunters catches a monster in battle (see the list below) with his Capture ability, you will get a monster soul for the monster type you caught. Souls are Morpher-exclusive weapons that grant Morphers the ability to use a monster's special abilities in battle. Morphers equip souls and learn abilities from them the same way all jobs use weapons and gain new abilities. Morphers rely on monster souls to perform a wide range of abilities in battle, from direct damage spells to status ailments—without captured monsters, they can't function.



When a Hunter successfully catches a new monster with the Capture ability, you will get a new monster Soul.



Morphers can equip a monster soul to gain that monster's unique abilities in battle.

CAPTURE MONSTERS FOR SOULS

There are several kinds of monsters within each monster family, but only one monster soul. For example, the Floateye displayed below is called a Floateye, but its soul is called an Eye Soul. If you capture a Floateye, or an Ahriman (a blue Floateye), you will get an Eye Soul.



CARDS AND THE CARD SHOP

Once you reach a certain point in the game, you will be able to affect the laws of battle by using Law and Antilaw cards. The cards let you set new laws or nullify existing ones that you don't like. You'll earn the cards for completing missions and winning random engagements—but unlike armor, items and weapons, you can hold only a set number. You can trade cards or exchange some of your cards for one or more of the shopkeeper's at the card shop in the town of Cadoan. All cards have a certain value, so you might need to make a two-for-one or three-for-one swap to get the card you want.



Black Antilaw cards let you break existing laws, while white Law cards permit you to add new laws.

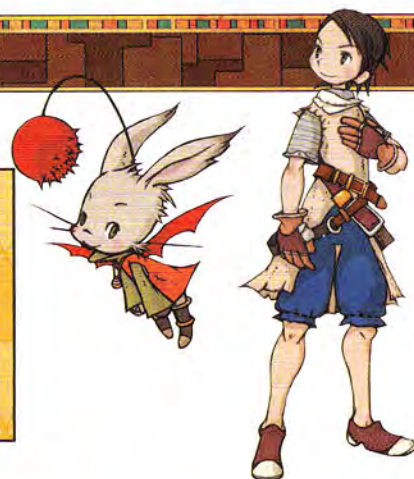


You'll have to match the card-shop owner's price before he'll give you a new card. He doesn't take kindly to hagglers.

READING THE MENU SCREENS



The place to fiddle with your clan is the Party menu. To access it, press Start while on the world map, then select Party. Once there, you can tinker with individual clan members, look at your inventory, rearrange the order of appearance and more. To call up a specific clan member, highlight him or her with the Control Pad and press the A Button.



PUSH A

NAME

YELLOW AND RED CARDS

The game tracks the number of Yellow and Red Cards each clan member has. You can lower the number by visiting prison.

JOB

CHARACTER CHANGE

If you want to look at a different character, press Left or Right on the Control Pad to scroll through the clan.

STATUS

Characters are ranked in eight categories: Move (how far you can move in combat), Jump (movement from high to low elevations), Evade (the chance of avoiding attacks), Speed (how often you attack), Weapon Attack, Weapon Defense, Magic Power and Magic Resistance.

MENU

You can customize a character's stats, equipment, jobs and abilities by using this menu. See the next page for more information.

NUMBER

Each member of your clan is assigned a number that represents the order in which he or she joined the clan.

EQUIP ITEMS

You can outfit your characters in the Equip Items menu. Each character has five slots to fill. Clan members can hold only one weapon, one piece of armor, one helm, and one shield (if applicable), but they can hold multiples of other items. If you have a magic user, for example, you could give him or her a weapon, a piece of armor and three Magic Rings—or five Magic Rings and no weapon or armor! When you scroll through the items, ones that you can equip will appear in red. If you want to see only items that a character can use, press Start at the world map, go to the System menu, select Options and then turn “NonEqpItems?” to Off.



Only certain characters can use certain items. Don't try giving a Knightsword to a Summoner.



Press the R Button while highlighting a weapon to see if it can teach the character a new ability.

PICK ABILITIES

There are four kinds of abilities—Action, Reaction, Support and Combo. Action abilities take a turn to perform and are usually attacks or magic spells. Reaction abilities, such as Catch or Block Arrows, are performed automatically. Support abilities, such as Shieldbearer and Maintenance, automatically give bonuses during battle. And finally, Combo abilities are used in conjunction with other characters to unleash deadly two-pronged attacks. You have two Action-ability slots. One holds abilities specific to your current job, and the other holds abilities that you have mastered in another job.



In the above shot, Marche is learning Steal: Weapon. Once he's mastered it, he can move on to another talent.



As long as you have mastered at least one ability of another job, you can select that job for your second Action Ability slot.

CHANGE JOBS

If you're tired of your current job—or have no more abilities to learn—try switching careers. You can change jobs at any time without incurring a penalty to your stats or experience points, but all of your items will be unequipped.



Your slate of possible jobs will grow as you master abilities in other jobs.

THE JOBLESS RATE

A grayed-out character on the Change Jobs screen means that you aren't ready to learn the job represented by that character. If you highlight a darkened character and press Select, you can see what abilities you must learn to make the job available. You can also check the Jobs section of the guide on pages 24-57.



LEAVE CLAN

Would-be heroes will often try to join your clan after a successful battle, but your clan can have only 23 members at one time. If you are full and find a new member that you can't live without, you'll have to release one of your current members. Note that Marche and Montblanc cannot be dismissed from the clan.



Most characters will be bitter and angry if you let them go. Don't worry—they'll get over it.



THE CLAN

Your clan is your team, or in RPG terms, your party. It is composed of characters you want in the group and numbers no more than 23. The clan (which is called Clan Nutsy by default, but can be named whatever you like) will eventually earn status points in eight areas.

CLAN TITLE

The clan level and clan title are determined by how many successful battles you have under your belt.



CLAN LEVEL

STATUS

Every time you earn 100 Clan Points, one or more of your Clan Skills will rise by one point. The chart to the right shows what the icons mean. You'll earn Clan Points by completing missions and beating other clans in combat.

ICON	SKILL NAME	ICON	SKILL NAME
	Combat		Magic
	Smithing		Craft
	Appraise		Gather
	Negotiate		Track

Once you've raised a Clan Skill to a certain level, you will receive a bonus item. Check the list on the following page to see what you'll receive and when.

MENU

The Clan menu is the place to find information on all things relating to your merry band.

CLAN TITLES

Below is a ranking of possible clan titles and the conditions you must meet to earn them. The list to the right contains four special clan titles. If you fulfill the conditions for one of them, your title will change—regardless of other factors.

SPECIAL TITLE	CONDITIONS
Baham Faction	Succeed in negotiations during Mission 112—A Challenge (See Page 133)
Cheap	Succeed in negotiations during Mission 108—Poachers (See Page 131)
Cheater	Succeed in negotiations during Mission 104—Stolen Scoop, or Mission 105—Smuggle Bust (See Page 130)
Loser	Lose any of the following missions: L04—Newbie Hunt, L05—Real Hunt, L06—Expert Hunt (See page 153)

RANK	CLAN TITLE	CONDITION
1	Explorer	Clear 300+ missions
2	Master	Clan Level at 99+
3	Peerless	Battle count at 500+
4	Super	Clan Level at 85+
5	Riskbreaker	Combat skill at 70+
6	Jamagus	Magic skill at 70+
7	Meister	Smithing skill at 70+
8	Defthand	Craft skill at 70+
9	Godeye	Appraise skill 70+
10	Trufflenose	Gather skill at 70+
11	Negotiator	Negotiate skill at 70+
12	Wyrmslayer	Track skill at 70+
13	Adventurer	Clear 200+ missions
14	1 in 10,000	Battle Count at 200+
15	Expert	Clan Level at 60+
16	Warmaster	Combat skill at 40+

RANK	CLAN TITLE	CONDITION
17	Gamagus	Magic skill at 40+
18	Mastersmith	Smithing skill at 40+
19	Goldhand	Craft skill at 40+
20	Trueeye	Appraise skill at 40+
21	Strawnose	Gather skill at 40+
22	Counselor	Negotiate skill at 40+
23	Bearkiller	Track skill at 40+
24	Traveler	Clear 120+ missions
25	1 in 1,000	Battle Count at 100+
26	Intermediate	Clan Level at 35+
27	Commander	Combat skill at 20+
28	Ramagus	Magic skill at 20+
29	Blacksmith	Smithing skill at 20+
30	Silverhand	Craft skill at 20+
31	Cleareye	Appraise skill at 20+
32	Funginose	Gather skill at 20+

RANK	CLAN TITLE	CONDITION
33	Know-It-All	Negotiate skill at 20+
34	Shepherd	Track skill at 20+
35	Squire	Clear 70+ missions
36	1 in 100	Battle Count at 50+
37	Beginner	Clan Level at 20+
38	Warrior	Combat skill at 10+
39	Amagus	Magic skill at 10+
40	Craftsman	Smithing skill at 10+
41	Copperhand	Craft skill at 10+
42	Squinteye	Appraise skill at 10+
43	Reednose	Gather skill at 10+
44	Taleteller	Negotiate skill at 10+
45	Ratcatcher	Track skill at 10+
46	Dreamer	Clear 20+ missions
47	1 in 10	Battle Count at 10+

ITEMS AWARDED FOR CLAN SKILLS

ITEM	CONDITION	ITEM	CONDITION	ITEM	CONDITION
Aegis Shield	Appraise skill at 20	Excalibur	Combat and Magic Skills at 20	Restorer	Combat skill at 10
Angel Ring	Craft skill at 20	Giot Gun	Appraise skill at 15	Ribbon	Craft skill at 50
Arch Sword	Combat and Mage skills at 10	Greaseburst	Gather skill at 40	Ruby Earring	Craft skill at 10
Barette	Craft skill at 35	Hades Bow	Track skill at 15	Sage Robe	Magic skill at 45
Black Robe	Magic skill at 15	Hardedge	Smithing skill at 5	Scarab	Craft skill at 5
Blood Strings	Craft skill at 25	Heal Chime	Craft skill at 15	Spring Staff	Magic skill at 10
Blood Sword	Combat skill at 5	Hi-Potion x10	Appraise skill at 3	Stardust Rod	Magic skill at 30
Bone Armlets	Appraise skill at 30	Holy Water	Combat skill at 3	Thief Armlets	Appraise skill at 12
Cachusha	Craft skill at 30	Kain's Lance	Combat skill at 20	Thief Hat	Track skill at 10
Cactus Stick	Magic skill at 40	La Seraphica	Appraise skill at 40	Thor Rod	Magic skill at 25
Caligula	Craft skill at 45	Longbarrel	Appraise skill at 25	Tiara	Track skill at 45
Cinquedeia	Negotiate skill at 30	Madu	Negotiate skill at 40	Tiger Fangs	Gather skill at 25
Colichemarde	Negotiate skill at 20	Manganese	Gather skill at 35	Trident	Combat skill at 25
Cross Helm	Negotiate skill at 10	Max's Oathbow	Track skill at 40	Vajra	Smithing skill at 30
Cureall	Gather skill at 10	Maximillian	All Skills at 30	Venus Blade	Combat skill at 15
Diamond Helm	Negotiate skill at 15	Mirror Mail	All Skills at 5	White Fangs	Gather skill at 20
Dragon Mail	All skills at 15	Ninja Gear	Track skill at 20	White Robe	Magic skill at 5
Dream Watcher	Magic skill at 50	Nosada	Smithing skill at 20	Wygar	Track skill at 30
Eclipse	Smithing skill at 40	Orichalcum	Negotiate skill at 25	X-Potion x10	Appraise skill at 7
El Cid Sword	Smithing skill at 15	Petalchaser	Smithing skill at 10	Yoichi Bow	Track skill at 5
Ether x5	Gather skill at 15	Phoenix Down x5	Gather skill at 5	Zanmato	Smithing skill at 50

MISSION LIST

If you select the Mission List option, you can check out any of your outstanding missions—including Dispatch Missions from which you're waiting for a member to return. You can learn what the mission is about, what you'll get if you win and how much time you have left (if applicable).



If you want detailed info about an outstanding mission, highlight it and press the A Button.

REPORT

To examine a list of every mission in the game, select the Report option. Completed missions will appear in bright white type, while uncompleted missions appear in dull gray. You won't be able to match a mission name with its number until you've completed the mission.

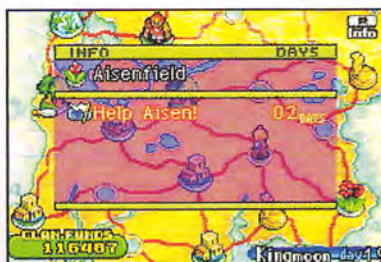


Three hundred missions are a lot. Keep track of your progress in the Report menu.

CLAN TURF

The Clan Turf menu is the place to go if you want to see how many areas your clan has freed from the control of rival clans. A bright, multicolored icon means that an area is under your control, a gray icon means that it's neutral, and a red icon means that it's under attack. If you don't drive out the attacking clan in a set number of days, you'll lose the area.

ICON	MEANING
	Free and Under Your Control
	Neutral
	Under Attack by an Enemy Clan



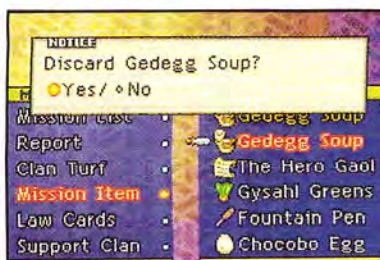
Always keep an eye on the number of days you have left to take an area. You'll save money at the shop and pub by owning turf, so take all that you can.



If another clan conquers an area, you'll have to wait until a chance to retake the area appears at the local pub.

MISSION ITEMS

Some missions require your clan to have a certain Mission Item before you can accept them at a pub. Check your clan's Mission Items in the Clan menu. Your clan can hold a total of 64 Mission Items at a time. Highlight a Mission Item and press A to discard it or Select to view its details. When a selected item appears grayed-out in the Mission Items list, the item is being used in a mission. See page 180 for a complete list of Mission Items.



You can discard any Mission Item, but consider carefully whether you will need it before you do.



Press the Select Button to view the description and effect of a highlighted Mission Item.

LAW CARDS & ANTILAW CARDS

After you rescue the mysterious Card Keeper, Ezel Berbier, your clan will be able to use powerful Law and Antilaw cards. Your clan can obtain the cards as mission rewards, or at Ezel's card shop in Cadoan. You can hold a maximum of 20 cards. Law cards supplement the current World Laws for one mission or engagement. Antilaw cards nullify one World Law for one mission or engagement. Use your cards wisely!



You can view your clan's Law and Antilaw cards in the Clan menu. Your clan can own a total of 20 cards, so choose and manage your cards wisely. Highlight a card and press A to discard it, or press Select to view its details. Your clan can trade cards at Ezel Berbier's card shop in Cadoan.

ICON	TYPE
	Law card. Use a Law card during a mission or engagement to add a law to the battle. There must be an open law slot.
	Antilaw card. Use an Antilaw card during a mission or engagement to nullify a law currently in place.



SUPPORT CLANS

When you link your FFTA game with a friend's, you can team up for special head-to-head or co-op missions, and trade items and units. Any clan you've linked up with will be registered as a support clan. You can view each support clan's information in the Clan menu. Each time you link with a support clan, the interaction history between your clan and the support clan will automatically update. When you register a new support clan, Nono's airship will obtain new, rare items for you to buy (see page 13 for a full list of items).



Press A to see a support clan's most recent clan title, clan level, joined battles and records.



The fun comes in three flavors when you link up with a support clan—Team Up, Trade Items and Trade Units.

TRADE INFORMATION

Link up with a friend and open the unique multiplayer features for an even deeper look into Ivalice. (You must listen to the Linking rumor at one of the pubs before the Link option will be available. Clear the The Cheetahs mission to make the rumor appear.) With two copies of FFTA and a GBA Game Link cable, you and a friend can explore a collection of exciting Team Up missions, swap items to strengthen your clans or trade units if you're short on a certain race or job. Linking up is a great way to get your hands on rare items and new clan members, and to help a friend who is starting out in Ivalice.



Press Start on the world map menu and choose Link while your game is connected to a friend's.



In the multiplayer pub, you can choose to team up, trade items or trade units with a friend. You will be asked to save your game before your selected action begins.

TEAM UP MISSIONS

There are two types of Team Up missions: cooperative and competitive. In cooperative missions, you and a friend must work together to complete an objective. In competitive missions, you and a friend go head-to-head to see who can defeat the most enemies. You can obtain rare and powerful items from Team Up missions that you can't find any other way. Mission results are recorded under the support clan info in your Clan menu.



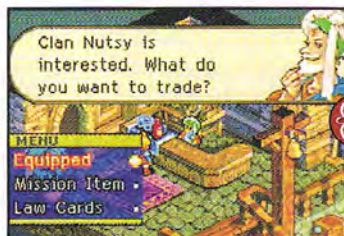
After you link up with a support clan, select a Team Up mission from the multiplayer pub. Consider whether the mission is a competition or a co-op mission.



Team Up missions often have unique rules and co-op missions require serious teamwork. See page 152 for more-detailed information.

TRADE ITEMS

You can trade items between your clan and a support clan by linking up. Trades cost a hefty 5,000 Gil each, and you can trade only one item at a time. Trading is very expensive, so you won't want to trade very often, but it can be a useful service.



Select whether you want to trade equipment, a Mission Item or a Law card.



Choose the specific item you want to trade, then press the A Button.



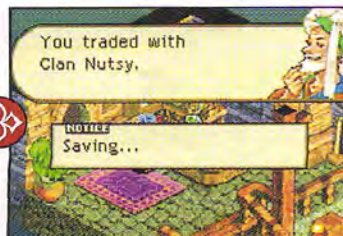
All trades cost 5,000 Gil—make sure you have enough funds before you agree to a trade.

TRADE UNITS

You can also link up with a friend to trade units. You must pay 5,000 Gil per unit trade. Trading units is a good way to recruit members of a certain race or job that your clan is short of, and to help boost a clan that is starting out. You can't trade Marche, Montblanc or a few other unique characters.



Select Trade Units from the multiplayer pub menu, then choose the unit you want to trade and press A.



Once a unit trade is complete, both FFTA games will automatically save.



All of a traded unit's equipped items will automatically stay with its original clan.

RACES & JOBS

The races of Ivalice are as colorful and unique as the world they reside in. Race determines a character's possible jobs.

WHAT IS A JOB?

Each race in Ivalice has strengths and weaknesses, and can perform particular jobs that reflect the race's specialties. There are 34 jobs total, separated into Normal jobs and Expert jobs. Expert jobs usually require a character to learn a certain number of Action abilities (A-abilities) from one or two Normal jobs. Try out many job combinations to create unique characters whose job abilities compliment each other. The table to the right provides examples of jobs that are strong in certain statistical areas.



WEAPON DEF
DEFENDER PALADIN MOG KNIGHT JUGGLER GADGETEER

HP
SOLDIER FIGHTER DRAGOON WARRIOR GLADIATOR

MP
ILLUSIONIST ANIMIST SAGE SUMMONER ELEMENTALIST

WEAPON ATK
FIGHTER WARRIOR HUNTER GLADIATOR SNIPER

MAGIC POW
TIME MAGE BLUE MAGE SUMMONER RED MAGE BLACK MAGE

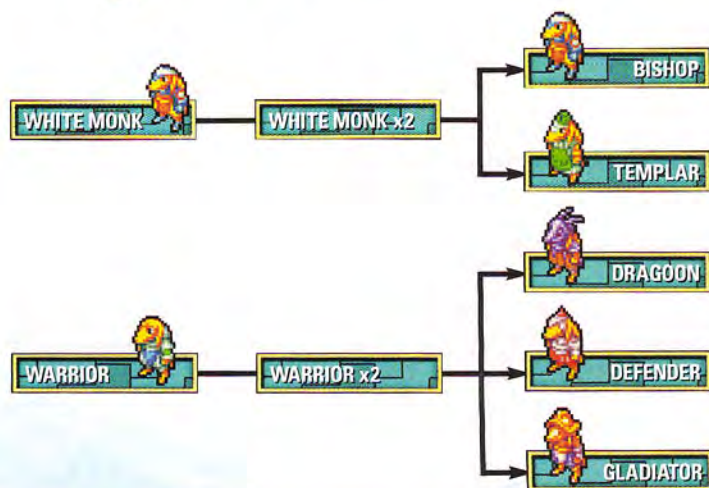
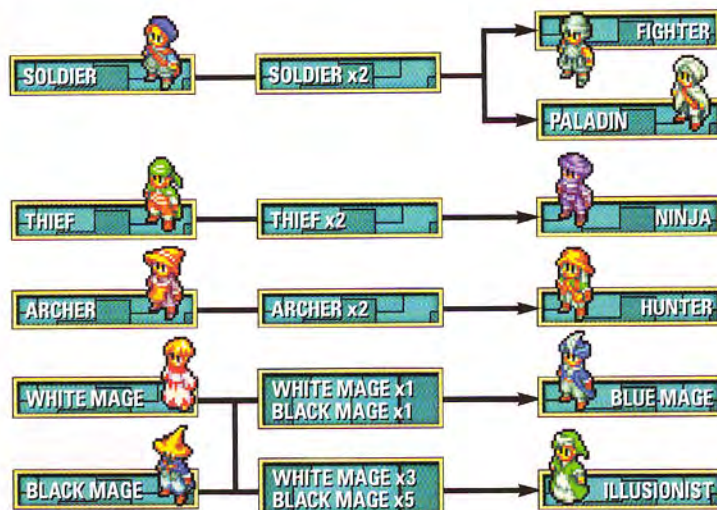
MAGIC RES
BISHOP TIME MAGE ALCHEMIST GADGETEER WHITE MAGE

SPEED
THIEF NINJA SNIPER ASSASSIN ARCHER



HUMAN

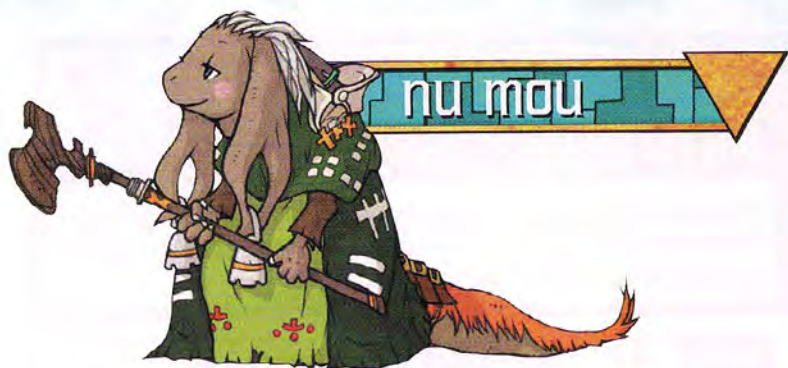
Humans are the most common and most well-rounded race in Ivalice. They have the widest variety of job options, ranging from White Mage to Fighter to Hunter. Additionally, Humans can perform five Expert jobs, a number matched only by the Viera. The only Expert job that Humans share with another race is Illusionist. Humans perform all of their jobs well—the stats for each job are approximately equal.



BANGAA

The Bangaa are a fierce and brave lizardlike race (but don't ever call them lizards!) known throughout Ivalice for their gruff attitudes and brute force in battle. Bangaa have characteristically high HP, Weapon Attack and Weapon Defense, but low MP, Magic Power and Magic Resistance. Their jobs reflect their unmatched skill with large weaponry, as well as their strong defense against physical attacks. Bangaa are often the best choice for the frontline of a battle.



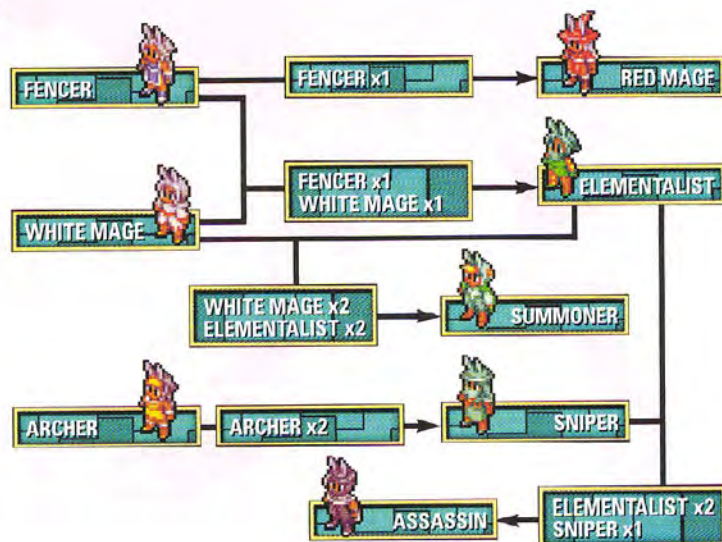
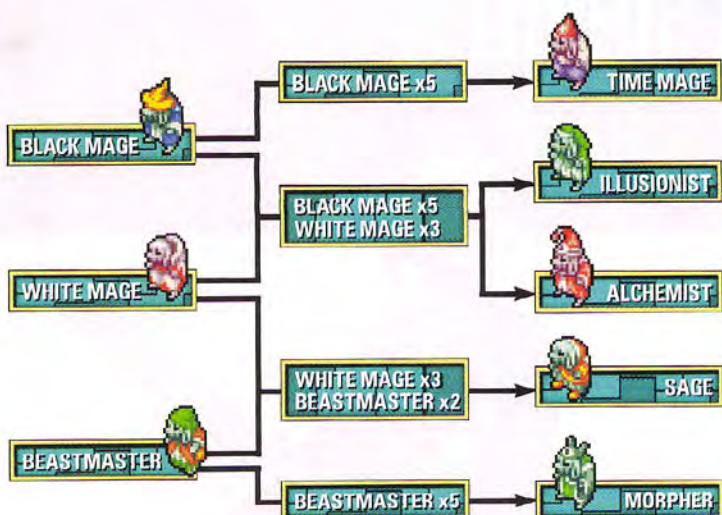
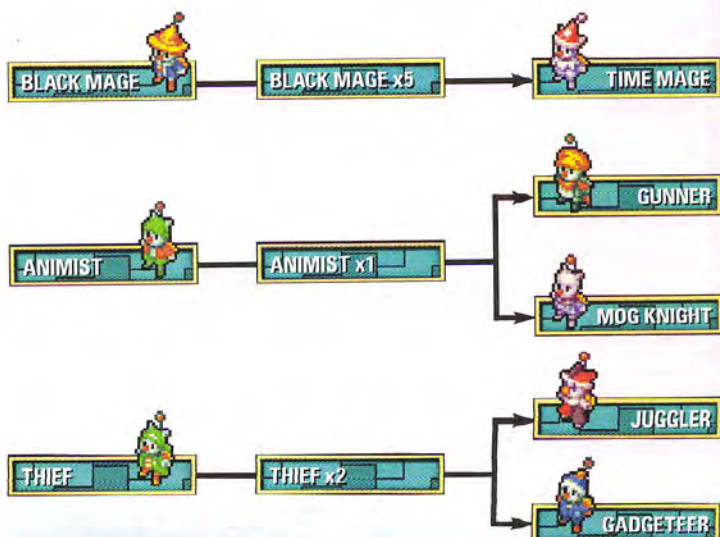


Nu Mou are quiet types and are most comfortable aiding their clan with defensive and offensive magic. Nu Mou jobs encompass some of the strongest magic-based jobs in all of Ivalice. Nu Mou have incredibly high Magic Power, but their Weapon Attack is low. In battle, they prefer to attack enemies from long range. Only Nu Mou can be Alchemists, Morphers and Sages.



VIERA

The Viera are a beautiful and proud female-only race. Their slender forms and long ears heighten their senses and speed. Some in Ivalice even say they can speak to the spirit realm. Mystery and spirituality encompass the Viera and their jobs. Though their Defense is low, Viera agility and finesse are unmatched by any other race. The Viera have five racially unique jobs, all of which focus on elements of speed, spirituality and stealth.



MOOGLE

Moogles are Ivalice's smallest and most mischievous race. They love to play tricks and have fun, which is reflected in their unique Expert jobs. Moogles have high Weapon Defense and Magic Resistance, but their HP, Weapon Attack and Magic Power are low. Even in battle, Moogles are all about bringing colorful fun and trickery to the table with jobs such as Juggler, Gunner and Gadgeteer. Moogles are best suited to long-range combat.



SOLDIER

BATTLE TECH



HUMAN

Soldier is a standard Human job. While Soldiers aren't going to overwhelm anyone with tricky moves, they can rush into a room-clearing melee with the best of them.

MOVE	4
JUMP	2
EVADE	50

WEAPON	Sword, Greatsword
HEAD	Helmet, Hat
BODY	Armor, Clothing
SHIELD	Any

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★★	★	★★★	★★★	★	★★	★★

The stars indicate how much and how quickly a stat will grow when a character with a particular job gains a level of experience. (Note that the stars are a representative percentage, not a hard number—you won't gain only a single Magic Point each time.)

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

FIRST AID	—	Self	Shortsword	100
Disinfects wounds to heal HP and remedy status				
POWERBREAK	—	Varies	Barong	200
Weakens a target's weapon attacks				
MINDBREAK	—	Varies	Buster Sword	200
Reduces a target's magic power				
MAGICBREAK	—	Varies	Ancient Sword	200
Causes damage to a target's MP				
SPEEDBREAK	—	Varies	Silver Sword	200
Reduces a target's speed				
MUG	—	Varies	Diamond Sword	300
Damages a target and steals Gil				
PROVOKE	—	1	Blood Sword	300
Sets an enemy into a berserker rage				
SENSOR	—	4	Burglar Sword	300
Detects hidden equipment held by enemies				
MONKEY GRIP	—	—	Vigilante	300
Lets a character hold a two-handed weapon in one hand				
SHILDBEARER	—	—	Bronze Shield / Opal Shield	300
Enables shield-wielding, regardless of job.				
COMBAT COMBO	—	Varies	Mythril Sword	100
A failproof combo for Soldiers and Warriors				

SENSOR



Sensor allows you to scan an enemy for hidden weapons or items. Once you detect an item, you can steal it with the proper Thief ability—you must detect a hidden item before it can be stolen. The charts for main missions and Subquests will display an enemy's hidden items in red.

PALADIN

CHIVALRY



HUMAN

The Paladin is a defense-minded job with decent offensive numbers but a fairly low Evade rating. You must master two of the Soldier's A-abilities to become a Paladin.

MOVE	3
JUMP	2
EVADE	40

WEAPON	Knightsword, Greatsword
HEAD	Helmet
BODY	Armor, Robe
SHIELD	Any

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★★★	★	★★	★★★★	★	★★★★	★



NURSE



The Nurse ability is very useful. It restores Hit Points and cures a number of status ailments at the same time. In addition, it has a larger range than the comparable First Aid skill, which means you can use it on your party members.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

NURSE	—	All Sides	Defender	100
Heals HP and remedies status ailments				
DEFENSE	—	Self	Lionheart	200
Raises Weapon Defense and Magic Resistance for one turn				
COVER	—	4	SaveTheQueen	200
Takes damage for another character until the next action				
SUBDUE	—	Varies	Ancient Sword	200
Deals light damage—good for catching monsters				
DROP WEAPON	—	Varies	Ragnarok	200
Tosses a weapon out of hand and back into stock				
PARLEY	—	1	Barong	200
Convinces a target to leave the field of battle				
SAINT CROSS	24	All Sides	Arch Sword	300
Deals holy damage to a wide area				
HOLY BLADE	32	Varies	Excalibur	300
Deals holy damage				
REFLEX	—	—	Genji Armor	300
Predicts and avoids a regular attack				
WEAPON DEF+	—	—	Diamond Armor	300
Reduces damage from weapon attacks				
KNIGHT COMBO	—	Varies	Mythril Brand	100
A failproof combo for Paladins				

FIGHTER

FIGHTER TECH



HUMAN

The Fighter is one of the best offensive classes in the game. Some of the abilities—especially Backdraft—can drop a foe with one hit. You must master two Soldier A-abilities to become a Fighter.



MOVE	4
JUMP	2
EVADE	45

WEAPON	Blade
HEAD	Hat
BODY	Clothing
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★	★★★	★★	★	★★	★★

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

RUSH	—	Varies	Sweep Blade	100
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Pushes the target back with a full-on bull rush

WILD SWING	—	All Sides	Ogun Blade	200
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Swings a weapon to strike enemies on all four sides

BEATDOWN	—	Varies	Shadow Blade	200
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Strikes with a low hit rate, but very high damage

BLITZ	—	Varies	Sun Blade	200
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Uses aggression to sense and attack target

AIR RENDER	—	3	Atmos Blade	200
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Releases aggression and causes long-range damage

FAR FIST	—	4	Kwicon Blade	200
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Deals long-range damage to a wide area

AIR BLAST	—	Area	Air Blade	300
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Creates a damaging whirlwind in front of you

BACKDRAFT	—	1	Flametongue	300
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Releases aggression in a self-damaging fire attack

BONECRUSHER	—	—	Ninja Gear	300
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R	Hits with a powerful counterattack (x1.5) after taking weapon damage
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STRIKEBACK	—	—	Wygar	300
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Blocks enemy attacks and counterattacks

S	DOUBLEHAND	—	—	Venus Blade	300
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Lets you hold a one-handed weapon in two hands

C	FIGHT COMBO	—	Varies	Mythril Blade	100
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A failproof combo for fighters

AIR RENDER



Air Render lets you blast distant enemies without a second thought. As a bonus, it eliminates the chances of a counter-attack. White Monks can also learn the Air Render ability.

THIEF



STEAL

HUMAN

MOOGLE

Thieves are great. Try to teach Thief abilities (especially Steal: Armor and Steal: Weapon) to every Human and Moogle in the clan—stealing is a fantastic way to get rare items.

MOVE	4	WEAPON	Knife
JUMP	3	HEAD	Hat
	HUMAN 65	BODY	Clothing
EVADE	MOOGLE 70	SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★	★★	★★	★★	★★	★★★

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				
STEAL: ARMOR	—	1	Rondell Dagger	300
Steals armor worn by an enemy				
STEAL: SHIELD	—	1	Scramasax	200
Steals a shield held by an enemy				
STEAL: ACCESS	—	1	Jambiya	300
Steals an accessory worn by an enemy				
STEAL: HELM	—	1	Kard	300
Steals headwear worn by an enemy				
STEAL: WEAPON	—	1	Sword Breaker	300
Steals a weapon held by an enemy				
STEAL: GIL	—	1	Jack Knife	100
Steals Gil from an enemy				
STEAL: EXP	—	1	Khukuri	100
Steals Experience Points from an enemy				
STEAL: JP	—	1	Orichalcum	200
Steals Judge Points from an enemy				
STEAL: ABILITY	—	1	Cinquedea	300
Steals an enemy's A-ability for your use				
COUNTER	—	—	Brigandine	300
Follows up an enemy attack with a counterattack				
MAINTENANCE	—	—	Adaman Vest	300
Ensures equipped items are not stolen or destroyed				
THIEF COMBO	—	Varies	Mythril Knife	100
A failproof combo for thieves				

STEAL: WEAPON



You probably won't learn Steal: Weapon until late in the game, but it's one of the best abilities for any job because you can snatch rare weapons from your enemies.



NINJA

ninja skill



HUMAN

The Ninja is one of the fastest jobs in the game and possesses great offensive abilities. You must learn two Thief A-abilities before you can become a Ninja.



MOVE	4
JUMP	3
EVASD	60

WEAPON	Katana
HEAD	Hat
BODY	Clothing
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★	★★	★★	★★	★★	★★★★

DOUBLE SWORD



Learn the Double Sword ability as early as you can. It lets you hold two swords at the same time—which means more attack power and the chance to learn two abilities at once.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

THROW	—	4	Ninja Knife	100
Throws a weapon that damages an enemy				
WOOD VEIL	4	4	Kotetsu	200
Wood jujitsu—damages and immobilizes a target				
FIRE VEIL	4	4	Ashura	200
Fire jujitsu—damages and confuses a target				
EARTH VEIL	4	4	Osafune	200
Earth jujitsu—damages and slows a target				
METAL VEIL	4	4	Kikuichimonji	200
Metal jujitsu—damages and inflicts darkness on a target				
WATER VEIL	4	4	Murasame	200
Water jujitsu—damages and silences a target				
UNSPELL	4	1	Heaven's Cloud	300
Neutralizes status enhancements				
OBIVION	24	1	Masamune	300
An attack to the head that addles a target				
LAST HASTE	—	—	Ninja Gear	300
Automatically become hasted when severely wounded				
DOUBLE SWORD	—	—	Nosada	999
Enables the user to hold and use two weapons at once				
NINJA COMBO	—	Varies	Mythril Epee	100
A failproof combo for Ninjas				

WHITE MAGE

WHITE MAGIC



HUMAN



NU MOU



VIERA

The White Mage is a specialist in defense and recovery, focusing mainly on Holy-based healing spells. You should have at least one team member with White Mage abilities in every fight.



MOVE	3
JUMP	2
EVADE	40

WEAPON	Staff
HEAD	Hat, Ribbon (Viera Only)
BODY	Clothing, Robe
SHIELD	—

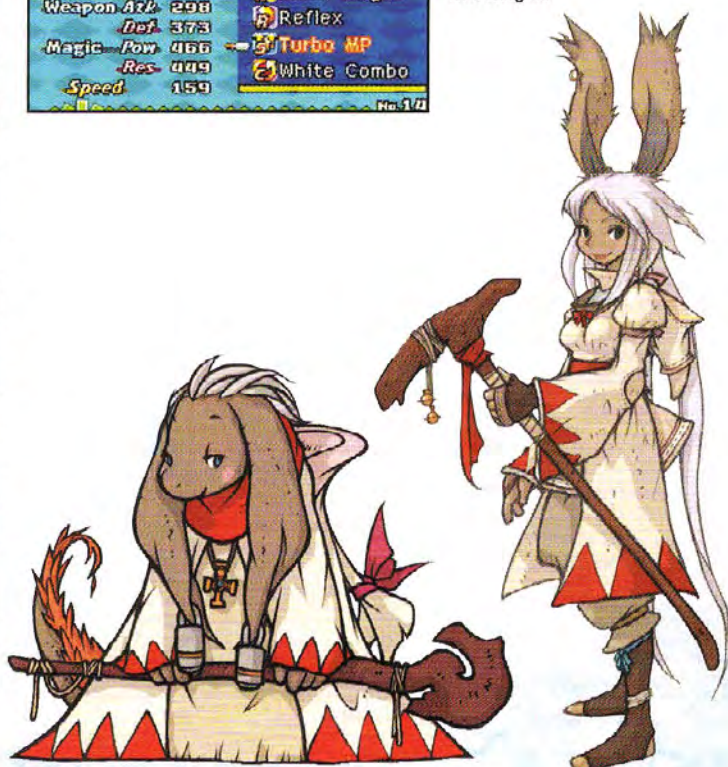
HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★★	★	★★	★★	★★	★★

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				
CURE	6	4	White Staff	100
Heals a small amount of HP—also damages Zombies				
CURA	10	4	Cure Staff	200
Heals a large amount of HP—also damages Zombies				
CURAGA	16	4	Spring Staff	300
Heals nearly all HP—also damages Zombies				
ESUNA	18	4	Pure Staff	200
Remedies status ailments				
LIFE	10	4	Bless Staff	200
Revives an unconscious unit—also damages Zombies				
FULL-LIFE	20	4	Nirvana Staff	300
Revives an unconscious unit and restores all Hit Points				
AUTO-LIFE	16	4	Cheer Staff	200
Automatically raises a unit if he or she is knocked unconscious				
SHELL	6	4	Judge Staff	100
Raises a target's Magic Resistance				
PROTECT	6	4	Guard Staff	100
Raises a target's Weapon Defense				
S TURBO MP	—	—	White Robe	300
Doubles MP use for increased damage and hit rates				
C WHITE COMBO	—	Varies	Mythril Staff	100
A ranged combo for White Mages				

TURBO MP



Turbo MP doubles the effectiveness and hit rate of magic spells, but the spells will cost twice their usual MP. Though the White Mage can learn it, Turbo MP is more useful for Black and Red Mages.



BLACK MAGE

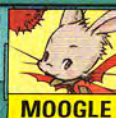
BLACK MAGIC



HUMAN



NU MOU



MOOGLE

The Black Mage is another magical job and focuses exclusively on offensive magic. Black Mages are weak against physical attacks and useless with weapons, so keep them at the rear of the battlefield.



MOVE	3
JUMP	2
EVADE	35

WEAPON	Rod
HEAD	Hat
BODY	Clothing, Robe
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★★	★	★★	★★★★	★★★★	★★

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

FIRE	6	4	Rod	100
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Deals Fire damage

FIRA	12	4	Firewheel Rod	200
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Deals a great amount of Fire damage

FIRAGA	24	4	Flame Rod	300
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Deals an incredible amount of Fire damage

THUNDER	6	4	Rod	100
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Deals Lightning damage

THUNDARA	12	4	Thunder Rod	200
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Deals a great amount of Lightning damage

THUNDAGA	24	4	Thor Rod	300
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Deals an incredible amount of Lightning damage

BLIZZARD	6	4	Rod	100
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Deals Ice damage

BLIZZARA	12	4	Sleet Rod	200
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Deals a great amount of Ice damage

BLIZZAGA	24	4	Chill Rod	300
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Deals an incredible amount of Ice damage

RETURN MAGIC	—	—	Black Robe	300
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Counters a magic attack with the same spell

GEOMANCY	—	—	Sage Robe	300
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Reduces resistance to the elements by one level

BLACK COMBO	—	Varies	Mythril Rod	100
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A ranged combo for black mages

FIRE, THUNDER, BLIZZARD



The three main Black Mage spells are Fire, Thunder and Blizzard. You can learn two upgrades to each spell, for a total of nine elemental spells. Try combining Black Mage spells with the Turbo MP ability for an extra kick.



ILLUSIONIST

PHANTASM SKILL



HUMAN



NU MOU

Illusionist spells strike every enemy and are ridiculously powerful—but you need lots of MP to use them. You must master three White Mage and five Black Mage A-abilities to become an Illusionist.



MOVE	3
JUMP	2
EVADE	30

WEAPON	Rod
HEAD	Hat
BODY	Clothing, Robe
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★	★★★★	★	★	★★★★	★★★★	★

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

A	PROMINENCE	32	All Enemies	Firewheel Rod	100
	Deals Fire damage to all enemies				
	TEMPEST	32	All Enemies	Thunder Rod	100
	Deals Lightning damage to all enemies				
	FREEZEBLINK	32	All Enemies	Sleet Rod	100
	Deals Ice damage to all enemies				
	STAR CROSS	32	All Enemies	Princess Rod	300
	Uses the power of stars to damage all enemies				
	STARDUST	32	All Enemies	Stardust Rod	300
	Calls down a rain of meteors to damage all enemies				
R	DELUGE	32	All Enemies	Chill Rod	200
	Deals Water damage to all enemies				
	SOIL EVIDENCE	32	All Enemies	Terre Rod	200
	Deals Earth damage to all enemies				
S	WILD TORNADO	32	All Enemies	Thor Rod	200
	Deals Wind damage to all enemies				
C	ABSORB MP	—	—	Lordly Robe	300
	Absorbs the MP used to cast a spell against you				
	HALF MP	—	—	Light Robe	300
	Cuts in half the amount of MP needed for abilities				
	SPELL COMBO	—	Varies	Mythril Rod	100
A ranged combo for Illusionists					

SOIL EVIDENCE



You can learn Soil Evidence early in the game, and it's a helpful ability to know. Not many enemies have resistance to Earth-based attacks, and Soil Evidence doesn't count as a Color Magic—which means you can use it when Color Magic is forbidden.



BLUE MAGE

BLUE MAGIC



HUMAN

The Blue Mage job can be either amazing or useless, depending on luck and how often the character sees battle. You must master one White Mage and one Black Mage A-ability to become a Blue Mage.

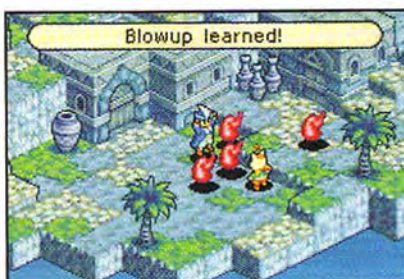


MOVE	4
JUMP	2
EVADE	55

WEAPON	Saber
HEAD	Hat
BODY	Clothing, Robe
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★★	★★	★★	★★	★★★	★★

LEARNING



Once you know Learning, you can master new abilities by having a monster use them on you. To learn skills quickly, take control of a monster with a Beastmaster and then attack your Blue Mage with the desired ability.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

GOBLIN PUNCH	8	1	Goblin	—
An all-out punch with varying damage				
MAGIC HAMMER	8	3	Red Cap	—
Deals damage to MP				
ACID	12	3	Jelly, Ice Flan, Cream	—
Inflicts a random status ailment				
BLOWUP	2	All Sides	Bomb, Grenade	—
Deals massive damage to nearby enemies with a self-KO				
MIGHTY GUARD	8	1	Icedrake	—
Raises Weapon Defense and Magic Resistance for one battle				
GUARD-OFF	10	1	Firewyrn	—
Lowers Weapon Defense and Magic Resistance				
DRAGON FORCE	12	1	Thundrake	—
Releases a Dragon soul that improves all stats				
NIGHT	24	All	Lilith	—
Puts all enemies to sleep				
TWISTER	20	3	Lamia	—
Reduces HP of all enemies in an area by half				
LV3 DEF-LESS	12	3	Antlion, Jawbreaker	—
Lowers W-Def and M-Res in units with levels divisible by three				
POISON CLAW	8	1	Red Panther	—
Damages and poisons a target				
HASTEBREAK	12	1	Coeurl	—
Increases a character's speed				

BAD BREATH	20	1	Malboro, Big Malboro	—
Breaths foul breath that causes status ailments				
STARE	12	Area	Floateye	—
Confuses multiple targets				
ROULETTE	20	Everyone	Ahriman	—
KOs one person at random—friend or foe				
DRAIN TOUCH	10	1	Zombie	—
Drains and absorbs HP from a target				
LV? S-FLARE	30	All Enemies	Vampire	—
Shadowflares all units with matching digits in their level				
WHITE WIND	12	3	Sprite	—
Heals a character's HP to a point equal to your own HP				
ANGEL WHISPER	24	3	Titania	—
Heals HP and bestows Auto-Raise				
MATRA MAGIC	24	3	Toughskin	—
Switches a target's HP and MP				
DAMAGE > MP	—	—	Judo Uniform	300
Converts HP damage to MP damage—fails if MP is zero				
IMMUNITY	—	—	Survival Vest	300
Confers resistance to some status ailments				
LEARNING	—	—	Blue Saber	400
Studies attacks and learns some as Blue Magic				
BLUE COMBO	—	Varies	Mythril Saber	100
A ranged combo for Blue Mages				

ARCHER



AIM



Archers are the masters of the long-range attack. Good Archers are invaluable assets to a party—they can damage foes or disable them with a single shot.

MOVE	4
JUMP	2
EVADE	50

WEAPON	Bow
HEAD	Hat, Ribbon (Viera Only)
BODY	Clothing
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★	★★	★★	★★	★★	★★

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

A	BOOST	—	Self	Longbow	100
	Focuses energy to increase damage on the next physical attack				
	AIM: LEGS	—	Varies	Thorn Bow	200
	Immobilizes a target by shooting the legs				
	AIM: ARM	—	Varies	Nail Bow	200
	Disables a target by shooting the arms				
	CUPID	—	Varies	Artemis Bow	200
	Charms a target with a shot through the heart				
	BURIAL	—	Varies	Silver Bow	300
	Buries zombie units with a single shot				
R	TAKE AIM	—	Varies	Yoichi Bow	300
	Fires an aimed shot with a good hit rate but low damage				
	FASTER	—	Varies	Perseus Bow	300
	Nullifies R-abilities with a fast attack				
	BLACKOUT	—	Varies	Char Bow	200
S	Inflicts Darkness on a target				
	BLOCK ARROWS	—	—	Green Beret	300
	Dodges all Bow and Longbow attacks.				
C	CONCENTRATE	—	—	Target Bow	300
	Increases the user's hit rate.				
	BOW COMBO	—	Varies	Mythril Bow	100
A long-range combo for Archers					

AIM: ARM



Aim: Arm prevents an enemy from attacking for a period of time. It's a great way to turn the tide of battle or take out a tough foe in the first turn.



HUNTER

HUNT



HUMAN

Hunters are basically Archers with different skills and a better Weapon Attack rating. They are also the only ones who can capture monsters. You must master two Archer A-abilities to become a Hunter.



MOVE	4
JUMP	2
EVADE	55

WEAPON	Greatbow
HEAD	Hat
BODY	Clothing
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★	★★★	★★	★★	★★	★★

CAPTURE



Capture lets you catch a weakened monster and put it in the Monster Bank—where a Morpher can use it to learn new abilities. You must weaken the monster before it can be captured. The Paladin's Subdue ability works well for such a purpose.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

SONIC BOOM	—	4	Cranequin	200
Uses a weapon to create an area-damaging shockwave				
OUST	—	Varies	Windslash Bow	200
Sweeps monsters from the field of battle				
ADVICE	—	1	Twin Bow	100
Raises the Critical Hit rate against a target				
AIM: VITALS	—	Varies	Fey Bow	300
Causes status ailments with a shot to the vital organs				
A HUNTING	—	Varies	Hunt Bow	300
Delivers a stylish felling blow that earns extra JP				
ADDLE	—	Varies	Master Bow	200
Addles a monster, causing temporary loss of A- and R-abilities				
ULTIMA SHOT	60	Varies	Seventh Heaven	999
Attacks with powerful Ultima Magic				
SIDEWINDER	—	Varies	Hades Bow	300
Deals heavy damage to monsters				
CAPTURE	—	Varies	Ranger Bow	200
Puts live monsters into the Monster Bank				
R AUTO-REGEN	—	—	Gaia Gear	300
Regenerates HP automatically as soon as you take damage				
S WEAPON ATK+	—	—	Nike Bow	300
Increases the amount of damage dealt by weapon attacks				
C HUNT COMBO	—	Varies	Mythril Shot	100
A ranged combo for Hunters				

WARRIOR

BATTLE TECH



Warriors have much in common with Soldiers—including many abilities—but they have better offensive stats. If you have a Warrior, send him into battle and watch the sparks fly.



MOVE	4
JUMP	2
EVADE	50

WEAPON	Sword, Broadsword
HEAD	Hat, Helmet
BODY	Clothing, Armor
SHIELD	Any

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★★	★	★★★	★★	★	★★	★

SPEEDBREAK



Speedbreak is an attack that lowers a target's Speed rating. It has the same effect as the Time Mage's Slow ability and should be employed against magic users or any powerful enemy.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

FIRST AID	—	Self	Shortsword	100
Heal HP and cures status ailments				
POWERBREAK	—	Varies	Samson Sword	200
Weakens a target's weapon attacks				
MINDBREAK	—	Varies	Buster Sword	200
Reduces a target's magic power				
MAGICBREAK	—	Varies	Falchion	200
Deals damage to a target's MP				
SPEEDBREAK	—	Varies	Silver Sword	200
Reduces a target's speed				
BODY SLAM	—	1	Striborg	300
A powerful move that also damages the attacking unit				
GREASED BOLT	—	Varies	Gale Sword	300
Attack so fast that target cannot react with an R-ability				
DOWNSIZE	24	Varies	Restorer	300
Reduce target's HP by half				
MONKEY GRIP	—	—	Claymore	300
Lets you hold a two-handed weapon in one hand				
SHIELDBEARER	—	—	Bronze Shield / Opal Shield	300
Enables shield-wielding, regardless of job				
COMBAT COMBO	—	Varies	Mythril Sword	100
A failproof combo for Soldiers & Warriors				

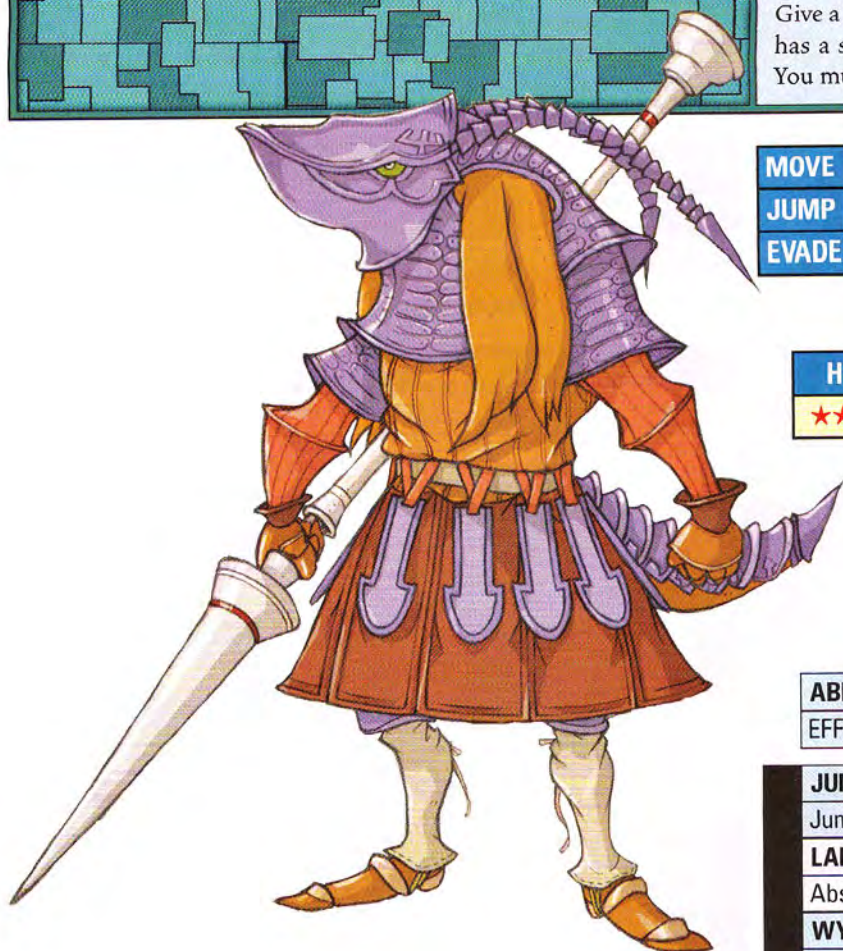
DRAGOON

DRAGON TECH



BANGAA

Give a Dragoon a mighty spear and he's a happy camper. The class has a sky-high W-Atk rating and specializes in slaying Dragons. You must master two Warrior A-abilities to become a Dragoon.



MOVE	3
JUMP	3
EVASD	40

WEAPON	Sword, Spear
HEAD	Helmet
BODY	Armor
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★★★	★	★★★★	★★	★	★★	★★

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

JUMP	—	4	Javelin	100
Jumps into the sky to deliver a spear attack				
LANCET	—	1	Restorer	300
Absorbs HP from a target				
WYRM TAMER	—	1	Buster Sword	200
Persuades a Dragon to leave the field of battle				
FIRE BREATH	—	Area	Lava Spear	300
Deals damage with fiery breath				
BOLT BREATH	—	Area	Gae Bolg	300
Deals damage with a lightning cloud				
ICE BREATH	—	Area	Ice Lance	300
Deals damage with icy breath				
WYRM KILLER	—	Varies	Blood Sword	300
Deals a tremendous amount of damage to Dragons				
BANGAA CRY	—	Area	Dragon Whisker	200
Deals damage with a Bangaa warrior cry				
DRAGON HEART	—	—	Vitanova	300
Auto-raises the character if he is felled by a weapon				
DRAGON COMBO	—	Varies	Mythril Spear	100
A failproof combo for Dragoons				

JUMP



Dragoons are famous for their Jump ability, an attack that launches them so far into the air that they actually leave the screen. You can use the Jump ability to attack enemies up to four panels away—including foes at a higher elevation than yours. You can perform a Jump attack only if you have a Spear-type weapon equipped.

DEFENDER

DEFEND



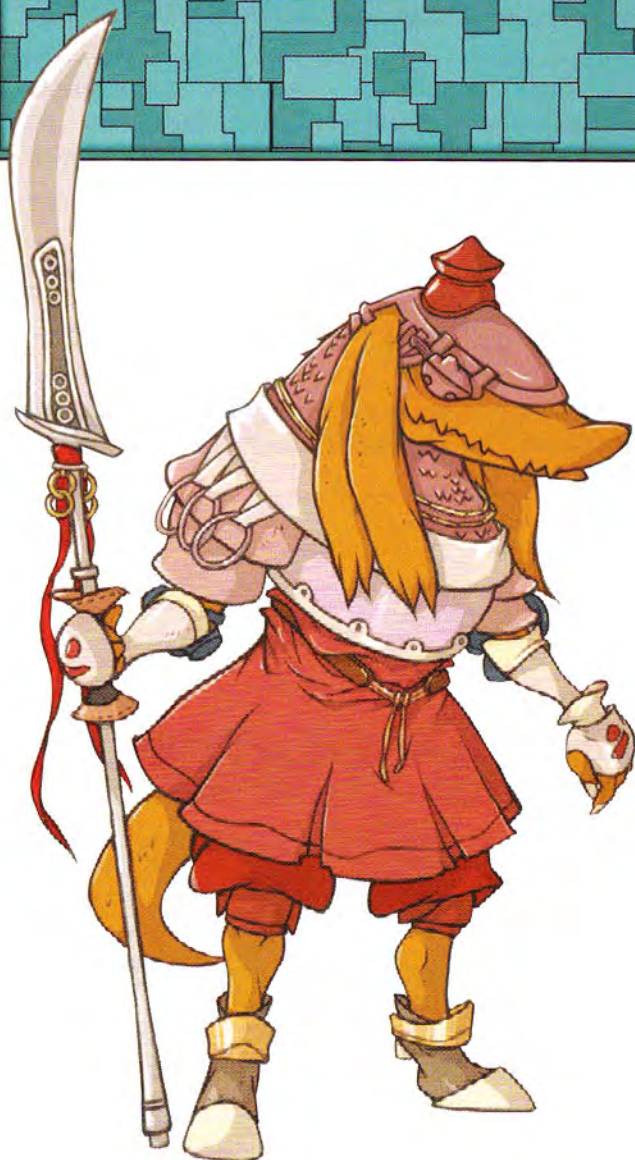
BANGAA

As their name suggests, Defenders are in their element when they are being used as bodyguards or decoys. You must master two Warrior A-abilities to become a Defender.

MOVE	3
JUMP	2
EVADE	35

WEAPON	Knightsword, Broadsword
HEAD	Helmet
BODY	Armor, Robe
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★★	★	★★★	★★★	★★	★★	★★



EXPERT GUARD



Expert Guard prevents all MP and HP damage for a single turn. It's the most powerful defensive spell in the game and quite useful during lengthy missions.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

TREMOR	—	All Sides	El Cid Sword	100
Knocks back nearby units by slamming the ground				
MELTDOWN	—	All Sides	Vajra	200
Uses a self-KO to deal area damage equal to the unit's HP				
DEFENSE	—	Self	Lionheart	200
Raises Weapon Defense and Magic Resistance for one turn				
DROP WEAPON	—	Varies	Ragnarok	200
Tosses a weapon out of hand and back into stock				
HIBERNATE	—	Self	Defender	100
Lets the user hibernate to remedy status ailments				
MOW DOWN	—	All Sides	Striborg	200
Damages surrounding units while slowing self				
AURA	—	Self	Lohengrin	300
Bestows Auto-Life and Auto-Regen				
EXPERT GUARD	—	Self	SaveTheQueen	300
Prevents all MP and HP damage for one turn				
LAST BERSERK	—	—	Predator	300
Activates Berserk if the unit is severely wounded				
WEAPON DEF+	—	—	Diamond Armor	300
Reduces damage from weapon attacks				
DEFEND COMBO	—	Varies	Mythril Brand	100
An easily chained combo for Defenders				

GLADIATOR

SPELLBLADE TECH



BANGAA

Gladiators are unusual among Bangaa jobs—they use offensive magic and cannot equip the heaviest weapons and armor. You must master two Warrior A-abilities to become a Gladiator.



MOVE	4
JUMP	2
EVADE	45

WEAPON	Blade
HEAD	Hat
BODY	Clothing
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★★	★	★★★	★★★	★	★	★★

STRIKEBACK



Block an enemy's attack and hit him or her with a counterattack by learning the Strikeback ability. The move won't work against A-abilities; only regular physical attacks.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

RUSH	—	Varies	Sweep Blade	100
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Pushes a target back with a full-on bull rush

WILD SWING	—	All Sides	Ogun Blade	200
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Swings a weapon and hits enemies on all four sides

BEATDOWN	—	Varies	Shadow Blade	200
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Attack with an aggressive move—low hit rate, but high damage

BLITZ	—	Varies	Sun Blade	200
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Uses aggression to sense and attack a target

A FIRE SWORD	10	1	Flametongue	200
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Deals damage with a Fire-based blade attack

BOLT SWORD	10	1	Air Blade	200
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Deals damage with a Lightning-based blade attack

ICE SWORD	10	1	Icebrand	200
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Deals damage with an Ice-based blade attack

ULTIMA SWORD	60	Varies	Materia Blade	999
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Attacks with powerful Ultima Magic

R STRIKEBACK	—	—	Wygar	300
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Blocks an attack and counterattacks—ineffective vs. A-abilities

S DOUBLEHAND	—	—	Venus Blade	300
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Allows the unit to hold a one-handed weapon in two hands.

C SWORD COMBO	—	Varies	Mythril Blade	100
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A failproof combo for Gladiators

WHITE MONK



MONK TECH

The White Monk is a well-balanced job that's useful in many situations. The Exorcise ability is especially useful against Zombies—it can eliminate them with a single blow.



MOVE	4
JUMP	3
EVADE	60

WEAPON	Knuckle
HEAD	—
BODY	Clothing
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★	★★	★★	★★	★★	★★

FAR FIST



Far Fist lets you attack multiple enemies from a distance. It causes less damage than the similar Air Render attack but covers a wider area.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				
WHIRLWIND	—	All Sides	Hard Knuckles	100
Hits on all sides with a quick spin attack				
AIR RENDER	—	3	Kaiser Knuckles	200
Damages from a distance with unleashed aggression				
EARTH RENDER	—	Line	Tiger Fangs	200
Rends the earth with a mighty attack				
FAR FIST	—	4	Godhand	200
Deals damage to a wide area from a distance				
CHAKRA	—	Self	Cat Claws	200
Heals HP by sending energy into the chakra points				
REVIVE	—	1	Survivor	300
Revive an unconscious unit				
EXORCISE	—	1	Rising Sun	300
Destroys Zombies with an evil-banishing chakra				
HOLY SIGN	—	1	White Fangs	200
Neutralizes a target's status enhancements				
REFLEX	—	—	Mirage Vest	300
Predicts and avoids a regular attack				
COUNTER	—	—	Brigandine	300
Follows up an enemy attack with a counterattack				
MONK COMBO	—	Varies	Mythril Claws	100
An easily chained combo for White Monks				

BISHOP

PRAYER



BANGAA

The Bishop job features a useful combination of healing spells and offensive might, but nothing in the way of speed. You must master two White Monk A-abilities to become a Bishop.

MOVE	3
JUMP	2
EVADE	30

WEAPON	Staff
HEAD	Hat
BODY	Clothing, Robe
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★★	★★	★★	★★★	★★	★



ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

CURA	10	4	Cure Staff	200
Heals HP—also damages Zombies				
DISPEL	12	3	Bless Staff	200
Weakens a foe and neutralizes status enhancements				
HOLY	32	3	Nirvana Staff	300
Deals Holy damage to an area				
BARRIER	10	3	Garnet Staff	300
Raises Weapon Defense and Magic Resistance				
JUDGE	6	3	Cheer Staff	300
Calls forth a sword to steal Judge Points				
WATER	12	3	Spring Staff	200
Envelops a target in a damaging water sphere				
AERO	12	3	Judge Staff	200
Creates a damaging whorl of wind				
BREAK	20	3	Snake Staff	200
Petrifies a target by halting its metabolism				
RETURN MAGIC	—	—	Black Robe	300
Counters a magic attack with the same spell				
HALF MP	—	—	Light Robe	300
Cuts in half the amount of MP used for abilities				
PRAY COMBO	—	Varies	Mythril Staff	100
A ranged combo for Bishops				

BREAK



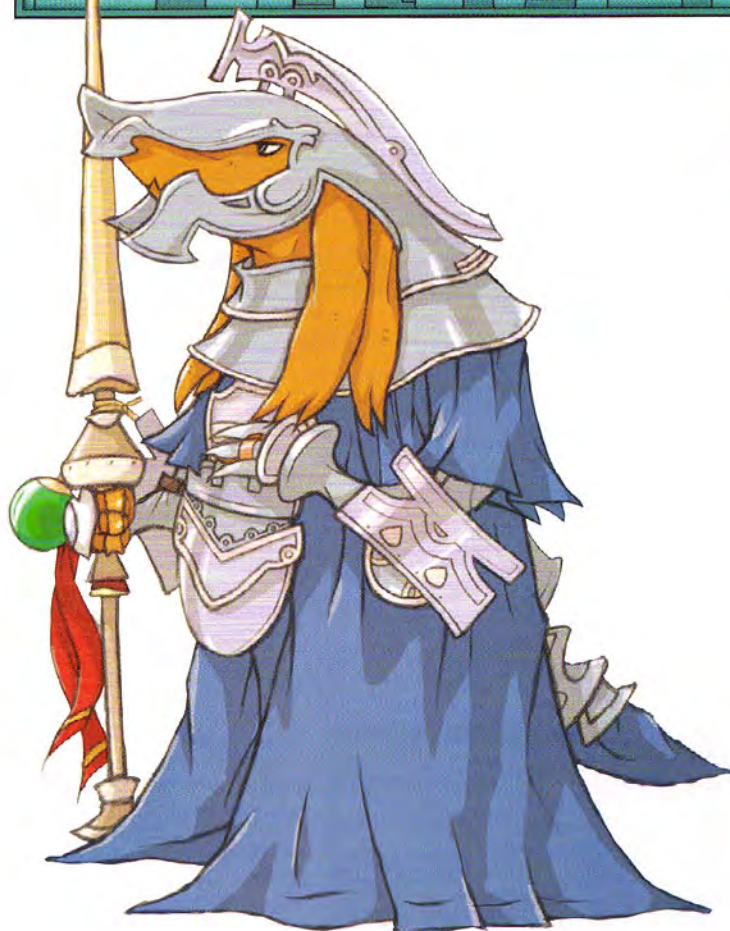
Break will petrify an enemy, effectively knocking the foe out for the rest of the battle. It's the best of a good bunch of Bishop abilities.

TEMPLAR

SACRED TECH

BANGAA

Templars have the highest Weapon Defense among Bangaas. They are otherwise well-balanced and can use lots of weapons and armor. You must master two White Monk A-abilities to become a Templar.



