

Final Fantasy Fan Pen & Paper

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Contents

Introduction	10
What is Final Fantasy?	10
Not All About Combat	11
Improvised Acting	11
True Choices & Consequences	11
All Rules are Optional	11
Differences to other Final Fantasy-inspired Pen & Paper Games:	11
Player Characters	12
Character Creation Process	12
Three Things	12
Experience Level	13
Battle Attributes	13
Statistics	13
Initiative Roll	15
Jobs	15
Starting Civilian Jobs	15
Starting Combat Jobs	15
Starting Items and Equipment	15
Special Traits	15
What Jobs Should I Aim For?	16
Civilian Jobs	18
Disciples of the Land	18
Disciples of the Hand	19
Crafting	22
Goods Services And Usable Items	22
Equipment	25
Equipment Slots	25
Armor	26
Tools and Shields	26
Head Equipment	27

Body Equipment	27
Arms Equipment	28
Legs Equipment	28
Feet Equipment	28
Ears Equipment	29
Weapons	29
Melee Weapons	29
Reach Weapons	30
Ranged Arc Weapons	31
Ranged Direct Weapons	31
Relics	32
Rules	33
Short Rests and Long Rests	33
Rewards Per Game Session	34
Levelling Jobs	35
Learning New Jobs	37
Changing Jobs	37
Skill Chances	37
Combat Rules	38
Initiative Phase	38
Movement And Actions Phase	38
Movement	38
Attack	38
Default	40
Item	40
Status Phase	40
Status Conditions	40
Status: Addle	40
Status: Advice	40
Status: Anatman	40
Status: Aquaveil	40
Status: Atheist	40
Status: Asylum	41
Status: Berserk	41
Status: Bleed	41
Status: Blind	41
Status: Blink	41
Status: Blood Weapon	41
Status: Boost Accuracy	41
Status: Boost Attack	41
Status: Boost Critical	41
Status: Boost Defense	41
Status: Boost Evasion	41
Status: Boost Healing	42

Status: Boost Magick	42
Status: Boost Movement	42
Status: Boost Speed	42
Status: Bravery	42
Status: Broken Accessory	42
Status: Broken Armor	42
Status: Broken Helmet	42
Status: Broken Magick	42
Status: Broken Power	42
Status: Broken Shield	42
Status: Broken Weapon	43
Status: Brotherhood	43
Status: Bubble	43
Status: Burning	43
Status: Chain Stratagem	43
Status: Charm	43
Status: Chicken	43
Status: Circle of Scorn	43
Status: Collective Unconscious	43
Status: Combust	43
Status: Combustra	44
Status: Combustga	44
Status: Confuse	44
Status: Coward	44
Status: Critical Vulnerability	44
Status: Cruelty	44
Status: Dark Missionary	44
Status: Darkside	44
Status: Defiance	44
Status: Disable	44
Status: Diurnal Benefic	44
Status: Diurnal Celestial Opposition	45
Status: Diurnal Helios	45
Status: Diurnal Sect	45
Status: Divination	45
Status: Dohter's Charity	45
Status: Doom	45
Status: Element Absorption	45
Status: Embolden	45
Status: Exaltation	45
Status: Excogitation	45
Status: Eye of Nidhogg	45
Status: Faith	45
Status: Fight or Flight	46
Status: Free Restore	46
Status: Frozen	46

Status: Goring Blade	46
Status: Grit	46
Status: Hallowed Ground	46
Status: Haste	46
Status: Heat	46
Status: Hide	46
Status: Hold	46
Status: Holmgang Source	46
Status: Holmgang Target	46
Status: Horoscope	47
Status: Immobilize	47
Status: Inner Release	47
Status: Intervention	47
Status: Iron Will	47
Status: Irradiated	47
Status: Land Waker	47
Status: Leaden Fist	47
Status: Lightspeed	47
Status: Living Dead	47
Status: Lock	47
Status: Lucid Dreaming	47
Status: Macrocosmos	48
Status: Medica Regen	48
Status: Medicaga Regen	48
Status: Meditation	48
Status: Miasma	48
Status: Miasmara	48
Status: Miasmaga	48
Status: Miasmaja	48
Status: Mini	48
Status: Nascent Glint	48
Status: Neutral Sect	48
Status: Nocturnal Celestial Intersection	48
Status: Nocturnal Sect	49
Status: Oil	49
Status: Old	49
Status: Oust	49
Status: Perfect Balance	49
Status: Petrify	49
Status: Phoenix Regen	49
Status: Pig	49
Status: Plenary Indulgence	49
Status: Poison	49
Status: Presence of Mind	49
Status: Quick	50
Status: Raw Intuition	50

Status: Rearise	50
Status: Recitation	50
Status: Redacted	50
Status: Regen	50
Status: Regenga	50
Status: Regenja	50
Status: Reprisal	50
Status: Requiescat	50
Status: Reraise	50
Status: Resilient	50
Status: Riddle of Earth	51
Status: Riddle of Fire	51
Status: Sacred Soil	51
Status: Salted Earth	51
Status: Sap	51
Status: Sentinel	51
Status: Shadow Wall	51
Status: Sheltron	51
Status: Shocked	51
Status: Silence	51
Status: Sleep	51
Status: Stoneskin	52
Status: Stop	52
Status: Storm's Eye	52
Status: Stun	52
Status: Synastry	52
Status: Temper	52
Status: Temperance	52
Status: Thin Air	52
Status: Thrill of Battle	52
Status: Toad	52
Status: Twin Snakes	53
Status: Valor	53
Status: Vanish	53
Status: Vengeance	53
Status: Venomous Bite	53
Status: War Cry	53
Status: Watered	53
Status: Windbite	53
Status: Windburn	53
Status: Windburnara	53
Status: Windburnga	53
Status: X-Zone	54
Status: Zombie	54
Special Points	54
Auto-Cure Points	54

Doom Points	54
Enmity	54
Fish Counter	54
Shield Points	54
Limit Breaks	54
Grooves	54
Universal Limit Breaks	55
Combat Jobs	55
Arcanist	55
Arcane Magick	56
Archer	61
Archery	62
Arithmetician	68
Arithmeticks	68
Astrologian	72
Astrological Magick	73
Bard	83
Bardsong	84
Berserker	85
Black Mage	86
Black Magick	87
Blue Mage	98
Blue Magick	99
Chemist	111
Chemistry	112
Chocobo Knight	114
Chococraft	115
Conjurer	119
Conjuration Magick	120
Dancer	130
Kriegstanz	130
Dark Knight	132
Darkness Weapon	133
Devout	139
Dominant	140
Dominant Form	140
Dragoon	140
Dragonsoul	141
Evoker	146
Fencer	147
Fencing	148
Festivalist	151
Festivities	152
Freelancer	159
Fusilier	159

Gunmanship	160
Gambler	165
Gambling	166
Slot Machine	172
Chocobo Race Betting	174
Special Mahjong Effects	174
Geomancer	175
Geomancy	175
Gladiator	190
Sparring	191
Gunbreaker	195
Charged Weapon	196
Jongleur	196
Acrobatics	197
Knight	201
Arts of War	203
Machinist	206
Power Tools	207
Magitek Pilot	211
Magitek Systems	212
Magus	216
Marauder	217
Marauding	218
Mascot	221
Master Blackbelt	222
Mime	223
Monk	224
Martial Arts	225
Mystic	229
Mystic Magick	230
Necromancer	236
Dark Arts	236
Ninja	236
Ninjutsu	237
Nu Type	244
Somanoutics	244
Onion Knight	244
Orator	244
Speechcraft	245
Paladin	250
Divine Weapon	251
Pictomancer	255
Psychic	256
Psionics	257
Pugilist	262
Pugilism	263

