

Brave New World 2.1

Table of Contents

1. A PERSONAL MESSAGE FROM BTB

2. INSTALLATION

3. CHARACTERS

- TERRA & CELES
- LOCKE
- EDGAR
- SABIN
- CYAN
- SHADOW
- GAU
- SETZER
- MOG
- STRAGO & RELM
- UMARO & GOGO

4. CHANGES & IMPROVEMENTS

- ESPER SYSTEM & LEVELING
- BATTLE SYSTEM & BATTLE SPEED
- CHARACTER SPECIFICS
- PHYSICAL DAMAGE & EVASION
- STAMINA
- COMBAT
- ENEMY ENCOUNTERS & BEHAVIOR
- WEAPONS
- BATTLE INFORMATION DISPLAY
- GRAPHICS & INFORMATION DISPLAY
- QUALITY OF LIFE IMPROVEMENTS

5. BUGS & KNOWN ISSUES

6. CREDITS

A PERSONAL MESSAGE FROM BTB

One day back in 2011, a coworker of mine showed me a Final Fantasy VI ROM editor that he'd found on the world-wide pornography receptacle known as the internet. We got to talking about how the editor could be used to fix bugs and other issues in the game, like how some asshole left the caps lock on when he was naming everybody. This soon led to a discussion about how cool it would be if you could restrict certain espers to certain characters, beyond which the story differs depending on which one of us you ask since neither one of us wants to assume credit for instigating this mess. What we can agree on, however, is that the resulting product is something that we're very proud of.

What is Brave New World? This is a question that I've found myself often at odds to succinctly answer over the last eight years. In short, it's the mechanics and ideas set forth by the original game fully realized with the assistance of over 25 years' worth of additional technology and design theory - not to mention that, as a fan project, Brave New World is not bound by corporate deadlines and has thus been in active development for nearly a decade. What began as a pet project between two coworkers has blossomed into a massive community undertaking larger than either of us could have possibly dreamed.

Final Fantasy VI presented an unusually large cast for its time: 12 characters (plus two "hidden" ones) alongside a veritable slew of abilities to use with them. But lurking just beneath the surface of this illusion of choice was the harsh reality of homogeneity - there was very little to individualize units who all had access to the exact same magic spells, which far outstripped their unique skills in terms of usefulness, and whose statistical diversity was rendered largely moot by the fact that only one of the four core attributes was even remotely functional. Although the game would often present a variety of options at any point - Gau's list of 255(*) rages, for example - these options would generally consist almost entirely of bad/useless ones with a select few ranging from being overpowered to flat-out broken. Often, entire mechanics would be invalidated, such as Cyan's "swordtech" skill not considering the power of his sword so that the legendary blade which split the heavens in twain ultimately had the exact same power in battle as the crap he starts out with.

**Several are unobtainable due to various bugs, which the original game was also full of*

Brave New World seeks to offer meaningful choices to players by means of unique spellsets and multiple growth options for each character and a challenge sufficient to warrant that investment. But unlike what might immediately come to mind when the average person thinks of a "difficulty" hack, the goal here is simply to provide a well-balanced game that acts as a vehicle for players to use the skills that their characters will acquire rather than punishing (and then mocking) them for taking the most logical course of action. Similarly, it seeks to avoid the "one road to victory" approach of offering several inferior choices alongside the one "intended" option that anyone interested in finishing the game should choose.

But far and away the absolute best thing about Brave New World is the amazing community that has come to surround it. I owe so many relationships with so many wonderful people to this hack that I can say with no conceit that it's the best thing I have ever done. To everyone who has ever played or livestreamed or even just told anyone about Brave New World, you have my heartfelt gratitude. Brave New World is what it is today because of you. And as for those about to play... we salute you.

-BTB, January 2019

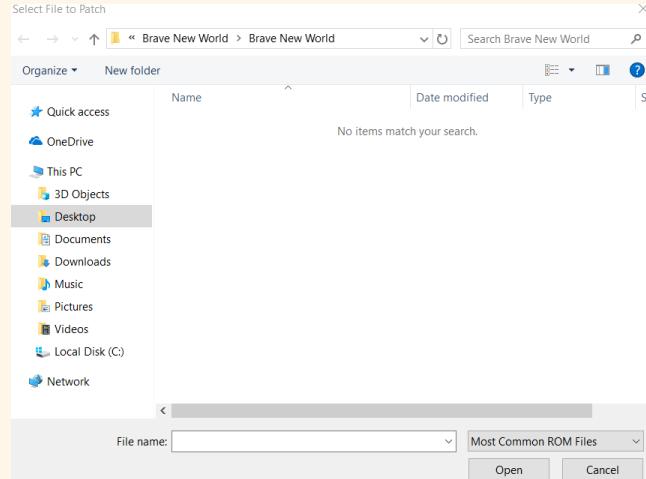
INSTALLATION



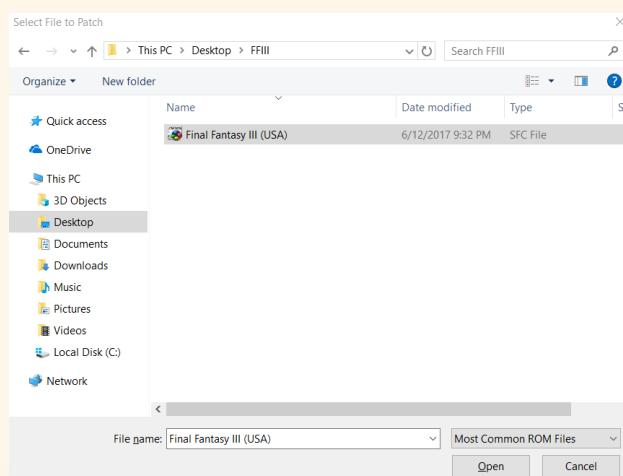
ALWAYS PATCH A CLEAN ROM - that is, a Final Fantasy 3 US (version 1.0 or 1.1, it doesn't matter) ROM with nothing else already patched in. This also applies to when you are updating to a newer version of the mod. IF YOU DON'T PATCH A CLEAN ROM, YOU'RE GONNA HAVE A BAD TIME.

Brave New World is distributed as a .ips patch, which is the standard for console mods as it avoids the legal issues of distributing a fully-patched ROM. (Note that the steps for this patch are assuming you are using an unheadered ROM. If you are using a headered ROM, use the (h) file instead of (n) in step 2. If you're unsure which you're using, check your ROM's file size: headered ROMs are 3073 kb, unheadered are 3072 kb.)

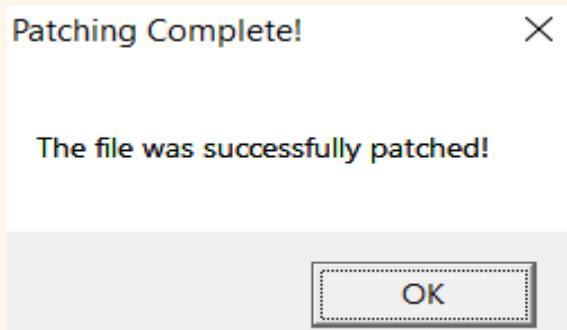
- 1) Open the Brave New World folder that came with your download.
- 2) You should see a file named (n) Brave New World 2.0. Double click it. This should bring up a launcher that looks like this:



- 3) Navigate this pane to wherever your FFIII ROM is (yes we all know it's really VI, get over it), then double click the ROM file. The ROM should be an SFC file:



4) If the file patched successfully, you will get this happy little message:



NOTE: Brave New World has an updated script that overhauls vanilla dialogue, staying more true to the Japanese script, while also inserting more humor. It also rewrites a number of scenes to improve clarity and plot direction, but does *not* change the story. However, if desired, you *may, optionally* apply one of the two script patches to overwrite Brave New World's dialogue with one of two other scripts, using the exact same steps above. These scripts, included with your download in the "scripts" folder, are:

Clean New World: Similar to Brave New World, but contains obviously (and badly) censored dialogue in a very non-serious effort to appease some players who complained about the profanity in Brave New World.

Vanilla New World: A re-translation of the Brave New World script to remove immersion-breaking elements, such as fourth-wall breaks and real-world references. Intended for players who want a translation that's closer to the original Woolsey dialogue.

There are also brand-new **Spanish** and **Italian** translations, with a **French** one on the way!

The most immediate indication you'll receive that the patch took is the new default window style when the game loads.

FFIII:



Brave New World:



You can also view what version of the patch you're playing in the config menu.

Finally, note that while applying an updated version of the patch to your game will not invalidate your existing save states, you should save the game the normal way (that is, by using an in-game save rather than a save state) prior to updating and then reset the game afterward. This is to clear data out of the SRAM, which often includes things that we fix in our updates.

CHARACTERS



Brave New World aims to make each one of Final Fantasy VI's entire cast of 14 characters unique and useful by rebalancing stats and abilities. This section briefly overviews each character, detailing their basic roles and what distinct features make each one stand out from the crowd.

Terra Branford/Celes Chere

Major Stats: All, except speed (Terra)

Magic Types: All



Terra and Celes are discussed together because they both still function very similarly to one another. They're essentially red mages on steroids: Jills-of-all-trades who can easily adapt to any team you put them in and who can excel in any role that they're set up for. Both lack a directly offensive special skill, and so their usefulness is largely dependent on their spells and equipment. Lucky for them, they have access to most of the game's best equipment along with more espers (and thus more spells) than the rest of the cast. Terra's main advantages are a superior spell selection and a skill that capitalizes on her beat-stick nature, while Celes is more well-rounded with better stats and support magic.

Runic and Morph have both been through some significant mechanical changes, as well. The former has been standardized to work on all white, grey, and black magic (any spell that starts with a colored dot), but not on any "blue" magic (any attack that doesn't). This, along with the fact that many more enemies use such spells in general, is meant to make using the skill both more intuitive to use and worth your while to do so. A few assembly hacks (discussed in section four) also fix some bugs it had so that it feels a lot more like a proper ability instead of a broken mess.

Regarding Morph, it's now a toggled stance rather than a timed one and the first of several skills that aims to rescue stamina from the "dump stat" heap by allowing it to reduce the doubled damage that Terra now takes in her esper form in return for the offensive boost that it provides. This makes using Morph a decision that hinges on more than just a simple matter of Terra being "charged up" for it, and those who are willing to suffer the drawbacks will find that a morphed Terra is easily Brave New World's most fearsome warrior and will likely be the first (possibly only) character to hit the damage cap.

[NGPlus.net Terra Character Thread](#)

[NGPlus.net Celes Character Thread](#)



Locke Cole

Major Stats: Vigor, Speed, HP, MP

Magic Types: White, Black



At first glance, Locke appears to be nothing more than an inferior version of Terra and Celes. He lacks their raw magical power and their massive spell repertoires, instead focusing mainly on physical attacks and healing magic. But what he lacks in their versatility he picks back up with high speed and evasion. Neither stat featured very prominently in the original game, and Locke serves as a good example of just how significant these advantages are now. He tends toward armor of the lighter variety and dual-wielding is now baked in to his weapon of choice rather than enabled by a relic, so his main defense is just not getting hit in the first place. Furthermore, his speed advantage will be felt both in his role as healer as well as his ability to dish out physical damage much faster than most other characters can.

Locke's magical abilities are also aided by the fact that he is now one of the three characters to which the X-Magic ability is restricted. However, dual-casting with Locke is something of a double-edged sword and an effective demonstration of how the more limited MP pools for the game's non-primary spellcasters relegates them to more physical roles. That said, Locke is more than capable of outperforming the girls on the magical front, but it requires a focus on building and managing his MP in order to pull off.

Rounding out Locke's skillset is Steal, which was reworked to make a bit of fucking sense. Only enemies who might be actually holding something (i.e. humans) can be stolen from on Brave New World - trying to steal from a bear will just get you a very dead Locke. The idea is that fewer and more obvious targets for theft along with better rewards for doing so will make treasure hunting more attractive. The formula has been reworked to use Locke's speed for both the odds of success and of getting a "rare" steal (which was previously a set 1/8 chance), while a successful theft now immediately refills Locke's ATB meter so that attempts can be chained together. This not only makes it easier to rob entire enemy parties, but also upgrades "Mug" to a tactical quasi-multistrike against human mobs.

NGPlus.net Locke Character Thread



Edgar Roni Figaro

Major Stats: Vigor, Magic, Speed, HP

Magic Types: Grey, White



In stark contrast to the above, Edgar is a character whose usefulness is tied almost completely to his special skills. Although one of our overall goals was to make regular physical attacks more competitive, Edgar remains the game's one character with a clearly preferable alternative in his Chainsaw and/or his Drill. In the original game, Edgar peaked early due to his tools being very overpowered initially, but they failed to scale well and left him with little else to do in the endgame besides dragooning. We've thus overhauled his tools and their effects in not only an attempt to keep the skill relevant into the late game, but also to reduce the gross amount of redundancy. Of specific note are his new tools - the Defibrillator and Mana Battery - which provide a degree of support utility and allow for an alternate build that seeks to capitalize on something other than just hitting things.

Of course, making Edgar a physical powerhouse is still very much an option, and his weapons have been reworked to ensure that they remain an important part of his load-out even if they are only functioning as stat sticks. Swords provide good basic stat boosts, whereas spears have been retooled into defensive weapons that boost max HP and allow him protect his allies. Spears now also possess the "hold with both hands for moar damage" property (i.e. the "Gauntlet" effect), which can combine with the inherent bonus that spears already add to jump attacks for truly amazing damage. In part because of this, and in part because of the whole "unique flower" thing, dragooning is now exclusive to Edgar and Mog (and Gogo >.>). One advantage of particular note in going the dragoon route is that jumping is not subject to the back-row damage penalty, whereas the Drill and Chainsaw (see section four below) now are.

Ultimately, Edgar's most notable feature in pretty much any build is likely his ability to tank. He gets a lot of HP through both his equipment and espers and he likes his heavy armor. He also gets more than one long-range physical attack (that Autocrossbow may end up more useful in the late game than you may think), so camping in the back row is always an option for The King. He gets several healing and support spells to assist him in this role, but he must rely exclusively on his other skills for damage output.

NGPlus.net Edgar Character Thread



Sabin Rene Figaro

Major Stats: Vigor, Stamina, HP
Magic Types: Grey, Black



Sabin has been through quite a number of changes in *Brave New World* in order to make him fit his character archetype. Whereas his brother is basically Kain from *FF4* with Tools and a permanent hard-on, Sabin now more closely resembles Yang. The mere presence of Blitz originally relegated his regular attacks to the rubbish bin, and his claws didn't even make for decent stat sticks since the best blitzes all did magic damage. Taking a cue from Yang, the new name of Sabin's game is a lot of punchy elemental damage with a lot of added effects: his claws now all deal elemental damage and have random spellcasts attached. He's then forced to dual-wield them in true monk style by no longer being able to equip shields. He makes up for this, as well as his inability to wear much other armor, with some truly impressive base stats.

