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- Final Fantasy
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Before Crisis

Crisis Core

Final Fantasy II Magic

In Final Fantasy II, there is no multiples of particular spells. Rather a single spell is purchased or found as a scroll. As a party member uses a spell, points are given towards that spell. When a spell reaches 100 Pt's, it levels up, thus creating a stronger spell. The spells in Final Fantasy II are divided, Like Final Fantasy, into Black and White spells. They are:

White Magic

Name	Cost	Description	Level up
Barrier	8000	Protection from special attacks	Accuracy and protection increase
Heal	800	Cures temporary status effects	Higher success: Cure more ailments
Cure	200	Restores hp to target	More HP is restored
Blink	400	Increases evasion	Higher success
Dispel	3000	Removes magical effects on target	Higher success
Esuna	800	Removes permanent status ailments	Higher success: more effects cured
Anti	1500	Reduces targets mp	Higher success rate: more MP removed
Peep	800	Cause target to run in terror	Higher success
Fog	3000	Causes target to forget what they are doing	Higher success
Holy	20000	Strikes enemy with divine judgement	Higher success: Greater damage
Life	1500	Revive fallen members	Revived with higher HP
Mini	3000	Causes target to shrink	Higher success
Shell	400	Raises magic defense	Higher success: increased Mag. Def
Safe	400	Raises physical defense	Higher success: greater Phys. Def
Mute	800	Prevents spell casting	Higher success
Slow	3000	Slows time between attacks	Higher success: more time lost
Change	8000	Switches casters hp/mp with targets	Higher success
Ultima	-	Unleashes wrath of the ancient ones	Greater damage caused
Wall	8000	Raises defense against Black Magic	Higher success: increased defense
X-Zone	1500	Warps back one floor. and targets out of battles	Higher success in battle
Exit	1500	Warp out of dungeons. Warps targets out of fights	Higher success in battles

Black Magic

Name	Cost	Description	Level up
Aura	-	Increases attacks vs certain enemies	Higher success: increased attack
Berserk	1500	Boosts targets attack temporarily	Higher success: increased boost in power
Blind	-	Lowers targets accuracy	Higher success: greater decrease in Acc
Bolt	400	Lightning damage	Greater damage caused
Break	-	Turns target to stone	Higher success
Curse	-	Lowers success of various actions	higher success: greater decrease in abilities
Death	10000	Instant death for targets	Higher success
Drain	-	Ttansfers hp from target to caster	More HP taken from target
Fire	400	Fire damage	Greater amount of damage
Flare	40000	Non elemental, explosive attack	Greater damage caused

Last Order

Maiden Who Travels The Planet

On The Way To A Smile

Advent Children

Dirge of Cerberus

Final Fantasy VII Snowboarding

☐Haste	20000	Increase time between attacks	Higher success: faster time
☐Ice	400	Ice damage	Greater amount of damage caused
☐Charm	-	Confuses target into attacking allies	Higher success
☐Aspil	-	Transfers mp from target to caster	Higher success: more MP taken
☐Aero	-	Poison damage	Greater chance of poison status: greater damage
☐Sleep	-	Causes target to fall asleep	Higher success
☐Stop	-	Stops targets actions	Higher success
☐Stone	-	Inflicts Paralysis on target	Higher success
☐Toad	-	Transforms enemies into frogs	Higher success

🌙Finest Fantasy For Advance

Final Fantasy

Final Fantasy II

Final Fantasy IV

Final Fantasy V

Final Fantasy VI

🌙Sequels

FF X: Eternal Calm

Final Fantasy X-2

FF XII: Revenent Wings

FF IV: After Years

🌙Fabula Novis Crystallis

Final Fantasy Versus XIII

Final Fantasy XIII Type-0

Final Fantasy XIII-2

🌙Tactics

Tactics

War of The Lions

Tactics Advance

Tactics A-2

🌙Crystal Chronicles

Crystal Chronicles

Ring of Fates

My Life As A King

Crystal Bearers

Echoes of Time

My Life As A Darklord

🌙Film / OVA / Anime

The Spirits Within

Unlimited

Legend of The Crystal

🌙Spin-Offs

Final Fantasy Legend

Final Fantasy Adventure

Mystic Quest

Dissidia: Final Fantasy

Dissidia 012: Final Fantasy

Final Fantasy: All the Bravest

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