Red Mage	268
Red Magick	269
Sage	277
Samurai	278
Iaido	279
Scholar	284
Scholastic Magick	285
Sharlayan Archon	291
Spellblade	291
Weapon Magick	292
Squire	297
Fundaments	298
Summoner	301
Summoning Magick	302
Thaumaturgist	302
Thaumaturgical Magick	302
Thief	303
Thievery	304
Thunder God	309
Time Mage	310
Time Magick	311
Warrior	319
Warbeast	320
White Mage	323
White Magick	324
Espers	336
Job Level 1	336
Chocobo	336
Eggman	337
Goblin	338
Job Level 10	338
Bomb	338
Cockatrice	339
Mindflayer	340
Moogles	341
Job Level 20	341
Sylph	341
Job Level 30	342
Carbuncle	342
Eos	343
Ifrit	343
Mist Dragon	344
Ramuh	344
Selene	344
Shiva	345

Titan	345
Job Level 40	345
Asura	345
Garuda	346
Golem	346
Lich	347
Odin	347
Salamander	347
Job Level 50	347
Leviathan	347
Job Level 60	348
Alexander	348
Bahamut	348
Cyclops	348
King Thordan	348
Ravana	349
Ysayle Shiva	349
Job Level 70	349
Lakshmi	349
Phoenix	349
Shinryu	350
Tsukuyomi	350
Job Level 80	350
Eden	350
Hades	350
Nael Deus Darnus	350
Neo Bahamut	350
Seraph	350
Warrior of Light	350
Job Level 90	350
Bahamut Zero	350
Knights of the Round	350
Ragnarok	350
Job Level 99	351
Hydaelyn	351
Zodiark	351
Anima	351
Atomos	351
Bismarck	351
Brothers Sacred and Minotaur	351
Cactuar	351
Cait Sith	351
Catoblepas	351
Cerberus	351
Diabolos	351
Fenrir	351

Gilgamesh	351
Golem	351
Good King Moogle Mog XII	351
Ixion	351
Kirin	351
Kujata	351
Leviathan	351
Maduin	351
Magus Sisters	351
Midgardsormr	352
Pandemonium	352
Phantom	352
Quetzalcoatl	352
Ragnarok	352
Raiden	352
Remora	352
Siren	352
Susanoo	352
Syldra	352
Tonberry	352
Typhon	352
Unicorn	352
Valefor	352
Valigarmanda	352
Yojimbo	352
Zoneseeker	352

NPC Templates	352
Common Creatures	353
Plot Armor Enemies	354

Introduction

What is Final Fantasy?

Final Fantasy is a massive franchise owned by Square-Enix Ltd. It started out as a video game derivative of Dungeons & Dragons, with four Warriors of Light fighting against Chaos in order to save the world. It has since developed and encompassed just about every possible hero-saves-the-world plot possible. Each full Final Fantasy game is its own universe, such that there is no plotline continuity between games, although there are numerous common trappings and other elements. Some games have become franchises in themselves with their own sequels, with the biggest sub-franchise being Final Fantasy VII, and the highest-budget sub-franchise being Final Fantasy XV.

If FF P&P is your first encounter with this grand multiverse, worry not. Start with what you have in front of you. Get adjusted to your gaming group, and adapt to the setting that is put forth by your Game Master.

Not All About Combat

The term “role-playing game” is often interpreted to mean a game of combat. Some time must be spent managing numbers in order to fare better at combat, as opposed to being purely about skill within the combat situations. Many of them happen to be about knights and soldiers, who then proceed to engage in a lot of combat as befits their jobs.

But in reality, role-playing games are about playing any kind of role. Imagine a game where one person pretends to be an average person on the street, and the other person pretends to be a salesman giving a pitch - that is just as much of a role-playing game.

Improvised Acting

Role-playing games are more fun when you are able to get into your role and explore what it is like to be someone else. Although there can be a considerable number of rules, they do not determine what situations you will actually face. You must endure all sorts of things never seen before, things conjured by the imagination of others, and react just as your role would.

True Choices & Consequences

Video games must have all their choices & consequences pre-written. Even when attempting procedural generation, the possible traits must still be pre-written.

With role-playing games, however, anything can happen. True consequences and reactivity are possible, since you are dealing with other people playing their roles, rather than with some pre-built system. If you have played your role as a pure paragon, then you can ensure that the ending of the game reflects this, and possibly even convince your enemies that they are wrong and ought to cease their harmful actions. Likewise, if you have played your role as a pure renegade, then perhaps there is a way to destroy your bitter enemy through your own ingenuity, rather than resorting to contrived plot devices. You do not have to accept that the game simply ends with one of three choices, each of which causes different-colored explosions.

All Rules are Optional

Each group of people finds that different rules suit their needs and personalities the best. It is natural, and even encouraged, that each gaming group would therefore add, remove, and change rules.

Any changes that are considered to be just plain better, rather than a matter of taste, should be discussed on the official Discord. If there is great favor towards the changes, then they will be adopted as official.

Differences to other Final Fantasy-inspired Pen & Paper Games:

This is not the first attempt to write a role-playing game based on the Final Fantasy franchise, nor will it be the last. In fact it is quite good for hobbyist scenes when more people get into them and make their own take, so that everyone in the scene can learn from each other and change their own ideas of perfection. Considering how large the franchise is, it would be more worrying if people somehow did *not* have varying opinions.

The key points of difference are listed below:

- The number scale of the Final Fantasy video games, rather than the Seiken Densetsu or Chrono Trigger games. Why settle for 999 HP when you can have 99,999 HP! This does, however, cause removal of dice rolling in most other aspects of the game.
- The Job system is taken primarily from games that have changeable jobs and dresspheres. This means there will be weaker starting jobs and stronger unlockable jobs. The late game purposely involves powerful combinations of abilities.
- No skill system. Instead, relevant Job levels are used for skill checks.

- Maximalist approach. Inclusion of jobs and abilities is preferred compared to exclusion.

Player Characters

Character Creation Process

1. Write the Three Things about your character.
2. Experience Level = 1
3. Battle Attributes, starting with 100 Battle Attribute Points
4. Civil Stats & Combat Stats
5. Initiative Roll
6. Special Traits
7. Starting Civilian Jobs - Choose two different Civilian Jobs to start at Job Level 10.
8. Starting Combat Jobs - Chemist, Freelancer and Squire start at Job Level 1. Then, choose either Chemist or Squire to start at 10 instead.
9. Starting Items and Equipment
10. Starting flexible JP - 10 JP, to be spent between Chemist, Freelancer and Squire.

Three Things

Write three things that make your character unique. They can encompass personal history, relation to the world, physical appearance, or anything else that sets your character apart.