Blitzes have also been reworked, just as Tools were, in an attempt to keep them all useful throughout the game. The result is a varied skillset that provides a choice as to how to develop Sabin's stats. A vigor Sabin, for example, will focus more on physical blitzes like Pummel and Suplex, both of which continue his status theme by setting "sap" and "stop", respectively. The former remains relevant since sap is a significant presence in boss battles, while the latter remains obviously useful to disable random foes. On the other hand, several blitzes are now affected by Sabin's stamina, making him one of the best users of this once-useless stat. A stamina-based Sabin is a more defensive Sabin who assists his allies with Mantra and its new counterpart (Chakra) that restores his team's MP instead of their HP while relying on the now stamina-based Aurabolt and Sonic Boom (formerly "Air Blade") for the bulk of his damage.

Early in the game, Sabin's natural stats will make him one of the most powerful and beefiest characters available. Later on, his limited armor options will become more of an issue and he'll have to rely more on his high HP to stay on his feet. One advantage that Sabin has in this regard is that his high vigor and stamina will help him take much more consistent damage from enemy attacks due to how they function now as a sort of "natural" defense (see section four below for details), but he still ends up eating a lot more of it in the long run than characters who can actually wear armor.

[NGPlus.net Sabin Character Thread](#)



Cyan Garamonde

Major Stats: Vigor, Stamina, HP

Magic Types: White, Black



Cyan suffered immensely in the original game for being the most physically-oriented fighter in a world where magical damage reigned supreme and shitty balance decisions made 7/8 of his special attacks not worth the fucking lifetime it took to use them. He gets a much-needed overhaul in Brave New World in the form of a both a new global physical damage formula that renders his style of combat no longer complete shit, as well as some special attention to his special skills in the same vein as Tools and Blitz. From the undead-vanquishing powers of Mindblow (the "Dies at 0 MP" flag is now used exclusively on undead foes) to the supreme physical damage of Tempest (AKA "Quadra Slice"), every bushido has a purpose to fill and a chance to shine. Also, the Bushido meter no longer takes a fucking lifetime to charge and the strength of his sword actually factors into the strength of his sword skills (what a novel concept).

Like Sabin, Cyan is now denied the use of shields in order to force the inherent "can be held with both hands for extra damage" bonus on all of his weapons, which helps make even his regular physical blows a mighty force to be reckoned with. Also like Sabin, Bushido techniques that do physical damage will only be half as strong to those without a brave warrior spirit who cower in the back row. But even with these drawbacks, Cyan's heavy armor and earlier access to Empowerer ensures that he's just as good at taking damage as he is at dishing it out. Furthermore, the overall lack of diversity in his esper bonuses more or less guarantees that he'll end up with more vigor and/or HP than just about anyone else.

Build-wise, Cyan really only has two options. You either pump his vigor to solidify him as the resident king of physical damage or make him an impenetrable brick wall. Like Edgar, he has several healing spells so that he can bring his allies back from the brink whenever he finds himself the last man standing, and the fact that Empowerer also absorbs MP also makes Cyan one the mod's best out-of-battle patch-up guys. All said and done, he is if nothing else a significant improvement over the garbage he was in vanilla.

NGPlus.net Cyan Character Thread



Shadow (and Interceptor)

Major Stats: Vigor, Speed

Magic Types: Grey, White

Being a ninja, Shadow naturally winds up in the role of "fragile speedster" in this mod. He doesn't use shields because ninjas have no interest in defending themselves when they can instead be dual-wielding totally sweet ninja weapons, and the armor that he wears is of the "don't get hit in the first place" variety. Shadow thus tends to die whenever he gets hit, but he almost never does. He does nearly end up with the same problem as Edgar where his special skill completely outclasses his regular attacks – thus relegating him to permanent "back-row" status - but the high price of throwables along with the option for X-Fight later in the game are sufficient to lure him out.

Regarding Throw, it's now restricted exclusively to knives, scrolls, and stars (no more chucking swords or rods), and each type of throwable now functions more uniquely than before. Knives tend to do the most damage, but are more expensive and only single target, whereas throwing stars can now be "spread" like a spell to hit a group of enemies. Scrolls, as always, do elemental damage that can be extremely powerful against a single target since the damage is forcibly "split" against multiple targets. Finally, Shadow can now set the "image" status (also known as "blink") on his teammates rather than just on himself with Smoke Bombs (known in the original game as "Shadow Edges"), which along with his handful of healing and support spells make him an excellent utility character to have on hand.

Shadow's greatest asset by far, however, is his unmatched speed. Pound for pound, Shadow has the highest DPS potential of any character in the game due (mostly) to just how fast he can attack; this is why he's balanced by being made of tissue paper. Add to this his above-mentioned support capabilities and you get an incredible addition to any team - provided you can figure out how to keep him alive.

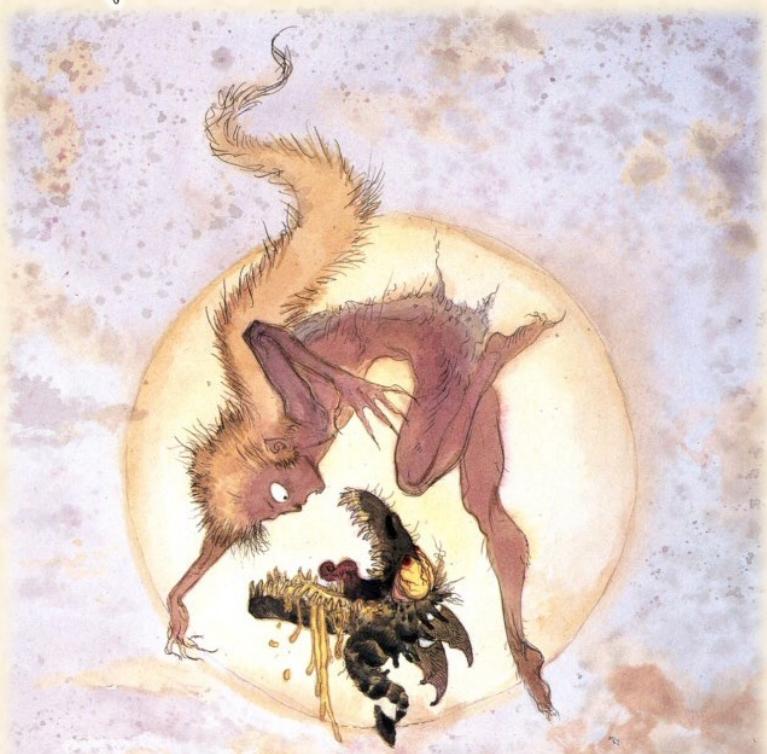
[NGPlus.net Shadow Character Thread](#)



Gau Gau (Gau)

Major Stats: Stamina, Speed

Magic Types: Grey, White



Gau has always been a love-him-or-hate-him sort of guy, and at least that much hasn't changed here. What I've tried to do is make it harder to hate loving him by overhauling his Rage list in the same spirit as the other special skills, thus rendering the 64 remaining rages (down from nearly four times that amount in the original) at least as desirable as the five or six of them that were at all useful before, not to mention a great deal more diverse. The mechanics of leaping and The Veldt itself have also been fixed so that those inclined to use him no longer need to invest a lifetime into building him up. Without going into too much detail, enemies without rages no longer appear on The Veldt, and you don't actually have to be on The Veldt to learn their rages.

Stat-wise, Gau ends up drinking from the same punchbowl as Shadow: he dies in a gentle breeze, he likes to evade damage instead of taking it, and, much like Shadow, Gau ends up retardedly fast by the end of the game largely due to a lack of other useful stats to raise. Combined with the fact that his only means of attack requires no user input beyond the initial selection, Gau can easily be Brave New World's fastest character.

In the end, though, Gau is still the same as he's always been: useful bordering on broken if used well, but very difficult to use well. As the majority of his effectiveness stems directly from proper/clever use of his rages, the info found in the printme should prove especially helpful to Gau fans. Otherwise, he's designed so that even if you only grab a handful of rages, those few are at least still useful.

NGPlus.net Gau Character Thread



Setzer Gabbiani

Major Stats: Magic, Stamina, HP/MP

Magic Types: Black, White



Setzer is one of the game's major healers. He's also arguably the beefiest, with the potential to gain lots of HP and being mostly restricted to heavy armor. While his selection of healing spells is obviously important to this role, equally notable are his Slots. Losing spins are now twice as powerful as they were in the original game, making for a quite effective - and spammable - full-party heal.

How Setzer likes to heal will depend in part on where his stats are. Traditional cure magic scales with magic power, as do his Slots. The Remedy and Regen spells, however, which now restore HP in addition to their normal effects, instead scale in power with stamina. Both are of much more use in Brave New World due to a larger focus on status effects, particularly sap and regen. Additionally, Setzer is one of the game's few casters of an upgraded Regen spell which targets the entire party and is one of the bigger selling points of a build that focuses on stamina over magic.

On the offensive side of things, Slots have been de-rigged to favor skill completely instead of RNG, and a magically-built Setzer can be a highly effective carpet-bomber if he can reliably nail winning spins. Physically, he has the option to dual-wield, is the exclusive user of the reworked "X-Fight" relic, and the fact that he's unable to raise his vigor through espers means that his damage output is completely unaffected by build choice. And finally there's GP Toss: now a free-targeting stamina-based attack and arguably Setzer's best source of consistent single-target damage available.

What remains consistent across any Setzer build, however, is a heavy focus on tanking damage. And unlike Edgar, who can counteract his choice of heavy armor with TWO speed-boosting espers, Setzer is noticeably one of the slowest characters in the game. But that's really not a problem for him, since he ultimately cares less about DPS and more about staying alive and keeping his teammates the same way. He doesn't learn a traditional revival spell like Terra or Locke and he doesn't have the speed to play fast and loose like Relm can, so his approach to healing has to be a lot more proactive and preventative as a result. And that's not to say that this doesn't leave any room at all for fighting, just that it tends to be... a roll of the dice.

NGPlus.net Setzer Character Thread



Mog

Major Stats: All but MP
Magic Types: Black, Grey

Mog is something of an oddball character in Brave New World. He gets a generous selection of esper stat boosts and a great potential to maximize them since he's an entirely optional character, but he doesn't really hybridize well, thus leading to some very unusual and rather extreme build options.

Probably the most obvious choice is to focus on Mog's magic power, which boosts both the potency of his spells and of his offensive dance steps. With a smattering of offensive and status magic to choose from, access to the X-Magic ability, and the ability to equip rods, going whole hog into jacking up his magic power is far from a bad idea. Note, however, that Dance also uses his stamina not only to determine the odds of stumbling on non-native terrain, but also to raise the effectiveness of the steps that heal the party. The eight dances themselves have been rebalanced to be more uniquely tailored to specific builds and situations rather than just being the same thing eight times over with different backgrounds. Water Rondo, for example, is a heavily offensive dance that will be mostly appreciated by a magic-built Mog looking to deal big damage, whereas Forest Suite is a more defensive dance that can be utilized to great effect by a tankier build. Both examples are particularly useful in boss battles, whereas other dances like Love Sonata and Dusk Requiem are more suited to random crowd control.

On the flip-side, Mog can also opt to forgo all of that "magic" crap and embrace his role as the mod's other potential dragoon. While he may at first appear to be pretty much just Edgar, but cuter, he gains access to a few things that drastically set him apart from everyone's favorite perv, the least of which is a weapon type other than spears that make for viable pogo sticks. Generally speaking, Mog most likely won't be doing much attacking aside from jumping since his physical damage output is otherwise lacking. Ideally, whenever a physically-built Mog isn't taking a hint from Van Halen, he'll instead be taking advantage of his spells and dances that don't rely on his raw magic power to be effective.

The conclusion is that, while Mog has many skills and abilities available to him, no one build is really able to take full advantage of them all. Instead, it's better to focus on what you want out of him and work toward that goal. Failing that, he tends to be a sub-par character with little purpose other than being the adorable team/corporate mascot and a rather blatant author avatar.

[NGPlus.net Mog Character Thread](#)



Strago Magus/Relm Arrowny

Major Stats: Magic, Stamina, MP, Speed (Relm)
Magic Types: Black, Grey, White (Relm)



Strago is essentially Cyan's magical counterpart in Brave New World: he casts the spells that makes the peoples fall down. He boasts the highest natural (and potential) raw magic power in the game, as well as an ability which makes great use of it. Lore, as you can probably guess by now, has been given the same treatment as every other skill before it wherein all of the useless garbage has been pruned out and all that remains is now more useful. His regular spell selection is a bit less impressive, but he does get X-Magic to keep it competitive/interesting. As for his equipment, rods (Strago's weapon of choice) have been reworked as viable magic-based weapons (see "MP 4 Crits" in section four for details). All of this makes him more dependent on MP than any other character to be effective in battle, and he's thus one of the few who is able to significantly raise it and one of only two to learn the Osmose spell.

Strago's two main disadvantages are that he's squishy and he's *really, really slow*. His natural stats and armor will provide him with good magical defense, but his physical defense and HP will remain low. His shitty speed can be overcome with enough of the right equipment and his survivability can be upped by a decent margin with an all-out stamina build, but you really can't do both and either one will tend to come at the expense of maximizing his magic power. Which direction you choose will hinge mostly on whether you prefer to use him primarily as a nuker or to take advantage of his many utility spells/lores to support the rest of the team. In either case, he probably needs to stay in the back row since the only advantage of not doing so is better spell damage from his rods (which can, admittedly, be worth it in some cases).

Relm may seem like a pint-sized, foul-mouthed version of her grandfather at first, but she's actually a very different beast. Both are glass cannons with an emphasis on powerful magic, but their similarities end there. First off, she trades a bit of her grandfather's raw magic power to get back some much-needed speed. Second, Relm possesses a handful of the game's strongest spells both as her main advantage and as her main weakness. Relm functions well as both an offensive powerhouse and as a traditional healer, but the downside is that she has little else going on for her otherwise. Her early-game offense is largely limited to Sketch - which at least works now - and her primary healing ability outside of end-game magic is whacking her friends with a paint brush. Definitely a late bloomer, this one.

Because of Relm's strong emphasis - that is to say her outright dependence - on powerful magics, she's the (only) other character who now learns Osmose so that she at the very least remains self-sufficient. Just remember that she's still quite squishy, so stick her in the rear and use her speed and offensive magic as a means to eliminate as much of the enemy threat as quickly as possible.

[NGPlus.net Relm Character Thread](#)
[NGPlus.net Strago Character Thread](#)



Umaro & Gogo



These two end up in *Brave New World* as largely enhanced versions of what I presume they were originally meant to be. Umaro is big, strong, and hits like a truck. Due to this, he'll appeal greatly to inexperienced players that are just looking for a tank to smash shit. But because he can't really do anything else, his long-term usefulness is somewhat limited.