MOVE	3
JUMP	2
EVADE	40

WEAPON	Knightsword, Spear
HEAD	Helmet, Hat
BODY	Armor, Clothing, Robe
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★	★★	★★★★	★★	★★	★

HASTE



Ah, Haste. Once you learn the ability, you'll probably find yourself using it on every turn. Try it on slow-moving offensive units to give them a couple of extra attacks in a long battle.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

ASTRA	8	4	SaveTheQueen	200
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Confers one-time status-ailment protection

WARCRY	—	All Sides	Javelin	300
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Reduces the speed of nearby units

RASP	24	3	Apocalypse	100
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Deals damage to MP

CHEER	—	Self	Partisan	100
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Focuses power to increase damage on next weapon attack

A SILENCE	8	3	Ragnarok	200
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Silences a target by stealing its voice

SOUL SPHERE	—	4	Arch Sword	300
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Deals damage to MP with a soul-stealing aura

HASTE	24	3	Lohengrin	200
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Increases a target's Speed

LIFEBREAK	—	Varies	Kain's Lance	300
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Deals damage equal to the amount of HP you've lost

R BONECRUSHER	—	—	Carabini Mail	300
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Deals a powerful counterattack (x 1.5) after taking weapon damage

S WEAPON ATK+	—	—	Trident	300
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Improves weapon attacks to deal more damage

C SACRED COMBO	—	Varies	Mythril Brand	100
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A failproof combo for Templars

TIME MAGE

TIME MAGIC



Time Mages are vital supporting players in the later rounds, as they have the ability to speed, slow and even stop time. You must master five Black Mage A-abilities to become a Time Mage.



MOVE	3
JUMP	2
EVADE	30

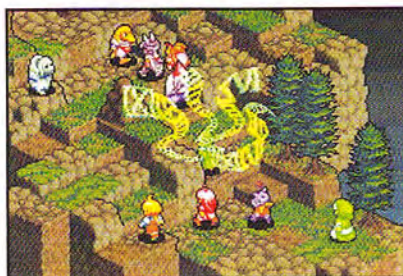
WEAPON	Rod
HEAD	Hat
BODY	Clothing, Robe
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★	★★	★	★★	★★★	★★★★	★★

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

A	HASTE	24	3	Firewheel Rod	200
	Increases a target's Speed				
	QUICKEN	24	3	Thor Rod	300
	Lets the target take the next turn				
	SLOW	12	3	Terre Rod	200
R	Reduces a target's Speed				
	REFLECT	8	3	Thunder Rod	300
	Reflects White, Red, Black and Time Magic				
	STOP	24	3	Chill Rod	300
	Stops time for a target, rendering it unable to act				
C	SILENCE	8	3	Sleet Rod	200
	Silences a target by stealing its voice				
	QUARTER	10	3	Force Rod	200
	Saps one-quarter of a target's HP with a gravity field				
	DEMI	24	3	Stardust Rod	300
C	Saps one-half of a target's HP with a gravity field				
	LAST QUICKEN	—	—	Lordly Robe	300
Allows you to take the next turn when severely wounded					
TIME COMBO — Varies Mythril Rod 100					
A ranged combo for Time Mages.					

QUICKEN



When you use Quicken on a clan member, that member will automatically take his or her turn as soon as the spell is cast. Use it when you want to unleash a certain attack at a key point in the battle.



ALCHEMIST

ALCHEMY SKILL



NU MOU

Alchemists learn devastating magic spells and can use items without taking up an A-ability slot. You must master three White Mage and five Black Mage A-abilities to become an Alchemist.



MOVE	3
JUMP	3
EVADE	35

WEAPON	Mace
HEAD	Hat
BODY	Clothing
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★★★★	★	★★	★★★★	★★★★	★

TOAD



Toad does just what it promises—it turns one target into a frog. Enemies who have been “toaded” suffer severe status penalties and are sitting ducks for Thieves who want their equipment.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

ASTRA	8	4	Sage Crosier	200
Confers one-time status-ailment protection				
DEATH	36	3	Life Crosier	200
Cuts the very threads of life, resulting in an instant knockout				
METEOR	40	3	Scorpion Tail	300
Deals damage by dropping giant meteors from space				
RASP	28	3	Energy Mace	100
Deals damage to MP				
FLARE	36	3	Lotus Mace	300
Deals damage with a sudden temperature spike				
POISON	10	4	Druid Mace	100
Poisons a target with noxious gas				
TOAD	36	3	Mandragora	200
Turns a target into a frog				
ITEM	—	—	—	—
Grants the ability to use items in battle				
MAGIC POW+	—	—	Morning Star	300
Increases the damage dealt by all types of magic				
MAINTENANCE	—	—	Adaman Vest	300
Ensures that equipped items are not stolen or destroyed				
GOLD COMBO	—	Varies	Mythril Mace	100
A well-balanced combo for Alchemists				

BEASTMASTER

CONTROL



NU MOU

Beastmasters have the awesome ability to control monsters—but if there aren't any monsters, the job is relatively useless. If you have a Beastmaster, use him to teach new skills to a Blue Mage.



MOVE	4
JUMP	3
EVASD	55

WEAPON	Instrument
HEAD	Hat
BODY	Clothing
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★	★★★★	★★★★	★★	★★	★★

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

GOBLIN	—	4	Demon Bell / War Trumpet	200
Takes control of Goblins and Red Caps				
FLAN	—	4	Demon Bell / Glass Bell	200
Takes control of Flans, Jellies and Creams				
BOMB	—	4	Demon Bell / Aona Flute	200
Takes control of Bombs and Grenades				
DRAGON	—	4	Earth Bell	200
Takes control of Firewyrms, Icedrakes and Thunderdrakes				
LAMIA	—	4	Glass Bell	200
Takes control of Lamias and Liiths				
BUG	—	4	Fairy Harp	200
Takes control of Antlions and Jawbreakers				
TONBERRY	—	4	Blood Strings	200
Takes control of Tonberries and Masterberries				
PANTHER	—	4	War Trumpet	200
Takes control of Red Panthers and Coeurls				
MALBORO	—	4	Aona Flute	200
Takes control of Malboros and Big Malboros				
FLOATYEY	—	4	Black Quena	200
Takes control of Floateyes and Ahrimans				
UNDEAD	—	4	Black Quena	200
Takes control of Zombies and Vampires				
FAIRY	—	4	Fairy Harp	200
Takes control of Sprites and Titanias				

ROCKBEAST	—	4	Conch Shell	200
Takes control of Blade Biters and Toughskins				
LAST HASTE	—	—	Ninja Gear	300
Automatically become Hasted if severely wounded				
IMMUNITY	—	—	Survival Vest	300
Confers resistance to some status ailments				
BEAST COMBO	—	Varies	Mythril Bell	100
A failproof combo for Beastmasters				

DRAGON



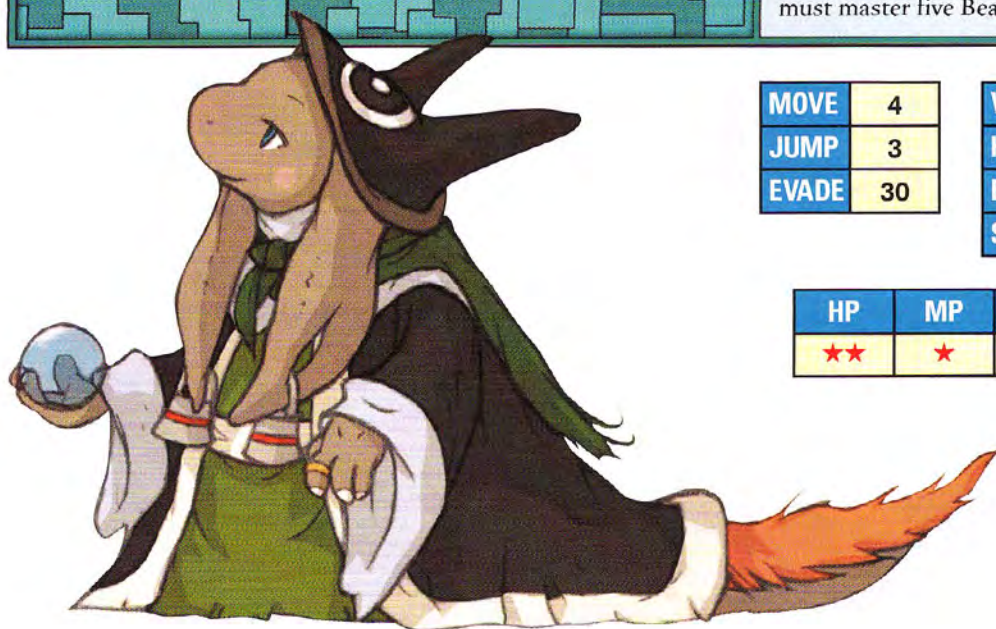
Dragons are perhaps the best monsters to control—they're fast and strong and can decimate enemies with breath attacks. The Dragon class of monsters includes Firewyrms, Icedrakes and Thunderdrakes.

MORPHER

MORPH

NU MOU

A Morpher can use the soul of a captured monster to transform into the beast. Monsters must first be captured by a Hunter. You must master five Beastmaster A-abilities to become a Morpher.



MOVE	4
JUMP	3
EVADE	30

WEAPON	Soul
HEAD	Hat
BODY	Clothing, Robe
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★	★★	★★	★★	★★	★★

LAMIA



Lamias are tough cookies that can bestow a wide variety of status ailments on your foes. Try the Frog, Poison and Kiss attacks.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

GOBLIN	—	—	Goblin Soul	200
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Morphs into Goblins and Red Caps

FLAN	—	—	Flan Soul	200
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Morphs into Flans, Jellies and Creams

BOMB	—	—	Bomb Soul	200
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Morphs into Bombs and Grenades

DRAGON	—	—	Dragon Soul	200
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Morphs into Thunderdrakes, Firewyrms and Icedrakes

A LAMIA	—	—	Lamia Soul	200
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Morphs into Lamias and Liliths

BUG	—	—	Bug Soul	200
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Morphs into Antlions and Jawbreakers

PANTHER	—	—	Panther Soul	200
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Morphs into Red Panthers and Coeurls

MALBORO	—	—	Malboro Soul	200
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Morphs into Malboros and Big Malboros

FLOATEYE	—	—	Eye Soul	200
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Morphs into Floateyes and Ahrimans

R DAMAGE > MP	—	—	Judo Uniform	300
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Converts HP damage to MP damage—fails if MP is zero

C MORPH COMBO	—	Varies	Mythril Soul	100
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A failproof combo for Morphers

SAGE

SAGACITY SKILL



NU MOU

Sages are among the best jobs. They have lots of offensive spells and can also raise fallen comrades and restore HP. You must master two Beastmaster and three White Mage A-abilities to become a Sage.



MOVE	4
JUMP	3
EVADE	50

WEAPON	Mace
HEAD	Hat
BODY	Clothing, Robe
SHIELD	Any

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★★★	★★★★	★★★★	★★★★	★★★★	★★	★

GIGA FLARE



The Giga Flare is one of the most powerful magic spells in the entire game. It's not associated with any attribute or elemental type, so you can use it without fear of the Color Magic law.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

DRAIN	12	4	Energy Mace	100
Steals a target's strength and adds it to your HP				
BLIND	12	4	Druid Mace	100
Inflicts Darkness by spraying an inky gas				
WATER	12	3	Battle Mace	200
Envelops a target in a damaging water sphere				
AERO	12	3	Battle Mace	200
Creates a damaging whorl of wind				
RAISE	22	4	Life Crosier	300
Revives KO'd units and restores HP—also damages Zombies				
GIGA FLARE	40	3	Lotus Mace	300
Casts a more powerful version of Flare				
BIO	12	3	Mandragora	300
Creates viscous waves to damage and poison targets				
ULTIMA BLOW	60	Varies	Zeus Mace	999
Unleashes a powerful Ultima-magic attack				
REFLEX	—	—	Mirage Vest	300
Predicts and avoids a regular attack				
WEAPON DEF+	—	—	Dark Gear	300
Reduces damage from weapon attacks				
SHILDBEARER	—	—	Round Shield	300
Enables shield-wielding, regardless of job				
WISE COMBO	—	Varies	Mythril Mace	100
A well-balanced combo for Sages				

FENCER

LUNGE TECH

VIERA

Fencers are good offensive jobs with very high Evade rates—which makes them tough to hit in battle. They can learn a number of abilities that cause both damage and status ailments.

MOVE	4
JUMP	2
EVADE	60

WEAPON	Rapier
HEAD	Hat, Ribbon
BODY	Clothing
SHIELD	Any

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★★	★	★★	★★	★★	★★	★★



REFLEX



Reflex allows you to avoid a regular attack, no matter how far away the attacker is. You can even avoid attacks from behind. The ability doesn't protect you from A-abilities, however.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				
SWARMSTRIKE	—	Varies	Stinger	100
Deals damage and poisons like stinging bees				
SHADOWSTICK	—	Varies	Silver Rapier	200
Hinders movement to reduces a target's speed				
CHECKMATE	—	Varies	Gupti Aga	300
Attacks and casts Doom on a target				
FEATHERBLOW	—	Varies	Estoc	200
Unleashes a flurry of attacks—good hit rate, but light damage				
SWALLOWTAIL	—	All Sides	Djinn Flyssa	300
Damages nearby enemies by weaving like a butterfly				
MANASTRIKE	—	Varies	Mage Masher	300
Strikes through a target's will, damaging MP				
PIERCETHROUGH	—	2	Flamberge	200
Unleashes an attack that hits units behind the first target				
NIGHTHAWK	—	4	Joyeuse	200
Strikes with an attack as swift as the hunting hawk				
REFLEX	—	—	Mirage Vest	300
Predicts and avoids a regular attack				
SHILDBEARER	—	—	Bronze Shield / Round Shield	300
Enables shield-wielding, regardless of job				
LUNGE COMBO	—	Varies	Mythril Rapier	100
A failproof combo for Fencers				

ELEMENTALIST

SPIRIT MAGIC



VIERA

Elementalists are similar to Fencers, but their attacks usually cover a longer range. You must master one Fencer and one White Mage A-ability to become an Elementalist.

MOVE	3
JUMP	2
EVADE	50

WEAPON	Rapier
HEAD	Hat, Ribbon
BODY	Clothing, Robe
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★★	★★	★★	★★★★	★★	★★



ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

FIRE WHIP	12	4	Scarlette	100
Damages and disables a target with a ring of flame				
EARTH HEAL	12	4	Fleuret	200
Heals HP by focusing power from the earth				
WHITE FLAME	24	3	Flamberge	100
Heals HP with soothing Fairy fire				
SHINING AIR	12	4	Djinn Flyssa	200
Damages and inflicts Darkness on a target with a rush of air				
EVIL GAZE	12	4	Joyeuse	300
Damages and confuses a target with a fiendish presence				
HEAVY DUST	12	4	Estoc	200
Damages and immobilizes a target with a chunk of earth				
SLIPRAIN	12	4	Silver Rapier	200
Damages and slows a target with a water ball				
ELEMENTAL SHIFT	6	4	Epeprism	300
Shifts resistance to the elements in a target				
ABSORB MP	—	—	Lordly Robe	300
Absorbs the MP used to cast a spell against you				
SPIRIT COMBO	—	Varies	Mythril Rapier	100
A well-balanced combo for Elementalists				

FIRE WHIP



The Fire Whip damages your opponent and has the chance to Disable it—which means it won't be able to act for a few turns. The move is similar to the Archer's Aim: Arm ability but has a higher Hit rate.

RED MAGE

RED MAGIC



VIERA

Red Mages are amazing. If you create a Red Mage with Summoner abilities, you'll have a nearly invincible character. You must master one Fencer A-ability to become a Red Mage.



MOVE	4
JUMP	2
EVADE	50

WEAPON	Rapier
HEAD	Hat, Ribbon
BODY	Clothing, Robe
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★	★★	★★	★★	★★	★★

DOUBLECAST



Doublecast lets you cast two spells in one turn. The spells don't have to be of the Red Mage variety; Doublecast works with any spells in your inventory—including Summons.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				
BARRIER	10	3	Mage Masher	300
Raises Weapon Defense and Magic Resistance				
FIRE	6	4	Scarlette	100
Generates a damaging ball of flame				
THUNDER	6	4	Stinger	100
Calls down lightning to deal damage				
BLIZZARD	6	4	Flamberge	100
Creates a chunk of ice to deal damage				
CURE	6	4	Fleuret	100
Eases pain and heals HP—also damages Zombies				
SLEEP	10	4	Estoc	200
Releases sleeping gas to put a target to sleep				
POISON	10	4	Silver Rapier	100
Spews out gas that poisons a target				
DOUBLECAST	*	*	Madu	999
Grants the ability to cast two spells in succession				
CATCH	—	—	Chain Plate	300
Catches a thrown item and places it in stock				
MAGIC POW+	—	—	Colichemarde	300
Increases the damage dealt by magic				
RED COMBO	—	Varies	Mythril Rapier	100
An easily chained combo for Red Mages				

* = Depends on the selected magic

SUMMONER

SUMMON MAGIC



VIERA

The Summoner calls creatures from another world to fight with both offensive and defensive magic. You must master two White Mage and two Elementalist A-abilities to become a Summoner.



MOVE	3
JUMP	2
EVADE	30

WEAPON	Staff
HEAD	Hat, Ribbon
BODY	Clothing, Robe
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★★	★★	★	★★★★	★★	★

MADEEN



Madeen strikes people with Holy damage. It's the most powerful summon in the game, so make sure that your own teammates aren't within range when you use it. If Holy is forbidden, you'll be penalized for summoning Madeen.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

UNICORN	12	4	Pure Staff	200
Summons Unicorn to heal HP and status ailments				
IFRIT	18	4	Guard Staff	200
Summons Ifrit to deal Fire damage				
RAMUH	18	4	Judge Staff	200
Summons Ramuh to deal Lightning damage				
SHIVA	18	4	Snake Staff	200
Summons Shiva to deal Ice damage				
KIRIN	24	4	Cure Staff	200
Summons Kirin to cast Auto-Regen on characters				
CARBUNCLE	12	4	Garnet Staff	300
Summons the fairy Carbuncle to cast Reflect				
PHOENIX	24	4	Nirvana Staff	300
Summons Phoenix to revive unconscious allies				
MADEEN	36	4	Cheer Staff	300
Summons Madeen to deal Holy damage				
HALF MP	—	—	Light Robe	300
Cuts in half the amount of MP used for abilities				
SUMMON COMBO	—	Varies	Mythril Staff	100
A ranged combo for Summoners				

ASSASSIN

CORNER

VIERA

Once you create an Assassin, you'll want a whole team of them—the characters can KO enemies with a single strike. You must master one Sniper and two Elementalist A-abilities to become an Assassin.



MOVE	4
JUMP	4
EVADE	65

WEAPON	Katana, Greatbow
HEAD	Hat, Ribbon
BODY	Clothing
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★	★★	★★★	★★	★★★	★★	★★★

LAST BREATH, ROCKSEAL



Last Breath and Rockseal both KO an enemy with a single blow. Last Breath instantly strikes down a foe, while Rockseal turns him or her into stone.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

SHADOWBIND	12	1	Fey Bow	200
Stops a target by pinning his or her shadow to the ground				
LAST BREATH	32	1	Petalchaser	300
Knocks out a target with a swift shock				
APHONIA	12	1	Murasame	200
Silences a target with a shot aimed at the throat				
NIGHTMARE	18	1	Kikuichimonji	300
Puts a target to sleep and sometimes dooms them				
AGUE	12	1	Ranger Bow	200
Slows a target with feverish chills				
ROCKSEAL	32	1	Kotetsu	300
Causes petrification by sealing a target in stone				
OBLIVION	24	1	Masamune	300
Addles a target with a shot to the head				
ULTIMA MASHER	60	Varies	Zanmato	999
An Assassin attack born from Ultima magic				
RETURN FIRE	—	—	Power Sash	300
Catches an approaching arrow and shoots it back				
KILLER COMBO	—	Varies	Mythril Epee	100
A failproof combo for Assassins				

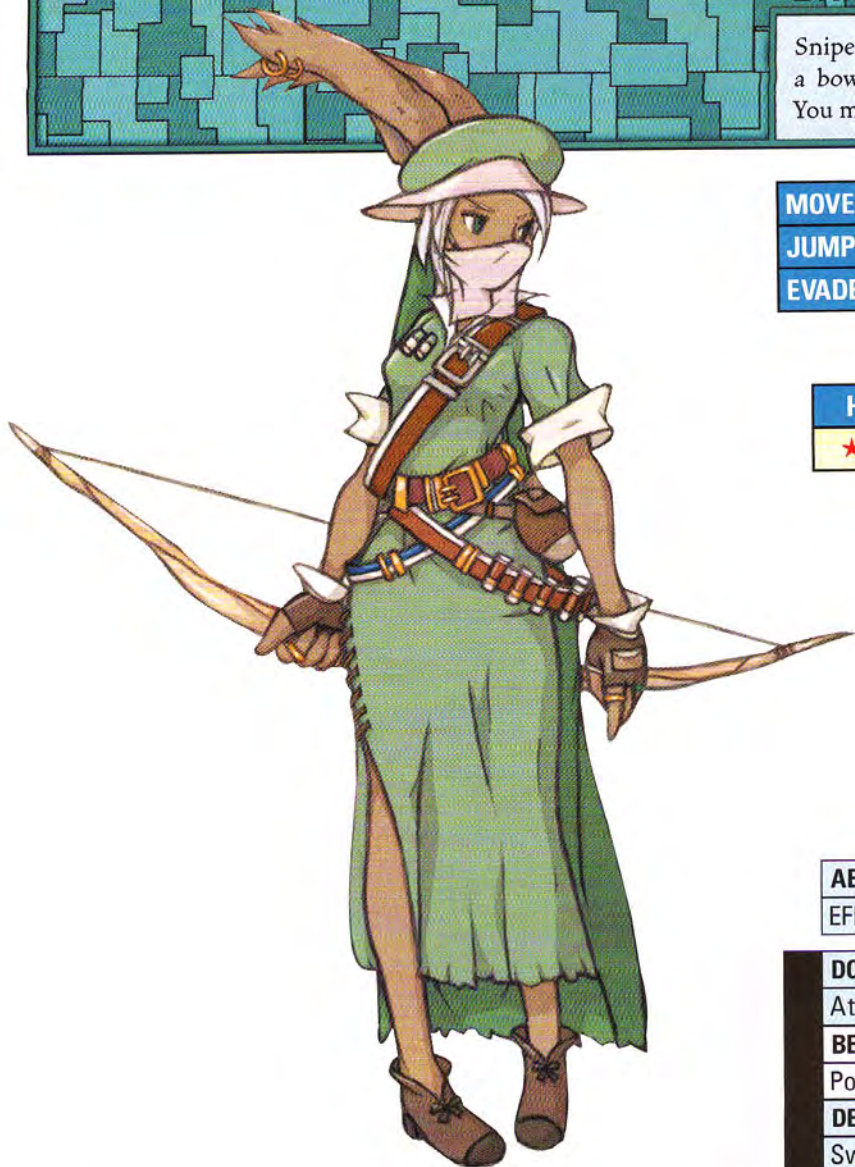
SNIPER

SHARPSHOOT



VIERA

Snipers are Archers with better abilities. The abilities don't require a bow, but they are limited to the range of your equipped weapon. You must master two Archer A-abilities to become a Sniper.



MOVE	4
JUMP	3
EVADE	60

WEAPON	Greatbow
HEAD	Hat, Ribbon
BODY	Clothing
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★	★★★	★★	★★	★★	★★

DOUBLESOT



Doubleshot lets you hit an enemy twice in the same turn. The attack's damage rate will drop, but you can still do a lot of damage once you reach a high level of experience.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

DOUBLESOT	—	Varies	Twin Bow	300
Attacks twice in quick succession				
BESO TOXICO	—	Varies	Cranequin	200
Poisons a target with a touch as gentle as a kiss				
DEATH SICKLE	—	Varies	Hades Bow	300
Sweeps out to inflict Doom with horrid speed				
CONCEAL	—	Self	Windslash Bow	100
Turns you transparent until you next take another action				
DOOM ARCHER	—	Varies	Max's Oathbow	300
Deals damage equal to your lost HP to a target's HP & MP				
AIM: ARMOR	—	Varies	Fey Bow	300
Destroys armor worn by a target				
AIM: WEAPON	—	Varies	Master Bow	300
Destroys a weapon held by a target				
AIM: WALLET	—	Varies	Hunt Bow	200
Steals Gil with a shot aimed at the foe's wallet—big payoff				
AUTO-REGEN	—	—	Gaia Gear	300
Automatically regenerates HP after you take damage				
SNIPER COMBO	—	Varies	Mythril Shot	100
A ranged combo for Snipers				

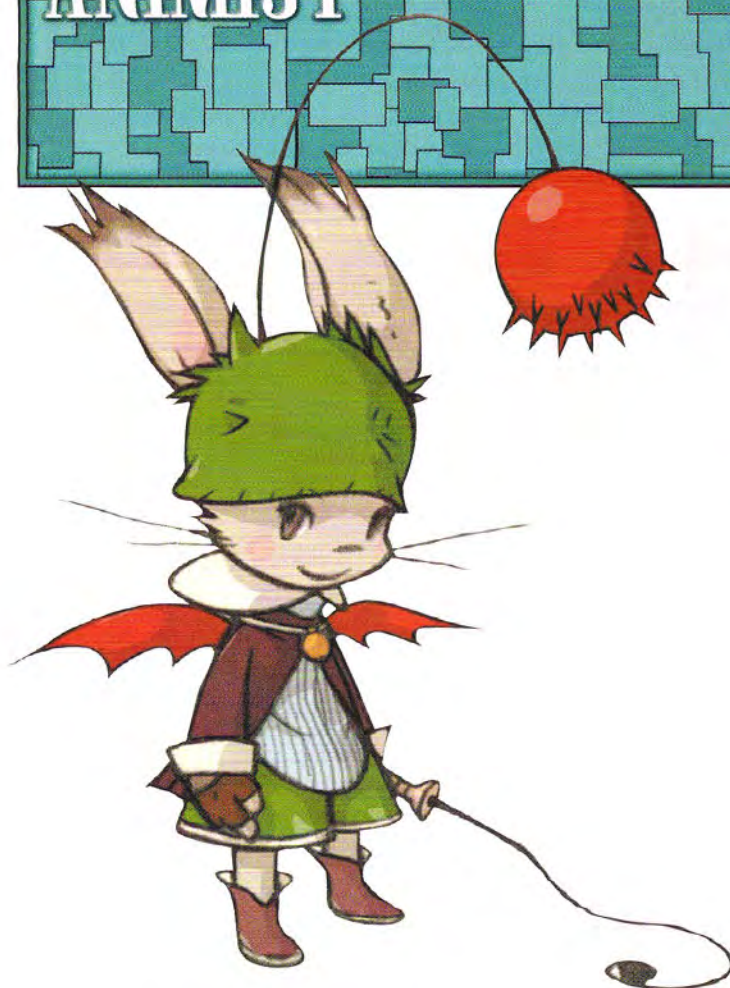
ANIMIST

CALL



MOOGLE

Plucky Animists fight by calling on various animals to help them. Animist abilities don't do a ton of damage, but they provide great support in the middle of battles—Cuisine is especially good.



MOVE	4
JUMP	2
EVADE	55

WEAPON	Instrument
HEAD	Hat
BODY	Clothing
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★	★★	★★★★	★★	★★★★	★★

SHEEP COUNT



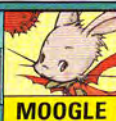
Send your enemies to bed with a herd of sheep. The ability is available early in the game, and you'll probably use it right until the final battle. Sleeping enemies are easier targets for damaging attacks and Steal abilities.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

SHEEP COUNT	8	4	Glass Bell	100
Summons sheep to put targets to sleep				
100% WOOL	8	Self	Earth Bell	200
Improves Weapon Defense and Magic Resistance				
CUISINE	32	1	Heal Chime	300
Cooks and serves an animal to completely heal HP				
TAIL WAG	8	1	Fairy Harp	200
Charms a target with a cute wagging tail				
CHOCOBO RUSH	12	Line	Satyr Flute	300
Deals damage with a stampede of Chocobos				
FROGSONG	18	4	Aona Flute	200
Turns a target into a frog with a lilting refrain				
FRIEND	12	4	Blood Strings	300
Summons a random creature from the spirit world				
CATNIP	12	1	War Trumpet	100
Drives a target berserk				
BLOCK ARROWS	—	—	Green Beret	300
Catches an approaching arrow and shoots it back				
ANIMAL COMBO	—	Varies	Mythril Bell	100
A failproof combo for Animists				

MOG KNIGHT

CHARGE



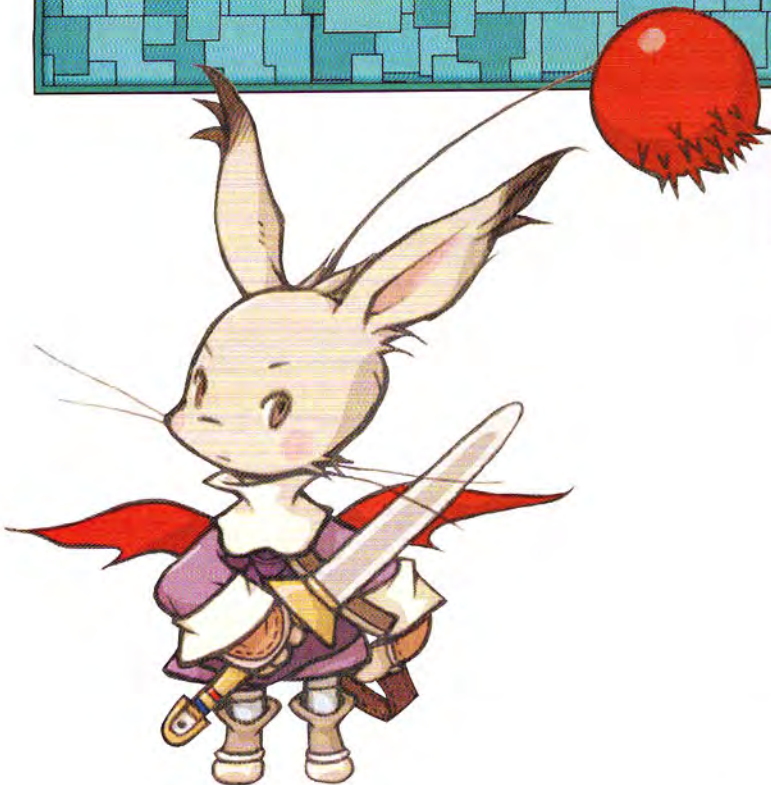
MOOGLE

Mog Knight is the best offensive job for Moogles, and the job's high Weapon Defense rating makes for an excellent bodyguard. You must master one Animist skill to become a Mog Knight.

MOVE	3
JUMP	2
EVADE	45

WEAPON	Blade
HEAD	Helmet, Hat
BODY	Armor, Clothing
SHIELD	Any

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★	★★★	★★★	★	★★	★★



ULTIMA CHARGE



Ultima is the most powerful form of magic, and Ultima Charge is a Mog Knight's best attack. It takes a long time to learn the ability, but it's more than worth it.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

MOG ATTACK	—	Varies	Flametongue	100
Damages and knocks back a target				
MOG GUARD	—	Self	Kwigan Blade	200
Improves Weapon Defense and Magic Resistance				
MOG LANCE	—	3	Atmos Blade	200
Hit far-off enemies with a mighty lunge				
MOG RUSH	—	Varies	Shadow Blade	200
Strikes with a full-force attack—high damage but low hit rate				
MOG SHIELD	—	4	Pearl Blade	300
Prevents one status ailment				
MOG PEEK	—	4	Paraiba Blade	300
Detects rare items held by an enemy unit				
MOG AID	—	Self	Icebrand	300
Heals a unit's own HP and cures status ailments				
ULTIMA CHARGE	60	Varies	Materia Blade	999
Attack with Ultima magic				
LAST HASTE	—	—	Gold Armor	300
Automatically becomes Hasted when severely wounded				
SHILDBEARER	—	—	Round Shield / Opal Shield	300
Enables shield-wielding, regardless of job				
CHARGE COMBO	—	Varies	Mythril Blade	100
An easily chained combo for Mog Knights				

GUNNER

GUNMANSHIP

MOOGLE

Gunners have the longest attack range of any job in the game—place them in the back of the battlefield and fire away! You must master one Animist A-ability to become a Gunner.

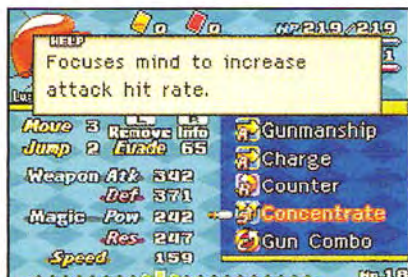


MOVE	3
JUMP	2
EVADE	65

WEAPON	Gun
HEAD	Hat
BODY	Clothing
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★	★★★★	★★★★	★	★★	★★

CONCENTRATE



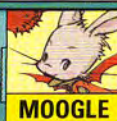
Concentrate lets you focus your mind and increase your hit rate by 30 percent. It works with any attack in your arsenal, regardless of the job.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

FIRESHOT	—	Varies	Aiot Gun	100
Shoots a bullet of fire				
BOLTSHOT	—	Varies	Riot Gun	100
Shoots a bullet of lightning				
ICESHOT	—	Varies	Giot Gun	100
Shoots a bullet of ice				
CONFUSHOT	—	Varies	Chaos Rifle	200
Damages and confuses a target				
CHARMSHOT	—	Varies	Peacemaker	300
Damages and charms a target				
BLINDSHOT	—	Varies	Silver Cannon	100
Damages and blinds a target				
SILENSHOT	—	Varies	Lost Gun	200
Damages and silences a target				
STOPSHOT	—	Varies	Outsider	300
Damages and stops a target				
CONCENTRATE	—	—	Longbarrel	300
Focuses your mind to increase the hit rate of attacks				
GUN COMBO	—	Varies	Mythril Gun	100
A long-range combo for Gunners				

JUGGLER

STUNT



MOOGLE

The Juggler isn't a powerful offensive force. Instead, he relies on a wide variety of items to cause status ailments. You must master two Thief A-abilities to become a Juggler.



MOVE	4
JUMP	2
EVADE	40

WEAPON	Knife
HEAD	Hat
BODY	Clothing
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★	★★	★★★	★	★	★★

SMILE

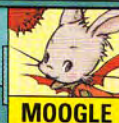


Smile works like the Time Mage's Quicken ability, allowing the affected target to take his or her turn as soon as the Juggler is done moving. Most of the Juggler's abilities have a four-panel range, which is great for keeping out of the fray.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				
HURL	—	4	Kris Knife	100
Throws a stocked item to damage a target				
RING	—	4	Rondell Dagger	200
Throws a hoop to Stop a target				
FIREBOMB	—	4	Khukuri	300
Tosses a Molotov cocktail to induce Berserk in a target				
BALL	—	4	Scramasax	200
Causes Confuse by smacking a target's head with a ball				
DAGGER	—	4	Jambiya	300
Throws a dagger to deal damage and Disable a target				
SMILE	—	4	Orichalcum	300
Spreads the joy and allows an ally to act immediately				
GIL TOSS	—	4	Jack Knife	100
Throws Gil to damage a target—thrown Gil is lost				
CATCH	—	—	Chain Plate	300
Catches a thrown item and places it in stock				
RETURN FIRE	—	—	Power Sash	300
Catches an incoming arrow and shoots it back				
JUGGLE COMBO	—	Varies	Mythril Knife	100
An easily chained combo for a Juggler				

GADGETEER

PANDORA



MOOGLE

Feel lucky, punk? The Gadgeteer has a number of very powerful abilities—all of which have an equal chance of hitting friends and foes. You must master two Thief A-abilities to be a Gadgeteer.

MOVE	3
JUMP	2
EVADE	50

WEAPON	Knuckle
HEAD	Hat
BODY	Clothing
SHIELD	—

HP	MP	W-ATK	W-DEF	M-POW	M-RES	SPEED
★★	★	★★	★★★★	★★	★★★★	★



CHROMA GEM



Chroma Gem will put one entire clan to sleep—but you never know which clan it will be! If you want to use a Gadgeteer effectively, place the character on the field with an Alchemist who can cast Astra on your teammates before the Gadgeteer goes to work. Doing so will prevent status ailments in case the ability backfires.

ABILITY	MP	RANGE	REQUIRED ITEM	AP
EFFECT				

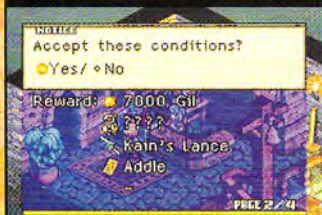
RED SPRING	12	All	Rising Sun	200
Casts Haste on either friends or foes				
BLUE SCREW	12	All	White Fangs	200
Casts Dispel on either friends or foes				
GREEN GEAR	12	All	Sick Knuckles	200
Casts Poison on either friends or foes				
SILVER DISC	12	All	Hard Knuckles	200
Casts Darkness on either friends or foes				
GOLD BATTERY	12	All	Cat Claws	200
Heals HP of either friends or foes				
BLACK INGOT	12	All	Death Claws	200
Casts Doom on either friends or foes				
CHROMA GEM	12	All	Dream Claws	200
Casts Sleep on either friends or foes				
YELLOW SPRING	12	All	Survivor	200
Casts Barrier on either friends or foes				
AUTO-REGEN	—	—	Gaia Gear	300
Regenerates HP automatically once you take damage				
DAMAGE > MP	—	—	Judo Uniform	300
Converts HP damage to MP damage—doesn't work if MP is zero				
GADGET COMBO	—	Varies	Mythril Claws	100
A long-range combo for Gadgeteers				

BATTLE STRATEGIES

You'll spend most of your time battling enemies, so take a minute to learn how it's done.

BATTLE FLOW

CONTRACT A MISSION



Before you can fight, you have to contract a mission. (The only exceptions are random battles with other clans—simply engage the other clan on the world map to begin a random battle.) You'll find the vast majority of missions in pubs. Enter the pub and speak to the barkeep, then scroll through the list of available missions. If you see one you like, pay the required amount of Gil for it. Some missions require you to have a special item, so you might have to come back later.

PUBS

pg. 12

FIND THE MISSION



Once you've purchased a mission, you must go to the location where it takes place. (If you don't know where an engagement is supposed to occur, check the Missions section of the guide.) When you arrive, a screen with the mission title on it will pop up—highlight the mission and press the A Button to start the battle. Sometimes you will have to encounter a clan on the world map instead of going to a location—such clans appear in blue instead of the standard red.

ENGAGEMENTS

pg. 59

PREPARE FOR BATTLE



As soon as you start a mission, you'll have a chance to select up to six combatants from your clan. This is the most important part of the battle! It's your chance to check out the battlefield, change equipped items and abilities, look at the current laws and plan your strategy. Do enemies have items that you want to steal? Are any of your A-abilities outlawed? Which is the most dangerous foe? Get all of your questions out of the way BEFORE you start fighting.

UNIT SELECTION

pg. 59

FIGHT!



Once you've assembled a crack team, it's time to take it to the enemy! The battle system in FFTA is by no means a one-hit button masher—there are lots of idiosyncrasies that can make a huge difference in a tough fight. As you get in a few battles, however, you'll pick up on the combat system in no time. Consult page 60 for all the details on fighting like a pro. (If a battle is too much for you, you can always flee. Press the Start Button without having a character selected to bring up the Flee option.)

THE BATTLE SYSTEM

pg. 60

COLLECT THE SPOILS



After you complete a mission, you'll be rewarded with Gil, AP, CP (if applicable) and items. After you get a few missions under your belt, you'll also start to receive Law and Antilaw cards. There are exceptions: Some missions have smaller rewards attached (no Gil, for example), and you'll sometimes be forced to forfeit part of your reward for breaking the law.

REWARDS

pg. 66

ENGAGEMENTS

There are three kinds of engagements. For area-specific ones, you must contract a mission and then go to a certain location. For roving ones, you must contract a mission and then engage a blue-colored clan on the world map. Random battles are not missions as such; they are simply fights against other clans. You'll get a reward for a random battle, but it usually won't be a rare item or tons of Gil.

AREA-SPECIFIC



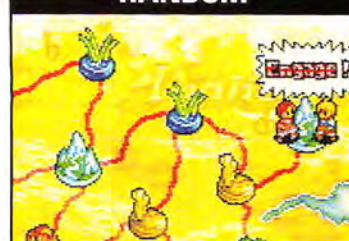
Walk to the location of the mission, highlight it and press the A Button once the menu pops up.

ROVING



Track down the blue clan and engage it. If you fail, the clan will vanish until you purchase the mission anew.

RANDOM



Bump into a red-colored unit to start a random fight. Red units vanish after seven days.

UNIT SELECTION

START

The battle won't begin until you press the Start Button—and even then you'll have one last chance to back out. Make sure that all is right with the world before you engage.

L

VIEW THE MAP

You can view the entire map by pressing the L Button and using the Control Pad. You can also move the cursor onto enemy units and press the A Button to see their abilities and items—very handy for Thieves!

CLAN MEMBERS

The number at the bottom of the screen refers to the number of clan members you can bring. For example, when the number is 5/6, it means you have picked five clan members, but can pick a total of six.

PUSH SELECT

CHECK THE LAW

Check the current laws at any time by pressing the Select Button. If there's a law you don't like, you must wait until the start of battle to play a Law or Antilaw card.

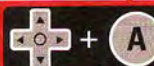


R

VIEW INFO



When you have a unit ready to go, press the R Button to bring up his or her information. You'll have a chance to change the character's equipment and abilities, if you so desire.



POSITION A UNIT



You can place a unit on any blue square. Move the Control Pad to choose the square you want, then press the A Button to set a unit there. Once it's down, use the Control Pad to determine which direction he or she will face. You can back out at any time by pressing the B Button.

VIEWING THE BATTLE SCREEN

STATUS

The status box lists a character's HP, MP, Judge Points, level of experience and number of Experience Points. Note that EP isn't a running tally of total game experience. Once your EP reaches 100, you'll gain a level and the meter will start over at zero.



HEIGHT

Height is the terrain elevation at the location where the cursor is currently placed.

ACTION MENU

Move lets you position the selected clan member, Action lets you attack or use an ability, Wait ends your turn and Status brings up the character's Status menu.

UNIT NUMBER

The left number is the unit's turn order. (A 1, for example, means you can act right away; a 4 means you must wait for three other people.) The right number represents the total number of units on the battlefield.

PUSH **B**

PUSH **START**

LAW AND ANTI-LAW CARDS

To access the Start menu, press the B Button until there is no cursor on the screen, then press Start. Once there, you can choose to use a Law or Antilaw card. The card will be played immediately and does not count as a character's action. The Start menu is the only place to check on laws once a battle has started.



TURN ORDER

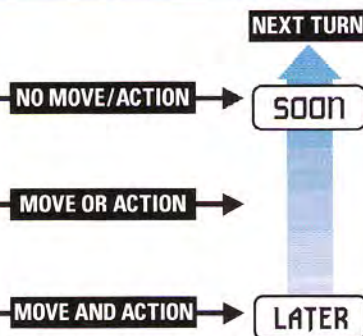
At the beginning of a skirmish, a character's Speed determines his or her turn order. As the battle continues, the order will change depending on what actions a character takes. If you don't move or take an action, your turn will come very soon. If you move or perform an action, you'll wait a little bit. If you both move and perform an action, you'll have to wait even longer. It is possible to alter the turn order by using magic spells—usually the Time Mage's A-abilities.



You can alter a character's Speed by equipping him or her with certain items.



You can check the turn order for both friends and foes in the Start menu.



ABILITIES THAT CHANGE THE TURN ORDER

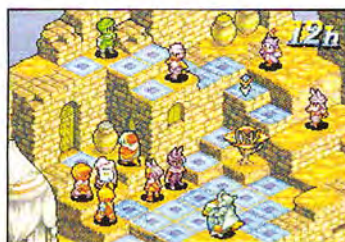
ABILITY	EFFECT
HASTE	Increases a target's Speed
QUICKEN	Lets the target take the next turn
SPEEDBREAK	Reduces a target's Speed
SLOW	Reduces a target's Speed
STOP	Stops time for a target, rendering it unable to act

MOVING AND JUMPING

A character's Move and Jump ratings determine his or her movement and jumping talents. Some jobs, such as the Ninja, receive automatic bonuses to the stats, but other jobs can receive a penalty.



Many items, especially footwear, will influence your Move and Jump Ratings.

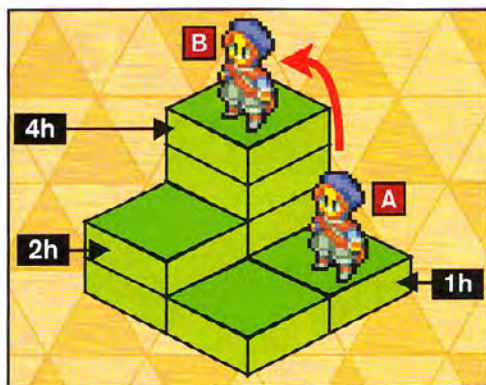


Jumping is very important for maps with varying terrain elevations—such as mountains and towns.

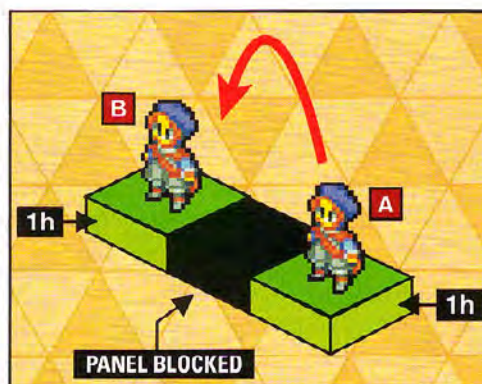


There are some places where no unit can go, such as lava or a space occupied by an object.

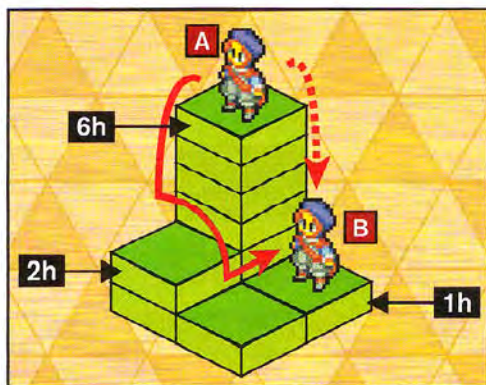
EXAMPLES OF MOVEMENT



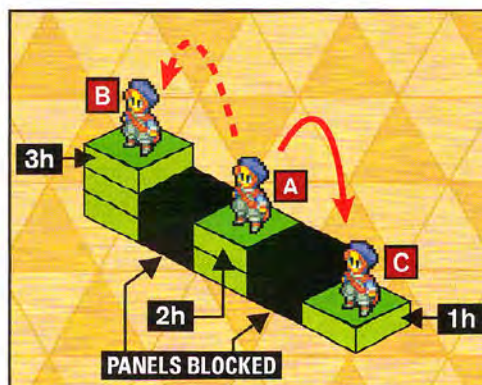
Assuming that the unit has a Jump rating of 3, he can leap directly from point A to point B. If he had a Jump rating of 2, he would have to walk around to the 2h location and jump from there to point B.



If the unit wants to move to a location that is at the same elevation as his current location, jumping is not required. This is true even if the unit must leap over a panel that is blocked by lava, water or some other impediment.



When our unit with a Jump rating of 3 wants to get down from the four-tiered block, he must jump to the 2h location and then walk to Point B. If he had a Jump Rating of 4 or higher, he could leap down to B directly. Remember that it's easier to jump down than up.



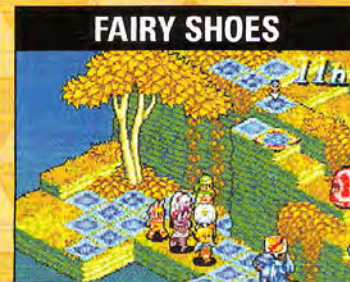
While a unit with a Jump rating of 3 can move from A to C with no trouble, no unit can move from A to B. It's not possible to jump over a blocked square to a level higher than your current elevation. If all of this seems really complicated, don't worry—in battle, you can just click on your clan members to see how far they can go.

CHANGING MOVE AND JUMP RATINGS WITH ITEMS

Some items will give you an extra boost on the battlefield. Dash Boots, Feather Boots and Fairy Shoes are just a few examples of items that influence Move and Jump ratings. Dash Boots increase your Move rating, while Feather Boots improve your Move rating and also let you stand on water. Move and Jump ratings are important, especially for slower characters like Bangaa. Since most of their A-abilities require you to be near your target, you'll often spend the first couple of turns just getting within range if you don't have high marks in both categories.



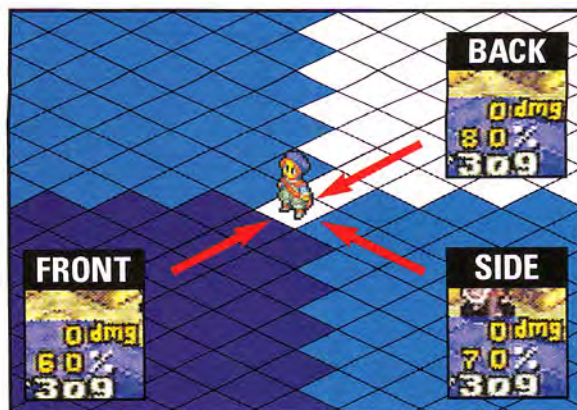
If you have Feather Boots, you can walk on water and perform an action.



Fairy Shoes enable Teleportation—allowing a character to treat every square as if it had no elevation.

DIRECTION AND HIT RATE

After you complete a turn, you will be required to turn your character in one of four directions. The direction a character faces directly affects his or her Hit Rate—which is the chance of landing a successful hit. If you attack from behind, you'll receive a large bonus to your Hit rating. Attacking from the side gives you a small bonus, while striking from the front gives no bonus at all. The same applies to enemies that are attacking you.



STATUS AILMENTS THAT INFLUENCE HIT RATING

Some status ailments will increase or decrease a character's Hit rating. It's important to know your Hit rating, especially if you want to steal something from an enemy. The higher the rating, the better your chances of swiping the booty. Note that the examples to the right apply to you, too—so if you are put to sleep, blinded or stopped, watch out!



If you strike an enemy that has been put to sleep, the Hit rating will be 100 percent.



An enemy that is blinded will suffer penalties to both its Hit and Evade stats.



If you strike an enemy that has been stopped, your Hit rating will be 100 percent.

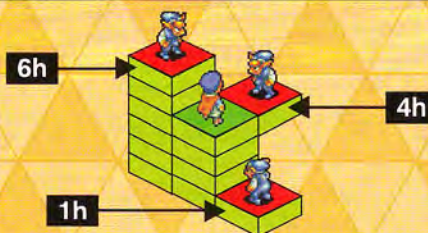
FIGHTING WITH WEAPONS

You will gain experience every time you perform an action successfully—be it striking an enemy, healing a party member or using an item. To that end, try to perform an action on every turn, even if it means casting Cura on someone who has full health or raising the Defense of someone who doesn't need it.



WEAPON RANGE

WORDS



When attacking with a sword, you can hit anyone who is at your elevation and within one square. You can also reach enemies up to two squares above and three squares below. (You cannot attack diagonally.)

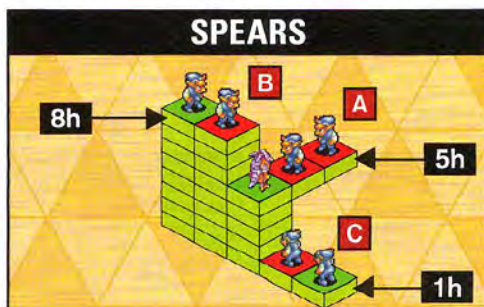
CRITICAL HIT AND KNOCK BACK

There are two special conditions that can occur when you strike an enemy with a weapon—the Critical Hit and the Knock Back. A Critical Hit deals more damage than usual, while a Knock Back actually forces an enemy backward one square. (If the enemy happens to fall from a high place, it will suffer even more damage.) Both occurrences happen at random with normal attacks, but some A-abilities can cause the conditions or simply raise the probabilities of their occurrence.

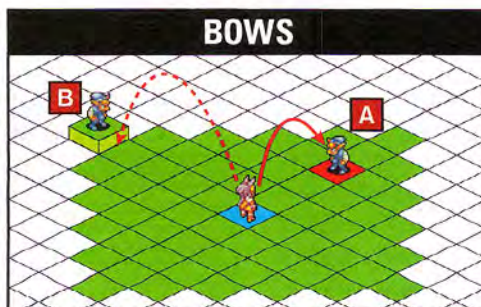


The Fighter ability Rush will cause a Knock Back every time.

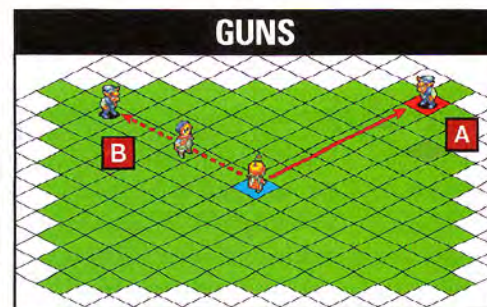
RANGE AND EFFECT AREA



When attacking with a spear, you can hit two enemies at your elevation, as long as they are in a straight line and standing next to each other. You can also strike enemies up to three squares above and four squares below you, but you won't be able to get a two-for-one hit.



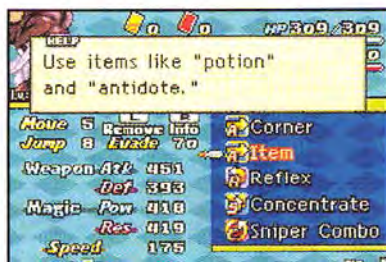
Bows can hit enemies from a distance, but they are limited by elevation. If your bow has a range of 5, for example, you can hit the target at point A but not the one at point B. Since the target at B is one level higher than you, it counts as an extra square—making it six squares away and out of range.



Guns have the longest range of any weapon, but unlike arrows, bullets can't fly over one character to hit a different one. In the above illustration, the target at point B is blocked, which means the unit standing between the Gunner and the target will take the damage.

FIGHTING WITH ABILITIES

Abilities are separated into four types; A-abilities, R-abilities, S-abilities and C-abilities. They are usually your most powerful attacks, and you'll learn them by equipping weapons, armor and (occasionally) other items. The more abilities a character knows, the more powerful he or she becomes—so learn as many as you can.



Item is an A-ability that everyone knows. If you want to use an item in battle, you must select Item as your second A-ability. (The Alchemist can use items without selecting Item as an ability.)

A-ABILITIES

Action abilities are offensive and defensive moves, and must be used during a turn. Each character can have two different A-ability types active at a time. One must be for the unit's current job, but the other can be from any other job the unit has mastered.

R-ABILITIES

Reaction abilities are always active and will engage automatically when necessary. Catch, for example, lets you catch a thrown weapon. If you do so, it will not count as an action or a turn.

S-ABILITIES

Support abilities (such as Turbo MP) usually add to your offensive and defensive power. Others, such as Shieldbearer, allow you to do something that you couldn't do without the ability equipped.

C-ABILITIES

Combo abilities are always learned from Mythril weapons and require both a second person and Judge Points to pull off. Most combos do a large amount of damage.

MASTERING ABILITIES

EQUIP AN ITEM WITH A LEARNABLE ABILITY

Pick a weapon or item that teaches your current job an ability and equip it.

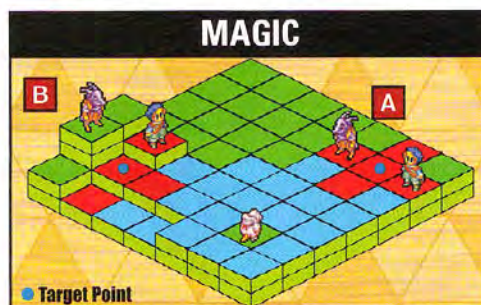
COLLECT AP

AP is distributed equally among abilities you're learning. So if you are mastering two abilities and gain 40 AP, both get 40 AP.

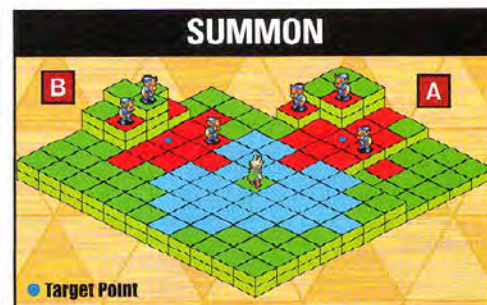
MASTER THE ABILITY

Once you gain the proper amount of AP (usually 100-300), you will master the ability and be able to unequip the weapon or item.

RANGES AND EFFECT AREAS



Most White, Red and Black Magic affects both the square that is targeted and a square to the north, south, east and west. In the case of point A, both targets would be affected. In the case of point B, however, the uppermost target is too high for the spell to work on him.



Summon spells cover a very large area and are effective up to two squares above and below the targeted elevation. The topmost unit at point B, however, is unaffected because he is too high for the spell to reach.

COMBOS

All Combo Abilities (or C-abilities) are learned from Mythril weapons and are designed to be used in tandem with other clan members on the battlefield. When a single unit uses a combo, it results in a decent attack—but if any other clan members know a combo and are within range, they can all join in to create a devastating attack. It's not necessary for everyone to know the same combo—a Black Mage can start a combo, then a Juggler and Time Mage can join in. The only requirements are C-ability knowledge and sufficient Judge Points. Only the unit that initiates the combo will be charged Judge Points—other units can join free of charge.



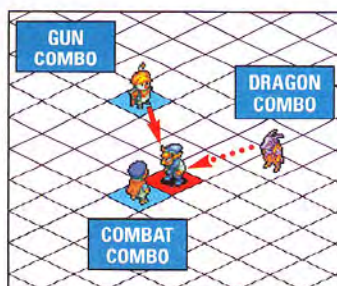
If units flash white when one person starts a combo, they can join in the attack.



The more participants you have, the more effective the maneuver will be.

COMBO RANGES

COMBO	RANGE	COMBO	RANGE	COMBO	RANGE
Combat Combo	1	Dragon Combo	2	Lunge Combo	1
Knight Combo	1	Defend Combo	1	Spirit Combo	3
Fight Combo	1	Sword Combo	1	Red Combo	2
Thief Combo	2	Monk Combo	2	Summon Combo	4
Ninja Combo	2	Pray Combo	4	Killer Combo	2
White Combo	4	Sacred Combo	1	Sniper Combo	4
Black Combo	4	Time Combo	4	Animal Combo	1
Spell Combo	4	Gold Combo	2	Charge Combo	1
Blue Combo	4	Beast Combo	1	Gun Combo	5
Bow Combo	6	Morph Combo	2	Juggle Combo	3
Hunt Combo	4	Wise Combo	2	Gadget Combo	6



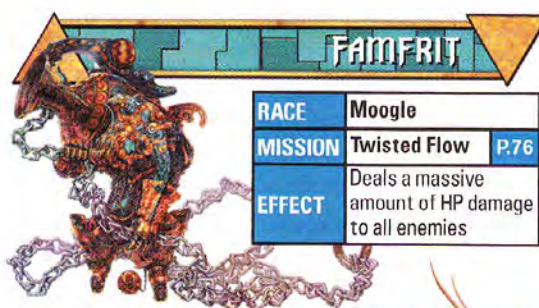
In the example shown to the left, the Soldier initiates a Combat Combo. The Gunner will join in with a Gun Combo (which has a range of five), but the Dragoon cannot join in because he is out of range.

TOTEMAS

You will earn Totemas by completing certain main missions. Each Totema is connected to a race, and only someone from that race can call it into combat (jobs are irrelevant). When a Totema is summoned, it will appear in the sky and deal a tremendous amount of damage to all enemies on the field. Totemas cost 10 JP to use.



The Totema's Hit rating is always 100 percent. Try to save them for the hardest battles.



RACE	Moogles
MISSION	Twisted Flow P.76
EFFECT	Deals a massive amount of HP damage to all enemies



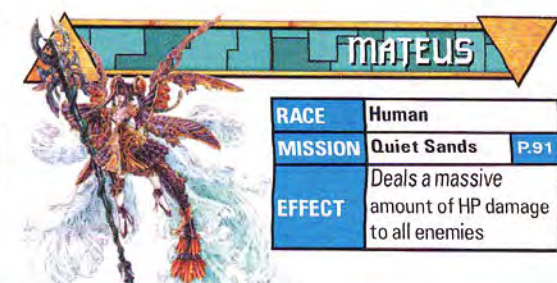
RACE	Nu Mou
MISSION	Hot Awakening P.79
EFFECT	Deals a massive amount of MP damage to all enemies



RACE	Bangaa
MISSION	Pale Company P.82
EFFECT	Deals a massive amount of HP damage to all enemies



RACE	Viera
MISSION	Scouring Time P.87
EFFECT	Deals a massive amount of MP damage to all enemies



RACE	Human
MISSION	Quiet Sands P.91
EFFECT	Deals a massive amount of HP damage to all enemies

STATUS AILMENTS AND ENHANCEMENTS

Status ailments and enhancements can sway the battle in your favor or give your enemies the edge. All status ailments restrict the target's actions and/or movement in some way. Status enhancements raise the target's stats or offer special protection (such as Auto-Raise). Some status ailments and enhancements last until the end of the battle, while others last for only a short period of time. You can cure most status ailments with items or spells. You will be penalized for using status ailments and some enhancements when the law forbids Status (see the Law column in the chart below).



Status ailments and enhancements will influence the progress of every battle. You can render your enemies completely harmless with many status ailments such as Darkness and Petrification, or boost your allies with status enhancements such as Defense.

AILMENTS AND ENHANCEMENTS	EFFECTS	HOW TO CURE	LAW?
Addle	Disables all A-abilities for a short period of time	Dispel	Yes
Advice	Raises Critical Hit rate for a short period of time	—	—
Astra	Bestows one-time status affliction protection	—	—
Attack -	Lowers Weapon Attack until the end of the battle	—	Yes
Attack +	Raises Weapon Attack until the end of the battle	—	—
Auto-Life	Auto-raises a KO'd unit	—	—
Berserker	Raises Weapon Attack, but restricts all attacks to the Fight command	Esuna	Yes
Boost	Raises Weapon Attack for next Fight command	—	—
Charm	Turns an enemy into an ally for a short amount of time	Dispel or damage	Yes
Conceal	Makes the unit invisible for one round of battle	—	—
Confuse	Attacks friends and enemies alike for a short period of time	Cureall or damage	Yes
Cover	Takes damage for the target for one full round of battle	—	—
Darkness	Lowers Hit and Evade rates until the end of the battle	Eye Drops, Cureall or Esuna	Yes
Defense	Raises Weapon Defense and Magic Resistance for one turn of battle	—	Yes
Defense +	Raises Weapon Defense until the end of the battle	—	—
Defense -	Lowers Weapon Defense until the end of battle	—	—
Disable	Disables A-abilities for three full rounds of battle	Bandage or Esuna	Yes
Doom	Knocks out the unit after the counter reaches zero	Dispel, or hit with the White Staff	Yes
Expert Guard	Nullifies all HP and MP damage for one full round of battle	—	—
Haste	Increases Speed for a short period of time	—	—
Immobilize	Stops movement for three full rounds of battle	Bandage or Esuna	Yes
KO	Knocks out the unit—disables all actions and movement until the unit is revived	Life, Phoenix Down, Phoenix, etc.	—
Magic -	Lowers Magic Power until the end of the battle	—	Yes
Magic +	Raises Magic Power until the end of the battle	—	—
Petrification	Disables all actions and movement by turning the unit into stone until the end of the battle	Soft, Cureall, Esuna	Yes
Poison	Inflicts HP damage every round until the end of the battle	Antidote, Cureall, Esuna	Yes
Protect	Raises Weapon Defense for a short period of time	—	—
Reflect	Reflects White, Red, Time and Black Magic until the end of the battle	—	—
Regen	Heals a little HP every round of battle until the end of the battle	—	—
Shell	Raises Magic Resistance for a short period of time	—	—
Silence	Disables the use of all magic for a short period of time.	Echo Screen, Cureall, Esuna	Yes
Sleep	Disables all action and movement by putting the unit to sleep for a short period of time	Cureall, Esuna, Damage	Yes
Slow	Decreases Speed for a short period of time	Dispel	Yes
Speed -	Decreases Speed until the end of the battle	—	Yes
Stop	Disables all actions and movement for a short amount of time	Dispel	—
Toad	Turns the unit into a frog and lowers all stats until the end of the battle	Maiden Kiss, Cureall, Esuna	Yes
Zombification	Turns the unit into a Zombie until the end of the battle—Zombies are hurt by healing spells	Holy Water	Yes

ELEMENTAL ATTRIBUTES

Some of the equipment you'll come across in Ivalice is imbued with elemental attributes. There are eight elemental attributes that you could find attached to items: Dark, Earth, Fire, Holy, Ice, Lightning, Water and Wind. Elements add a deep level of strategy to each battle. Check your equipment by pressing Select to see how an item is affected by each elemental attribute. See the chart below for an explanation of each abbreviation. You can use elemental attributes in battle to give your units the edge, or even heal them.

ABSB	The item will absorb the attack and turn the damage into HP.
NULL	The item will nullify the attack—no damage will be done.
HALF	The item will reduce by half the damage done by the attack.
NORM	An elemental attack will cause full, normal damage.
WEAK	An elemental attack will cause extra damage.

ENHN	An elemental attack will be stronger than usual against all enemies.
-------------	--



Highlight an item and press Select to check the item's natural attribute and tolerance. Some items will absorb attacks of the same element.



Check natural attributes and resistances of enemies. If you see a "+" by the hit damage, the spell or ability will heal the target, not harm it.

MONSTER ELEMENTAL ATTRIBUTES

Most monsters belong to one of six different elemental attributes: Dark, Fire, Holy, Ice, Lightning and Water. A monster's attribute is decided by its race. A monster's element is apparent by its color (see the chart below). When fighting a monster that has an elemental attribute, always attack with the opposite element—the same element as the monster will heal it. For example, if you use Blizzard on an Ice Flan, you will heal its HP, but if you use Fire it will do heavy damage.



Determine what elemental attributes enemy monsters are, and use the opposite magic against them.



Holy magic normally heals its target, but it causes heavy damage to Dark-attribute creatures such as Zombies.

MISSION REWARDS

Your clan wins rewards for each mission you complete. You will always get Gil and AP, but you could also win Mission Items, Law cards, Antilaw cards and equipment. Many of the rewards are random. You will always win the items you see in the mission info at the Pub when you contract the mission, but you will sometimes win other things in addition to the advertised rewards. Completing missions is the best way to strengthen your clan with the equipment and AP its members need to learn new abilities. The Gil you win from completing missions will help fund new mission contracts and the purchase of equipment for new units.



Sometimes the random item you win for completing a mission will be a rare or powerful item. Do missions often!



AP enables your clan members to master job abilities. You get the most AP by freeing areas under attack.

NEW UNIT SEEKS MEMBERSHIP!

You can recruit up to 24 units in your clan (counting Marche). New units will occasionally approach you seeking membership after your clan completes a mission. New units will not seek membership unless you have at least one open spot, so carefully consider which new units you accept and decline. Newcomers aren't armed, but sometimes one who has learned some abilities or an expert job will approach you.



New units will seek membership in your clan randomly (if you have openings) after you complete missions.



Sometimes a unit who has already learned some abilities will ask to join. You should recruit those units!

MISSIONS



MISSIONS

Before you take on one of the 300 missions in the game, learn how to make the most of the guide.

MAIN MISSIONS

MISSION SPECS

This box shows you mission stats, including number, rank and location.

REQUIREMENTS

If you need a special item or job to try the mission, it will be listed here.

OBJECTIVE

You must accomplish specific objectives to win the battle.

REWARDS

You'll get AP, Gil and items after a battle. Many items are random, but those that aren't are shown here.

BATTLEFIELD MAP

Red squares indicate enemy locations, while blue squares show where you can place your troops. The number (such as x5) shows how many clan members can fight.

MISSION 022
RANK 1

PRESENT DAY

REQUIREMENTS
Travel to Beruvia Palace.