Examples of things to write about your character:

- “He washed up on a beach with no memories.”
- “Her home was invaded by the Evil Empire, and her brother went missing.”
- “He fell into a cave and heard a voice telling him to save the world.”
- “He doubts the motives of his king.”
- “She is a woman who dresses as a man to maintain the respect of her peers. Such is the environment she survives in.”
- “She was enslaved by an insane magical clown, until a traumatic event freed her.”
- “The last thing he remembers is being a member of an elite organization and trying to stop an insane sword-wielding maniac.”
- “She guards the princess with her life, as is her ordained duty.”
- “After a failed relationship, she decides to see if her ex-boyfriend’s rival is a decent man.”
- “Her home environment was far too stifling and controlling, so she escaped.”
- “He was attacked by a flying gigantic creature that sent him into another world.”
- “She got fed up with lacking a White Mage for her party, so she decided to learn how to become one.”
- “He willingly took the blame for the assassination of the king, believing this would avert an even worse war. The real assassin was someone close to him.”
- “Her sister was kidnapped for some purpose known only to the gods.”
- “She heard the soul of the planet calling out to her to hear, feel, and think.”
- “He is the heir to the throne, yet the evil empire threatens to destroy his homeland.”

Experience Level

Experience Level (LVL) is a significant factor in many calculations. As a general rule, Player Characters gain one, two or three Experience Levels (LVL) per game session, depending on the pace desired by the group.

Battle Attributes

Battle Attribute	Explanation
Strength	damage for most melee weapons, helps reduce equipment weight
Dexterity	damage for some weapons, physical accuracy
Agility	physical evasion
Speed	initiative
Vitality	maximum HP
Stamina	HP regen from Charge Up actions, inherent physical armor
Intellect	magical damage, magical accuracy
Wisdom	healing power
Mind	maximum MP, magical evasion
Spirit	MP regen from Charge Up actions, inherent magical armor
Tenacity	maximum TP
Determination	TP charge from Charge Up actions, as well as passive TP gain

You start with 100 Battle Attribute Points, and gain 100 more with each Experience Level. Thus, your total number of Battle Attribute Points will be equal to Experience Level * 100.

No one battle attribute can have more than triple the number of points as another battle attribute. For example, if you have allocated 900 points to Strength, then all your other battle attributes must have at least 300 points allocated to them.

Statistics

Civil Stats	Explanation
Gathering	Reserved by crafting items, increased through Job Levels in Disciples of the Land
Perception	Reserved by crafting High-Quality items, increased through Job Levels in Disciples of the Land
Craftsmanship	Reserved by crafting items, increased through Job Levels in Disciples of the Hand
Control	Reserved by crafting High-Quality items, increased through Job Levels in Disciples of the Hand

Combat Stats	Formula	Explanation
Health Points (HP)	$100 + (\text{LVL} * \text{Vitality})$	How much punishment you can take before dying. When your current HP reaches 0 or less, you are dead.
Magic Points (MP)	$100 + (\text{LVL} * \text{Mind})$	How much magical energy you have for performing various magical techniques. If you die, your current MP are also sent to zero.
Technique Points (TP)	$100 + (\text{LVL} * \text{Tenacity})$	How much battle technique energy you can hold during combat. After any amount of rest, your current TP are sent to zero. If you die, your current TP are also sent to zero.
Physical Accuracy (P-Acc)	$\text{LVL} + \text{Dexterity}$	Your skill at performing physical attacks. If your P-Acc is high enough then you will have a chance of performing Critical Hits. If your P-Acc is too low then you will perform Glancing Hits, or even start missing.
Physical Evasion (P-Eva)	$\text{LVL} + \text{Agility}$	Your skill at avoiding physical attacks. If your P-Eva is high enough then you will receive Glancing Hits instead of Direct Hits, or even avoid attacks entirely. If your P-Eva is too low then you will have a chance of receiving Critical Hits.
Physical Defense (P-Def)	$10 + (\text{LVL} * \text{Vitality} * 0.1)$	Resistance to physical damage. If your P-Def is high enough then your HP will go quite far.
Magical Accuracy (M-Acc)	$\text{LVL} + \text{Intellect}$	Your skill at aiming magical attacks. If your P-Acc is high enough then you will have a chance of performing Critical Hits. If your M-Acc is too low then you will perform Glancing Hits, or even start missing.
Magical Evasion (M-Eva)	$\text{LVL} + \text{Mind}$	Your skill at disappearing from magic attacks. If your M-Eva is high enough then you will receive Glancing Hits instead of Direct Hits, or even avoid attacks entirely. If your M-Eva is too low then you will have a chance of receiving Critical Hits.
Magical Defense (M-Def)	$10 + (\text{LVL} * \text{Spirit} * 0.1)$	Resistance to magical damage. If your M-Def is high enough then your HP will go quite far.

Combat Stats	Formula	Explanation
Weight Capacity	LVL + Strength	In general, the more Weight you have above your capacity, the slower you act, and consequently the more susceptible to interruption.

Initiative Roll

Initiative Roll = $1d100 + \text{Experience Level} + \text{Speed} - \text{Excess Weight}$

If Excess Weight is too high then you will end up suffering from Charge Time on every single round.

Jobs

Jobs are magical concepts that confer supernatural abilities to whoever wears them. They magically-alter your clothing and other superficial traits to fit. For example, if you change into the Red Mage Job, you will suddenly have a red feathered hat and cape.

Starting Civilian Jobs

Choose two different Civilian Jobs to start at Job Level 20. All other Civilian Jobs are initially unlearned.

Starting Combat Jobs

Chemist, Freelancer and Squire start at Job Level 1. Then, choose either Chemist or Squire to start at Job Level 10 instead.

Starting Items and Equipment

1 full set of gathering gear of Item Level 1

1 full set of crafting gear of Item Level 1

Your choice of combat job to start at Job Level 10 determines which of the following sets you get:

- Chemist set = 1H Dagger and full set of Magic armor, all at Item Level 1
- Squire set = 1H Sword and full set of War armor, all at Item Level 1

You do not need to maintain your starting items and equipment, but it is always at Item Level 1. Therefore you must start gathering and crafting, as well as cooperate with others, in order to have better stuff.

Special Traits

All characters start with three Special Traits, and may potentially gain more, or change existing ones, according to the story.

Awakening - You have a number of rounds of Awakening energy equal to $1/10\text{th}$ of your Experience Level, rounded down, to a minimum of 1 round. You can spend an action to enter or cease Awakening. While in Awakening, your Strength, Vitality, and Agility are doubled. You refresh your Awakening energy after a Long Rest.

Civilian Experience - You start with ten different Civilian Jobs at Job Level 20, rather than two.

Desperation Attack - While your Current HP is less than one-fourth of your Maximum HP, your normal Attacks have a 10% chance to be a Desperation Attack instead. Desperation Attacks target all enemies, and are Direct Critical Hits.

Job Training: Specific Job - You start at Job Level 1 in one job of choice. You must meet its requirements to gain additional Job Levels in it. While wearing the Freelancer Job, you may have additional clothing and other superficial traits relating to your specially-trained job as well.

Monster - You can replace your body parts with those of defeated creatures. After every battle, you choose one part to put onto yourself. This part replaces one of your equipment slots, and in exchange, overrides one of your Battle Attributes with that creature's attribute number, or overrides one of your Statistics with that creature's statistic number. You can no longer wear equipment on that slot. You have access to one signature ability of that creature for each body part replaced.

Morph - You have a number of rounds of Morph energy equal to 1/10th of your Experience Level, rounded down, to a minimum of 1 round. You can spend an action to enter or cease Morph. While Morphed, your Strength, Intellect, and Spirit are doubled. You refresh your Morph energy after a long rest.

