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FFT:WotL Stat Growth and Job Charts v1.3

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Boards » Final Fantasy Tactics: The War of the Lions » FFT:WotL Stat Growth and Job Charts v1.3

6oXoXo9 8 years ago #1

[please wait until finished posting]

v1.3 Written by 6oXoXo9, Darkfire9430, Toaster_art (11/10/07)

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[1.0] Introduction & Credits


I take no personal credit for this information, other than assembling what was already available. Real credit goes to the writers and contributors of the original Battle Mechanics Guide v6.5 by Aerostar, which can be found on the FFT FAQs&Guides (<http://www.gamefaqs.com/console/psx/file/197339/3876>) as well as Darkfire9430 and Toaster_art for their initial postings on the FFT:WotL GameFaqs.com bulletin boards.


What IS in these charts:
i) compendium of stat growth and job multipliers for easy reference.
ii) list of generic/unique skillsets and weapons and their dependent stats for damage/effectiveness.

What is NOT in these charts:
i) a detailed description on how to level UP/DOWN.
ii) any in depth strategical advice for how you should use or build your generic/unique characters.

Hopefully you will find these charts easy and useful.

 GameSpot News for Final Fantasy Tactics

 Final Fantasy Tactics: War of the Lions: 8 / 10

 GameSpot's Most Cherished Childhood Games

 Final Fantasy Tactics creator announces new project

 GameSpot Asia Beat Ep. 19: Melodies of Life

6oXoXo9 (Topic Creator) 8 years ago #2

[2.0] Growth Divisors & Job Multipliers

Final Fantasy Tactics uses TWO sets of statistics for each character. The first is your character's "real" statistics, which are never seen in-game. As your characters increase levels, their real statistics also increase based on their current job. The left side of the chart shows how stats increase with levels; note that LOWER numbers yield better results. For more detail, see the BMG.

BMG: <http://www.gamefaqs.com/console/psx/file/197339/3876>
(search [7.1] for chapter on stat growth formulas)

The second set of statistics is your character's in-game statistics, which are visible when you look at the status screen. They're based on your "real" set of statistics and the multipliers for your current job. Unlike job growth, these multipliers are pretty straight-forward. Thus a character in a job with

<https://www.gamefaqs.com/boards/937312-final-fantasy->

Page 1

HPC 90 will have 10% fewer Hit Points than that "same" character in a job with HPC 100. Again, additional details can be found in the BMG.

Here are the growth divisors and job multipliers for all of jobs available to your permanent characters in FFT:WotL:

6oXoXo9 ▾ (Topic Creator) 8 years ago

#3

Growth Divisors Job Multipliers
(LOWER is better)..... (HIGHER is better)

Class.....HPC.MPC.SpC.PAC.MAC.....HPM.MPM.SpM.PAM.MAM
Squire.....11....15...100...60...50.....100...75...100...90...80
Knight.....10....15...100...40...50.....120...80...100...120...80
Archer.....11....16...100...45...50.....100...65...100...110...80
Monk.....9....13...100...46...50.....135...80...110...129...80
Thief.....11....16...90...50...50.....90...50...110...100...60
Geomanc.....10....11...100...45...50.....110...95...100...110...105
Dragoon.....10....15...100...40...50.....120...50...100...120...50
Samurai.....12....14...100...45...50.....75...75...100...128...90
Ninja.....12....13...80...43...50.....70...50...120...120...75
Dancer.....20....20...100...50...50.....60...50...100...110...95
Dk. Knight...12....20...100...40...50.....80...90...100...140...80
O. Kn(1-7)...13....13...100...80...50.....50...50...100...50...50
O. Kn(8).....6....8...80...35...40.....150...140...120...130...120

Chemist.....12....16...100...75...50.....80...75...100...75...80
White Mage...10....10...100...50...50.....80...120...110...90...110
Black Mage...12....9...100...60...50.....75...120...100...60...150
Mystic.....12....10...100...60...50.....75...110...100...50...120
Time Mage...12....10...100...65...50.....75...120...100...50...130
Summoner...13....8...100...70...50.....70...125...90...50...125
Orator.....11....18...100...55...50.....80...70...100...75...75
Arithmetician.14....10...100...70...50.....65...80...50...50...70
Bard.....20....20...100...80...50.....55...50...100...30...115
Mime.....6....30...100...35...40.....140...50...120...120...115