OBJECTIVE
Defeat all enemies!

REWARDS
25,000 Gil, 80 AP, 100 CP, Noble Cape

A concerned citizen tipped the guards off about Marche's presence in Beruvia Palace. The guards have Marche and the clan cornered—you have no choice but to fight if you hope to meet with Milt. Beware of the powerful dichemist and his Death spell.

RECOMMENDED MEMBERS
Based on the quantity you face in Beruvia Palace, here are some suggestions. Use a Golden Follower ability or a Magician's Magic ability to deal with the enemies. Then use a die that deals the most damage to the Death spell.

JOB	ABILITY
Warrior	Flare
Red Mage	Stun
Black Mage	Stun
Thief	Steal Weapon
White Mage	Life

RECOMMENDED LAWS
Avoid enemy Repulse Pulse when the World Law is used. Use the world of the enemy's ability or status. Use the world of the enemy's ability or status. Use the world of the enemy's ability or status.

RECOMMENDED LAWS
Avoid enemy Repulse Pulse when the World Law is used. Use the world of the enemy's ability or status. Use the world of the enemy's ability or status. Use the world of the enemy's ability or status.

RECOMMENDED LAWS
Avoid enemy Repulse Pulse when the World Law is used. Use the world of the enemy's ability or status. Use the world of the enemy's ability or status. Use the world of the enemy's ability or status.

RECOMMENDED MEMBERS & LAWS

A mission's recommended laws and job types are listed in the gray box. You may need to wait a few days or use cards to get the laws that you want.

ENEMY UNIT DATA

Enemies have random names, so identify them by jobs and abilities. (Information on any ally not under your control will appear in a green box.)

EQUIPMENT

Hidden items are listed in red—you must find the items with a special ability before stealing them.

ABILITIES

A unit's abilities appear next to his or her equipment list.

STRATEGIES

All the charts in the world won't help if you don't know how to fight. Check the bottom of the page for tips on how to clear the tough battles.

SUBQUESTS

MISSION SPECS

Subquests are usually optional, but they're a good source of items, AP and Gil for your clan.

CANCEL

Some Subquests can be canceled.

REPEAT

You can play some missions again and again.

WHEN

Many Subquests appear only during a certain month.

WHERE

Not all Subquests appear in pubs.

REQUIREMENTS

If you need a special item or job to try the mission, it will be listed here.

OBJECTIVE

You must accomplish specific objectives to win the battle.

REWARDS

You'll get AP, Gil and items after a battle. Many items are random, but those that aren't are shown here.

TIME LIMIT

Some Subquests must be completed within a time limit.

MISSION 025
RANK 1

WANTED!

WHEN
Kingdom, after clearing Mission 022

WHERE
Any pub

TIME LIMIT
—

OBJECTIVE
Defeat the boss!

REQUIREMENTS
—

REWARDS
4,000 Gil, 40 AP, 30 CP, Flower Vase

MAGIC GATHERING
Dolce is armed with high-powered offensive magic, but he's weak against physical attacks. Take him out with a big bracer (preferably a Bangaa) before you eliminate the rest of his party.

ENEMY	LEVEL	ABILITY	A-ABILITY	B-ABILITY	S-ABILITY	EQUIPMENT
A Soldier	1	Flare	—	—	—	Shortsword, Bronze Shield, Corras
B Black Mage	1	Black Magic	—	—	—	Robe, Silk Hat
C White Mage	1	White Magic	—	—	—	White Staff, Hologram Robe
D Thief	1	Thief	—	—	—	Shortsword, Bronze Shield, Leather Gilet

ENEMY UNIT DATA

All the data you need about your foes is provided, including their abilities and items.

STRATEGY & MAP

The battlefield map (with enemy and friendly placements) and a bit of strategy will get you started.

DISPATCH MISSIONS

MISSION 148

RANK 3

YOU, IMMORTAL

CANCEL: OK

REPEAT: NO

WHEN	After clearing Mission 005
WHERE	Any pub
REQUIREMENTS	Tonberry Lamp (used), Craft (Lvl. 10)
DURATION	30 days
REWARDS	4,600 Gil, 80 AP, Stradivari

For each Dispatch mission, you'll send out one member of your party—you don't actually control the unit in a fight or ever see a battlefield. Since you don't see your enemies, there's not a lot of info for Dispatch missions, but you'll find everything that is possible to know in boxes like the one to the left.

THE MAIN MISSION CHART

You must complete the Main Missions in the order shown to the right. In between, you can take on Dispatch missions and Subquests and also fight random battles with rival clans. The right-hand column shows which Law Sets are in effect for each group of missions. (See page 11 for a complete list of laws and the penalties for breaking them.)



MISSION NO.	MISSION TITLE	PAGE	LAW
—	Snowball Fight	—	
—	Lizard Men!?	71	
001	Herb Picking	72	Set 1
002	Thesis Hunt	73	
003	The Cheetahs	74	
004	Desert Peril	75	
005	Twisted Flow	76	
006	Antilaws	77	Set 2
007	Diamond Rain	78	
008	Hot Awakening	79	
009	Magic Wood	80	Set 3
010	Emerald Keep	81	
011	Pale Company	82	
012	Jagd Hunt	83	Set 4
013	The Bounty	84	
014	Golden Clock	85	
015	Scouring Time	86	
015	Scouring Time 2	87	
016	The Big Find	88	Set 5
017	Desert Patrol	89	
018	Quiet Sands	90	
018	Quiet Sands 2	91	
019	Materite Now!	92	Set 6
020	Present Day	93	
020	Present Day 2	94	
021	Hidden Vein	95	
022	To Ambervale	96	
023	Over the Hill	97	
024	Royal Valley	98	

MISSION INDEX

The following is an alphabetical list of all the Subquests and Dispatch missions in the game (main missions are not listed). Note that some missions, such as the Link missions, don't have numbers and aren't on the list. Such missions don't count toward the 300-mission total.

NO.	NAME	PAGE
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MISSION —
RANK—

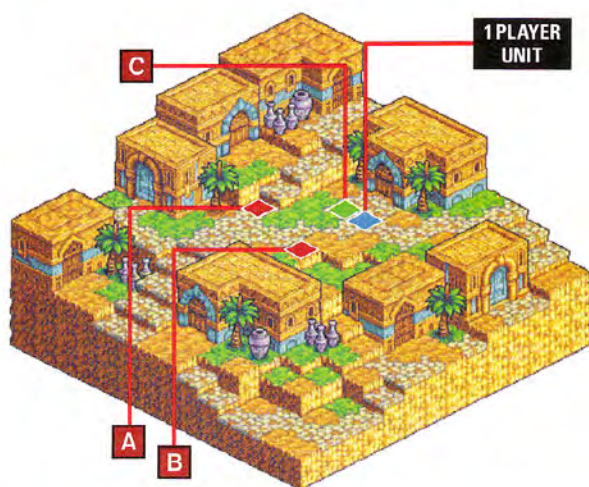
LIZARD MEN!?



CYRIL

REQUIREMENTS Clear Snowball Fight.**OBJECTIVE** Defeat all enemies!**REWARDS** Sprohm

Your first fight in the world of Ivalice is a simple engagement against a pair of Bangaa. Remember that many rewards, especially items, are random—we list only the rewards that you are assured of getting.

1 PLAYER
UNIT

RECOMMENDED JOB

Marche is your only option in this battle. Montblanc will help you by casting spells, but you won't have any control over his actions. If you get in trouble, use Marche's First Aid skill.

JOB	ABILITY
Soldier	First Aid

RECOMMENDED LAW

The law in this battle prohibits the use of items. Since you don't have any items when the battle begins, you don't need to worry about the law.

A	WARRIOR	Level 1
ABILITIES		
First Aid		
EQUIPMENT		
Shortsword Leather Garb		

B	WHITE MONK	Level 1
ABILITIES		
None		
EQUIPMENT		
Leather Garb		

C	BLACK MAGE	Level 4 (Montblanc)
ABILITIES		
Fire Thunder Blizzard		
EQUIPMENT		
Rod Hempen Robe		



ATTACK FROM BEHIND

Marche is a pretty tough cookie for a new arrival. Try to get to the front or the side of your enemies before attacking them with your sword. You'll have a much better chance of landing a hit and doing extra damage if you don't attack head-on.



Make sure that you check your Hit rating and Damage rating before you complete an attack. The two stats appear in yellow next to your character's picture after you have selected a target to attack.

THE JOB FOR YOU

After the battle Montblanc will join your team, and you'll get to begin tinkering with your characters. You can switch jobs right off the bat if you want, but you should probably leave Marche as a Soldier and Montblanc as a Black Mage until they master some skills.



There's no sense in changing a job unless you have equipment that will teach you abilities for another job.

MISSION 001

RANK 3

HERB PICKING



GIZA PLAINS

REQUIREMENTS

Contract the mission then move to Giza Plains.

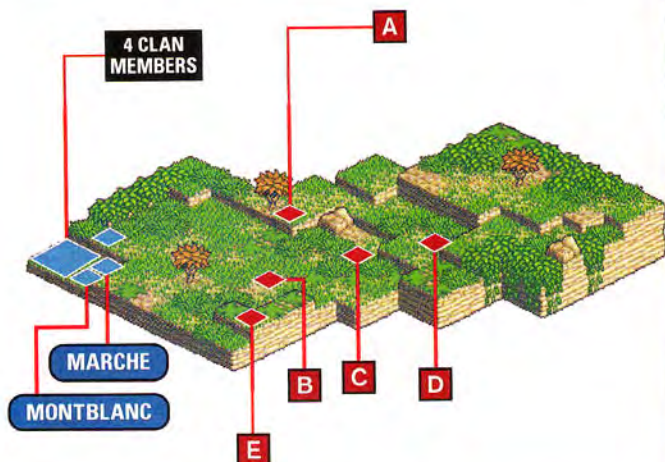
OBJECTIVE

Defeat all enemies!

REWARDS

600 Gil, 40 AP, Lutia Pass icon

Herb Picking, your first contracted mission, will introduce you to battling under the constraints of World Laws. Send out a well-balanced group from your clan and practice your tactics on the monsters.



RECOMMENDED MEMBERS

Monsters are tough, so dispatch a White Mage to heal your units and a Warrior and Soldier to do the damage. Disable your enemies with your Animist's Sheep Count ability and your Archer's Blackout ability.

JOB	ABILITY
Animist	Sheep Count
Archer	Blackout
Soldier	First Aid
Thief	Steal: Gil
Warrior	First Aid
White Mage	Cure

RECOMMENDED LAWS

Avoid engaging your enemy if the mission is governed by Fight, Swords, Knives, Missile or Instruments laws. Any other laws shouldn't pose a problem. There are no laws that will really give you an advantage during the mission.

A GOBLIN Level 1

ABILITIES
None
EQUIPMENT
None

B GOBLIN Level 1

ABILITIES
None
EQUIPMENT
None

C RED CAP Level 2

ABILITIES
None
EQUIPMENT
None

D GOBLIN Level 1

ABILITIES
None
EQUIPMENT
None

E SPRITE Level 1

ABILITIES
None
EQUIPMENT
None

SURPRISE THE SPRITE

Throughout your many encounters in Ivalice, you'll run into monsters of varying difficulty. Sprites have low Defense and HP, but their Evasion is very high. To take down a Sprite or a Fairy, attack it from behind or with missiles.



In addition to being able to evade physical attacks very well, Sprites and Fairies have a high resistance to all status ailments. Don't waste your time trying to put the flying monsters to sleep or poisoning them. One or two strong attacks from behind them should finish them off.

SHEEP COUNT THEM OUT

Have one of your clan's Animists cast Sheep Count on your enemies to put them to sleep, then pick them off one by one. When enemies are asleep, your chance of landing an attack on them rises since they can't evade you.



Putting your enemies to sleep makes them easier to attack, but attacking a sleeping enemy wakes it up. Before you awaken a sleeping enemy, make sure you can take it out before it fights back.

MISSION 002

RANK 3

THESIS HUNT



LUTIA PASS

REQUIREMENTS

Contract the mission then move to Lutia Pass.

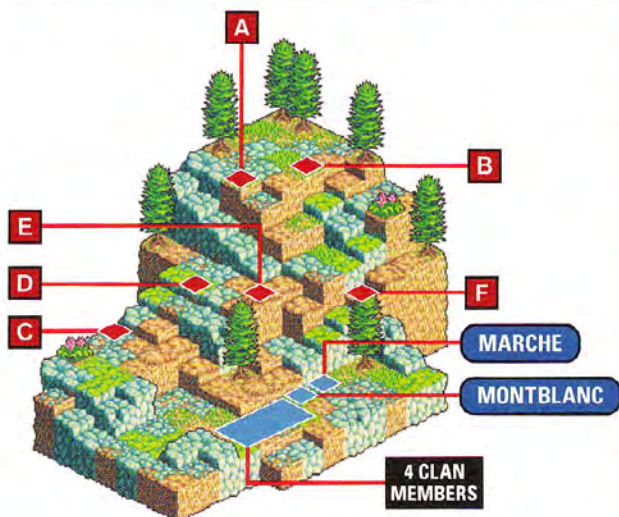
OBJECTIVE

Defeat all enemies!

REWARDS

4,000 Gil, 40 AP, 100 CP, Nubswood icon

It's up to your clan to recover a stolen thesis. The enemies are stationed around the mountaintop, ready for a battle. Wait for your foes to climb down from their perches, then rush in and take them down. Always take out White Mages first!



RECOMMENDED MEMBERS

Choose at least one White Mage to keep your units standing, one Archer to blind the enemy and one Soldier to deal the damage—the rest are up to you. Beware Thief B's Counter ability.

RECOMMENDED LAWS

Avoid engaging your enemy under World Laws that forbid any weapon-types other than Knives. A law that forbids Knives could be advantageous because it would disable the enemy Thieves.

JOB	ABILITY
Animist	Sheep Count
Archer	Blackout
Black Mage	Fire
Soldier	First Aid
Warrior	First Aid
White Mage	Cure

A WHITE MAGE Level 3

ABILITIES
Cure Protect

EQUIPMENT
White Staff Silken Robe

B THIEF Level 4

ABILITIES
Steal: Gil Counter

EQUIPMENT
Kris Knife Headband Leather Garb

C SOLDIER Level 2

ABILITIES
First Aid

EQUIPMENT
Shortsword Bronze Shield Chain Plate

D ARCHER Level 2

ABILITIES
Boost Aim: Legs

EQUIPMENT
Longbow Leather Garb

E THIEF Level 3

ABILITIES
Steal: Gil Maintenance

EQUIPMENT
Jack Knife Leather Garb

F SOLDIER Level 3

ABILITIES
Powerbreak Magicbreak

EQUIPMENT
Barong Cuirass

LET THE ENEMIES COME TO YOU

Many areas of Ivalice are in the mountains and hills, where enemies on higher ground will have a tactical advantage. Wait for your enemies to climb to lower elevations, then surround them and attack.



When enemies climb down from higher elevations, they usually don't all come at once. As each enemy unit descends, surround it with your units; take your foes out one by one.

INDIRECT ATTACKS

Thieves often have the Counter ability, which enables them to counterattack anyone who strikes them from closeby. Risking a counterattack is dangerous. Instead, attack Thieves from a distance with magic or arrows.



Have one of your clan's Archers use his or her Blackout ability to blind the enemy. An enemy that would normally counterattack is very unlikely to land a physical blow when blind—you can attack freely without worry of repercussion.

MISSION 003

RANK 3

THE CHEETAHS



NUBSWOOD

REQUIREMENTS

Contract the mission and move to Nubswood.

OBJECTIVE

Defeat all enemies!

REWARDS

6,000 Gil, 40 AP, 100 CP, Eluut Sands icon

Marche will encounter Ritz for the first time in Ivalice on the The Cheetahs mission—you must battle alongside Ritz and her friend Shara to defeat the enemies. Ritz's Reflex ability renders her invulnerable to all physical attacks, so don't worry about her getting hurt.

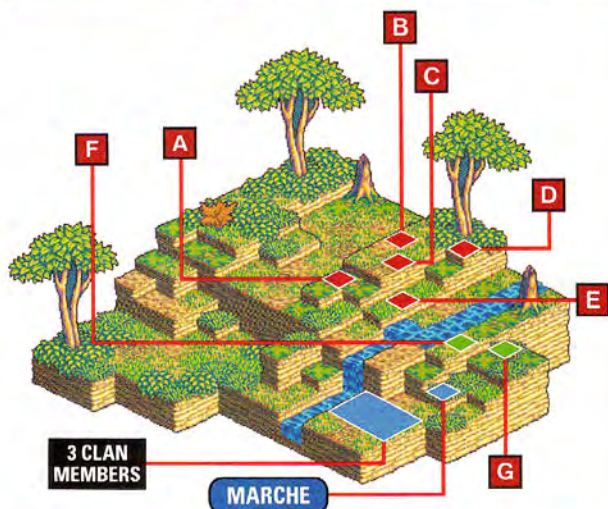
RECOMMENDED MEMBERS

Since you are fighting alongside Ritz and Shara during the mission, you can dispatch only three clan members. Choose units that will best complement Marche and Ritz in the battle, such as Animist.

JOB	ABILITY
Animist	Sheep Count
Archer	Aim: Legs
Soldier	First Aid
White Mage	Cure

RECOMMENDED LAWS

Ritz uses a Rapier and Shara uses a Bow (a Missile-type weapon), so avoid the Fight, Missile, Rapiers and Swords laws. Other laws won't hinder your victory too greatly.



A FIGHTER Level 4

ABILITIES

Blitz
S Doublehand

EQUIPMENT

Sun Blade
Adaman Vest

B WHITE MONK Level 4

ABILITIES

Whirlwind
Air Render
Chakra
R Counter

EQUIPMENT

Sick Knuckles
Survival Vest
Gauntlets

C THIEF Level 3

ABILITIES

Steal: Gil
Steal: EXP
Steal: JP
R Counter
C Maintenance

EQUIPMENT

Khukuri
Leather Garb
Thief Hat

D BLACK MAGE Level 5

ABILITIES

Fire
Thunder
Blizzard

EQUIPMENT

Rod
Magus Robe

E ARCHER Level 5

ABILITIES

Aim: Arm
Take Aim
Blackout
S Block Arrows

EQUIPMENT

Char Bow
Adaman Vest
Green Beret

F FENCER (RITZ) Level 7

ABILITIES

Swarmstrike
Manastrike
R Reflex

EQUIPMENT

Mage Masher
Survival Vest
Circlet

G ARCHER (SHARA) Level 6

ABILITIES

Boost
Aim: Legs
Aim: Arm
R Block Arrows

EQUIPMENT

Thorn Bow
Chain Plate
Cachusha

TAKE OUT THE BLACK MAGE FIRST

Ritz's Reflex ability makes her impervious to physical attacks, but offensive magic can damage her. The enemy has a Black Mage in its ranks. Defeat the Black Mage quickly to prevent Ritz from taking damage from his spells.



The enemy Black Mage will keep his distance, as any smart mage would. Use an Animist to cast Sheep Count on the Black Mage, then take out the snoozing caster.

STOP THE FIGHTER!

Fighters have incredibly high Attack ratings and they are dangerous to tangle with in close combat. Have one of your clan's Archers use their Aim: Legs ability on the enemy Fighter to disable his movement so he can't go after one of your weaker units.



After you stop the enemy Fighter from moving, attack him from a safe distance with magic and missiles. It's the safest way to deal with enemy units who have a strong Weapon Attack.

MISSION 004

RANK 3

DESERT PERIL



ELUUT SANDS

REQUIREMENTS

Contract the mission and move to Eluut Sands.

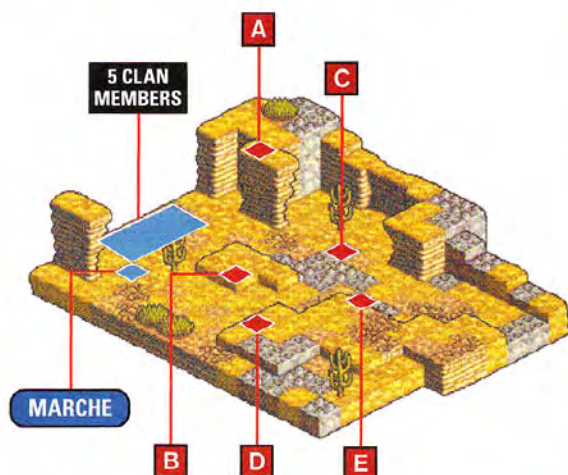
OBJECTIVE

Defeat all enemies!

REWARDS

7,000 Gil, 40 AP, 100 CP, Ulei River icon

Your clan will venture into the arid Eluut Sands in Desert Peril. The boss, a Cream, is the only enemy you really need to worry about. He has very high Weapon Defense and his Thunder magic is powerful.



RECOMMENDED MEMBERS

You'll need a hefty Attack rating to defeat the Cream. Its Weapon Defense is very strong, so dispatch one of your clan's Black Mages to ensure victory. Your other units should balance attack, healing and defense.

JOB	ABILITY
Animist	Sheep Count
Archer	Blackout
Black Mage	Fire
Dragoon	Jump
Fighter	Beatdown
White Mage	Shell

RECOMMENDED LAWS

All of the Cream's moves are Thunder-based, so entering the mission with a World Law that forbids Thunder will completely disable it.

A	COEURL	Level 6
ABILITIES		
Hastebreak S Reveal		
EQUIPMENT		
None		

B	CREAM	Level 5
ABILITIES		
Thunder Thundara		
EQUIPMENT		
None		

C	RED PANTHER	Level 5
ABILITIES		
Poison Claw S Reveal		
EQUIPMENT		
None		

D	ANTLION	Level 5
ABILITIES		
LV3 Def-less Sandstorm		
EQUIPMENT		
None		

E	RED PANTHER	Level 5
ABILITIES		
R Counter S Reveal		
EQUIPMENT		
None		

DEFEAT THE CREAM WITH MAGIC!

The Cream has a formidable Weapon Defense, but its Magic Resistance is quite low. Use one of your clan's Black Mages to wear down the Cream with powerful offensive magic—you'll end up the victor with little effort!



The Cream is a Thunder-attribute monster, so it will absorb Thunder-type magic. If you use Thunder magic, it will heal the Cream instead of hurt it. Instead of Thunder, use your Black Mage's Fire- and Ice-magic spells.

BEATDOWN AFTER SLEEP

The Fighter ability Beatdown delivers a high-damage, low-accuracy attack. If you couple Beatdown with a sleeping spell, such as Sheep Count, Beatdown's accuracy will rise to 100%. It's a surefire way to knock out most enemies with one hit!



Animists learn the incredibly useful Sheep Count spell by equipping the Glass Bell. Get one of your clan's Animists to learn Sheep Count as early as possible. Not only does it put enemies to sleep, rendering them helpless, but it's a great indirect way to boost the accuracy of physical attacks.

MISSION 005

RANK 3

TWISTED FLOW



ULEI RIVER

REQUIREMENTS

Contract the mission then move to Ulei River.

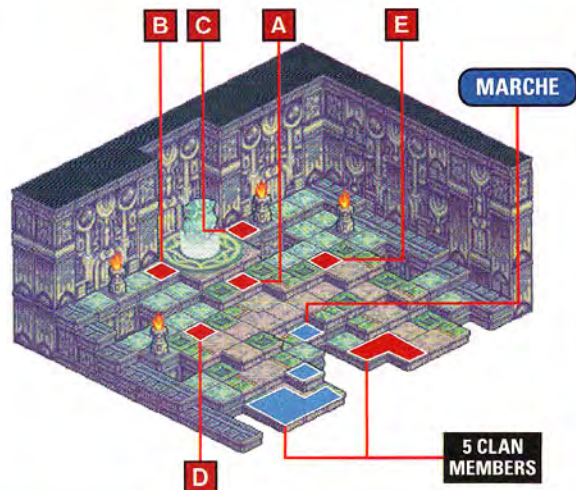
OBJECTIVE

Defeat the boss!

REWARDS

8,000 Gil, 80 AP, CP 100, Cadoan icon

Twisted Flow is your clan's first encounter with one of Ivalice's crystal guardians, the Totema. Famfrit is the Moogle Totema and one of the easiest to defeat. Focus your attacks on Famfrit; you'll destroy the first crystal in no time.



RECOMMENDED MEMBERS

Send out a well-balanced group of clan members to face Famfrit and its guards. Most importantly, bring a White Mage with the Life spell to resurrect any fallen clan members and an Animist to lull your enemies to sleep.

JOB	ABILITY
Animist	Sheep Count
Black Mage	Blizzara
Dragoon	Jump
Fighter	Beatdown
Red Mage	Sleep
White Mage	Life

RECOMMENDED LAWS

Avoid entering the battle with Famfrit when the World Laws forbid Fight, Swords, Knives, Missile or Instruments. Any other laws won't hinder your success as greatly.

A TOTEMA (FAMFRIT)
Level 9

EQUIPMENT
None

ABILITIES
Breath of God
Lightspeed
Presence
Demi
Slow
R Counter
S Weapon Atk+

B AHRIMAN
Level 6

EQUIPMENT
None

ABILITIES
Circle
S Weapon Atk+

C AHRIMAN
Level 6

EQUIPMENT
None

ABILITIES
Roulette
Circle
R Block Arrows

D FLOATEYE
Level 6

EQUIPMENT
None

ABILITIES
Stare
R Counter

E FLOATEYE
Level 6

EQUIPMENT
None

ABILITIES
Devil Gaze
S Weapon Def+

THE ROULETTE OF DOOM

One Ahriman guard has a spell called Roulette. If Roulette lands on one of your characters, it will instantly knock him or her out. The best solution is to take out the creature immediately so it doesn't have a chance to cast the spell.



Defeat the Ahriman with the Roulette ability early in the battle by using units that have high Attack power, such as a Fighter or a Black Mage. Use your White Mage to cast Life on any units who are KO'd.

MESMERIZE THE MASSES

If you defeat Famfrit, you'll automatically win the battle, regardless of how many enemies are still standing. Use an Animist to cast Sheep Count on as many of the enemies as you can, then focus your attacks on Famfrit for a quick victory.



Taking out Famfrit is the quickest and easiest way to end the battle, but you won't gain a lot of Experience Points for attacking a single character. If you're concerned about leveling up your clan members, attack the guards first, and eliminate the Totema as a last step.

MISSION 006

RANK 3

ANTILAWS



CADOAN

REQUIREMENTS

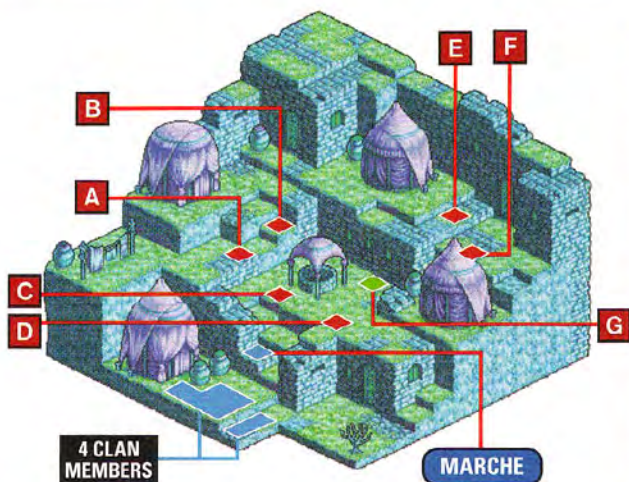
After you meet Ezel Berbier in Cadoan, enter Cadoan once more.

OBJECTIVE

Defeat all enemies!

REWARDS

9,000 Gil, 40 AP, 100 CP, Aisenfield icon



RECOMMENDED MEMBERS

It's crucial that you keep Ezel safe. Dispatch a Paladin or Defender to guard him and an Archer to cast Aim: Arm. If Ezel is captured, you will lose the battle. Defend him at all costs!

JOB	ABILITY
Archer	Aim: Arm
Black Mage	Blizzara
Defender	Defense
Paladin	Defense
White Mage	Life

RECOMMENDED LAWS

Avoid entering the battle when laws that forbid Aim and Chivalry are in effect—they will disable your Paladin and Archer. You'll need your Paladin to protect Ezel and your Archer to cast Aim: Arm on enemies to keep them from hurting him. Laws that forbid Phantasm magic or Katanas are favorable.

A GLADIATOR Level 7

ABILITIES

Rush
Bolt Sword
S Doublehand

EQUIPMENT

Air Blade
Brigandine

B ILLUSIONIST Level 6

ABILITIES

Prominence
Tempest
Freezeblink

EQUIPMENT

Thunder Rod
Silken Robe
Magic Ring

C FIGHTER Level 8

ABILITIES

Wild Swing
Air Render

EQUIPMENT

Atmos Blade
Brigandine
Feather Boots

D DEFENDER Level 8

ABILITIES

Tremor
Drop Weapon
Item

EQUIPMENT

Predator
Iron Armor

E HUNTER Level 8

ABILITIES

Sonic Boom
Aim: Vitals
Hunting

EQUIPMENT

Hunt Bow
Wyggar
Green Beret

F NINJA Level 7

ABILITIES

Throw
Water Veil
S Double Sword

EQUIPMENT

Ninja Knife
Murasame
Ninja Gear

C HERMETIC (EZEL) Level 10

ABILITIES

Azoth
Block Arrows

EQUIPMENT

Druid Mace
Gaia Gear
Black Hat

SANDMAN EZEL

Ezel Berbier uses a powerful spell called Azoth that has a chance of mesmerizing all units in the area. Observe which enemy units are asleep after Ezel casts Azoth; focus first on any that are still awake and those that you can knock out with one blow.



After Ezel casts Azoth, carefully choose which enemy units to attack. Don't attack any sleeping units unless you can knock them out before they get a chance to move or attack again.

HARMFUL ILLUSIONS

Illusionists can use their Phantasm Skill to cast powerful spells that have a chance of inflicting elemental damage on all enemy units in the area. The enemy Illusionist will wreak havoc on your units if given the chance, so take him out quickly or drain his Magic Points.



Use Magic Break, Rasp or any other MP draining skills to reduce the enemy Illusionist's MP. Phantasm Skill spells require a high amount of MP, so if you drain an Illusionist's MP, you can render the foe completely powerless.

MISSION 007

RANK 3

DIAMOND RAIN



AISENFIELD

REQUIREMENTS

Contract the mission then move to Aisenfield.

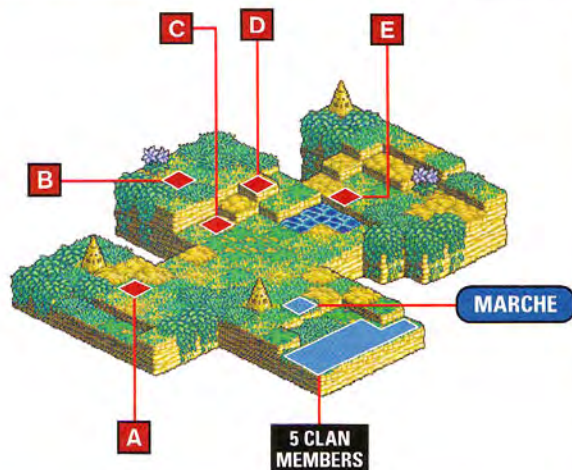
OBJECTIVE

Defeat all enemies!

REWARDS

10,600 Gil, 40 AP, 100 CP, Roda Volcano icon

Strong monsters with powerful elemental attacks are your foes during the Diamond Rain mission. You'll need to use your knowledge of elemental magic strengths and weaknesses to win the battle.



RECOMMENDED MEMBERS

The Icedrakes and Ice Flan have high Weapon Defense but low Magic Resistance. Dispatch a Black Mage and a Summoner (if you have one) to take care of the icy fiends. Also use an Archer with the Blackout ability.

JOB	ABILITY
Archer	Blackout
Black Mage	Thundara
Dragoon	Jump
Fighter	Air Render
Summoner	Ramuh
White Mage	Esuna

RECOMMENDED LAWS

The only World Law you'll really want to avoid in Diamond Rain is the one that forbids the Archer's Aim ability. You can make do with any other law constraints.

A ICEDRAKE
Level 9

EQUIPMENT	ABILITIES
None	Mighty Guard R Counter

B ICE FLAN
Level 8

EQUIPMENT	ABILITIES
None	Acid Blizzara

C BOMB
Level 8

EQUIPMENT	ABILITIES
None	Blowup Flame Attack

D ICEDRAKE
Level 8

EQUIPMENT	ABILITY
None	Ice Breath

E LAMIA
Level 9

EQUIPMENT	ABILITIES
None	Hand Slap Poison Frog

BREATH THAT FREEZES

One of the Icedrakes has a mighty Ice Breath attack that can hit multiple units at once over an area three spaces wide. Avoid bunching up your units, or your entire group will suffer heavy damage from one Ice Breath attack.



When you disperse your units across the battlefield, be careful not to leave your weaker units without any protection. If you leave them vulnerable, the monsters will eat them for lunch!

ZAP ICE WITH THUNDER

The Ice Flan will absorb any Ice damage it is dealt and heal itself. Use Thunder spells and abilities to cause the most damage against Ice-based enemies. The Bomb is resistant to Fire and weak to Ice—use Ice spells on it to douse its flame.



A Summoner's Ramuh spell and a Black Mage's Thundara are some of the strongest Thunder spells around. Use them to destroy any Ice-based foes you encounter in one or two hits.

MISSION 008
RANK 3

HOT AWAKENING



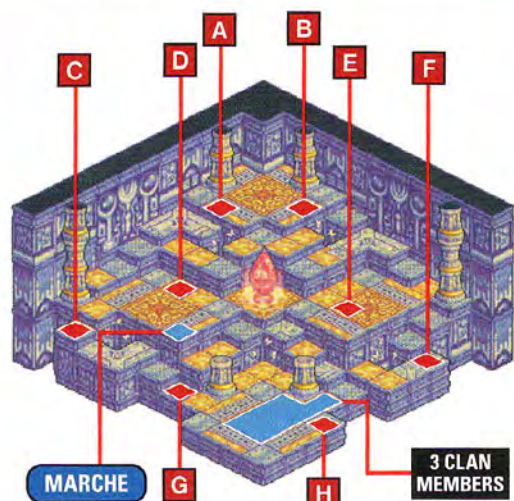
RODA VOLCANO

REQUIREMENTS Contract the mission then move to Roda Volcano.

OBJECTIVE Destroy all targets!

REWARDS 11,400 Gil, 80 AP, 100 CP, Koringwood icon

The battle in Roda Volcano against the Ultima Crystals looks much easier than it is. Smash all eight of the crystals to destroy the main one. Hot Awakening is a great mission to level up lower-level units since they risk damage only from charmed units.



RECOMMENDED MEMBERS

The Ultima Crystals can't attack, so it's safe to bring in some of your clan's lower-level units to get them some experience. Select units with ranged abilities, such as a Dragoon with Jump or a Black Mage.

JOB	ABILITY
Black Mage	Fira
Dragoon	Jump
Fighter	Air Render
Summoner	Ramuh

RECOMMENDED LAWS

The Ultima Crystals cast Logos, a charm spell, so we strongly recommend that you engage them when the World Law forbids Charm—you'll be able to disable them completely. Or, you could ignore the law and use a Totema to finish the battle in one round for an easy win.

A AVATAR (ULTIMA CRYSTAL) Level 10

ABILITY Logos

EQUIPMENT None

B AVATAR (ULTIMA CRYSTAL) Level 9

ABILITY Logos

EQUIPMENT None

C AVATAR (ULTIMA CRYSTAL) Level 10

ABILITY Logos

EQUIPMENT None

D AVATAR (ULTIMA CRYSTAL) Level 11

ABILITY Logos

EQUIPMENT None

E AVATAR (ULTIMA CRYSTAL) Level 10

ABILITY Logos

EQUIPMENT None

F AVATAR (ULTIMA CRYSTAL) Level 9

ABILITY Logos

EQUIPMENT None

G AVATAR (ULTIMA CRYSTAL) Level 11

ABILITY Logos

EQUIPMENT None

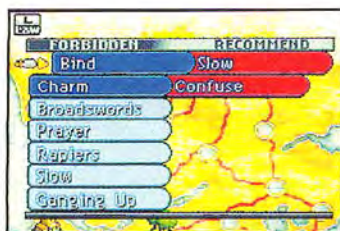
H AVATAR (ULTIMA CRYSTAL) Level 10

ABILITY Logos

EQUIPMENT None

CHECK THE WORLD LAW

Make sure the law forbids Charm before you enter Roda Volcano for the Hot Awakening mission, or you'll face a long and frustrating battle. When a unit becomes charmed, it will hurt ally units and aid enemy units with support magic if able.



Check the law on the world map by pressing the L Button. If the World Law is not one you want, walk around the map until the law you want comes up. If you enter Hot Awakening without disabling Charm, bring a White Mage with Esuna (but not Life) to cure charmed units.

LEVEL UP YOUR UNITS

Since the Ultima Crystals can cast only Charm, and can't attack on their own, dispatch some of your clan's lower-level units to reap some easy experience. It's best to choose units that have some sort of ranged attack, such as Archers, Black Mages and Summoners.



Attacking the Ultima Crystals is simple since they are stationary. Use your clan's lower level units to destroy the crystals, thereby boosting their experience. You can cast magic reflective spells on your units (such as a White Mage's Shell spell) if you don't disable charm before the battle.

MISSION 009

RANK 3

MAGIC WOOD



KORINGWOOD

REQUIREMENTS

Contract the mission and move to Koringwood.

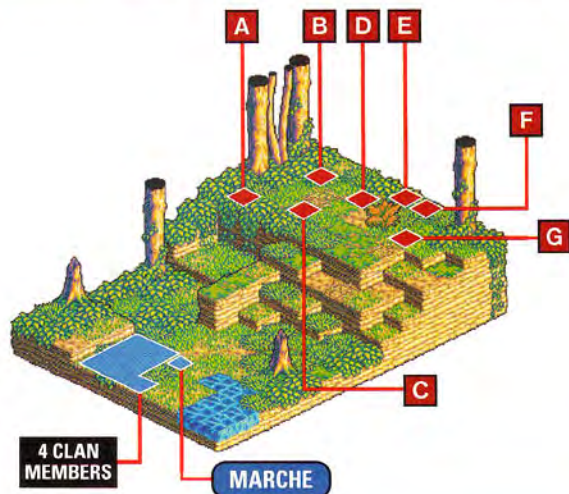
OBJECTIVE

Defeat all enemies!

REWARDS

12,600 Gil, 40 AP, 100 CP, Salikawood icon

In the Magic Wood mission, the odds are stacked against your clan: There are seven enemies to your five units. Your instinct may be to destroy the enemies as quickly as possible, but take the time to steal their armor first—you won't regret it!



RECOMMENDED MEMBERS

Your enemies have some great equipment to steal, so send out a capable Thief with the Steal: Armor ability. Dispatch a unit or two that have learned the passive Maintenance ability to protect yourself from Thieves.

JOB	ABILITY
Animist	Sheep Count
Fighter	Far Fist
Summoner	Ramuh
Thief	Steal: Armor
White Mage	Cura

RECOMMENDED LAWS

Avoid entering the battle when the World Law forbids the Steal ability, or you'll have to pass up some great equipment. Jump in when the World Law forbids Missile—the law will disable the enemy Sniper and Archer.

A THIEF Level 9

ABILITIES

Steal: Armor
Steal: Access.
Steal: Gil
Steal: EXP
Item
R Counter

EQUIPMENT

Zorlin Shape
Judo Uniform
Thief Hat

B SUMMONER Level 10

ABILITIES

Ifrit
Ramuh
Shiva
S Half MP

EQUIPMENT

Judge Staff
Flurry Robe
Scarab

C THIEF Level 11

ABILITIES

Steal: Shield
Steal: Helm
Steal: EXP
Steal: JP

EQUIPMENT

Scramasax
Power Sash
Headband

D TIME MAGE Level 9

ABILITIES

Haste
Slow
Quarter

EQUIPMENT

Force Rod
Gaia Gear

E ARCHER Level 10

ABILITIES

Aim: Legs
Take Aim
Faster
Blackout
R Block Arrows

EQUIPMENT

Thorn Bow
Survival Vest

F SNIPER Level 11

ABILITIES

Doubleshot
Beso Toxico
Aim: Armor
R Return Fire

EQUIPMENT

Fey Bow
Minerva Plate

G BLACK MAGE Level 11

ABILITIES

Fira
Thundara
Blizzara

EQUIPMENT

Thunder Rod
Blaze Robe

STEAL ARMOR OFF THEIR BACKS

The enemies have some nice armor that your clan could really benefit from. Now if you could only convince them to hand it over quietly—not likely! Use one of your clan's Thieves with the Steal: Armor ability to pilfer some new duds from your foes.



Steal, like all abilities, is more likely to be successful if performed while an enemy has its back toward the Thief or is asleep.

SAVE YOUR EQUIPMENT!

Beware of enemy Thieves—they can steal your clan members' equipment just as you can steal the enemies'! When you know that you'll be facing enemy Thieves, bring clan members who have the Maintenance ability—a passive skill that blocks the Steal ability.



Some jobs (Thieves and Alchemists) can learn the Maintenance ability from the Adaman Vest. Teach the skill early on to as many clan members as you can to protect your group from Thieves.

MISSION 010

RANK 3

EMERALD KEEP



SALIKAWOOD

REQUIREMENTS

Contract the mission then move to Salikawood.

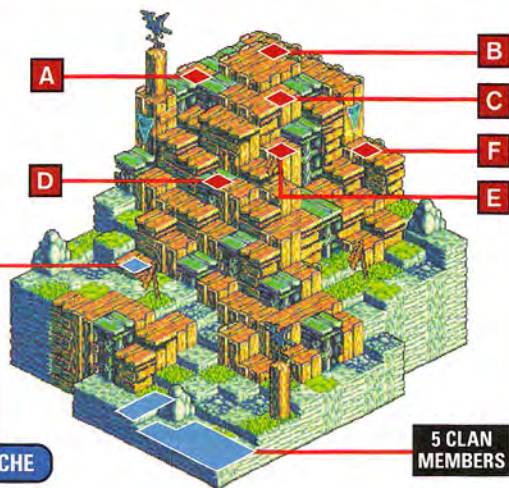
OBJECTIVE

Defeat the boss!

REWARDS

13,600 Gil, 40 AP, 100 CP, Nargai Cave icon

Babus and a small army of royal guards engage your clan in Emerald Keep. If you defeat Babus, the battle will be over. Take your time and steal any equipment you can—the royal armory knows how to equip its guards with the finest Ivalice has to offer.



RECOMMENDED MEMBERS

Dispatch two clan Thieves—one with the Steal: Armor ability and one with the Steal: Helm ability for the most efficient results. After you steal all the equipment you want, use a Summoner or Dragoon to defeat Babus.

JOB	ABILITY
Animist	Sheep Count
Thief	Steal: Armor
Thief	Steal: Helm
Time Mage	Haste
Summoner	Kirin
White Monk	Air Render

RECOMMENDED LAWS

Avoid engaging Babus and his group when the World Laws forbid the Steal ability or Color Magic. If Color Magic is forbidden, you will have a very difficult time healing your units.

A **TEMPLAR** Level 10

ABILITIES
Astra Warcry Cheer S Weapon Atk+
EQUIPMENT
Partisan Opal Helm Gold Armor

B **ALCHEMIST** Level 10

ABILITIES
Flare Poison Toad
EQUIPMENT
Mandragora Chain Plate

C **BISHOP** Level 9

ABILITIES
Cura Dispel Water
EQUIPMENT
Cure Staff White Robe

D **RUNESEAKER (BABUS)** Level 12

ABILITIES
Explode Stillness Quarter R Counter
EQUIPMENT
Lotus Mace Aegis Shield Mirage Vest

E **TEMPLAR** Level 11

ABILITIES
Rasp Cheer Haste R Bonecrusher
EQUIPMENT
Lohengrin Diamond Helm Diamond Armor

F **GUNNER** Level 10

ABILITIES
Boltshot Confusshot Stopshot S Concentrate
EQUIPMENT
Chaos Rifle Survival Vest Green Beret

PILFER MORE EQUIPMENT

Have one of your clan's Animists cast Sheep Count on the enemy units to disable them. While the enemies are asleep, sneak up with your Thieves and steal their equipment. Sleeping enemies are much easier to attack and steal from.



Animists can cast Sheep Count to put multiple units to sleep, but they aren't your only option. Red Mages can also learn Sleep, and Morphers equipped with a Lamia Soul can cast Night.

DASH & JUMP

Salikawood's terrain is very uneven, which makes it difficult to traverse. Before you enter the area, equip your clan members with items that will raise their Move and Jump rating, such as Dash Boots and Spike Boots.



If your units have high Move and Jump ratings, they will be able to move about the Salikawood battlefield much easier than your opponents can. Before you engage the enemy, look at your equipment to see which of your accessories will raise your Move and Jump ratings.

MISSION 011

RANK 3

PALE COMPANY



NARGAI CAVE

REQUIREMENTS

Contract the mission then move to Nargai Cave.

OBJECTIVE

Defeat the boss!

REWARDS

15,000 Gil, 80 AP, 100 CP, Baguba Port icon

Your clan's encounter with the third Totema, Adremmalech, takes place in Nargai Cave. Adremmalech is guarded by three Dragons, each of which representd an element. Disable the dragons with two Archers, then defeat the Totema to win the battle.

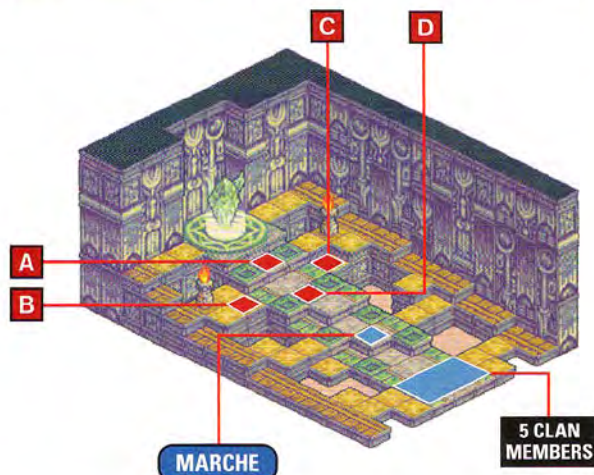
RECOMMENDED MEMBERS

Disabling the three Dragons that guard Adremmalech is the key to winning. Dispatch two Archers—one with the Blackout ability to blind the Dragons, and one with Aim: Arm to disable their physical attacks.

JOB	ABILITY
Animist	Sheep Count
Archer	Aim: Arm
Archer	Blackout
Fighter	Air Render
White Mage	Life
White Monk	Air Render

RECOMMENDED LAWS

Avoid engaging Adremmalech and its guardian Dragons when the World Law forbids the Aim ability, or your Archers won't be able to disable the Dragons. There are no laws you could add that would really make the battle any easier.



A TOTEMA (ADREMMALECH)

Level 15

ABILITIES

Lightspeed
Firestream
Howl of Rage
Soul Sphere
S Weapon Atk+

EQUIPMENT

None

B FIREWYRM

Level 13

ABILITIES

Fire Breath
S Weapon Atk+

EQUIPMENT

None

C THUNDRAKE

Level 13

ABILITIES

Bolt Breath
S Geomancy

EQUIPMENT

None

D ICEDRAKE

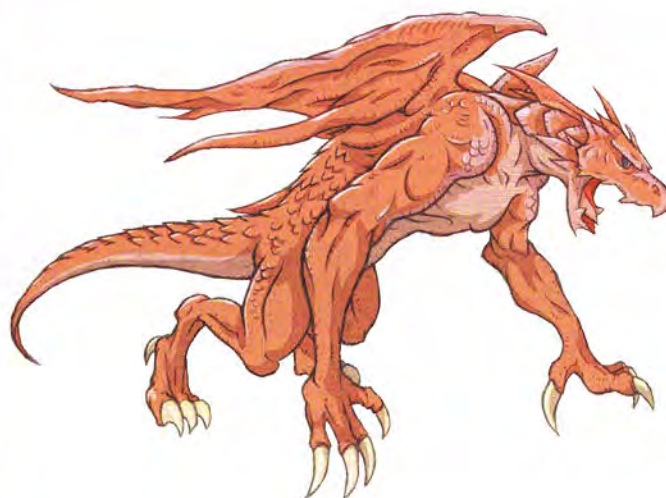
Level 13

ABILITIES

Mighty Guard
Ice Breath
R Counter

EQUIPMENT

None



DISABLE THE DRAGONS

Adremmalech's guardian Dragons will cast Bolt Breath, Fire Breath and Ice Breath on your units if you don't disable them quickly. Put the Dragons to sleep, or use Archers to blind them and nullify their physical attacks with the Aim abilities.



Dragons have some natural resistance to status ailments. Use two or three units to focus on disabling the Dragons at the beginning of the battle.

GANGING UP!

After you cripple the Dragons, surround Adremmalech and use your units' Combo abilities to knock your foe out in a few rounds. When you defeat Adremmalech, the crystal will be destroyed—you will win the battle regardless of how many Dragons remain.



Combo attack power correlates directly to how many JP the unit has remaining. A character who has 10 JP (the maximum) will have the most powerful Combo.

MISSION 012

RANK 3

JAGD HUNT



JAGD DORSA

REQUIREMENTS

Meet Nono in Baguba Port then go to Jagd Dorsa.

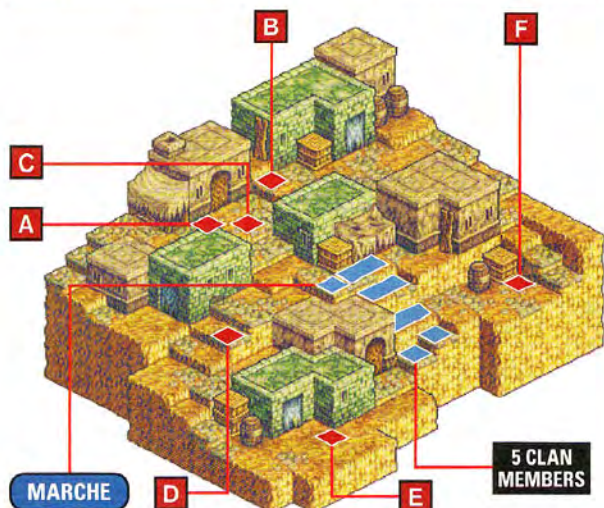
OBJECTIVE

Defeat all enemies!

REWARDS

16,000 Gil, 40 AP, 100 CP, Kudik Peaks icon

Jagd Hunt is your clan's first engagement in a Jagd. Jagds are areas in Ivalice where there is no law. Nono (Montblanc's little brother) has an airship that suffered a hit and run—the perpetrators escaped into Jagd Dorsa. Make the enemies pay for the damage.



RECOMMENDED MEMBERS

Form a well-balanced group, but make sure you have at least one White Mage with the Life spell to raise any fallen clan members. If you do not revive a unit before the battle ends, you will lose the unit forever.

JOB	ABILITY
Animist	Sheep Count
Archer	Aim: Arm
Fighter	Air Render
Red Mage	Sleep
Thief	Steal: Armor
White Mage	Life

RECOMMENDED LAWS

World Laws are not in effect in any Jagd. You can't use any Law or Antilaw cards in Jagds either.

A BLUE MAGE Level 13

ABILITIES

Mighty Guard
Night
Hastebreak
White Wind
Item
S Immunity

EQUIPMENT

Harpe
Mirage Vest
Fortune Ring

B HUNTER Level 13

ABILITIES

Sonic Boom
Advice
Aim: Vitals
R Auto-Regen

EQUIPMENT

Fey Bow
Judo Uniform
Thief Hat

C NINJA Level 14

ABILITIES

Throw
Metal Veil
Water Veil
S Double Sword

EQUIPMENT

Kikuichimonji
Petalchaser
Dark Gear
Genji Armbands

D ASSASSIN Level 14

ABILITIES

Shadowbind
Last Breath
Aphonia
Oblivion
R Return Fire

EQUIPMENT

Petalchaser
Wygarr

E ANTLION Level 12

ABILITIES

LV3 Def-less
Sandstorm
S Weapon Def+

EQUIPMENT

None

F TOUSKIN Level 12

ABILITIES

Resonate
Matra Magic

EQUIPMENT

None

REVIVE THE FALLEN

Engaging the enemy in an area where all laws are null has benefits and drawbacks. If one of your clan members falls in battle, make sure you revive him or her with a Phoenix Down or Life spell before the battle ends. With no laws, there are no judges to ensure your safety.



Watch each of your unit's HP carefully. Focus on taking out the hardest-hitting enemies first, such as the Assassin and the Ninja, so you run less risk of your units being knocked out. Make sure at least one of your units can use items.

STEAL FROM THE ASSASSIN

The enemy Assassin has a nice set of Wygar armor that would look great on a few of your clan members. Use a clan Thief with the Steal: Armor ability to relieve her of the armor. Remember to steal from behind her or while she is asleep.



Assassins have a high Evade rating. Put the enemy Assassin to sleep to steal her armor before you knock her out—it will come in handy for your clan.

MISSION 013

RANK 3

THE BOUNTY

?

RANDOM

The palace has grown concerned about your clan and placed a bounty on Marche's head. Once you accept this mission, you must meet and engage with a wandering clan on the world map to trigger the battle.

REQUIREMENTS

Contract the mission and meet the target on the world map.

OBJECTIVE

Defeat all enemies!

REWARDS

17,200 Gil, 40 AP, 100 CP, Jeraw Sands Icon



RECOMMENDED MEMBERS

The enemy clan has a number of nice items for you to steal, so bring someone to put your foes to sleep and someone to swipe the gear. You'll also want a White Mage with Esuna on the mission.

JOB	ABILITY
Animist	Sheep Count
Assassin	Last Breath
Dragoon	Jump
Fighter	Backdraft
Thief	Steal: Armor
White Mage	Esuna

RECOMMENDED LAWS

Laws that ban Time Magic will be helpful. The enemy Paladin will revive his fallen clan members, so if you don't want to deal with that you can ban either Color Magic or Holy. Doing so will render you unable to heal your own party, however.

A PALADIN Level 15

ABILITIES
Drop Weapon Saint Cross Cura Life
EQUIPMENT
Vigilante Gold Armor Spiked Boots

B SAGE Level 11

ABILITIES
Blind Aero Bio R Reflex S Shieldbearer
EQUIPMENT
Druid Mace Flame Shield Gaia Gear

C BLACK MAGE Level 14

ABILITIES
Fira Blizzara Blizzaga R Return Magic
EQUIPMENT
Force Rod Mistle Robe

D RED MAGE Level 13

ABILITIES
Fire Thunder Blizzard Cure Poison Item R Catch
EQUIPMENT
Djinn Flyssa Rubber Suit Scarab

E FIGHTER Level 14

ABILITIES
Wild Swing Air Render Air Blast R Strikeback
EQUIPMENT
Atmos Blade Brigandine Bracers

F TIME MAGE Level 14

ABILITIES
Quicken Reflect Stop Quarter
EQUIPMENT
Force Rod Survival Vest

TAKE IT TO HIM

The enemy clan's Black Mage has mastered Return Magic, which means that any spells used against him will be reflected back to the user. Get close and finish him off with your Dragoon or Fighter to avoid a nasty surprise.



It's not really a good idea to attack magic users with magic. Even if they don't know Return Magic, their Magic Resistance stat is usually through the roof—rendering your magic attacks next to useless.

LAY THE LEADER LOW

The nominal leader of the bounty hunters is the Paladin, and he should be your top priority. The Paladin knows both Cura and Life, and if you don't eliminate him he'll run around the battlefield healing his teammates.



Surround the Paladin and take him out with whatever means necessary. If you brought along an Assassin, have her run to the Paladin and attack with Last Breath. You might get lucky and take him out in one fell blow.

MISSION 014

RANK 3

GOLDEN CLOCK



JERAW SANDS

REQUIREMENTS

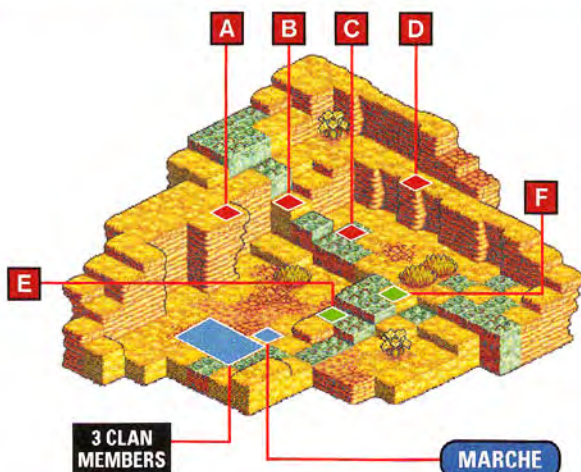
Contract the mission and go to Jeraw Sands on the world map.

OBJECTIVE

Defeat all enemies!

REWARDS

18,000 Gil, 40 AP, 100 CP, Muscadet Icon



RECOMMENDED MEMBERS

The Gadgeteer foe has Damage > MP, so you should take him out with your Assassin. Have the Alchemist cast Astra on the group when the battle begins, and make sure someone knows White Mage spells.

JOB	ABILITY
Alchemist	Astra
Assassin	Rockseal
Dragoon	Jump
Fighter	Far Fist

RECOMMENDED LAWS

Any laws that ban status-altering attacks will be helpful, as they will prevent the Alchemist from using Poison and Toad. Banning Time Magic will render the enemy Time Mage nearly useless, so try to make sure the law is in effect.

A TIME MAGE Level 16

EQUIPMENT	ABILITIES
Thor Rod Leather Garb	Quicken Slow Stop Demi R Last Quicken

B GADGETEER Level 15

EQUIPMENT	ABILITIES
Sick Knuckles Power Sash Gauntlets	Red Spring Blue Screw Green Gear R Damage > MP

C ALCHEMIST Level 16

EQUIPMENT	ABILITIES
Morning Star Chain Plate Scarab	Meteor Poison Toad S Immunity

D JUGGLER Level 14

EQUIPMENT	ABILITIES
Kard Chain Plate Dash Boots	Hurl Firebomb Ball R Catch

E SNIPER (SHARA) Level 18

EQUIPMENT	ABILITIES
Master Bow Ninja Gear Star Armlet	Death Sickle Doom Archer Aim: Weapon R Auto-Regen

F ELEMENTALIST (RITZ) Level 19

EQUIPMENT	ABILITIES
Diabolique Mirage Vest Cachusha	Fire Whip White Flame Evil Gaze Heavy Dust R Absorb MP

WITH A LEVEL YELL

Ritz and Shara will join you for the battle, but they won't be under your control. The two ladies are very strong, and can usually wipe out the four enemies without help. If you feel like watching, cast healing spells to gain EP while they clean up the baddies.



It can be hard to get your licks in during the battle, but it also means you'll probably survive unscathed. Ritz and Shara each have a very nice accessory, but don't try to steal them—you can't take things from allies.

FIRE IN THE SKY

The crafty enemy Alchemist knows Meteor, so you'll need to take him out as early as possible. The ability calls dozens of meteors down from the sky, and can decimate an unprepared clan in no time. Don't let it happen to you.



The poor Alchemist is defenseless against your powerful weapons. Use a Fighter or a Dragoon to knock him unconscious in no time.

MISSION 015

RANK 3

SCOURING TIME



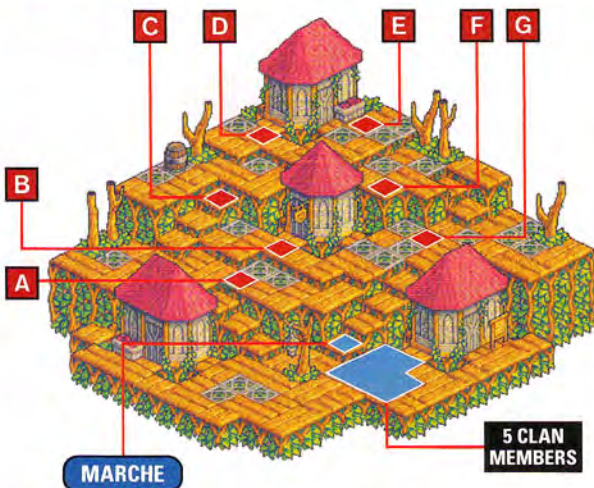
MUSCADET

REQUIREMENTS Talk to Ezel in any pub then enter the town of Muscadet.

OBJECTIVE Defeat all enemies!

REWARDS 19,600 Gil, 80 AP, 100 CP, Uladon Bog icon

As soon as you talk to Ezel and enter the town of Muscadet, you'll be thrust into a massive battle. Scouring Time is a two-part affair—and the second half is for Marche only—so consider your plan of attack carefully. Save your game before the mission!



RECOMMENDED MEMBERS

You must bring Marche and Montblanc along, so you can include only four other members. The Templars are wearing awesome armor, so definitely bring a Thief or two.

JOB	ABILITY
Fighter	Air Render
Thief	Steal: Armor
Thief	Steal: Armor
Sage	Bio
Summoner	Kirin

RECOMMENDED LAWS

Choose your laws with the second half of the mission in mind. Don't ban Holy, Color Magic or Steal at any cost. A good law combination is Saber and Time Magic—you can easily avoid bringing both into the fight, and you'll still have a number of strategic options.

A **TEMPLAR** Level 17

ABILITIES

Astra
Haste
Lifebreak
R Bonecrusher

EQUIPMENT

Trident
Dragon Mail
Gauntlets

B **TEMPLAR** Level 16

ABILITIES

Warcry
Rasp

EQUIPMENT

Dragon Whisker
Genji Armor
Gauntlets

C **GUNNER** Level 16

ABILITIES

Fireshot
Boltshot
Iceshot
Blindshot

EQUIPMENT

Riot Gun
Chain Plate
Bracers

D **MOC KNIGHT** Level 15

ABILITIES

Mog Lance
Mog Shield
Mog Aid

EQUIPMENT

Atmos Blade
Round Shield
Platemail

E **SAGE** Level 15

ABILITIES

Drain
Aero
Bio

EQUIPMENT

Energy Mace
Opal Shield
Judo Uniform

F **MOC KNIGHT** Level 16

ABILITIES

Mog Attack
Mog Guard
Mog Rush

EQUIPMENT

Shadow Blade
Opal Helm
Carabini Mail

G **PALADIN** Level 17

ABILITIES

Drop Weapon
Saint Cross
Holy Blade

EQUIPMENT

Ragnarok
Carabini Mail
Cross Helm

ONE TO THE NEXT

The first part of Scouring Time leads directly to the second—where Marche must fight alone. Make sure that the laws are to your liking and that Marche is ready for the solo battle. (Read up on the battle on the next page before making any decisions.)



The Item ability will be very handy in the next fight, but you might also consider Steal. The enemy in the next stage has a rare robe that you can swipe. Marche is probably best off as a Fighter, but Paladin and Ninja jobs are also good choices.

TO CATCH A THIEF

The two enemy Templars are equipped with Genji Armor and Dragon Mail, respectively. Genji Armor is extremely rare, and the Dragon Mail isn't bad either—steal them both before the battle ends.



This isn't the greatest time to be stealing armor—the fight is tough enough—but the Genji Armor is more than worth it. If you can put the fighters to sleep first, you'll reduce the chances of a failed steal attempt.

MISSION 015

RANK 3

SCOURING TIME 2



MUSCAET

REQUIREMENTS

—

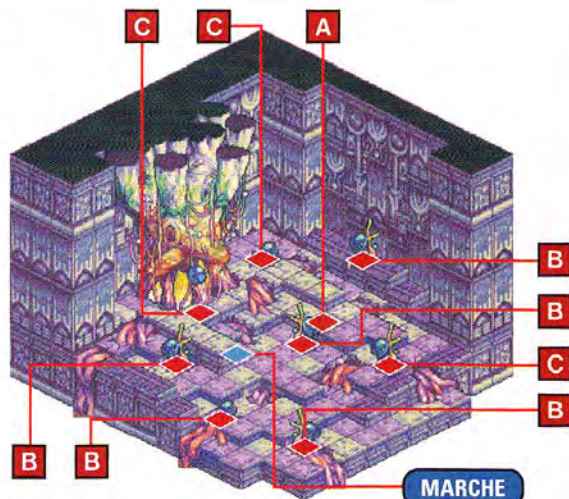
OBJECTIVE

Destroy all targets!

REWARDS

—

The second half of Scouring Time takes place after Marche has been arrested and taken to the royal palace. The mission is a mano-a-mano battle against Babus, followed by a lot of Exodus Fruit smashing.



RECOMMENDED MEMBERS

Babus will drain Marche's HP in no time, so you may want the Item ability equipped. If you're feeling lucky, give Marche Steal: Armor and try to take Babus's Lordly Robe—which teaches Absorb MP.

JOB	ABILITY
Fighter	Air Render

RECOMMENDED LAWS

Whatever laws were in effect for the first part of the mission will remain in effect during the second leg. There aren't any laws that effectively counter Babus' magic, so avoid laws that hinder your strategy, such as Items, Holy and Steal.

A RUNESEAKER (BABUS)	Level 21
ABILITIES	Explode Stillness Demi R Counter S Weapon Def+
EQUIPMENT	Lotus Mace Lordly Robe

B AVATAR (EXODUS FRUIT)	Level 18
ABILITIES	None
EQUIPMENT	None

C AVATAR (EXODUS FRUIT)	Level 18
ABILITIES	S Weapon Def+
EQUIPMENT	None



HEAL THYSELF

Babus knows Demi, which will drain half of your HP in a single turn. If you have Item as your second A-ability, you can heal the damage by using Hi-Potions or X-Potions. Normal potions aren't powerful enough to do the job.



Healing yourself is important, but it's easy to get bogged down in a battle where Babus attacks, Marche heals and the cycle repeats. If you have an Angel Ring available, equip Marche with it before the first battle. That way, if Babus takes him out, he will come back to life with half of his HP.

DISTANT RELATIONS

Babus also knows Counter, and his return strike can sap 50 HP from Marche in a single blow. Try to keep your distance when attacking the mage—Air Render will be particularly helpful, although it doesn't do as much damage as a full-on assault.



Once Babus is weakened—or if he misses with some of his magic and you have a large HP advantage—feel free to charge in and finish the job. After Babus is unconscious, run around the room and take out the Ultima Fruits with your sword.

MISSION 016

RANK 3

THE BIG FIND



ULADON BOG

REQUIREMENTS

Contract the mission and head for Ulodon Bog.

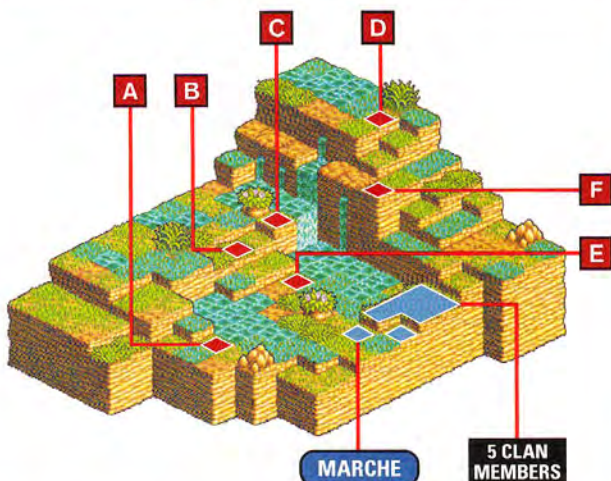
OBJECTIVE

Defeat all enemies!

REWARDS

20,400 Gil, 40 AP, 100 CP, Gotor Sands icon

If you've been running around stealing items willy-nilly from other hapless clans, it's time for some payback. The Big Find features not one, but TWO Thieves that spend their time running amok and taking your hard-earned equipment.