Mystic - One of your equipment slots is permanently replaced by a Mystic Body Part. You can bind up to three creatures to your Mystic Body Part, allowing you to tap into their Job experience or use their unique non-Job abilities. If binding a creature for its Job experience, then you specifically bind one of its Jobs, and gain access to the Job Level that the creature had. If binding a creature for its unique abilities, then you specifically bind one ability which you can then use at any time. In order to bind a creature, you must defeat it with a regular Attack action while also declaring that it is a Mystic Binding attempt.

Robot - Your Battle Attributes are halved. In exchange, your equipment increases your attributes, as follows:

Equipment	Robot Mod
Tool/Shield	Adds Weight to Agility & Mind
Head	Adds Weight to Wisdom & Spirit
Body	Adds Weight to Vitality & Stamina
Arms	Adds Weight to Dexterity & Tenacity
Legs	Adds Weight to Agility & Speed
Feet	Adds Weight to Mind & Speed
Ears	Adds Weight to Intellect & Determination
Weapon	Adds Weight * 2 to attribute of weapon's damage type

This is in addition to the other attribute & stat modifiers from equipment that would also affect non-robots.

Two-Hour Ability - Once per two hours, you can spend an action to activate your Two-Hour Ability. This cuts the MP and TP costs of actions from your current Job in half, for a duration of 4 status phases. This does not affect any other abilities you are capable of, only those from your current Job.

Undead - You permanently have Zombie status. In exchange, whenever you are defeated, you automatically pop up at 1 HP after 4 status phases.

What Jobs Should I Aim For?

These paths are merely examples of the order in which to purchase Job Levels, which fit into typical combat roles. They are not necessarily the best for your current group, nor the best for your character's self actualization. Also keep in mind that, with enough playtime, it is possible to master every single Job in the game on one character.

Be aware that the party's need to craft gear and items may require you to spent JP on Civilian Jobs as well.

Healer - the role of the party leader

Step	JP Spent
Choose Chemist 10	0
Chemist 20	145
White Mage 60	2,015
Conjurer 60	3,885
Mystic 60	5,755
Devout 1	5,855
Arcanist 30	6,390
Scholar 80	9,650
Astrologian 80	12,910
Nu Type 80	16,170
Sharlayan Archon 1	16,270
White Mage 99	19,351
Conjurer 99	22,432
Mystic 99	25,513
Devout 99	30,364
Astrologian 99	32,055
Scholar 99	33,746
Nu Type 99	35,437
Sharlayan Archon 99	40,288
Freelancer 99	45,139

Thunder God - the role of the frontline fighter

Step	JP Spent
Choose Squire 10	0
Squire 20	145
Knight 80	3,405
Gladiator 30	3,940
Berserker 30	4,475
Chemist 20	4,665
White Mage 30	5,200
Black Mage 30	5,735
Paladin 80	8,995
Dark Knight 80	12,255
Thunder God 1	12,355
Knight 99	14,046
Paladin 99	15,737
Dark Knight 99	17,428
Gladiator 99	21,889
Berserker 99	26,350

Step	JP Spent
Thunder God 99	31,201
Freelancer 99	36,052

Caster - the role of the powerful battlefield blaster

Step	JP Spent
Choose Chemist 10	0
Chemist 20	
Black Mage 60	
Thaumaturgist 60	
Arcanist 60	
Magus 1	
Time Mage 30	
Summoner 80	
Evoker 80	
Dominant 1	
Black Mage 99	
Thaumaturgist 99	
Arcanist 99	
Magus 99	
Time Mage 99	
Summoner 99	
Evoker 99	
Dominant 99	
Freelancer 99	

Shooter - the role of the safe damage-dealer in the back

Step	JP Spent
Choose Squire 10	0
Squire 20	145
Archer 30	
Fusilier ...	

Civilian Jobs

Disciples of the Land

Add all Job Levels from Disciples of the Land to Gathering and Perception.

Arboriculturalist

Typically associated with: [Carpenter], [Culinarian]

Birdspotter

Typically associated with: [Culinarian], [Weaver]

Botanist

Typically associated with: [Alchemist], [Carpenter], [Culinarian], [Weaver]

Crystallizer

Typically associated with: [Alchemist], [Armorer], [Blacksmith], [Goldsmith]

Dumpster Diver

Typically associated with: [Alchemist], [Armorer], [Blacksmith], [Carpenter], [Leatherworker], [Weaver]

Fisher

Typically associated with: [Alchemist], [Culinarian]

Herder

Typically associated with: [Culinarian], [Leatherworker], [Weaver]

Miner

Typically associated with: [Alchemist], [Armorer], [Blacksmith], [Goldsmith]

Mushroom Master

Typically associated with: [Alchemist], [Culinarian]

Scrapscrounger

Typically associated with: [Armorer], [Blacksmith], [Carpenter]

Seadiver

Typically associated with: [Alchemist], [Culinarian], [Weaver]

Spelunker

Typically associated with: ...

Disciples of the Hand

Add all Job Levels from Disciples of the Hand to Craftsmanship and Control.

Alchemist

Typically associated with: [Botanist], [Miner]

Other sources of materials:

- Defeated elemental enemies
- Defeated slime enemies

Typical crafts:

- Usable Items
- Chemist Drinks
- ...

Armorer

Typically associated with: [Miner], [Scrapsrounger]

Other sources of materials:

- Defeated golem enemies
- Defeated machina enemies

Blacksmith

Typically associated with: [Miner], [Scrapsrounger]

Other sources of materials:

- Defeated golem enemies
- Defeated machina enemies

Carpenter

Typically associated with: [Botanist], [Scrapsrounger]

Other sources of materials:

- Defeated plant enemies

Culinarian

Typically associated with: [Botanist], [Fisher], [Herder]

Other sources of materials:

- Defeated beast enemies
- Defeated plant enemies
- Defeated slime enemies

Goldsmith

Typically associated with: [Miner]

Other sources of materials:

- Defeated elemental enemies

Haberdasher

Typically associated with: [Botanist], [Herder]

Other sources of materials:

- Defeated beast enemies
- Defeated plant enemies

Leatherworker

Typically associated with: [Herder]

Other sources of materials:

- Animal hide
- Defeated beast enemies
- Defeated dragon enemies

Mason

Typically associated with: ...

Other sources of materials:

- Places with consistent, dense mud and soil
- Rocky outcroppings and mountains
- Defeated elemental enemies
- Defeated golem enemies

Potter

Typically associated with: ...

Other sources of materials:

- Places with consistent, smooth clay
- Defeated golem enemies
- Defeated slime enemies

Sommelier

Typically associated with: [Botanist], ...

Other sources of materials:

- Vineyards
- Defeated elemental enemies
- Defeated slime enemies

Typesetter

Typically associated with: ...

Weaver

Typically associated with: [Botanist], [Herder]

Other sources of materials:

- Animal fur and hair
- Defeated plant enemies

Crafting

In FFP&P, crafting, maintenance, desynthesizing, etc. are all mashed together as just deciding what crafted items you maintain the existence of. You also do not have to maintain your starting equipment, although that is always at Item Level 1.

Maximum Item Level for items you craft is equal to whichever is lower from your Experience Level and relevant Job Level.

Example: You have an Experience Level of 20, and an Armorer Job Level of 15. In this case, the maximum Item Level you can craft for armor is 15.

Item Level reserves from the combined pool of Gathering & Craftsmanship

High-Quality items then reserve their Item Level from both Perception & Control separately. Therefore, on average, only half of your crafted items can be High-Quality. Such items function as if they were 5 Item Levels higher.