Gogo, on the other hand, looks downright horrid on paper due to his terrible stats and generally lackluster equipment options. However, the mysterious pile of rags holds great rewards for the clever player who takes the time to unlock his true potential. In the original game, Gogo's role was heavily diminished by the aforementioned fact that, by the time you found him, your team was already full of faceless Ultima factories. But if we've at all succeeded in our goal to mold every character into a unique being, each with their own distinct advantages and disadvantages, then there is tremendous value in someone who can wield any of those advantages at will. In fact, if not for his abysmal stats, Gogo would be hands-down the absolute best character in the game. And even with them... he still very well may be.

[NGPlus.net Umaro Character Thread](#)

[NGPlus.net Gogo Character Thread](#)



CHANGES & IMPROVEMENTS

ESPER SYSTEM & LEVELING

Esper Restrictions

This is pretty much the cornerstone of the entire mod; it restricts the use of espers only to characters who are compatible with them (refer to the printme for a full list), thus allowing us to further individualize each character due to the fact that espers are basically the only real contributing factor to character development in Final Fantasy VI.

Esper Bonuses

Aside from the above (and complementary to it), the most sweeping change made in Brave New World is transforming the esper level-up stat bonuses from an apparent last-minute afterthought in the game's design into the core of character development and customization.

Espers now offer the following (compounding) stat bonuses:

- HP +60
- MP +40
- HP +30/MP +15
- HP +30/Stamina +1
- MP +25/Stamina +1
- Vigor +1/HP +20
- Magic +1/MP +15
- Vigor +1/Speed +1
- Magic +1/Speed +1
- Vigor +1/Stamina +1
- Magic +1/Stamina +1 (Pictured on right)
- Speed +1/Stamina +1
- Vigor +2
- Magic +2
- Stamina +2
- Speed +2



See the "nATB System", "Physical Damage", and "Stamina Overhaul" sections for greater detail about stats.

Esper Experience

We encountered several obstacles regarding esper stat boosts, the least of which was that almost every stat sucked and the most persistent of which was that FF6's leveling system was clearly not designed with esper stat boosts in mind. This ultimately resulted in an environment where, after everything else was all said and done, players were penalized for not keeping levels as low as possible in the early game because every level gained without espers was "empty". Late-game characters like Setzer and Strago were hit particularly hard by this, as was any character build which relied heavily on World of Ruin espers.

To balance this, stat boosts from espers were given their own leveling system independent of regular levels. Each character starts out at an "esper level" (EL) of 0 - regardless of their regular level - and gains esper points (exp. for esper levels) according to the following formula:

Esper points = $(spell\ points * exp.) / 8$
(Spell points were renamed from "magic points")

Esper levels use the same experience table as regular levels and cap at 25, and a character will not gain any esper points if (s)he has no esper equipped, which is no longer an issue because...

Esper Bank

The advent of character builds eventually found itself at odds with the fact that they still had to equip espers to learn spells, which meant a lot of battles on the Veldt and/or micromanagement of experience gains to avoid gaining unwanted esper levels. To alleviate this concern, esper points earned in battle now go into a "bank" for each character, and spells are now learned by spending them in the esper menu without needing to actually equip that esper and fight with it on. The learning rate for spells on espers is now the cost of that spell; the maximum amount of esper points that any character can bank at a time is 30.

Similarly, esper levels are "banked" in the same manner as esper points rather than being granted immediately upon earning them in battle. This completely eliminates the need to micro-manage equipped espers for the purposes of stat gains, and it also allows for a "re-spec" feature later in the game that reverts all of your spent ELs to the bank so that you can rebuild characters with different stat boosts. To spend a banked EL, just click on the EL bonus in the esper menu.

Esper Junctions

The only problem with the esper bank system removing the need to micro-manage espers was exactly that - players no longer had a reason to care who had what equipped since the only functional difference between them at that point was summoning them in battle. To address this, espers now provide an "on equip" bonus just like a piece of equipment - such as reducing incoming elemental damage or permanently granting haste (see right) - that is completely separate from that esper's EL bonus. (You can go into the spell purchasing submenu to see the effect of the esper when summoned.)

In this example, Palidor gives auto-haste when equipped, but raises speed and vigor for each EL spent. The haste is a static bonus that's only present so long as Palidor remains equipped, whereas the speed and vigor increases are permanent, cumulative, and not contingent on the esper being equipped. Characters may also mix and match EL bonuses from their available espers to their liking, whereas only one may be equipped at any given time.

Equip Bonus:			
Auto-Haste (blocks "Slow")			
	Shoat	LU 30	EL 20
		HP 1320/1320	
		MP 189/ 189	
Ramuh	... 48	Kirin	... 24
Siren	... 12	Stray	... 24
Ifrit	... 48	Shiva	... 48
Unicorn	... 36	Maduin	... 48
Shoat	... 36	Phantom	... 12
Carbunkle	... 12	Bismark	... 36
Golem	... 56	Zoneseek	... 56
Seraph	... 72	Palidor	... 24

Levels & Experience

Character levels are now capped at 50 with a soft cap starting in the late 30's (expected end-game levels are mid-30's). Growth is otherwise linear except for three humps after levels 10, 20 and 30. For more detail, consult the experience/level chart in the printme.

Level Averaging

In the original game, characters were brought up to the team's average level at set points throughout the game. This was a feature we initially removed entirely due to the above-mentioned issues with stat boosts from espers as well as to encourage using a variety of characters rather than just the same four while everyone else sits on the bench. The EL system has since removed the first problem, so we've reinstated level averaging in a manner that only addresses the second.

Level averaging now occurs at only one point in the game aside from initial averaging that's done for each character when they join (or, in Shadow's case, every time he joins up with you in the World of Balance). Everyone gets re-averaged at the game's halfway mark, which is importantly distinct from how the game originally did it for everyone individually upon (re-)obtaining them; with the re-averaging done all at once, there's no longer any benefit in putting off getting anyone back. In the World of Ruin, Celes is brought up to level 18 if she is below, that, Sabin to 19, Edgar to 20, and all other characters to 21.

The initial levels at which characters join the party have also been changed. In the original game, most characters joined at slightly above the party average, whereas now everyone except Gogo (average -3) and Umaro (average +5) now joins at the exact average.



Esper levels are NOT re-averaged, you have to gain those the old fashioned way!

BATTLE SYSTEM & BATTLE SPEED

nATB System

The short explanation of what this hack does is that it pauses the ATB timer during attack animations and while the player is doing anything (the original game did not pause during "Fight" targeting or while the Bushido meter was charging). This has two effects: one, it makes speed contribute more significantly to how fast and often a character acts in battle, as well as preventing it from effectively soft-capping at around 60 or so; two, it removes the exploit (the "wait trick") of camping in the item menu under the "wait" setting to gain a huge speed advantage. The resulting system is basically a modified version of "wait", which I mention because there is no longer an "active/wait" setting, nor a "battle speed" slider.



These bars in the bottom right are ATB bars!

Speed Balance

Removing the soft cap from speed and thus allowing faster characters to get more turns over time turned it into something of a DPS god stat, if not just a god stat in general. In response to this, the overall effect of speed was lowered at high levels while slightly raising the effective speed of slower characters. Refer to the below benchmarks, comparing the number of turns gotten by several characters over the same timeframe.

CHARACTER SPEED	# TURNS OLD	# TURNS NOW
Strago: 30	4.0	4.0
Terra: 48	5.33	5.0
Celes: 72	7.0	6.0
Shadow: 128	10.66	8.5
OLD FORMULA: $(1.5 * (75 * (SPD + 20)) / 16)$		
NEW FORMULA: $(1 * (75 * (SPD + 51)) / 16)$		

First Strike

Contrary to the above change, a major intended feature of speed was for faster characters to act first in battle. The original formula to determine characters' initial ATB fill in battle took speed very little into account and was instead largely randomized. Speed is now factored more heavily, with faster characters like Locke and Shadow now getting first strike in battles much more often than not.

Initial ATB fill%:

$$\text{OLD: } ([Spd...2Spd - 1]) + ([0...9] * 8) + 16X * 256 / 65535$$

$$\text{NEW: } ([2Spd...3Spd + 29]) + ([0...9] * 4) + X * 256 / 65535$$

Where $X = (10 - \text{Number of entities in battle})$

Here is an example of initial ATB fills with similarly built characters from vanilla and Brave New World. Here, Shadow is the fastest character and Cyan is the slowest, which in the Brave New World screen (bottom) is reflected by their initial ATB, but not in the vanilla screen (top). For pincer and back attacks, initial ATB for characters was a modified version of the original formula above that didn't factor in speed or the number of entities in battle, typically resulting in a very low number. In Brave New World, the new formula above sets the first bracketed range to a fixed "2Spd" while also setting initial monster ATB values to full.



Quick Actions

The "Defend" and "Row" commands, in addition to the lack of an execution delay seen above, now only consume half a turn instead of an entire one. (See also "Omni-Defend" below)

Command Delays

We have edited the delays between command input and execution to balance various skills:

NO DELAY (\$00)	SHORT DELAY (\$10)	MID DELAY (\$20)	LONG DELAY (\$40)	HUGE DELAY (\$70)
Steal/Mug	Fight	Magic	Summon (esper)	Jump (air-time)
Runic	Item	Tools	Morph	
Leap	Rage	Blitz	X-Magic*	
Mimic	Dance	Bushido		
Revert	Throw	Slots		
Defend/Row	Sketch	Lore		
Possess	Health			
MagiTek	???			

*X-Magic's delay is technically \$20 twice, but is effectively \$40 in practice

In the original game, these delays were invisible to players. Here, the ATB bar will count back down to zero when a command is input to indicate when it will execute. Since this feature can be distracting, it can be disabled in the config menu if desired.

Hotswap Delay

Swapping weapons and/or shields in combat, which was previously a free action, now requires half a turn for one hand or a full turn for both. (See also the imp's note beneath "Rage Status Patch" below)

Slow & Haste

Because even small speed differences are significant in nATB - and also because the "slow" status is now a major element of boss fights - it was necessary to narrow the gap between the two speed-impacting statuses:

OLD MULTIPLIER	NEW MULTIPLIER
Slow: 32x	Slow: 60x
Normal: 75x	Normal: 75x
Haste: 84x	Haste: 90x

Status Timers

Several status effects utilize a timer to determine when they wear off; their durations have been reduced across the board to compensate for the fact that their incrementation is constantly being interrupted:

OLD TIMER	NEW TIMER
Stop: 18	Stop: 5
Sleep: 18	Sleep: 10
Freeze: 34	Freeze: 10
Rflect: 24	Rflect: N/A
Condemned*	Condemned*



Note that cutting the timer for sleep in half renders its duration about the same as before, whereas stop and freeze were further shortened as an executive balance decision

*Condemned's timer starts at $(79 - x)/2$, where x = a random number between CasterLv and CasterLv*2 – 1

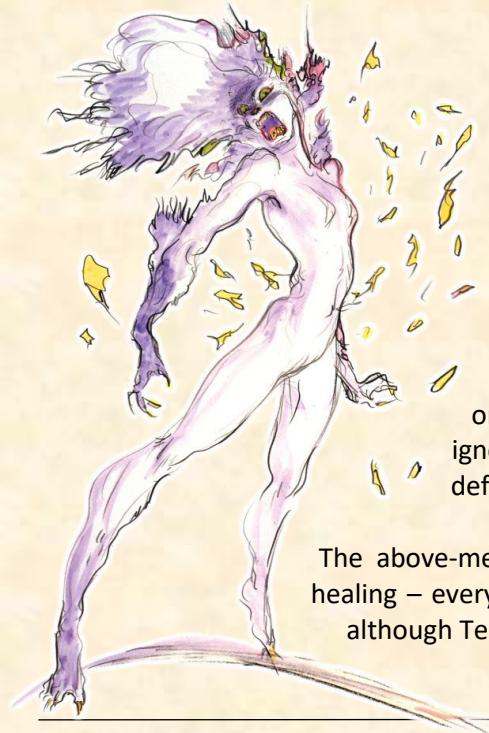
This formula is largely identical to the one from the original game; all that's been changed is that both the end result and the minimum starting time have been cut in half to compensate for nATB.

(As for "rflect", it no longer operates on a timer at all - see "Rflect Timer" further below for details.)

Quickfill

A notable result of the combination of all these battle changes is a net increase to the flow of combat due to the higher speed of all participants. As an additional bonus on top of this, in order to minimize "empty" downtime, the speed of combat is now doubled when neither an action is occurring nor any character is ready to act.

CHARACTER SPECIFICS



Morphology

Terra's Morph ability is now a toggled stance rather than a timed one. Rather than doubling her offensive output and halving all magical damage taken, it now boosts her output by 50% at the expense of doubling all damage taken. This damage penalty is reduced by 1/128 for each point of stamina that Terra has, down to a minimum of 25% at 96 stamina.

It's important to note that the 50% output boost from Morph applies to pretty much everything. The Morph bonus is added to damage calculation as a "multiplier", which in the original game are ignored by any attack that ignores defense. This is no longer true - defense-ignoring spells and abilities now respect multipliers*. This includes curative spells, which ignore defense as an obvious necessity.

The above-mentioned damage penalty does not distinguish between incoming damage and incoming healing – everything will hit her for higher numbers (except for fixed/fractional values). This means that, although Terra will be more fragile in her esper state, she'll also be easier to heal.

Treasure Hunting

Steal/Mug no longer takes the level of the treasure hunter or victim into consideration and is now just a straight-up roll against the RNG that uses the hunter's speed ($\% \text{ of success} = (112 + \text{Speed} * 2) / 256$).

Speed also affects the likelihood of a rare steal ($\text{Speed} / 256$) instead of the flat 1/8 chance in the original game, making them more common in the later game with a little bit of investment in Locke's speed.

Quicksteal

Further to the above, successful steal attempts are now treated by the game as a "free" action and will immediately refill the ATB gauge of the character who performed it (see right; Locke stole and his ATB is immediately refilled). This also applies to random steal attempts made by a certain knife. This allows the "Mug" command to act as a multi-attack rather than just a regular one plus a steal attempt.



Mug Effects

Weapons now retain special properties when used with "Mug", such as the anti-human property of the Butterfly or Man Eater or the special effect of the Atma Weapon. The only exception is the random "anti-flying" proc on thrown weapons (see "Special Weapon Effects" below) that would look seriously jacked on a melee strike. Aside from that, however, Mug is now equal to the Fight command in terms of damage under any circumstance.

Why We "Fight"

To balance the above concern so that Mug isn't just "Fight, but better", the attack will miss if the Steal attempt is unsuccessful. This includes failure due to the target not possessing an item, so Mug should only be used against enemies that are carrying something. And on that note...

Two Legs Good

Finally, as previously mentioned, treasure hunting has been standardized so that only humanoid enemies have items for the taking. This not only made it easier for me to balance stealables since I had far fewer foes to work with, but it should also make it much easier for players to figure out which enemies are worth the effort to "hunt" from.