RECOMMENDED MEMBERS

Air Render is a great ability to use in the battle, as it crosses long distances and lets you attack people at high elevations. Try to bring a good combination of magic and weapon users.

JOB	ABILITY
Bishop	Air Render
Dagoon	Jump
Fighter	Air Render
Summoner	Kirin
Time Mage	Quicken
White Mage	Life

RECOMMENDED LAWS

You want the Steal law to be in effect. The enemies have decent gear, but nothing that's worth losing your equipment over. Try to avoid having Jump and Techniques in effect, as you won't be able to use many of your long-distance attacks otherwise.

A FIGHTER Level 18

ABILITIES

Rush
Air Render
Far Fist
Backdraft
R Bonecrusher

EQUIPMENT

Kwigon Blade
Leather Garb
Headband

B FIGHTER Level 19

ABILITIES

Wild Swing
Beatdown
Blitz
Item
R Strikeback

EQUIPMENT

Ogun Blade
Chain Plate
Spiked Boots

C BISHOP Level 17

ABILITIES

Cura
Dispel
Holy
R Return Magic

EQUIPMENT

Cure Staff
Survival Vest
Feather Boots

D BISHOP Level 18

ABILITIES

Barrier
Judge
Water
Aero
Break
S Half MP

EQUIPMENT

Garnet Staff
Black Robe
Wizard Hat

E THIEF Level 17

ABILITIES

Steal: Weapon
Steal: EXP
Steal: JP
Steal: Ability
S Maintenance

EQUIPMENT

Sword Breaker
Dark Gear
Thief Armlets

F THIEF Level 19

ABILITIES

Steal: Armor
Steal: Shield
Steal: Access
Steal: Weapon
R Counter

EQUIPMENT

Rondell Dagger
Wygar
Germinas

A THIEF IN THE DAY

The Big Find is the first battle where you have to worry about multiple Thieves, and if you don't take precautions, you're apt to be horribly disappointed. The easiest way to avoid the loss of a treasured item is to make stealing illegal.



If you choose not to outlaw Steal, make sure that anyone who knows Maintenance sets it as an S-ability—it will prevent equipment from being snatched.

DON'T CATCH IT ON THE REBOUND

Attack the weapon users with magic and vice versa. Be careful whom you choose to attack with what, as many of the enemies have abilities such as Strikeback and Return Magic, which will throw your attack right back at you.



The enemy units start the battle pretty close together, so it's a good fight in which to unleash a Summoner. If you're going to attack the Bishop that knows Return Magic, try wearing armor that neutralizes one type of magic, then summon the beast of that type.

MISSION 017

RANK 3

DESERT PATROL



REQUIREMENTS

Contract the mission and move to Gotor Sands.

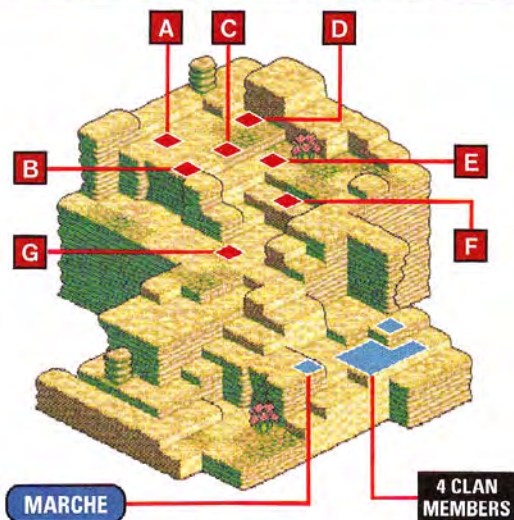
OBJECTIVE

Defeat all enemies!

REWARDS

21,400 Gil, 40 AP, 100 CP, Delia Dunes icon

Your brother, Doned, finally shows his face in Desert Patrol—and he's sold you out to the highest bidder! If you want to get to the bottom of the sibling rivalry, you'll have to take out a huge fighting force bent on your destruction.



RECOMMENDED MEMBERS

You're outnumbered in the mission, but not outgunned. Bring along party members who have mastered attacks that spread over a wide area or KO a foe in one shot.

JOB	ABILITY
Assassin	Rockseal
Black Mage	Thundaga
Fighter	Far Fist
Summoner	Ifrit
White Mage	Cura

RECOMMENDED LAWS

If Corner is forbidden, you won't be able to KO enemies with your Assassin. You'll probably need to heal as well, so make sure that Holy and Color Magic are on the up-and-up.

A SOLDIER Level 19

ABILITIES

Powerbreak
Mindbreak
Speedbreak
Mug

EQUIPMENT

Diamond Sword
Wygar Bracers

B GLADIATOR Level 20

ABILITIES

Fire Sword
Bolt Sword
Ice Sword
Strikeback

EQUIPMENT

Venus Blade
Brigandine
Gauntlets

C DEFENDER Level 20

ABILITIES

Tremor
Drop Weapon
Mow Down
Item

EQUIPMENT

Ragnarok
Carabini Mail
Cross Helm

D DRAGOON Level 19

ABILITIES

Lancet
Fire Breath
Bolt Breath
Bangaa Cry

EQUIPMENT

Dragon Whisker
Dragon Mail
Diamond Helm

E SOLDIER Level 18

ABILITIES

Powerbreak
Mindbreak
Magicbreak
Provoke
Monkey Grip

EQUIPMENT

Hardedge
Mirror Mail
Flame Shield

F BISHOP Level 18

ABILITIES

Cura
Dispel
Water
Break
Item
Return Magic

EQUIPMENT

Spring Staff
Flurry Robe
Wizard Hat

G WHITE MONK Level 17

ABILITIES

Whirlwind
Air Render
Earth Render
Far Fist
Counter

EQUIPMENT

Godhand
Ninja Gear

GANGING UP IS EASY TO DO

The enemy clan has a Bishop and a Defender among its ranks. Make them your first targets, or they will heal their injured comrades with magic and items. The Bishop is wearing a Flurry Robe, so don't attack with Ice magic or you'll heal him.



The Defender is a tough nut to crack, but keep pounding away until he falls. A good tactic is to surround him with multiple units so he can't flee and heal himself.

CROWDED HOUSE

The best way to take out enemies during the mission is by targeting them with abilities that deal damage to an area. Your Fighter's Far Fist ability fits the bill, as does any attack from your Black Mage or Summoner.



Most of the enemy units are weak against magic, so stack your party with magic users and hit them where it hurts. You'll be in for a long fight if you try to match steel with steel.

MISSION 018

RANK 3

QUIET SANDS



DELIA DUNES

REQUIREMENTS

Contract the mission for 4,500 Gil and head to Delia Dunes.

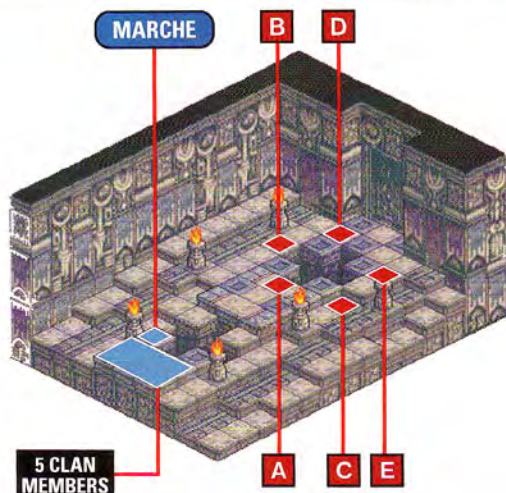
OBJECTIVE

Defeat the boss!

REWARDS

22,600 Gil, 80 AP, 100 CP, Materiwood icon

The Quiet Sands mission is one of the few that has two parts—plan ahead for back-to-back battles. Your clan must face a mysterious young man, Llednar, and his guards. Steal what you can and survive a few rounds of battle against the invincible foe to win.



RECOMMENDED MEMBERS

Pick the Item ability for Marche before you enter Delia Dunes for the mission. Dispatch two Thieves—one with Steal: Armor and one with Steal: Helm—to lift some rare and useful pieces of equipment from your foes.

JOB	ABILITY
Juggler	Ring
Paladin	Defense
Red Mage	Sleep
Thief	Steal: Armor
Thief	Steal: Helm
Time Mage	Quicken

RECOMMENDED LAWS

The World Laws during the first part of Quiet Sands don't matter as much as they do for the second part. Avoid entering the first battle when the Holy, Items or Techniques laws are in place.

A BISKMATAR (LLEDNAR) Level 23

ABILITIES
Abyss Life Render Ripcircle Furycircle
EQUIPMENT
SaveTheQueen Maximillian Bangaa Helm Caligula

B TEMPLAR Level 20

ABILITIES
Astra Warcry Rasp Haste R Bonecrusher
EQUIPMENT
Lohengrin Opal Armor Cross Helm

C TEMPLAR Level 21

ABILITIES
Silence Soul Sphere Haste Lifebreak S Weapon Atk+
EQUIPMENT
Kain's Lance Dragon Mail Diamond Helm

D TITANIA Level 19

ABILITIES
Angel Whisper LV?D Holy
EQUIPMENT
None

E TITANIA Level 20

ABILITIES
Angel Whisper LV?D Holy
EQUIPMENT
None

LLEDNAR DISREGARDS THE LAW

At the beginning of the battle, Judgmaster Cid will forbid Llednar from using his Omega ability because it risks breaking the crystal nearby. After a few rounds of battle, Llednar will disregard Cid's law—Judgmaster Cid will throw Llednar in prison.



Your foes, especially Llednar, have some very nice equipment. You have only a few rounds of battle before the end, so steal what armor and helms you can before time runs out!

WHAT THE HEY?

The Titania have a bizarre ability called LV?D Holy. If the day of the month shares a digit with the experience level of any unit, the character will suffer Holy damage when the spell is cast. If you want to avoid it, do some quick math before the fight.



LV?D Holy is a Holy-attribute spell. Equip any members you dispatch with Holy-absorbing Armor or Shields to protect them from taking heavy damage from the spell.

MISSION 018

RANK 3

QUIET SANDS 2



REQUIREMENTS

—

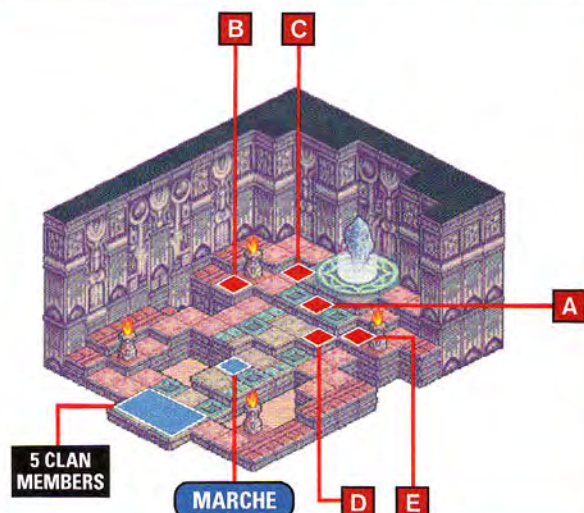
OBJECTIVE

Defeat the boss!

REWARDS

—

After Marche and the clan battle Lidenar, Judgemaster Cid takes Marche to see the final Totema (the Human one), Mateus. You must battle Mateus and its Vampire guardians alone. Watch Marche's health—if he faints, you'll lose the battle.



RECOMMENDED MEMBERS

Select the Item ability for Marche so that he can heal himself during the battle. Dispatch at least two White Mages—one with Life and another with Cura or Curaga to aid your units and to harm the Vampires.

JOB	ABILITY
Dragoon	Bangaa Cry
Fighter	Far Fist
Fighter	Far Fist
Time Mage	Quicken
White Mage	Cura
White Mage	Life

RECOMMENDED LAWS

The World Laws that were in effect during the first part of Quiet Sands will also apply to Quiet Sands 2. If Holy and Techniques are forbidden, the battle will be much tougher. Remember that Holy spells will do a great deal of damage to Dark-attribute monsters, such as Vampires.

A TOTEMA (MATEUS) Level 24

ABILITIES
Spellbind Breath of God Star Cross Thundaga S Weapon Atk+
EQUIPMENT
None

B VAMPIRE Level 21

ABILITIES
Miasma Zombify R Block Arrows
EQUIPMENT
None

C VAMPIRE Level 22

ABILITIES
LV? S-Flare Zombify
EQUIPMENT
None

D VAMPIRE Level 22

ABILITIES
LV? S-Flare Miasma S Weapon Atk+
EQUIPMENT
None

E VAMPIRE Level 21

ABILITIES
Miasma Zombify
EQUIPMENT
None

FOCUS ALL ATTACKS ON MATEUS

The Vampires are undead creatures who can rise from the grave. Three rounds after you knock them out, they will reanimate and join the battle again. Focus all your attacks on Mateus—if you knock out the Totema, you'll end the battle.



Mateus, the Human Totema, has over 400 HP and good defense. Assault Mateus with units that have high Attack ratings, such as Fighters and Dragoons, to do the most damage.

USE HOLY-ATTRIBUTE ATTACKS

The enemy Vampires are weak to all Holy spells since their attribute is Dark. When you cast Cure, Cura, Curaga or Life on a Dark-attribute monster, it deals heavy damage instead of healing or reviving the foe.



Position hurt units around the Vampires so that when you cast Cura on the Vampire to hurt it, you heal your units in the process. You'll get two benefits from the spell for the price of one!

MISSION 019

RANK 3

MATERITE NOW!



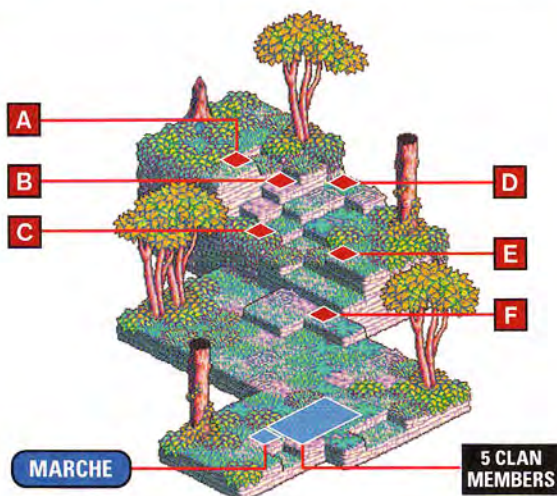
MATERIWOOD

REQUIREMENTS Contract the mission and travel to Materiwood.

OBJECTIVE Defeat all enemies!

REWARDS 23,400 Gil, 40 AP, 100 CP, Bervenia Palace icon

Marche must find some Materite so Nono can create a gift for Present Day. Bandits have been tipped off about Materiwood and plan to steal Materite from any who enter. All the enemies are Viera, who have exceptionally high Move and Evade ratings.



RECOMMENDED MEMBERS

What better way to take care of a band of robbers than to rob them blind? Dispatch two clan Thieves—one with the Steal: Weapon ability and one with Steal: Helm—to snap up the rare items your foes carry.

JOB	ABILITY
Draagoon	Bangaa Cry
Fighter	Far Fist
Red Mage	Sleep
Thief	Steal: Helm
Thief	Steal: Weapon
White Mage	Cura

RECOMMENDED LAWS

Disable the enemy's Assassin and Summoner by engaging them under the World Laws that forbid the Corner and Summon abilities. If you plan on stealing your foes' nice equipment, don't fight them when the World Laws forbid the use of Steal abilities.

A SUMMONER Level 21

ABILITIES
Ifrid Ramuh Carbuncle Madeen S Half MP
EQUIPMENT
Cheer Staff Thunder Robe Magic Ring

B WHITE MAGE Level 20

ABILITIES
Curaga Esuna Full-Life Shell
EQUIPMENT
Pure Staff Mirage Vest

C ELEMENTALIST Level 23

ABILITIES
Shining Air Evil Gaze Heavy Dust Sliprain R Absorb MP
EQUIPMENT
Joyeuse Rubber Suit Ribbon

D RED MAGE Level 18

ABILITIES
Fire Thunder Sleep Poison Doublecast S Magic Pow+
EQUIPMENT
Madu Brint Set Gold Hairpin

E SNIPER Level 21

ABILITIES
Doom Archer Aim: Armor Aim: Weapon Aim: Wallet R Auto-Regen
EQUIPMENT
Nike Bow Bone Plate Red Boots

F ASSASSIN Level 23

ABILITIES
Shadowbind Last Breath Ague Oblivion R Return Fire
EQUIPMENT
Masamune Ninja Gear Genji Armlets

RIBBON & MADU THIEVES

Sometimes the only way to get your hands on rare items is to steal them. Your enemies in Materiwood have two such items that your clan could really use. The Red Mage has a Madu, and the Elementalist has a Ribbon. Use your Thieves to steal the two items.



The Madu will allow any Red Mage to learn the Doublecast ability. The Ribbon is special headgear that protects the wearer from all status effects.

SET YOUR OWN LAWS

If there is at least one empty Law slot open, you can use Law cards to disable more enemies, such as the Summoner, Assassin or Sniper. The enemy Assassin's Last Breath ability has a chance of instantly knocking out a unit, and the Summoner will do heavy damage to your clan.



Use your Law cards to disable enemies during battle. If you use a Law card that forbids Missile, you will disable the enemy Sniper. A Law card that forbids Counter will stop the enemy Assassin short.

MISSION 020

RANK 3

PRESENT DAY



BERVENIA PALACE

REQUIREMENTS

Travel to Bervenia Palace.

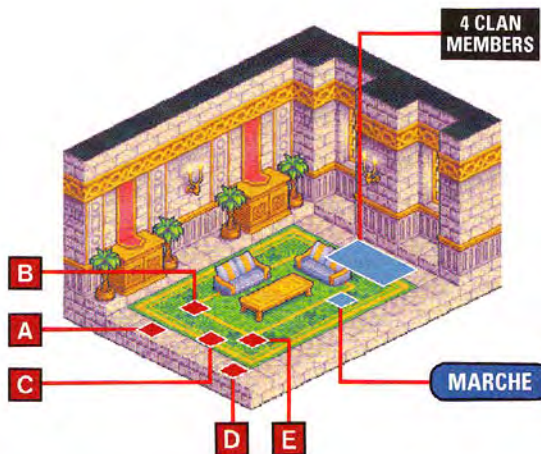
OBJECTIVE

Defeat all enemies!

REWARDS

25,000 Gil, 80 AP, 100 CP, Tubola Cave

A concerned citizen tipped the guards off about Marche's presence in Bervenia Palace. The guards have Marche and the clan cornered—you have no choice but to fight if you hope to meet with Mewt. Beware of the powerful Alchemist and his Death spell.



RECOMENDED MEMBERS

Some of the enemies you face in Bervenia Palace have rare weapons. Use a Soldier's Sensor ability or a Mog Knight's Mog Peek ability to find hidden weapons, then use a clan Thief with the Steal: Weapon ability.

JOB	ABILITY
Juggler	Ring
Red Mage	Sleep
Soldier	Sensor
Thief	Steal: Weapon
White Mage	Life

RECOMENDED LAWS

Avoid entering Bervenia Palace when the World Laws forbid the use of the Steal abilities or status ailments. You will want to steal your enemies' weapons and put the strong guards to sleep.

A ALCHEMIST Level 21

ABILITIES
 Death
 Flare
 Poison
 Toad
 Magic Pow+

EQUIPMENT
 Life Crosier
 Gaia Gear
 Feather Cap
 Scorpion Tail

B GLADIATOR Level 23

ABILITIES
 Wild Swing
 Fire Sword
 Bolt Sword
 Ice Sword
 Strikeback

EQUIPMENT
 Ogun Blade
 Brigandine
 Gauntlets

C MOG KNIGHT Level 22

ABILITIES
 Mog Attack
 Mog Lance
 Mog Rush
 Mog Shield
 Mog Aid

EQUIPMENT
 Pearl Blade
 Platemail
 Cross Helm
 Materia Blade

D GLADIATOR Level 22

ABILITIES
 Rush
 Beatdown
 Blitz
 Strikeback

EQUIPMENT
 Venus Blade
 Brigandine
 Bracers

E TEMPLAR Level 24

ABILITIES
 Astra
 Warcry
 Rasp
 Haste
 Bonecrusher

EQUIPMENT
 Lionheart
 Platemail
 Opal Helm

MARCHE MUST CONTINUE ALONE

You will not be allowed to save in between the Present Day and Present Day 2 missions. Marche will have to face Llednar alone in Present Day 2, so prepare him with the right equipment and abilities (such as Item) beforehand.



If you have an Angel Ring, equip Marche with it. If he gets knocked out in Present Day 2, the Angel Ring will instantly revive him. Dash Boots are also a good accessory choice for the battle ahead.

DETECT AND STEAL!

There are two ways to find hidden weapons. Either use an ability such as a Fighter's Sensor or a Mog Knight's Mog Peek, or simply use a Thief to steal the weapon the enemy is holding, then wait for the enemy to equip its hidden item.



The Mog Knight and the Alchemist are carrying two rare weapons, the Materia Blade and the Scorpion Tail. Both weapons are must-haves for your clan.

MISSION 020

RANK 3

PRESENT DAY 2



BERVENIA PALACE

REQUIREMENTS

—

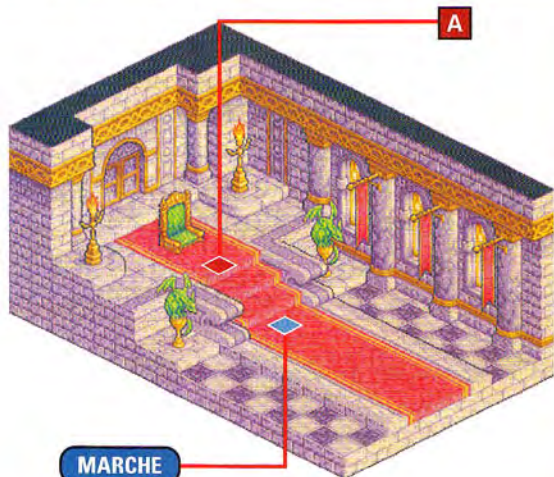
OBJECTIVE

Survive!

REWARDS

—

Marche must face Llednar one-on-one in the Bervenia Palace throne room. You have no hope of harming the mysterious and powerful Llednar, so you must stall until Judgemaster Cid arrives to help you. Your only objective is to survive as you await Cid.



RECOMMENDED MEMBERS

If Marche hasn't learned any Thief abilities yet, now is a great time to start! Have Marche use the Thief's Steal: Weapon ability to disarm Llednar. Also give Marche the ability to use items for the battle.

JOB	ABILITY
Thief	Steal: Weapon

RECOMMENDED LAWS

There are no World Laws during the Present Day 2 mission. Therefore, you can't use any Law or Antilaw cards.

A BISKMATAR (LLEDNAR)

Level 26

ABILITIES

Omega
Abyss
Ripcircle
Furycircle
R Counter

EQUIPMENT

SaveTheQueen
Maximillian
Bangaa Helm
Caligula



DISARM LLEDNAR

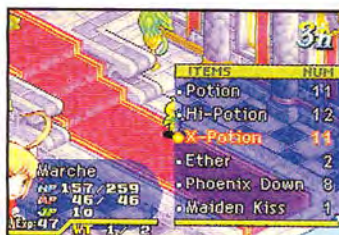
The powerful combination of Llednar's mighty blade, SaveTheQueen, and his Omega ability is unmatched. If you steal Llednar's weapon, you will decrease his attack power substantially. Disarm your foe, or plan on keeping your distance.



Llednar's signature ability, Omega, is a high-power attack that strikes anyone near him. Keep your distance from Llednar so he won't be able to use Omega on you.

X-POTIONS TO THE RESCUE

If Llednar strikes Marche, he will be hurt pretty badly. X-Potions are the most effective healing items you can use in the mission since the only objective is to stay alive until Judgemaster Cid arrives.



If Marche becomes injured as he tries to stall Llednar, back away from the foe and heal with an X-Potion to restore a significant amount of health. Don't try to stand toe-to-toe with Llednar for any reason. You can't harm him.

MISSION 021

RANK 3

HIDDEN VEIN



TUBOLA CAVE

REQUIREMENTS

Contract the mission and head to Tubola Cave.

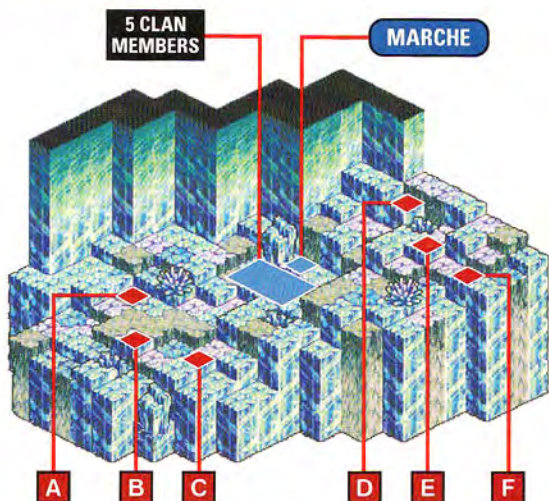
OBJECTIVE

Defeat all enemies!

REWARDS

26,200 Gil, 40 AP, 100 CP, Deti Plains icon

As you search for a natural Asterite vein, your clan will be jumped by enemies who don't take kindly to your presence in the area. You'll be surrounded on all sides with no other option than to fight! What could they be hiding?



RECOMMENDED MEMBERS

Marche has high Attack power and Weapon Defense, so he is an ideal candidate for jobs such as Fighter and Paladin. Change Marche into a Fighter and dispatch a White Mage with Esuna to cure status ailments.

JOB	ABILITY
Dragoon	Bangaa Cry
Fighter	Far Fist
Gunner	Stopshot
Summoner	Ramuh
Thief	Steal: Weapon
White Mage	Esuna

RECOMMENDED LAWS

Avoid entering Tubola Cave for the Hidden Vein mission when the Summoning, Color Magic, Holy or Items World Laws are in place. You'll need your Summoner (or an Illusionist) to cast spells that will harm all enemies, and your White Mage to cure status ailments.

A **WHITE MONK** Level 25

ABILITIES

Earth Render
Far Fist
Chakra
Revive
R Counter

EQUIPMENT

Survivor
Judo Uniform
Feather Boots

B **ANIMIST** Level 26

ABILITIES

Sheep Count
Tail Wag
Friend
R Block Arrows

EQUIPMENT

Black Quena
Survival Vest
Thief Hat

C **BLUE MAGE** Level 25

ABILITIES

Twister
Bad Breath
Roulette
White Wind
R Damage > MP
S Immunity

EQUIPMENT

Harpe
Mirage Vest
Feather Cap

D **MOG KNIGHT** Level 25

ABILITIES

Mog Guard
Mog Rush
Mog Shield
Mog Peek
Mog Aid
R Last Haste

EQUIPMENT

Paraiba Blade
Power Sash
Iron Helm

E **SAGE** Level 26

ABILITIES

Drain
Giga Flare
Bio
R Reflex

EQUIPMENT

Scorpion Tail
Survival Vest

F **JUGGLER** Level 24

ABILITIES

Hurl
Firebomb
Dagger
Smile
R Catch

EQUIPMENT

Orichalcum
Bone Plate

STOP ENEMIES IN THEIR TRACKS

Enemies that inflict status ailments can cause all sorts of problems for your units. Before enemies such as the Sage and Blue Mage can hinder your units, knock them out of action! Powerful long-range attacks are the best for picking off pesky enemies.



The Gunner ability, Stopshot, is one of the most useful skills for disabling enemies quickly and from a distance. It causes damage and stops the enemy in its tracks for a few rounds of battle.

AIM FOR THE CROWD

Use one of your clan's Summoners to cast powerful area-effect spells that damage many enemies at once. Summon spells are especially useful for situations in which you are surrounded by powerful enemies and you need to take out as many as possible.



Summoners and Illusionists have the ability to hit many or all of the enemies with one powerful spell. Summon and Phantasm spells eat up a large amount of MP, so use them sparingly.

MISSION 022

RANK 3

TO AMBERVALE



DETI PLAINS

REQUIREMENTS

Move to Deti Plains after you receive Judgemaster Cid's message.

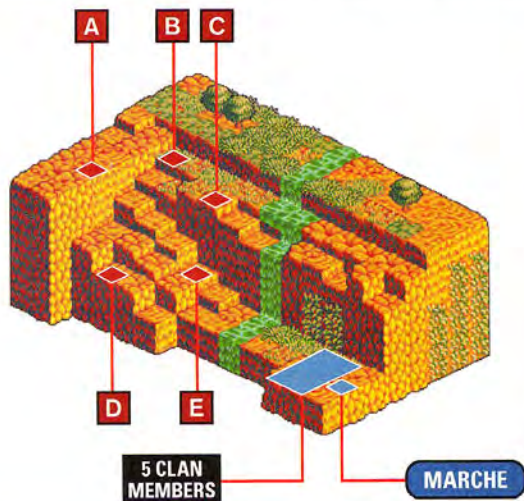
OBJECTIVE

Defeat all enemies!

REWARDS

27,000 Gil, 40 AP, 100 CP, Siena Gorge icon

After receiving an urgent message from Judgemaster Cid, Marche and the clan head to Deti Plains to meet him. Instead, they are greeted by a group of savage monsters! Deti Plains has a narrow layout—guard in the front and cast area-effect spells from the rear.



RECOMMENDED MEMBERS

Dispatch a Summoner with Ifrit and a Black Mage with Thundaga or Blizzaga to do wide-range damage. Guard the weaker units with a Paladin and a Defender. Toss in a White Mage with Protect for added defense.

JOB	ABILITY
Black Mage	Thundaga
Defender	Guard
Fighter	Far Fist
Paladin	Guard
Summoner	Ifrit
White Mage	Protect

RECOMMENDED LAWS

Avoid engaging the monsters in Deti Plains when the law forbids Summon Magic, Color Magic or Dmg2: Animal—you'll have a hard time damaging the powerful foes. If you enter Deti Plains when the Status law is active, the monsters won't be able to use their status-ailment abilities on you.

A
BIG MALBORO
Level 26

EQUIPMENT
None

ABILITIES
Bad Breath
Soundwave

B
LILITH
Level 26

EQUIPMENT
None

ABILITIES
Twister
Poison Fang
Kiss

C
THUNDRAKE
Level 27

EQUIPMENT
None

ABILITIES
Bolt Breath
S Geomancy

D
JAWBREAKER
Level 25

EQUIPMENT
None

ABILITIES
LV3 Def-less
LV5 Death
Suffocate
R Block Arrows
S Weapon Atk+

E
COEURL
Level 26

EQUIPMENT
None

ABILITIES
Blaster
S Reveal
R Block Arrows

JAWBREAKER'S LV5 DEATH ABILITY

The enemy Jawbreaker has an ability called Lv5 Death that is especially dangerous. Lv5 Death can instantly knock out any unit whose level is a multiple of five. If you have any units who would fall under the spell's rule, focus all your firepower on taking out the Jawbreaker first.



The enemy Jawbreaker can use Lv5 Death only if at least one of your units' levels is a multiple of five. Check your units' levels before the battle to avoid the spell completely.

CREATE A BLOCKADE

The mighty monsters could make quick work of weaker units such as your Black Mage and Summoner if you aren't careful. Block the enemies on the narrow field with your Paladin and Dragoon, then have all units with ranged abilities attack from a safe distance.



Instead of dispatching a Fighter with the Far Fist ability, try dispatching an Archer with Blackout—both are very effective. If you plan on using status ailments to fight the monsters, make sure the Status law isn't in effect.

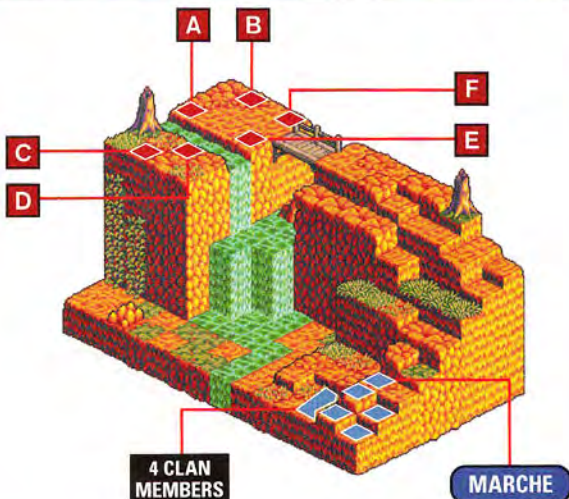
MISSION 023

RANK 3

OVER THE HILL



SIENA GORGE

REQUIREMENTS Travel to Siena Gorge.**OBJECTIVE** Defeat the boss!**REWARDS** 28,600 Gil, 80 AP, 100 CP, Ambervale icon

RECOMMENDED MEMBERS

Dispatch two Thieves to facilitate the stealing spree—one with Steal: Helm and one with Steal: Weapon. To speed up your dispatched units, bring along a Time Mage with Quicken or a Juggler with Smile.

JOB	ABILITY
Red Mage	Sleep
Templar	Rasp
Thief	Steal: Helm
Thief	Steal: Weapon
Time Mage	Quicken
White Mage	Cura

RECOMMENDED LAWS

The enemy Summoner will cause a real headache if she is left to cast her spells freely. Preempt her by entering Siena Gorge when the law forbids Summon Magic. You can also cripple the Assassin and Shara by disabling Missile. Avoid entering when the World Law forbids Status or Holy.

A SUMMONER Level 28

ABILITIES

Ifrit
Ramuh
Shiva
Phoenix
Maden
S Half MP

EQUIPMENT

Nirvana Staff
Silver Coat
Galmia Shoes

B ELEMENTALIST Level 28

ABILITIES

Fire Whip
White Flame
Shining Air
Heavy Dust
Elemental Shift
R Absorb MP

EQUIPMENT

Madu
Minerva Plate
Gold Hairpin

C FENCER Level 28

ABILITIES

Swallowtail
Piercethrough
Nighthawk

EQUIPMENT

Madu
Brigandine
Gold Hairpin

D ASSASSIN Level 28

ABILITIES

Last Breath
Aphonia
Rockseal
Oblivion
R Return Fire

EQUIPMENT

Max's Oathbow
Rubber Suit
Ninja Tabi

E RED MAGE (RITZ) Level 30

ABILITIES

Fire
Thunder
Blizzard
Sleep
Doublecast
R Catch
S Magic Pow+

EQUIPMENT

Femme Fatale
Brint Set
Ribbon

F SNIPER (SHARA) Level 29

ABILITIES

Death Sickle
Doom Archer
Aim: Armor
Aim: Weapon
R Auto-Regen

EQUIPMENT

Seventh Heaven
Galmia Set
Ribbon

RIBBON THEFT

Ritz and Shara both wear Ribbons—the rare helms nullify all status ailments. The Ribbons would be valuable assets to your clan. Use a clan Thief with Steal: Helm to pluck the Ribbons from their hair. After the prizes are yours, put Ritz to sleep.



Ritz will use Doublecast throughout the battle, pummeling your units with powerful Red Mage spells. She is impervious to all status ailments as long as she wears her Ribbon. Steal the Ribbon, then put her to sleep while you steal her units' armor.

USING LAW COMBINATIONS

If you choose to engage Ritz and her clan while the law forbids Missile, you'll still have to deal with her Summoner. There's only one way to blunt the enemy Summoner, Assassin and Sniper all at once. Use the World Law and a Law card together!



Bring either a Summon or Missile Law card with you to Siena Gorge. Couple the Law card with either the Missile or Summon Magic World Law (to take the place of whichever card you didn't bring); Ritz will never know what hit her!

MISSION 024

RANK 3

ROYAL VALLEY



AMBERVALE

REQUIREMENTS

Move to Ambervale.

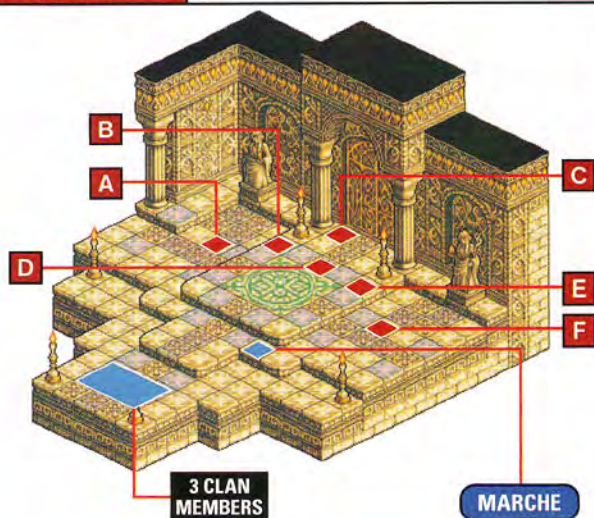
OBJECTIVE

Defeat the boss!

REWARDS

—

Marche enters Royal Valley in Ambervale for his final confrontation. There are three consecutive Royal Valley missions, and the World Laws that are in place when you enter Ambervale will remain throughout all three battles. Prepare yourself before entering!



RECOMMENDED MEMBERS

Judgemaster Cid destroyed the Fortune Law that made Llednar invincible, but he is still very strong. Dispatch units that have high Attack ratings, such as a Dragoon, and a Ninja. Also bring a White Mage with Auto-Life.

JOB	ABILITY
Dragoon	Jump
Ninja	Double Sword
Red Mage	Doublecast
White Mage	Auto-Life

RECOMMENDED LAWS

Many of the enemies that Llednar summons to his side during the battle have Skill A-abilities. Enter Ambervale with Skill forbidden to disable some of their stronger attacks. Bring along a Target All Law card if you can get your hands on one—it will be useful for the battles ahead.

A CUNNER Level 27

ABILITIES
Charmshot Blindshot Silentshot Stopshot
EQUIPMENT
Outsider Dark Gear Thief Hat

B NINJA Level 29

ABILITIES
Throw Fire Veil Earth Veil Water Veil Oblivion R Last Haste S Double Sword
EQUIPMENT
Masamune Zanmato Wyggar Dash Boots

C ILLUSIONIST Level 28

ABILITIES
Prominence Tempest Stardust Soil Evidence Wild Tornado R Absorb MP S Half MP
EQUIPMENT
Force Rod Light Robe Wizard Hat

D BISKMATAR (LLEDNAR) Level 30

ABILITIES
Omega Abyss Life Render Heart Render Ripcircle Furycircle
EQUIPMENT
Excalibur Peytral Genji Armlets Caligula

E ASSASSIN Level 27

ABILITIES
Aphonia Nightmare Ague Rockseal Oblivion R Return Fire
EQUIPMENT
Masamune Bone Plate Thief Armlets

F ALCHEMIST Level 28

ABILITIES
Death Rasp Flare Toad S Magic Pow+
EQUIPMENT
Lotus Mace Gaia Gear

LLEDNAR THE BISKMATAR

Llednar may have been weakened by Judgemaster Cid's powerful Anti-law card, but he is still very magic-resistant. Being a Mageknight, Llednar will simply absorb any offensive magic attacks. The only way to damage your foe is to strike him with weapons.



Llednar has no Reaction ability, so your units can attack him at close range without suffering any consequences. With your four members (counting Marche) against six foes, you'll want to take out Llednar as quickly as possible to end the battle. Consider using a Ninja with Metal Veil to blind Llednar.

KO PREVENTION: AUTO-LIFE

You can dispatch only three units besides Marche for the first Royal Valley mission; Babus accompanies, but he is unconscious when you enter Royal Valley, and you can't revive him. Use a White Mage to cast Auto-Life on your units early in the battle.



White Mages can learn the incredibly useful Auto-Life spell from the Cheer Staff. The battle against Llednar is one of the toughest ones yet—cast Auto-Life on your units; they will automatically be revived if they are knocked out.

MISSION 024

RANK 3

ROYAL VALLEY 2&3



AMBERVALE

REQUIREMENTS

—

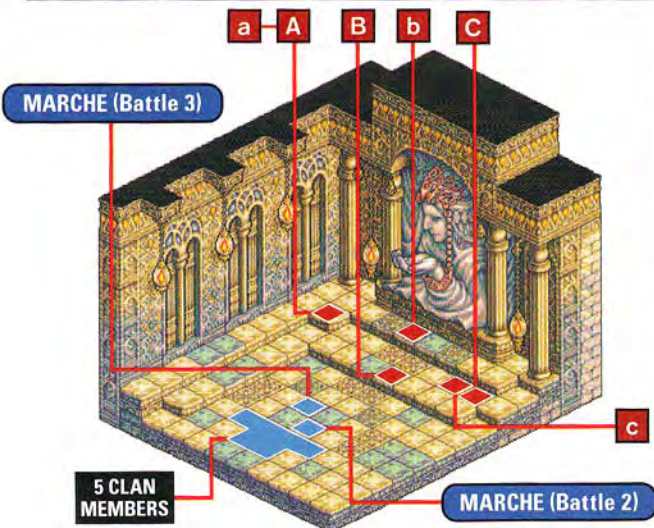
OBJECTIVE

Defeat the boss!

REWARDS

—

Your final confrontation with Queen Remedi awaits. Remedi (in her Battle Queen and Li-Grim forms) is a Holy-based creature—if you use Holy spells, abilities or weapons on her, you will heal her. Prepare yourself for tough back-to-back battles.



RECOMMENDED MEMBERS

Dispatch your hardest-hitting units, such as a Dragoon with Jump and Ninjas with Double Sword. Take one White Mage with Auto-Life, and a Time Mage with Quicken or a Juggler with Smile to speed up your turns.

JOB	ABILITY
Dragoon	Jump
Ninja	Double Sword
Ninja	Double Sword
Red Mage	Doublecast
Time Mage	Quicken
White Mage	Auto-Life

RECOMMENDED LAWS

The World Laws from the first Royal Valley mission carry over to the second and third. If Target All is forbidden (either through the World Law or a Law card), some of Remedi's and her allies' most powerful attacks will be nullified. Be careful—Remedi can change the laws at will.

A **DEPHS** (ADREMMALECH) **Level 28**

ABILITIES
Lightspeed Firestream Howl of Rage Soul Sphere R Counter
EQUIPMENT
None

B **BATTLE QUEEN** (REMEDI) **Level 29**

ABILITIES
None
EQUIPMENT
None

C **DEPHS** (FAMFRIT) **Level 28**

ABILITIES
Breath of God Lightspeed Presence Demi Slow R Counter
EQUIPMENT
None

a **DEPHS** (MATEUS) **Level 28**

ABILITIES
Spellbind Breath of God Star Cross Thundaga
EQUIPMENT
None

b **LI-GRIM** (REMEDI) **Level 36**

ABILITIES
Lawshift Amber Gleam Omega Alpha Descent Magi
EQUIPMENT
None

c **DEPHS** (MATEUS) **Level 28**

ABILITIES
Spellbind Breath of God Star Cross Thundaga
EQUIPMENT
None

A B C appear in Royal Valley 2.

a b c appear in Royal Valley 3.

QUICKEN AND STRIKE

Use a clan Time Mage with Quicken or a Juggler with Smile to speed up your strongest units. The key to defeating Remedi in both of her forms is to hit her hard and fast. Focus all your efforts on knocking her out—her allies will go down with her.



When battling Remedi, cast Quicken or Smile on your units that have the highest Weapon Attack. The right equipment can also help—use Holy shields on any characters who can use them, but don't equip Holy weapons (such as the Excalibur), or you won't be able to hurt her.

WORK TOGETHER!

Remedi's Li-Grim form has very high HP and Magic Attack. You could whittle her down with individual attacks, but her spells are disastrous if she gets a chance to cast them. Surround the Li-Grim and use Combo attacks to do the most damage.



Focus on keeping your units alive and dealing the greatest damage possible to the Li-Grim with chained Combo attacks—you can perform powerful ones if you can surround the Li-Grim with three or more units.

MISSION-ITEM SUBQUESTS

Some items and equipment in Ivalice are incredibly rare and exceptionally strong. Such things take quite a bit of time and work to obtain, but they're well worth it. Follow the chain of Subquests below to collect the special Mission Items you must combine to make the rare items. Each Subquest will appear in a pub as you progress through the story.

REQ. ITEM & REWARD

REQ. ITEM
The required item is the Mission Item you must possess in order to contract the mission from the pub.

REWARD
You'll receive an item as a reward after you complete the mission successfully.

MISSION NAME	
MISSION NUMBER	PAGE COVERED
MISSION 145	GOBLIN TOWN Pg. 136
REQ. ITEM	MYTHRIL PICK
REWARD	MONSTER GUIDE



MISSION-ITEM COMBINATION SUBQUESTS

To acquire the fabled items of Ivalice (listed in red below), you must collect and combine the Mission Items that appear in red on pages 100-103. To combine the Mission Items, you must complete the Sub-

quests listed below. Read each one's detailed information on the page listed in the top bar of the chart. For complete information on each required Mission Item, check the page listed beside its name.

MISSION 285	BLADE & TURTLE	Pg. 146
REQ. ITEMS	Broken Sword (page 101) & Adaman Alloy (page 102)	
REWARD	ADAMAN BLADE	

MISSION 098	THE HERO BLADE	Pg. 128
REQ. ITEMS	Rusty Sword (page 101) & Mysidia Alloy (page 102)	
REWARD	EXCALIBUR2	

MISSION 097	THE DARK BLADE	Pg. 128
REQ. ITEMS	Bent Sword (page 101) & Spiritstone (page 102)	
REWARD	EBON BLADE	

MISSION 293	MINSTREL SONG	Pg. 146
REQ. ITEMS	Stradivari (page 101) & Black Thread (page 101)	
REWARD	DARK FIDDLE	

MISSION 286	VALUABLE FAKE	Pg. 146
REQ. ITEMS	Bent Sword (page 101) & Rainbowite (page 134)	
REWARD	NAGRAROK	

MISSION 284	BEASTLY GUN	Pg. 146
REQ. ITEMS	Insignia (page 103) & Ally Finder2 (page 103)	
REWARD	CALLING GUN	

RANDOM REWARDS

Some rewards, such as Mission Items and AP, are static. But many Subquests also yield random rewards, ranging from items to weapons to armor to cards. Each time you accept such a Subquest from a pub, the random rewards may be different. So, you and a friend could complete the same mission but receive different random rewards.



Most Subquests yield random rewards each time you accept them from the pub. You can do some Subquests more than once to get different random rewards.

BROKEN SWORD & BENT SWORD

MISSION 166	RUNAWAY BOY	Pg. 137
REQ. ITEM	BLACK THREAD	
REWARD	STASIS ROPE	

MISSION 232	NOVEL ASCENT	Pg. 142
REQ. ITEM	STASIS ROPE	
REWARD	RUNBA'S TALE	

MISSION 233	SHOWER	Pg. 142
REQ. ITEM	—	
REWARD	RUNBA'S TALE	

MISSION 189	WHY AM I WET?	Pg. 139
REQ. ITEM	—	
REWARD	BROKEN SWORD	

MISSION 156	INSPIRATION	Pg. 137
REQ. ITEM	RUNBA'S TALE	
REWARD	BROKEN SWORD	

MISSION 157	COO'S BREAK	Pg. 137
REQ. ITEM	RUNBA'S TALE	
REWARD	BENT SWORD	

MISSION 190	RUN WITH US	Pg. 139
REQ. ITEM	—	
REWARD	BENT SWORD	

RUSTY SWORD & STRADIVARI

MISSION 167	MAD ALCHEMIST	Pg. 137
REQ. ITEM	—	
REWARD	MYTHRIL PICK	

MISSION 145	GOBLIN TOWN	Pg. 136
REQ. ITEM	MYTHRIL PICK	
REWARD	MONSTER GUIDE	

MISSION 219	RUBBER OR REAL	Pg. 141
REQ. ITEM	MONSTER GUIDE	
REWARD	BOMB SHELL	

MISSION 218	HELP DAD	Pg. 141
REQ. ITEM	—	
REWARD	BOMB SHELL	

MISSION 188	TUTOR SEARCH	Pg. 139
REQ. ITEM	—	
REWARD	RUSTY SWORD	

MISSION 155	HONOR LOST	Pg. 137
REQ. ITEM	BOMB SHELL	
REWARD	RUSTY SWORD	

MISSION 170	CHEAP LAUGHS	Pg. 138
REQ. ITEM	BOMB SHELL	
REWARD	TONBERRY LAMP	

MISSION 148	YOU, IMMORTAL	Pg. 136
REQ. ITEM	TONBERRY LAMP	
REWARD	STRADIVARI	

BLACK THREAD

MISSION 202	RUINS SURVEY	Pg. 140
REQ. ITEM	—	
REWARD	ANCIENT MEDAL	

MISSION 143	THE LAST DAY	Pg. 136
REQ. ITEM	ANCIENT MEDAL	
REWARD	HOMEWORK	

MISSION 210	LIFE OR DEATH	Pg. 140
REQ. ITEM	HOMEWORK	
REWARD	BLACK THREAD	

MISSION 201	THE SKYPOLE	Pg. 140
REQ. ITEM	—	
REWARD	ANCIENT MEDAL	

MISSION 209	THE WITNESS	Pg. 140
REQ. ITEM	—	
REWARD	BLACK THREAD	

MISSION 208	MATH IS HARD	Pg. 140
REQ. ITEM	—	
REWARD	BLACK THREAD	



ADAMAN ALLOY & MYSIDIA ALLOY

MISSION 207	METAL HUNT	Pg. 140
REQ. ITEM	—	
REWARD	ADAMANTITE	

MISSION 103	MYTHRIL RUSH	Pg. 130
REQ. ITEM	—	
REWARD	SILVRIL	

MISSION 204	SEEKING SILVER	Pg. 140
REQ. ITEM	—	
REWARD	SILVRIL	

MISSION 131	ADAMAN ALLOY	Pg. 135
REQ. ITEM	ADAMANTITE X2	
REWARD	ADAMAN ALLOY	

MISSION 184	ADAMAN ORDER	Pg. 139
REQ. ITEM	ADAMANTITE X2	
REWARD	ADAMAN ALLOY	

MISSION 185	MAGIC MYSIDIA	Pg. 139
REQ. ITEM	ADAMANTITE & SILVRIL	
REWARD	MYSIDIA ALLOY	

MISSION 132	MYSIDIA ALLOY	Pg. 135
REQ. ITEM	ADAMANTITE & SILVRIL	
REWARD	MYSIDIA ALLOY	



SPIRITSTONE

MISSION 076	FIRE SIGIL	Pg. 121
REQ. ITEM	—	
REWARD	FIRE SIGIL	

MISSION 116	GULUG GHOST	Pg. 134
REQ. ITEM	—	
REWARD	FIRE SIGIL	

MISSION 079	WIND SIGIL	Pg. 122
REQ. ITEM	—	
REWARD	WIND SIGIL	

MISSION 118	MIRAGE TOWER	Pg. 134
REQ. ITEM	—	
REWARD	WIND SIGIL	

MISSION 078	WATER SIGIL	Pg. 121
REQ. ITEM	—	
REWARD	WATER SIGIL	

MISSION 117	WATER CITY	Pg. 134
REQ. ITEM	—	
REWARD	WATER SIGIL	

MISSION 080	EARTH SIGIL	Pg. 122
REQ. ITEM	—	
REWARD	EARTH SIGIL	

MISSION 119	A BARREN LAND	Pg. 136
REQ. ITEM	—	
REWARD	EARTH SIGIL	

MISSION 196	MIND CEFFYL	Pg. 139
REQ. ITEM	FIRE SIGIL & WIND SIGIL	
REWARD	MIND CEFFYL	

MISSION 197	BODY CEFFYL	Pg. 140
REQ. ITEM	WATER SIGIL & EARTH SIGIL	
REWARD	BODY CEFFYL	

MISSION 198	THE SPIRITSTONE	Pg. 140
REQ. ITEM	MIND CEFFYL & BODY CEFFYL	
REWARD	SPIRITSTONE	

INSIGNIA

MISSION 077	FREE BAGUBA!	Pg. 121
REQ. ITEM	—	
REWARD	DELTA FANG	

MISSION 159	THE DEEP SEA	Pg. 137
REQ. ITEM	—	
REWARD	FEATHER BADGE	

MISSION 160	A WORTHY EYE	Pg. 137
REQ. ITEM	DELTA FANG & FEATHER BADGE	
REWARD	INSIGNIA	

MISSION 192	ALCHEMIST BOY	Pg. 139
REQ. ITEM	—	
REWARD	INSIGNIA	

ALLY FINDER2

MISSION 171	T. L. C.	Pg. 138
REQ. ITEM	—	
REWARD	STILPOOL SCROLL	

MISSION 146	SECRET BOOKS	Pg. 136
REQ. ITEM	STILPOOL SCROLL	
REWARD	SECRET BOOKS	

MISSION 138	SHADY DEALS	Pg. 135
REQ. ITEM	SECRET BOOKS	
REWARD	LIFE WATER	

MISSION 174	ON THE WAVES	Pg. 138
REQ. ITEM	LIFE WATER	
REWARD	SKULL	

MISSION 236	ONE MORE TAIL	Pg. 142
REQ. ITEM	—	
REWARD	RABBIT TAIL	

MISSION 067	MISSING MEOW	Pg. 118
REQ. ITEM	RABBIT TAIL	
REWARD	ALLY FINDER2	

MISSION 161	LOST IN MIST	Pg. 137
REQ. ITEM	—	
REWARD	ALLY FINDER	

MISSION 128	FALCON FLOWN	Pg. 135
REQ. ITEM	SKULL	
REWARD	DAME'S BLUSH	

MISSION 162	DARN KIDS	Pg. 137
REQ. ITEM	ALLY FINDER & DAME'S BLUSH	
REWARD	ALLY FINDER2	

EDAROYA TOME

MISSION 172	FROZEN SPRING	Pg. 138
REQ. ITEM	—	
REWARD	DRAGON BONE	

MISSION 123	HUNGAY GHOST	Pg. 134
REQ. ITEM	DRAGON BONE	
REWARD	ELDA'S CUP	

MISSION 168	CARAVAN GUARD	Pg. 137
REQ. ITEM	ELDA'S CUP	
REWARD	CARAVAN MUSK	

MISSION 173	NO SCENTS	Pg. 138
REQ. ITEM	ELDA'S CUP	
REWARD	ANIMAL BONE	

MISSION 153	TO MEDEN	Pg. 136
REQ. ITEM	ANIMAL BONE	
REWARD	OLD STATUE	

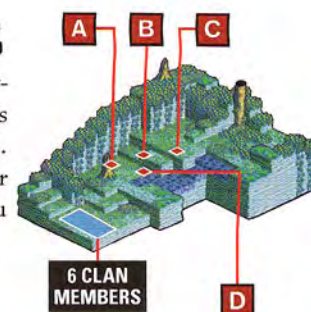
MISSION 163	STAGE FRIGHT	Pg. 137
REQ. ITEM	OLD STATUE	
REWARD	TRANQUIL BOX	

MISSION 142	GHOSTS OF WAR	Pg. 135
REQ. ITEM	TRANQUIL BOX	
REWARD	EDAROYA TOME	

MISSION 025		WANTED!	CANCEL: OK	
RANK 3			REPEAT: NO	
WHEN	Kingmoon, after clearing Mission 002			
WHERE	Any pub			
TIME LIMIT	—			
OBJECTIVE	Defeat the boss!			
REQUIREMENTS	—			
REWARDS	4,600 Gil, 40 AP, 30 CP, Flower Vase			

MAGIC GATHERING

Dolce is armed with high-powered offensive magic, but he's weak against physical attacks. Take him out with a big bruiser (preferably a Bangaa) before you eliminate the rest of his party.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Soldier	6	Battle Tech	—	—	—	Shortsword, Bronze Shield, Cuirass
B Black Mage (Dolce)	7	Black Magic	—	—	Geomancy	Rod, Silken Robe
C White Mage	5	White Magic	—	—	—	White Staff, Hempen Robe
D White Monk	5	Monk Tech	—	—	Shieldbearer	Hard Knuckles, Bronze Shield, Leather Garb

MISSION 026		WANTED!	CANCEL: OK	
RANK 3			REPEAT: NO	
WHEN	Bardmoon, after clearing Mission 012			
WHERE	Any pub			
TIME LIMIT	—			
OBJECTIVE	Defeat the boss!			
REQUIREMENTS	—			
REWARDS	13,600 Gil, 40 AP, 30 CP			

DISARMING

Lil Gabbana will spend his time casting Disarm on your characters, but you can block the spell by equipping a Scarab. If you have a chance, use a Thief to steal the shields of the Gabbana brothers.

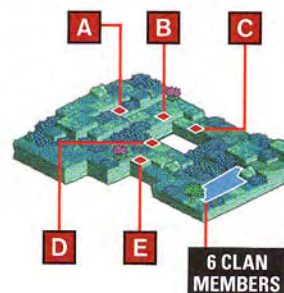


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Mog Knight (Big Gabbana)	16	Charge	Item	Last Haste	—	Air Blade, Ice Shield, Iron Helm, Survival Vest
B Time Mage	15	Time Magic	—	—	—	Terre Rod, Mistle Robe
C Thief	14	Steal	Call	—	—	Sword Breaker, Chain Plate
D Juggler (Lil Gabbana)	14	Stunt	—	Last Haste	Shieldbearer	Jambya, Ice Shield, Survival Vest
E Warrior	15	Battle Tech	—	—	—	Striborg, Iron Armor, Spiked Boots
F White Monk	14	Monk Tech	—	—	—	Kaiser Knuckles, Adaman Vest, Spiked Boots

MISSION 027		WANTED!	CANCEL: OK	
RANK 2			REPEAT: NO	
WHEN	Madmoon, after clearing Mission 001			
WHERE	Any pub			
TIME LIMIT	—			
OBJECTIVE	Defeat the boss!			
REQUIREMENTS	—			
REWARDS	2,800 Gil, 40 AP, 30 CP			

GIMME A BREAK

The enemy Dragoon is a tough nut to crack. Try knocking him down a peg by using the Power-break ability. The Thief will steal mostly Gil—and perhaps Judge Points—so you don't have to defend your equipment.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Alchemist (Diaghilev)	4	Alchemy Skill	—	—	Magic Pow+	Energy Mace, Feather Cap, Leather Garb
B Archer	3	Aim	—	—	—	Thorn Bow, Leather Garb
C Gladiator	4	Spellblade Tech	—	Last Berserk	—	Sweep Blade, Chain Plate
D Dragoon	4	Dragon Tech	—	—	—	Javelin, Cuirass
E Thief	3	Steal	—	—	—	Jack Knife, Leather Garb

MISSION 028

RANK 3

WANTED!

CANCEL: OK

REPEAT: NO

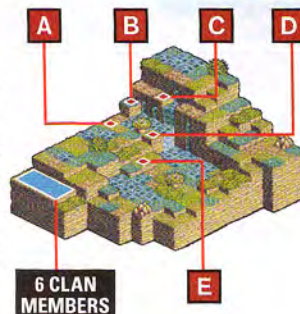


ULADON BOG

WHEN	Sagemoon, after clearing Mission 015
WHERE	Any pub
TIME LIMIT	—
OBJECTIVE	Defeat the boss!
REQUIREMENTS	—
REWARDS	18,000 Gil, 40 AP, 30 CP

CHARMED!

The enemy Archer will try to charm your teammates. Foil his plan by equipping a Ruby Earring or the Block Arrows ability. Take out the Bishop as early as possible, or he will keep curing his party members.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Summoner	18	Summon Magic	—	Absorb MP	Half MP	Judge Staff, Circlet, Thunder Robe
B Bishop	18	Prayer	Defend	—	Weapon Def+	Cura Staff, Adaman Vest, Magic Ring
C Archer	18	Aim	—	—	Concentrate	Artemis Bow, Green Beret, Survival Vest
D Templar(Kanan)	19	Sacred Tech	Dragon Tech	Bonecrusher	Weapon Atk+	Kain's Lance, Cross Helm, Plate Mail, Feather Boots
E Dragoon	18	Dragon Tech	—	Last Berserk	Doublehand	Burglar Sword, Iron Helm, Iron Armor

MISSION 029

RANK 4

WANTED!

CANCEL: OK

REPEAT: NO

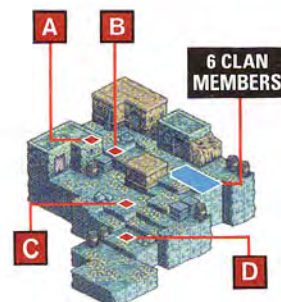


JAGD HELJE

WHEN	Huntmoon, after clearing Missions 020 & 064
WHERE	Any pub
TIME LIMIT	—
OBJECTIVE	Defeat the boss!
REQUIREMENTS	—
REWARDS	45,000 Gil, 40 AP, 30 CP, Zanmato

SLOW DOWN

You must focus all your attention on the Assassin, Rayne. She knows multiple instant-KO abilities and can decimate your party in a couple of turns. Use abilities like Slow and Stop to prevent the slaughter.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Sniper	24	Sharp Shoot	Item	—	Concentrate	Hades Bow, Power Sash, Spiked Boots
B Gunner	25	Gunmanship	Item	Last Quicken	—	Peacemaker, Brigandine, Gauntlets
C Red Mage	24	Red Magic	—	—	Magic Pow+	Colichemarde, Minerva Plate, Magic Ring
D Assassin (Rayne)	25	Corner	Aim	Auto-Regen	—	Petalchaser, Ninja Gear, Bracer, Fortune Ring

MISSION 030

RANK 4

WANTED!

CANCEL: OK

REPEAT: NO

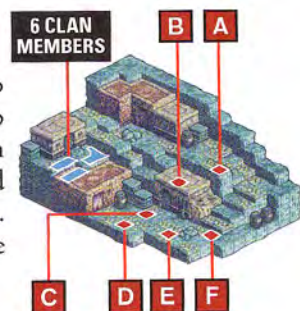


JAGD AHLI

WHEN	Kingmoon, after clearing Missions 013, 025 & 065
WHERE	Any pub
TIME LIMIT	—
OBJECTIVE	Defeat the boss!
REQUIREMENTS	—
REWARDS	22,600 Gil, 40 AP, 30 CP, Onlyone

LIFESAVER

The mission occurs in a Jagd, so take at least two people who know Life or Raise. Also take a bunch of Phoenix Downs and one person who can use items. Once you're in battle, take out the Assassin first.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Archer	15	Aim	—	—	—	Nail Bow, Green Beret, Brigandine
B Assassin	14	Corner	—	Return Fire	—	Murasame, Survival Vest, Bracers
C Fighter	15	Fighter Tech	—	—	—	Sun Blade, Power Sash, Gauntlets
D Gladiator	16	Spellblade Tech	—	—	Weapon Def+	Shadow Blade, Chain Plate, Gauntlets
E Dragoon	16	Dragon Tech	—	Dragonheart	—	Partisan, Iron Armor, Battle Boots
F Illusionist(Lodion)	16	Phantasm Skill	—	—	Half MP	Thor Rod, Wizard Hat, Thunder Robe, Magic Ring

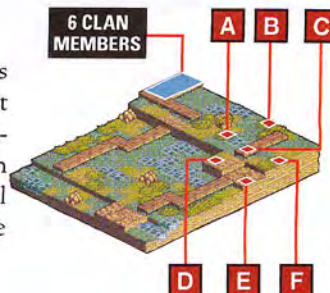
MISSION 031
 RANK 4

RUBY RED

 CANCEL: OK
 REPEAT: NO


BLEW BY YOU

The enemy Blue Mage knows Auto-Whisper—an ability that restores HP and bestows Auto-Raise on teammates. Take him out first so he doesn't undo all your hard work, then concentrate on the Dragons.



WHEN	After clearing Missions 017 & 102
WHERE	Any pub
TIME LIMIT	—
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	16,000 Gil, 40 AP, 30 CP, Wyrmsstone

JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Icedrake	20	Icewyrm	—	Counter	—	—
B Archer	20	Aim	—	—	—	Artemis Bow, Headband, Judo Uniform
C Hunter	20	Hunt	—	—	—	Twin Bow, Power Sash, Spiked Boots
D Thundrake	21	Dragonbolt	—	—	Geomancy	—
E Beastmaster	21	Control	White Magic	—	Half MP	War Trumpet, Brigandine, Magic Ring
F Blue Mage	21	Blue Magic	—	—	Immunity	Aqua Saber, Thunder Robe, Fortune Ring

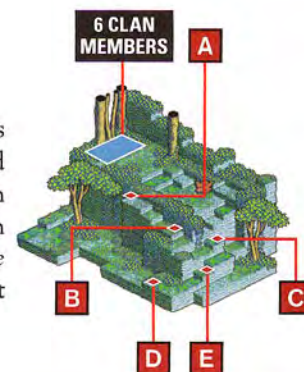
MISSION 032
 RANK 3

TOWER RUINS

 CANCEL: OK
 REPEAT: NO


HALITOSIS

The Malboro inflicts status ailments on your party with its Bad Breath, so pin it to the ground with Aim: Legs. Before you can take on the mission, you must read *The Hero Gaol* (a book) by selecting it in the Mission Items screen.



WHEN	After clearing Mission 008 and reading The Hero Gaol
WHERE	Any pub
TIME LIMIT	—
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	30 AP, 30 CP

JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Goblin	12	Punch	—	Counter	—	—
B Icedrake	10	Icewyrm	—	—	—	—
C Bomb	11	Blaze	—	—	—	—
D Firewyrm	11	Dragonblaze	—	—	—	—
E Malboro	11	Stench	—	—	—	—

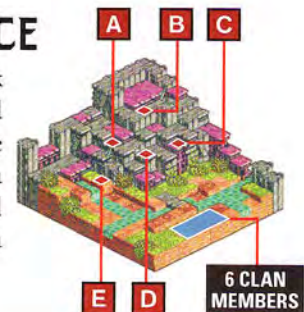
MISSION 033
 RANK 3

BATTLE IN AISEN

 CANCEL: OK
 REPEAT: NO


RENDER ASSISTANCE

The enemy Fighter will attack from afar with Air Render and Far Fist—take him out with the Black Magic of your choice. If you don't have a Power Sash, steal one from the Fighter before you put him down.



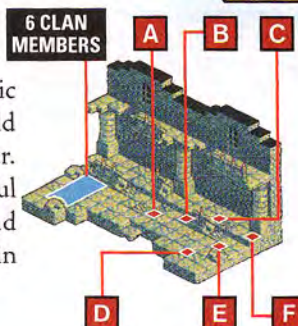
WHEN	After clearing Missions 008 & 032
WHERE	Any pub
TIME LIMIT	—
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	40 AP, 30 CP

JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Archer	10	Aim	—	—	Maintenance	Char Bow, Feather Cap, Adaman Vest
B Archer	10	Aim	—	—	Concentrate	Long Bow, Chain Plate, Battle Boots
C Fencer	10	Lunge Tech	—	—	—	Stinger, Round Shield, Chain Plate
D Fighter	11	Fighter Tech	—	—	Doublehand	Atmos Blade, Power Sash, Gauntlets, Battle Boots
E Dragoon	11	Dragon Tech	—	—	Weapon Def+	Partisan, Bronze Helm, Bronze Armor

MISSION 034		MAGEWYRM		CANCEL: OK		DELIA DUNES
RANK 3				REPEAT: NO		
WHEN	After clearing Missions 017 & 033					
WHERE	Any pub					
TIME LIMIT	—					
OBJECTIVE	Defeat all enemies!					
REQUIREMENTS	—					
REWARDS	50 AP, 30 CP					

ICE IS NICE

Place a couple of Black Magic users in the rear of the battlefield and guard them with a Defender. Ice-based spells will prove useful against the Firewyrms and Bomb—take out the Bomb in one turn so it doesn't explode.