Example: You have a crafted item of Item Level 30. You can reserve 30 Gathering, 30 Craftsmanship, 15 Gathering and 15 Craftsmanship, or other combination. If you want to craft it as High-Quality, then you must additionally reserve both 30 Perception and 30 Control.

The same item can be crafted multiple times. Each time after the first reserves half as much of your crafting stats.

Example: You have crafted 7 items of the same type, of Item Level 20. This reserves 80 from your Gathering & Craftsmanship pool. If you want them all to be crafted at High-Quality then this additionally reserves 80 Perception and 80 Control.

Goods Services And Usable Items

Cooked Meals: These apply their Item Level as a temporary attribute bonus to a single attribute, for all allies. The effects last until the next long rest. They must be crafted.

Goods	Description
Linkpearl	Auditory tranceiver that fits in the ear and can pick up the speaker's voice. Connects to one Linkshell.
Linkshell	Can connect up to eight linkpearls at once. Can be carried in a backpack or sack. Connects to one Linknautilus.

Service	Description
Inn	During a Long Rest, gives full recovery of HP, MP and statuses.
Chocobo Caravan	Provides safety against anything other than a dedicated raiding force.
Mognet	Mail delivery service maintained by flying moogles.
Aetheryte Teleportation	Requires prior attunement to the destination aetheryte.
Linknautilus	Grows linkshells, can maintain a connection between up to three linkshells.
Linkwhale	Can maintain a mental connection of up to 10 linknautilus.

Camping Item	ILVL	Uses	Effect
Camping Chair	1	1	Can be used up during a Long Rest to restore 500 HP and 250 MP
Sleeping Bag	10	1	Can be used up during a Long Rest to restore 2,000 HP and 1,000 MP
Tent	20	1	Can be used up during a Long Rest to restore 2,000 HP and 1,000 MP to the whole party
Cabin	40	1	Can be used up during a Long Rest to restore 10,000 HP and 5,000 MP to the whole party
Capsule Shelter	60	1	Can be used up during a Long Rest to restore 50,000 HP and 20,000 MP to the whole party
Dimension House	80	1	Can be used up during a Long Rest to restore all HP, MP and statuses for the whole party

Usable Item	ILVL	Uses	Effect	Distillation Effect
Tonic	1	3	Restores 50 HP	Restore 150 HP
Tincture	1	1	Restores 25 MP	Restores 75 MP
Regain Feather	1	1	Restores 10 TP	Restores 30 TP
Antidote	1	5	Removes Poison	Removes Poison and one other status condition of the target's choice
Phoenix Tuft	1	1	Revives at 1 HP	Revives at 100 HP
Dwarf Bread	5	5	Casts <i>Sight</i>	
Echo Note	5	5	Removes Silence	Removes Silence and one other status condition of the target's choice
Gold Needle	5	5	Removes Petrify and [Gradual Petrify]	Removes Petrify, Gradual Petrify and one other status condition of the target's choice
Maiden's Kiss	5	5	Removes [Frog][Status: Frog]	Removes Frog and one other status condition of the target's choice

Usable Item	ILVL	Uses	Effect	Distillation Effect
Mini Mallet	5	5	Removes Mini	Removes Mini and one other status condition of the target's choice
Diet Food	5	5	Removes Pig	Removes Pig and one other status condition of the target's choice
Potion	10	3	Restores 200 HP	Restores 600 HP
Ether	10	1	Restores 100 MP	Restores 300 MP
Daedalus Wing	10	1	Restores 50 TP	Restores 150 TP
Phoenix Down	10	1	Casts <i>Life</i>	Casts <i>Raise</i>
Bomb Fragment	15	2	Casts <i>Fire</i>	Casts <i>Fira</i>
Notus Flake	15	2	Casts <i>Blizzard</i>	Casts <i>Blizzara</i>
Zeus Rage Wire	15	2	Casts <i>Thunder</i>	Casts <i>Thundara</i>
Blessed Crucifix	15	5	Removes Zombie	Removes Zombie and one other status condition of choice
High Potion	20	2	Restores 1,000 HP	Restores 3,000 HP
Dry Ether	20	1	Restores 500 MP	Restores 1,500 MP
Icarus Wing	20	1	Restores 250 TP	Restores 750 TP
Phoenix Vane	20	1	Casts <i>Raise</i>	Casts <i>Arise</i>
Inferno Fuse	30	2	Casts <i>Fira</i>	Casts <i>Firaga</i>
Blizzard Bottle	30	2	Casts <i>Blizzara</i>	Casts <i>Blizzaga</i>
Thor Rage Hammer	30	2	Casts <i>Thundara</i>	Casts <i>Thundaga</i>
Mega Potion	40	2	Restores 4,000 HP	Restores 12,000 HP
Mega Ether	40	1	Restores 2,000 MP	Restores 6,000 MP
Helios Wing	40	1	Restores 1,000 TP	Restores 3,000 TP
Phoenix Feather	40	1	Casts <i>Arise</i>	Casts <i>Reraise</i>
Remedy	50	1	Casts <i>Esuna</i>	Casts <i>Esuna</i> twice
Big Bomb	50	2	Casts <i>Firaga</i>	Casts <i>Firaja</i>
Boreas	50	2	Casts <i>Blizzaga</i>	Casts <i>Blizzaja</i>
LitStorm	50	2	Casts <i>Thundaga</i>	Casts <i>Thundaja</i>
X-Potion	60	3	Restores 15,000 HP	Restores 45,000 HP
X-Ether	60	1	Restores 7,500 MP	Restores 22,500 MP
Apollo Wing	60	1	Restores 4,000 TP	Restores 12,000 TP
Elixir	60	1	Restores 2,000 HP & MP & TP	Restores 8,000 HP & MP & TP
Phoenix Wing	60	1	Casts <i>Reraise</i>	Casts <i>Raisega</i>
Max Potion	80	3	Restores 30,000 HP	Restores 90,000 HP
Max Ether	80	1	Restores 15,000 MP	Restores 45,000 MP
Artemis Wing	80	1	Restores 8,000 TP	Restores 24,000 TP
Megalixir	80	1	Restores 2,000 HP & MP & TP to the whole party	Restores 8,000 HP & MP & TP to the whole party
Phoenix Span	80	1	Casts <i>Raisega</i>	Casts <i>Rearise</i>

Usable Item	ILVL	Uses	Effect	Distillation Effect
Unicorn Horn	90	1	Casts <i>Esunaga</i>	Casts <i>Esunaga</i> twice
Super Potion	99	3	Restores 50,000 HP	Restores 150,000 HP
Super Ether	99	1	Restores 25,000 MP	Restores 75,000 MP
Denton Wing	99	1	Restores 15,000 TP	Restores 45,000 TP
Gigalexir	99	1	Restores 5,000 HP & MP & TP to the whole party	Restores 20,000 HP & MP & TP to the whole party
Phoenix Pinion	99	1	Casts <i>Rearise</i>	Casts <i>Raisega</i> and <i>Rearise</i>

Chemist Drink	ILVL	Uses	Effect
Power Drink	30	2	Grants Boost Attack status
Speed Drink	30	2	Grants Boost Speed status
Iron Draft	30	2	Grants Boost Defense status
Hero Cocktail	30	2	Grants Boost Accuracy status
Goliath Tonic	50	2	Grants Bubble status