Bushido Blade

Physical-damage bushido techniques (Dispatch, Flurry, and Tempest) now account for the user's equipped sword to influence their strength rather than having a set power that doesn't improve with better weapons.

SwordTech Charger

Bushido no longer takes a lifetime to charge up, making the skill actually usable. The meter now charges at an acceptable pace, and the speed will further increase as more techniques are learned.

Throw Effects

Weapons now retain special properties when used with "Throw", namely the "2x damage to humans" property of the Butterfly and Man Eater knives.

Gogo Throw

Gogo can now still use Throw even if Shadow is no longer available.



Throw is a regular attack where the thrown weapon ignores the user's row, the target's defense, and gets a 100% damage boost.

Good Doggo

Although Shadow's "dog block" status provides a 50% chance to avoid any physical attack before standard evasion is considered, Interceptor would inexplicably appear less frequently later in the original game than he did earlier on. This is because after it was determined that doggo had blocked an attack, the game would choose randomly from a pool of every applicable evade animation from Shadow's equipment instead of always using the dog. Correcting this does not affect Shadow's evasion at all, but it does largely increase the odds of Interceptor's counter-attacks, (50% chance of countering any blocked attack, so 1/4 odds overall)

Sketch Fixes

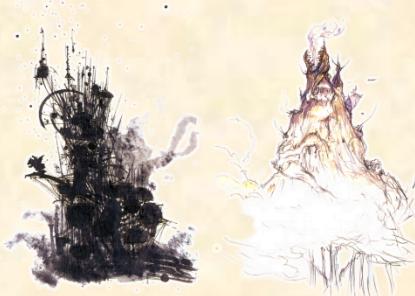
Using Sketch should no longer cause the universe to implode on itself thanks to a patch that fixes whatever in the hell was wrong with it in the original game. Second, the Sketch formula now uses Relm's stats instead of those of the enemy so it's actually worth using.

Brush Targeting

Aside from allowing Sketch, the other feature of paint brushes in Brave New World is that they now cure HP rather than damage it (a la the Heal Rod). The targeting code has been edited so that they correctly target your party by default instead of the enemy, and vice versa in the event that Relm (or Gogo) is muddled or bserked.

Brushless Sketch

Sketch is now disallowed unless a brush is equipped (see right), because painting with a knife is something that only psychopaths do



This is what a sketch looks like!



The grey text means it's not allowed.



Auto-Swordless Runic

Similar to the Brushless Sketch patch (both utilize the same base code, and so Brushless Sketch requires this one to work), Auto-Swordless Runic keeps Celes from spamming the ever-loving shit out of Runic when she's muddled or at the Colosseum if she doesn't have a sword to Runic WITH.

Non-Elemental Runic

We've also corrected a bug wherein Runic'd spells would not be stripped of their elemental properties, so protection from any element would also "protect" Celes (or Gogo) from absorbing the spell's MP cost.

Persistent Rage Fix/Rage Status Patch

These patches recalculate resistances and statuses whenever Gau dies so that elemental immunities/weaknesses/statuses he gains through Rage won't persist (and stack) throughout the battle. There are several problems here that stem primarily from the fact that the game interprets status immunities as "(status) cannot be toggled". First, a rage that grants an immunity would make that status unremovable (except via death) if it was already present when the rage was entered. Second, the game treats any "inherent" status granted by equipment or through rage as an immunity to that status and the in-battle routine to update status immunities failed to clear several of them, including Regen, Haste, Float, Slow, and Stop. As a result, gaining any of these statuses through rage (or equipment) would render them permanent for the duration of the battle.

Three things are done to address these issues. First and most obviously, the above-mentioned statuses are now included in the routine to update status immunities. Secondly, when Gau enters a rage, he's purged of all statuses that the rage grants immunity to. Third, the routine to update immunities now removes any inherent statuses that it clears.

This routine is also called when changing out weapons and/or shields in combat, which had the same persistent status issues as Rage. The routine now also properly updates maximum HP/MP as per equipment bonuses, which was irrelevant in vanilla since no weapons or shields had them.



Alphabetical Rage

Rages are now sorted alphabetically in the rage list rather than by their order in the enemy index. Another patch condenses the rage list in the skills submenu to use only the first 64 slots (the number of rages available in BNW) instead of all 256.

Lores received the same treatment, but not due to an assembly hack; they've just been rearranged in the spell index.



Leap Anywhere

The "Leap" command can now be used on any rageable formation, regardless of whether or not you're on the Veldt (see right). While this does give Gau earlier access to some key rages in certain areas, it's mostly a quality-of-life hack that makes it much easier to collect all of his rages.

Unlike before, Leap no longer ends the current battle. Rather, it will remove Gau from the party for its duration (he's counted as dead for the purpose of what happens if the rest of your party wipes); he will learn the rages of the enemy party whether or not you win the fight or run.



Easy Rage Hunting

Brave New World completely redesigns the original game's enemy encounter structure specifically to make collecting every rage on the Veldt itself as quick and easy as reasonably possible. Also, any rageable formation that can be missed (i.e. appears in an area that you can't go back to) can be found in the Grenade Forest or on Triangle Island (WoB only).

Rage & Dance Odds

The two attacks on each rage are now common (2/3 odds of being used) and uncommon (1/3 odds) instead of it being an even 50/50 chance. Similarly, the 2nd and 3rd steps of each dance now have 5/16 and 3/16 odds instead of 6/16 and 2/16 (respectively). Both of these changes combine with an overhaul of the attacks involved, because diversity (it's a thing now).

Slot De-Rigging

The Slots command is no longer rigged to force certain outcomes based on how the RNG is feeling - it's now entirely timing-based, and the reels have been edited to group the symbols together, FF7-style:

REEL 1	REEL 2	REEL 3
7	7	7
Bar	Bar	Bar
Chocobo	Blackjack	Diamond
Chocobo	Blackjack	Diamond
Chocobo	Blackjack	Diamond
Bar	Bar	Bar
Bar	Bar	Bar
Diamond	Chocobo	Blackjack
Diamond	Chocobo	Blackjack
Diamond	Chocobo	Blackjack
Bar	Bar	Bar
Bar	Bar	Bar
Blackjack	Diamond	Chocobo
Blackjack	Diamond	Chocobo
Blackjack	Diamond	Chocobo
Bar	Bar	Bar

Refer to the printme for a full list of spins and their effects!



Furthermore, the Bar-Bar-7 instant game-over spin has been disabled and 3 Bars no longer forcibly passes over Odin as a potential random summon. It also ignores Phoenix, to prevent a bug where Setzer will take one step forward for every living character in the party when he uses it.

Make It Rain

The formula for GP Toss (AKA "GP Rain") has been reworked to make it an attack worth actually using, particularly for a stamina-built Setzer.

OLD GP RAIN FORMULA	NEW GP TOSS FORMULA
$GP\ Rained = Lv * 30$	$GP\ Tossed = Stam * 10$
$Dmg = (GP\ Raized * 2) / \# \text{ of foes}$	$Dmg = (GP\ Tossed * Lv) / (2 * (\# \text{ of targets} + 1))$

Further, GP Toss has been designated as a "free targeting" attack (press L/R to target multiple foes) instead of being forcibly multi-targeted. This is a particularly important feature for GP Toss given its special damage split formula that penalizes damage output for every target hit rather than the flat 50% penalty used by all (most) other attacks.



Its worth noting that GP Toss is technically a magic attack in that it ignores row and the "clear" status, but it is affected by blindness.

Umaro Hit Hard

Umaro has four attacks: a regular "Fight" attack and three special ones, two of which are enabled by specific relics. If you count the fact that his base stats and the battle power of his Bone Club have been adjusted, all four of them have been changed in Brave New World.

1) "Tackle", which is always available, is basically just his regular fight command set to ignore defense. Because Umaro's base battle power combined with that of his weapon give his regular attacks a maxed-out battle power of 255, this is basically his equivalent of Bum Rush.



2) The (unnamed) "character toss" ability enabled by the Storm Belt was initially just Tackle set to add the battle power of the character being tossed to Umaro's. However, since battle power is an 8-bit value (read: it caps at 255), didn't end up being as significant as it was meant to be (in other words, it was a of Tackle). It now has a set power of 255 with the "Gauntlet" bonus applied for effective power of 382. Further, it now deals critical damage if the character being thrown is Mog (as it was originally intended to do, but didn't because of a



Being thrown by a yeti is about as fun as it looks.

this
clone
an

bug). As always, Umaro will prioritize throwing allies with the "muddle" or "sleep" statuses, as this attack will remove them.

3) "Blizzard" (formerly "Storm"), which the Blizzard Orb relic enables, no longer does half damage (AKA "split loss") if more than one target is present. Its power has been lowered slightly (100 -> 90), but Umaro's stats more than make up for that. Note that this is the same "Blizzard" attack that appears in the Snowman Jazz dance (refer to the printme for details) with two notable distinctions. One, it uses Umaro's stamina to determine its damage rather than his (nonexistent) magic power. Two, it bypasses the enemy stamina check to see whether or not it sets blind.

1/3 Yeti Attack

The odds of each attack being used have also been adjusted. Previously, they varied depending on whether Umaro had one or both of his special relics equipped - having both on was often undesirable as the odds of Rage or Storm being used were higher if only their one special relic was equipped. To simplify things, all three of Umaro's special attacks now have a hard 76/255 (roughly 30%) chance of being used, otherwise Umaro will use his regular fight command. This gives fight a 179/255 chance (roughly 70%) of being used if neither special relic is present, 103/255 odds (or 40%) if one is equipped, and 27/255 (10%) if both are.

Bare Naked Yeti

Finally, Umaro's equip menu is no longer locked down so that you can now (un)equip him just like a normal character. This change was made purely to correct a bug in the original game wherein the "unequip all of your dudes" dude wouldn't take Umaro's relics away since it would also remove his other equipment (that you'd then have no way to get back on him).

Yes, we're aware that the Snow Muffler he comes with in vanilla is meant to be his natural fur coat, which is why it can't be taken off of him. We'd just like to think that your party shears him like a sheep.



PHYSICAL DAMAGE & EVASION

Physical Damage Formula

The formula for physical damage dealt by characters has been completely rewritten so that vigor plays a more significant role.

OLD PHYSICAL DAMAGE FORMULA	$Dmg = \text{BatPwr} + (\text{Lv}^2 * (2\text{Vgr} + \text{BatPwr}) / 256) * 3/2$
NEW PHYSICAL DAMAGE FORMULA	$Dmg = 2 * \text{Vgr} + \text{BatPwr} + (\text{Lv}^2 * \text{Vgr} * \text{BatPwr} / 6144)$

Vigor As Defense

In addition to determining physical damage dealt, vigor now helps reduce incoming physical damage, as well. See "Random Variance" in the stamina overhaul section below for more details.

Back Row Nerfs

The back row now only reduces incoming physical damage by 25%. Outgoing physical damage is not only still halved, but the penalty now extends to melee (i.e. short-range) damage dealt by Tools, Blitz, and Bushido.

For clarification, the only two commands that inherently deal row-ignoring physical damage regardless of weapon are Jump and Throw. Physical damage from other commands (i.e. Mug and Sketch) does not ignore row.

Blind Accuracy

Further to the above, the blind status (renamed from "dark") now affects steal chance, and all physical and stamina-based damage (see "Stamina Attacks" below) from special skills - all of which remain otherwise unblockable. Sketch, being classified as a "magical" attack, is a notable exception here, as is the chance to steal from enemies (although the attack from Mug is affected).

Also, hitting something in the back (side/pincer attacks) is now affected by blindness, whereas before a back attack would never miss under any circumstances. Blindness also isn't circumvented by weapons that never miss or by relics that grant perfect accuracy.

No Backstab Bonus

Another note about hitting things in the back: it no longer does extra damage; see "Irregular Encounters" farther down for details.

Evade Bug Fix

Physical and magical evasion now function properly instead of magical evasion covering both types and physical evasion doing nothing at all. For the sake of simplicity, the accuracy of all avoidable attacks, both physical and magical, has been set to 101%(*) so that the chance to hit is simply (evasion/128)%.

Of note is that while many foes in Brave New World do possess physical evasion, THEY DON'T HAVE ANY MAGICAL EVASION. Thus, any magic-evadable attack will only ever miss against the player.

*Exceptions: Drain/Osmose (90%) and Rock/Meteo (80%)

Evasion Statuses

Fixing the evasion system awakened a dormant mechanic from deep within the game's code wherein physical attacks will gain accuracy bonuses or penalties (+/-25%) if the target has certain statuses set. Some of these made sense and were left alone, like how being slowed, blinded, muddled, or zombied will now make the afflicted easier to hit. Others, most oddly the rerise (AKA "Life 3") status being subject the same penalty, were fucking retarded and were thrown in the trash where they belong.

The big issue, however, wasn't with the accuracy bonuses, but rather the penalties when attacking targets affected by the haste, sap, poison, and "near fatal" statuses (which stacked!). Not only did none of these (except haste) make any sense, but their newfound ubiquity in Brave New World - haste and sap in particular – made balancing the physical game hell.

Needless to say, the penalties described here were stupid and are now gone.



Parry & Counter

On the flip side to the above, a functional evasion system combined with several characters who are very much built for it (Locke and Shadow come immediately to mind) rendered the "randomly counters" property less than useful since characters could originally only counter attacks that had successfully hit them (which in Shadow's case usually left him too dead to retaliate). We have removed this requirement, thus allowing the likes of Locke and Shadow to parry and counter to their heart's content.

You may also want to read about
"Tank & Spank" two pages down.



STAMINA

Stamina Overhaul

In the original game, stamina did as close to nothing as a stat could possibly do without actually doing nothing. Its main purpose was to act as an extra layer of evasion against instant death attacks: a role which is expanded here to include fractional damage (i.e. Demi), HP/MP drain, MP damage, and all status effects. To further emphasize the role of stamina in defending against such things, it's now the ONLY evasion check against them.

Further to the above, stamina is now able to consider only the statuses set by attacks that also deal damage. Such attacks will use regular (or magical) evasion to determine hit success, and then runs a stamina check if the attack hits to see if the status also gets set (see "Informative Miss" below for how this is shown). As with regular evasion (see "Evade Bug Fix" above), stamina checks are a $(\text{Stamina}/128)\%$ chance of success.

All of this is greatly simplified in the printme by means of listing the relevant evasion stat - stamina or (m)evade - for all avoidable attacks. Those with a separate stamina check for just the status (see above) use the verbiage "may set (status)" instead of "sets (status)"; any attack that uses stamina as its primary evasion stat will show the latter since the former would just be double-dipping.

Note while enemies in Brave New World don't have magical evasion, they do possess stamina.