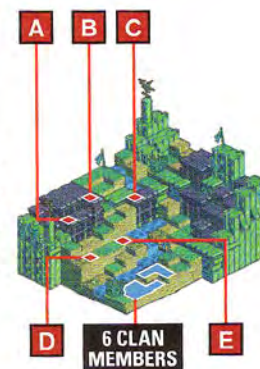


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Antlion	20	Sandstorm	—	—	Weapon Def+	—
B Red Panther	20	Rake	—	Counter	Reveal	—
C Icedrake	21	Icewyrms	—	Counter	Weapon Def+	—
D Firewyrms	22	Dragonblaze	—	—	Weapon Atk+	—
E Thundrake (Gerland)	20	Dragonbolt	—	—	Geomancy	—
F Bomb	21	Blaze	—	—	—	—

MISSION 035		SALIKA KEEP		CANCEL: OK	 SALIKAWOOD
RANK 4				REPEAT: NO	
WHEN	After clearing Missions 017 & 034				
WHERE	Any pub				
TIME LIMIT	—				
OBJECTIVE	Defeat all enemies!				
REQUIREMENTS	—				
REWARDS	60 AP, 30 CP, Ayvuir Red				

HOLY, HOLY, HOLY

The Vampire is one tough dude, but you can put it in its place with Holy magic. Send out White Mages, Paladins and Summoners who know Holy skills, then attack the Vampire from all sides.

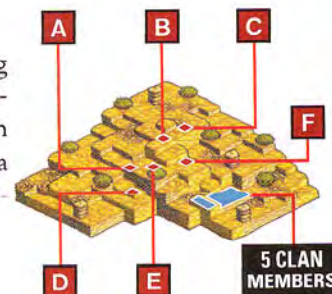


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A White Mage	21	White Magic	—	Absorb MP	Turbo MP	Cure Staff, Magus Robe, Spiked Boots, Magic Ring
B Vampire (Lord Ghost)	23	Illude	—	Block Arrows	Weapon Atk+	—
C Time Mage	21	Time Magic	—	Last Quicken	Shieldbearer	Terre Rod, Magus Robe, Round Shield, Feather Cap
D Defender	21	Defend	—	—	—	Lohengrin, Platemail, Iron Helm, Gauntlets
E Defender	21	Defend	—	—	—	Falchion, Bronze Armor, Bronze Helm, Bracers

MISSION 036 RANK 4		TWIN SWORDS		CANCEL: OK REPEAT: NO	 ELUUT SANDS
WHEN	After clearing Missions 005 & 037 and reading The Hero Gaol				
WHERE	Any pub				
TIME LIMIT	—				
OBJECTIVE	Defeat all enemies!				
REQUIREMENT	Combat (Lvl. 10)				
REWARDS	40 AP, 30 CP, Ayvuir Blue				

GUNS DRAWN

The enemy Gunner likes to hang back and hit your units with status ailments. Bring your own long-range unit—such as a Sniper or an Archer—and eliminate the Gunner from afar.

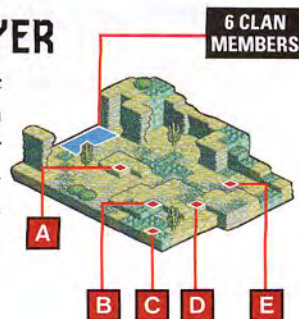


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Gunner	7	Gunmanship	—	—	Concentrate	Lost Gun, Green Beret, Leather Garb, Battle Boots
B Black Mage	7	Black Magic	—	—	—	Rod, Silken Robe, Battle Boots
C Time Mage	7	Time Magic	—	Last Quicken	—	Firewheel Rod, Silken Robe, Fortune Ring
D Animist	7	Call	—	—	—	Earth Bell, Chain Plate, Spiked Boots
E Mog Knight	9	Charge	Gunmanship	Last Haste	Geomancy	Atmos Blade, Round Shield, Iron Helm, Iron Armor
F Mog Knight	7	Charge	—	—	—	Shadow Blade, Round Shield, Survival Vest, Battle Boots

MISSION 037		VILLAGE HUNT		CANCEL: OK			
RANK 3				REPEAT: NO		ELUUT SANDS	
WHEN	After clearing Mission 003						
WHERE	Any pub						
TIME LIMIT	—						
OBJECTIVE	Defeat all enemies!						
REQUIREMENTS	—						
REWARDS	4,200 Gil, 40 AP, 30 CP						

COUNTER DESTROYER

Two of the three Antlions have the Counter ability, so take them out from a distance with magic or arrows. It's not a particularly difficult fight, but the Coeurl has lots of HP and can be tough to bring down.

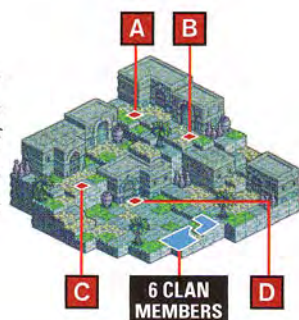


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Antlion	7	Sandstorm	—	Counter	—	—
B Antlion	7	Sandstorm	—	Counter	—	—
C Goblin	6	Punch	—	—	—	—
D Antlion	6	Sandstorm	—	—	—	—
E Coeurl	7	Scratch	—	—	—	—

MISSION 038		FIRE! FIRE!		CANCEL: OK	
RANK 1				REPEAT: NO	
WHEN	After clearing Mission 001				
WHERE	Cyril Pub				
TIME LIMIT	10 days				
OBJECTIVE	Defeat all enemies!				
REQUIREMENTS	—				
REWARDS	3,600 Gil, 40 AP, 30 CP, Sprinkler				

BOMBS? AWAY!

This is one of the earliest missions available. The Bombs are fairly easy to defeat—especially if you have Ice magic—but keep your distance in case they use their Blowup ability.

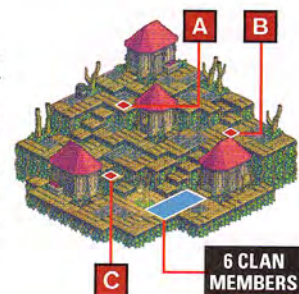


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Bomb	4	Blaze	—	—	—	—
B Bomb	3	Blaze	—	—	—	—
C Bomb	4	Blaze	—	—	—	—
D Bomb	3	Blaze	—	—	—	—

MISSION 039		THE WANDERER		CANCEL: OK	
RANK 2				REPEAT: NO	
WHEN	After clearing Mission 015				
WHERE	Muscadet Pub				
TIME LIMIT	—				
OBJECTIVE	Defeat all enemies!				
REQUIREMENTS	—				
REWARDS	11,400 Gil, 40 AP, 30 CP, Tonberrian				

STAND BACK

Tonberries and Masterberries can do a tremendous amount of damage with a single hit, but they're very, very slow. Dispatch long-range attackers to pummel the green ones from afar, then move away when they get close.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Masterberry	20	Malice	—	—	—	—
B Tonberry	18	Grudge	—	—	—	—
C Tonberry	19	Grudge	—	—	—	—

MISSION 040

RANK 3

BATTLE TOURNAMENT

CANCEL: OK

REPEAT: OK

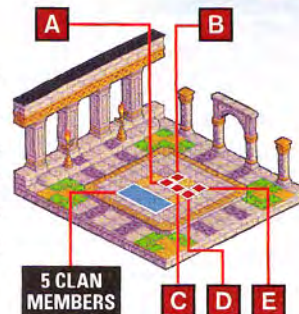


BERVENIA PALACE

WHEN	Kingmoon, after clearing Mission 020
WHERE	Any pub
TIME LIMIT	15 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	7,000 Gil, 40 AP, Sequence

NIGHTY-NIGHT

Battle Tournay is one of the few missions in which enemy units begin the fight in a large clump. Bring along an Animist and a Red Mage to cast Sleep on the whole lot of them, then have Thieves take their goods.



	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Paladin	26	Chivalry	White Magic	—	Half MP	Lohengrin, Platemail, Ice Shield, Spiked Boots
B	Illusionist	24	Phantasm Skill	Blue Magic	—	Half MP	Terre Rod, Mistle Robe, Wizard Hat, Magic Ring
C	Dragoon	26	Dragon Tech	Sacred Tech	Strikeback	Shieldbearer	Gale Sword, Round Shield, Platemail, Iron Helm
D	Defender	25	Defend	Sacred Tech	—	Shieldbearer	Ragnarok, Iron Armor, Flame Shield, Bracers
E	Sage	26	Sagacity Skill	Item	—	—	Druid Mace, Opal Shield, Magus Robe, Magic Ring

MISSION 041

RANK 3

MAGE TOURNAMENT

CANCEL: OK

REPEAT: OK

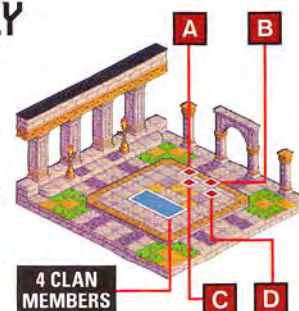


BERVENIA PALACE

WHEN	Sagemoon, after clearing Mission 020
WHERE	Any pub
TIME LIMIT	15 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	7,000 Gil, 40 AP, Sapere Aude

COLOR MAGIC ONLY

Only Color Magic abilities are allowed in the Mage Tournay—and all the Mages have Return Magic and/or Absorb MP. Bring along a White Mage to heal the inevitable damage.



	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Black Mage	25	Black Mage	—	Return Magic	Geomancy	Sleet Rod, Flurry Robe, Spiked Boots, Magic Ring
B	White Mage	26	White Magic	—	Absorb MP	Half MP	Judge Staff, Circlet, Blaze Robe, Magic Ring
C	Blue Mage	26	Blue Magic	—	Absorb MP	Half MP	Aqua Saber, Circlet, Mistle Robe, Scarab
D	Red Mage	26	Red Magic	—	Absorb MP	Half MP	Scarlette, Gold Hairpin, Thunder Robe, Fortune Ring

MISSION 042

RANK 3

SWIMMING MEET

CANCEL: OK

REPEAT: OK

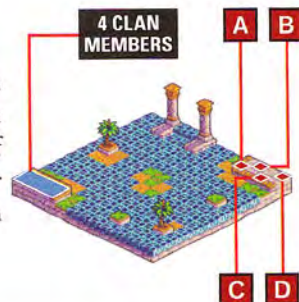


BERVENIA PALACE

WHEN	Huntmoon, after clearing Mission 020
WHERE	Any pub
TIME LIMIT	15 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	7,000 Gil, 40 AP, Acacia Hat

ALL WET

The mission takes place on a waterlogged battlefield, which makes fighting very difficult. If you have Feather Boots in your inventory, give them to your clan members before the big fight.

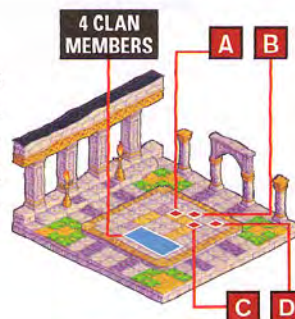


	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Gladiator	27	Spellblade Tech	Monk Tech	—	Doublehand	Icebrand, Ninja Gear, Bracers
B	Archer	27	Aim	Sharpshoot	—	Concentrate	Artemis Bow, Feather Cap, Minerva Plate, Fortune Ring
C	Dragoon	26	Dragon Tech	Sacred Tech	—	Weapon Def+	Partisan, Iron Helm, Platemail, Gauntlets
D	White Mage	27	White Magic	Summon Magic	—	Shieldbearer	Judge Staff, Round Shield, White Robe, Scarab

MISSION 043 RANK 4	CLAN LEAGUE	CANCEL: OK REPEAT: OK	 BERVENIA PALACE
WHEN	After clearing Mission 022 and Clan Leagues 1-4		
WHERE	Any pub		
TIME LIMIT	25 days		
OBJECTIVE	Defeat the boss!		
REQUIREMENTS	—		
REWARDS	22,600 Gil, 80 AP, 40 CP, Peytral		

AIM HIGH

Your only task is to to defeat the boss in this mission, which makes it easy. Focus all your attacks on the Sniper unless you want to gain experience by eliminating the other units first.

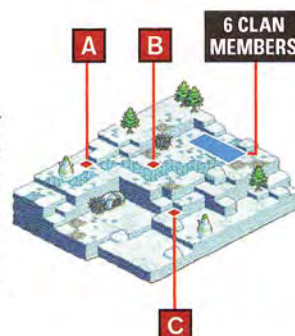


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Summoner	28	Summon Magic	Red Mage	—	Shieldbearer	White Staff, Opal Shield, Gaia Gear, Battle Boots
B Assassin	28	Corner	—	—	Concentrate	Fey Bow, Ninja Gear, Bracers, Battle Boots
C Sniper (Vili)	29	Sharpshoot	—	—	Concentrate	Twin Bow, Minerva Plate, Bracers, Ruby Earring
D Elementalist	28	Spirit Magic	—	Absorb MP	Magic Pow+	Flamberge, Green Beret, Minerva Plate, Battle Boots

MISSION 044 RANK 1	SNOW IN LUTIA	CANCEL: OK REPEAT: NO	 LUTIA PASS
WHEN	After clearing Mission 001		
WHERE	Any pub		
TIME LIMIT	—		
OBJECTIVE	Defeat all enemies!		
REQUIREMENTS	—		
REWARDS	3,600 Gil, 40 AP, 40 CP		

DARK AS NIGHT

The Red Panthers have higher Hit and Damage ratings than the Goblin. If you're getting rocked, use an ability that blinds the Panthers and drops their accuracy. The Goblin won't be much trouble unless it gets very lucky.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Red Panther	3	Rake	—	—	—	—
B Goblin	4	Punch	—	—	—	—
C Red Panther	3	Rake	—	—	—	—

MISSION 045 RANK 3	FROSTY MAGE	CANCEL: OK REPEAT: NO	 LUTIA PASS
WHEN	After clearing Missions 001 & 044		
WHERE	Any pub		
TIME LIMIT	—		
OBJECTIVE	Destroy all targets!		
REQUIREMENTS	—		
REWARDS	4,000 Gil, 40 AP, 40 CP, Laglace Sword		

SHELL GAMES

The Black Mage, Gelato, uses the powerful Blizzara spell. Cast Shell on your party as soon as the battle begins to limit its effectiveness. Take out the Magic Devices once the rest of the enemies are no more.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Sphere (Magic Device)	1	—	—	—	—	—
B Sphere (Magic Device)	1	—	—	—	—	—
C Black Mage (Gelato)	6	Black Magic	Item	—	—	Sleet Rod, Flurry Robe, Spiked Boots
D Floateye	4	Gaze	—	—	—	—
E Red Panther	3	Rake	—	—	—	—
F Red Panther	3	Rake	—	—	—	—

MISSION 046

RANK 4

PROF IN TROUBLE

CANCEL: OK

REPEAT: NO



LUTIA PASS

WHEN	After clearing Missions 001 & 044
WHERE	Any pub
TIME LIMIT	25 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	4,000 Gil, 40 AP, 40 CP, Gedegg Soup

IT'S YOU!

Zombies come back to life three turns after you defeat them. Bring along a White Monk that knows Exorcise to put the undead in the ground for good. (Notice the Zombie names—remember the snowball fight?)



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Ice Flan	5	Chill	—	—	—	—
B Zombie (Lyle)	4	Rot	—	—	—	—
C Zombie (Colin)	4	Rot	—	Counter	—	—
D Zombie (Guinness)	4	Rot	—	—	—	—
E Ice Flan	4	Chill	—	—	—	—
F Sage (Auggie)	4	Sagacity Skill	Item	—	—	Energy Mace, Silken Robe, Battle Boots

MISSION 047

RANK 2

HOT RECIPE

CANCEL: OK

REPEAT: NO

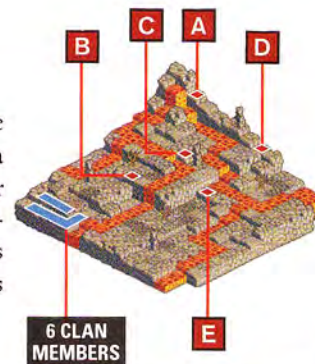


RODA VOLCANO

WHEN	After clearing Mission 007
WHERE	Any pub
TIME LIMIT	25 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	7,000 Gil, 40 AP, 40 CP, Gedegg Soup

FORBID FIRE

All of the enemies in Hot Recipe have Fire-based attacks, so use a Fire Law card to eliminate their strength. Once you start brawling, take out your flaming foes with ice-based magic such as Blizzara.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Firewurm	9	Dragonblaze	—	—	—	—
B Firewurm	10	Dragonblaze	—	—	Weapon Atk+	—
C Bomb	10	Blaze	—	—	—	—
D Bomb	10	Blaze	—	Counter	—	—
E Bomb	9	Blaze	—	—	—	—

MISSION 048

RANK 4

S. O. S.

CANCEL: OK

REPEAT: NO

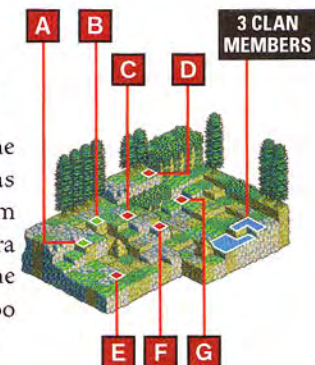


KORINGWOOD

WHEN	After clearing Mission 008
WHERE	Any pub
TIME LIMIT	15 days
OBJECTIVE	Defeat all enemies!
REQUIREMENT	Track (Lvl. 7)
REWARDS	7,800 Gil, 40 AP, 30 CP, Topaz Arming

AND STAY DOWN!

There are two Zombies in the mission—use a skill such as Exorcise or Burial to stop them from coming back to life. Shara and Ritz will help you during the battle, so you shouldn't have too much trouble.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Archer (Shara)	12	Aim	—	Auto-Regen	—	Yoichi Bow, Cachusha, Adaman Vest
B Fencer (Ritz)	13	Lunge Tech	—	Auto-Regen	—	Djinn Flyssa, Circlet, Survival Vest
C Juggler	11	Stunt	—	—	—	Jack Knife, Feather Cap, Adaman Vest, Battle Boots
D Sprite	11	Trick	—	—	—	—
E Zombie	11	Rot	—	Counter	—	—
F Zombie	12	Rot	—	Counter	—	—
G Sprite	10	Trick	—	—	—	—

MISSION 049
 RANK 3

A LOST RING

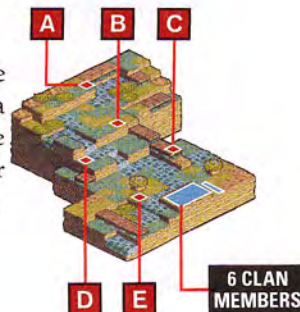
 CANCEL: OK
 REPEAT: NO


ULEI RIVER

WHEN	After clearing Mission 004
WHERE	Any pub
TIME LIMIT	15 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	5,200 Gil, 40 AP, 30 CP

DON'T MOVE

The Lilith's abilities can cause status ailments, but they have a short range. Pin her to the ground with Shadowbind or Aim: Legs, then attack from afar.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Lilith	8	Poison Fang	—	—	—	—
B Goblin	7	Punch	—	—	—	—
C Lamia	7	Song	—	—	—	—
D Sprite	8	Trick	—	Counter	—	—
E Lamia	7	Song	—	—	—	—

MISSION 050
 RANK 4

STARING EYES

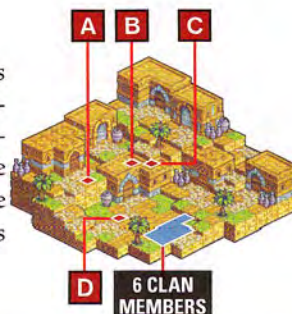
 CANCEL: OK
 REPEAT: NO


CYRIL

WHEN	After clearing Missions 003 & 113
WHERE	Any pub
TIME LIMIT	25 days
OBJECTIVE	Defeat all enemies!
REQUIREMENT	Ahriman Eye
REWARDS	4,600 Gil, 50 AP, 30 CP, Vesper

WHAT A HEAL

Bring along someone who knows Esuna, as most of the Beastmaster's charges will inflict status ailments on your party. The Beastmaster himself is of little concern—take out the monsters first.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Ahriman	7	Stare	—	—	—	—
B Beastmaster (Belvay)	6	Control	White Magic	—	—	Black Quena, Feather Cap, Power Sash
C Floateye	5	Gaze	—	—	—	—
D Floateye	6	Gaze	—	Counter	—	—

MISSION 051
 RANK 3

DESERT ROSE

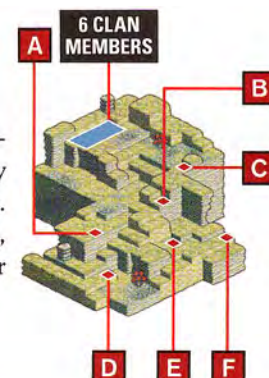
 CANCEL: OK
 REPEAT: NO


GOTOR SANDS

WHEN	Huntmoon, after clearing Mission 016
WHERE	Any pub
TIME LIMIT	15 days
OBJECTIVE	Defeat all enemies!
REQUIREMENT	Flower Vase
REWARDS	40 AP, 30 CP, Blue Rose

DEATH BY FIVES

If any of your units have an experience level that is divisible by five, have them sit this battle out. The Sprite knows Lv5 Death, which is a one-hit-kill ability for such units.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Antlion	19	Sandstorm	—	Counter	—	—
B Antlion	19	Sandstorm	—	Counter	—	—
C Red Panther	21	Rake	—	—	Reveal	—
D Sprite	18	Trick	—	—	Weapon Def+	—
E Jawbreaker	19	Adhere	—	—	—	—
F Red Panther	19	Rake	—	—	Reveal	—

MISSION 052

RANK 3

FRIEND TROUBLE

CANCEL: OK

REPEAT: NO

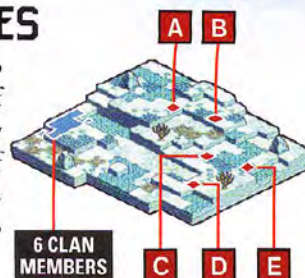


KUDIK PEAKS

WHEN	After clearing Mission 012
WHERE	Any pub
TIME LIMIT	25 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	9,000 Gil, 40 AP, 30 CP

LIGHTNING CRASHES

The Cream absorbs Lightning, so fight it with a different type of magic. (Physical attacks are fairly useless against the creature.) If you have a Blue Mage that knows Learning, this is a good time to teach him some skills.



	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Red Panther	13	Rake	—	Counter	—	—
B	Cream	14	Scorch	—	—	Geomancy	—
C	Red Panther	15	Rake	—	—	—	—
D	Red Panther	16	Rake	—	—	—	—
E	Coeurl	16	Scratch	—	—	Reveal	—

MISSION 053

RANK 4

FLESH & BONES

CANCEL: OK

REPEAT: NO

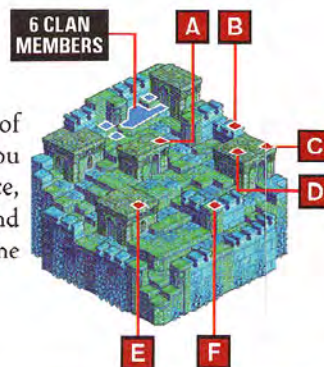


BAGUBA PORT

WHEN	After clearing Missions 016 & 105
WHERE	Any pub
TIME LIMIT	25 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	18,000 Gil, 40 AP, 40 CP, Tiger Hide

FORBID MISSILE

The enemy clan consists mostly of long-distance attackers. If you fight with the Missile law in place, you can forbid their attacks and win the battle handily. Steal some equipment while you're at it.



	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Thief	19	Steal	Ninja Skill	—	Double Sword	Rondell Dagger, Jack Knife, Judo Uniform, Bracers
B	Gunner	20	Gunmanship	Item	—	Concentrate	Outsider, Chain Plate, Battle Boots, Fortune Ring
C	Thief	20	Steal	Stunt	Damage > MP	—	Jambiya, Survival Vest, Gauntlets
D	Hunter	21	Hunt	Battle Tech	—	Concentrate	Fey Bow, Survival Vest, Spiked Boots, Scarab
E	Hunter	20	Hunt	Fighter Tech	—	—	Cranequin, Headband, Chain Plate
F	Archer	20	Aim	Corner	—	Concentrate	Nail Bow, Cachusha, Brigandine

MISSION 054

RANK 2

FOR A SONG

CANCEL: OK

REPEAT: NO

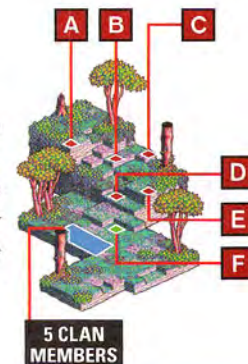


MATERIWOOD

WHEN	After clearing Mission 018
WHERE	Muscadet Pub
TIME LIMIT	25 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	16,000 Gil, 40 AP, 40 CP, Trichord

PROTECT LEANAN

If Leanan the Summoner falls in battle, the mission will be lost. Protect her with the Paladin's Cover, then leave a Defender by her side to ward off enemy attacks. The Sprite and the Titania are your biggest concerns.

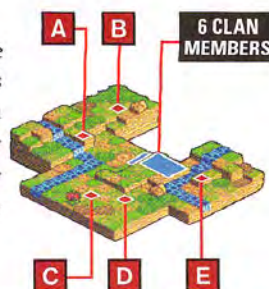


	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Titania	24	Fluoresce	—	—	—	—
B	Sprite	23	Trick	—	—	—	—
C	Malboro	23	Stench	—	—	—	—
D	Firewyrn	23	Dragonblaze	—	—	—	—
E	Red Panther	24	Rake	—	—	Reveal	—
F	Summoner (Leanan)	15	Summon Magic	—	—	—	Cure Staff, Cachusha, Silken Robe

MISSION 055 RANK 3		WHITE FLOWERS	CANCEL: OK REPEAT: NO	 GIZA PLAINS
WHEN	After clearing Mission 003			
WHERE	Any pub			
TIME LIMIT	25 days			
OBJECTIVE	Defeat all enemies!			
REQUIREMENTS	—			
REWARDS	1,600 Gil, 40 AP, 40 CP, White Flower			

FIGHT BACK

Although all of the enemies have A-abilities, they almost always strike with normal attacks. If you have the Counter, Strikeback or Reflex abilities, make sure they are active before you enter the fray.

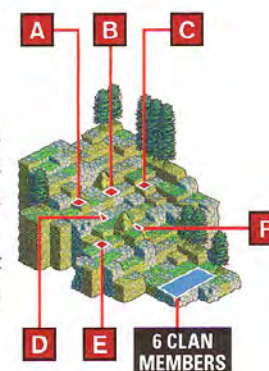


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Antlion	6	Sandstorm	—	—	—	—
B Goblin	6	Punch	—	—	—	—
C Antlion	6	Sandstorm	—	—	—	—
D Antlion	5	Sandstorm	—	—	—	—
E Red Cap	7	Hit	—	—	—	—

MISSION 056 RANK 3		NEW ANTILAW	CANCEL: OK REPEAT: NO	 SIENNA GORGE
WHEN	After clearing Mission 023 and talking to Ezel			
WHERE	Cadoan Pub			
TIME LIMIT	25 days			
OBJECTIVE	Defeat all enemies!			
REQUIREMENTS	—			
REWARDS	34,000 Gil, 40 AP, 40 CP, Amber, Allmighty Card			

WHAT AILS YOU

Try to have status ailments and Time Magic forbidden when you enter the fight. The enemies in this mission are all very powerful. Bring along your strongest units—Assassins and Sages work especially well.

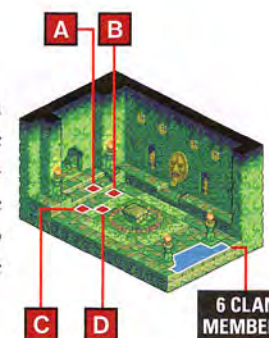


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Sniper	28	Sharpshoot	—	Auto-Regen	—	Hunt Bow, Headband, Judo Uniform, Battle Boots
B Red Mage	27	Red Magic	Lunge Tech	Absorb MP	Magic Pow+	Estoc, Wizard Hat, Survival Vest, Magic Ring
C Time Mage	28	Time Magic	Alchemy Skill	Last Haste	Immunity	Stardust Rod, Wizard Hat, Blaze Robe, Magic Ring
D Gunner	26	Gunmanship	Charge	Last Quicken	—	Lost Gun, Gaia Gear, Bracers, Battle Boots
E Defender	25	Defend	Monk Tech	Last Berserk	Shieldbearer	Lohengrin, Flame Shield, Cross Helm, Carabini Mail
F Ninja	27	Ninja Skill	—	Last Haste	Double Sword	Ashura, Murasame, Ninja Gear, Bracers

MISSION 057 RANK 3		PRISON BREAK	CANCEL: OK REPEAT: OK	 SPROHM
WHEN	Kingmoon, after clearing Mission 019			
WHERE	Sprohm Pub			
TIME LIMIT	25 days			
OBJECTIVE	Defeat all enemies!			
REQUIREMENTS	—			
REWARDS	7,000 Gil, 40 AP, 20 CP, Helje Key			

MAGIC MISSION

The baddies all have high Weapon Defense ratings, so take them out with magic. Their Diamond Helms and Armors have good stats, so you might want to put everyone to sleep and swipe the gear.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Templar	23	Sacred Tech	Prayer	Bonecrusher	Half MP	SaveTheQueen, Diamond Helm, Diamond Armor, Gauntlets
B Defender	25	Defend	Spellblade Tech	—	Weapon Def+	El Cid Sword, Diamond Helm, Diamond Armor, Bracers
C Templar	24	Sacred Tech	Dragon Tech	—	Weapon Atk+	Kain's Lance, Diamond Helm, Diamond Armor, Gauntlets
D Defender	23	Defend	Monk Tech	Last Berserk	Shieldbearer	Defender, Aegis Shield, Diamond Helm, Diamond Armor

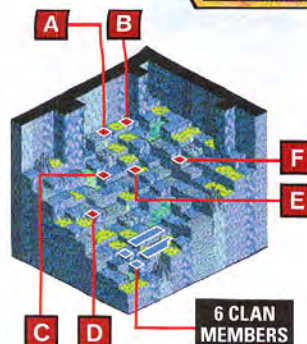
MISSION 058
RANK 2**ROYAL RUINS**CANCEL: OK
REPEAT: NO

NARGAI CAVE

WHEN	After clearing Missions 010 & 114
WHERE	Any pub
TIME LIMIT	25 days
OBJECTIVE	Destroy all targets!
REQUIREMENTS	—
REWARDS	7,000 Gil, 40 AP, 40 CP

ATTRIBUTED

The Odd Statues are immune to attribute attacks (Fire, Ice, etc.), so you can't attack them with Black Magic or any weapon that has such an attribute. Equip at least one member with a weapon that can take out the statues.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Statue (Odd Statue)	1	—	—	—	—	—
B Statue (Odd Statue)	1	—	—	—	—	—
C Toughskin	13	Debilitate	—	—	—	—
D Lilith	14	Poison Fang	—	Block Arrows	—	—
E Titania	11	Fluoresce	—	—	Weapon Atk+	—
F Lamia	13	Song	—	—	Weapon Def+	—

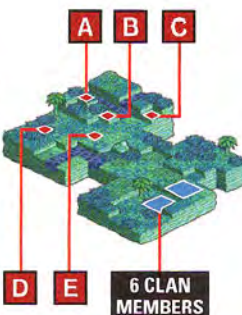
MISSION 059
RANK 3**SKETCHY THIEF**CANCEL: OK
REPEAT: NO

DETI PLAINS

WHEN	After clearing Mission 022
WHERE	Any pub
TIME LIMIT	25 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	18,000 Gil, 40 AP, 40 CP, Sketchbook

STICKY FINGERS

The Thieves will take your stuff. You can forbid Steal to stop them, but the second Thief has Dark Gear and Thief Armlets. Use Maintenance if you plan on stealing his equipment and don't want yours taken first.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Archer	29	Aim	Battle Tech	—	Concentrate	Thorn Bow, Survival Vest, Spiked Boots
B Thief	29	Steal	Gunmanship	Last Haste	Concentrate	Scramasax, Headband, Survival Vest, Thief Armlets
C Animist	28	Call	Stunt	—	Shieldbearer	Black Quena, Round Shield, Brigandine, Fortune Ring
D Thief	28	Steal	Black Magic	Absorb MP	Geomancy	Khukuri, Dark Gear, Thief Armlets, Dash Boots
E Jelly	29	Melt	—	Counter	—	—

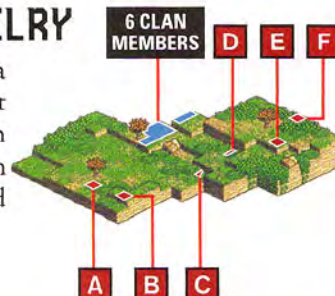
MISSION 060
RANK 3**SHOWDOWN!**CANCEL: OK
REPEAT: NO

OZMONFIELD

WHEN	After clearing Missions 018 & 066
WHERE	Any pub
TIME LIMIT	10 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	36,000 Gil, 40 AP, 35 CP

LONG-RANGE REVELRY

Your Assassin foe doesn't carry a weapon, but she can still use Last Breath to eliminate your clan members. Take her out first from long range—Black Mages and Snipers work well for the task.

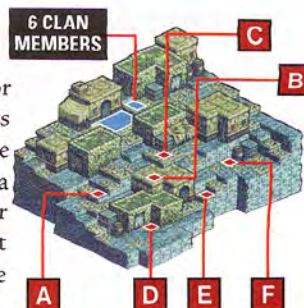


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Assassin	24	Corner	—	—	Shieldbearer	Genji Shield, Ninja Gear, Gauntlets, Battle Boots
B Alchemist	23	Alchemy Skill	—	—	Magic Pow+	Sage Crosier, Gaia Gear, Magic Ring
C Dragon	23	Dragon Tech	—	—	Weapon Atk+	Kain's Lance, Cross Helm, Platemail, Spiked Boots
D Paladin	24	Chivalry	Item	—	Monkey Grip	Vigilante, Aegis Shield, Cross Helm, Carabini Mail
E Mog Knight	23	Charge	Gunmanship	—	Geomancy	Kwigoon Blade, Opal Shield, Opal Helm, Opal Armor
F Summoner	23	Summon Magic	—	—	Half MP	Pure Staff, Mistle Robe, Scarab

MISSION 061 RANK 3	HIT AGAIN	CANCEL: OK REPEAT: NO	 JAGD DORSA
WHEN	After clearing Mission 013		
WHERE	Any pub		
TIME LIMIT	—		
OBJECTIVE	Defeat all enemies!		
REQUIREMENTS	—		
REWARDS	7,000 Gil, 40 AP, 35 CP		

THIEVES AHoy!

Hit Again is a good mission for Thieves—both the Thief Armlets and the Fortune Ring are rare and useful items. Since it's in a Jagd, you'll have to watch your back at all times. Bring at least two characters who can revive fallen friends.

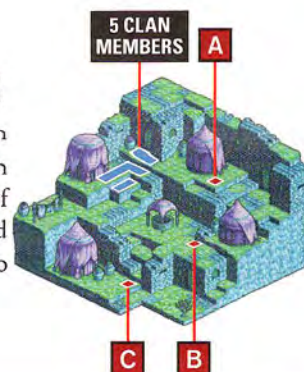


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Gunner	17	Gunmanship	—	Last Haste	Concentrate	Longbarrel, Green Beret, Chain Plate, Spiked Boots
B Blue Mage	17	Blue Magic	—	—	Immunity	Harpe, Adaman Vest, Spiked Boots
C Ninja	16	Ninja Skill	—	Last Haste	Double Sword	Petalchaser, Ninja Knife, Power Sash, Bracers
D Red Mage	16	Red Magic	Sharpshoot	Auto-Regen	Magic Pow+	Flamberge, Wizard Hat, Minerva Plate
E Thief	15	Steal	Call	—	Shieldbearer	Khukuri, Round Shield, Survival Vest, Thief Armlets
F Black Mage	16	Black Magic	—	—	Geomancy	Chill Rod, Flurry Robe, Fortune Ring

MISSION 062 RANK 3	OASIS FROGS	CANCEL: OK REPEAT: NO	 CADOAN
WHEN	After clearing Mission 005		
WHERE	Cadoan Pub		
TIME LIMIT	—		
OBJECTIVE	Defeat all enemies!		
REQUIREMENTS	—		
REWARDS	4,600 Gil, 40 AP, 35 CP, The Hero Gaol		

SNAKE CHARMERS

The Lamias love to give your clan members status ailments. To ruin their day, bring along a couple of people who know Esuna and someone who can use items. Also equip a Scarab if you have one.

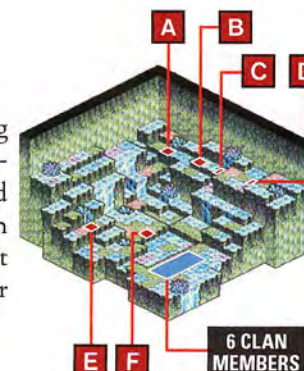


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Lamia	9	Song	—	—	—	—
B Lamia	9	Song	—	—	—	—
C Lamia	8	Song	—	—	—	—

MISSION 063 RANK 3	MISSING PROF	CANCEL: OK REPEAT: NO	 TUBOLA CAVE
WHEN	After clearing Missions 020, & 046		
WHERE	Any pub		
TIME LIMIT	25 days		
OBJECTIVE	Destroy all targets!		
REQUIREMENTS	—		
REWARDS	18,000 Gil, 40 AP, 35 CP		

YEARN TO LEARN

If you have a Blue Mage, bring him and teach him Angel Whisper, Mighty Guard, Blowup and Roulette. Cast Auto-Raise on your Mage so Roulette doesn't KO him, and use a Beastmaster to control the monsters.

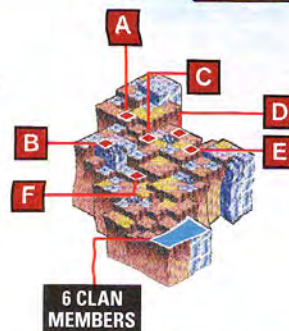


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Titania	27	Fluoresce	—	—	Weapon Atk+	—
B Statue (Odd Statue)	1	—	—	—	—	—
C Statue (Odd Statue)	1	—	—	—	—	—
D Ahrihan	24	Gaze	—	—	Weapon Atk+	—
E Bomb	25	Blaze	—	—	—	—
F Icedrake	26	Icwyrm	—	Counter	—	—

MISSION 064 DEN OF EVIL		CANCEL: OK	TUBOLA CAVE
RANK 3		REPEAT: NO	
WHEN	After clearing Mission 020		
WHERE	Any pub		
TIME LIMIT	—		
OBJECTIVE	Defeat all enemies!		
REQUIREMENTS	Helje Key (used), Combat (Lvl. 25)		
REWARDS	22,600 Gil, 40 AP, 35 CP, Jagd Helje icon		

CRAZY MAGES

The mages and Bishop will cause you lots of trouble. Try to inflict Berserk or Silence on them so *they don't use magic*, and make sure that Time Magic is outlawed at the beginning of the fight.

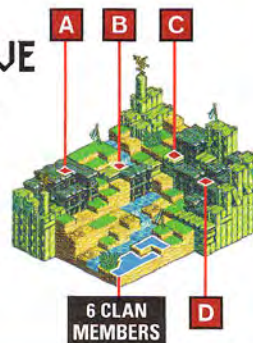


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Time Mage	25	Time Magic	—	—	Shieldbearer	Stardust Rod, Round Shield, Black Robe
B White Mage	27	White Magic	Alchemy Skill	—	Turbo MP	Snake Staff, Mistle Robe, Scarab, Magic Ring
C Black Mage	26	Black Magic	Blue Magic	Return Magic	Turbo MP	Flame Rod, Blaze Robe, Black Hat
D Gadgeteer	26	Pandora	—	Damage > MP	—	Hard Knuckles, Thief Hat, Gaia Gear
E Elemental	28	Spirit Magic	Red Magic	Absorb MP	Magic Pow+	Silver Rapier, Magus Robe, Magic Ring
F Bishop	25	Prayer	—	—	Half MP	Cure Staff, Judo Uniform, Gauntlets

MISSION 065 EXPLORATION		CANCEL: OK	GOTOR SANDS
RANK 3		REPEAT: NO	
WHEN	After clearing Mission 016		
WHERE	Any pub		
TIME LIMIT	—		
OBJECTIVE	Defeat all enemies!		
REQUIREMENTS	—		
REWARDS	40 AP, 35 CP, Jagd Ahli icon		

DEATH, PARTY OF FIVE

Don't bring any units who have an experience level that is a multiple of five. If you do, the monsters will cast Lv5 Death and eliminate them in one blow. Otherwise, the battle is fairly straightforward.

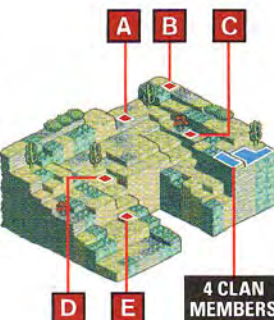


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Coeurl	18	Scratch	—	—	Reveal	—
B Ice Flan	20	Chill	—	—	Weapon Atk+	—
C Jawbreaker	18	Adhere	—	—	—	—
D Grenade	19	Boom!	—	—	Weapon Atk+	—

MISSION 066 A DRAGON'S AID		CANCEL: OK	DELIA DUNES
RANK 3		REPEAT: NO	
WHEN	After clearing Missions 017 & 102		
WHERE	Any pub		
TIME LIMIT	25 days		
OBJECTIVE	Defeat the boss!		
REQUIREMENT	Wyrmsstone		
REWARDS	31,600 Gil, 40 AP, 40 CP, Ozmonfield icon		

MAIL CALL

Bring a Thief and steal the Genji Shield, Genji Armor and Dragon Armor. Bring along a Dragoon or a Beastmaster to take out the Dragons. Eliminate the enemy Dragoons with magic once you have their armor.

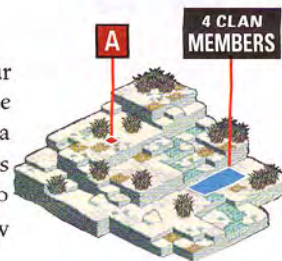


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Dragoon	21	Dragon Tech	—	—	Shieldbearer	Restorer, Genji Shield, Genji Armor
B Icedrake	20	Icewyrms	—	—	—	—
C Firewyrms	19	Dragonblaze	—	—	—	—
D Thundrake	21	Dragonbolt	—	—	—	—
E Dragoon	22	Dragon Tech	—	Last Berserk	—	Trident, Cross Helm, Dragon Mail

MISSION 067		MISSING MEOW		CANCEL: OK		
RANK 5				REPEAT: NO		
WHEN	After clearing Missions 024 & 191					
WHERE	Any pub					
TIME LIMIT	—					
OBJECTIVE	Defeat the boss!					
REQUIREMENT	Rabbit Tail (used)					
REWARDS	27,000 Gil, 40 AP, 30 CP, Ally Finder2					

STONE COLD

Meow the Coeurl can petrify your units. If that happens, clear the status ailment by casting Esuna or using a Soft. Since there is only one enemy, try to put it to sleep or KO it with a single blow from an Assassin.

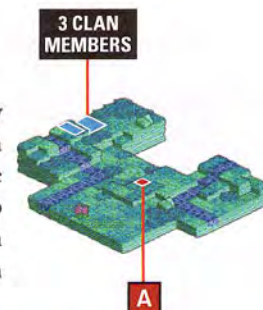


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Coeurl (Meow)	35	Scratch	—	Block Arrows	Reveal	—

MISSION 068		FOWL THIEF	CANCEL: OK		
RANK 2			REPEAT: NO		
WHEN	After clearing Mission 002				
WHERE	Any pub				
TIME LIMIT	—				
OBJECTIVE	Defeat the boss!				
REQUIREMENTS	—				
REWARDS	3,600 Gil, 40 AP, 30 CP				

STUCK ON YOU

Fowl Thief comes up pretty early in the game, so you won't have a lot of options as far as jobs are concerned. Bring an Archer who knows Aim: Legs to pin Dabarosa to the ground, then take him out with Black Magic.

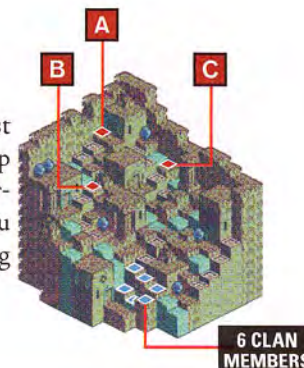


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Thief (Dabarosa)	7	Steal	—	Counter	Weapon Def+	Khukuri, Survival Vest, Gauntlets

MISSION 069		FREE SPROHM!	CANCEL: OK		
RANK 3			REPEAT: NO		
WHEN	After clearing Mission 002 and reading the Area Freed! rumor				
WHERE	Cyril Pub				
TIME LIMIT	—				
OBJECTIVE	Defeat all enemies!				
REQUIREMENTS	—				
REWARDS	2,400 Gil, 40 AP, 50 CP				

TAKE THE CURE

Take out the White Mage first thing—otherwise he will keep restoring his party's HP and curing their status ailments. If you get a chance, steal his Magic Ring and Silken Robe.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A White Mage	8	White Magic	—	—	—	White Staff, Silken Robe, Magic Ring
B Thief (Warose)	9	Steal	—	Counter	—	Khukuri, Survival Vest
C Warrior	6	Battle Tech	—	Counter	—	Falchion, Bronze Helm, Bronze Armor

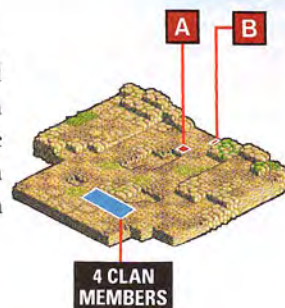
MISSION 070
RANK 4
RAVEN'S OATH
CANCEL: OK
REPEAT: NO

GIZA PLAINS

WHEN	After clearing Mission 002 and reading the Our Heroes! rumor
WHERE	Any pub
TIME LIMIT	—
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	6,400 Gil, 40 AP, 30 CP

PLAY IT SMART

The Paladin can counter physical attacks, and the Black Mage can reflect magic. Save yourself some grief by attacking the Paladin with magic and the mage with weaponry.



	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Paladin (Raven)	9	Chivalry	—	Counter	Monkey Grip	Diamond Sword, Opal Shield, Opal Armor
B	Black Mage	8	Black Magic	Blue Magic	Return Magic	—	Thunder Rod, Wizard Hat, Thunder Robe

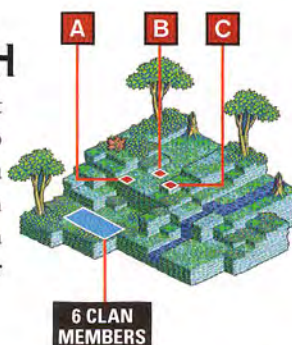
MISSION 071
RANK 3
NUBSWOOD BASE
CANCEL: OK
REPEAT: NO

NUBSWOOD

WHEN	After clearing Mission 006 and reading the Borzoi's Plan rumor
WHERE	Sprohm Pub
TIME LIMIT	—
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	7,000 Gil, 40 AP, 30 CP

THREE IN A MATCH

Since you're going up against three mages, try to set the laws so Color Magic is forbidden. If you can't, cast Reflect on your own units and take the mages on with Fighters and any Bangaa in your clan.



	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	White Mage (Batalise)	10	White Magic	—	—	Shieldbearer	Pure Staff, Opal Shield, White Robe, Fortune Ring
B	Red Mage (Hejaat)	12	Red Magic	Spirit Magic	—	Turbo MP	Madu, Feather Cap, Minerva Plate, Magic Ring
C	Black Mage (Golitaire)	11	Black Magic	—	—	Geomancy	Terre Rod, Circlet, Magus Robe, Fortune Ring

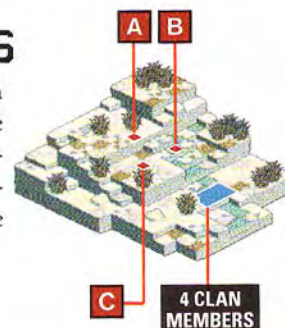
MISSION 072
RANK 3
LUTIA MOP-UP
CANCEL: OK
REPEAT: NO

LUTIA PASS

WHEN	After clearing Missions 006 & 071
WHERE	Sprohm Pub
TIME LIMIT	—
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	6,000 Gil, 40 AP, 30 CP

RINGS AND THINGS

The enemy Black Mage has an Angel Ring—an incredibly rare item that blocks a number of status ailments and bestows Auto-Life on the wearer. Don't leave the battle until you steal it.

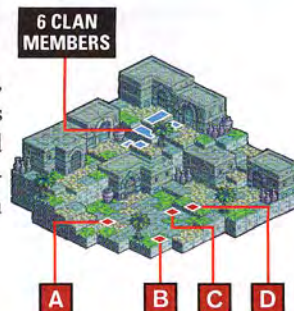


	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Sniper (Bishon)	15	Sharpshoot	Aim	—	Concentrate	Hades Bow, Brigandine, Bracers, Spiked Boots
B	Time Mage (Steraiz)	12	Time Magic	White Magic	—	—	Sleet Rod, Wizard Hat, Chain Plate, Magic Ring
C	Black Mage	12	Black Magic	—	—	Turbo MP	Firewheel Rod, Magus Robe, Angel Ring

MISSION 073 BORZOI FALLING		CANCEL: OK REPEAT: NO	CYRIL
RANK 4			
WHEN	After clearing Missions 006 & 072		
WHERE	Cyril Pub		
TIME LIMIT	—		
OBJECTIVE	Defeat all enemies!		
REQUIREMENTS	Combat (Lvl. 12)		
REWARDS	7,200 Gil, 40 AP, 40 CP, Shijin Shield		

DOUBLE TROUBLE

The enemy Fighter, Gukko, knows Double Sword, and he's armed with a pair of wicked blades. Take him out with long-range weapons or magic so you don't have to taste his steel.

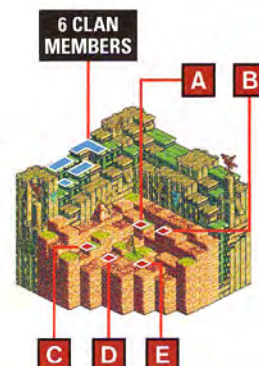


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Sniper	13	Sharpshoot	Lunge Tech	—	Concentrate	Cranequin, Adaman Vest, Spiked Boots
B White Monk	11	Monk Tech	—	—	—	Kaiser Knuckles, Chain Plate, Bracers
C Fighter (Gukko)	15	Fighter Tech	—	—	Double Sword	Atmos Blade, Kwigon Blade, Chain Plate, Gauntlets
D White Mage	13	White Magic	—	—	Shieldbearer	Cure Staff, Bronze Shield, Silken Robe

MISSION 074 CADOAN WATCH		CANCEL: OK REPEAT: NO	CADOAN
RANK 3			
WHEN	After clearing Mission 006 and reading the Crime Ring rumor		
WHERE	Cadoan Pub		
TIME LIMIT	—		
OBJECTIVE	Defeat all enemies!		
REQUIREMENTS	—		
REWARDS	8,200 Gil, 40 AP, 40 CP		

ICE ATTRIBUTE

The Bombs are weak against Ice, so use Shiva, Freezeblink or the Blizzara family of magic to take them down. Watch out for the ones that know Counter—don't hit them with anything but magic.

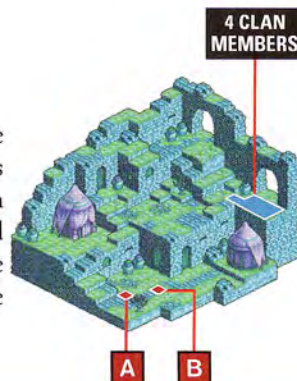


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Bomb	11	Blaze	—	—	—	—
B Bomb	10	Blaze	—	Counter	—	—
C Bomb	10	Blaze	—	—	—	—
D Bomb	9	Blaze	—	Counter	—	—
E Bomb (Mombomb)	14	Blaze	—	Counter	Weapon Def+	—

MISSION 075 FREE CADOAN!		CANCEL: OK REPEAT: NO	CADOAN
RANK 4			
WHEN	After clearing Mission 006 and reading the The Redwings rumor		
WHERE	Cadoan Pub		
TIME LIMIT	—		
OBJECTIVE	Defeat all enemies!		
REQUIREMENTS	—		
REWARDS	2,400 Gil, 50 AP, 50 CP, Red Robe		

GATHER ROUND

Check the Mog Knights before battle to see which one knows Damage > MP, then attack him with all of your characters until he falls. You must get in multiple attacks per turn to nullify the ability's effectiveness.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Mog Knight	13	Charge	Stunt	Damage > MP	Concentrate	Icebrand, Round Shield, Iron Helm, Platemail
B Mog Knight	12	Charge	Gunmanship	—	Concentrate	Flametongue, Iron Helm, Adaman Vest, Gauntlets

MISSION 076

RANK 3

FIRE SIGIL

CANCEL: OK

REPEAT: NO

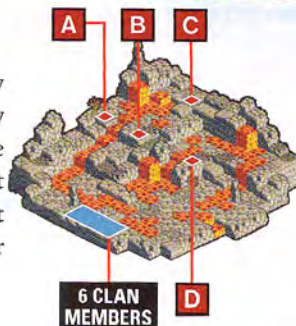


RODA VOLCANO

WHEN	After clearing Mission 007 and reading the Falgabird rumor
WHERE	Any pub
TIME LIMIT	—
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	4,600 Gil, 40 AP, 30 CP, Fire Sigil

FORBID CHARGE

The three Mog Knights all know Charge, so make sure the ability is illegal before you start the fight. If you do, you can take out Maliris without worrying about her Moogle pals—just watch for the one who knows Steal.



	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Mog Knight	12	Charge	Steal	—	—	Icebrand, Bronze Helm, Bronze Armor
B	Mog Knight	10	Charge	Call	Counter	—	Atmos Blade, Chain Plate, Gauntlets
C	Lamia (Maliris)	13	Song	—	—	—	—
D	Mog Knight	11	Charge	Black Magic	—	Geomancy	Shadow Blade, Flame Shield, Adaman Vest

MISSION 077

RANK 3

FREE BAGUBA!

CANCEL: OK

REPEAT: NO

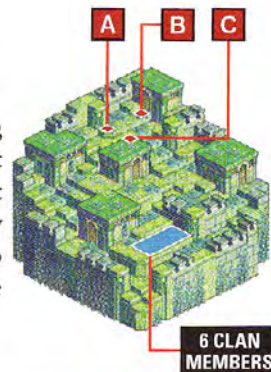


BAGUBA PORT

WHEN	After clearing Mission 012 & reading the The Spiritstone rumor
WHERE	Baguba Pub
TIME LIMIT	—
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	2,400 Gil, 50 AP, 50 CP, Delta Fang

DOWN AND DIRTY

Liliths are dirty fighters, relying almost exclusively on attacks that cause status ailments. Prevent the attacks from hurting you by bringing along someone who knows Esuna and equipping the proper items.



	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Lilith (Cindy)	18	Poison Fang	—	—	—	—
B	Lilith (Mindy)	19	Poison Fang	—	—	Weapon Atk+	—
C	Lilith (Sandy)	20	Poison Fang	—	—	—	—

MISSION 078

RANK 4

WATER SIGIL

CANCEL: OK

REPEAT: NO

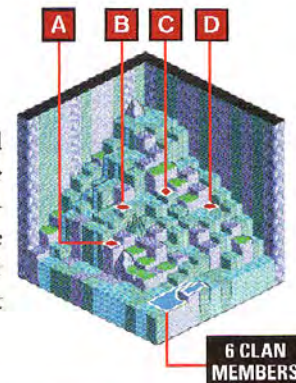


NARGAI CAVE

WHEN	After clearing Mission 012 and reading the The Sages rumor
WHERE	Any pub
TIME LIMIT	—
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	18,000 Gil, 40 AP, 30 CP, Water Sigil

COOL AS ICE

Kraken knows Blizzaga and will use the ability often. If you have any gear that can absorb or nullify Ice attacks (such as an Ice Shield or Flurry Robe), bring it along. Also cast Shell to prevent the magic from working.

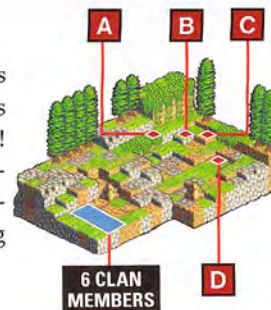


	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Mog Knight	17	Charge	Gunmanship	—	Geomancy	Sun Blade, Bronze Shield, Bronze Helm, Gold Armor
B	Mog Knight	14	Charge	Gunmanship	—	Geomancy	Shadow Blade, Bronze Helm, Platemail, Bracers
C	Ice Flan (Kraken)	20	Chill	—	—	Weapon Atk+	—
D	Mog Knight	18	Charge	Gunmanship	—	Geomancy	Air Blade, Round Shield, Cross Helm, Platemail

MISSION 079		WIND SIGIL		CANCEL: OK	 KORINGWOOD
RANK 4				REPEAT: NO	
WHEN	After clear Mission 012 and reading the The Sages rumor				
WHERE	Any pub				
TIME LIMIT	—				
OBJECTIVE	Defeat all enemies!				
REQUIREMENTS	—				
REWARDS	18,000 Gil, 40 AP, 30 CP, Wind Sigil				

GUN RUNNERS

Any time you see a list of enemies who know the same abilities, it's time to break out the Law cards! Ban Gunmanship before the battle starts to gain a huge advantage. Also bring a Dragoon along to deal with Tiamat.

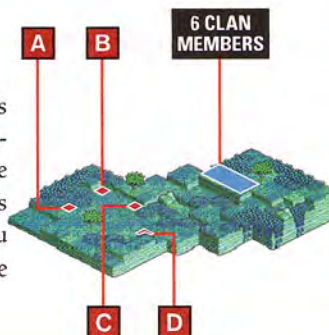


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Mog Knight	14	Charge	Gunmanship	—	Geomancy	Air Blade, Round Shield, Iron Helm, Iron Armor
B Mog Knight	14	Charge	Gunmanship	—	Geomancy	Icebrand, Round Shield, Iron Helm, Iron Armor
C Thundrake (Tiamat)	16	Dragonbolt	—	—	Geomancy	—
D Mog Knight	15	Charge	Gunmanship	—	Geomancy	Atmos Blade, Round Shield, Iron Helm, Platemail

MISSION 080		EARTH SIGIL	CANCEL: OK	
RANK 4			REPEAT: NO	
WHEN	After clearing Mission 012 and reading the The Sages rumor			
WHERE	Any pub			
TIME LIMIT	—			
OBJECTIVE	Defeat all enemies!			
REQUIREMENTS	—			
REWARDS	18,000 Gil, 40 AP, 30 CP, Earth Sigil			

WALKING DEAD

Bring a White Monk who knows Exorcise to take care of the Zombie while your units concentrate on the Moogles. If you ban status ailments before the fight, you won't have to worry about the Stunt abilities.

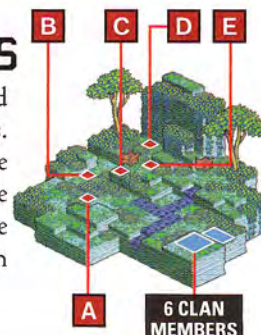


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Zombie (Lich)	19	Rot	—	Counter	—	—
B Mog Knight	17	Charge	Stunt	—	Concentrate	Atmos Blade, Round Shield, Bronze Helm, Platemail
C Mog Knight	17	Charge	Stunt	—	Concentrate	Kwigo Blade, Round Shield, Iron Helm, Iron Armor
D Mog Knight	18	Charge	Stunt	—	Concentrate	Air Blade, Round Shield, Iron Helm, Platemail

MISSION 081		THE REDWINGS		CANCEL: OK	 SALIKAWOOD
RANK 5				REPEAT: NO	
WHEN	After clearing Mission 012 and reading the The Sages rumor				
WHERE	Any pub				
TIME LIMIT	—				
OBJECTIVE	Defeat the boss!				
REQUIREMENT	Spiritstone				
REWARDS	22,600 Gil, 40 AP, 40 CP, Reaper Cloak				

ICE THE REDWINGS

The Redwings are a well-balanced clan without many weaknesses. Focus your initial attacks on the Paladin so he can't heal, then take out the Mog Knights. If you have a Black Mage, unleash him on the Defenders.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Defender	16	Defend	Dragon Tech	Last Berserk	Shieldbearer	Arch Sword, Ice Shield, Opal Helm, Platemail
B Mog Knight	14	Charge	Stunt	—	Concentrate	Flametongue, Opal Shield, Opal Helm, Platemail
C Paladin (Glasm)	19	Chivalry	Aim	—	Weapon Def+	Diamond Sword, Iron Helm, Iron Armor, Gauntlets
D Mog Knight	17	Charge	Gunmanship	—	Geomancy	Atmos Blade, Opal Shield, Opal Helm, Platemail
E Defender	15	Defend	Spellblade Tech	Last Berserk	Weapon Atk+	El Cid Sword, Cross Helm, Platemail, Bracers

MISSION 082		FREE MUSCADET!	CANCEL: OK	 GIZA PLAINS
RANK 3			REPEAT: NO	
WHEN	After clearing Mission 015 and reading the Weird Minstrel rumor			
WHERE	Muscadet Pub			
TIME LIMIT	—			
OBJECTIVE	Defeat all enemies!			
REQUIREMENTS	—			
REWARDS	2,400 Gil, 50 AP, 50 CP, Hanya Helm			

YOINK!

Both of the Assassins have rare equipment. Put them to sleep with a Gadgeteer or Animist, then set your Thieves to work pilfering their stuff. If you don't care about the gear, keep your distance and strike with magic.

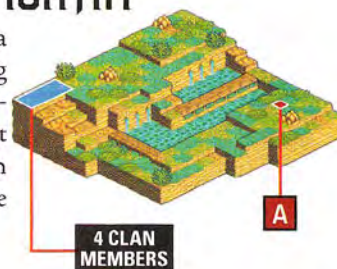


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Assassin (Celia)	23	Corner	Sharpshoot	—	Concentrate	Master Bow, Cachusha, Dark Gear
B Templar (Silverlock)	21	Sacred Tech	—	Bonecrusher	Weapon Atk+	Gae Bolg, Opal Helm, Opal Armor, Bracers
C Assassin (Redy)	22	Corner	Sharpshoot	—	Shieldbearer	Masamune, Genji Shield, Dark Gear, Genji Armlets

MISSION 083 RANK 5		FOREIGN FIEND		CANCEL: OK REPEAT: NO		 ULEI RIVER	
WHEN	After clearing Mission 015 and reading the Foreign Fiends rumor						
WHERE	Any pub						
TIME LIMIT	—						
OBJECTIVE	Defeat all enemies!						
REQUIREMENTS	—						
REWARDS	18,000 Gil, 50 AP, 30 CP						

FROGGY WENT A-FIGHTIN'

The Queen Lamia attacks with a number of status ailments, Frog and Sleep being the most annoying. If you know abilities that drain large chunks of HP (such as Downsize), use them near the beginning of the battle.

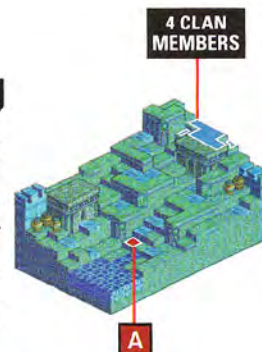


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Lamia (Queen Lamia)	38	Song	—	Counter	Weapon Def+	—

MISSION 084		FOREIGN FIEND		CANCEL: OK	 BAGUBA PORT
RANK 5				REPEAT: NO	
WHEN	After clearing Missions 015 & 083				
WHERE	Any pub				
TIME LIMIT	—				
OBJECTIVE	Defeat all enemies!				
REQUIREMENTS	—				
REWARDS	20,400 Gil, 60 AP, 30 CP				

THE ONE-BLOW KO

Adamantoise is almost invincible against any kind of physical attack. Strike him with magic or send out an Assassin and see if he'll fall in one blow. The foe also knows Munch, so keep your distance or you could lose a weapon.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Blade Eater (Adamantoise)	38	Crush	—	Block Arrows	Weapon Atk+	—

MISSION 085
 RANK 5

FOREIGN FIEND

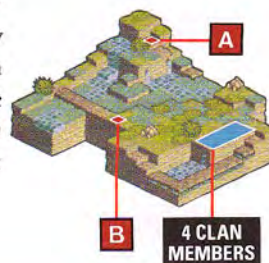
 CANCEL: OK
 REPEAT: NO


ULADON BOG

WHEN	After clearing Missions 015 & 084
WHERE	Any pub
TIME LIMIT	—
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	22,600 Gil, 70 AP, 30 CP

HARDY MONSTERS

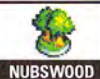
Ochu and Neochu both have very high HP and good Weapon Defense and Weapon Attack. Use Demi, Quarter or a one-hit KO ability such as Death to take out the monsters.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Big Malboro (Neochu)	42	Reek	—	Block Arrows	Weapon Atk+	—
B Malboro (Ochu)	36	Stench	—	Counter	Weapon Def+	—

MISSION 086
 RANK 6

LAST STAND

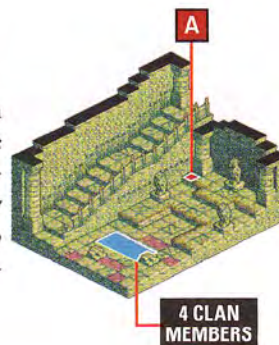
 CANCEL: OK
 REPEAT: NO


NUBSWOOD

WHEN	After clearing Missions 015 & 085
WHERE	Any pub
TIME LIMIT	—
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	34,000 Gil, 80 AP, 30 CP, Dread Soul, Judge Coat

HEAL VAMPIRES

All Vampires take damage from Holy spells such as a White Mage's Cure and Life or a Summoner's Mageden. Use the Holy spells on the Dread Lord to knock him out quickly with brilliant light.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Vampire (Dread Lord)	46	Illude	—	Block Arrows	Weapon Atk+	—

MISSION 087
 RANK 6

FREE BERVENIA!

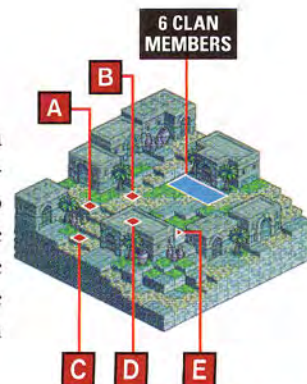
 CANCEL: OK
 REPEAT: NO


CYRIL

WHEN	After clearing Mission 024 and reading the Gukko's Return rumor
WHERE	Cyril pub
TIME LIMIT	—
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	2,400 Gil, 50 AP, 50 CP, Rukavi Soul

ONE CHANCE

If you fail Free Bervenia!, you won't get another chance to liberate Bervenia Palace, so level up your units before attempting the mission. Equip your White Mage with an Angel Ring if you have one, then defeat the Ahriman with Roulette as quickly as you can.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Vampire (Gutskor)	39	Illude	—	Block Arrows	Weapon Atk+	—
B Icedrake (Archademon)	35	Icewyrms	—	Counter	—	—
C Ahriman (Apanda)	36	Glare	—	—	Weapon Atk+	—
D Ahriman (Apanda)	32	Glare	—	—	Weapon Atk+	—
E Icedrake (Archademon)	34	Icewyrms	—	Counter	—	—

MISSION 088		THE WORLDWYRM		CANCEL: OK	 RODA VOLCANO
RANK 7				REPEAT: NO	
WHEN	After clearing Mission 024				
WHERE	Any pub				
TIME LIMIT	—				
OBJECTIVE	Defeat the boss!				
REQUIREMENTS	—				
REWARDS	22,600 Gil, 40 AP, 20 CP, Ogma's Seal, Almighty card				

DEMI FOR OGMA

Ogma the ancient Thundrake has 600 HP and a very high Defense. One of the quickest ways to take out your scaly foe is by casting the powerful Demi spell on it.