Ramza.....11....11...95...50...48.....120...105...100...110...100
Mustadio.....11....13...100...50...50.....100...75...115...95...100
Agrias.....10....11...100...50...50.....140...100...100...100...100
Rapha.....11....11...100...50...50.....90...100...115...80...100
Marach.....10....11...100...50...50.....100...110...110...105...100
Orlandeaul...10....11...100...42...42.....160...120...110...122...100
Meliadoul...10....15...100...39...50.....125...80...105...120...90
Reis (H).....5....10...95...39...38.....140...115...120...120...110
Beowulf.....10....11...100...48...45.....122...145...105...125...105
Cloud.....11....10...100...42...46.....125...116...100...123...120
Luso.....11....11...95...50...48.....120...105...100...110...100
Balthier.....10....13...80...50...50.....110...80...120...115...100

would it piss you off if i got the YD on the first bombshell drop?? ... haha... well, good.

6oXoXo9 ▾ (Topic Creator) 8 years ago

#4

Some Comments:

1. While Level 8 Onion Knights have the best generic stat growths in the game, they are extremely difficult to level, since Onion Knights do not gain experience from any actions. As such, they are generally ignored for leveling purposes, and I will ignore them for the rest of these comments.
2. Among the generic classes, only Thieves and Ninja have advanced speed growths. Everyone else increases speed at the same rate.
3. Among the generic classes, only Mimes have differing MA growth. Everyone else increases MA at the same right. In other words, leveling as a magic-using class doesn't improve your MA.
4. Bards have the worst stat growths in the game, being dead last in all categories except MP growth (where they are second-to-last).
5. For PA-based builds, you want to level as a Mime (for HP and PA growth) and as a Ninja (for Sp growth). Since Mimes are hard to level as, using Knights or Dragons instead is common.
6. For MA-based builds, you want to level as a Mime (MA growth), a Summoner (MP growth) and a Ninja (Sp growth). There are no substitutions for a Mime; if you don't level as them, you can ignore MP growth.
7. The skill growths given for the unique classes only apply to that character while in their special class. Leveling Orlandu as a Bard will still produce bad results.
8. At 130, Dark Knights have the best PA multiplier in the game. PA-based skills are thus most powerful when paired with a Dark Knight, though note that with a HPM of 80, they tend to be a bit more fragile than other warrior jobs.
9. At 150, Black Mages have-- by far-- the best MA multiplier in the game. MA-based skills are thus most powerful when paired with a Black Mage.
10. Note that White Mages have a (somewhat surprising) speed boost, and Summoners likewise suffer a slight penalty.

6oXoXo9 ▾ (Topic Creator) 8 years ago

#5

[3.0] Stats Affecting Ability & Weapon Damage

[3.1] Sorted by Generic Skillsets

Abilities

Fundaments.....Raise PA, equip BRAWLER
Arts of War.....Raise PA, WP
Aim.....NA

Martial Arts.....Raise PA, equip BRAWLER (w/o weapon)
 Steal.....Raise SP, equip ATTACK BOOST, BRAWLER (w/o weapon)
 Geomancy.....Raise PA,MA, equip ARCANE STRENGTH (status = 20-25%)
 Jump.....NA
 Iaido.....Raise MA, equip ARCANE STRENGTH
 Throw.....Raise SP, WP, move
 Dance.....Raise PA, Br (*only for damage HP, MP)
 Darkness.....Raise PA, equip ATTACK BOOST

Item.....NA
 White Magicks.....Raise MA, cFa, tFa, equip ARCANE STRENGTH
 Black Magicks.....Raise MA, cFa, tFa, equip ARCANE STRENGTH
 Mystic Arts.....Raise MA, cFa, tFa, equip ARCANE STRENGTH
 Time Magicks.....Raise MA, cFa, tFa, equip ARCANE STRENGTH
 Summon Magicks.....Raise MA, cFa, tFa, equip ARCANE STRENGTH
 Speechskill.....Raise MA
 Arithmetic.....NA
 Sing.....Raise MA (*only for healing HP, MP)