The range of values is lowered here from 17~40 to 1~32 ([MaxHP/256] with a cap at 32). This is done so that weak enemies remain vulnerable to status effects while those which work on bosses (sap and slow) retain at least a 75% chance to hit.

Vigor/Stamina Variance

In addition to helping you avoid most of the nastier side effects of magical attacks, stamina now also acts as an additional layer of defense against their primary effects in the same manner that vigor now reduces physical damage. This is done via the game's "random variance" formula, which is applied to every attack that doesn't do a set amount of damage.

OLD RANDOM VARIANCE FORMULA	NEW RANDOM VARIANCE FORMULA
$\text{Damage} = (\text{Damage} * [224...255] / 256) + 1$	$\text{Damage} = (\text{Damage} * [\text{Low}...\text{High}] / 225) + 1$
	$\text{Low} = 225 - (\text{Vigor or Stamina} * 3/4)$
	$\text{High} = 255 - (\text{Vigor or Stamina})$

In the original game, random variance was a fixed range between 87% and 99% of the original value; in Brave New World, high vigor and/or stamina will help you take less - and more consistent - damage from attacks. To better demonstrate this, here are some examples:

INITIAL VIGOR/STAMINA VALUES	ENDGAME VIGOR/STAMINA VALUES
24 Vigor/Stamina = 92% ~ 102%	60 Vigor/Stamina = 80% ~ 86%
30 Vigor/Stamina = 90% ~ 100%	90 Vigor/Stamina = 70% ~ 73%
36 Vigor/Stamina = 88% ~ 97%	120 Vigor/Stamina = 60%*
42 Vigor/Stamina = 86% ~ 94%	
48 Vigor/Stamina = 84% ~ 92%	*A negligible amount of variance still applies

The five benchmarks on the left represent the initial values that (most) characters possess for vigor and stamina, while the three on the right show the effects of raising them via equipment and/or espers. Note that the range of damage at 90 vigor/stamina is significantly smaller than at the earlier benchmarks, and the variance disappears (*almost) completely at 120 when the ceiling hits the floor.



Curative spells/abilities still use the old variance formula!

Stamina Attacks

Less broadly, stamina is now a factor in several spells/attacks/commands (replacing the role of magic in most cases), making it more individually appealing to the characters that use them. This includes:

- The Remedy & Regen spells (which now also cure HP)
- Harvester & Sun Bath (Rage/Dance moves)
- Rock, Tentacle, & Shrapnel (Rage attacks)
- the Aurabolt, Sonic Boom, Mantra(*), & Chakra(**) blitzes
*HP restored = $(\text{Stamina} * (\text{Lv.} + (\text{User's HP}/64))) / 4$
- **MP restored = $(\text{Stamina} + \text{Lv.}) / 2$
- Bushido #5 (Dragon)
- Random wind attacks from certain weapons
- Dance (non-native dance success % = $(96 + \text{Stam} * 2) / 255$)
- Morph (see "Morphology" description below)
- GP Toss (see "Make It Rain" description below)
- Umaro's "Blizzard" attack (see "Umaro Hit Hard" below)
- The Atma Weapon (see "Atma & Omega" description below)
- Desperation attacks (previously magic-based)
- Interceptor (ditto)
- ??? = $3/4 ((\text{Lv} * \text{Stam}) + (\text{User's Current HP}))$



To be clear, all of the above except for the Atma Weapon are considered magical attacks for the purposes of the back-row damage penalty(*) and the "+25% (physical/magical) damage" property on certain relics/espers.

*Exception: Aurabolt is short-range despite being non-physical

Tank & Spank

Counter to the above, which sells stamina as an alternative attack stat with some defensive capabilities, we wanted a way of meshing it with the other stats in a meaningful way. It was thus decided that it should be tied to two equipment-enabled abilities: cover (synergizes with HP) and counter-attacks (synergizes with vigor).

As was the case in vanilla, characters with "true knight" equipment will always take hits for allies who are at "near fatal" status, even if they themselves are also at critical HP. Now, in addition to that, guardians who are not in critical status may also take hits for healthy allies (like Cyan manfully throwing himself in front of the healthy yet very squishy Rehm shown here.)

There are some caveats to this:

- The defender must be in the front row to cover AT ALL
- The target, if not at low HP, must be in the back row



Further, a character's evasion is halved when covering an ally. The odds of covering a healthy ally are double if the character is defending, but the "Defend" status is broken and its bonus lost if a cover occurs. Interceptor will also not show up if Shadow is covering someone else. (See also "Smart Cover" below.)

For the "spank" half of things, the game's original counter-attack rate was 75%. We found this to be excessive once we got other things sorted out, so we opted for a new formula that bases the counter-attack rate on stamina (starting at a floor of ~50%).



The %chance to cover healthy allies is $\text{Stam}/192$
and the %chance to counter is $(\text{Stam} + 32)/128$

Sap & Regen

The formulas for regen and sap/poison (all of which are much more prominent here than they were originally) have been edited to allow stamina to contribute more significantly toward raising the amount of HP restored by the former while now actually defending against the latter (originally, stamina RAISED the damage dealt by sap/poison).

OLD REGEN/SAP FORMULA	NEW REGEN FORMULA	NEW SAP FORMULA
$\text{Tick} = ((\text{MaxHP} * \text{Stam}) / 1024) * (\text{random variance})$	$\text{Tick} = ((\text{MaxHP} / 64) + (\text{Stam} * \text{Lv.}) / 16)) * (\text{random variance})$	$\text{Tick} = (\text{MaxHP} / (16 + (\text{Stam} / 8))) * (\text{random variance})$
(If sap on a player character, tick is halved)	(Random variance is 87% - 99%)	(Random variance is the new formula for magical damage)

Note that the first part of the formula is stored in an 8-bit value, and is thus capped at 255. The minimum value for random variance is 1, so no regen or sap tick can exceed 254 (further, because sap damage to player characters was originally halved, it could never exceed 127).

Poison Fixes

Poison works in a manner similar to sap, except that it only ticks half as frequently and each tick deals incrementally more damage. Originally, the increment value was equal to the value of the initial tick; we have halved the increment value keep poison from being too detrimental of a status (given the lower overall HP totals of player characters compared to the original game).

We've also corrected an error (possibly intentional, but I doubt it) in the original code wherein the variable that increments with each tick doesn't reset when the status is cleared, so poison ticks will now start back over at the beginning if the status is re-applied to the same enemy in the same battle rather than picking back up where they left off.



COMBAT

Magic Bonus Fixes

The "+25% magical damage" relic property had several odd effects in the original game, only one of which - that it could be stacked despite the fact that its physical counterpart couldn't - seemed to be intentional. It was being applied to periodic damage (i.e. sap/poison ticks) – even allowing them to go over the 8-bit cap - and was not being applied to curative magic.

All of the above-mentioned issues have been fixed, and the equipment that offers +25% bonuses now use the word "output" instead of "damage" to indicate that the bonus also applies to curative abilities. While it won't affect those with a set output such as Sabin's Mantra and Chakra blitzes, it will affect things such as Edgar's Defibrillator and Mana Battery tools or Harvester and Sun Bath.

Vanish/Doom Fix

One of the original game's more infamous bugs (and one of the select few to warrant being patched in subsequent releases) related to the "clear" status circumventing instant death attacks. This issue is fixed PROPERLY in Brave New World.

In FF6A, it's fixed by MAKING BOSSES
IMMUNE TO VANISH, kupo!



Death Special Fix

Lesser known (and infinitely less exploitable) than the above bug is one where enemy "special" attacks with the instant death flag would flat-out ignore death immunity altogether, vanish or not. The root cause of both bugs is the roundabout way that the code treats death as a status, and the general lack of enemy specials in the original game that are set to apply death leads me to believe that the developers had to have been aware of this bug on at least some level. In any case, it's fixed now.

Overcast Fix

Similar to the above, this fixes an issue with an attack called Overcast forcibly setting zombie on your party regardless of immunity, which led to it being impossible to remedy due to how immunities work in the game. Overcast now no longer bypasses immunity.

Abort On Enemies

Failing the old "Vanish/Doom" trick, a vanilla player's primary fallback for any undead enemies (including bosses) was simply to toss a Phoenix Down on it and call it a day. In Brave New World, all items (except for Dried Meat) are hard-coded not to work on enemies.

Quite a few of the original game's laundry list of bugs tend to involve hitting enemies with not meant to be used on them, Palidor being a rather notable offender. Curiously, there's a targeting flag in the game's code to abort an attack in the event that it somehow ends up targeting the party, yet there's no equivalent for your enemies, where such a flag is actually needed (and, in Brave New World, now exists).

Boss Immunity

The "Suplex" byte, which originally prevented Suplex from targeting certain enemies (primarily those of the floating or stationary variety), is now a hard override to prevent fractional damage attacks (i.e. Demi, Quartr) from being cheated against bosses. Such attacks originally were set to miss anything immune to instant death, so instant death attacks were thus always preferable. Fractional damage now deals earth and/or wind damage and follows suit with other earth and wind attacks by being generally very powerful, but unable to hit a weakness due to a lack of them (though some enemies still resist them).



And yes, Suplex works on *everything* now – have fun pile-driving Kefka!



Genji Glove Fix

Dual-wielding weapons now results in a 25% decrease in damage from both weapons (as it was originally intended to do). Note that this patch has been modified from the original version to only affect regular physical attacks instead of all attacks that deal physical damage (i.e. Blitz).

Dual Wind Damage

Another modification to this hack allows the damage penalty to affect weapons that randomly deal AoE wind damage in place of regular physical damage. See also the Gauntlet fix below for more on this.

Dual-Wield Weapons

Finally, note that the dual-wield property is now attached to certain weapons (see the printme) rather than to a relic. Any weapon possessing the dual-wield property allows a second weapon to be used regardless of whether or not the second one allows for it - a sword and dagger combo, for example, is a valid setup (see right).

Shadow		EQUIP	REMOVE	EMPTY
Avenger		Orochi		
*Genji Helm		*Genji Armor		
*Back Guard		*Power Glove		
		Vigor 66+		
		Speed 54+		
		Stamina 46+		
		Magic 36+		
		Attack 448+		
		Defense 160+		
		Evasion 64+		
		M. Def. 105+		
		M. Evasion 44+		

Two weapons equipped, no Genji Glove required!

The only exception to the above is spears, which are disallowed in dual-wield setups (this only affects Mog) because I spent most of development running Mog with a spear boomerang and Synchysi thought it was stupid.

Gauntlet (Fix?)

Holding certain weapons in both hands now increases battle power by 50% rather than 75%. This was done because, as with the dual-wield property, two-handed functionality is now applied to specific weapons rather than enabled by a relic, and the game's original bonus led us to some balance issues. The battle power for these weapons is now accurately displayed in the equip menu.

2-Hand Wind Attack

As also with the above hack, a 50% damage bonus will also apply to wind attacks randomly cast from the Kazekiri or Mutsunokami if they are held in both hands. Combined, these hacks allow for a very noticeable balance between those weapons when used by Shadow (who typically dual-welds) and Cyan (who is forced to use both hands since he can't use a shield).

Two-Handed Weapons

Finally, note that using two hands for weapons that allow it is entirely optional (except for Cyan, who as noted above is forced to do so by his equipment restrictions). Specifically, giving Edgar or Mog a spear and a shield (i.e. The SPARTAAAAAAAAAAAAA! Setup) is allowable even though it looks like the game doesn't want to let you do it. To further illustrate this, an empty off-hand will now turn yellow (instead of gray) if a two-handed weapon is equipped in the other one.

Smart Cover

This fixes the "protect allies" effect to behave more intelligently than before. Primarily, it disables blocking attacks that originate from your own team under most circumstances, which has the significant benefit of preventing party members from being "protected" from healing weapons (see "Ally Retargeting" below). Muddled/Zombied characters will be allowed to hit themselves, but not their teammates. One notably important change in light of the fact that characters can now cover non-critical allies (see "Tank & Spank above) is that cover will no longer activate on an enemy counter-attack - only proactive strikes.

Cover is also disabled under the following other conditions:



IF BODYGUARD HAS	IF TARGET HAS
Blind	Image
Bserk	MagiTek
Image	Death
MagiTek	Stone
Muddle	Zombie
Sleep (Unchanged)	Clear (Unchanged)
Death (Unchanged)	
Stone (Unchanged)	
Zombie (Unchanged)	
Clear (Unchanged)	



Some notes: cover is disabled if Golem is active; attacks that would be nullified/absorbed by the intended target are not blocked; Interceptor will not show up if Shadow is covering someone else; the "Love Token" ability will cause its target to cover the caster.

Omni-Defend

The "defend" battle command now halves both physical and magical damage instead of just physical damage.

This is a rather important hack for the crazies who are trying for a level 1 Gogo....



Imp was always one of the more misunderstood effects in Final Fantasy VI, since it wasn't very up-front about what it did and even it didn't seem to have a very good idea about it was trying to be. It was a weird sort of offensive debuff/mute hybrid that didn't behave the same way on enemies as it did on your party. And don't even get me started on how buggy the animation was.

Now, imp is a simple output debuff: 50% off everything, both offensively and healing-wise. It's basically the exact opposite of Morph except that it doesn't affect incoming damage. Attacks and spells with fixed or fractional damage are also unaffected, but the imp penalty does apply to some things that you wouldn't expect it to (namely sap/regen ticks).



This is explained further in the "Morphology" section



Hey, get out of here, this is my section!



Elemental Mixing

This hack greatly improves the way that the game handles resistance to multi-elemental damage. In the original game, the highest resistance to any element present would always take precedence regardless of weakness or non-resistance to any others. Here, it's more of a sliding scale:



- Immunity to a multi-elemental attack now requires immunity to BOTH elements; damage is halved if only one element is immune, while a weakness to the other will result in normal damage
- Resistance to only one element is the same as immunity to only one
- Absorption of an element trumps all else, even weakness to the other

This hack also applies to mixing weaknesses and resistances to the same element on a player character, namely when Gau takes on enemy weaknesses through Rage. In this case, the above rules still apply except that only resistance will be cancelled out by weakness to result in normal damage while immunity or higher will override a weakness.

Life Hack

In the original game, the "Life" spell had the exact same effect as a tuft of Phoenix Down: both would revive a fallen ally to 1/8 of their maximum HP. We thought it stupid that a cheap and freely-available item was functionally identical to a resource-consuming spell, hence why the "Remedy" spell now also restores HP in addition to its normal effects.

As for the "Life" spell, its fractional nature made it trickier to work with: any value that would make it useful in the early game would render it strong enough to step on Life 2's toes in the late game. Thus, it was decided for it to revive allies to a semi-static value: a random number between 250 and 500. This makes it an extremely powerful revival tool in the early game when it can almost function as a full heal from the dead, but its usefulness gradually diminishes as you progress and it becomes less able to bring a newly-revived character out of "OHKO" territory.