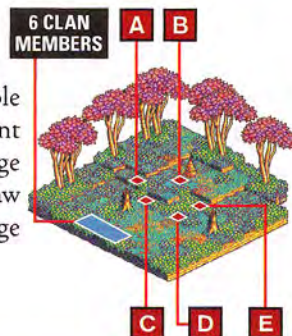


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Thundrake (Ogma)	46	Dragonbolt	—	—	Geomancy	—

MISSION 089		MOOGLE BRIDE		CANCEL: OK	 MATERIWOOD
RANK 5				REPEAT: NO	
WHEN	After clearing Missions 024 & 088				
WHERE	Any pub				
TIME LIMIT	—				
OBJECTIVE	Defeat all enemies!				
REQUIREMENTS	—				
REWARDS	18,000 Gil, 40 AP, 10 CP, Esteroth				

FORBID STATUS

The enemy units have a whole collection of nasty status-ailment attacks waiting for you. Engage your foes when the World Law forbids Status to disable a large share of your foes' attacks.

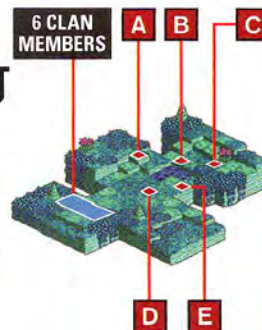


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Time Mage	30	Time Magic	Black Magic	Return Magic	Geomancy	Flame Rod, Blaze Robe, Magic Ring, Fortune Ring
B Mog Knight (Reaver)	34	Charge	Call	Counter	—	Venus Blade, Opal Shield, Gold Hairpin, Opal Armor
C Thief	32	Steal	Gunmanship	—	—	Jambya, Green Beret, Ninja Gear, Dash Boots
D Black Mage	31	Black Magic	Call	Return Magic	—	Terre Rod, Black Hat, Mistle Robe, Magic Ring
E Juggler	32	Stunt	Call	Last Haste	—	Orichalcum, Mirage Vest, Red Boots

MISSION 090		CLAN LAW	CANCEL: OK	
RANK 6			REPEAT: NO	
WHEN	After clearing Missions 024 & 089			
WHERE	Any pub			
TIME LIMIT	—			
OBJECTIVE	Defeat all enemies!			
REQUIREMENTS	—			
REWARDS	13,600 Gil, 40 AP, 20 CP, Master Brave			

WHITE MAGE FIRST

Many of the enemies have equipment that nullifies status ailments. Take out the White Mage first, or he will revive and heal any enemy units you attempt to knock out.

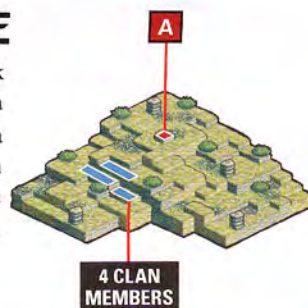


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Summoner	38	Summon Magic	—	—	Half MP	Cheer Staff, Light Robe, Magic Ring, Fortune Ring
B Paladin	39	Chivalry	—	—	Weapon Def+	Lohengrin, Opal Armor, Germinas
C White Monk	36	Monk Tech	—	—	Doublehand	Cat Claws, Survival Vest, Bracers, Germinas
D White Mage	37	White Magic	—	Last Haste	Shieldbearer	Spring Staff, Aegis Shield, White Robe, Fortune Ring
E Sage	35	Sagacity Skill	—	—	Weapon Def+	Lotus Mace, Aegis Shield, Wygar, Scarab

MISSION 091 CHALLENGERS?		CANCEL: OK REPEAT: NO	DELIA DUNES
WHEN	After clearing Missions 017 & 152		
WHERE	Any pub		
TIME LIMIT	—		
OBJECTIVE	Defeat the boss!		
REQUIREMENTS	—		
REWARDS	18,000 Gil, 40 AP, 30 CP, Chirijiraden		

DISABLE YOUR FOE

The enemy Fighter's Strikeback ability hurts, so attack him from a distance or disable him. Use a clan Archer with the Aim: Arm ability to wreck the Fighter's capacity to attack, then close in for a quick victory.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Fighter	32	Fighter Tech	Aim	Strikeback	Weapon Atk+	Paraiba Blade, Bone Plate, Bracers, Dash Boots

MISSION 092 CURSED BRIDE		CANCEL: OK REPEAT: NO	ELUUT SANDS
WHEN	After clearing Missions 010 & 124		
WHERE	Any pub		
TIME LIMIT	—		
OBJECTIVE	Defeat the boss!		
REQUIREMENTS	—		
REWARDS	8,200 Gil, 40 AP, 30 CP, Last Letter		

SNAP OUT OF IT!

The meddling Lilith will attempt to charm and poison your units. If her charm attempts succeed, cure the affected unit with a spell or an item, or simply attack the unit to break the charm effect.

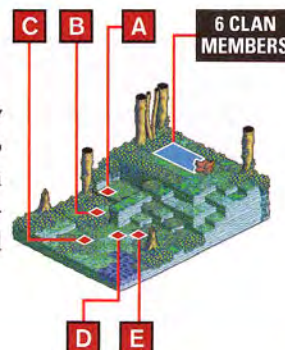


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Lilith	26	Poison Fang	—	Block Arrows	Weapon Atk+	—

MISSION 093 FLAN BREAKOUT!		CANCEL: OK REPEAT: NO	SALIKAWOOD
WHEN	After clearing Mission 015		
WHERE	Any pub		
TIME LIMIT	—		
OBJECTIVE	Defeat all enemies!		
REQUIREMENTS	—		
REWARDS	13,600 Gil, 40 AP, 30 CP, Heretic Rod		

STICK TO MAGIC

Weapon attacks are completely ineffective against Flankind, so stick to magic attacks during Flan Breakout! If you have a Summoner or an Illusionist, forbid Color Magic during the battle.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Ice Flan	25	Chill	—	—	Weapon Atk+	—
B Jelly	26	Melt	—	Counter	Weapon Def+	—
C Cream	24	Scorch	—	—	Geomancy	—
D Ice Flan	21	Chill	Block Arrows	—	Weapon Atk+	—
E Jelly	24	Melt	—	—	Weapon Def+	—

MISSION 094
RANK 3
SORRY, FRIEND
CANCEL: OK
REPEAT: NO

DETI PLAINS

WHEN	After clearing Mission 020
WHERE	Any pub
TIME LIMIT	—
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	13,600 Gil, 40 AP, 30 CP, Bangaa Helm

RANGED ATTACKS

The enemy Jawbreaker has a very high Attack rating—it's best to keep your distance from its strong mandibles. Attack your foe from a distance with offensive Black Mage, Summoner or Illusionist spells (not arrows).



	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Jawbreaker	34	Adhere	—	Block Arrows	Weapon Atk+	—

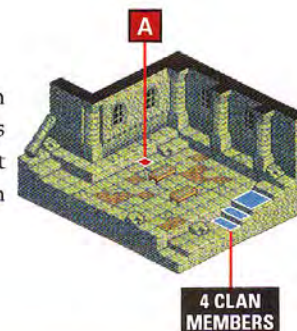
MISSION 095
RANK 6
CARROT!
CANCEL: OK
REPEAT: NO

JAGD HELJE

WHEN	After clearing Missions 024, 064 & 193
WHERE	Any pub
TIME LIMIT	—
OBJECTIVE	Defeat the boss!
REQUIREMENTS	Rusty Spear (used)
REWARDS	40,600 Gil, 40 AP, 30 CP, Malbrow

DEMI DEMISE

Carrot the Malboro has very high HP, so taking it out with weapons can be a tedious task. Put Carrot to sleep, then use Demi or Death to blast the stinky beast.



	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Malboro (Carrot)	48	Stench	—	Counter	Weapon Def+	—

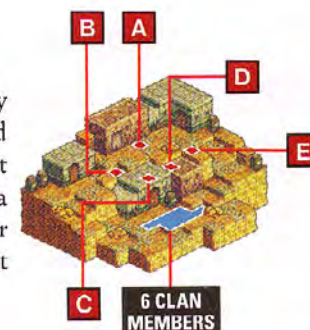
MISSION 096
RANK 5
SHADOW CLAN
CANCEL: OK
REPEAT: NO

JAGD AHLI

WHEN	After clearing Missions 024, 065 & 067
WHERE	Any pub
TIME LIMIT	—
OBJECTIVE	Defeat the boss!
REQUIREMENTS	—
REWARDS	36,000 Gil, 40 AP, 30 CP, Ninja Tabi

HEAVY FIGHTING

Hanzou has high HP and very good Weapon Defense and Weapon Attack—as does the rest of the Shadow Clan. Put the Ninja boss to sleep with an Animist or Red Mage, then use Death or Last Breath to take him out.

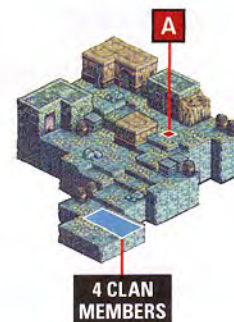


	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Ninja (Hanzou)	43	Ninja Skill	Phantasm Skill	Auto-Regen	Turbo MP	Ninja Knife, Black Hat, Dark Gear, Scarab
B	Ninja	41	Ninja Skill	Blue Magic	—	Double Sword	Nosada, Ninja Knife, Ninja Gear, Genji Armlets
C	Assassin	41	Corner	Sharpshoot	Return Fire	—	Nike Bow, Black Hat, Minerva Plate, Scarab
D	Assassin	39	Corner	Sharpshoot	—	Shieldbearer	Kikuichimonji, Genji Shield, Dark Gear, Genji Armlets
E	Ninja	38	Ninja Skill	—	Counter	Double Sword	Ashura, Kotetsu, Ninja Gear, Genji Armlets

MISSION 097		THE DARK BLADE		CANCEL: OK	 JAGD DORSA
RANK 6				REPEAT: NO	
WHEN	After clearing Missions 024 & 284				
WHERE	Any pub				
TIME LIMIT	—				
OBJECTIVE	Defeat the boss!				
REQUIREMENTS	Spiritstone (used), Bent Sword (used)				
REWARDS	22,600 Gil, 40 AP, 30 CP, Ebon Blade				

DEFENSIVE FOE

Dark Knight, like most Paladins, has a very high Weapon Defense. Rather than attacking him with melee force, wear him down with strong offensive magic from Black Mages, Illusionists or Summoners.

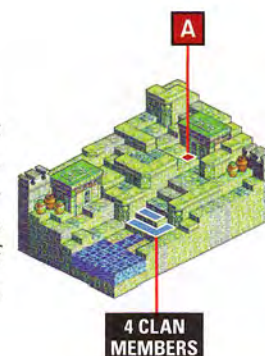


JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Paladin (Dark Knight)	48	Chivalry	Blue Magic	Auto-Regen	Monkey Grip	Vigilante, Dragon Mail, Bracers, Germinas

MISSION 098		THE HERO BLADE		CANCEL: OK	 BAGUBA PORT
RANK 6				REPEAT: NO	
WHEN	After clearing Missions 024, 064 & 095				
WHERE	Any pub				
TIME LIMIT	—				
OBJECTIVE	Defeat the boss!				
REQUIREMENTS	Rusty Sword (used), Mysidia Alloy (used)				
REWARDS	27,000 Gil, 40 AP, 30 CP, Excalibur2				

SLEEPY TIME

Buckles has some nice equipment that your clan could benefit from. Put your foe to sleep with an Animagist or Red Mage, then steal his equipment. Bring a clan Thief who is able to steal accessories, armor, helmets and weapons.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Templar (Buckles)	48	Sacred Tech	Dragon Tech	Bonecrusher	Weapon Atk+	Dragon Whisker, Genji Helm, Genji Armor, Genji Armlets

MISSION 099		THE FEY BLADE		CANCEL: OK		SIENA GORGE
RANK 6				REPEAT: NO		
WHEN	After clearing Missions 024 & 192					
WHERE	Any pub					
TIME LIMIT	—					
OBJECTIVE	Defeat the boss!					
REQUIREMENTS	Zodiac Ore (used), Blood Apple (used)					
REWARDS	31,600 Gil, 40 AP, 30 CP, Masamune 100					

BLIND YOUR FOE

Gagat has the dangerous Counter R-ability. Put the enemy Gladiator to sleep, then attack from a distance. You can also blind Gagat to decrease his hit accuracy, but if you attack him at close range, he can still counterattack.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Gladiator (Gagat)	49	Spellblade Tech	Dragon Tech	Counter	Doublehand	Pearl Blade, Bone Plate, Genji Armlets, Germinas

MISSION 100
RANK 5**FIEND RUN**CANCEL: NO
REPEAT: NO

?

RANDOM

WHEN	After clearing Mission 009 and Capturing five monsters
WHERE	Cyrl pub
TIME LIMIT	20 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	8,800 Gil, 40 AP, 30 CP

NULLIFY PETRIFY

The enemy Coeurl will attempt to petrify your units during the Friend Run mission. Equip as many units as you can with the Ancient Sword to nullify Petrify. For all other units, use the Item ability and bring a few Softs.

RANDOM MAP
(6 PLAYER UNITS)

	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Coeurl	11	Scratch	—	—	—	—
B	Ahriman	11	Glare	—	—	Weapon Atk+	—
C	Big Malboro	11	Reek	—	—	Weapon Atk+	—
D	Red Cap	11	Hit	—	—	Weapon Atk+	—

MISSION 101
RANK 3**CLAN ROUNDUP**CANCEL: OK
REPEAT: NO

?

RANDOM

WHEN	After clearing Mission 004
WHERE	Any pub
TIME LIMIT	25 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	4,600 Gil, 40 AP, 30 CP

BLOCK ARROWS

The enemy Archer uses Charm Shot—an ability that has a chance to charm a unit. Dispatch units who have the Block Arrow ability to nullify Charm Shot. If a unit becomes charmed, cure it to break the spell.

RANDOM MAP
(6 PLAYER UNITS)

	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Thief	7	Steal	Black Magic	Counter	—	Scramasax, Headband, Chain Plate
B	Warrior	8	—	Call	—	Monkey Grip	Striborg, Bronze Shield, Adaman Vest
C	White Mage	6	—	Gunmanship	—	—	Guard Staff, Silken Robe
D	Archer	8	—	Call	—	—	Artemis Bow, Leather Garb, Battle Boots
E	Black Mage	7	—	Call	—	—	Rod, Magus Robe, Fortune Ring

MISSION 102
RANK 3**WYRMS AWAKEN**CANCEL: NO
REPEAT: NO

?

RANDOM

WHEN	After clearing Mission 017
WHERE	Any pub
TIME LIMIT	35 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	22,600 Gil, 40 AP, 30 CP

ELEMENTAL MAGIC

Dragons have naturally high Weapon Defense, so attack with offensive Black, Phantasm or Summon Magic. Keep elemental opposites in mind—if you attack a monster using its element, the attack will heal, not harm.

RANDOM MAP
(6 PLAYER UNITS)

	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Icedrake	21	Icwyrm	—	—	—	—
B	Firewyrn	22	Dragonblaze	—	—	Weapon Atk+	—
C	Thundrake	20	Dragonbolt	—	—	Geomancy	—
D	Thundrake	21	Dragonbolt	—	—	Geomancy	—
E	Firewyrn	19	Dragonblaze	—	—	Weapon Atk+	—

MISSION 103
 RANK 2

MYTHRIL RUSH

 CANCEL: OK
 REPEAT: OK

 ?
 RANDOM

WHEN	After clearing Missions 020 & 063
WHERE	Any pub
TIME LIMIT	—
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	7,000 Gil, 40 AP, 20 CP, Silvril

NEGOTIATE OR ENGAGE?

You can choose to engage the enemy in Mythrill Rush or negotiate instead. If you choose the latter, you won't get any AP or CP. You can steal Wygar armor and a Mirage Vest if you choose to engage, however.

 RANDOM MAP
 (6 PLAYER UNITS)

	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Sage (Auggie)	25	Sagacity Skill	—	—	Weapon Def+	Life Crosier, Opal Shield, Mirage Vest, Fortune Ring
B	Illusionist	24	Phantasm Skill	—	Absorb MP	Half MP	Terre Rod, Thunder Robe, Magic Ring
C	Fencer	23	Lunge Tech	Spirit Magic	—	Magic Pow+	Colichemarde, Flame Shield, Mirage Vest
D	Juggler	22	Stunt	—	Return Fire	Concentrate	Zorlin Shape, Gold Hairpin, Wygar, Battle Boots

MISSION 104
 RANK 2

STOLEN SCOOP

 CANCEL: OK
 REPEAT: NO

 ?
 RANDOM

WHEN	After clearing Mission 016
WHERE	Any pub
TIME LIMIT	25 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	9,000 Gil, 40 AP, 20 CP

KO THE WHITE MONK

The enemy White Monk uses Earth Render and he can revive enemies—both of which will make your victory tougher. Defeat the White Monk first, then focus on the other enemy units.

 RANDOM MAP
 (6 PLAYER UNITS)

	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Thief	20	Steal	Item	Counter	—	Zorlin Shape, Ninja Gear, Dash Boots
B	Soldier	21	Battle Tech	—	—	Weapon Def+	Restorer, Aegis Shield, Cross Helm, Dragon Mail
C	White Monk	19	Monk Tech	—	Counter	—	White Fangs, Judo Uniform, Bracers, Dash Boots
D	Thief	20	Steal	Item	—	—	Jack Knife, Survival Vest, Genji Armlets, Fortune Ring
E	Fencer	19	Lunge Tech	—	—	—	Flamberge, Cachusha, Leather Garb, Fortune Ring

MISSION 105
 RANK 3

SMUGGLE BUST

 CANCEL: OK
 REPEAT: NO

 ?
 RANDOM

WHEN	After clearing Missions 016 & 108
WHERE	Any pub
TIME LIMIT	40 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	13,600 Gil, 40 AP, 20 CP, Chocobo Skin

KEEP YOUR DISTANCE

Malboros are not the best monsters to tussle with, especially when they have the Counter ability. Attack the two Malboros from a distance with magic and missiles to avoid taking any unnecessary damage.

 RANDOM MAP
 (6 PLAYER UNITS)

	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Beastmaster	21	Control	—	—	Geomancy	Aona Flute, Gaia Gear, Dash Boots, Magic Ring
B	Hunter	19	Hunt	—	—	Weapon Atk+	Master Bow, Green Beret, Power Sash, Red Boots
C	Box (Mystery Box)	1	—	—	—	—	—
D	Box (Mystery Box)	1	—	—	—	—	—
E	Malboro	17	Stench	—	Counter	—	—
F	Malboro	18	Stench	—	Counter	—	—

MISSION 106

RANK 2

RESISTANCE

CANCEL: OK

REPEAT: NO

?

RANDOM

WHEN	After clearing Mission 006 and selecting Gossip at the card shop
WHERE	Cadoan pub
TIME LIMIT	25 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	6,000 Gil, 40 AP, 20 CP

HAVE A PHOENIX DOWN?

You can choose to give the enemy a Phoenix Down in the Resistance mission or engage them in battle. If you choose to engage, immobilize the Fighter with a clan Archer or Ninja, and attack him from a distance.

RANDOM MAP
(6 PLAYER UNITS)

	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Thief	9	Steal	Ninja Skill	—	Weapon Def+	Kris Knife, Green Beret, Chain Plate
B	Fighter	10	Fighter Tech	—	—	Weapon Atk+	Shadow Blade, Chain Plate, Gauntlets
C	Warrior	9	Battle Tech	Spellblade Tech	—	—	Short Sword, Chain Plate, Gauntlets
D	Time Mage	8	Time Magic	—	—	—	Terre Rod, Circlet, Mistle Robe

MISSION 107

RANK 5

OLD FRIENDS

CANCEL: OK

REPEAT: NO

?

RANDOM

WHEN	After clearing Mission 018 & 048
WHERE	Any pub
TIME LIMIT	25 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	4,600 Gil, 80 AP, 30 CP, Beastspear

BLUE ROSE

If you have the Blue Rose and are willing to give it to Ritz, she will present you with the Allmighty Antilaw card. If you keep the Blue Rose or you don't have it, battle alongside Ritz and her clan to defeat the three monsters.

RANDOM MAP
(2 PLAYER UNITS)

	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Blade Biter (Ganderu)	25	Crush	—	Block Arrows	Weapon Atk+	—
B	Bomb	20	Blaze	—	Counter	Weapon Def+	—
C	Antlion	20	Sandstorm	—	Counter	Weapon Def+	—
D	Elementalist (Ritz)	16	Spirit Magic	—	Absorb MP	—	Diabolique, Cachusha, Mirage Vest
E	Sniper (Shara)	16	Sharpshoot	—	Auto-Regen	—	Master Bow, Ninja Gear, Star Armlet
F	White Mage	15	White Magic	—	—	—	Judge Staff, Silken Robe
G	Summoner	15	Summon Magic	—	—	—	Judge Staff, Gaia Gear

*Level depends on ally units' levels

MISSION 108

RANK 4

POACHERS

CANCEL: OK

REPEAT: NO

?

RANDOM

WHEN	After clearing Missions 012 & 052
WHERE	Any pub
TIME LIMIT	25 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	11,400 Gil, 40 AP, 30 CP, Tiger Hide

FORBID MISSILE!

Rarely do you engage a group of enemies who all use the same type of weapon. If you engage the enemies in the Poachers mission while the Missile World Law is in effect, you will disable all your foes.

RANDOM MAP
(6 PLAYER UNITS)

	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Hunter	17	Hunt	—	Auto-Regen	Weapon Atk+	Cranequin, Adaman Vest, Bracers, Battle Boots
B	Hunter	14	Hunt	—	Auto-Regen	Weapon Atk+	Twin Bow, Survival Vest, Bracers, Battle Boots
C	Gunner	15	Gunmanship	—	Last Haste	Concentrate	Silver Cannon, Headband, Chain Plate, Battle Boots
D	Gunner	13	Gunmanship	—	Last Haste	Concentrate	Lost Gun, Circlet, Survival Vest, Red Boots
E	Archer	16	Aim	—	Block Arrows	Concentrate	Thorn Bow, Feather Cap, Adaman Vest, Battle Boots
F	Archer	15	Aim	—	Block Arrows	Concentrate	Nail Bow, Adaman Vest, Fortune Ring, Battle Boots

MISSION 109		SNOW FAIRY		CANCEL: OK	? RANDOM
RANK 4				REPEAT: NO	
WHEN	After clearing Mission 013				
WHERE	Any pub				
TIME LIMIT	20 days				
OBJECTIVE	Defeat all enemies!				
REQUIREMENTS	—				
REWARDS	9,000 Gil, 40 AP, 20 CP				

BIG BANG

You can avoid a fight in Snow Fairy if you have the Cyril Ice. If you do brawl, the Ice Flan will attack with Ice-based magic, while the Grenade will counter with Fire. Use the opposite types on each of them to stop them.

RANDOM MAP
(4 CLAN MEMBERS)

JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Sprite	15	Trick	—	Counter	—	—
B Ice Flan	13	Chill	—	—	—	—
C Grenade	12	Boom!	—	—	Weapon Atk+	—

MISSION 110		REVENGE	CANCEL: OK	?
RANK 4			REPEAT: NO	
WHEN	After clearing Missions 011 & 287			
WHERE	Any pub			
TIME LIMIT	25 days			
OBJECTIVE	Defeat the boss!			
REQUIREMENTS	—			
REWARDS	13,600 Gil, 40 AP, 20 CP			

ARE YOU READY, WEAVER?!

If you can take out the boss, Weaver, you can end the mission in a snap. Use Aim: Legs or Wood Jujitsu to disable him, then strike with Black Magic. Also try to steal the Wizard Hat from the Archer.

RANDOM MAP
(6 CLAN MEMBERS)

JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Fighter (Weaver)	17	Fighter Tech	—	—	Weapon Atk+	Flametongue, Survival Vest, Bracers
B Fighter	14	Fighter Tech	—	—	—	Ogun Blade, Adaman Vest, Spiked Boots
C Archer	13	Aim	—	Block Arrows	—	Yoichi Bow, Wizard Hat, Adaman Vest
D Gladiator	14	Spellblade Tech	—	—	—	Shadow Blade, Judo Uniform, Bracers, Fortune Ring
E Black Mage	15	Black Magic	—	—	Geomancy	Terre Rod, Mistle Robe, Magic Ring

MISSION 111 RANK 3		RETRIEVE MAIL!	CANCEL: OK REPEAT: NO	? RANDOM
WHEN	After clearing Mission 011			
WHERE	Any pub			
TIME LIMIT	25 days			
OBJECTIVE	Defeat all enemies!			
REQUIREMENTS	—			
REWARDS	11,400 Gil, 40 AP, 20 CP			

THE CHARM ALARM

Three of the enemies can Charm your party members, so outlaw the ability before the battle starts. If one of your powerful units becomes charmed anyway, try to put him or her to sleep for a few turns.

RANDOM MAP
(6 CLAN MEMBERS)

JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Warrior	15	Battle Tech	—	—	Monkey Grip	Predator, Round Shield, Iron Armor, Dash Boots
B Soldier	14	Battle Tech	—	—	Weapon Def+	Silver Sword, Adaman Vest, Red Boots
C Archer	13	Aim	—	—	Concentrate	Char Bow, Headband, Power Sash, Battle Boots
D Animist	14	Call	—	Block Arrows	—	War Trumpet, Wizard Hat, Adaman Vest, Battle Boots
E Gunner	13	Gunmanship	—	—	Concentrate	Chaos Rifle, Green Beret, Chain Plate

MISSION 112
RANK 3

A CHALLENGE

CANCEL: OK
REPEAT: NO

?
RANDOM

WHEN	After clearing Mission 004
WHERE	Any pub
TIME LIMIT	25 days
OBJECTIVE	Defeat all enemies!
REQUIREMENT	Negotiate (Lvl. 4)
REWARDS	4,200 Gil, 40 AP, 30 CP

SPEED KILLS

The enemy Archer has a high Speed rating, so take him down first. The Soldier, Mintz, is very vulnerable to magic of all kinds. Use a Black Mage or a Summoner to end his boastful challenge.

RANDOM MAP
(6 CLAN MEMBERS)

	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Soldier (Mintz)	9	Battle Tech	Fighter Tech	—	Weapon Atk+	Barong, Platemail, Thief Armlets
B	Archer	7	Aim	—	—	Concentrate	Yoichi Bow, Judo Uniform, Spiked Boots
C	Thief	7	Steal	—	—	—	Kris Knife, Green Beret, Chain Plate
D	Black Mage	7	Black Magic	—	—	—	Rod, Silken Robe, Magic Ring
E	White Mage	8	White Magic	—	—	—	Guard Staff, Hempo Robe, Scarab

SECRET CHARACTERS

THE END OF THE BEGINNING

Final Fantasy Tactics Advance doesn't end with the final battle—there are still more surprises! After you beat the final boss and save your game, you can use that save file to continue exploring the world of Ivalice. In addition to completing any Dispatch missions or Sub-quests that you missed the first time, you'll have a chance to take on new missions that were previously unavailable.



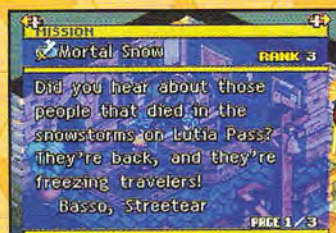
Take out the boss, then save your game.



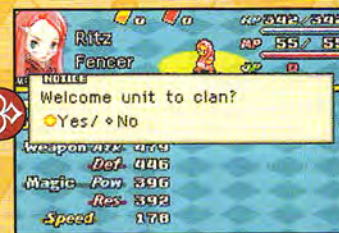
Once you've beaten the game, a star will appear beside the name of your save file.

A BINDING CONTRACT

You can earn five secret clan members—Shara, Ritz, Ezel, Babus and Cid. You must beat the game to unlock most of the characters, but it's possible (though tough) to unlock Ezel before you do so. The requirements for unlocking each person are listed in the chart below. Once you have a secret character, he or she will function like any other member—although some of them can learn abilities that are unavailable to normal clan members. The missions are top-secret and don't count toward the 300 missions in the Clan Menu.



Most of the secret missions appear in pubs and must be purchased for Gil.



Succeed in the mission to have a secret character join your clan.

NAME	CONDITIONS FOR EARNING SECRET CHARACTERS
SHARA	Clear the A Maiden's Cry mission, then enter a town
RITZ	Clear the Mortal Snow mission
EZEL	Choose Gossip in the Card Shop, then clear the Reconciliation mission
BABUS	Clear the Left Behind mission, then enter a town and clear the With Babus mission
CID	Clear all 300 numbered missions

MISSION 113 RANK 1	WATCHING YOU	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 003	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Two battles	
REWARDS	2,800 Gil, 70 AP, Ahriman Eye	

MISSION 120 RANK 6	CADOAN MEET	CANCEL: OK REPEAT: OK
WHEN	Sagemoon, after clearing Mission 018	
WHERE	Any pub	
REQUIREMENTS	Black Mage	
DURATION	One battle	
REWARDS	10,600 Gil, 40 AP, Magic Trophy	

MISSION 114 RANK 4	GOLDEN GIL	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 010	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	20 days	
REWARDS	6,400 Gil, 70 AP, Ancient Coins	

MISSION 121 RANK 5	SPROHM MEET	CANCEL: OK REPEAT: OK
WHEN	Madmoon, after clearing Mission 015	
WHERE	Any pub	
REQUIREMENTS	Fighter	
DURATION	One battle	
REWARDS	4,200 Gil, 40 AP, Fight Trophy	

MISSION 115 RANK 1	DUELING SUB	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 001	
WHERE	Any pub	
REQUIREMENTS	Soldier	
DURATION	Three days	
REWARDS	1,800 Gil, 30 AP	

MISSION 122 RANK 2	RUN FOR FUN	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 007	
WHERE	Any pub	
REQUIREMENTS	Juggler	
DURATION	One battle	
REWARDS	5,200 Gil, 50 AP, Sport Trophy	

MISSION 116 RANK 6	GULUG GHOST	CANCEL: OK REPEAT: NO
WHEN	Huntmoon, after clearing Mission 020	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Two battles	
REWARDS	2,800 Gil, 50 AP, Fire Sigil	

MISSION 123 RANK 2	HUNGRY GHOST	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 006	
WHERE	Any pub	
REQUIREMENTS	Dragon Bone (used)	
DURATION	10 days	
REWARDS	4,200 Gil, 50 AP, Elda's Cup	

MISSION 117 RANK 6	WATER CITY	CANCEL: OK REPEAT: OK
WHEN	Madmoon, after clearing Mission 020	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Two battles	
REWARDS	10,000 Gil, 50 AP, Water Sigil	

MISSION 124 RANK 4	PIRATES AHOY	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 010	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Two battles	
REWARDS	6,400 Gil, 70 AP, Coast Medal	

MISSION 118 RANK 6	MIRAGE TOWER	CANCEL: OK REPEAT: OK
WHEN	Bardmoon, after clearing Mission 020	
WHERE	Any pub	
REQUIREMENTS	Mog Knight	
DURATION	Two battles	
REWARDS	11,800 Gil, 50 AP, Wind Sigil	

MISSION 125 RANK 2	CASTLE SIT-IN	CANCEL: OK REPEAT: NO
WHEN	After clearing Missions 008 and 151	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	One battle	
REWARDS	4,600 Gil, 50 AP, Guard Medal	

MISSION 119 RANK 6	A BARREN LAND	CANCEL: OK REPEAT: OK
WHEN	Sagemoon, after clearing Mission 020	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Two battles	
REWARDS	13,200 Gil, 50 AP, Earth Sigil	

MISSION 126 RANK 5	WINE DELIVERY	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 015	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	10 days	
REWARDS	7,000 Gil, 50 AP, Rainbowite	

MISSION 127
RANK 6

BROKEN TUNES

CANCEL: OK
REPEAT: NO

WHEN	After clearing Missions 017 and 276
WHERE	Any pub
REQUIREMENTS	—
DURATION	15 days
REWARDS	11,400 Gil, 50 AP, Cat's Tears

MISSION 128
RANK 7

FALCON FLOWN

CANCEL: OK
REPEAT: NO

WHEN	After clearing Missions 018 and 277
WHERE	Any pub
REQUIREMENTS	Skull (used)
DURATION	10 days
REWARDS	11,400 Gil, 50 AP, Dame's Blush

MISSION 129
RANK 5

DANGER PASS

CANCEL: OK
REPEAT: NO

WHEN	After clearing Missions 015 and 165
WHERE	Any pub
REQUIREMENTS	—
DURATION	15 enemy KOs
REWARDS	7,800 Gil, 80 AP, Thunderstone

MISSION 130
RANK 5

MIST STARS

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 016
WHERE	Any pub
REQUIREMENTS	—
DURATION	Two battles
REWARDS	9,000 Gil, 70 AP, Stormstone

MISSION 131
RANK 4

ADAMAN ALLOY

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 013
WHERE	Any pub
REQUIREMENTS	Adamantite (used), Adamantite (used), Smithing (Lvl. 15)
DURATION	Two battles
REWARDS	70 AP, Adaman Alloy

MISSION 132
RANK 4

MYSIDIA ALLOY

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 012
WHERE	Any pub
REQUIREMENTS	Adamantite (used), Silvril (used), Smithing (Lvl. 15)
DURATION	15 days
REWARDS	50 AP, Mysidia Alloy

MISSION 133
RANK 4

CRUSITE ALLOY

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 011
WHERE	Any pub
REQUIREMENTS	Zodiac Ore (used), Zodiac Ore (used), Smithing (Lvl. 15)
DURATION	10 days
REWARDS	50 AP, Crusite Alloy

MISSION 134
RANK 6

FACELESS DOLLS

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 018
WHERE	Any pub
REQUIREMENTS	—
DURATION	10 enemy KOs
REWARDS	10,800 Gil, 70 AP, Blood Shawl

MISSION 135
RANK 6

FAITHFUL FAIRY

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 019
WHERE	Any pub
REQUIREMENTS	Fairy Wing (used)
DURATION	Five enemies
REWARDS	10,000 Gil, 50 AP, Ahriman Wing

MISSION 136
RANK 6

FOR THE LADY

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 019
WHERE	Any pub
REQUIREMENTS	Stolen Gil (used)
DURATION	Two battles
REWARDS	10,600 Gil, 70 AP, Fairy Wing

MISSION 137
RANK 6

SEVEN NIGHTS

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 020
WHERE	Any pub
REQUIREMENTS	Ancient Bills (used)
DURATION	15 days
REWARDS	11,800 Gil, 50 AP, Goldcap

MISSION 138
RANK 6

SHADY DEALS

CANCEL: OK
REPEAT: NO

WHEN	After clearing Missions 020 and 281
WHERE	Any pub
REQUIREMENTS	Secret Books (used)
DURATION	10 days
REWARDS	10,600 Gil, 50 AP, Life Water

MISSION 139
RANK 1

EARTHY COLORS

CANCEL: OK
REPEAT: NO

WHEN	After clearing Missions 003 and 210
WHERE	Any pub
REQUIREMENTS	—
DURATION	Five days
REWARDS	2,800 Gil, 30 AP, Ancient Text

MISSION 140
RANK 3

LOST HEIRLOOM

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 009
WHERE	Any pub
REQUIREMENTS	Neighbor Pin (used)
DURATION	Three battles
REWARDS	6,000 Gil, 80 AP, Justice Badge

MISSION 141 RANK 6	YOUNG LOVE	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 022	
WHERE	Any pub	
REQUIREMENTS	Ahriman Wing (used)	
DURATION	10 days	
REWARDS	13,200 Gil, 50 AP, Friend Badge	

MISSION 148 RANK 3	YOU, IMMORTAL	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 005	
WHERE	Any pub	
REQUIREMENTS	Tonberry Lamp (used), Craft (Lvl. 10)	
DURATION	30 days	
REWARDS	4,600 Gil, 80 AP, Stradivari	

MISSION 142 RANK 6	GHOSTS OF WAR	CANCEL: OK REPEAT: NO
WHEN	After clearing Missions 022 and 141	
WHERE	Any pub	
REQUIREMENTS	Tranquil Box (used), Track (Lvl. 40)	
DURATION	30 days	
REWARDS	12,400 Gil, 80 AP, Edaroya Tome	

MISSION 149 RANK 6	CLOCKTOWER	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 016	
WHERE	Any pub	
REQUIREMENTS	Cat's Tears (used), Gadgeteer	
DURATION	20 days	
REWARDS	11,400 Gil, 70 AP, Clock Post	

MISSION 143 RANK 1	THE LAST DAY	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 002	
WHERE	Any pub	
REQUIREMENTS	Ancient Medal (used)	
DURATION	Five days	
REWARDS	1,800 Gil, 30 AP, Homework	

MISSION 150 RANK 2	AN EDUCATION	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 006	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Five days	
REWARDS	3,600 Gil, 30 AP, Fountain Pen	

MISSION 144 RANK 5	THE BELL TOLLS	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 017	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	10 days	
REWARDS	9,000 Gil, 50 AP, Dictionary	

MISSION 151 RANK 2	MORNING WOES	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 008	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Five days	
REWARDS	5,200 Gil, 30 AP, Earplugs	

MISSION 145 RANK 1	GOBLIN TOWN	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 004	
WHERE	Any pub	
REQUIREMENTS	Mythril Pick (used)	
DURATION	One battle	
REWARDS	3,600 Gil, 50 AP, Monster Guide	

MISSION 152 RANK 1	DOWN TO EARTH	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 004	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Five days	
REWARDS	3,400 Gil, 30 AP, Crystal	

MISSION 146 RANK 6	SECRET BOOKS	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 022	
WHERE	Any pub	
REQUIREMENTS	Stilpool Scroll (used)	
DURATION	10 days	
REWARDS	11,400 Gil, 50 AP, Secret Books	

MISSION 153 RANK 5	TO MEDEN	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 015	
WHERE	Any pub	
REQUIREMENTS	Animal Bone (used)	
DURATION	20 days	
REWARDS	8,200 Gil, 70 AP, Old Statue	

MISSION 147 RANK 6	WORDS OF LOVE	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 018	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	10 days	
REWARDS	10,000 Gil, 50 AP, Rat Tail	

MISSION 154 RANK 4	NEIGHBOR!	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 010	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Five days	
REWARDS	5,200 Gil, 30 AP, Neighbor Pin	

MISSION 155
RANK 3

HONOR LOST

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 007
WHERE	Any pub
REQUIREMENTS	Bomb Shell (used)
DURATION	One battle
REWARDS	5,400 Gil, 50 AP, Rusty Sword

MISSION 156
RANK 5

INSPIRATION

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 012
WHERE	Any pub
REQUIREMENTS	Runba's Tale (used)
DURATION	One battle
REWARDS	10,000 Gil, 50 AP, Broken Sword

MISSION 157
RANK 5

COO'S BREAK

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 013
WHERE	Any pub
REQUIREMENTS	Runba's Tale (used)
DURATION	Five days
REWARDS	10,000 Gil, 30 AP, Bent Sword

MISSION 158
RANK 5

THE MATCH

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 015
WHERE	Any pub
REQUIREMENTS	—
DURATION	Two battles
REWARDS	8,800 Gil, 70 AP, Rusty Spear

MISSION 159
RANK 6

THE DEEP SEA

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 019
WHERE	Any pub
REQUIREMENTS	—
DURATION	Three battles
REWARDS	11,400 Gil, 80 AP, Feather Badge

MISSION 160
RANK 4

A WORTHY EYE

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 011
WHERE	Any pub
REQUIREMENTS	Feather Badge (used), Delta Fang (used)
DURATION	15 enemy KOs
REWARDS	80 AP, Insignia

MISSION 161
RANK 5

LOST IN MIST

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 017
WHERE	Any pub
REQUIREMENTS	—
DURATION	20 days
REWARDS	10,000 Gil, 70 AP, Ally Finder

MISSION 162
RANK 5

DARN KIDS

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 009
WHERE	Any pub
REQUIREMENTS	Dame's Blush (used), Ally Finder (used), Smithing (Lvl. 20)
DURATION	One battle
REWARDS	11,400 Gil, 50 AP, Ally Finder2

MISSION 163
RANK 6

STAGE FRIGHT

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 018
WHERE	Any pub
REQUIREMENTS	Old Statue (used)
DURATION	15 days
REWARDS	10,600 Gil, 50 AP, Tranquil Box

MISSION 164
RANK 2

DIARY DILEMMA

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 005
WHERE	Any pub
REQUIREMENTS	—
DURATION	Two battles
REWARDS	3,600 Gil, 70 AP, Loaded Dice

MISSION 165
RANK 5

HUNDRED-EYE

CANCEL: OK
REPEAT: NO

WHEN	After clearing Missions 015 and 126
WHERE	Any pub
REQUIREMENTS	—
DURATION	Five enemy KOs
REWARDS	9,000 Gil, 50 AP, Snake Shield

MISSION 166
RANK 3

RUNAWAY BOY

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 009
WHERE	Any pub
REQUIREMENTS	Black Thread (used)
DURATION	10 days
REWARDS	5,400 Gil, 50 AP, Stasis Rope

MISSION 167
RANK 1

MAD ALCHEMIST

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 003
WHERE	Any pub
REQUIREMENTS	—
DURATION	10 days
REWARDS	3,400 Gil, 50 AP, Mythril Pick

MISSION 168
RANK 2

CARAVAN GUARD

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 007
WHERE	Any pub
REQUIREMENTS	Elda's Cup (used)
DURATION	20 days
REWARDS	4,600 Gil, 70 AP, Caravan Musk

MISSION 169 RANK 4	LIFEWORK	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 010	
WHERE	Any pub	
REQUIREMENTS	Alchemist	
DURATION	15 days	
REWARDS	6,000 Gil, 50 AP, Love Potion	

MISSION 176 RANK 4	POWDER WORRIES	CANCEL: OK REPEAT: NO
WHEN	After clearing Missions 010 and 140	
WHERE	Any pub	
REQUIREMENTS	Gunner	
DURATION	10 enemy KOs	
REWARDS	5,400 Gil, 70 AP, Gun Gear	

MISSION 170 RANK 2	CHEAP LAUGHS	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 008	
WHERE	Any pub	
REQUIREMENTS	Bomb Shell (used)	
DURATION	Five days	
REWARDS	4,600 Gil, 30 AP, Tonberry Lamp	

MISSION 177 RANK 6	THE BLUE BOLT	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 018	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	15 enemy KOs	
REWARDS	9,000 Gil, 80 AP, Silk Bloom	

MISSION 171 RANK 6	T. L. C.	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 017	
WHERE	Any pub	
REQUIREMENTS	Magic (Lvl. 25), White Mage	
DURATION	Two battles	
REWARDS	7,600 Gil, 70 AP, Stilpool Scroll	

MISSION 178 RANK 4	SWEET TALK	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 013	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	10 enemy KOs	
REWARDS	7,000 Gil, 70 AP, Moon Bloom	

MISSION 172 RANK 2	FROZEN SPRING	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 005	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	20 days	
REWARDS	3,400 Gil, 70 AP, Dragon Bone	

MISSION 179 RANK 5	SCARFACE	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 015	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Three battles	
REWARDS	9,000 Gil, 80 AP, Blood Apple	

MISSION 173 RANK 3	NO SCENTS	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 009	
WHERE	Any pub	
REQUIREMENTS	Caravan Musk (used)	
DURATION	15 days	
REWARDS	5,200 Gil, 50 AP, Animal Bone	

MISSION 180 RANK 7	MIRAGE TOWN	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 018	
WHERE	Any pub	
REQUIREMENTS	Goldcap (used)	
DURATION	10 days	
REWARDS	11,400 Gil, 50 AP, Magic Fruit	

MISSION 174 RANK 6	ON THE WAVES	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 022	
WHERE	Any pub	
REQUIREMENTS	Life Water (used), Time Mage	
DURATION	Five enemy KOs	
REWARDS	13,200 Gil, 50 AP, Skull	

MISSION 181 RANK 6	SOLDIER'S WISH	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 016	
WHERE	Any pub	
REQUIREMENTS	Clock Gear (used), Clock Post (used)	
DURATION	One battle	
REWARDS	10,600 Gil, 50 AP, Power Fruit	

MISSION 175 RANK 4	SPLITED BOY	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 006	
WHERE	Any pub	
REQUIREMENTS	Dictionary (used)	
DURATION	Five days	
REWARDS	6,400 Gil, 30 AP, Clock Gear	

MISSION 182 RANK 6	DRY SPELL	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 018	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	20 days	
REWARDS	9,600 Gil, 70 AP, Stolen Gil	

MISSION 183

RANK 6

SWAP MEET

CANCEL: OK

REPEAT: NO

WHEN	After clearing Mission 020
WHERE	Any pub
REQUIREMENTS	Ancient Medal (used)
DURATION	Five days
REWARDS	1,200 Gil, 30 AP, Ancient Bills

MISSION 184

RANK 7

ADAMAN ORDER

CANCEL: OK

REPEAT: NO

WHEN	After clearing Missions 024, 087
WHERE	Any pub
REQUIREMENTS	Adamantite (used), Adamantite (used), Smithing (Lvl. 35)
DURATION	15 days
REWARDS	50 AP, Adaman Alloy

MISSION 185

RANK 7

MAGIC MYSIDIA

CANCEL: OK

REPEAT: NO

WHEN	After clearing Missions 024 and 184
WHERE	Any pub
REQUIREMENTS	Adamantite (used), Silvril (used), Smithing (Lvl. 35)
DURATION	Two battles
REWARDS	70 AP, Mysidia Alloy

MISSION 186

RANK 7

CONUNDRUM

CANCEL: OK

REPEAT: NO

WHEN	After clearing Mission 024
WHERE	Any pub
REQUIREMENTS	Zodiac Ore (used), Zodiac Ore (used), Smithing (Lvl. 35)
DURATION	10 enemy KOs
REWARDS	70 AP, Crusite Alloy

MISSION 187

RANK 7

LUCKY NIGHT

CANCEL: OK

REPEAT: NO

WHEN	After clearing Mission 024
WHERE	Any pub
REQUIREMENTS	—
DURATION	15 days
REWARDS	18,000 Gil, 50 AP, Rat Tail

MISSION 188

RANK 7

TUTOR SEARCH

CANCEL: OK

REPEAT: NO

WHEN	After clearing Missions 024 and 187
WHERE	Any pub
REQUIREMENTS	—
DURATION	15 enemy KOs
REWARDS	11,400 Gil, 80 AP, Rusty Sword

MISSION 189

RANK 7

WHY AM I WET?

CANCEL: OK

REPEAT: NO

WHEN	After clearing Missions 024 and 187
WHERE	Any pub
REQUIREMENTS	Red Mage
DURATION	15 enemy KOs
REWARDS	13,600 Gil, 80 AP, Broken Sword

MISSION 190

RANK 7

RUN WITH US

CANCEL: OK

REPEAT: NO

WHEN	After clearing Missions 024 and 189
WHERE	Any pub
REQUIREMENTS	—
DURATION	40 days
REWARDS	18,000 Gil, 80 AP, Bent Sword

MISSION 191

RANK 7

LUCKY CHARM

CANCEL: OK

REPEAT: NO

WHEN	After clearing Missions 024 and 189
WHERE	Any pub
REQUIREMENTS	Rat Tail (used)
DURATION	40 days
REWARDS	9,000 Gil, 80 AP, Rusty Spear

MISSION 192

RANK 7

ALCHEMIST BOY

CANCEL: OK

REPEAT: NO

WHEN	After clearing Missions 024 and 191
WHERE	Any pub
REQUIREMENTS	—
DURATION	Two battles
REWARDS	4,600 Gil, 70 AP, Insignia

MISSION 193

RANK 7

THORNY DREAMS

CANCEL: OK

REPEAT: NO

WHEN	After clearing Missions 024 and 187
WHERE	Any pub
REQUIREMENTS	—
DURATION	20 days
REWARDS	16,000 Gil, 70 AP, Blood Apple

MISSION 194

RANK 1

FREE CYRIL!

CANCEL: OK

REPEAT: NO

WHEN	After clearing Mission 002 and reading the Thief Exposed rumor
WHERE	Cyril Pub
REQUIREMENTS	—
DURATION	Three days
REWARDS	2,400 Gil, 30 AP, Choco Shield

MISSION 195

RANK 2

SHIP NEEDED

CANCEL: OK

REPEAT: NO

WHEN	After clearing Mission 006 and reading the Borzoi's End rumor
WHERE	Cyril Pub
REQUIREMENTS	—
DURATION	One battle
REWARDS	4,200 Gil, 50 AP

MISSION 196

RANK 4

MIND CEFFYL

CANCEL: OK

REPEAT: OK

WHEN	After clearing Mission 012 and reading the The Sages rumor
WHERE	Any pub
REQUIREMENTS	Fire Sigil (used), Wind Sigil (used)
DURATION	Three battles
REWARDS	80 AP, Mind Ceffyl

MISSION 197 RANK 4	BODY CEFFYL	CANCEL: OK REPEAT: OK
WHEN	After clearing Mission 012 and reading the The Sages rumor	
WHERE	Any pub	
REQUIREMENTS	Earth Sigil (used), Water Sigil (used)	
DURATION	Three battles	
REWARDS	80 AP, Body Ceffyl	

MISSION 198 RANK 4	THE SPIRITSTONE	CANCEL: OK REPEAT: OK
WHEN	After clearing Mission 012 and reading the The Sages rumor	
WHERE	Any pub	
REQUIREMENTS	Mind Ceffyl (used), Body Ceffyl (used)	
DURATION	Four battles	
REWARDS	90 AP, Spiritstone	

MISSION 199 RANK 3	GIRL IN LOVE	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 002	
WHERE	Any pub	
REQUIREMENTS	White Thread (used), White Mage	
DURATION	Two battles	
REWARDS	3,400 Gil, 50 AP, Magic Medal	

MISSION 200 RANK 1	CHOCOBO HELP!	CANCEL: OK REPEAT: OK
WHEN	Bardmoon, after clearing Mission 002	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Five days	
REWARDS	1,000 Gil, 20 AP, Chocobo Egg	

MISSION 201 RANK 1	THE SKYPOLE	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 002	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	10 days	
REWARDS	2,400 Gil, 50 AP, Ancient Medal	

MISSION 202 RANK 6	RUINS SURVEY	CANCEL: OK REPEAT: OK
WHEN	Sagemoon, after clearing Mission 019	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	10 days	
REWARDS	10,800 Gil, 30 AP, Ancient Medal	

MISSION 203 RANK 6	DIG DIG DIG	CANCEL: OK REPEAT: OK
WHEN	Madmoon, after clearing Mission 020	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	One battle	
REWARDS	11,800 Gil, 50 AP, Zodiac Ore	

MISSION 204 RANK 4	SEEKING SILVER	CANCEL: OK REPEAT: OK
WHEN	Kingmoon, after clearing Mission 012	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	15 days	
REWARDS	3,400 Gil, 30 AP, Silvril	

MISSION 205 RANK 2	MATERITE	CANCEL: OK REPEAT: OK
WHEN	Kingmoon, after clearing Mission 005	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	10 days	
REWARDS	30 AP, Materite	

MISSION 206 RANK 4	THE WORMHOLE	CANCEL: OK REPEAT: OK
WHEN	Huntmoon, after clearing Missions 010 and 148	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	10 days	
REWARDS	2,800 Gil, 30 AP, Leestone	

MISSION 207 RANK 2	METAL HUNT	CANCEL: OK REPEAT: OK
WHEN	After clearing Missions 006 and 123	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	15 days	
REWARDS	2,400 Gil, 30 AP, Adamantite	

MISSION 208 RANK 2	MATH IS HARD	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 007	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	10 days	
REWARDS	4,200 Gil, 50 AP, Black Thread	

MISSION 209 RANK 2	THE WITNESS	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 007	
WHERE	Any pub	
REQUIREMENTS	Defender	
DURATION	Five enemy KO's	
REWARDS	4,600 Gil, 50 AP, Black Thread	

MISSION 210 RANK 1	LIFE OR DEATH	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 003	
WHERE	Any pub	
REQUIREMENTS	Homework (used)	
DURATION	One battle	
REWARDS	2,400 Gil, 50 AP, Black Thread	

MISSION 211

RANK 3

KARLOS'S DAY

CANCEL: OK

REPEAT: NO

WHEN	After clearing Mission 009
WHERE	Any pub
REQUIREMENTS	—
DURATION	Five days
REWARDS	4,600 Gil, 30 AP, White Thread

MISSION 212

RANK 6

TO FATHER

CANCEL: OK

REPEAT: NO

WHEN	After clearing Missions 009 and 270
WHERE	Any pub
REQUIREMENTS	—
DURATION	10 days
REWARDS	11,400 Gil, 50 AP, White Thread

MISSION 213

RANK 1

OH MOLESE

CANCEL: OK

REPEAT: NO

WHEN	After clearing Mission 004
WHERE	Any pub
REQUIREMENTS	—
DURATION	15 days
REWARDS	2,800 Gil, 50 AP, White Thread

MISSION 214

RANK 4

SKINNING TIME

CANCEL: OK

REPEAT: OK

WHEN	Bardmoon, after clearing Mission 011
WHERE	Any pub
REQUIREMENTS	—
DURATION	10 battles
REWARDS	3,600 Gil, 30 AP, Chocobo Skin

MISSION 215

RANK 4

WILD RIVER

CANCEL: OK

REPEAT: NO

WHEN	After clearing Mission 011
WHERE	Any pub
REQUIREMENTS	—
DURATION	Two battles
REWARDS	5,400 Gil, 70 AP, Magic Cloth

MISSION 216

RANK 2

MAGIC CLOTH

CANCEL: OK

REPEAT: OK

WHEN	Sagemoon, after clearing Mission 008
WHERE	Any pub
REQUIREMENTS	Magic Cotton (used)
DURATION	10 days
REWARDS	30 AP, Magic Cloth

MISSION 217

RANK 4

COTTON GUARD

CANCEL: OK

REPEAT: OK

WHEN	Huntmoon, after clearing Mission 013
WHERE	Any pub
REQUIREMENTS	—
DURATION	One battle
REWARDS	7,000 Gil, 50 AP, Magic Cotton

MISSION 218

RANK 4

HELP DAD

CANCEL: OK

REPEAT: NO

WHEN	After clearing Mission 013
WHERE	Any pub
REQUIREMENTS	—
DURATION	10 days
REWARDS	7,800 Gil, 50 AP, Bomb Shell

MISSION 219

RANK 4

RUBBER OR REAL

CANCEL: OK

REPEAT: NO

WHEN	After clearing Mission 010
WHERE	Any pub
REQUIREMENTS	Monster Guide (used)
DURATION	Five days
REWARDS	5,200 Gil, 30 AP, Bomb Shell

MISSION 220

RANK 5

INTO THE WOOD

CANCEL: OK

REPEAT: OK

WHEN	Huntmoon, after clearing Mission 015
WHERE	Any pub
REQUIREMENTS	—
DURATION	Five days
REWARDS	4,600 Gil, 20 AP, Panther Hide

MISSION 221

RANK 5

JERKY DAYS

CANCEL: OK

REPEAT: OK

WHEN	Kingmoon, after clearing Mission 015
WHERE	Any pub
REQUIREMENTS	—
DURATION	Five days
REWARDS	4,200 Gil, 20 AP, Jerky

MISSION 222

RANK 4

NEW FIELDS

CANCEL: OK

REPEAT: OK

WHEN	Madmoon, after clearing Mission 012
WHERE	Any pub
REQUIREMENTS	—
DURATION	10 days
REWARDS	3,600 Gil, 40 AP, Gysahl Greens

MISSION 223

RANK 5

STRANGE FIRES

CANCEL: OK

REPEAT: NO

WHEN	After clearing Mission 016
WHERE	Any pub
REQUIREMENTS	—
DURATION	Five days
REWARDS	9,600 Gil, 30 AP, Magic Medal

MISSION 224

RANK 5

BETTER LIVING

CANCEL: OK

REPEAT: NO

WHEN	After clearing Mission 016
WHERE	Any pub
REQUIREMENTS	—
DURATION	10 days
REWARDS	10,000 Gil, 50 AP, Chocobo Egg

MISSION 225 RANK 4	MALBORO HUNT	CANCEL: OK REPEAT: OK
WHEN	Madmoon, after clearing Mission 013	
WHERE	Any pub	
REQUIREMENTS	Chocobo Egg (used)	
DURATION	15 days	
REWARDS	4,200 Gil, 40 AP, Cyril Ice	

MISSION 232 RANK 6	NOVEL ASCENT	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 020	
WHERE	Any pub	
REQUIREMENTS	Stasis Rope (used)	
DURATION	10 enemy KOs	
REWARDS	11,400 Gil, 70 AP, Runba's Tale	

MISSION 226 RANK 6	CHOCOBO WORK	CANCEL: OK REPEAT: OK
WHEN	Bardmoon, after clearing Mission 018	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	10 days	
REWARDS	4,600 Gil, 40 AP, Choco Bread	

MISSION 233 RANK 6	SHOVEL	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 020	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	20 days	
REWARDS	11,800 Gil, 70 AP, Runba's Tale	

MISSION 227 RANK 6	PARTY NIGHT	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 018	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	15 days	
REWARDS	9,600 Gil, 50 AP, Choco Gratin	

MISSION 234 RANK 6	BREAD WOES	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 018	
WHERE	Any pub	
REQUIREMENTS	Choco Bread (used)	
DURATION	20 days	
REWARDS	10,800 Gil, 70 AP, Kiddy Bread	

MISSION 228 RANK 5	MAMA'S TASTE	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 015	
WHERE	Any pub	
REQUIREMENTS	Chocobo Egg (used), Gysahl Greens (used)	
DURATION	15 days	
REWARDS	9,000 Gil, 50 AP, Choco Gratin	

MISSION 235 RANK 6	BOOK MESS	CANCEL: OK REPEAT: OK
WHEN	Sagemoon, after clearing Mission 020	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	10 days	
REWARDS	12,400 Gil, 40 AP, Encyclopedia	

MISSION 229 RANK 6	THE WELL MAZE	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 019	
WHERE	Any pub	
REQUIREMENTS	Choco Bread (used)	
DURATION	15 days	
REWARDS	9,600 Gil, 50 AP, Grownup Bread	

MISSION 236 RANK 6	ONE MORE TAIL	CANCEL: OK REPEAT: OK
WHEN	Madmoon, after clearing Mission 020	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	10 days	
REWARDS	10,800 Gil, 40 AP, Rabbit Tail	

MISSION 230 RANK 6	SHE'S GONE	CANCEL: OK REPEAT: NO
WHEN	After clearing Missions 019 and 234	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Five days	
REWARDS	10,600 Gil, 30 AP, Malboro Wine	

MISSION 237 RANK 6	RELAX TIME!	CANCEL: OK REPEAT: OK
WHEN	Huntmoon, after clearing Mission 022	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	15 days	
REWARDS	4,600 Gil, 50 AP, Danbukwood	

MISSION 231 RANK 5	MAGIC VELLUM	CANCEL: OK REPEAT: OK
WHEN	Sagemoon, after clearing Mission 017	
WHERE	Any pub	
REQUIREMENTS	Magic Cotton (used)	
DURATION	One battle	
REWARDS	4,600 Gil, 50 AP, Magic Vellum	

MISSION 238 RANK 6	FOMA JUNGLE	CANCEL: OK REPEAT: OK
WHEN	Huntmoon, after clearing Mission 022	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	15 days	
REWARDS	4,600 Gil, 50 AP, Moonwood	

MISSION 239

RANK 6

FOR A FLOWER

CANCEL: OK

REPEAT: OK

WHEN	After clearing Mission 022
WHERE	Any pub
REQUIREMENTS	—
DURATION	Two battles
REWARDS	6,000 Gil, 70 AP, Telaq Flower

MISSION 240

RANK 1

GIZA PLAINS

CANCEL: OK

REPEAT: OK

WHEN	After clearing Mission 002
WHERE	Any pub
REQUIREMENTS	—
DURATION	Three enemy KOs
REWARDS	2,400 Gil, 50 AP, 20 CP

MISSION 241

RANK 1

LUTIA PASS

CANCEL: OK

REPEAT: OK

WHEN	After clearing Mission 004
WHERE	Any pub
REQUIREMENTS	—
DURATION	Three enemy KOs
REWARDS	2,400 Gil, 50 AP, 20 CP

MISSION 242

RANK 2

THE NUBSWOOD

CANCEL: OK

REPEAT: OK

WHEN	After clearing Missions 006 and 070
WHERE	Any pub
REQUIREMENTS	—
DURATION	Three enemy KOs
REWARDS	2,400 Gil, 50 AP, 20 CP

MISSION 243

RANK 2

ELUOT SANDS

CANCEL: OK

REPEAT: OK

WHEN	After clearing Mission 007
WHERE	Any pub
REQUIREMENTS	—
DURATION	Three enemy KOs
REWARDS	2,400 Gil, 50 AP, 20 CP

MISSION 244

RANK 2

ULEI RIVER

CANCEL: OK

REPEAT: OK

WHEN	After clearing Mission 008
WHERE	Any pub
REQUIREMENTS	—
DURATION	Three enemy KOs
REWARDS	2,400 Gil, 50 AP, 20 CP

MISSION 245

RANK 3

AISENFIELD

CANCEL: OK

REPEAT: OK

WHEN	After clearing Mission 009
WHERE	Any pub
REQUIREMENTS	—
DURATION	Three enemy KOs
REWARDS	2,400 Gil, 50 AP, 20 CP

MISSION 246

RANK 4

RODA VOLCANO

CANCEL: OK

REPEAT: OK

WHEN	After clearing Mission 010
WHERE	Any pub
REQUIREMENTS	—
DURATION	Three enemy KOs
REWARDS	2,400 Gil, 50 AP, 20 CP

MISSION 247

RANK 4

TRAVEL AID

CANCEL: OK

REPEAT: OK

WHEN	After clearing Mission 011
WHERE	Any pub
REQUIREMENTS	—
DURATION	Five enemy KOs
REWARDS	2,400 Gil, 50 AP, 20 CP

MISSION 248

RANK 4

THE SALIKAWOOD

CANCEL: OK

REPEAT: OK

WHEN	After clearing Mission 012
WHERE	Any pub
REQUIREMENTS	—
DURATION	Five enemy KOs
REWARDS	2,400 Gil, 50 AP, 20 CP

MISSION 249

RANK 4

NARGAL CAVE

CANCEL: OK

REPEAT: OK

WHEN	After clearing Mission 013
WHERE	Any pub
REQUIREMENTS	—
DURATION	Five enemy KOs
REWARDS	2,400 Gil, 50 AP, 20 CP

MISSION 250

RANK 5

KUDIK PEAKS

CANCEL: OK

REPEAT: OK

WHEN	After clearing Mission 015
WHERE	Any pub
REQUIREMENTS	—
DURATION	Five enemy KOs
REWARDS	2,400 Gil, 50 AP, 20 CP

MISSION 251

RANK 5

JERAW SANDS

CANCEL: OK

REPEAT: OK

WHEN	After clearing Mission 015
WHERE	Any pub
REQUIREMENTS	—
DURATION	Five enemy KOs
REWARDS	2,400 Gil, 50 AP, 20 CP

MISSION 252

RANK 5

ULADON BOG

CANCEL: OK

REPEAT: OK

WHEN	After clearing Mission 015
WHERE	Any pub
REQUIREMENTS	—
DURATION	Seven enemy KOs
REWARDS	2,400 Gil, 70 AP, 20 CP

MISSION 253 RANK 5	GOTOR SANDS	CANCEL: OK REPEAT: OK
WHEN	After clearing Mission 016	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Seven enemy KOs	
REWARDS	2,400 Gil, 70 AP, 20 CP	

MISSION 254 RANK 5	DELIA DUNES	CANCEL: OK REPEAT: OK
WHEN	After clearing Mission 017	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Seven enemy KOs	
REWARDS	2,400 Gil, 70 AP, 20 CP	

MISSION 255 RANK 6	BUGBUSTERS	CANCEL: OK REPEAT: OK
WHEN	After clearing Mission 018	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Seven enemy KOs	
REWARDS	2,400 Gil, 70 AP, 20 CP	

MISSION 256 RANK 6	TUBOLA CAVE	CANCEL: OK REPEAT: OK
WHEN	After clearing Mission 020	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Seven enemy KOs	
REWARDS	2,400 Gil, 70 AP, 20 CP	

MISSION 257 RANK 6	DETI PLAINS	CANCEL: OK REPEAT: OK
WHEN	After clearing Mission 022	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	10 enemy KOs	
REWARDS	2,400 Gil, 70 AP, 20 CP	

MISSION 258 RANK 6	SIENA GORGE	CANCEL: OK REPEAT: OK
WHEN	After clearing Mission 022	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	10 enemy KOs	
REWARDS	2,400 Gil, 70 AP, 20 CP	

MISSION 259 RANK 7	JAGO AHLI	CANCEL: OK REPEAT: OK
WHEN	After clearing Missions 024 and 065	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	15 enemy KOs	
REWARDS	2,400 Gil, 80 AP, 20 CP	

MISSION 260 RANK 7	JAGO HELJE	CANCEL: OK REPEAT: OK
WHEN	After clearing Missions 024 and 064	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	15 enemy KOs	
REWARDS	2,400 Gil, 70 AP, 20 CP	

MISSION 261 RANK 7	JAGO DORSA	CANCEL: OK REPEAT: OK
WHEN	After clearing Mission 024 and reading the Gukko Gone rumor	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	15 enemy KOs	
REWARDS	2,400 Gil, 80 AP, 20 CP	

MISSION 262 RANK 7	AMBERVALE	CANCEL: OK REPEAT: OK
WHEN	After clearing Missions 024 and 263	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Seven enemy KOs	
REWARDS	2,400 Gil, 70 AP, 20 CP	

MISSION 263 RANK 7	OZMONFIELD	CANCEL: OK REPEAT: OK
WHEN	After clearing Missions 024 and 066	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Seven enemy KOs	
REWARDS	2,400 Gil, 70 AP, 20 CP	

MISSION 264 RANK 2	SWORDS IN CYRIL	CANCEL: OK REPEAT: OK
WHEN	Madmoon, after clearing Mission 002	
WHERE	Any pub	
REQUIREMENTS	Fencer	
DURATION	One battle	
REWARDS	1,800 Gil, 50 AP, 20 CP, Victor Sword	

MISSION 265 RANK 1	NEWBIE HALL	CANCEL: OK REPEAT: NO
WHEN	After clearing Missions 003 and 139	
WHERE	Any pub	
REQUIREMENTS	Combat (Lvl. 5)	
DURATION	10 days	
REWARDS	2,400 Gil, 50 AP, Onion Sword	

MISSION 266 RANK 2	VOODOO DOLL	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 005	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Five days	
REWARDS	3,400 Gil, 30 AP, Soulsaber	

MISSION 267
RANK 3

COME ON OUT

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 006
WHERE	Any pub
REQUIREMENTS	Jerky (used)
DURATION	10 days
REWARDS	5,400 Gil, 50 AP, Oblige

MISSION 268
RANK 4

FOOD FOR TRUTH

CANCEL: OK
REPEAT: NO

WHEN	After clearing Missions 007 and 209
WHERE	Any pub
REQUIREMENTS	Choco Gratin (used), Appraise (Lvl. 18)
DURATION	20 days
REWARDS	6,400 Gil, 70 AP, Rhomphaia

MISSION 269
RANK 3

ALBA CAVE

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 008
WHERE	Any pub
REQUIREMENTS	Jerky (used), Blue Mage
DURATION	Four battles
REWARDS	6,000 Gil, 90 AP, Beastsword

MISSION 270
RANK 4

THE PERFORMER

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 009
WHERE	Any pub
REQUIREMENTS	Rabbit Tail (used)
DURATION	15 days
REWARDS	9,600 Gil, 50 AP, Tonbberian

MISSION 271
RANK 4

ONE MORE TIME

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 011
WHERE	Any pub
REQUIREMENTS	—
DURATION	15 days
REWARDS	6,400 Gil, 50 AP, Aerial Hole

MISSION 272
RANK 4

SPRING TREE

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 012
WHERE	Any pub
REQUIREMENTS	—
DURATION	Two battles
REWARDS	7,000 Gil, 70 AP, Charfire

MISSION 273
RANK 4

WHO AM I?