Throwing Item	ILVL	Uses	Effect or Damage
Dart	1	2	Level * Speed * 0.3 damage
Throwing Knife	10	2	Level * Speed * 0.35 damage
Smoke Bomb	10	5	Casts <i>Smoke</i>
Kunai	20	2	Level * Speed * 0.4 damage
Shuriken	30	2	Level * Speed * 0.45 damage
Hira Shuriken	40	2	Level * Speed * 0.5 damage
Fire Skean	40	1	Casts <i>Flame</i>
Lightning Skean	40	1	Casts <i>Shocker</i>
Water Skean	40	1	Casts <i>Flood</i>
Cross Shuriken	50	2	Level * Speed * 0.55 damage
Decoy Log	50	3	Casts <i>Mirage</i>
Fuuma Shuriken	60	2	Level * Speed * 0.6 damage
Pinwheel Shuriken	70	2	Level * Speed * 0.65 damage
Yashichi	80	2	Level * Speed * 0.7 damage
Yagy Darkrood	90	2	Level * Speed * 0.8 damage
Spoon	99	2	Level * Speed damage

Equipment

Equipment Slots

- Weapon/Tool

- Shield/Tool - only available when using a one-handed weapon or tool
- Head Equipment
- Body Equipment
- Arms Equipment
- Legs Equipment
- Feet Equipment
- Ears Equipment
- Relic 1
- Relic 2

Armor

Type	Explanation
Land	Protective gear for working in the wild
Hand	Safety gear for using sharp and heavy tools
War	Basic battle gear, usually mass-produced
Magic	Basic magical study uniform, usually produced by a school
Aim	Preferred by hunters and snipers
Caster	Arcane and sorcerous garments which help with magical focus
Defender	Heaviest practical physical protection
Healer	
Slayer	Specialized armor for standing in the front just long enough to trade hard blows, then retreat
Scout	Stealthy, camouflaged, sound-absorbent gear
Striker	Sparring gear
Magitek	Large mechanical equipment that constantly pulls magical energy

Tools and Shields

Tool/Shield	Weight	P-Eva	P-Def	M-Eva	M-Def	Other
Land	ILVL * 0.5	ILVL	ILVL * 0.2	ILVL	ILVL * 0.2	ILVL to Gathering and Perception
Hand	ILVL * 0.5	ILVL	ILVL * 0.2	ILVL	ILVL * 0.2	ILVL to Craftsmanship and Control
War	ILVL * 1.5	ILVL * 3	ILVL * 0.6	ILVL * 2	ILVL * 0.4	
Aim	ILVL	ILVL * 3	ILVL * 0.4	ILVL * 2	ILVL * 0.4	
Defender	ILVL * 2	ILVL * 3	ILVL	ILVL * 3	ILVL * 0.5	
Slayer	ILVL * 1.5	ILVL * 3	ILVL * 0.6	ILVL * 2	ILVL * 0.4	

Tool/Shield	Weight	P-Eva	P-Def	M-Eva	M-Def	Other
Scout	ILVL	ILVL * 4	ILVL * ILVL * 0.4	ILVL * 2	ILVL * ILVL * 0.4	
Striker	ILVL	ILVL * 3	ILVL * ILVL * 0.4	ILVL * 3	ILVL * ILVL * 0.5	
Magic	ILVL * 0.5	ILVL * 2	ILVL * ILVL * 0.4	ILVL * 3	ILVL * ILVL * 0.6	
Caster	ILVL * 0.5	ILVL * 2	ILVL * ILVL * 0.4	ILVL * 3	ILVL * ILVL * 0.6	
Healer	ILVL * 0.5	ILVL * 2	ILVL * ILVL * 0.4	ILVL * 4	ILVL * ILVL	
Magitek	ILVL * 3	ILVL * 4	ILVL * ILVL * 1.2	ILVL * 4	ILVL * ILVL * 1.2	

Head Equipment

Armor	Weight	M-Def	Min. M-Def
Land	ILVL * 0.5	ILVL * ILVL * 0.5	1
Hand	ILVL * 0.5	ILVL * ILVL * 0.5	1
War	ILVL * 1.5	ILVL * ILVL	10
Aim	ILVL	ILVL * ILVL	10
Defender	ILVL * 2	ILVL * ILVL * 1.5	15
Slayer	ILVL * 1.5	ILVL * ILVL	10
Scout	ILVL	ILVL * ILVL	10
Striker	ILVL	ILVL * ILVL * 1.5	15
Magic	ILVL * 0.5	ILVL * ILVL * 2	20
Caster	ILVL * 0.5	ILVL * ILVL * 2.5	25
Healer	ILVL * 0.5	ILVL * ILVL * 3	30
Magitek	ILVL * 3	ILVL * ILVL * 3	30

Body Equipment

Armor	Weight	P-Def	Min. P-Def
Land	ILVL * 0.5	ILVL * ILVL * 0.5	1
Hand	ILVL * 0.5	ILVL * ILVL * 0.5	1
War	ILVL * 1.5	ILVL * ILVL * 2	20
Aim	ILVL	ILVL * ILVL	10
Defender	ILVL * 2	ILVL * ILVL * 3	30
Slayer	ILVL * 1.5	ILVL * ILVL * 2	20
Scout	ILVL	ILVL * ILVL	10
Striker	ILVL	ILVL * ILVL	10
Magic	ILVL * 0.5	ILVL * ILVL	10
Caster	ILVL * 0.5	ILVL * ILVL	10

Armor	Weight	P-Def	Min. P-Def
Healer	ILVL * 0.5	ILVL * ILVL	10
Magitek	ILVL * 3	ILVL * ILVL * 3	30

Arms Equipment

Armor	Weight	P-Acc
Land	ILVL * 0.5	ILVL
Hand	ILVL * 0.5	ILVL
War	ILVL * 1.5	ILVL * 1.5
Aim	ILVL	ILVL * 3
Defender	ILVL * 2	ILVL * 1.5
Slayer	ILVL * 1.5	ILVL * 2
Scout	ILVL	ILVL * 2
Striker	ILVL	ILVL * 2
Magic	ILVL * 0.5	ILVL
Caster	ILVL * 0.5	ILVL
Healer	ILVL * 0.5	ILVL
Magitek	ILVL * 3	ILVL * 3

Legs Equipment

Armor	Weight	P-Eva
Land	ILVL * 0.5	ILVL
Hand	ILVL * 0.5	ILVL
War	ILVL * 1.5	ILVL * 1.5
Aim	ILVL	ILVL * 2
Defender	ILVL * 2	ILVL * 1.5
Slayer	ILVL * 1.5	ILVL * 2
Scout	ILVL	ILVL * 3
Striker	ILVL	ILVL * 2
Magic	ILVL * 0.5	ILVL
Caster	ILVL * 0.5	ILVL
Healer	ILVL * 0.5	ILVL
Magitek	ILVL * 3	ILVL * 3

Feet Equipment

Armor	Weight	M-Eva
Land	ILVL * 0.5	ILVL
Hand	ILVL * 0.5	ILVL

Armor	Weight	M-Eva
War	ILVL * 1.5	ILVL
Aim	ILVL	ILVL
Defender	ILVL * 2	ILVL * 1.5
Slayer	ILVL * 1.5	ILVL
Scout	ILVL	ILVL * 1.5
Striker	ILVL	ILVL * 1.5
Magic	ILVL * 0.5	ILVL * 2
Caster	ILVL * 0.5	ILVL * 2
Healer	ILVL * 0.5	ILVL * 3
Magitek	ILVL * 3	ILVL * 3

Ears Equipment

Armor	Weight	M-Acc
Land	ILVL * 0.5	ILVL
Hand	ILVL * 0.5	ILVL
War	ILVL * 1.5	ILVL
Aim	ILVL	ILVL * 1.5
Defender	ILVL * 2	ILVL
Slayer	ILVL * 1.5	ILVL
Scout	ILVL	ILVL
Striker	ILVL	ILVL * 1.5
Magic	ILVL * 0.5	ILVL * 1.5
Caster	ILVL * 0.5	ILVL * 3
Healer	ILVL * 0.5	ILVL * 2
Magitek	ILVL * 3	ILVL * 3

Weapons

Melee Weapons

- In map combat, reaches into a side-adjacent square.
- In mapless combat, reaches one row.