6oXoXo9 ▾ (Topic Creator) 8 years ago

#6

[3.2] Sorted by Unique Skillsets

Characters

Ramza: Mettle.....Success = 100%
 Luso: Huntcraft.....Success = 100%
 (Ramza's/ Luso's Ultima).....Raise MA, cFa, tFa, equip ARCANE STRENGTH
 Mustadio: AIMED SHOT.....Raise SP
 Agrias: Holy Sword.....Raise PA, WP, equip ATTACK BOOST
 Rapha: SKY MANTRA.....Raise MA, equip ARCANE STRENGTH
 Marach: NETHER MANTRA.....Raise MA, Lower cFa, Lower tFa, equip ARCANE STRENGTH
 Orlandeaur: Swordplay.....Raise PA, WP, equip ATTACK BOOST
 Meliadoul: Unyielding Blade.....Raise PA, WP, equip ATTACK BOOST
 Reis: DRAGON.....Raise MA, equip ARCANE STRENGTH
 Beowulf: SPELLBLADE.....Raise MA, cFa, tFa, equip ARCANE STRENGTH
 Cloud: LIMIT.....Raise MA, equip ARCANE STRENGTH
 Balthier: PIRACY.....Raise SP, equip ATTACK BOOST, BRAWLER

Boco's mad skillz.....Raise Br, PA, MA
 Construct 8's TASKS.....Raise PA
 Byblos' skills.....Raise HP

Misc Notes: (credit HirumaGacho)

1. Raising Beowulf's MA gives +1% per point of MA, but that is modified by Faith, so it's usually more like 2% for every 3 or 4 MA.

2. Brawler does not affect any abilities if the unit has a weapon (the only exception is Martial Arts).

The following abilities also benefit from Brawler: Aim, Arts of War, and Aimed Shot (Mustadio).

3. All of the following also benefit from Attack Boost:
 Fundaments, Arts of War, Aim, Martial Arts (not Hidden Fist), Steal (not Steal Heart), Throw, Aimed Shot (Mustadio), and Piracy (Balthier).

4. Everything benefits from Vehemence except Speechcraft.

5. Arithmetics benefits from raising MA, cFa, tFa, and Arcane Strength (just like any other magic).

6oXoXo9 ▾ (Topic Creator) 8 years ago

#7

[3.3] Sorted by Weapon Type

Weapons

Bare Fists.....Raise PA, Br
 Daggers.....Raise PA, SP, WP
 Ninja Swords.....Raise PA, SP, WP
 Swords.....Raise PA, WP
 Knight Swords.....Raise PA, Br, WP
 Katana.....Raise PA, Br, WP
 Axes.....Raise PA, WP
 Rods.....Raise PA, WP
 Staves.....Raise MA, WP
 Hammers.....Raise PA, WP
 Guns, physical.....Raise WP
 Guns, magical.....Raise WP, cFa, tFa
 Crossbows.....Raise PA, WP
 Longbows.....Raise PA, SP, WP
 Instruments.....Raise PA, MA, WP
 Dictionaries.....Raise PA, MA, WP
 Spears.....Raise PA, WP
 Sticks.....Raise MA, WP
 Bags.....Raise PA, WP
 Cloths.....Raise PA, MA, WP

*ATTACK BOOST for the PA based weapons, including staves and sticks,
 ARCANE STRENGTH for magical attacks including magical guns.

[pfew... done.]

Hope you find this information useful.

Editing Credit: Mega_Tyrant, Point09micron, HirumaGacho, DominicNY18

-6oxoxo9, contact info: 6oxoxo9@gmail.com

6oXoXo9 (Topic Creator) 8 years ago #8

I'd like to request all lv 31 users sticky this thread. For more information, please read the BMG.

-6ox

6oXoXo9 (Topic Creator) 8 years ago #9

[This message was deleted at the request of the original poster]

6oXoXo9 (Topic Creator) 8 years ago #10

This will be my final update to this thread/topic, I'd like to request again that lv31+ users request this stickied. Otherwise, the raw values on this topic can be found on page2 of Revenant's FAQs.

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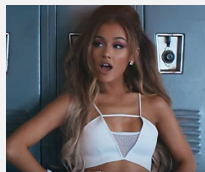
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