Fractional Items

Phoenix down, conversely, is no longer ever able to bring a character to safety as it now restores them to only 1 HP. This is a less significant nerf than most players realize since the maximum HP values required for 1/8 of it to absorb even a single attack are quite high. There do now exist phoenix tears, which will restore 75% of a character's max HP, but they're rare and in short supply.

On the flip side of the above, the inability of curative items to heal a set amount of HP/MP greater than 8 bits (255) led to them - at least the ones that restored HP - being useless damn near right out of the gate. Tonic and potions thus restore 1/2 and 3/4 of a character's maximum HP, respectively, allowing them to remain useful throughout the game without being overpowered early on (although the latter is now quite expensive). Ethers follow suit with potions, while the rare X-Potions and X-Ethers are now more useful by virtue of targeting the entire party.

Revive And Heal

In the original game's code, any command could be made to target either living or dead targets, but never both. This hack fixes that, which allows the Kirin summon and "7-7-7" Slots result to both heal living allies and revive dead ones

Soften and Heal

Also in the original code, any ability flagged to both lift a status and cure HP would perform the latter action first, meaning that a petrified ally would not regain any HP from such an ability. This has been fixed.

Reflect Timer

The "reflect" status now behaves like the "image" (also known as "blink") status by having a 1/3 chance of wearing off each time it's activated rather than wearing off after a set amount of time. This allows it to function more effectively as a defensive status since it won't wear off without protecting you at least once or when you least expect it to.

Image Nerf

In the original game, "image" has a 1/4 chance of being dispelled every time that it blocks a physical attack. As with "reflect", those odds are now 1/3 in Brave New World.

Friendly Fire

Given the severity of the Muddle status, the developers of the original game added a "friendly fire" step in damage calculation that halved all damage your party inflicted on itself. Given Brave New World's increased focus on status effects, that reduction has been increased to 75%.

Ally Retargeting

Curative items and weapons will now properly re-target to a random ally if the intended target becomes invalid before the command is executed, with the curative weapons in this case being Relm's paintbrushes.

Brush Targeting

In addition to the above, brushes will now correctly target your party by default unless the user is muddled or bserked.

Item Retention

Similar to the first issue, if an item user dies or is disabled before the command executes, the item will no longer be consumed.

Golem Fixes

The durability of Golem's effect is now based on the maximum HP of its caster rather than current so that you needn't worry about being at full health to summon it. Conversely, Golem shares Interceptor's activation check: a 50% chance of blocking before regular evasion is considered. It also shares the issue of then picking randomly from a pool of all available evasion animations instead of always using the correct one, which invisibly prolongs the wall's lifespan since it won't take any damage if the wrong animation is called. As with Interceptor, Golem now always uses the right animation. Finally, Golem will no longer block attacks which deal no damage and it will no longer inherit the safe or back row defense bonuses from or the elemental immunities of its protegee.

Palidor Fixes

Palidor had some pretty serious problems in the original game, least of all being that it was bugged to hell and back and most egregiously the fact that using it was a good way to get yourself killed since the first character to land would just get pounded while waiting for their allies to come back down. Palidor is changed in several ways here: the "hidden" status is now properly set on all jumpers (thus fixing bugs with being targeted in midair), characters no longer disappear when Palidor misses (i.e. fails to target) them, characters now all land in quick succession instead of staggered out, and ATB is preserved upon landing rather than being reset (note that it will still increment while they are airborne).

Gau Explode

Given the relatively low HP totals of all characters in Brave New World, it's generally a losing proposition to have one of its squishiest (Gau) to blow himself up to deal exactly as much damage to his enemies as he has remaining health. Thus, the Exploder attack now deals 250% of the user's current HP whenever it's used by a member of your party, either via the "Bomb" rage or through Sketch.

SOS Reset

Relics which grant statuses when the wearer reaches critical health now reset on death of the user instead of only going off once per battle. This allows them to be triggered whenever a dead character is revived with a phoenix down.

Ribbon Blocks Stop

As part of Brave New World's general focus on stamina as a primary means of avoiding status effects, there's no longer a relic that blocks all of them. The Ribbon now only guards against "stop", "petrify", and instant death (including "zombie"), and that first one is most notable since the game's code originally did not allow for ANY equipment to block stop.

Sap/Slow Immunity

Similarly, it's also impossible for equipment to offer protection from the "slow" status, and while it CAN block "Sap", it will also block the "Regen" status because whoever coded this nightmare was on crack. With this in mind, Brave New World instead offers immunity to these statuses by means of equipment that inherently grants their counterparts: "Haste" and "Regen", respectively. Enemy design follows suit, with immunity to Sap and Slow being nonexistent outside of inherent Regen and Haste.

Relic Status Fix

Negative statuses can no longer be immediately cured by equipping relics which block their effects (although they will be removed as soon as the party gets into a fight, so this is still pretty much an exploit).



ENEMY ENCOUNTERS & BEHAVIOR

Random Number Good

The original game's notoriously streaky Random Number Generator has been gutted and replaced with a new one that wipes clean without leaving any streaks behind. After realizing that I had nothing intelligent to say about this hack beyond that, I asked Think to describe it himself:



Normally, the game uses a lookup table for its random number generation. It has 256 numbers permanently written down and hands them out, one at a time, whenever one is needed, starting over from the beginning whenever it runs out. This is a bad implementation for several reasons:

- 1) The "random" numbers repeat very frequently, resulting in repeated results occurring surprisingly close together.
- 2) The table is poorly organized, with streaks of poor results in a row that are unlikely to occur in a true random sequence of this size. While streaks of this nature can and should occur in a truly random sequence, the result is an obviously streaky RNG when combined with point #1.
- 3) If you know the table, you can have full control of all the "random" numbers in the game.

To solve this, we replaced the lookup table with an actual RNG algorithm (XORSHIFT, for the curious) and added a frame counter, thus rendering it essentially impossible for a human player to predict the next output of the RNG (you would need to know the exact frame you're on at any given time and have a giant reference table handy) and allowing for good and bad luck to occur at random instead of at predetermined intervals.



Hey, why didn't I get
any text boxes this big!

Irregular Encounters

In the original game, the chances of any (eligible) random encounter being a pincer or a side attack was 7/255 for either one, or a combined total chance of just over 5%(*), while back attacks had a more favorable 30/255 (roughly 1/8) chance of appearance. In Brave New World, all three non-standard encounter types each have a 32/255 (exactly 1/8) chance of being called, making them much more common.

*An RNG oversight caused these odds to be even lower in practice

Pincer attacks in particular were rare in the original game because the "back attack" bonus to physical damage meant that a happenstance pincer attack would often end an unlucky player's game with no recourse. Side attacks saw enemies suffering a similar fate, and any boss battle that took place in either one of the two had severe balance issues due to it. As mentioned earlier, the "backstab" bonus is removed in Brave New World and the challenge of side and pincer attacks instead focuses more on the increased difficulty of targeting your commands.

For example, healing in a side attack is harder because regular "Cure" spells can only be spread to cover one side of the field. Further, any ability that targets an ally "group" (i.e. the "RegenX" spell) will also be unable to affect your entire party. Only abilities that specifically target ALL of your allies - such as Holy Wind - can do so.

Back attacks are much easier to understand: the drawbacks are that your characters' rows are inverted and the enemy party gets the first action. Pincer attacks follow the same rules except that all of your characters are treated as if they were in the front row.

Ten-Step Battles

One of the more aggravating aspects of random encounters in the original game was their frequent tendency to occur within 1 or 2 steps of each other. There is now a minimum of 10 steps between random encounters in most dungeons, and a minimum of 7 steps between random encounters on the overworld and in dungeons flagged as "High Encounter Rate" (Gogo's Cave and Yeti's Cave).

Formation Odds

The appearance probabilities of the last two enemy formations in a pack have been changed from 5/16 and 1/16 to 3/16 (each). This allows for a greater variety of enemy encounters, particularly in larger areas.

Conditional Behavior

While the focus of Brave New World is the new esper system and character development, its enemies are the vehicle through which that ambition is fully realized. If the fun of a game is building up and customizing your team, then the final product is only entertaining so long as it provides opportunities and incentives to put those skills and abilities to use. The vast majority of Brave New World's initial and continued development is thus dedicated toward restructuring the game's enemies in a way that meaningfully complements its character design.

Enemies in the original game were not particularly complex, and the few that were died so fast that you'd never know it. Brave New World treats enemies as puzzles to be solved rather than beefgates to be powerleveled through, and so there's a strong element of "figure out what makes this enemy behave more aggressively and prevent it from happening" at play. For example, bigger, stronger enemies tend to be more docile unless they're attacked first or their companions are killed, while weaker ones appear in larger numbers and may use stronger attacks if not dealt with quickly.

The goal of any random battle is to identify how to deal with each individual encounter as efficiently as possible (and without getting yourself killed); it's my personal belief that status effects are the biggest "X-factor" that separates an engaging battle system from a numbers game like "War" and the overall design of Brave New World heavily reflects that belief. If you're the type of player that just mashes "A" to win, then Brave New World is not for you.



There are several other conditionals that can alter enemy behavior, such as responding to the presence of a particular status effect, either on your party members or on themselves. As you play through the game, make sure to pay attention to how enemy behavior changes in response to what you do!

Vindication



Another "alternate" conditional that a few enemies in Brave New World utilize is to just harass the last character to have attacked it. This targeting method was slightly flawed in vanilla since it didn't make an exception for confused friendlies and could easily lead to enemy mobs beating the shit out of each other. Here, they'll only go after you.

Melee/MP Counter

Despite the simplicity of how it was used, the original game's AI engine was actually quite robust for its time, allowing enemies to identify and respond to any combination of specific spells, skills, and/or commands. What it couldn't do was distinguish between physical and magical damage, nor could it determine whether the attack was melee (i.e. respects row) or ranged, which really makes sense when you think of this mechanic in the context of being used for counter-attacks. Thus, many foes in Brave New World will counter any row-respecting physical damage, be it a sword swing or Edgar's Chainsaw, but will NOT counter an attack from a ranged weapon like a boomerang or Edgar's Autocrossbow.

(NOTE: a bug/feature of this hack is that enemies only consider the last portion of an attack to determine what type it is and so the check will return false so long as the second weapon [if dual-wielding] is set to ignore row or if the last part of the attack was a random spellcast.)

The second part of this hack also allows foes to identify an attack that damages MP. This functionality is used mostly on certain bosses where such attacks might be useful (all undead enemies - including bosses - die at 0 MP in Brave New World).

Death Counters

The original game dedicated a significant amount of AI code to ensuring that enemies with counter-attacks would not do so when the attack which triggered them was fatal. This code has been removed in Brave New World, often leading players to incorrectly assume that enemies in BNW have "death" counters rather than counter-attacks that simply aren't prevented by death. However, as part of Brave New World's focus on status effects to disable opponents, the enemy "death" routine no longer clears them before processing reactive enemy AI. Thus, a sleeping enemy will not counter an attack (physical or otherwise) that kills it.

X-Magic Counter

Although the norm in Brave New World is that only melee attacks can be countered, some enemies - bosses in particular - retain the capacity to counter ANY attack. This was slightly problematic for X-Magic users in particular since it was originally executed as two separate commands and therefore ran an increased risk not only of eating a counter-attack, but possibly eating two of them. In Brave New World, X-Magic is treated as a single, uninterrupted command with only one reactive AI check.



Life Cycles

Speaking of bosses in Brave New World, something else that they can do that was not possible in the original game is have more than 65,535 HP. This is done by coding "lives" into an enemy's reactive AI and doesn't necessarily require any assembly work to pull off. However, any damage that bypasses a reactive AI check such as a sap tick or a counter-attack will screw with this method and can cause your boss to die prematurely; examples of this issue can be seen in the vanilla game any time a boss dies with the normal death animation instead of the special "boss" one.

In response to this, any boss that breaks the 16-bit HP cap in Brave New World is flagged simply to not die when their HP is at zero. This forces them to die a scripted death only in response to being attacked, meaning that while sap damage is an important aspect of boss fights in Brave New World, bosses cannot actually die from it (or from counter-attacks).

WEAPONS

Special Weapon Effects

Many of the special weapon effects in Brave New World are either changed from their vanilla incarnations or are entirely new effects altogether, as detailed below:

Entangle

The Kusarigama and Kagenui (both weapons for Shadow) have a new effect wherein they have a 50% chance of inflicting "slow" and "stop" on their target in addition to dealing damage. These weapons are notable as they are Shadow's only access to either status, and "slow" is of particular importance in Brave New World due to its effectiveness on bosses.

In addition to the "entangle" effect, the Kusarigama also deals double damage to humans while the Kagenui enables X-Fight, effectively raising the chances to entangle with each attack to 75%.

Breaking Wind

The Tempest (or "Kazekiri" in Japan) was a katana in the original game which, when attacked with, had a 50% chance of hitting every enemy with Wind Slash instead of dealing regular physical damage. It was discussed earlier that both the dual-wield penalty and 2-handed damage bonus both now apply to this attack, but it's also noteworthy that the wind attack itself is now actually a stronger version of Wind Slash (power: 60).

More drastically, the Mutsunokami ("Sky Render" in vanilla) and a brand new rod weapon for Strago and Relm both now have the same effect, except that they instead cast a much stronger (power: 120) version of Aero.



Zantetsuken

The 1/4 "cleave" effect on the Zantetsuken (also used by the Ichimonji) will now deal critical damage to anything immune to instant death, thus increasing its general usefulness and viability in boss battles.



This won't prevent ordinary critical hits from occurring, resulting in a 1/128 chance of a DOUBLE critical hit.

Chainsaw Massacre

Similar to the above, the 1/4 "hockey mask" probability on the Chainsaw was edited so that the instant death effect is in addition to the damage dealt rather than instead of it. Chainsaw insta-kills now also use the "cleave" death animation instead of the regular one, which prevents counterattacks.



Undead-Slayer

Again similar to the above, what you get here is a 50% chance of instant death, except that it only works on the undead. As with the Zantetsuken, undead foes immune to instant death instead will take critical damage.



This effect uses the "x-kill" animation that certain weapons from the original game used, except instead of being useless/detrimental against the undead it now behaves identically to the "cleave" animation by preventing counter-attacks from the dead(er)

Ignores Defense

The Morning Star, now exclusive to Terra and Celes, is a powerful weapon in Brave New World in most part due to the fact that it ignores defense. As both girls lack an offensive secondary skill, the Morning Star is one of their few options for consistent damage output. Furthermore, as mentioned above in "Morphology", all defense-ignoring attacks respect damage multipliers in Brave New World. Aside from Morph, the only other effect that changes is that defense-ignoring weapons are now boosted by the "bserk" status, where previously they weren't.

Anti-Flying Weapons

Two "special"-type weapons from the original game - the Sniper and Hawk Eye - had an undocumented extra effect wherein they had a 50% chance of being thrown at the enemy as part of their attack animation (all other long-range weapons were thrown as part of their normal attack animation, which makes this... weird) for an additional 50% damage to most enemies, or a whopping 200% more damage if the target enemy was floating (like our friend to the left).