CANCEL: OK
REPEAT: NO

WHEN	After clearing Missions 013 and 131
WHERE	Any pub
REQUIREMENTS	Magic Medal (used), Magic Medal (used)
DURATION	15 days
REWARDS	600 Gil, 50 AP, Power Staff

MISSION 274
RANK 5

REAPER RUMORS

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 015
WHERE	Any pub
REQUIREMENTS	—
DURATION	10 days
REWARDS	8,800 Gil, 50 AP, Crescent Bow

MISSION 275
RANK 5

DOG DAYS

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 016
WHERE	Any pub
REQUIREMENTS	—
DURATION	10 days
REWARDS	8,800 Gil, 50 AP, Marduk Bow

MISSION 276
RANK 6

GOOD BREAD

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 017
WHERE	Any pub
REQUIREMENTS	Grownup Bread (used), Kiddy Bread (used)
DURATION	Five days
REWARDS	30 AP, Arbalest

MISSION 277
RANK 6

SWORD NEEDED

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 018
WHERE	Any pub
REQUIREMENTS	—
DURATION	Two battles
REWARDS	9,000 Gil, 70 AP, Bangaa Spike

MISSION 278
RANK 6

EL RITMO

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 018
WHERE	Any pub
REQUIREMENTS	Moonwood (used), Danbukwood (used)
DURATION	10 enemy KOs
REWARDS	12,400 Gil, 70 AP, Fell Castanets

MISSION 279
RANK 6

HER BIG MOVE

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 019
WHERE	Any pub
REQUIREMENTS	Malboro Wine (used)
DURATION	Seven days
REWARDS	9,600 Gil, 40 AP, Magic Hands

MISSION 280
RANK 6

DON'T LOOK!

CANCEL: OK
REPEAT: NO

WHEN	After clearing Mission 019
WHERE	Any pub
REQUIREMENTS	—
DURATION	10 enemy KOs
REWARDS	10,800 Gil, 70 AP, Reverie Shield

MISSION 281 RANK 6	JANITOR DUTY	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 020	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	20 days	
REWARDS	11,400 Gil, 70 AP, Parade Helm	

MISSION 288 RANK 6	FABLED SWORD	CANCEL: OK REPEAT: NO
WHEN	After clearing Missions 020 and 232	
WHERE	Any pub	
REQUIREMENTS	Thunderstone (used), Stormstone (used), Soldier	
DURATION	Three battles	
REWARDS	12,600 Gil, 80 AP, Master Sword	

MISSION 282 RANK 6	UNLUCKY STAR	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 020	
WHERE	Any pub	
REQUIREMENT	Blood Shawl (used)	
DURATION	Three enemy KO's	
REWARDS	13,200 Gil, 50 AP, Magic Robe	

MISSION 289 RANK 3	REFURBISHING	CANCEL: OK REPEAT: NO
WHEN	After clearing Missions 004 and 213	
WHERE	Any pub	
REQUIREMENT	Broken Sword (used)	
DURATION	20 days	
REWARDS	70 AP, Lurebreaker	

MISSION 283 RANK 6	CORRAL CARE	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 022	
WHERE	Any pub	
REQUIREMENT	Choco Gratin (used)	
DURATION	10 days	
REWARDS	12,600 Gil, 50 AP, Fire Mitts	

MISSION 290 RANK 6	STONE SECRET	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 022	
WHERE	Any pub	
REQUIREMENTS	Rusty Sword (used), Leestone (used)	
DURATION	Three battles	
REWARDS	80 AP, Tabarise	

MISSION 284 RANK 7	BEASTLY GUN	CANCEL: OK REPEAT: NO
WHEN	After clearing Missions 24 and 185	
WHERE	Any pub	
REQUIREMENTS	Insignia (used), Ally Finder2 (used), Gunner	
DURATION	10 days	
REWARDS	50 AP, Calling Gun	

MISSION 291 RANK 6	SWORD STUFF	CANCEL: OK REPEAT: NO
WHEN	After clear Missions 020 and 094	
WHERE	Any pub	
REQUIREMENTS	Silk Bloom (used), Moon Bloom (used)	
DURATION	Four battles	
REWARDS	90 AP, Silkmoon	

MISSION 285 RANK 6	BLADE & TURTLE	CANCEL: OK REPEAT: NO
WHEN	After clearing Missions 019 and 230	
WHERE	Any pub	
REQUIREMENTS	Adaman Alloy (used), Broken Sword (used), Gladiator	
DURATION	Two battles	
REWARDS	10,600 Gil, 70 AP, Adaman Blade	

MISSION 292 RANK 6	A STORMY NIGHT	CANCEL: OK REPEAT: NO
WHEN	After clearing Missions 022 and 142	
WHERE	Any pub	
REQUIREMENTS	Rusty Spear (used), Mysidia Alloy (used)	
DURATION	Four battles	
REWARDS	12,600 Gil, 90 AP, Odin Lance	

MISSION 286 RANK 4	VALUABLE FAKE	CANCEL: OK REPEAT: NO
WHEN	After clearing Missions 007 and 122	
WHERE	Any pub	
REQUIREMENTS	Bent Sword (used), Rainbowite (used)	
DURATION	10 days	
REWARDS	9,000 Gil, 50 AP, Nagrarok	

MISSION 293 RANK 6	MINSTREL SONG	CANCEL: OK REPEAT: NO
WHEN	After clear Mission 019	
WHERE	Any pub	
REQUIREMENTS	Stradivari (used), Black Thread (used)	
DURATION	Three battles	
REWARDS	80 AP, Dark Fiddle	

MISSION 287 RANK 5	WEAVER'S WAR	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 011	
WHERE	Any pub	
REQUIREMENTS	Crusite Alloy (used), Blood Apple (used)	
DURATION	Five enemy KO's	
REWARDS	10,600 Gil, 50 AP, Zankplus	

MISSION 294 RANK 6	GUN CRAZY	CANCEL: OK REPEAT: NO
WHEN	After clear Missions 020 and 291	
WHERE	Any pub	
REQUIREMENTS	Crusite Alloy (used), Gun Gear (used)	
DURATION	Three battles	
REWARDS	80 AP, Bindsnipe	

MISSION 295

RANK 6

BLACK HAT

CANCEL: OK

REPEAT: NO

WHEN	After clearing Mission 018
WHERE	Any pub
REQUIREMENTS	Black Thread (used), Magic Cloth (used), Black Mage
DURATION	Three battles
REWARDS	80 AP, Black Hat

MISSION 296

RANK 6

HAT FOR A GIRL

CANCEL: OK

REPEAT: NO

WHEN	After clearing Mission 020
WHERE	Any pub
REQUIREMENTS	White Thread (used), Magic Cloth (used)
DURATION	30 days
REWARDS	10,800 Gil, 80 AP, White Hat

MISSION 297

RANK 6

ARMOR & TURTLE

CANCEL: OK

REPEAT: NO

WHEN	After clearing Missions 015 and 228
WHERE	Any pub
REQUIREMENTS	Adaman Alloy (used), Rat Tail (used)
DURATION	Two battles
REWARDS	9,000 Gil, 70 AP, Adaman Armor

MISSION 298

RANK 5

DARK ARMOR

CANCEL: OK

REPEAT: NO

WHEN	After clearing Missions 016 and 275
WHERE	Any pub
REQUIREMENTS	Materite (used), Materite (used)
DURATION	10 enemy KO's
REWARDS	70 AP, Materia Armor

MISSION 299

RANK 3

FASHION WORLD

CANCEL: OK

REPEAT: NO

WHEN	After clearing Missions 006 and 150
WHERE	Any pub
REQUIREMENTS	Chocobo Skin (used), Magic Cotton (used)
DURATION	10 days
REWARDS	4,600 Gil, 50 AP, Brint Set

MISSION 300

RANK 6

FASHION HOOPLA

CANCEL: OK

REPEAT: NO

WHEN	After clearing Missions 009 and 270
WHERE	Any pub
REQUIREMENTS	Chocobo Skin (used), Magic Cotton (used)
DURATION	Five days
REWARDS	11,800 Gil, 30 AP, Galmia Set



CLAN LEAGUE MISSIONS

CLAN ENCOUNTER BATTLES

Your clan must defeat four competing clans before you reach the Clan League finals. The four clan engagements look like regular Encounter missions at the pubs. Sign up for each Clan League mission, then go out into Ivalice and find your opponent! The Clan League final mission will appear in any pub after you win the first four missions.



Contract the Clan League missions at any pub. After you accept the one, you'll have 25 days to find and defeat your opponent. When you win a mission, the next mission in the Clan League competition will appear in any Pub. The chart to the right displays the mission flow.

CLAN LEAGUE MISSION FLOW

BATTLE 1 YELLOW POWERZ

BATTLE 2 BLUE GENIUSES

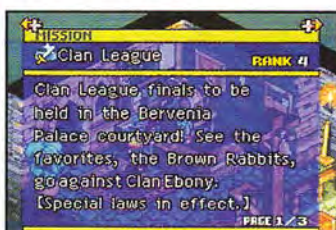
BATTLE 3 BROWN RABBITS

BATTLE 4 WHITE KUPOS

CLAN LEAGUE FINAL (PAGE 110)

CLAN LEAGUE FINAL MISSION

After your clan wins all four battles in the Clan League competition, visit any Pub and contract the Clan League final mission. The finals take place at Bervenia Palace against the reigning champions, the Brown Rabbits. The special law for the finals forbids the use of any Law cards. See page 110 for detailed information on the battle.



The Clan League missions are repeatable. Check the pubs to see when they reappear. The more times you do the Clan League missions, the more your Peytral armor will grow.

ARMOR THAT GROWS WITH YOU

The first time you win the Clan League competition, you are awarded very rare and special armor called Peytral. Peytral armor gains experience which increases its stats each time you win the Clan League finals. In time, the legendary armor could become your strongest piece of equipment.



The Peytral armor's Weapon Defense grows each time your clan wins the Clan League finals. Enter the Clan League competition often to build up the armor!

MISSION — YELLOW POWERZ		CANCEL: NO	?
RANK 2		REPEAT: OK	RANDOM
WHEN	Kingmoon; after clearing Mission 022		
WHERE	Any pub		
TIME LIMIT	25 days		
OBJECTIVE	Defeat all enemies!		
REQUIREMENTS	—		
REWARDS	2,400 Gil, 20 AP, Dmg2: Bangaa Law card		

BLOCK ARROWS

The enemy Archer has Concentrate and Aim, which she can use to inflict status ailments. Dispatch units with the Block Arrows R-ability, or enter the mission when the World Law forbids Missiles to disable her.

RANDOM MAP
(6 PLAYER UNITS)

JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Gladiator (Fog)	28	Spellblade Tech	—	Strikeback	Doublehand	Ogun Blade, Wygar, Genji Armlets, Scarab
B Warrior	27	Battle Tech	—	—	Monkey Grip	Claymore, Opal Shield, Opal Helm, Opal Armor
C Archer	26	Aim	—	—	Concentrate	Yoichi Bow, Green Beret, Minerva Plate, Dash Boots
D Fencer	27	Lunge Tech	Spirit Magic	—	Shieldbearer	Djynn Flyssa, Round Shield, Ninja Gear, Fortune Ring

MISSION —
RANK 2

BLUE GENIUSES

CANCEL: NO
REPEAT: OK

?

RANDOM

WHEN	After clearing Missions 022 & Yellow Powerz
WHERE	Any pub
TIME LIMIT	25 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	2,400 Gil, 20 AP, Dmg2: Nu Mou Law card

NO COLOR MAGIC OR SKILLS!

Engage the Blue Geniuses when the law forbids Color Magic and Skills. Otherwise, bring as many units as you can with the Return Magic R-ability. Dispatch a Fighter, Monk, Ninja or Dragoon to deal melee damage.

RANDOM MAP
(6 PLAYER UNITS)

	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Time Mage (Grang)	28	Time Magic	—	Last Quicken	Turbo MP	Stardust Rod, Wygar, Black Hat, Magic Ring
B	White Mage	25	White Magic	—	Last Haste	Turbo MP	Cheer Staff, White Robe, Red Boots, Magic Ring
C	Black Mage	27	Black Magic	—	—	Geomancy	Force Rod, Black Robe, Red Boots
D	Alchemist	27	Alchemy Skill	—	Absorb MP	Magic Pow+	Mandragora, Gaia Gear, Wizard Hat, Germinas

MISSION —
RANK 3

BROWN RABBITS

CANCEL: NO
REPEAT: OK

?

RANDOM

WHEN	After clearing Missions 022 & Blue Geniuses
WHERE	Any pub
TIME LIMIT	25 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	2,400 Gil, 20 AP, Dmg2: Viera Law card

DISABLE MISSILES & summon

Disable the enemy Sniper and Summoner by forbidding Missile and Summon Magic. As in Blue Geniuses, dispatch a Fighter, Monk, Ninja or Dragoon to finish off your foes with heavy Weapon Damage.

RANDOM MAP
(6 PLAYER UNITS)

	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A	Sniper (Vili)	32	Sharpshoot	—	Block Arrows	Concentrate	Max's Oathbow, Mirage Vest, Bracers, Star Armlet
B	White Mage	30	White Magic	Spirit Magic	—	—	Cure Staff, Flurry Robe, Gold Hairpin
C	Fencer	31	Lunge Tech	—	—	—	Gupti Aga, Bone Plate, Circlet
D	Summoner	29	Summon Magic	—	—	Magic Pow+	Cheer Staff, Wygar, Red Boots, Magic Ring

MISSION —
RANK 3

WHITE KUPOS

CANCEL: NO
REPEAT: OK

?

RANDOM

WHEN	After clearing Missions 022 & Brown Rabbits
WHERE	Any pub
TIME LIMIT	25 days
OBJECTIVE	Defeat all enemies!
REQUIREMENTS	—
REWARDS	7,000 Gil, 20 AP, Badge, Dmg2: Moogles Law card

FORBID STATUS

The White Kupos will cast all sorts of nasty status ailments on your units if you don't disable Status before the battle. Haweh has the Damage > MP R-ability, so focus all attacks on him until you knock him out.

RANDOM MAP
(6 PLAYER UNITS)

	JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIP
A	Gunner (Haweh)	33	Gunmanship	—	Damage > MP	Concentrate	Outsider, Dark Gear, Black Hat, Bracers
B	Gunner	29	Gunmanship	—	—	Concentrate	Peacemaker, Survival Vest, Thief Hat, Spiked Boots
C	Animist	31	Call	—	—	Shieldbearer	Satyr Flute, Gaia Gear, Aegis Shield, Magic Ring
D	Thief	31	Steal	Item	Counter	Doublehand	Kard, Ninja Gear, Green Beret, Genji Armlets

CLAN MEMBER RECRUITMENT

CLAN MEMBER GAIN & LOSS

Your clan can include a total of 24 members (counting Marche) at a time. If you lose clan members due to expulsion or being knocked out in a Jagd, you can recruit new members two ways: wait for members to arrive on their own after your clan completes missions, or contract recruitment missions at pubs. Maintain a well-balanced clan with different jobs and races.



If for some reason your clan membership drops to five or fewer members, a special recruitment mission will appear in pubs.



To get a recruitment mission to appear, engage an enemy while you have five or less units in your clan. After the battle, the mission will appear in the pubs.

MEMBER RECRUITMENT MISSIONS

When your clan reaches five or less members, clan member recruitment missions will appear in any pub. Dispatch one clan member to recruit a certain race for the clan. After five days have passed, the dispatched unit will return with a new recruit!



Members of each race will seek recruitment into your clan during specific months. Check the chart to the right and plan your recruitment by month and desired race.

Sometimes expert job members will seek recruitment. Beware changing the job of such members—they may not have the normal job requirements to switch back!

RACE RECRUITMENT BY MONTH

KINGMOON	HUMAN
MADMOON	BANGAA
SAGEMOON	NU MOU
HUNTMOON	VIERA
BARDMOON	MOOGLE

MISSION — RANK 1	HUMAN WANTED	CANCEL: OK REPEAT: OK
WHEN	Kingmoon, after clearing Mission 001	
WHERE	Any pub	
REQUIREMENTS	Have five members or fewer in your clan	
DURATION	Five days	
REWARDS	20 AP, Human recruit	

MISSION — RANK 1	BANGAA WANTED	CANCEL: OK REPEAT: OK
WHEN	Madmoon, after clearing Mission 001	
WHERE	Any pub	
REQUIREMENTS	Have five members or fewer in your clan	
DURATION	Five days	
REWARDS	20 AP, Bangaa recruit	

MISSION — RANK 1	NU MOU WANTED	CANCEL: OK REPEAT: OK
WHEN	Sagemoon, after clearing Mission 001	
WHERE	Any pub	
REQUIREMENTS	Have five members or fewer in your clan	
DURATION	Five days	
REWARDS	20 AP, Nu Mou recruit	

MISSION — RANK 1	VIERA WANTED	CANCEL: OK REPEAT: OK
WHEN	Huntmoon, after clearing Mission 001	
WHERE	Any pub	
REQUIREMENTS	Have five members or fewer in your clan	
DURATION	Five days	
REWARDS	20 AP, Viera recruit	

MISSION — RANK 1	MOOGLE WANTED	CANCEL: OK REPEAT: OK
WHEN	Bardmoon, after clearing Mission 001	
WHERE	Any pub	
REQUIREMENTS	Have five members or fewer in your clan	
DURATION	Five days	
REWARDS	20 AP, Moogle recruit	

LINK MISSIONS

After your clan clears Mission 003, The Cheetahs, read the rumor about linking to make the Link option appear in the World Map menu—press Start to access the menu. In the Link menu, you and a friend can trade items or units and team up to tackle unique cooperative or competitive missions. Different rules govern the two-player missions than regular missions, and the missions often yield special rewards that you can't get anywhere else! Use a GBA Game Link cable and two copies of FFTA to access the Link missions.



For each Link mission you complete, more Link Missions will open up to you and your friend. Highlight a mission and press A to view the mission details. Complete as many two-player missions as you can!

COOPERATIVE MISSIONS: TEAM UP AND TAKE TURNS!

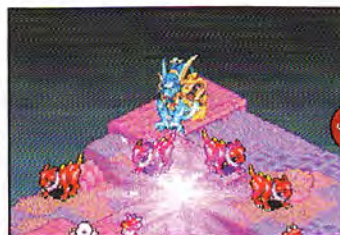
In cooperative missions, you and a friend will team up to defeat a boss or all the enemies. Special rules apply to cooperative missions. Each player dispatches half of the permitted units, so work together to complement each others' unit choices. When you attack a boss in a cooperative mission, one of your friends' units must strike the next blow before one of your units can attack again. Link missions 1, 2, 3, 7, 8 and 9 are cooperative missions.



You'll be able to take out some bosses with one hit, but you'll have to work together to defeat the tougher ones. You and a friend must take turns attacking the boss until you knock it out—use teamwork!

COMPETITIVE MISSIONS: KO THE MOST MONSTERS!

Competitive missions place you and a friend in a heated competition to see whose clan can defeat the most enemies in a mission. The player who defeats the most enemies wins. Abilities that target all enemies on the screen or knock out foes in one hit are the most useful in competitive missions. You can view your clan's Joined Battle and Record info in the Clan menu. Link missions 4, 5 and 6 are competitive missions. May the best clan win!

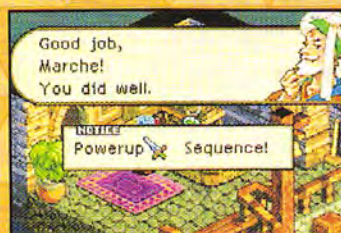


Your clan's wins and losses in competitive missions are recorded in the Clan menu. The Joined Battle section records how many total competitive and cooperative missions you've completed with your friends.

GROWTH ITEMS

You can obtain four legendary growth items throughout your travels. The rare items will grow with you as you complete specific quests (see the chart below). The Sequence is a Knightsword that grows in Weapon Attack. The Sapere Aude is a rod, and its Magic Attack grows. The Acacia Hat (a helm) grows in Magic Resistance, and the Peytral armor grows in Weapon Defense.

GROWTH ITEM	RELATED LINK MISSIONS	RELATED NORMAL MISSIONS
Sequence	1, 2 & 3	040: Battle Tourney
Sapere Aude	4, 5 & 6	041: Mage Tourney
Acacia Hat	7, 8 & 9	042: Swimming Meet
Peytral	—	043: Clan League



Growth items gain one point in a certain stat for each normal or Link mission you complete that is associated with the item. Growth-item missions are always repeatable.

LINK MISSION 1

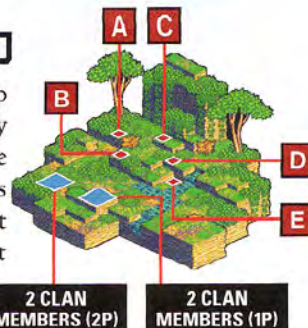
RANK 3

PAM LE FEY

WHEN	After clearing Mission 003
OBJECTIVE	Defeat all enemies!
REWARDS	Sequence growth

THE OLD ONE-TWO

The boss, Pam Le Fey, can warp between worlds at will. Every time one player injures her, she will warp to the other player's world. The second player must then injure her before the first can strike again.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Sprite	7	Trick	—	—	—	—
B Sprite	7	Trick	—	—	—	—
C Titania (Pam Le Fey)	11	Flouresce	—	—	Weapon Atk+	—
D Sprite	7	Trick	—	—	—	—
E Sprite	7	Trick	—	—	—	—

LINK MISSION 2

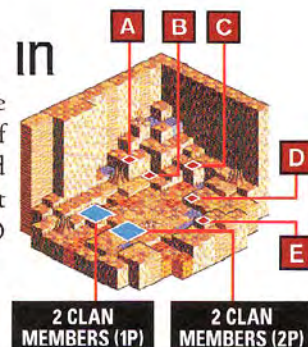
RANK 4

DARK WANDERER

WHEN	After clearing Mission 003 & the Link Mission Pam Le Fey
OBJECTIVE	Defeat all enemies!
REWARDS	Sequence growth

SINK YOUR TEETH IN

The easiest way to defeat the Vampire is by having a pair of White Mages unleash Life and Curaga spells. Don't take it out with an Assassin—the Dark KO spells will regenerate the fiend.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Sprite	13	Trick	—	—	—	—
B Titania	13	Flouresce	—	—	Weapon Atk+	—
C Vampire (Delusiah)	19	Illude	—	—	—	—
D Titania	13	Flouresce	—	—	—	—
E Sprite	13	Trick	—	—	—	—

LINK MISSION 3

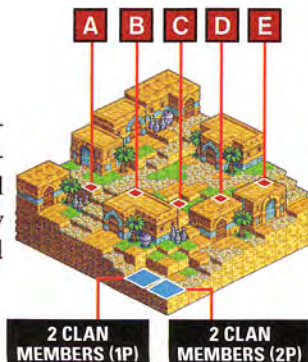
RANK 5

DEMON REDUX

WHEN	After clearing Mission 003 & the Link Mission Dark Wanderer
OBJECTIVE	Defeat all enemies!
REWARDS	Sequence growth

FAR AND AWAY

Don't get close to the Masterberry! Its knife attacks will devastate even the most powerful party members. It's a very slow monster, however, so you should have no trouble avoiding it.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Vampire	19	Illude	—	—	—	—
B Titania	17	Flouresce	—	—	—	—
C Masterberry (Delusiah)	29	Malice	—	—	Weapon Atk+	—
D Titania	17	Flouresce	—	—	Weapon Atk+	—
E Vampire	19	Illude	—	—	—	—

LINK MISSION 4

RANK 3

NEWBIE HUNT

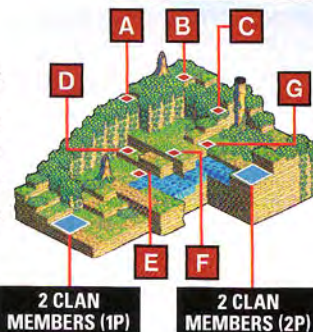
WHEN After clearing Mission 003

OBJECTIVE Defeat all enemies!

REWARDS Sapere Aude growth

GOBLIN CHOULS

Nothing but a whole lot of Goblins who love to punch things. Bring your two fastest Hunters and let them lay waste to the monsters with the Sidewinder ability.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Goblin	5	Punch	—	Counter	—	—
B Goblin	5	Punch	—	Counter	—	—
C Goblin	5	Punch	—	Counter	—	—
D Goblin	5	Punch	—	Counter	—	—
E Goblin	5	Punch	—	Counter	—	—
F Goblin	5	Punch	—	Counter	—	—
G Goblin	5	Punch	—	Counter	—	—

LINK MISSION 5

RANK 4

REAL HUNT

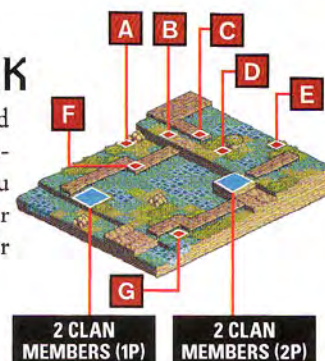
WHEN After clearing Mission 003 & the Link Mission Newbie Hunt

OBJECTIVE Defeat all enemies!

REWARDS Sapere Aude growth

SWIM, DON'T SINK

Don't let a little bit of water stand in your way. Equip your characters with Feather Boots if you want to stand on the liquid, or Fairy Boots if you would rather get around quickly.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Red Panther	7	Rake	—	Counter	Reveal	—
B Red Panther	7	Rake	—	Counter	Reveal	—
C Red Panther	7	Rake	—	Counter	Reveal	—
D Red Panther	7	Rake	—	Counter	Reveal	—
E Red Panther	7	Rake	—	Counter	Reveal	—
F Red Panther	7	Rake	—	Counter	Reveal	—
G Red Panther	7	Rake	—	Counter	Reveal	—

LINK MISSION 6

RANK 5

EXPERT HUNT

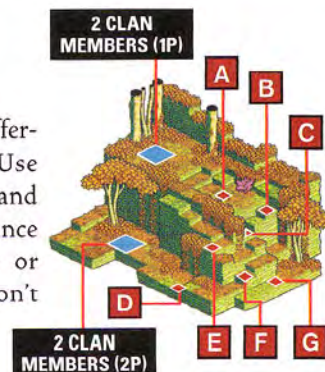
WHEN After clearing Mission 003 and the Link Mission Real Hunt

OBJECTIVE Defeat all enemies!

REWARDS Sapere Aude growth

UP AND DOWN

There's a huge elevation difference on the battlefield. Use attacks that ignore height, and bring along units with distance attacks—like a Summoner or Black Mage—so you don't approach the Tonberries.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Tonberry	17	Grudge	—	—	—	—
B Tonberry	17	Grudge	—	—	—	—
C Tonberry	17	Grudge	—	—	—	—
D Tonberry	17	Grudge	—	—	—	—
E Tonberry	17	Grudge	—	—	—	—
F Tonberry	17	Grudge	—	—	—	—
G Tonberry	17	Grudge	—	—	—	—

LINK MISSION 7

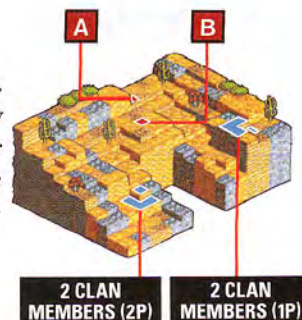
RANK 3

EZEL'S LETTER

WHEN	After clearing Mission 024
OBJECTIVE	Defeat all enemies!
REWARDS	Acacia Hat growth

HEAVY LIDS

Ezel's favorite spell is Azoth, which will put your entire party to sleep. If you want to keep your eyes open, pass out Fortune Rings to everyone before the battle begins.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Hermetic (Ezel)	29	Hermetic	—	Block Arrows	Weapon Atk+	Sage Crosier, Gaia Gear, Black Hat
B Runeseeker (Babus)	31	Rune	—	Counter	Weapon Def+	Lotus Mace, Aegis Shield, Mirage Vest

LINK MISSION 8

RANK 4

RITZ'S LETTER

WHEN	After clearing Mission 024 & the Link Mission Ezel's Letter
OBJECTIVE	Defeat all enemies!
REWARDS	Acacia Hat growth

BURGLER!

All of the enemies' accessories are rare ones that nullify status ailments. Put them to sleep however you see fit, then catch them unawares and take the goods. Also snatch Diabolique and the Master Bow.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Sniper (Shara)	33	Sharpshoot	—	Auto-Regen	—	Master Bow, Ninja Gear, Cachusha, Star Armlet
B Bismatar (Liednar)	41	Dark Magic	Flair	Counter	—	SaveTheQueen, Maximillian, Bangaa Helm, Caligula
C Elementalist (Ritz)	37	Spirit Magic	—	Absorb MP	—	Diabolique, Mirage Vest, Cachusha

LINK MISSION 9

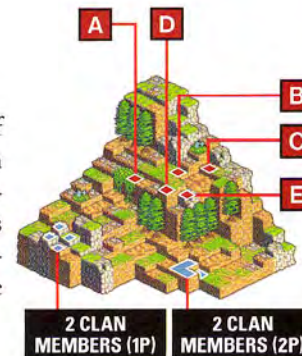
RANK 5

CID'S LETTER

WHEN	After clearing Mission 024 & the Link Mission Ritz's Letter
OBJECTIVE	Defeat all enemies!
REWARDS	Acacia Hat growth

THE BIG BRAWL

You have a tough task ahead of you in Cid's Letter. Bring along a Red Mage who knows Doublecast and Summoner skills, plus an Assassin or two. Strong physical types who know Double Sword will also help.



JOB (NAME)	LEVEL	A-ABILITY	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
A Hermetic (Ezel)	29	Hermetic	—	Block Arrows	Weapon Atk+	Sage Crosier, Gaia Gear, Black Hat
B Sniper (Shara)	33	Sharpshoot	Red Magic	Auto-Regen	—	Master Bow, Ninja Gear, Cachusha, Star Armlet
C Runeseeker (Babus)	31	Rune	—	Counter	Weapon Def+	Lotus Mace, Aegis Shield, Mirage Vest
D Elementalist (Ritz)	37	Spirit Magic	Corner	Absorb MP	—	Diabolique, Mirage Vest, Cachusha
E Bismatar (Liednar)	41	Dark Magic	Flair	Counter	—	SaveTheQueen, Maximillian, Bangaa Helm, Caligula

RESERVE MISSIONS

Special missions called Reserve Missions are available only if you link your game with another player. To link up, you will need two GBAs, two copies of the game and a single Game Boy Advance Game Link Cable. Reserve missions won't appear until you link up for the first time.



RESERVE-MISSION COMBINATIONS SETS

The Reserve missions will appear in one of four combinations. The combination set is randomly decided as soon as you start a new game, and you cannot change it. If you get combination A, B or C, you must trade with a friend for Mission Items (Gold Vessel, Eldagusto and/or Vermillion) before you can complete all the missions. If you are lucky enough to get combination D, you need only to link with a friend and open the Reserve missions—no trading required.



COMBINATION A

MISSION — RANK 3	HERO OF YORE A	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 010	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Seven days	
REWARDS	3,000 Gil, 40 AP, 20 CP, Vermillion	

MISSION — RANK 4	MY MISSION A	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 011 and Hero Of Yore A	
WHERE	Any pub	
REQUIREMENTS	Gold Vessel & Eldagusto	
DURATION	Five enemy KO's	
REWARDS	6,000 Gil, 50 AP, 20 CP	

MISSION — RANK 4	JADE DREAM	CANCEL: OK REPEAT: NO
WHEN	After clearing Missions 012 and My Mission A	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Two battles	
REWARDS	50,000 Gil, 70 AP, 20 CP	

COMBINATION B

MISSION — RANK 3	SHINING LAKE A	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 009	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Seven days	
REWARDS	3,000 Gil, 40 AP, 20 CP, Gold Vessel	

MISSION — RANK 4	MY MISSION B	CANCEL: OK REPEAT: NO
WHEN	After clearing Missions 011 and Shining Lake A	
WHERE	Any pub	
REQUIREMENTS	Eldagusto & Vermillion	
DURATION	Five enemy KO's	
REWARDS	6,000 Gil, 50 AP, 20 CP	

MISSION — RANK 4	JADE DREAM	CANCEL: OK REPEAT: NO
WHEN	After clearing Missions 012 and My Mission B	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Two battles	
REWARDS	50,000 Gil, 70 AP, 20 CP	

COMBINATION C

MISSION — RANK 3	SAUCE RECIPE A	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 010	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Seven days	
REWARDS	3,000 Gil, 40 AP, 20 CP, Eldagusto	

MISSION — RANK 4	MY MISSION C	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 011 and Sauce Recipe A	
WHERE	Any pub	
REQUIREMENTS	Gold Vessel & Vermillion	
DURATION	Five enemy KO's	
REWARDS	6,000 Gil, 50 AP, 20 CP	

MISSION — RANK 4	JADE DREAM	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 012 and My Mission C	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Two battles	
REWARDS	50,000 Gil, 70 AP, 20 CP	



COMBINATION D

MISSION — RANK 3	SHINING LAKE B	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 009	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Seven days	
REWARDS	21,000 Gil, 60 AP, 20 CP, Gold Vessel	

MISSION — RANK 3	HERO OF YORE B	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 010	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Seven days	
REWARDS	21,000 Gil, 60 AP, 20 CP, Vermillion	

MISSION — RANK 3	SAUCE RECIPE B	CANCEL: OK REPEAT: NO
WHEN	After clearing Mission 010	
WHERE	Any pub	
REQUIREMENTS	—	
DURATION	Seven days	
REWARDS	21,000 Gil, 60 AP, 20 CP, Eldagusto	



DATA



WEAPONS, ARMOR & ITEMS

In the following pages, you'll find charts that cover nearly everything in the game. All items are classified by type and then alphabetized.

PARAMETER—RAISING BONUSES

• Bonus points for equipped character

• M-RESISTANCE = Magic Resistance bonus

• M-POWER = Magic Power bonus

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
 BLOOD SWORD	—	18	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	DRAINS TARGET'S HP	PROVOKE (SOLDIER)		WYRMKILLER (DRAGOON)		—			

OTHER EFFECTS

Additional effects when equipped

ABILITIES

Abilities that can be learned, followed by the job that can learn them

SWORDS

Dragoon, Soldier, Warrior

 BLOOD SWORD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	18	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	DRAINS TARGET'S HP	PROVOKE (SOLDIER)		WYRMKILLER (DRAGOON)		—			
 BURGLAR SWORD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	39	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	SENSOR (SOLDIER)		—		—			
 BUSTER SWORD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	35	5	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	MINDBREAK (SOLDIER, WARRIOR)		WYRMKILLER (DRAGOON)		—			
 CHIRIJIRADEN	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	65	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	—		—		—			
 GALE SWORD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	WIND	36	—	—	—	—	—	—	1
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	GREASED BOLT (WARRIOR)		—		—			
 LAGLACE SWORD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	ICE	41	—	5	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	—		—		—			
 MYTHRIL SWORD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	33	—	—	—	—	1	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	COMBAT COMBO (SOLDIER, WARRIOR)		—		—			
 ONION SWORD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	29	5	—	5	—	—	10	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	—		—		—			
 RESTORER	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	40	—	5	5	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	DOWNSIZE (WARRIOR)		LANCET (DRAGOON)		—			
 SHORTSWORD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	25	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	FIRST AID (SOLDIER, WARRIOR)		—		—			
 SILVER SWORD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	30	—	—	—	—	—	2	2
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	SPEEDBREAK (SOLDIER, WARRIOR)		—		—			
 VICTOR SWORD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	33	10	—	10	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	—		—		—			
 VITANOVA	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	HOLY	38	—	2	—	—	—	2	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	ABSORBS HOLY	DRAGONHEART (DRAGOON)		—		—			

BLADES

Fighter, Gladiator, Mog Knight

	ADAMANT BLADE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	65	15	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	AIR BLADE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		WIND	40	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	ATMOS BLADE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		LIGHTNING	36	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	AYVUIR BLUE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	51	—	—	10	—	—	2	—
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	AYVUIR RED	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	62	10	—	—	—	—	—	2
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	EBON BLADE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		DARK	84	5	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	FLAMETONGUE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		FIRE	38	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	ICEBRAND	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		ICE	42	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	KWIGON BLADE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	40	3	—	3	—	—	—	—
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	MATERIA BLADE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	17	—	15	10	—	—	—	—
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	MYTHRIL BLADE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	32	—	—	—	—	1	—	—
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	OGUN BLADE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	42	—	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	PARAIBA BLADE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	33	—	10	—	—	—	2	—
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	PEARL BLADE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	46	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	SHADOW BLADE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	32	—	—	—	—	—	2	—
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	SUN BLADE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	37	—	—	—	—	—	—	2
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	SWEEP BLADE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	28	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1				ABILITY 2			ABILITY 3	
	VENUS BLADE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		FIRE	45	—	2	—	—	—	—	2
	OTHER EFFECTS	ABILITY 1				ABILITY 2			ABILITY 3	
	ABSORBS FIRE, REDUCES WATER BY HALF	DOUBLEHAND (FIGHTER, GLADIATOR)				—			—	

SABERS

Blue Mage

 AQUA SABER	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	WATER	36	—	—	—	—	—	6	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
 BLUE SABER	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	25	—	—	—	—	—	—	2
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
 HARPE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	42	—	5	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
 MANGANESE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	47	—	10	—	—	—	3	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
 MYTHRIL SABER	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	—	—	—	—	1	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
 SHAMSHIR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	31	—	—	—	—	—	2	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
 SOULSABER	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	FIRE	39	—	—	10	—	—	5	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
 TULWAR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	55	10	—	10	—	—	—	2
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	

KNIGHTSWORDS

Defender, Paladin, Templar

 APOCALYPSE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	DARK	32	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
 ARCH SWORD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	48	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
 DEFENDER	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	37	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
 EXCALIBUR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	HOLY	47	—	2	—	—	—	5	1
	OTHER EFFECTS	ABILITY 1			ABILITY 2			ABILITY 3	
 EXCALIBUR2	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	87	—	3	—	—	—	5	4
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
 LIONHEART	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	34	2	—	1	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
 LOHENGRIN	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	46	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
 MYTHRIL BRAND	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	—	—	—	—	1	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
 NAGRAROK	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	75	—	—	—	1	—	—	6
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	36	—	5	—	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	HOLY	45	3	—	3	—	—	5	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	2	5	2	1	1	2	2
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		

GREATSWORDS

Paladin, Soldier

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	30	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	42	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	ICE	45	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	51	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	59	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	48	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	37	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	49	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		

BROADSWORDS

Defender, Warrior

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	50	5	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	49	5	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	76	5	5	—	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	47	10	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		

BROADSWORDS (Continued)

Defender, Warrior

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	77	5	—	5	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	27	5	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	37	5	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	57	5	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	EARTH	32	5	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	33	5	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	47	5	—	—	—	—	2	2
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	LIGHTNING	45	5	—	5	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ENHANCES LIGHTNING		MELTDOWN (DEFENDER)			—		—	

KNIVES

Juggler, Thief

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	57	—	—	—	—	—	2	5
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	22	—	—	—	—	—	1	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	31	—	2	—	—	—	1	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	35	—	—	—	—	—	2	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	37	—	—	—	—	—	1	2
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	30	—	—	5	—	—	1	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	32	—	—	—	—	1	1	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	60	—	2	—	—	—	1	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	33	—	—	—	—	—	1	—
	OTHER EFFECTS		ABILITY 1			ABILITY 2		ABILITY 3	
	NULLIFIES IMMOBILIZE AND DISABLE		STEAL: ARMOR (THIEF)			RING (JUGGLER)		—	

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	29	—	—	—	—	—	1	—
	OTHER EFFECT		ABILITY 1 STEAL : SHIELD (THIEF)			ABILITY 2 BALL (JUGGLER)		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	39	—	—	—	—	—	2	—
	OTHER EFFECT		ABILITY 1 STEAL : WEAPON (THIEF)			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	35	—	—	—	—	—	—	15
	OTHER EFFECT NULLIFIES SLOW		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	37	—	—	—	—	—	—	10
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	38	—	—	—	—	—	1	1
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	

RAPIERS

Elementalist, Fencer, Red Mage

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	WIND	43	—	8	—	—	—	—	2
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	36	—	—	—	—	—	—	2
	OTHER EFFECT NULLIFIES BERSERK		ABILITY 1 MAGIC POW+ (RED MAGE)			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	DARK	41	—	—	5	—	—	—	2
	OTHER EFFECT NULLIFIES DARK		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	WIND	34	—	2	—	—	—	2	2
	OTHER EFFECTS NULLIFIES AND ENHANCES WIND		ABILITY 1 SWALLOWTAIL (FENCER)			ABILITY 2 SHINING AIR (ELEMENTALIST)		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	37	—	—	—	—	—	—	2
	OTHER EFFECTS REDUCES HOLY & DARK DAMAGE BY HALF		ABILITY 1 ELEMENTAL SHIFT (ELEMENTALIST)			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	—	—	—	—	—	—	2
	OTHER EFFECT		ABILITY 1 FEATHERBLOW (FENCER)			ABILITY 2 SLEEP (RED MAGE)		ABILITY 3 HEAVY DUST (ELEMENTALIST)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	49	—	—	—	—	—	—	2
	OTHER EFFECT NULLIFIES DOOM		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	35	5	—	—	—	—	—	2
	OTHER EFFECT		ABILITY 1 PIERCETHROUGH (FENCER)			ABILITY 2 BLIZZARD (RED MAGE)		ABILITY 3 WHITE FLAME (ELEMENTALIST)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	27	—	—	—	—	—	—	2
	OTHER EFFECT		ABILITY 1 CURE (RED MAGE)			ABILITY 2 EARTH HEAL (ELEMENTALIST)		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	36	—	—	—	—	—	—	2
	OTHER EFFECT		ABILITY 1 CHECKMATE (FENCER)			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	37	—	—	5	—	—	—	2
	OTHER EFFECT		ABILITY 1 NIGHTHAWK (FENCER)			ABILITY 2 EVIL GAZE (ELEMENTALIST)		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	45	—	—	—	—	—	3	2
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	33	—	—	—	—	—	—	2
	OTHER EFFECT		ABILITY 1 DOUBLECAST (RED MAGE)			ABILITY 2		ABILITY 3	

RAPIERS (Continued)

Elementalist, Fencer, Red Mage

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	34	—	5	10	—	—	—	2
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	MANASTRIKE (FENCER)			BARRIER (RED MAGE)			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	—	—	—	—	1	—	2
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	LUNGE COMBO (FENCER)			SPIRIT COMBO (ELEMENTALIST)			RED COMBO (RED MAGE)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	FIRE	27	—	2	—	—	—	—	2
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	FIRE (RED MAGE)			FIRE WHIP (ELEMENTALIST)			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	35	—	—	—	—	—	—	2
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	SHADOWSTICK (FENCER)			SLIPRAIN (ELEMENTALIST)			POISON (RED MAGE)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	25	—	—	—	—	—	—	2
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	SWARMSTRIKE (FENCER)			THUNDER (RED MAGE)			—	

KATANAS

Assassin, Ninja

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	FIRE	33	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	FIRE VEIL (NINJA)			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	47	—	—	—	—	—	—	2
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	—			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	HOLY	39	—	—	5	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	ABSORBS HOLY			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	40	—	—	5	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	METAL VEIL (NINJA)			NIGHTMARE (ASSASSIN)			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	37	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	WOOD VEIL (NINJA)			ROCKSEAL (ASSASSIN)			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	65	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	OBLIVION (NINJA, ASSASSIN)			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	79	—	5	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	—			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	WATER	31	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	WATER VEIL (NINJA)			APHONIA (ASSASSIN)			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	—	—	—	—	1	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	NINJA COMBO (NINJA)			KILLER COMBO (ASSASSIN)			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	31	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	THROW (NINJA)			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	42	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	DOUBLE SWORD (NINJA)			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	35	5	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	EARTH VEIL (NINJA)			—			—	

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	34	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	—		LAST BREATH (ASSASSIN)			—		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	55	—	—	—	—	—	2	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	—		—			—		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	HOLY	22	—	2	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	ENHANCES HOLY, REDUCES DARK BY HALF		ULTIMA MASHER (ASSASSIN)			—		—	

STAFFS

Bishop, Summoner, White Mage

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	23	—	—	5	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	—		LIFE (WHITE MAGE)			DISPEL (BISHOP)		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	—	—	5	—	—	2	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	—		AUTO-LIFE (WHITE MAGE)			JUDGE (BISHOP)		MADEEN (SUMMONER)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	29	—	—	5	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	HEALS TARGET'S HP		CURA (WHITE MAGE, BISHOP)			KIRIN (SUMMONER)		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	43	—	10	15	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	—		—			—		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	31	5	—	5	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	—		BARRIER (BISHOP)			CARBUNCLE (SUMMONER)		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	21	5	—	5	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	—		PROTECT (WHITE MAGE)			IFRIT (SUMMONER)		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	LIGHTNING	21	—	3	5	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	—		SHIELD (WHITE MAGE)			AERO (BISHOP)		RAMUH (SUMMONER)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	—	—	5	—	1	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	—		WHITE COMBO (WHITE MAGE)			PRAY COMBO (BISHOP)		SUMMON COMBO (SUMMONER)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	HOLY	34	—	—	10	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	—		FULL-LIFE (WHITE MAGE)			HOLY (BISHOP)		PHOENIX (SUMMONER)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	45	6	—	5	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	—		—			—		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	20	—	—	6	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	—		ESUNA (WHITE MAGE)			UNICORN (SUMMONER)		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	29	—	—	5	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	NULLIFIES PETRIFY		BREAK (BISHOP)			SHIVA (SUMMONER)		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	WATER	28	—	—	5	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	NULLIFIES WATER		CURAGA (WHITE MAGE)			WATER (BISHOP)		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	19	—	—	5	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	REMOVES DOOM		CURE (WHITE MAGE)			—		—	

RODS

Black Mage, Illusionist, Time Mage

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	ICE	27	—	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	ENHANCES ICE	BLIZZAGA (BLACK MAGE)			STOP (TIME MAGE)			DELUGE (ILLUSIONIST)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	FIRE	21	—	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	FIRA (BLACK MAGE)			HASTE (TIME MAGE)			PROMINENCE (ILLUSIONIST)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	FIRE	27	—	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	ENHANCES FIRE	FIRAGA (BLACK MAGE)			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	25	—	5	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	QUARTER (TIME MAGE)			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	DARK	31	—	20	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	—			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	32	—	2	—	—	1	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	BLACK COMBO (BLACK MAGE)			TIME COMBO (TIME MAGE)			SPELL COMBO (ILLUSIONIST)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	35	5	2	5	—	—	2	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	ENHANCES WIND, EARTH & WATER	STAR CROSS (ILLUSIONIST)			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	18	—	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	ENHANCES WIND, EARTH & WATER	FIRE (BLACK MAGE)			THUNDER (BLACK MAGE)			BLIZZARD (BLACK MAGE)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	18	2	5	2	1	1	2	2
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	—			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	ICE	21	—	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	BLIZZARA (BLACK MAGE)			SILENCE (TIME MAGE)			FREEZEblink (ILLUSIONIST)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	28	—	5	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	DEMI (TIME MAGE)			STARDUST (ILLUSIONIST)			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	EARTH	23	—	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	ENHANCES EARTH	SLOW (TIME MAGE)			SOIL EVIDENCE (ILLUSIONIST)			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	LIGHTNING	27	—	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	ENHANCES LIGHTNING	THUNDAGA (BLACK MAGE)			QUICKEN (TIME MAGE)			WILD TORNADO (ILLUSIONIST)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	LIGHTNING	21	—	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	THUNDARA (BLACK MAGE)			REFLECT (TIME MAGE)			TEMPEST (ILLUSIONIST)	

MACES

Alchemist, Sage

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	31	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	WATER (SAGE)			AERO (SAGE)			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	62	—	2	5	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	—			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	33	—	3	5	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	BLIND (SAGE)			POISON (ALCHEMIST)			—	

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	29	—	2	5	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	35	—	2	10	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	FIRE	37	—	2	5	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	EARTH	37	—	2	5	—	—	—	—
	OTHER EFFECTS	ABILITY 1		ABILITY 2		ABILITY 3			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	33	—	2	5	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	—	2	5	—	1	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	31	—	8	8	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	38	—	2	5	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	39	—	2	6	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	HOLY	15	—	5	5	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

BOWS

Archer

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	27	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	21	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	46	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	19	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	55	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	—	—	—	—	1	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	29	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	42	—	—	—	—	—	2	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

BOWS (Continued)

Archer

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	23	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	6-PANEL RANGE		BURIAL (ARCHER)			—		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	35	—	—	—	—	—	5	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	5-PANEL RANGE		CONCENTRATE (ARCHER)			—		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	25	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	5-PANEL RANGE		AIM: LEGS (ARCHER)			—		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	33	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	5-PANEL RANGE		TAKE AIM (ARCHER)			—		—	

GREATBOWS

Assassin, Hunter, Sniper

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	EARTH	42	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	7-PANEL RANGE		—			—		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	29	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	5-PANEL RANGE		SONIC BOOM (HUNTER)			BESO TOXICO (SNIPER)		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	WIND	31	—	—	—	—	—	2	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	6-PANEL RANGE		AIM: VITALS (HUNTER)			AIM: ARMOR (SNIPER)		SHADOWBIND (ASSASSIN)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	51	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	7-PANEL RANGE		—			—		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	DARK	33	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	5-PANEL RANGE		SIDEWINDER (HUNTER)			DEATH SICKLE (SNIPER)		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	33	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	5-PANEL RANGE		HUNTING (HUNTER)			AIM: WALLET (SNIPER)		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	39	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	7-PANEL RANGE		—			—		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	41	—	—	—	—	—	2	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	5-PANEL RANGE		ADDLE (HUNTER)			AIM: WEAPON (SNIPER)		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	DARK	61	—	2	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	6-PANEL RANGE		DOOM ARCHER (SNIPER)			—		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	—	—	—	—	1	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	5-PANEL RANGE		HUNT COMBO (HUNTER)			SNIPER COMBO (SNIPER)		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	LIGHTNING	37	5	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	5-PANEL RANGE		WEAPON ATK+ (HUNTER)			—		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	EARTH	23	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	5-PANEL RANGE		CAPTURE (HUNTER)			AGUE (ASSASSIN)		—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	HOLY	15	—	—	—	—	—	5	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	5-PANEL RANGE		ULTIMA SHOT (HUNTER)			—		—	

 TWIN BOW	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	31	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	5-PANEL RANGE		ADVISE (HUNTER)			DOUBLESOT (SNIPER)		—	

 WINDSLASH BOW	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	WIND	25	—	—	—	—	—	2	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	5-PANEL RANGE		OUST (HUNTER)			CONCEAL (SNIPER)		—	

SPEARS

Dragoon, Templar

 BANGAA SPIKE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	53	5	2	5	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	2-PANEL PIERCE		—			—		—	

 BEASTSPEAR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	51	10	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	2-PANEL PIERCE		—			—		—	

 DRAGON WHISKER	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	45	—	—	—	—	1	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	2-PANEL PIERCE		BANGAA CRY (DRAGOON)			—		—	

 GAE BOLG	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	LIGHTNING	39	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	2-PANEL PIERCE		BOLT BREATH (DRAGOON)			—		—	

 ICE LANCE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	ICE	35	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	2-PANEL PIERCE		ICE BREATH (DRAGOON)			—		—	

 JAVELIN	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	31	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	2-PANEL PIERCE		WARCRY (TEMPLAR)			JUMP (DRAGOON)		—	

 KAIN'S LANCE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	47	—	—	—	—	1	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	2-PANEL PIERCE		LIFEBREAK (TEMPLAR)			—		—	

 LAVA SPEAR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	FIRE	33	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	2-PANEL PIERCE		FIRE BREATH (DRAGOON)			—		—	

 MYTHRIL SPEAR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	32	—	—	—	—	2	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	2-PANEL PIERCE		DRAGON COMBO (DRAGOON)			—		—	

 ODIN LANCE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	55	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	2-PANEL PIERCE		—			—		—	

 PARTISAN	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	42	—	—	—	—	1	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	2-PANEL PIERCE		CHEER (TEMPLAR)			—		—	

 TRIDENT	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	50	—	2	—	—	1	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	2-PANEL PIERCE		WEAPON ATK+ (TEMPLAR)			—		—	

INSTRUMENTS

Animist, Beastmaster

 AONA FLUTE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	32	—	—	2	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	NULLIFIES POISON		MARLBORO (BEASTMASTER)			ROMB (BEASTMASTER)		FROGSONG (ANIMIST)	

 BLACK QUENA	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	DARK	33	—	—	2	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	—		FLOATEYE (BEASTMASTER)			UNDEAD (BEASTMASTER)		—	

 BLOOD STRINGS	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	22	—	—	—	—	—	1	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	DRAINS TARGET'S HP		TONBERRY (BEASTMASTER)			FRIEND (ANIMIST)		—	

INSTRUMENTS (Continued)

Animist, Beastmaster

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	31	2	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	ROCKBEAST (BEASTMASTER)			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	DARK	45	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	—			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	22	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	GOBLIN (BEASTMASTER)			FLAN (BEASTMASTER)			BOMB (BEASTMASTER)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	EARTH	31	3	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	DRAGON (BEASTMASTER)			100% WOOL (ANIMIST)			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	29	—	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	FAIRY (BEASTMASTER)			BUG (BEASTMASTER)			TAIL WAG (ANIMIST)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	DARK	47	—	—	—	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	—			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	25	—	—	1	—	—	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	LAMIA (BEASTMASTER)			FLAN (BEASTMASTER)			SHEEP COUNT (ANIMIST)	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	HOLY	39	—	—	—	—	—	1	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	CUISINE (ANIMIST)			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	32	—	—	—	—	1	—	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	BEAST COMBO (BEASTMASTER)			ANIMAL COMBO (ANIMIST)			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	35	—	—	—	—	—	1	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	CHOCOCO RUSH (ANIMIST)			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	25	—	—	—	—	—	1	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	PANTHER (BEASTMASTER)			GOBLIN (BEASTMASTER)			CATNIP (ANIMIST)	

KNUCKLES

Gadeteer, White Monk

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	35	—	—	—	—	—	1	2
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	CHAKRA (WHITE MONK)			GOLD BATTERY (GADGETEER)			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	DARK	43	—	—	—	—	—	1	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	BLACK INGOT (GADGETEER)			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	39	—	—	—	—	—	1	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	CHROMA GEM (GADGETEER)			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	HOLY	39	—	3	—	—	—	5	1
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	FAR FIST (WHITE MONK)			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	59	—	—	—	—	—	1	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	—			—			—	
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	29	—	—	—	—	—	1	—
	OTHER EFFECT	ABILITY 1			ABILITY 2			ABILITY 3	
	—	WHIRLWIND (WHITE MONK)			SILVER DISC (GADGETEER)			—	

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	42	—	—	—	—	—	1	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	AIR RENDER (WHITE MONK)		—		—			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	52	—	—	—	—	—	1	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	AIR RENDER (WHITE MONK)		—		—			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	—	—	—	—	1	1	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	MONK COMBO (WHITE MONK)		GADGET COMBO (GADGETEER)		—			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	FIRE	31	—	—	—	—	—	1	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	EXORCISE (WHITE MONK)		RED SPRING (GADGETEER)		—			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	35	—	—	—	—	—	1	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	GREEN GEAR (GADGETEER)		—		—			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	37	2	—	—	—	—	2	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	REVIVE (WHITE MONK)		YELLOW SPRING (GADGETEER)		—			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	LIGHTNING	41	—	—	—	—	—	2	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	EARTH RENDER (WHITE MONK)		—		—			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	ICE	39	—	—	—	—	—	1	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	HOLY SIGN (WHITE MONK)		BLUE SCREW (GADGETEER)		—			

SOULS

Morpher

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	FIRE	36	—	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	REDUCES FIRE BY HALF		BOMB (MORPHER)		—			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	EARTH	39	2	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	NULLIFIES BLIND		BUG (MORPHER)		—			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	EARTH	43	5	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	NULLIFIES EARTH		DRAGON (MORPHER)		—			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	49	—	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	—		—		—			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	DARK	45	—	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	NULLIFIES DOOM		FLOATEYE (MORPHER)		—			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	34	10	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	REDUCES ICE BY HALF		FLAN (MORPHER)		—			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	—	2	—	—	—	1	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	REDUCES ICE BY HALF		GOBLIN (MORPHER)		—			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	WATER	41	—	2	—	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	NULLIFIES SLEEP		LAMIA (MORPHER)		—			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	47	—	2	2	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	NULLIFIES POISON		MALBORO (MORPHER)		—			
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	—	2	—	—	1	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			
	—	MORPH COMBO (MORPHER)		—		—			

SOULS (Continued)

Morpher

 PANTHER SOUL	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	39	—	2	—	—	—	2	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	NULLIFIES BERSERK		PANTHER (MORPHER)			—		—	

 RUKAVI SOUL	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	67	—	2	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	—		—			—		—	

GUNS

Gunner

 AIOT GUN	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	27	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	8-PANEL RANGE		FIRESHOT (GUNNER)			—		—	

 BINDSNIPE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	47	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	8-PANEL RANGE		—			—		—	

 CALLING GUN	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	59	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	8-PANEL RANGE		—			—		—	

 CHAOS RIFLE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	33	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	8-PANEL RANGE		CONFUSHOT (GUNNER)			—		—	

 GIOT GUN	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	37	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	8-PANEL RANGE		ICESHOT (GUNNER)			—		—	

 LONGBARREL	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	39	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	8-PANEL RANGE		CONCENTRATE (GUNNER)			—		—	

 LOST GUN	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	31	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	8-PANEL RANGE		SILENSHOT (GUNNER)			—		—	

 MYTHRIL GUN	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	32	—	—	—	—	1	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	8-PANEL RANGE		GUN COMBO (GUNNER)			—		—	

 OUTSIDER	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	41	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	9-PANEL RANGE		STOPSHOT (GUNNER)			—		—	

 PEACEMAKER	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	33	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	8-PANEL RANGE		CHARMSHOT (GUNNER)			—		—	

 RIOT GUN	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	31	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	8-PANEL RANGE		BOLTSOT (GUNNER)			—		—	

 SILVER CANNON	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	31	—	—	—	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	7-PANEL RANGE		BLINDSHOT (GUNNER)			—		—	

HELMS

Defender, Dragoon, Mog Knight, Paladin, Soldier, Templar, Warrior

 BANGAA HELM	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	16	—	6	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	—		—			—		—	

 BRONZE HELM	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	4	—	2	—	—	—	—
	OTHER EFFECT		ABILITY 1			ABILITY 2		ABILITY 3	
	—		—			—		—	

 CROSS HELM	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	9	—	4	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 DIAMOND HELM	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	11	—	5	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 GENJI HELM	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	15	—	6	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 HANYA HELM	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	12	—	8	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 IRON HELM	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	5	—	3	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 OPAL HELM	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	7	—	3	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 PARADE HELM	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	13	—	4	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		

RIBBONS

Viera only

 BARETTE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	2	—	5	—	—	—	—
	OTHER EFFECT		NULLIFIES ZOMBIE, BLIND, SILENCE, FROG, POISON, SLOW, IMMOBILIZE, DISABLE, DOOM						
 CACHUSHA	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	2	—	5	—	—	—	—
	OTHER EFFECT		NULLIFIES KO, PETRIFY, CONFUSE, BERSERK, STOP, CHARM, SLEEP						
 RIBBON	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	2	—	5	—	—	—	—
	OTHER EFFECT		NULLIFIES ALL STATUS AILMENTS						

HATS

All jobs except Defender, Dragoon, Paladin, White Monk

 ACACIA HAT	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	2	5	2	1	1	5	2
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 BLACK HAT	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	4	4	16	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 CIRCLET	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	3	—	3	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 FEATHER CAP	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	2	—	4	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 GOLD HAIRPIN	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	4	2	12	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 GREEN BERET	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	2	—	2	—	—	2	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 HEADBAND	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	5	6	—	2	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		

HATS (Continued)

All jobs except Defender, Dagoon, Paladin, White Monk (Tiara is for Viera only)

	THIEF HAT	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	—	8	—	6	—	—	7	—
	OTHER EFFECT	NULLIFIES IMMOBILIZE, DISABLE			ABILITY 1		ABILITY 2		ABILITY 3	
	TIARA	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	—	8	—	20	—	—	—	—
	OTHER EFFECT	—			ABILITY 1		ABILITY 2		ABILITY 3	
	WHITE HAT	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	—	4	—	14	—	—	—	—
	OTHER EFFECT	—			ABILITY 1		ABILITY 2		ABILITY 3	
	WIZARD HAT	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	—	3	1	10	—	—	—	—
	OTHER EFFECT	—			ABILITY 1		ABILITY 2		ABILITY 3	

ARMOR

Defender, Dagoon, Mog Knight, Paladin, Soldier, Templar, Warrior

	ADAMANT ARMOR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	—	58	—	3	—	—	—	—
	OTHER EFFECT	—			ABILITY 1		ABILITY 2		ABILITY 3	
	BRONZE ARMOR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	—	30	—	6	—	—	—	—
	OTHER EFFECT	—			ABILITY 1		ABILITY 2		ABILITY 3	
	CARABINI MAIL	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	—	30	—	8	—	—	—	—
	OTHER EFFECT	—			ABILITY 1		ABILITY 2		ABILITY 3	
	CUIRASS	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	—	28	—	2	—	—	—	—
	OTHER EFFECT	—			ABILITY 1		ABILITY 2		ABILITY 3	
	DIAMOND ARMOR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	—	40	—	3	—	—	—	—
	OTHER EFFECT	—			ABILITY 1		ABILITY 2		ABILITY 3	
	DRAGON MAIL	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	—	40	—	8	—	—	—	—
	OTHER EFFECT	—			ABILITY 1		ABILITY 2		ABILITY 3	
	GENJI ARMOR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	—	46	—	12	—	—	—	—
	OTHER EFFECT	—			ABILITY 1		ABILITY 2		ABILITY 3	
	GOLD ARMOR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	—	42	—	6	—	—	—	—
	OTHER EFFECT	—			ABILITY 1		ABILITY 2		ABILITY 3	
	IRON ARMOR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	—	34	—	3	—	—	—	—
	OTHER EFFECT	—			ABILITY 1		ABILITY 2		ABILITY 3	
	MATERIA ARMOR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	—	52	—	16	—	—	—	—
	OTHER EFFECT	—			ABILITY 1		ABILITY 2		ABILITY 3	
	MAXIMILLIAN	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	3	46	—	10	—	—	—	—
	OTHER EFFECT	—			ABILITY 1		ABILITY 2		ABILITY 3	
	MIRROR MAIL	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	—	36	—	8	—	—	—	—
	OTHER EFFECT	—			ABILITY 1		ABILITY 2		ABILITY 3	
	OPAL ARMOR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
		—	—	42	—	3	—	—	—	—
	OTHER EFFECT	—			ABILITY 1		ABILITY 2		ABILITY 3	

 PEYTRAL	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	5	28	5	2	1	1	5	2
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

 PLATEMAIL	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	38	—	3	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

CLOTHING

All jobs except Defender, Dragoon, Paladin (Minerva Plate and Rubber Suit are for Viera only)

 ADAMANT VEST	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	30	—	3	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

 BONE PLATE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	DARK	—	42	—	8	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

 BRIGANDINE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	37	—	0	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

 BRINT SET	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	20	—	16	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

 CHAIN PLATE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	28	—	4	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

 DARK GEAR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	32	—	3	—	—	1	2
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

 GAIA GEAR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	EARTH	—	24	—	12	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

 GALMIA SET	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	20	—	10	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

 JUDGE COAT	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	38	—	28	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

 JUDO UNIFORM	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	34	—	0	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

 LEATHER GARB	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	18	—	4	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

 MINERVA PLATE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	20	—	14	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

 MIRAGE VEST	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	HOLY	—	32	—	10	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

 NINJA GEAR	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	30	—	6	—	—	2	1
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

 ONLYONE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	34	—	24	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

 POWER SASH	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	2	34	—	10	—	—	—	—
	OTHER EFFECT	ABILITY 1		ABILITY 2		ABILITY 3			

CLOTHING (Continued)

All Jobs except Defender, Dragoon, Paladin (Minerva Plate and Rubber Suit are for Viera only)

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	28	—	16	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	NULLIFIES LIGHTNING		—		—		—		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	34	—	6	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	—		IMMUNITY (BLUE MAGE, BEASTMASTER)		—		—		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	2	36	2	16	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	—		—		—		—		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	35	—	10	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	NULLIFIES KO		STRIKEBACK (FIGHTER, GLADIATOR)		—		—		

ROBES

Bishop, Black Mage, Blue Mage, Defender, Elementalist, Illusionist, Morpher, Paladin, Red Mage, Sage, Summoner, Templar, Time Mage, White Mage

	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	21	2	36	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ENHANCES FIRE, LIGHTNING, ICE		RETURN MAGIC (BLACK MAGE, BISHOP)		—		—		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	FIRE	—	19	—	30	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ABSORBS FIRE		—		—		—		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	ICE	—	19	—	30	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ABSORBS ICE		—		—		—		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	15	—	22	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	—		—		—		—		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	25	—	40	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	—		HALF MP (BISHOP, SUMMONER, ILLUSIONIST)		—		—		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	28	—	42	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	—		ABSORB MP (ELEMENTALIST, ILLUSIONIST)		LAST QUICKEN (TIME MAGE)		—		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	24	6	36	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	—		—		—		—		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	15	—	30	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	—		—		—		—		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	HOLY	—	19	—	30	—	—	—	—
	OTHER EFFECTS		ABILITY 1		ABILITY 2		ABILITY 3		
	NULLIFIES KO, ABSORBS HOLY		—		—		—		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	DARK	—	32	—	36	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	—		—		—		—		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	22	—	31	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	—		—		—		—		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	24	—	52	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	—		GEOMANCY (BLACK MAGE)		—		—		
	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	15	—	28	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	—		—		—		—		

 SILVER COAT	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	30	—	38	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 THUNDER ROBE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	LIGHTNING	—	19	—	30	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 WHITE ROBE	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	21	—	38	—	—	—	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	REDUCES FIRE, LIGHTNING AND ICE BY HALF		TURBO MP (WHITE MAGE)		—		—		

SHIELDS

Fencer, Mog Knight, Paladin, Sage, Soldier, Warrior

 AEGIS SHIELD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	HOLY	—	5	—	5	—	—	10	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	NULLIFIES PETRIFY		—		—		—		
 BRONZE SHIELD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	—	—	2	—	—	4	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	—		SHILDBEARER (SOLDIER, WARRIOR, FENCER)		—		—		
 CHOCO SHIELD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	—	—	—	—	—	10	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 FLAME SHIELD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	FIRE	—	—	—	6	—	—	9	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ABSORBS FIRE, REDUCES ICE BY HALF, WEAK AGAINST WATER		—		—		—		
 GENJI SHIELD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	10	—	7	—	—	10	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 ICE SHIELD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	ICE	—	—	—	6	—	—	9	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	ABSORBS ICE, REDUCES FIRE BY HALF, WEAK AGAINST LIGHTNING		—		—		—		
 LA SERAPHICA	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	—	—	5	—	—	15	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 OPAL SHIELD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	2	—	6	—	—	7	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	—		SHILDBEARER (SOLDIER, WARRIOR, MOG KNIGHT)		—		—		
 REVERIE SHIELD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	5	—	10	—	—	10	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
 ROUND SHIELD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	—	—	4	—	—	5	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	—		SHILDBEARER (SAGE, FENCER, MOG KNIGHT)		—		—		
 SACRI SHIELD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	HOLY	—	5	—	5	—	—	10	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	NULLIFIES ZOMBIE, BLIND, SILENCE, FROG, POISON, SLOW, IMMOBILIZE, DISABLE AND DOOM		—		—		—		
 SHIJIN SHIELD	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVADE	SPEED
	—	—	—	—	10	—	—	7	—
	OTHER EFFECT		ABILITY 1		ABILITY 2		ABILITY 3		
	—		—		—		—		

ACCESSORIES

All Jobs

 ANGEL RING	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	—	—	—	—	—	—	—
	OTHER EFFECTS BESTOWS AUTO-RAISE, NULLIFIES ZOMBIE, BLIND, SILENCE, FROG, POISON, SLOW, IMMOBILIZE, DISARM AND DOOM								
 BATTLE BOOTS	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	7	—	—	—	—	—	—
	OTHER EFFECT —								
 BONE ARMLETS	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	3	6	—	8	—	—	5	—
	OTHER EFFECT —								
 BRACERS	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	5	12	—	—	—	—	—	—
	OTHER EFFECT —								
 CALIGULA	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	3	10	—	—	—	—	—	—
	OTHER EFFECT —								
 DASH BOOTS	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	2	—	—	1	—	—	—
	OTHER EFFECT —								
 FAIRY SHOES	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	3	—	2	—	—	—	—
	OTHER EFFECT TELEPORTATION								
 FEATHER BOOTS	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	3	—	—	—	—	—	—
	OTHER EFFECT WATER-WALKING								
 FIRE MITTS	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	8	—	10	—	—	—	—
	OTHER EFFECT NULLIFIES FIRE								
 FORTUNE RING	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	3	—	5	—	—	—	—
	OTHER EFFECTS NULLIFIES SLEEP, DOOM								
 GALMIA SHOES	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	3	—	—	—	—	—	2
	OTHER EFFECTS IGNORES ELEVATION—CANNOT WALK ON WATER								
 GAUNTLETS	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	5	5	—	—	—	—	—	—
	OTHER EFFECT —								
 GENJI ARMLETS	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	5	10	2	5	—	—	—	—
	OTHER EFFECT —								
 GERMINAS	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	3	—	—	—	2	—	—
	OTHER EFFECT —								
 MAGIC RING	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	—	3	10	—	—	—	—
	OTHER EFFECT —								
 MINDU GEM	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	3	—	3	—	—	—	—
	OTHER EFFECTS NULLIFIES PETRIFY, FROG, CONFUSE, POISON, BLIND, SILENCE; REDUCES LIGHTNING BY HALF								
 NINJA TABI	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	3	—	—	2	—	—	—
	OTHER EFFECT —								
 RED BOOTS	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	3	—	5	—	—	2	—
	OTHER EFFECT —								

 RUBY EARRING	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	3	—	6	—	—	—	—
	OTHER EFFECTS NULLIFIES CONFUSE, CHARM, REDUCES DARK BY HALF								
 SCARAB	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	2	—	8	—	—	—	—
	OTHER EFFECTS NULLIFIES FROG, IMMOBILIZE, DISARM								
 SPIKED BOOTS	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	4	—	—	—	1	—	—
	OTHER EFFECT —								
 STAR ARMLET	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	—	4	6	4	—	—	—	2
	OTHER EFFECTS NULLIFIES STOP, SLOW								
 THIEF ARMLETS	ATTRIBUTE	ATTACK	DEFENSE	M-POWER	M-RESISTANCE	MOVE	JUMP	EVAS	SPEED
	—	3	3	—	—	—	—	—	—
	OTHER EFFECT IMPROVES CHANCES TO STEAL ITEMS								

USEABLE ITEMS

All Jobs

 ANTIDOTE	EFFECT
	Cures most forms of Poison
 BANDAGE	EFFECT
	Cures Immobilize and Disable
 CUREALL	EFFECT
	Cures all status ailments
 ECHO GRASS	EFFECT
	Cures Silence
 ELIXIR	EFFECT
	Fully heals both HP and MP—also damages Zombies
 ETHER	EFFECT
	Restores 80 MP
 EYE DROPS	EFFECT
	Cures Darkness

 HI-POTION	EFFECT
	Restores 50 HP—also damages Zombies
 HOLY WATER	EFFECT
	Cures Zombification
 MAIDEN KISS	EFFECT
	Cures Frog
 PHOENIX DOWN	EFFECT
	Revives a KO'd unit—also damages Zombies
 POTION	EFFECT
	Restores 25 HP—also damages Zombies
 SOFT	EFFECT
	Cures Petrify
 X-POTION	EFFECT
	Restores 150 HP—also damages Zombies



mission items

The chart below presents all of the Mission Items you can earn throughout the game.