Weapon Type	Weight	Attribute	Multiplier	Min.	Type	Other
1H Books	ILVL	Intellect	ILVL * 0.20	20	Physical	Adds ILVL to Intellect
1H Claws	ILVL	Strength	ILVL * 0.30	30	Physical	Adds ILVL to Strength
1H Daggers	ILVL	Dexterity	ILVL * 0.20	20	Physical	Adds ILVL to Dexterity

Weapon Type	Weight	Attribute	Multiplier	Min.	Type	Other
1H Hammers	ILVL * 2	Strength	ILVL * 0.30	30	Physical	Causes Knockback on Critical Hit, and Stun status (1 phase)
1H Handaxes	ILVL * 2	Strength	ILVL * 0.50	50	Physical	
1H Handbags	ILVL	Strength	ILVL * 0.30	30	Physical	Adds ILVL to Tenacity
1H Knives	ILVL	Speed	ILVL * 0.20	20	Physical	Adds ILVL to Speed
1H Maces	ILVL * 2	Strength	ILVL * 0.40	40	Physical	Adds ILVL to Wisdom
1H Measures	ILVL	Intellect	ILVL * 0.10	10	Physical	Ignores P-Def
1H Rapiers	ILVL	Dexterity	ILVL * 0.20	20	Physical	Adds ILVL to Agility
1H Swords	ILVL	Strength	ILVL * 0.40	40	Physical	
1H Tanto	ILVL	Dexterity	ILVL * 0.20	20	Physical	Adds ILVL to Intellect
1H M-Tek Claw	ILVL * 3	Dexterity	ILVL * 0.60	60	Physical	
2H Greataxes	ILVL * 3	Strength	ILVL * 0.90	90	Physical	
2H Greatswords	ILVL * 2	Strength	ILVL * 0.80	80	Physical	
2H Gunblades	ILVL * 2	Strength	ILVL * 0.60	60	Physical	Adds ILVL to Tenacity
2H Katana	ILVL * 2	Strength	ILVL * 0.60	60	Physical	Adds ILVL to Intellect
2H Paintbrushes	ILVL * 2	Spirit	ILVL * 0.40	40	Physical	Adds ILVL * 2 to Spirit
2H Rods	ILVL * 2	Intellect	ILVL * 0.40	40	Physical	Adds ILVL * 2 to Intellect
2H Staves	ILVL * 2	Wisdom	ILVL * 0.40	40	Physical	Adds ILVL * 2 to Wisdom

Reach Weapons

- In map combat, reaches up to two side-adjacent squares away.
- In mapless combat, reaches one and two rows.

Weapon Type	Weight	Attribute	Multiplier	Min.	Type	Other
1H Flails	ILVL * 2	Strength	ILVL * 0.40	40	Physical	
1H Lances	ILVL * 1.5	Strength	ILVL * 0.30	30	Physical	
1H Whips	ILVL * 1.5	Dexterity	ILVL * 0.20	20	Physical	
2H Forks	ILVL * 2.5	Vitality	ILVL * 0.40	40	Physical	
2H Poles	ILVL * 2.5	Strength	ILVL * 0.50	50	Physical	Adds ILVL to Wisdom

Weapon Type	Weight	Attribute	Multiplier	Min.	Type	Other
2H Spears	ILVL * 3	Strength	ILVL * 0.60	60	Physical	
2H Sashes	ILVL * 2.5	Dexterity	ILVL * 0.40	40	Physical	Adds ILVL * 2 to P-Eva

Ranged Arc Weapons

- In map combat, reaches between three side-adjacent squares to six side-adjacent squares away. Every two units of elevation above the target increases the maximum range by one square, while every two units of elevation below the target decreases the maximum range by one square.
- In mapless combat, reaches between two to six rows.

Weapon Type	Weight	Attribute	Multiplier	Min.	Type	Other
1H Bombsticks	ILVL	Dexterity	ILVL * 0.20	20	Physical	Causes Knockback on Critical Hit, and Stun status (1 phase)
1H Boomerangs	ILVL	Dexterity	ILVL * 0.30	30	Physical	
1H Javelins	ILVL * 2	Strength	ILVL * 0.20	20	Physical	
1H Racquets	ILVL	Wisdom	ILVL * 0.25	25	Magical	Adds ILVL to Wisdom
2H Bows	ILVL * 2	Dexterity	ILVL * 0.40	40	Physical	
2H Shotputs	ILVL * 2	Strength	ILVL * 0.30	30	Physical	

Ranged Direct Weapons

- In map combat, reaches up to five side-adjacent squares away.
- In mapless combat, reaches between one to five rows.

Weapon Type	Weight	Attribute	Multiplier	Min.	Type	Other
1H Bells	ILVL	Intellect	ILVL * 0.20	20	Magical	Adds ILVL to Intellect
1H Canes	ILVL	Wisdom	ILVL * 0.20	20	Magical	Adds ILVL to Wisdom
1H Cards	ILVL	Dexterity	ILVL * 0.20	20	Physical	Adds ILVL to Intellect
1H Chakrams	ILVL	Dexterity	ILVL * 0.20	20	Physical	Adds ILVL to Dexterity
1H Darts	ILVL	Strength	ILVL * 0.20	20	Physical	
1H Flutes	ILVL	Mind	ILVL * 0.20	20	Magical	Adds ILVL to Mind
1H Handguns	ILVL * 2	Dexterity	ILVL * 0.30	30	Physical	
1H M-Tek Gun	ILVL * 4	Dexterity	ILVL * 0.60	60	Physical	
2H Globes	ILVL * 2	Spirit	ILVL * 0.30	30	Magical	Adds ILVL to Spirit
2H Grimoires	ILVL * 2	Intellect	ILVL * 0.30	30	Magical	Adds ILVL to Intellect
2H Harps	ILVL * 2	Mind	ILVL * 0.30	30	Magical	Adds ILVL to Mind
2H Cannons	ILVL * 4	Dexterity	ILVL * 0.60	60	Physical	
2H Crossbows	ILVL * 2	Dexterity	ILVL * 0.40	40	Physical	
2H Nouliths	ILVL * 2	Wisdom	ILVL * 0.30	30	Magical	Adds ILVL to Wisdom

Weapon Type	Weight	Attribute	Multiplier	Min.	Type	Other
2H Rifles	ILVL * 2	Dexterity	ILVL * 0.40	40	Physical	
2H M-Tek Rifle	ILVL * 6	Dexterity	ILVL * 0.80	80	Physical	