This large discrepancy rendered them a bit overpowered in the situations where they were useful and rather useless otherwise, and so the damage boost for grounded enemies has been raised from 50% to 100% and the battle powers of these weapons have been re-balanced accordingly. This effect has been branded as "strong vs. flying foes" and is now a standard feature in the "special" line of thrown weapons.

The Atma Weapon

Due to the lower overall levels that everyone will achieve in this mod, the special damage formula used by the Atma Weapon ends up nerfing the hell out of it since it assumes a "baseline" level of 64(!). To remedy this problem, its formula has been gutted. These are the steps the game takes to calculate damage:

OLD ATMA WEAPON FORMULA	NEW ATMA WEAPON FORMULA
1. Normal attack (ignores defense)	1. Normal attack (ignores defense)
2. $Dmg = Dmg * Lv$	with stamina in place of vigor
3. $Dmg = Dmg * ((HP / 256) + 1) / ((MaxHP / 256) + 1)$	2. $Dmg = Dmg * ((HP / 256) + 1) / ((MaxHP / 256) + 1)$
4. $Dmg = (Dmg / 64) + 1$	



NO, THE OTHER ONE.
STILL THE OTHER ONE.

Random Spellcasts

Weapons with random spellcasts are technically not special effects like most of the properties discussed above, which to the layperson basically just means that it's the only one that won't be lost when the weapon is used with a command other than "Fight" (i.e. "Mug" or "Jump"). The odds of a random spellcast occurring are normally 1/4, but Brave New World allows certain pieces of equipment to double those odds to 1/2, such as the relic which enables Jump, while the entire rod line of weapons has this bonus inherent.

MP 4 Crits

Weapons that consume MP for automatic critical hits now cost an amount equal to 1/2 the user's level rather than [12...19]. This is important primarily because auto-crits are now a standard feature on rods to take advantage of an oddity in the game's code that causes random spellcasts from them to also do critical damage - something that spells ordinarily cannot do. Combined with the above-mentioned feature which doubles the odds of a random spellcast occurring, this allows rods to function as viable weapons for magically-inclined characters.

A major caveat to the above, however, is that random spellcast damage is affected by row and 3/4 of BNW's rod users die in a gentle breeze. This can be bypassed with the "Jump" command and random spellcast damage will receive the 50% damage boost from jumping, but the downside is that Jump also disables critical hits and critical hits have a higher damage boost (100%) than jumping with a rod does (Jump only provides the same damage boost as a critical hit when you do it with a spear).



An astute reader may recognize the above bonuses as damage multipliers, and no doubt many of you are thinking (judging by the number of times we get asked this) that bserk would be the perfect way to jack up your rod user's damage. Except it's not. Despite the fact that random spellcasts benefit from every OTHER damage multiplier (MP-fueled crits, "Jump", Morph), BSERK DOES NOT AFFECT RANDOM SPELLESCASTS. Blame Squaresoft!

Using a rod (or shield) as an item in the original game would cause the resulting spell to deal massive damage because all items are coded to ignore damage modifiers, namely defense. This has been fixed so that spells cast from rods used as items will do the same damage that they would have had the character cast it normally.

It's never explicitly mentioned in the printme or in-game, but only Fire/Ice/Bolt rods are now breakable.

Quartr/Doom Crits

Because the random spellcasts on the Quartrstaff and Doomstick don't do "regular" damage, they are not affected by the bugs/"features" mentioned above. This hack allows Quartr to affect all enemies when randomly cast from an MP-fueled critical hit (it would normally only affect the target of the attack) while the Doomstick will instead cast X-Zone (rather than Doom) on a group of enemies under the same circumstances.

Holy/Flare NoCrits

Conversely the Holy and Flare spells are hard-coded *not* to deal critical damage when randomly cast from the Illumina or Apocalypse.

Always Load MP

The game now always loads characters' MP at the start of battle, even if the Magic command is not present. This allows Gogo to use his MP for rod attacks without needing Magic (or Lore) set as a command. It also has an unintended side effect of doing the same for Banon and the rod-wielding moogles in the opening battle to save Terra from the guards, although none of them possess enough MP for more than one critical hit.

Always Halve MP

Finally, weapons that consume MP for critical hits now respect the "1/2 MP costs" property on the Gem Box/Soul Box.

The X-Fight Effect

The "Offering" effect is now set to make "Fight" a 2x targetable attack with a 25% damage penalty instead of a 4x untargetable attack with a 50% damage penalty, although it remains distinct from dual-wielding in that the second set of attacks will now pick a new target if the first one kills what it hits. It appears in Brave New World only on a Setzer-exclusive relic, a Shadow-exclusive weapon, and all paintbrushes. As with vanilla, Setzer's Dice and the random wind attacks from the Kazekiri/Mutsunokami are exempt from the damage penalty, as are random spellcasts (Sakura).



The new "X-Fight" now also lacks three little-known properties of the original: it's no longer unavoidable, it doesn't disable critical hits (automatic or otherwise), it no longer disables random spellcasts, and it will no longer bypass cover.

Double Jump

Similar to the above, the ability for "Jump" to strike more than once is now attached to a special helmet (instead of a relic) and offers a 1/4 chance of a second hits (instead of varying odds of up to FOUR hits), although unlike x-fight, the second jump always selects a target at random.



BATTLE INFORMATION DISPLAY

Color Wheel

In the original game, six different status effects were represented by a colored aura glowing on the affected character. The issue is that only a single aura could be shown at a time, leading to obvious problems with figuring out which characters had which status(es). In Brave New World, only the "safe", "shell", and "reflect" statuses are displayed with an aura, and those auras now cycle to show more than one of them at once.

Targeting Panel

When choosing a friendly target for an item or spell in battle, a panel appears to display any status effect present on each character. Similar to the problem with auras, only one status could be displayed here at a time and the order in which the 25(!) possible results were prioritized was questionable at best. This panel now displays ONLY the presence of the Rerise and/or Regen statuses, and both can be shown concurrently (see right).



ATB Stoplight

The "haste", "slow", and "stop" statuses, on the other hand, can now be seen on a character's ATB bar. But rather than maintaining their vanilla colors - red for haste seemed somewhat backwards - we instead opted for universally-recognized traffic colors: green for haste, yellow for slow, and red for stop (see right: Terra is slowed). There's no need for cycling as with these since the three statuses can't coexist.

Status Scan

Since enemies aren't exactly as forthcoming about their current status as your characters are, the Scan spell will now display all of a target's status effects has in addition to its weaknesses. This can be useful, for example, for figuring out whether you remembered to put Slow on a boss. (Scan is also now a free action; it no longer takes a turn to cast.)



Compact Spell List

The in-battle "magic" menu for each character is now condensed to remove the empty spaces that previously existed due to the nature of how the game's code dynamically generated the lists of known spells (see left).

ATB/HP Toggle

Holding the select button in battle will now toggle between whichever of "ATB" and "Max HP" is set as default in the config menu and the other of the two. This is particularly important since, as mentioned above, the presence of all speed-based statuses is now conveyed via the ATB bar. (As a side effect of this hack, select is no longer mapped to the "R" button in battle and thus cannot be used to select multiple target.)



Spell Dots

When any white, black, or gray spell is cast in battle, its colored dot will now be properly displayed alongside its name (see right). This is meant as more than a mere visual tweak; Brave New World standardizes the "Runic" skill to work only on regular magic, and no other enemy skills (aside from the ones available as lores) cost MP. Thus, the presence of a colored dot in an enemy attack is a clue to the player as to how it can be prevented.

HP/MP Text Color

Text coloration in battle will now change to indicate MP damage (red) or healing (blue). A side effect of this patch is that it also alters the color of the "reflect" shield when attacks are bounced off of it due to the fact that the MP healing is piggybacking off of the same palette as reflect uses. This also means that the MP healing font is susceptible to the same little-known bug as reflect wherein the coloring gets fucked up for the duration of any fight in which Crusader is summoned.

Informative Miss

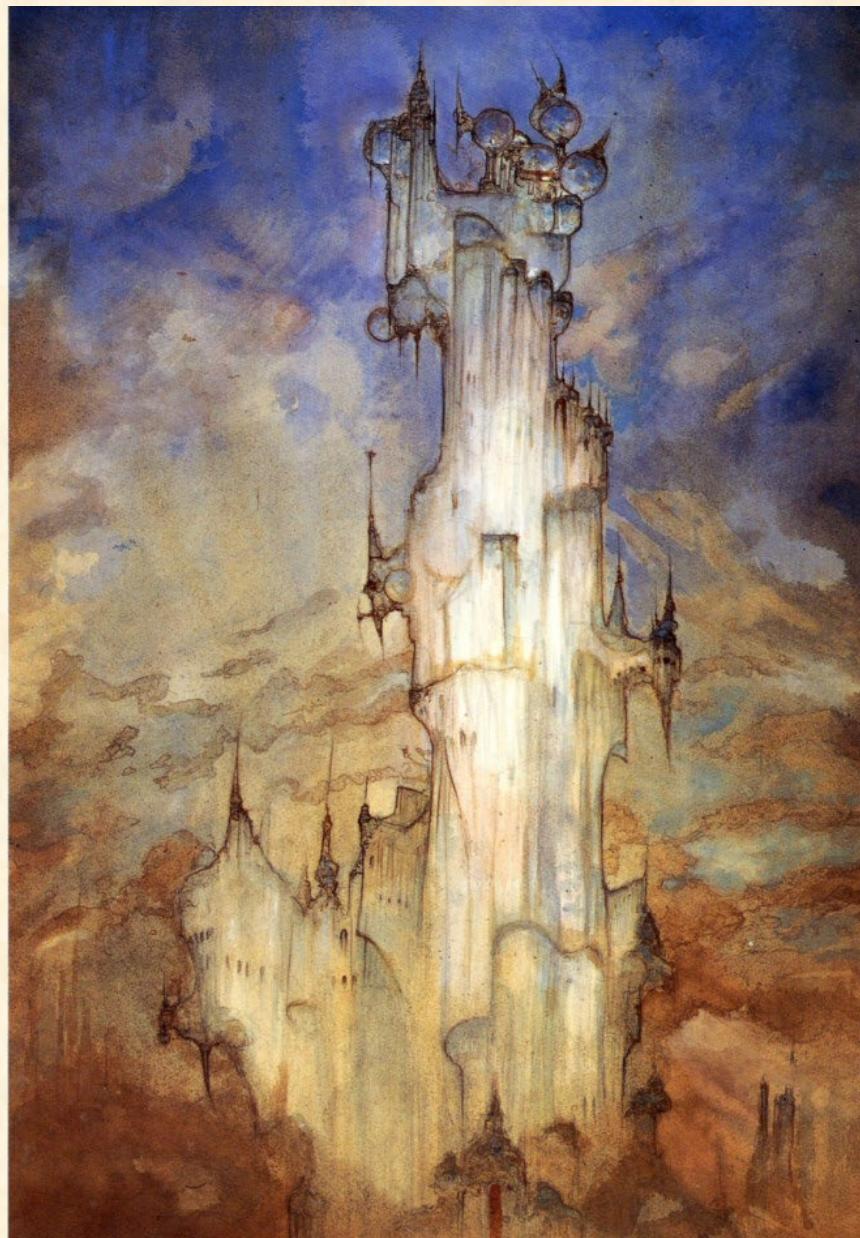
Whenever an attack which sets a negative status - in addition to dealing damage or not - fails to set that status on its target, it will display one of two failure messages:

"Fail" = status was resisted by stamina

"Null" = target is immune to the status.

If the target already had the status, then no message is shown.

See screenshot to the right: WEAPON used an ability that sets blind on the entire party. Gau has a relic that protects him from blind, so he nulled the attack. Shadow resisted it with stamina, so he shows fail. Edgar and Setzer were not immune and did not resist, so they are blinded and show no message.



GRAPHICS & INFORMATION DISPLAY

Clean Status Screen

The character status screen has been completely redesigned to utilize previously blank space and include esper level information alongside just regular experience info. Some attributes have also been renamed for clarity:

- BatPwr --> Attack
- Evade % --> "Evade"
- MBlock% --> "M.Evade"
- Mag.Pwr --> "Magic"
- Mag.Def --> "M.Defense"

Combined Equip and Relic menu

The Relic and Equip menus have been combined into one menu with all four pieces of equipment and both relics (see right). No more having to switch back and forth!

	Editor	EQUIP	REMOVE	EMPTY
Dual-wield				
May counter-attack				
→	Zantetsuken	*Crystal Kite		
→	*Genji Helm	*Crystal Mail		
→	Wall Ring	*Muscle Belt		
→	Excalibur	↑Vigor 48+ 46		
→	Falchion	Speed 32+ 30		
→	Longinus	Stamina 27+ 27		
→	Soul Sabre	Magic 30+ 30		
→	Blood Sword	Attack 255+255		
→	Scimitar	Defense 232+232		
→	Partisan	Evade 46+ 36		
→	Rune Blade	M. Def. 149+149		
→	Flametongue	M. Evade 36+ 16		

Esper Equip Screen

Because of the above, the "Relic" menu has been trashed, and has been replaced with a "Review" menu. This screen has been edited in our mod to also show your equipped espers (see right), since they're now an important part of your load-out.

Terra	Phoenix
→ Soul Sabre	*Genji Shield
*Genji Helm	*Force Armor
*Safety Glove	*Gem Box
Mo9	Sheat
→ Punisher	*Genji Shield
*Dragon Helm	*Genji Armor
*Mooglie Charm	*Back Guard
Shadow	Phantom
→ Orochi	*Kagenui
*Red Cap	*Dark Gear
*Power Glove	*Black Belt
Gogo	Ribbon
→ Doomstick	*Iceguard
*Red Cap	*Chocobo Hide
*Sprint Shoes	

Overlay & MP Costs

This removes the small overlay which identifies the skill submenus (i.e. Espers, Spells, Bushido...) because it was unnecessary and it obscured the lower-right portion of the information panel above it (the mod makes use of this real estate whereas vanilla did not). The only useful piece of information that appeared in this overlay was the MP cost of a chosen spell; spell costs are now visible in the main menu panel.

(I say "by default" above because a feature of the original game is that you can press "Y" in the spell menu to toggle MP costs in the main panel; what's shown by default is the spell percentage learned, which is not useful information in Brave New World.)

Unequipum

This fixes a bug wherein characters' max HP/MP values would not update after removing equipment that boosts it until they were in active party, leading to incorrect values being shown on the party creation screen.

Blitz Screen

Blitz names are now displayed in the menu instead of just the inputs (see right).



Physical attack (ignores def.)				
Sets "Sap"				
	Golem	LU 31	EL 21	
		HP 1700/1700		
		MP 198/ 198		
←	Pummel	Suplex		
←	→++	XV++		
←	Fire Dance	Mantra		
←	→v+v+	RLRLXY		
←	Aurabolt	Chakra		
←	→v+	LRLRYX		
←	Sonic Boom			
←	↑z+z+z+			



What? Why haven't you learned Bum Rush!?