✗ NOT REQUIRED FOR A MISSION
○ MEDIUM BONUS

△ SMALL BONUS
◎ LARGE BONUS

ITEM	EFFECTS
ADAMAN ALLOY	DEFENSE: △
ADAMANTITE	DEFENSE: △
AHRIMAN EYE	M-POWER: ○, ENHANCES DARK
AHRIMAN WING	—
ALLY FINDER	—
ALLY FINDER2	—
AMBER ✗	DEFENSE: ○ M-RESISTANCE: ○
ANCIENT BILLS	—
ANCIENT COINS ✗	ATTACK: ○ M-RESISTANCE: ○
ANCIENT MEDAL	M-RESISTANCE: △
ANCIENT TEXT ✗	DEFENSE: ○
ANIMAL BONE	DEFENSE: ○
BADGE ✗	DEFENSE: △ M-RESISTANCE: △
BENT SWORD	ATTACK: △
BLACK THREAD	M-POWER: △
BLOOD APPLE	DEFENSE: ○ M-RESISTANCE: ○
BLOOD SHAWL	DEFENSE: △ M-RESISTANCE: △
BLUE ROSE	ENHANCES DARK
BODY CEFFYL	ATTACK: ◎ DEFENSE: ◎
BOMB SHELL	DEFENSE: △
BROKEN SWORD	ATTACK: △
CARAVAN MUSK	—
CAT'S TEARS	—
CHOCO BREAD	—
CHOCO GRATIN	—
CHOCOBO EGG	—
CHOCOBO SKIN	DEFENSE: △
CLOCK GEAR	—
CLOCK POST	—
COAST MEDAL ✗	DEFENSE: △
CRUSITE ALLOY	DEFENSE: △
CRYSTAL ✗	ATTACK: △ M-RESISTANCE: △
CYRIL ICE	ENHANCES ICE
DAME'S BLUSH	—
DANBUKWOOD	—
DELTA FANG	—
DICTIONARY	—
DRAGON BONE	DEFENSE: ○
EARPLUGS ✗	DEFENSE: △
EARTH SIGIL	M-POWER: ○
EDAROYA TOME ✗	ATTACK: △ M-POWER: △, ENHANCES HOLY AND DARK
ELDA'S CUP	M-POWER: △
ELDAGUSTO	—
ENCYCLOPEDIA ✗	DEFENSE: ○ M-RESISTANCE: ○
ESTEROTH ✗	ATTACK: ○ DEFENSE: ○ M-POWER: ◎ M-RESISTANCE: ◎
FAIRY WING	—
FEATHER BADGE	INCREASED THE AMOUNT OF AP RECIEVED
FIGHT TROPHY ✗	—
FIRE SIGIL	M-POWER: ○
FLOWER VASE	—
FOUNTAIN PEN ✗	M-POWER: △
FRIEND BADGE ✗	M-RESISTANCE: ○
GEDEGG SOUP ✗	DEFENSE: ○ M-RESISTANCE: ○
GOLD VESSEL	—
GOLDCAP	—
GROWNUP BREAD	—
GUARD MEDAL ✗	ATTACK: △
GUN GEAR	ATTACK: △
GYSAHL GREENS	—
HELJE KEY ✗	ENHANCES FIRE
THE HERO GAOL ✗	—
HOMEWORK	—
INSIGNIA	DOUBLES THE AMOUNT OF AP RECIEVED

ITEM	EFFECTS
JERKY	—
JUSTICE BADGE ✗	ENHANCES HOLY
KIDDY BREAD	—
LEESTONE	DEFENSE: △
LIFE WATER	—
LOADED DICE ✗	ATTACK: ○
LOVE POTION ✗	—
MAGIC CLOTH	M-POWER: △
MAGIC COTTON	M-POWER: △
MAGIC FRUIT	M-POWER: ◎
MAGIC MEDAL	M-POWER: △
MAGIC TROPHY ✗	—
MAGIC VELLUM ✗	M-POWER: ○
MALBORO WINE	ATTACK: ○ M-POWER: ○
MASTER BRAVE ✗	ATTACK: ◎ DEFENSE: ◎ M-POWER: ○ M-RESISTANCE: ○
MATERITE	DEFENSE: △
MIND CEFFYL	M-POWER: ◎ M-RESISTANCE: ◎
MONSTER GUIDE	—
MOON BLOOM	M-POWER: ○
MOONWOOD	—
MYSIDIA ALLOY	DEFENSE: △
MYTHRIL PICK	ATTACK: △
NEIGHBOR PIN ✗	—
OGMA'S SEAL ✗	ATTACK: ○ DEFENSE: ○ M-POWER: ○ M-RESISTANCE: ○
OLD STATUE	ATTACK: △ DEFENSE: △ M-POWER: △ M-RESISTANCE: △
PANTHER HIDE ✗	DEFENSE: △
POWER FRUIT	DEFENSE: ◎
RABBIT TAIL ✗	—
RAINBOWITE	—
RAT TAIL	—
RUNBA'S TALE	—
RUSTY SPEAR	ATTACK: △
RUSTY SWORD	ATTACK: △
SECRET BOOKS	—
SILK BLOOM	M-POWER: ○
SILVRIL	DEFENSE: △
SKETCHBOOK ✗	—
SKULL	DEFENSE: ○
SNAKE SHIELD ✗	DEFENSE: ○
SPIRITSTONE	ATTACK: ○ DEFENSE: ○ M-POWER: ○ M-RESISTANCE: ○
SPORT TROPHY ✗	—
SPRINKLER ✗	ENHANCES WATER AND ICE
STASIS ROPE	DEFENSE: △ M-RESISTANCE: △
STILPOOL SCROLL	—
STOLEN GIL	—
STORMSTONE	ENHANCES WIND
STRADIVARI	—
STUFFED BEAR ✗	—
TELAQ FLOWER ✗	M-RESISTANCE: △, ENHANCES LIGHTNING
THUNDERSTONE	ENHANCES LIGHTNING
TIGER HIDE ✗	DEFENSE: ○ M-RESISTANCE: △
TONBERRY LAMP	ATTACK: ○
TOPAZ ARMING ✗	ATTACK: ○, ENHANCES EARTH
TRANQUIL BOX	—
TRICHORD ✗	M-RESISTANCE: △, ENHANCES WIND AND WATER
VERMILLION	—
WATER SIGIL	M-POWER: ○
WHITE FLOWERS ✗	ENHANCES HOLY
WHITE THREAD	M-RESISTANCE: △
WIND SIGIL	M-POWER: ○
WYRMSTONE ✗	ENHANCES FIRE
ZODIAC ORE	DEFENSE: △

ABILITIES

The abilities are listed alphabetically within each type and attribute. See page 187 for a list of enemy abilities.

CATEGORY

An ability's category shows which jobs can learn it. Corner abilities, for example, are learned by Assassins.

ABILITY	DESCRIPTION	CATEGORY	PAGE
LAST BREATH	KOs a target with a swift shock	CORNER	51

PAGE

Consult the page number listed to see detailed info on the jobs that can learn each ability.

A-abilities

ATTRIBUTE: DARK

ABILITY	DESCRIPTION	CATEGORY	PAGES
DEATH	Cuts the very threads of life, resulting in an instant KO	ALCHEMY SKILL	43
EVIL GAZE	Damages and confuses a target with a fiendish presence	SPIRIT MAGIC	48
LAST BREATH	KOs a target with a swift shock	CORNER	51
LIFEBREAK	Deals damage equal to the amount of HP you've lost	SACRED TECH	41
POISON	Poisons a target with noxious gas	ALCHEMY SKILL, RED MAGIC	43, 49

ATTRIBUTE: EARTH

EARTH HEAL	Heals HP by focusing power from the earth	SPIRIT MAGIC	48
EARTH RENDER	Rends the earth with a mighty attack	MONK TECH	39
EARTH VEIL	Earth jujitsu—damages and slows a target	NINJA SKILL	28
HEAVY DUST	Damages and immobilizes a target with a chunk of earth	SPIRIT MAGIC	48
SOIL EVIDENCE	Deals Earth damage to all enemies	PHANTASM SKILL	31

ATTRIBUTE: FIRE

BACKDRAFT	Releases aggression in a self-damaging fire attack	FIGHTER TECH	26
FIRA	Deals a great amount of Fire damage	BLACK MAGIC	30
FIRAGA	Deals an incredible amount of Fire damage	BLACK MAGIC	30
FIRE	Deals Fire damage	BLACK MAGIC, RED MAGIC	30, 49
FIRE BREATH	Deals damage with fiery breath	DRAGON TECH	36
FIRE SWORD	Deals damage with a Fire-based blade attack	SPELLBLADE TECH	38
FIRE VEIL	Fire jujitsu—damages and confuses a target	NINJA SKILL	28
FIRE WHIP	Damages and disables a target with a ring of flame	SPIRIT MAGIC	48
FIREBOMB	Tosses a Molotov cocktail to induce Berserk in a target	STUNT	56
FIRESHOT	Shoots a bullet of fire	GUNMANSHIP	55
IFRIT	Summons Ifrit to deal Fire damage	SUMMON MAGIC	50
PROMINENCE	Deals Fire damage to all enemies	PHANTASM SKILL	31
WHITE FLAME	Heals HP with soothing Fairy fire	SPIRIT MAGIC	48

ATTRIBUTE: HOLY

AUTO-LIFE	Automatically raises a unit once he or she is KO'd	WHITE MAGIC	29
CURA	Heals a large amount of HP—also damages Zombies	WHITE MAGIC, PRAYER	29, 40
CURAGA	Heals nearly all HP—also damages Zombies	WHITE MAGIC	29
CURE	Heals a small amount of HP—also damages Zombies	WHITE MAGIC, RED MAGIC	29, 49
ELIXIR	Fully heals both HP & MP—also damages Zombies	ITEM	179
EXORCISE	Destroys Zombies with an evil-banishing chakra	MONK TECH	39
FULL-LIFE	Revives a KO'd unit, and heals HP to max—also damages Zombies	WHITE MAGIC	29
HI-POTION	Restores 50 HP—also damages zombies	ITEM	179
HOLY	Deals Holy damage to an area	PRAYER	40
HOLY BLADE	Deals Holy damage	CHIVALRY	25
LIFE	Revives a KO'd unit—also damages zombies	WHITE MAGIC	29
MADEEN	Summons Madeen to deal Holy damage.	SUMMON MAGIC	50
PHOENIX	Summons Phoenix to revive KO'd allies—also damages Zombies	SUMMON MAGIC	50
PHOENIX DOWN	Revives a KO'd unit—also damages Zombies	ITEM	179
POTION	Restores 25 HP—also damages Zombies	ITEM	179
RAISE	Revives KO'd units and restores HP—also damages Zombies	SAGACITY SKILL	46

A-abilities
ATTRIBUTE: HOLY (Continued)

ABILITY	DESCRIPTION	CATEGORY	PAGE
SAINT CROSS	Deals Holy damage to a wide area	CHIVALRY	25
STAR CROSS	Uses the power of the stars to damage all enemies	PHANTASM SKILL	31
UNICORN	Summons Unicorn to heal HP and status ailments	SUMMON MAGIC	50
X-POTION	Restores 150 HP—also damages Zombies	ITEM	179

ATTRIBUTE: ICE

BLIZZAGA	Deals an incredible amount of Ice damage	BLACK MAGIC	30
BLIZZARA	Deals a great amount of Ice damage	BLACK MAGIC	30
BLIZZARD	Deals Ice Damage	BLACK MAGIC, RED MAGIC	30, 49
FREEZELINK	Deals Ice damage to all enemies	PHANTASM SKILL	31
ICE BREATH	Deals Ice damage to multiple enemies	DRAGON TECH	36
ICE SWORD	Deals damage with an Ice-based blade attack	SPELLBLADE TECH	38
ICESHOT	Shoots a bullet of Ice	GUNMANSHIP	55
SHIVA	Summons Shiva to deal Ice damage	SUMMON MAGIC	50

ATTRIBUTE: LIGHTNING

BOLT BREATH	Deals damage with Lightning breath	DRAGON TECH	36
BOLT SWORD	Deals damage with a Lightning-based blade attack	SPELLBLADE TECH	38
BOLTSHOT	Shoots a bullet of Lightning	GUNMANSHIP	55
RAMUH	Summons Ramuh to deal Lightning damage	SUMMON MAGIC	50
TEMPEST	Deals Lightning damage to all enemies	PHANTASM SKILL	31
THUNDAGA	Deals an incredible amount of Lightning damage	BLACK MAGIC	30
THUNDARA	Deals a great amount of Lightning damage	BLACK MAGIC	30
THUNDER	Deals Lightning damage	BLACK MAGIC, RED MAGIC	30, 49

ATTRIBUTE: WATER

DELUGE	Deals Water damage to all enemies	PHANTASM SKILL	31
SLIPRAIN	Drops a damaging water ball to slow target	SPIRIT MAGIC	48
WATER	Damages and slows a target with a water ball	PRAYER, SAGACITY SKILL	40, 46
WATER VEIL	Water jujitsu—damages and silences a target	NINJA SKILL	28

ATTRIBUTE: WIND

AERO	Creates a damaging whirl of wind	PRAYER, SAGACITY SKILL	40, 46
AIR BLAST	Creates a damaging whirlwind in front of you	FIGHTER TECH	26
SHINING AIR	Damages and inflicts Darkness on a target with a rush of air	SPIRIT MAGIC	48
WILD TORNADO	Deals Wind damage to all enemies	PHANTASM SKILL	31

ATTRIBUTE: NONE

100% WOOL	Improves Weapon Defense and Magic Resistance	CALL	53
ADDLE	Addles a monster, causing temporary loss of A- and R-abilities	HUNT	34
ADRAMMELCH	Summons Adrammelch	TOTEMA	—
ADVICE	Raises the Critical Hit rate against a target	HUNT	34
AGUE	Slow a target with feverish chills	CORNER	51
AIM: ARM	Disables a target by shooting the arms	AIM	33
AIM: ARMOR	Destroys armor worn by a target	SHARPSHOOT	52
AIM: LEGS	Immobilizes a target by shooting the legs	AIM	33
AIM: VITALS	Causes status ailments with a shot to the vital organs	HUNT	34
AIM: WALLET	Steals Gil with a shot aimed at the wallet—big payoff	SHARPSHOOT	52
AIM: WEAPON	Destroys a weapon held by a target	SHARPSHOOT	52
AIR RENDER	Releases aggression and causes long-range damage	FIGHTER TECH, MONK TECH	26, 39
ANTIDOTE	Cures Poison	ITEM	179
APHONIA	Silences a target with a shot aimed at the throat	CORNER	51
ASTRA	Confers one-time status ailment protection	ALCHEMY SKILL, SACRED TECH	43, 41
AURA	Bestows Auto-Life and Auto-Regen	DEFEND	37
BALL	Causes Confusion by smacking a target's head with a ball	STUNT	56
BANDAGE	Cures Immobilize and Disable	ITEM	179
BANGAA CRY	Deals damage with a Bangaa warrior cry	DRAGON TECH	36
BARRIER	Raises Weapon Defense and Magic Resistance	PRAYER, RED MAGIC	40, 49

ABILITY	DESCRIPTION	CATEGORY	PAGE
BEATDOWN	Strikes with a low hit rate, but very high damage	FIGHTER TECH, SPELLBLADE TECH	26, 38
BESO TOXICO	Poisons a target with a touch as gentle as a kiss	SHARPSHOOT	52
BIO	Creates viscous waves to damage and Poison targets	SAGACITY SKILL	46
BLACK INGOT	Casts Doom on either friends or foes	PANDORA	57
BLACKOUT	Inflicts Darkness on a target	AIM	33
BLIND	Inflicts Darkness by spraying an inky gas	SAGACITY SKILL	46
BLINDSHOT	Damages and blinds a target	GUNMANSHIP	55
BLITZ	Uses aggression to sense and attack a target	FIGHTER TECH, SPELLBLADE TECH	26, 38
BLUE SCREW	Casts Dispel on either friends or foes	PANDORA	57
BODY SLAM	A powerful move that also damages the attacking unit	BATTLE TECH (WARRIOR)	35
BOMB	Takes control of Bombs and Grenades	CONTROL	44
BOMB	Morphs into Bombs and Grenades	MORPH	45
BOOST	Focuses energy to increase damage on the next physical attack	AIM	33
BREAK	Petrifies a target by halting its metabolism	PRAYER	40
BUG	Takes control of Antlions and Jawbreakers	CONTROL	44
BUG	Morphs into Antlions and Jawbreakers	MORPH	45
BURIAL	Buries Zombified units with a single shot	AIM	33
CAPTURE	Puts live monsters into the Monster Bank	HUNT	34
CARBUNCLE	Summons the fairy Carbuncle to cast Reflect	SUMMON MAGIC	50
CATNIP	Drives a target berserk	CALL	53
CHAKRA	Heals HP by sending energy into the chakra points	MONK TECH	39
CHARMSHOT	Damages and charms a target	GUNMANSHIP	55
CHECKMATE	Attacks and casts Doom on a target	LUNGE TECH	47
CHEER	Focuses power to increase damage on the next weapon attack	SACRED TECH	41
CHOCOBO RUSH	Deals damage with a stampede of Chocobos	CALL	53
CHROMA GEM	Casts Sleep on either friends or foes	PANDORA	57
CONCEAL	Turns you transparent until you take another action	SHARPSHOOT	52
CONFUSHOT	Damages and confuses a target	GUNMANSHIP	55
COVER	Takes damage for another character until the next action	CHIVALRY	25
CUISINE	Cooks and serves an animal to completely heal HP	CALL	53
CUPID	Charms a target with a shot through the heart	AIM	33
CUREALL	Remedies status ailments	ITEM	179
DAGGER	Throws a dagger to cause damage and disable a target	STUNT	56
DEATH SICKLE	Sweeps out to inflict Doom with horrid speed	SHARPSHOOT	52
DEFENSE	Raises Weapon Defense and Magic Resistance for one turn	CHIVALRY, DEFEND	25, 37
DEMI	Saps one-half of a target's HP with a gravity field	TIME MAGIC	42
DISPEL	Weakens a target and neutralizes status enhancements	PRAYER	40
DOOM ARCHER	Deals damage equal to your lost HP to a target's HP & MP	SHARPSHOOT	52
DOUBLECAST	Grants the ability to cast two spells in quick succession	RED MAGIC	49
DOUBLESOT	Attacks twice in quick succession	SHARPSHOOT	52
DOWNSIZE	Reduces a target's HP by half	BATTLETECH (WARRIOR)	35
DRAGON	Takes control of Firewyrms, Icedrakes, and Thundrakes	CONTROL	44
DRAGON	Morphs into Thundrakes, Firewyrms, and Icedrakes	MORPH	45
DRAIN	Steals a target's strength and adds it to your HP	SAGACITY SKILL	46
DRAW WEAPON	Equips stocked weapon if a slot is available	—	—
DROP WEAPON	Tosses a weapon out of hand and back into stock	CHIVALRY, DEFEND	25, 37
ECHO GRASS	Cures silence	ITEM	—
ELEMENTAL SHIFT	Shifts resistance to the elements in a target	SPIRIT MAGIC	48
ESUNA	Remedies status ailments	WHITE MAGIC	29
ETHER	Restores 80 MP	ITEM	179
EXODUS	Summons Exodus	TOTEMA	—
EXPERT GUARD	Prevents all MP and HP damage for one turn	DEFEND	37
EYE DROPS	Cures Darkness	ITEM	179
FAIRY	Takes control of Sprites and Titanias	CONTROL	44
FAMFRIT	Summons Famfrit	TOTEMA	—
FAR FIST	Deals long-range damage to an area	FIGHTER TECH, MONK TECH	26, 39

ABILITY	DESCRIPTION	CATEGORY	PAGE
FASTER	Nullifies R-abilities with a fast attack	AIM	33
FEATHERBLOW	Unleashes a flurry of attacks—good hit rate, but light damage	LUNGE TECH	47
FIRST AID	Disinfects wounds to heal HP and remedy status	BATTLE TECH	24, 35
FLAN	Takes control of Ice Flans, Jellies, and Creams	CONTROL	44
FLAN	Morphs into Ice Flans, Jellies, and Creams	MORPH	45
FLARE	Deals damage with a sudden temperature spike	ALCHEMY SKILL	43
FLOAT EYE	Takes control of Floateyes and Ahrimans	CONTROL	44
FLOAT EYE	Morphs into Floateyes and Ahrimans	MORPH	45
FRIEND	Summons a random creature from the spirit world	CALL	53
FROGSONG	Turns a target into a frog with a lilting refrain	CALL	53
GIGA FLARE	Casts a more powerful version of Flare	SAGACITY SKILL	46
GIL TOSS	Throws Gil to deal damage—thrown Gil is lost	STUNT	56
GOBLIN	Takes control of Goblins and Red Caps	CONTROL	44
GOBLIN	Morphs into Goblins and Red Caps	MORPH	45
GOLD BATTERY	Heals HP of either friends or foes	PANDORA	57
GREASED BOLT	Attacks so fast that a target cannot react with an R-ability	BATTLE TECH (WARRIOR)	35
GREEN GEAR	Casts Poison on either friends or foes	PANDORA	57
HASTE	Increases a target's Speed	TIME MAGIC, SACRED TECH	42, 41
HIBERNATE	Hibernates to remedy status ailments	DEFEND	37
HOLY SIGN	Neutralizes a target's status enhancements	MONK TECH	39
HOLY WATER	Cures zombification	ITEM	179
HUNTING	Delivers a stylish felling blow that earns more JP	HUNT	34
HURL	Throws a stocked item to deal damage	STUNT	56
ITEM	Grants the ability to use items in battle	—	—
JUDGE	Calls forth a sword to steal Judge Points	PRAYER	40
JUMP	Jumps into the sky to deliver a spear attack	DRAGON TECH	36
KIRIN	Summons Kirin to gradually heal HP	SUMMON MAGIC	50
LAMIA	Takes control of Lamias and Liliths	CONTROL	44
LAMIA	Morph into Lamias and Liliths	MORPH	45
LANCET	Absorbs HP from a target	DRAGON TECH	36
LIFEBREAK	Deals damage equal to the amount of HP you've lost	SACRED TECH	41
MAGICBREAK	Deals damage to a target's MP	BATTLE TECH	24, 35
MAIDEN KISS	Cures Frog	ITEM	179
MALBORO	Takes control of Malboros and Big Malboros	CONTROL	44
MALBORO	Morphs into Malboros and Big Malboros	MORPH	45
MANASTRIKE	Strikes through a target's will, damaging MP	LUNGE TECH	47
MATEUS	Summons Mateus	TOTEMA	—
MELTDOWN	Uses a self-KO to deal area damage equal to the unit's HP	DEFEND	37
METAL VEIL	Metal jujitsu—damages and inflicts Darkness on a target	NINJA SKILL	28
METEOR	Deals damage by dropping meteors from space	ALCHEMY SKILL	43
MINDBREAK	Reduces a target's magic power	BATTLE TECH	24, 35
MOG AID	Heals the unit's own HP and cures status ailments	CHARGE	54
MOG ATTACK	Damages and knocks back a target	CHARGE	54
MOG GUARD	Improves Weapon Defense and Magic Resistance	CHARGE	54
MOG LANCE	Hit far-off enemies with a mighty lance	CHARGE	54
MOG PEEK	Detects rare items held by an enemy unit	CHARGE	54
MOG RUSH	Strikes with a full-force attack—high damage, low hit rate	CHARGE	54
MOG SHIELD	Prevents one status ailments	CHARGE	54
MOW DOWN	Damages surrounding units while slowing self	DEFEND	37
MUG	Damages a target and steals Gil	BATTLE TECH (SOLDIER)	24
NIGHTHAWK	Strikes with an attack as swift as the hunting hawk	LUNGE TECH	47
NIGHTMARE	Puts a target to sleep and sometimes dooms it	CORNER	51
NURSE	Heals HP and remedies status ailments	CHIVALRY	25
OBLIVION	Addles a target with a shot to the head	NINJA SKILL, CORNER	28, 51
OUST	Sweeps monsters from the field of battle	HUNT	34

ABILITY	DESCRIPTION	CATEGORY	PAGE
PANTHER	Takes control of Red Panthers and Coeurls	CONTROL	44
PANTHER	Morphs into Red Panthers and Coeurls	MORPH	45
PARLEY	Convinces a target to leave the field of battle	CHIVALRY	25
PIERCETHROUGH	Unleashes an attack that hits units behind the first target	LUNGE TECH	47
POWERBREAK	Weakens a target's Weapon Attacks	BATTLE TECH	24, 35
PROTECT	Raises a target's Weapon Defense	WHITE MAGIC	29
PROVOKE	Sets an enemy into a berserker rage	BATTLE TECH (SOLDIER)	24
QUARTER	Saps one-quarter of a target's HP with a gravity field	TIME MAGIC	42
QUICKEN	Lets the target take the next turn	TIME MAGIC	42
RASP	Deals damage to MP	SACRED TECH, ALCHEMY SKILL	41, 43
RED SPRING	Casts Haste on either friends or foes	PANDORA	57
REFLECT	Reflects White, Red, Time and Black Magic	TIME MAGIC	42
REVIVE	Revives a KO'd unit	MONK TECH	39
RING	I throws a hoop to Stop a target	STUNT	56
ROCKBEAST	Takes control of Blade Biters and Toughskins	CONTROL	44
ROCKSEAL	Causes petrification by sealing a target in stone	CORNER	51
RUSH	Pushes a target back with a full-on bull rush	FIGHTER TECH, SPELLBLADE TECH	26, 38
SENSOR	Detects hidden equipment held by enemies	BATTLE TECH (SOLDIER)	24
SHADOWBIND	Stops a target by pinning its shadow to the ground	CORNER	51
SHADOWSTICK	Hinders movement to reduce a target's Speed	LUNGE TECH	47
SHEEP COUNT	Summons sheep to put target to sleep	CALL	53
SHELL	Raises a target's Magic Resistance	WHITE MAGIC	29
SIDEWINDER	Deals heavy damage to monsters	HUNT	34
SILENCE	Silences a target by stealing its voice	TIME MAGIC, SACRED TECH	42, 41
SILENSHOT	Damages and silences a target	GUNMANSHIP	55
SILVER DISK	Casts Darkness on either friends or foes	PANDORA	57
SLEEP	Releases sleeping gas to put target to sleep	RED MAGIC	49
SLOW	Reduces a target's Speed	TIME MAGIC	42
SMILE	Spreads the joy and allows an ally to act immediately	STUNT	56
SOFT	Cures Petrification	ITEM	179
SONIC BOOM	Uses a weapon to create an area-damage shockwave	HUNT	34
SOUL SPHERE	Deals damage to MP with a soul-stealing aura	SACRED TECH	41
SPEEDBREAK	Reduces a target's speed	BATTLE TECH	24, 35
STARDUST	Calls down a rain of meteors to damage all enemies	PHANTASM SKILL	31
STEAL: ABILITY	Steals an enemy's A-ability for your use	STEAL	27
STEAL: ACCESS	Steals an accessory worn by an enemy	STEAL	27
STEAL: ARMOR	Steals armor worn by an enemy	STEAL	27
STEAL: EXP	Steals Experience Points from an enemy	STEAL	27
STEAL: GIL	Steals Gil from an enemy	STEAL	27
STEAL: HELM	Steals helmet or headwear worn by an enemy	STEAL	27
STEAL: JP	Steals Judge Points from an enemy	STEAL	27
STEAL: SHIELD	Steals a shield held by an enemy	STEAL	27
STEAL: WEAPON	Steals a weapon held by enemy	STEAL	27
STOP	Stops time for a target, rendering it unable to act	TIME MAGIC	42
STOPSHOT	Damages and stops a target	GUNMANSHIP	55
SUBDUE	Deals light damage—good for catching monsters	CHIVALRY	25
SWALLOWTAIL	Damages nearby enemies by weaving like a butterfly	LUNGE TECH	47
SWARMSTRIKE	Deals damage and poisons like stinging bees	LUNGE TECH	47
TAIL WAG	Charms a target with a cute wagging tail	CALL	53
TAKE AIM	Fires an aimed shot with a good hit rate, but low damage	AIM	33
THROW	Throws a weapon that damages an enemy	NINJA SKILL	28
TOAD	Turns a target into a frog	ALCHEMY SKILL	43
TONBERRY	Takes control of Tonberries and Masterberries	CONTROL	44
TREMOR	Knocks back nearby units by slamming the ground	DEFEND	37
ULTIMA	Summons Ultima	TOTEMA	—
ULTIMA BLOW	Unleashes a powerful Ultima-magic attack	SAGACITY SKILL	46

A-abilities

ATTRIBUTE: NONE (Continued)

ABILITY	DESCRIPTION	CATEGORY	PAGE
ULTIMA CHARGE	Attacks with Ultima magic	CHARGE	54
ULTIMA MASHER	An Assassin attack born from Ultima magic	CORNER	51
ULTIMA SHOT	Attacks with powerful Ultima magic	HUNT	34
ULTIMA SWORD	Attacks with powerful Ultima Magic	SPELLBLADE TECH	38
UNDEAD	Takes control of Zombies and Vampires	CONTROL	44
UNSPELL	Neutralizes status enhancements	NINJA SKILL	28
WARCRY	Reduces the speed of nearby units	SACRED TECH	41
WHIRLWIND	Hits on all sides with a quick spin attack	MONK TECH	39
WILD SWING	Hits on four sides with a swinging weapon attack	FIGHTER TECH, SPELLBLADE TECH	26, 38
WOOD VEIL	Wood jujitsu—damages and immobilizes a target	NINJA SKILL	28
WYRMKILLER	Deals a tremendous amount of damage to Dragons	DRAGON TECH	36
WYRMTAMER	Persuades a Dragon to leave the field of battle	DRAGON TECH	36
YELLOW SPRING	Casts Barrier on either friends or foes	PANDORA	57

R-abilities

ABSORB MP	Absorbs the MP used to cast a spell against you	PHANTASM SKILL, SPIRIT MAGIC	31, 48
AUTO-REGEN	Automatically regenerates HP after you take damage	HUNT, SHARPSHOOT, PANDORA	34, 52, 57
BLOCK ARROWS	Dodges all bow and longbow attacks	AIM, CALL	33, 53
BONECRUSHER	Hits with a powerful counterattack (x1.5) after taking weapon damage	FIGHTER TECH, SACRED TECH	26, 41
CATCH	Catches a thrown item and places it in stock	RED MAGIC, STUNT	49, 56
COUNTER	Follows up an enemy attack with a counterattack	STEAL, MONK TECH	27, 39
DAMAGE > MP	Converts HP damage to MP damage—fails if MP is zero	BLUE MAGIC, MORPH, PANDORA	32, 45, 57
DRAGONHEART	Auto-raises the character if he is felled by a weapon	DRAGON TECH	36
LAST BERSERK	Activates Berserk if the unit is severely wounded	DEFEND	37
LAST HASTE	Automatically becomes Hasted if severely wounded	NINJA SKILL, CONTROL, CHARGE	28, 44, 54
LAST QUICKEN	Allows you to take the next turn when severely wounded	TIME MAGIC	42
REFLEX	Predicts and avoids a regular attack	CHIVALRY, MONK TECH, SAGACITY SKILL, LUNGE TECH	25, 39, 46, 47
RETURN FIRE	Catches an approaching arrow and shoots it back	CORNER, STUNT	51, 56
RETURN MAGIC	Counters a magic attack with the same spell	BLACK MAGIC, PRAYER	30, 40
STRIKEBACK	Blocks an attack and counterattacks—ineffective vs. A-abilities	FIGHTER TECH, SPELLBLADE TECH	26, 38

S-abilities

CONCENTRATE	Increases the user's Hit rating	AIM, GUNMANSHIP	33, 55
DOUBLE SWORD	Enables the user to hold and use two weapons at once	NINJA SKILL	28
DOUBLEHAND	Allows the unit to hold a one-handed weapon in two hands	FIGHTER TECH, SPELLBLADE TECH	26, 38
GEOMANCY	Reduces resistance to the elements by one level	BLACK MAGIC	30
HALF MP	Cuts in half the amount of MP used for abilities	PHANTASM SKILL, PRAYER, SUMMON MAGIC	31, 40, 50
IMMUNITY	Confers resistance to some status ailments	BLUE MAGIC, CONTROL	32, 44
LEARNING	Studies attacks and learns some as Blue Magic	BLUE MAGIC	32
MAGIC POW+	Increases the damage dealt by all types of magic	ALCHEMY SKILL	43
MAINTENANCE	Ensures equipped items are not stolen or destroyed	STEAL, ALCHEMY SKILL	27, 43
MONKEY GRIP	Lets a character hold a two-handed weapon in one hand	BATTLE TECH	24, 35
SHIELDBEARER	Enables shield-wielding, regardless of job	BATTLE TECH, SAGACITY SKILL, LUNGE TECH, CHARGE	24, 35, 46, 47, 54
TURBO MP	Doubles MP use for increased Damage- and Hit ratings	WHITE MAGIC	29
WEAPON ATK+	Increases the amount of damage dealt by weapon attacks	HUNT, SACRED TECH	34, 41
WEAPON DEF+	Reduces damage from weapon attacks	CHIVALRY, DEFEND, SAGACITY SKILL	25, 37, 46

C-abilities

ATTRIBUTE: DARK

BLACK COMBO	A ranged combo for Black Mages	BLACK MAGIC	30
NINJA COMBO	A failproof combo for Ninjas	NINJA SKILL	28
SUMMON COMBO	A ranged combo for Summoners	SUMMON MAGIC	50

ATTRIBUTE: HOLY

ABILITY	DESCRIPTION	CATEGORY	PAGE
KNIGHT COMBO	A failproof combo for Paladins	CHIVALRY	25
PRAY COMBO	A ranged combo for Bishops	PRAYER	40
SPIRIT COMBO	A well-balanced combo for Elementalists	SPIRIT MAGIC	48
WHITE COMBO	A ranged combo for White Mages	WHITE MAGIC	29
WISE COMBO	A well-balanced combo for Sages	SAGACITY SKILL	46

ATTRIBUTE: NONE

ANIMAL COMBO	A failproof combo for Animists	CALL	53
BEAST COMBO	A failproof combo for Beastmasters	CONTROL	44
BLUE COMBO	A ranged combo for Blue Mages	BLUE MAGIC	32
BOW COMBO	A long-range combo for Archers	AIM	33
CHARGE COMBO	An easily chained combo for Mog Knights	CHARGE	54
COMBAT COMBO	A failproof combo for Soldiers and Warriors	BATTLE TECH	24,35
DEFEND COMBO	An easily chained combo for Defenders	DEFEND	37
DRAGON COMBO	A failproof combo forDragoons	DRAGON TECH	36
FIGHTER COMBO	An easily chained combo for Fighters	FIGHTER TECH	26
GADGET COMBO	A long-range combo for Gadgeteers	PANDORA	57
GOLD COMBO	A well-balanced combo for Alchemists	ALCHEMY SKILL	43
GUN COMBO	A long-range combo for Gunners	GUNMANSHIP	55
HUNT COMBO	A ranged combo for Hunters	HUNT	34
JUGGLE COMBO	An easily chained combo for Jugglers	STUNT	56
KILLER COMBO	A failproof combo for Assassins	CORNER	51
LUNGE COMBO	A failproof combo for Fencers	LUNGE TECH	47
MONK COMBO	A very easily chained combo for White Monks	MONK TECH	39
MORPH COMBO	A failproof combo for Morphers	MORPH	45
RED COMBO	An easily chained combo for Red Mages	RED MAGIC	49
SACRED COMBO	A failproof combo for Templars	SACRED TECH	41
SNIPER COMBO	A ranged combo for Snipers	SHARPSHOOT	52
SPELL COMBO	A ranged combo for Illusionists	PHANTASM SKILL	31
SWORD COMBO	A failproof combo for Gladiators	SPELLBLADE TECH	38
THIEF COMBO	A failproof combo for Thieves	STEAL	27
TIME COMBO	A ranged combo for Time Mages	TIME MAGIC	42

Enemy Abilities

ABILITY	TYPE	ATTRIBUTE	MP	RANGE	DESCRIPTION	LEARNABLE?
ABYSS	A	—	12	3 panels	Calls forth decay to damage and poison a target	—
ACID	A	—	12	3 panels	Inflicts a random status ailment	YES
ALPHA	A	—	—	4 panels	The father spell of Omega and Ultima—deals incredible damage	—
AMBER GLEAM	A	—	—	All	Neutralizes all enemy status enhancements	—
ANGEL WHISPER	A	Holy	24	3 panels	Heals HP and bestows Auto-Raise	YES
BAD BREATH	A	—	20	1 panel	Breaths foul breath that causes status ailments	YES
BLANK CARD	A	—	—	—	Changes the law at will	—
BLASTER	A	—	—	3 panels	Petrifies a target with shining energy	—
BLOWUP	A	—	2	1 panel	Deals massive damage to nearby enemies with a self-KO	YES
BREATH OF GOD	A	—	—	4 panels	Envelops surrounding units and deals damage	—
CHILL	A	Ice	—	1 panel	Causes cold damage to an area	—
CIRCLE	A	—	—	3 panels	Lowers Weapon Attack and Magic Power	—
DESCENT	A	Random	—	All	Summons a random Totema	—
DEVIL GAZE	A	—	—	1 panel	Inflicts Silence and Darkness	—
DRAGON FORCE	A	—	12	1 panel	Releases a Dragon Soul that improves all stats	YES
DRAIN TOUCH	A	—	10	1 panel	Drains and absorbs HP from a target	YES
FIRESTREAM	A	Fire	—	All in a line	Deals damage in a straight line with scorching flame	—
FLAME ATTACK	A	Fire	—	3 panels	Deal Fire damage from within	—
FURY CIRCLE	A	—	—	1 panel	Damages and knocks back surrounding units	—
GOBLIN PUNCH	A	—	8	1 panel	An all-out punch with varying damage	YES
GOO	A	—	—	1 panel	Immobilizes a target in sticky ooze	—

Enemy Abilities (Continued)

ABILITY	TYPE	ATTRIBUTE	MP	RANGE	DESCRIPTION	LEARNABLE?
GUARD-OFF	A	—	10	1 panel	Lowers Weapon Defense and Magic Resistance	YES
HAND SLAP	A	—	—	1 panel	Delays a target's turn with a flat-handed slap	—
HASTEBREAK	A	—	12	1 panel	Increases a character's Speed	YES
HEART RENDER	A	—	—	1 panel	Deals damage to MP	—
HOWL OF RAGE	A	—	—	1 panel	Reduces the Speed of surrounding units	—
ICE BREATH	A	Ice	—	4 panels	Deals damage with icy breath	—
KARMA	A	—	—	1 panel	Deals increasing damage for each unit the target has KO'd	—
KISS	A	—	—	1 panel	Charms and Dooms a target with a sweet kiss	—
KNIFE	A	—	8	1 panel	Steals 9/10 of HP with a Tonberry knife stab	—
LAWSHIFT	A	—	—	All	Randomly changes the current laws	—
LIFE RENDER	A	—	—	1 panel	Damages and dooms a target	—
LIGHTSPEED	A	—	—	1 panel	Nullifies R-abilities with a lightning-fast attack	—
LIMIT GLOVE	A	—	4	1 panel	Deals heavy damage when the user's own life is threatened	—
LOGOS	A	—	—	3 panels	Charms a target and weakens Weapon Defense and Magic Resistance	—
LV? D HOLY	A	Holy	32	All	Causes Holy damage in units when level matches the current day	—
LV? S-FLARE	A	Dark	30	All	Shadowflares all units with matching digits in their levels	YES
LV3 DEF-LESS	A	—	12	3 panels	Lowers M-Res and W-Def in units with levels divisible by three	YES
LV5 DEATH	A	Dark	24	3 panels	KO's units with levels divisible by five	—
MAGI	A	—	—	All	Deals massive damage to all enemies	—
MAGIC HAMMER	A	—	8	3 panels	Deals damage to MP	YES
MATRA MAGIC	A	—	24	3 panels	Switches a target's HP and MP	—
METEORITE	A	—	22	3 panels	Shoots a small meteor to deal damage	—
MIASMA	A	—	—	3 panels	Calls forth ill humors to damage and poison targets	—
MIGHTY GUARD	A	—	8	1 panel	Raises Weapon Defense and Magic Resistance for one battle	YES
MUNCH	A	—	—	1 panel	Crushes a weapon with powerful jaws—user takes damage	—
MUTILATE	A	—	18	1 panel	Absorbs HP from a target	—
NIGHT	A	—	24	All	Puts all enemies to sleep	YES
OMEGA	A	—	10	1 panel	Deals massive damage—as powerful as Ultima	—
PALAISTRA	A	—	—	1 panel	Deals damage with a deadly whirlwind	—
POISON CLAW	A	—	8	1 panel	Damages and poisons a target	YES
POISON FROG	A	—	—	3 panels	Turns targets into frogs and poisons them	—
PRESENCE	A	—	—	1 panel	Damages and knocks back a target	—
REND	A	—	—	1 panel	Bites a target's weak spot to deal damage	—
RESONATE	A	—	20	All	Disables targets	—
REVEAL	S	—	—	All	Finds and reveals any concealed units	—
RIPCIRCLE	A	—	—	1 panel	Damages surrounding units	—
ROULETTE	A	Dark	20	All	KO's one person at random—friend or foe	YES
SACRIFICE	A	—	—	1 panel	Heals an ally's HP and status ailments with a self-KO	—
SANDSTORM	A	Earth	—	1 panel	Damages a unit and inflicts Darkness with a dark tornado	—
SOUNDWAVE	A	—	—	3 panels	Neutralizes status enhancements with a grating noise	—
SPELL BIND	A	—	—	4 panels	Damages and Slows a target	—
STARE	A	—	12	4 panels	Confuses multiple targets	YES
SUFFOCATE	A	—	—	1 panel	Causes a target to lose its next turn	—
TWISTER	A	—	20	3 panels	Reduces the HP of all enemies in an area by half	YES
VOODOO	A	—	—	1 panel	Carries a powerful, deadly curse	—
WHITE WIND	A	—	12	3 panels	Heals a character's HP to a point equal to the user's own HP	YES

ENEMY CLANS

Any time you are involved in a random battle, you'll meet one of the following clans—the members rarely change.

CLAN NAME	JOB	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
AISEN GHOSTS	FLOATEYE	GAZE	—	WEAPON DEF+	—
	JAWBREAKER	ADHERE	—	—	—
	TONBERRY	GRUDGE	—	—	—
	ZOMBIE	ROT	COUNTER	—	—
	ZOMBIE	ROT	—	—	—
ANTLIONS	ANTLION	SANDSTORM	COUNTER	—	—
	ANTLION	SANDSTORM	COUNTER	—	—
	BOMB	BLAZE	—	—	—
	JAWBREAKER	ADHERE	—	WEAPON ATK+	—
	TOUGHSKIN	DEBILITATE	—	—	—
BLOODTHIRSTERS	AHRIMAN	GLARE	—	—	—
	ASSASSIN	CORNER	RETURN FIRE	—	HEAVEN'S CLOUD, DARK GEAR
	JUGGLER	STUNT, ITEM	—	—	RONDELL DAGGER, WYGAR
	MASTERBERRY	MALICE	—	—	—
	VAMPIRE	ILLUDE	—	WEAPON ATK+	—
BRASS DRAGOONS	DEFENDER	DEFEND	—	—	—
	DRAGOON	DRAGON TECH	LAST BERSERK	—	VAJRA, MAXIMILLIAN
	DRAGOON	DRAGON TECH	STRIKEBACK	—	PARTISAN, PLATEMAIL
	PALADIN	CHIVALRY	—	WEAPON DEF+	ICE LANCE, GOLD ARMOR
	TEMPLAR	SACRED SKILL	BONECRUSHER	—	LOHENGRIN, PLATEMAIL
CLAN BANISA	ANIMIST	CALL	—	—	—
	FIGHTER	FIGHTER TECH	BLOCK ARROWS	—	WAR TRUMPET, ADAMAN VEST
	GLADIATOR	SPELLBLADE TECH	STRIKEBACK	—	SUN BLADE, SURVIVAL VEST
	WARRIOR	BATTLE TECH	—	DOUBLEHAND	ATMOS BLADE, POWER SASH
	WHITE MONK	MONK TECH, ITEM	COUNTER	MONKEY GRIP	PREDATOR, ROUND SHIELD, ADAMAN VEST
CLAN BELMIA	ASSASSIN	CORNER	—	—	—
	GUNNER	GUNMANSHIP	RETURN FIRE	CONCENTRATE	ZANMATO, JUDO UNIFORM
	NINJA	NINJA SKILL	—	DOUBLE SWORD	CHAOS RIFLE, BRIGANDINE
	SNIPER	SHARPSHOOT, ITEM	AUTO-REGEN	—	ASHURA, PETALCHASER, NINJA GEAR
	THIEF	STEAL	COUNTER	MAINTENANCE	TWIN BOW, GAIA GEAR
CLAN CLATZ	ANIMIST	CALL	—	MAINTENANCE	—
	GADGETEER	PANDORA	AUTO-REGEN	—	SATYR FLUTE, POWER SASH
	JUGGLER	STUNT	CATCH	—	DREAM CLAWS, GAIA GEAR
	THIEF	STEAL	COUNTER	MAINTENANCE	KHUKURI, POWER SASH
	TIME MAGE	TIME MAGIC	RETURN FIRE	—	KARD, WYGAR
CLAN DIP	ARCHER	AIM	—	CONCENTRATE	TERRE ROD, MAGUS ROBE
	ARCHER	AIM	BLOCK ARROWS	—	—
	SOLDIER	BATTLE TECH	—	—	—
	THIEF	STEAL	COUNTER	—	—
	WHITE MAGE	WHITE MAGIC	—	—	—
CLAN HOUNDS	BLUE MAGE	BLUE MAGIC, ITEM	DAMAGE > MP	—	—
	COEURL	SCRATCH	—	REVEAL	AQUA SABER, BRIGANDINE
	ELEMENTALIST	SPIRIT MAGIC	ABSORB MP	—	—
	GUNNER	GUNMANSHIP	—	—	COLICHEMARDE, SURVIVAL VEST
	LAMIA	SONG	COUNTER	—	LOST GUN, SURVIVAL VEST
CLAN MARBLE	RED CAP	HIT	—	WEAPON ATK+	—
	ANIMIST	CALL	BLOCK ARROWS	—	—
	ARCHER	AIM	—	—	GLASS BELL, LEATHER GARB
	FENCER	LUNGE TECH	REFLEX	—	—
	SOLDIER	BATTLE TECH	—	—	—
CLAN SHALO	WARRIOR	BATTLE TECH	—	—	—
	DEFENDER	DEFEND	LAST BERSERK	—	—
	WHITE MONK	MONK TECH	COUNTER	—	—
	WHITE MAGE	WHITE MAGIC	—	—	—
	ANIMIST	CALL	—	—	—

CLAN NAME	JOB	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
CYRIL BAND	ARCHER	AIM	—	—	LONGBOW, CHAIN PLATE
	SOLDIER	BATTLE TECH	—	—	SHORT SWORD, BRONZE ARMOR
	THIEF	STEAL	—	—	KRIS KNIFE, LEATHER GARB
	THIEF	STEAL	COUNTER	—	JACK KNIFE, LEATHER GARB
	WHITE MONK	MONK TECH	COUNTER	—	RISING SUN, SURVIVAL VEST
DONED FACTION	DRAGOON	DRAGON TECH	COUNTER	—	DRAGON WHISKER, GOLD ARMOR
	FIGHTER	FIGHTER TECH	BONECRUSHER	—	VENUS BLADE, WYGAR
	SAGE	SAGACITY SKILL	REFLEX	—	LOTUS MACE, GAIA GEAR
	SNIPER	SHARPSHOOT	AUTO-REGEN	—	NIKE BOW, DARK GEAR
	TIME MAGE	TIME MAGIC	LAST QUICKEN	—	SLEET ROD, WHITE ROBE
GAJA BAND	DRAGOON	DRAGON TECH	—	—	GAE BOLG, PLATEMAIL
	GUNNER	GUNMANSHIP	—	—	RIOT GUN, SURVIVAL VEST
	HUNTER	HUNT	—	WEAPON ATK+	CRANEQUIN, BRIGANDINE
	NINJA	NINJA SKILL	—	DOUBLE SWORD	PETALCHASER, OSAFUNE, NINJA GEAR
	RED MAGE	RED MAGIC	—	MAGIC POW+	FLEURET, SURVIVAL VEST, CIRCLET
GERTAI BAND	ASSASSIN	CORNER	RETURN FIRE	—	HADES BOW, DARK GEAR
	BLUE MAGE	BLUE MAGIC	DAMAGE > MP	IMMUNITY	MANGANESE, BRIGANDINE
	JUGGLER	STUNT	RETURN FIRE	—	JAMBIYA, POWER SASH
	NINJA	NINJA SKILL, ITEM	LAST HASTE	DOUBLE SWORD	KOTETSU, HEAVEN'S CLOUD, NINJA GEAR
	SNIPER	SHARPSHOOT	AUTO-REGEN	—	HUNT BOW, SURVIVAL VEST
GUARD PATROL	BISHOP	PRAYER	RETURN MAGIC	—	JUDGE STAFF, SURVIVAL VEST
	DEFENDER	DEFEND	—	WEAPON DEF+	LIONHEART, GOLD ARMOR, BRACERS
	MOG KNIGHT	CHARGE	LAST HASTE	—	FLAMETONGUE, PLATEMAIL
	PALADIN	CHIVALRY	—	MONKEY GRIP	VIGILANTE, ROUND SHIELD, IRON ARMOR
	SAGE	SAGACITY SKILL	—	SHILDBEARER	DRUID MACE, BLAZE ROBE
	TEMPLAR	SACRED TECH, ITEM	BONECRUSHER	—	GAE BOLG, PLATEMAIL, CROSS HELM
JAGD EMISSARIES	AHRIMAN	GLARE	—	WEAPON ATK+	—
	GLADIATOR	SPELLBLADE TECH	STRIKEBACK	DOUBLEHAND	FLAMETONGUE, BRIGANDINE
	LAMIA	SONG	COUNTER	—	—
	NINJA	NINJA SKILL	LAST HASTE	DOUBLE SWORD	KIKUICHIMONJI, KOTETSU, NINJA GEAR
	SNIPER	SHARPSHOOT	AUTO-REGEN	—	MASTER BOW, SURVIVAL VEST
	SUMMONER	SUMMON MAGIC	RETURN FIRE	HALF-MP	PURE STAFF, BLACK ROBE
KORING BAND	ANIMIST	CALL, ITEM	BLOCK ARROWS	—	GLASS BELL, ADAMAN VEST
	ARCHER	AIM	—	CONCENTRATE	CHAR BOW, CHAIN PLATE
	BISHOP	PRAYER	—	—	GUARD STAFF, CHAIN PLATE
	WHITE MAGE	WHITE MAGIC	—	—	CURE STAFF, SILKEN ROBE
	WHITE MONK	MONK TECH	COUNTER	—	RISING SUN, SURVIVAL VEST
	—	—	—	—	—
KUDIK BEASTS	ANTLION	SANDSTORM	—	WEAPON DEF+	—
	RED PANTHER	RAKE	COUNTER	REVEAL	—
	RED PANTHER	RAKE	COUNTER	REVEAL	—
	SPRITE	TRICK	—	—	—
	TOUGHSKIN	DEBILITATE	COUNTER	WEAPON DEF+	—
LOST MONSTERS	BIG MALBORO	REEK	—	WEAPON ATK+	—
	FLOATEYE	GAZE	COUNTER	—	—
	GRENADE	BOOM!	—	—	—
	MALBORO	STENCH	—	—	—
	SPRITE	TRICK	—	—	—
RAMBLE BAND	ALCHEMIST	ALCHEMY SKILL	—	MAGIC POW+	MANDRAGORA, GAIA GEAR
	FIGHTER	FIGHTER TECH	STRIKEBACK	—	SUN BLADE, BRIGANDINE
	NINJA	NINJA SKILL	—	DOUBLE SWORD	HEAVEN'S CLOUD, PETALCHASER, NINJA GEAR
	SNIPER	SHARPSHOOT	AUTO-REGEN	—	HADES BOW, DARK GEAR
	THIEF	STEAL	COUNTER	—	ZORLIN SHAPE, POWER SASH
RANGERS	ANIMIST	CALL	—	—	DEMON BELL, SURVIVAL VEST
	ARCHER	AIM	BLOCK ARROWS	—	CHAR BOW, LEATHER GARB
	ELEMENTALIST	SPIRIT MAGIC	—	—	FLEURET, ADAMAN VEST
	FENCER	LUNGE TECH	—	—	ESTOC, CHAIN PLATE
	WHITE MAGE	WHITE MAGIC	—	—	WHITE STAFF, HEMPEN ROBE
ROAMING NAIADS	ICEDRAKE	ICEWYRM	—	WEAPON DEF+	—
	ICE FLAN	CHILL	—	—	—
	LAMIA	SONG	COUNTER	—	—
	LILITH	POISON FANG	BLOCK ARROWS	—	—
	SPRITE	TRICK	—	—	—

CLAN NAME	JOB	A-ABILITY	R-ABILITY	S-ABILITY	EQUIPMENT
RODA DRAGONS	BOMB	BLAZE	COUNTER	—	—
	FIREWYRM	DRAGONBLAZE	—	—	—
	FIREWYRM	DRAGONBLAZE	—	WEAPON ATK+	—
	JELLY	MELT	COUNTER	—	—
	TOUGHSKIN	DEBILITATE	—	—	—
SPROHMKNIGHTS	FIGHTER	FIGHTER TECH	COUNTER	—	SHADOW BLADE, CHAIN PLATE
	SOLDIER	BATTLE TECH	—	—	SHORT SWORD, BRONZE ARMOR
	WARRIOR	BATTLE TECH	—	—	SAMSON SWORD, BRONZE ARMOR
	WHITE MAGE	WHITE MAGIC	—	—	WHITE STAFF, HEMPEN ROBE
	WHITE MONK	WHITE MONK	COUNTER	—	RISING SUN, CHAIN PLATE
TRIBITES	BLADE BITER	CRUSH	—	WEAPON ATK+	—
	COEURL	SCRATCH	—	REVEAL	—
	RED PANTHER	RAKE	COUNTER	REVEAL	—
	RED PANTHER	RAKE	COUNTER	REVEAL	—
	TOUGHSKIN	DEBILITATE	—	WEAPON DEF+	—
TRICKY SPIRITS	CREAM	SCORCH	—	GEOMANCY	—
	RED CAP	HIT	—	—	—
	SPRITE	TRICK	COUNTER	—	—
	SPRITE	TRICK	—	—	—
	TITANIA	FLUORESCENCE	BLOCK ARROWS	WEAPON ATK+	—
TUBOLA BANDITS	BLUE MAGE	BLUE MAGIC	—	—	SHAMSHIR, ADAMAN VEST
	HUNTER	HUNT	—	—	MASTER BOW, SURVIVAL VEST
	ILLUSIONIST	PHANTASM SKILL	—	HALF MP	FORCE ROD, MISTLE ROBE
	RED MAGE	RED MAGIC	—	MAGIC POW+	GUPTI AGA, MIRAGE VEST, CIRCLET
	THIEF	STEAL	COUNTER	—	SCRAMASAX, SURVIVAL VEST
WILD MONSTERS	COEURL	SCRATCH	—	REVEAL	—
	GRENADE	BOOM!	—	—	—
	ICEDRAKE	ICEWYRM	COUNTER	WEAPON DEF+	—
	JELLY	MELT	—	—	—
	MALBORO	STENCH	—	—	—
ZOARA SECT	GLADIATOR	SPELLBLADE TECH	STRIKEBACK	—	ATMOS BLADE, WYGAR
	ILLUSIONIST	PHANTASM SKILL	ABSORB MP	—	FORCE ROD, FLURRY ROBE
	SAGE	SAGACITY SKILL	—	WEAPON DEF+	LOTUS MACE, GAIA GEAR
	TEMPLAR	SACRED TECH	BONECRUSHER	—	ARCH SWORD, DIAMOND ARMOR, CROSS HELM
	TIME MAGE	TIME MAGIC	LAST QUICKEN	—	FLAME ROD, BLAZE ROBE

MONSTERS

All the monsters are listed alphabetically by family and then by type.

	TYPE	A-ABILITY	R-ABILITY	S-ABILITY	ATTRIBUTE		TYPE	A-ABILITY	R-ABILITY	S-ABILITY	ATTRIBUTE
BOMB	BOMB	Blowup, Flame Attack	Counter	W-Def+	Absorbs Fire; Weak against Ice	GOBLIN	GOBLIN	Goblin Punch	Counter	W-Def+	—
	GRENADE	Blowup, Chill	Block Arrows	W-Atk+	Absorbs Ice; Weak against Fire		REDCAP	Magic Hammer, Mutilate	Block Arrows	W-Atk+	—
BUG	ANTLION	Lv3 Def-less, Sandstorm	Counter	W-Def+	—	LAMIA	LAMIA	Night, Hand Slap, Poison Frog	Counter	W-Def+	—
	JAWBREAKER	Lv3 Def-less, Lv5 Death, Suffocate	Block Arrows	W-Def+	—		LILITH	Twister, Poison Frog, Kiss	Block Arrows	W-Atk+	—
DRAGON	FIREWYRM	Guard-Off, Fire Breath	Block Arrows	W-Atk+	Absorbs Fire	MALEBORO	BIG MALBORO	Bad Breath, Soundwave	Block Arrows	W-Atk+	—
	ICEDRAKE	Mighty Guard, Ice Breath	Counter	W-Def+	Absorbs Ice		MALBORO	Bad Breath, Goo	Counter	W-Def+	—
	THUNDRAKE	Dragon Force, Bolt Breath	Reflex	Geomancy	Absorbs Lightning	PANTHER	COEURL	Hastebreak, Blaster	Block Arrows	Reveal	—
FAIRY	SPRITE	White Wind, Meteorite	Counter	W-Def+	Absorbs Holy; Weak against Dark		RED PANTHER	Poison Claw, Rend	Counter	Reveal	—
	TITANIA	Angel Whisper, Lv2 Holy	Block Arrows	W-Atk+	Absorbs Holy; Weak against Dark		BLADE BITER	Limit Glove, Munch, Resonate	Block Arrows	W-Atk+	—
F.LAN	CREAM	Acid, Sacrifice, Thunder	Reflex	Geomancy	Absorbs Lightning; Weak against Water	ROCKBEAST	TOUGHSKIN	Resonate, Matra Magic	Counter	W-Def+	—
	ICE FLAN	Acid, Sacrifice, Blizzard	Block Arrows	W-Atk+	Absorbs Ice; Weak against Fire		MASTERBERRY	Knife, Voodoo	Block Arrows	W-Atk+	—
	JELLY	Acid, Sacrifice, Fire	Counter	W-Def+	Absorbs Fire; Weak against Ice		TONBERRY	Knife, Karma	Counter	W-Def+	—
FLOATEYE	AHRIMAN	Roulette, Circle	Block Arrows	W-Atk+	—	UNDEAD	VAMPIRE	Lv2S-Flare, Miasma, Zombify	Block Arrows	W-Atk+	Absorbs Dark; Weak against Holy
	FLOATEYE	Star, Devil Gaze	Counter	W-Def+	—		ZOMBIE	Drain Touch, Miasma	Counter	W-Def+	Absorbs Dark; Weak against Holy

BONUS TIPS

A few extra tips will help you win the day in Final Fantasy Tactics Advance. Good luck!

DOUBLE SWORD

Double Sword is probably the most useful ability in the game. The Ninja Tech ability lets you equip two weapons at the same time during combat. In addition to striking an enemy twice with a normal attack, you can also learn two abilities at once. Soldiers, Ninjas and Paladins who know Double Sword are among the most devastating units on a battlefield.



Once you know Double Sword, you can equip two of any weapon that your current job can hold.



If you equip the same weapon in both hands, you'll learn the ability twice as fast.



If you have two Nosadas, equip them both so you can learn Double Sword in half the time.

USING ULTIMA

Ultima is the most powerful kind of magic in the game, but its range is limited by the weapon that the caster is holding. Once you teach a character an Ultima-based ability, switch him or her to a job that can use long-range attacks.



A Gunner who knows Ultima is your enemy's worst nightmare.



Not only will the strategy strike foes from afar, but it keeps the spell from hitting your own nearby units.

DEALING WITH STOP

Stopping an enemy is a great way to destroy it without threat to your own hide, but being stopped yourself is a terrible thing. If an enemy ever freezes you in your tracks, make sure you know how to recover quickly. It could be the difference between winning a battle and going down in flames.



Esuna doesn't work on a stopped unit, so White Mages are useless.



Try a Time Mage or Juggler instead. The Smile and Quicken spells are just the things to get you going.

LAW TRICKERY

Always know the law before you enter a battle. If you don't like a law, walk around the world map for a couple of days until one pops up that's more to your liking. Also know that even if an ability is banned, an enemy can use it. If you're fighting a Totema, for instance, and you ban its main attack, don't be surprised if it racks up the Yellow Cards turn anyway. The judges tend to look the other way if an enemy has a medal beside its name—such a foe will never receive a Red Card.



Summon spells cast under Doublecast don't count as Summon spells as far as the law is concerned.



Make a Red Mage with Summon skills to create a character that excels both on offense and on defense.

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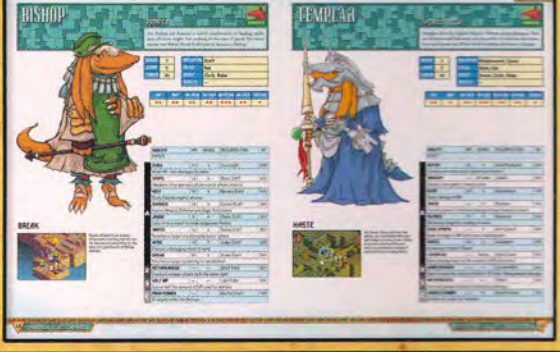
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