Inventory Sorting

Using the "arrange" command in the inventory now sorts item types in a manner that actually makes some fucking sense:



OLD ORDER	NEW ORDER
Dagger	Tool
Sword	Throwing Star
Spear	Ninja Scroll
Katana	Dagger
Rod	Sword
Brush	Spear
Throwing Star	Claw
"Other Weapon"	Katana
Casino Weapon	Casino Weapon
Claw	Rod
Shield	Brush
Helmet	"Other" Weapon
Armor	Shield
Tool	Helmet
Ninja Scroll	Armor
Relic	Relic



No Inventory Index

This removes the unique item counter from the bottom right of the info panel in the inventory screen since it serves no purpose in Brave New World (collecting 255 items is impossible, and there aren't that many items to begin with) and was causing text overlap.

Optimize Ban

Because the "optimize" command only considers raw defense/battle power, it's generally a poor judge of usefulness - especially given the many other benefits that most equipment now has in Brave New World. This is the ACTUAL reason for disabling it; our stated reason/justification is that it didn't play nicely with the "dual wield" property on weapons.



The only instances in Brave New World where the optimize code is still used are when Edgar and Terra are force-equipped when they re-join you immediately prior to boss battles, and we utilized an external patch to prevent it from doing things like making Edgar wear a drill as a hat.

Shop Preview

In the same spirit as axing optimize because weapons and armor are now more than their primary stats, we have done away with the symbols that appear when buying equipment that compares it to what you already have on, as well as the display on the purchase confirmation screen that displays the battle power (for weapons) or defense (for armor).

What you CAN do now is hold "Y" when shopping to view the full stats for whatever item you have selected (like the Poison Claw, right), like the extended info screen you can see by double-clicking a piece of equipment in your inventory and pressing left/right to switch between views.

Poison Claw	B. Power	90	
Vigor	+3	Stamina	+2
Speed	0	Magic	0
Evasion	0	M. Evasion	0
Defense	---	M. Def.	---
Poison damage May cast Sap			

Tritoch GFX

This fixes a minor graphical bug with the Tritoch summon animation that causes the sprite to be missing a small portion of its tail.

This is BY FAR the most important hack of the mod



Rage & Dance Moves

Rages now display their primary and secondary attack in the skill menu (see right), and Dances display all four moves . For information about the attacks themselves, please consult the Printme.

66% Landslide 33% Attack (3x damage)			
Fenrir	LV	27	EL 19
	HP	798/	798
	MP	162/	162
Bomb	Brainpan		▲
Buffalax	Cephalid		▼
Chickenlip	Chimera		
Conjurer	Crawler		
Doggo	Exocite		
Eye Goo	Flan		
Gargoyle	Griiffin		
Grizzly	Hornet		

Original Graphics

Restores the following sprites to their original (uncensored) versions:

- Siren
- Goddess
- Chadarnook
- Critic
- Barb-E/Madam/Dahling

(Note that most of these have been renamed, and this hack is omitted from the "clean" version of Brave New World)

New Window Style

Added a new window style as the default one, with the old default style replacing #8 (which was used only by mental patients).

Save & Restore

An important evolutionary turning point in the history of console RPGs was when the "random encounter" system that had been ubiquitous in the genre since its inception started going the way of the dodo sometime in the late 90's - and with good reason. As was explained in the above hack description, traditional game design often presented them as little more than mere annoyances to constantly interrupt the flow of the game that were tolerated by sheer virtue of providing cash and experience points. And while random trash mobs will always have their place as something to punch until you eventually get stronger and/or richer, it was always our belief that their true purpose was to serve as a means of "wearing the player down" prior to a boss fight, which would then be that much more challenging. There was just one tiny problem with this theory...

Given that the ability to save the game at any time is a feature of any software required to play this mod in the first place, it was decided to actively shift Brave New World's difficulty model away from save denial and more toward inventory management with the following changes:

- Several save points have been added to key areas
- Some save points are now also "full recovery" points, distinguished by being red (see right) that fully heal you by stepping on them
- Tents and sleeping bags have been removed from the game

In short, recovery items are now more important since you can't just pop a tent before every boss fight, and random encounters are thus now able to serve their function of being a drain on your resources leading up to them. This isn't to say that random fights aren't difficult in their own right, however - players are just as likely to die at the hands of minor foes as they are to major ones. And to that end, the time-honored advice of "save early and often" holds true because...



Game Over, Man!

Death in battle now kicks you back to the menu screen instead of to your last save. This was done because, while this would retain all experience gained, it would not retain any esper stat boosts (and that's bad).

QUALITY OF LIFE IMPROVEMENTS

MP Party Restore

The "choose a party screen" now restores the MP of all characters to max instead of just HP. This was done primarily to act as a full party heal prior to the Battle of Narshe, though it's also a good convenience hack. Not only does it remove the need to visit an inn after swapping out your team, but it also affects picking a character to fight in the Colosseum.

Colosseum Rewards Tweaks

The Colosseum menu now displays the prize for any item wagered without having to commit to the wager beforehand (see right: betting the Memento Ring will reward you a Phoenix Tear, betting a Blizzard Orb will reward you a Rage Belt, etc). You no longer lose the item if you lose the battle. The Colosseum has also been completely reworked and standardized to make it more obvious/intuitive what items can be wagered to win fabulous prizes and what will simply earn you a date with Mr. Chupon. Simply put, any item with no resale value is considered rare and can be bet at the Colosseum - everything else is not rare and wins you nothing.



B Button Dash

Obsoletes Sprint Shoes by adding a dash button (B). Note that this patch has been modified from the original version to disallow dashing during the following points in the game where dashing was originally disabled:

- The opening sequence (MagiTek raid on Narshe)
- Any other time you're wearing MagiTek armor
- The "Save Terra" sequence (the moogle battle)
- The Battle of Narshe
- Celes's opera solo
- Daryl's Tomb (the stair/flashback sequence)

This patch has also been *further* modified to replace the now-useless optimize/empty slot in the config menu with the option to make running the default speed (where holding B will make you walk at normal speed).

Fancy Walking

Characters now continue taking poison damage whilst walking diagonally (i.e. up or down stairs), whereas they originally didn't.

Yeah, this one doesn't actually improve your quality of life, deal with it.

NoGainz

There is now an option in the config menu to disable exp. gains (and, by extension, spell point and EP gains) from battle. This feature is mostly intended for challenge gamers trying a low-level game, but can also be useful for someone who just wants to farm for GP without over-leveing.

No, seriously, anyone who leaves this option on and bitches to us about how hard the mod is will be ridiculed and then told to go gain some levels.

Can't Lose Our Shadow

Shadow won't randomly run off on you anymore at any point during Sabin's scenario or if you hire him in Kohlingen. He's also kind enough now to leave all his gear behind whenever an event forces him out of the party.

Zozo Unequip

Speaking of Zozo specifically, the new event that will unequip Shadow as he leaves will also unequip everyone else not in the active party so that you don't have to go back to Narshe to get any of your gear back.

Arvis Unequip

Further, Arvis is now acts as an "unequip" guy following the Battle of Narshe so that you don't have to make a party of your benchwarmers just so you can takeoff all of their gear.

Scenario Unequip

Finally, an unequip guy has been added to the scenario select screen so that unequipping everyone at the end of each one (or the inability to do so in Locke's case) is no longer a consideration in what order to finish them in; as their scenario goes directly into combat as it begins, Terra and Edgar will be force-optimized to avoid them not having anything on.



Many other quality of life changes have been made to various stages of the game, including the Phantom Train, Battle of Narshe, Cyan's Dream, Ancient Castle, Ebot's Rock, Fanatics Tower, and more. These edits are detailed in the Unlockme archive, the password to which will be revealed upon completion of the game.



5. BUGS & KNOWN ISSUES

UNFIXED BUGS FROM VANILLA



- More so here than in the original game, renaming your characters (especially those with short names like Cyan, Gau, and Mog) can result in weird formatting in dialogue boxes; the ones that appear during battle cutscenes are notable offenders since they don't wrap normally and can potentially result in text overrunning the dialogue window
- Treasure chests containing key items (such as the ones at Ebot's Rock) will close if you go into the menu screen and will be empty if you attempt to re-open them
- The 255th named ability to be used in a single battle will cause minor graphical errors in the text area; although not specific to Brave New World, it is much more likely to be seen here
- Crusader will recolor the "reflect" shield for the remainder of the battle
- Similar to the above, the "Quasar" attack will screw with the "Storm" spell animation
- If a character dies while attempting to summon an esper, that esper will be still flagged as having been summoned when the appropriate update routine is called
- You still get a free Buckler and Boomerang when the world ends.

BRAVE NEW WORLD-SPECIFIC BUGS

- The new "shop preview" feature causes noticeable lag and returns wrong/null values for Tools
- The rich man's house at South Figaro experiences occasional high load times/lag during Locke's scenario for some reason, most significantly when trying to open the door to the master bedroom
- The animation for thrown shuriken is always shown to target a single enemy regardless of whether or not it was "split" to target a group of foes
- When the Quartrstaff multi-targets its spell proc on an MP-fueled auto-crit, it will target ALL enemies - including ones who are already dead - due to the way that the targeting is hard-coded (this is considered a purely visual bug like the above, though it may have unforeseen issues)
- Similar to the above, the "bserk" status is forcibly cleared by the "zombie" status and can't be re-applied if the character is getting bserk inherently from the Hyper Wrist (technically, this is a vanilla bug, but the only thing that originally set auto-bserk was the Cursed Shield)
- The death animations for certain enemies (and others under certain circumstances) will play out individually instead of simultaneously if more than one are killed by the same attack; only the worst cases of this have been fixed as doing so requires space in a bank that's currently full
- If the first battle with Ultros ends while Edgar is in the air (Jump is available much earlier in Brave New World than in vanilla), the following cutscene will play out without him
- This little gem: https://www.youtube.com/watch?v=4BaY8C_4TJM



6. CREDITS

First of all, I would like to thank the Brave New World community as a whole. When our humble hack was initially released, it was welcomed with open arms by the wonderful people of a modding community that was then known as Insane Difficulty. It's since grown - and thrived - far beyond what I could have ever imagined, and all of you are the reason why. Synchysi and I may have been the ones to breathe life into Brave New World, but it would not exist as it is today without you.

A major turning point for Brave New World was when we were approached by Think regarding a revamped ATB system that he had designed; up until then it was just Synchysi and I doing all of the work ourselves. This opened up the floodgates for many talented hackers to join our cause, several of which would become my right hand (including Think himself) at some point during Brave New World's decade-long lifespan: DN, Seibaby, GrayShadows, Bropedio, and SirNewtonFig. Bropedio in particular quickly found himself taking on the role of lead coder alongside Synchysi and has since become a core member of our team.

Of great importance to Brave New World's development is what has affectionately become known as the Bad Idea Brigade: our most active community members and playtesters whose feedback - which more often than not consists of deliberately terrible suggestions - spurs the creation of better ones. Unofficially, the BIB was conceived when Think teamed up with ThzFunnyMzn and Nakar to create the first of what would be several spinoff mods for Brave New World featuring several hacks and ideas that they wanted to see make it into Brave New World proper (several of which did). Today, the ranks of the Bad Idea Brigade are far too numerous to list here lest I suffer the shame of forgetting someone, but I would like to give thanks to ThzFunnyMzn in particular for being easily the most tenacious of them all.

I would also like to thank Nowea and Mishrak specifically for more love and support than I can possibly begin to describe. Moreso than just the two people who aren't named BTB, Synchysi, or Bropedio who have invested more time and effort into this project than anyone else, you've both grown to be dear friends. Beyond that, a list of all the close relationships I've since formed within the wonderful community that I now call home would be immeasurable and, again, I dare not attempt it for fear of leaving someone out.

One thing our community is definitely not wanting for is insane challenge gamers with way too much spare time on their hands. When we were first developing Brave New World, I scoffed at the mere notion that it would be possible to LLG (low-level game) since it was no longer the gimmie that the original game was. That feat has since been accomplished by no fewer than four players: Lockirby, Rynzer, KainStrider, and DanDaCheerman, the latter of which, not content with doing merely one gimmick run of the game, has done every gimmick run conceivable - and a few that were inconceivable. It's people like him that continue to find new ways to experience Brave New World who keep our community alive and interesting.

Ultimately, however, the biggest part of what's helped shape Brave New World into what it is today isn't the people who are closest to it, but its player base at large. In particular, I'm always happy to see - and join - players who livestream it. I take something away from every player that I watch, and the vast majority of Brave New World's quality of life improvements came about as a direct result of seeing them. The same can also be said of many of the most prominent members of our community, who all started out as just somebody I saw streaming Brave New World and then invited to come join us.

And finally, thanks to everyone else...

X The original authors of many patches/hacks/other works that Brave New World includes:

ArmorVil
Bydoless

Assassin17
DN

Bropedio
Gi Nattak

GrayShadows
Jackimus
Master ZED
Terii Senshi

HatZen08
LeetSketcher
Poco Loco
Think

Imzogelmo
Madsiur
Seibaby
Zeemis

X The authors of *Synchysi's cipher* for this game's tangled mess of spaghetti code:

Assassin17
Lenophis

Dragonsbretheren
Novalia Spirit

Imzogelmo
Terii Senshi

X The creator(s) of *Zone Doctor*, a map editor used by both *Synchysi* and myself:

Geiger
Lenophis
Sleepyduude

Giangurgolo
Lord J
Yousei

Imzogelmo
Novalia Spirit

X The creator(s) of *FF3USME*, the editor that I (BTB) primarily used:

Lord J
Cless
Imzogelmo
Master ZED
Poco Loco
Terii Senshi
Yousei

Aquillion
Dennis Ouk
JCE3000GT
Novalia Spirit
Sleepy Sheepy
The Constable
Warrax

Assassin
Drakkhen
Lenophis
Pat Buns
Supernova
The Famous Sheep
Zeemis

X *Umaro, Gens, & Ryo_Hazuki* for the Spanish and Italian translations

X *Deschain* and *4bear* for the PDF version of the Readme (that you are reading right now, hello!) and the "Fan" translation

X *Bauglir* for the alternate/bonus *Dadaluma* and *Kaiser* sprites (and *Madsiur* for the patches)

X (A)Dummy, with extra thanks to *Letha*, *Kain*, *Lols*, and *Cainen* for providing screenshots

X *Terii Senshi*, whose algorithms *FAQ* has been an invaluable resource for our project

X *Lina Darkstar*, whose translation efforts were the basis for many of our own script edits

X *Madsiur* and everyone else of the *FF6Hacking* community for their continued love and support

X And lastly, my girlfriends and *Synchysi's wife* for putting up with our shit