Relics

Relic	ILVL	Effect
Battle Boots	1	+1 Maneuver/Move
Spiked Boots	2	+1 Jump
Rubber Boots	3	Immune to Immobilize and Lightning element
Mage's Cloak	5	Adds your Experience Level to your Intellect
Winged Boots	5	Always have [Float][Status: Float]
Diamond Bracelet	10	Adds your Experience Level to your Strength & Intellect, immune to [Slow][Status: Slow]
Germinas Boots	10	+1 Maneuver/Move & Jump
Power Gauntlet	10	Adds your Experience Level to your Strength
Protect Ring	10	Immune to Sleep and Doom
Elven Cloak	15	Always have Boost Accuracy
Guardian Bracelet	15	Immune to Immobilize & Disable
Hermes Shoes	15	Adds your Experience Level to your Speed
Jade Armlet	20	Immune to Petrify & Stop
Magick Ring	20	Immune to Silence and Berserk
Nu Khai Armband	20	Immune to Confuse & Charm, half After-Armor Damage from Dark element
Red Shoes	20	Adds your Experience Level to your Speed, +1 Maneuver/Move
Reflect Ring	20	Always have [Reflect][Status: Reflect]
Japa Mala	30	Immune to Zombie, Toad & Poison
Angel Ring	40	Immune to Blind, start combat with Reraise
Gaius Caligae	40	+2 Maneuver/Move
Magepower Glove	40	Adds 2 * your Experience Level to your Intellect
Cursed Ring	50	Adds your Experience Level to your Strength & Intellect & Speed, immune to Charm, always have Zombie
Invisibility Cloak	50	Always have Vanish
Brigand's Gloves	60	Adds your Experience Level to your Speed, always have Haste

Relic	ILVL	Effect
Chantage Perfume	60	Always have Regen, start combat with Reraise
Cherche Perfume	60	Always have [Float][Status: Float] & [Reflect][Status: Reflect]
Septieme Perfume	60	Adds your Experience Level to your Intellect, always have Haste & Vanish
Sortilege Perfume	60	Always have [Protect][Status: Protect] & [Shell][Status: Shell]
Empyrean Armband	70	Adds your Experience Level to your Speed, immune to [Slow][Status: Slow], Stop & Immobilize
Bracer	90	Adds 3 * your Experience Level to your Strength
Genji Glove	99	Adds 2 * your Experience Level to your Strength & Intellect
Master's Scroll	99	Changes Attack to X-Fight, in which you perform four attack actions against random enemies, with half After-Armor Damage
Onion Gloves	99	Adds total Job Levels to your P-Eva and M-Eva against status conditions
Ribbon	99	Double P-Eva & M-Eva against all status conditions
Sage's Ring	99	Absorb all elements
Soul of Thamasa	99	All Magick actions cost double, in order to do their effects twice
Tynar Rouge	99	Adds 3 * your Experience Level to your Strength & Intellect, always have [Protect][Status: Protect], [Shell][Status: Shell] & Haste

Rules

Short Rests and Long Rests

Short rests are any kind of rest that can be had outside of a time-sensitive situation. As long as you are not being chased, chasing someone else, in the middle of driving, or any other such scenario, you can probably fit in a short rest.

Long rests take long enough to potentially result in long-term problems. They have been classically defined as 8-hour sleeps or breaks, but could be longer or shorter according to the story's stakes.

Both types of rest set your current TP to 0.

Rewards Per Game Session

One, two or three Experience Levels are given for every game session, depending on the pace of game that is desired.

For each Experience Level gained, characters also receive:

- 100 battle attribute points
- Flexible Job Points equal to new Experience Level * 10. For example, a Level 1 character advancing to Level 2 will gain 20 JP. A Level 25 character advancing to Level 26 will gain 260 JP.

Once the maximum Experience Level is reached, further Game Sessions give a reward of 1,000 JP each.

An alternate way to view this is to determine your current Battle Attribute Points and flexible Job Points based solely on your Experience Level:

LVL	BAPs	JPs	LVL	BAPs	JPs
1	100	10	51	5100	13260
2	200	30	52	5200	13780
3	300	60	53	5300	14310
4	400	100	54	5400	14850
5	500	150	55	5500	15400
6	600	210	56	5600	15960
7	700	280	57	5700	16530
8	800	360	58	5800	17110
9	900	450	59	5900	17700
10	1000	550	60	6000	18300
11	1100	660	61	6100	18910
12	1200	780	62	6200	19530
13	1300	910	63	6300	20160
14	1400	1050	64	6400	20800
15	1500	1200	65	6500	21450
16	1600	1360	66	6600	22110
17	1700	1530	67	6700	22780
18	1800	1710	68	6800	23460
19	1900	1900	69	6900	24150
20	2000	2100	70	7000	24850
21	2100	2310	71	7100	25560
22	2200	2530	72	7200	26280
23	2300	2760	73	7300	27010
24	2400	3000	74	7400	27750
25	2500	3250	75	7500	28500
26	2600	3510	76	7600	29260
27	2700	3780	77	7700	30030
28	2800	4060	78	7800	30810
29	2900	4350	79	7900	31600
30	3000	4650	80	8000	32400
31	3100	4960	81	8100	33210
32	3200	5280	82	8200	34030

LVL	BAPs	JP	LVL	BAPs	JP
33	3300	5610	83	8300	34860
34	3400	5950	84	8400	35700
35	3500	6300	85	8500	36550
36	3600	6660	86	8600	37410
37	3700	7030	87	8700	38280
38	3800	7410	88	8800	39160
39	3900	7800	89	8900	40050
40	4000	8200	90	9000	40950
41	4100	8610	91	9100	41860
42	4200	9030	92	9200	42780
43	4300	9460	93	9300	43710
44	4400	9900	94	9400	44650
45	4500	10350	95	9500	45600
46	4600	10810	96	9600	46560
47	4700	11280	97	9700	47530
48	4800	11760	98	9800	48510
49	4900	12250	99	9900	49500
50	5000	12750	99	9900	+1000

This view can make it easier for some people to plan their characters over the long term.

Levelling Jobs

The cost to learn a new Job is 100 JP. Different game groups may have additional requirements, such as needing to learn from a specific Job Trainer, or needing to find Job Crystals.

The cost to improve a Job Level is equal to its current Job Level - for example, it costs 1 JP to improve from Job Level 1 to 2. It costs 55 JP to improve from Job Level 55 to 56.

An alternate way to view this is to calculate Job Level in terms of the total amount of JP spent on the job:

Job Level	JP Spent	Job Level	JP Spent
1	100	51	1375
2	101	52	1426
3	103	53	1478
4	106	54	1531
5	110	55	1585
6	115	56	1640
7	121	57	1696
8	128	58	1753
9	136	59	1811
10	145	60	1870
11	155	61	1930
12	166	62	1991

Job Level	JP Spent	Job Level	JP Spent
13	178	63	2053
14	191	64	2116
15	205	65	2180
16	220	66	2245
17	236	67	2311
18	253	68	2378
19	271	69	2446
20	290	70	2515
21	310	71	2585
22	331	72	2656
23	353	73	2728
24	376	74	2801
25	400	75	2875
26	425	76	2950
27	451	77	3026
28	478	78	3103
29	506	79	3181
30	535	80	3260
31	565	81	3340
32	596	82	3421
33	628	83	3503
34	661	84	3586
35	695	85	3670
36	730	86	3755
37	766	87	3841
38	803	88	3928
39	841	89	4016
40	880	90	4105
41	920	91	4195
42	961	92	4286
43	1003	93	4378
44	1046	94	4471
45	1090	95	4565
46	1135	96	4660
47	1181	97	4756
48	1228	98	4853
49	1276	99	4951
50	1325		

Using this view - If you have spent 1,000 JP on a Job, then it is at Job Level 42. If you have spent 2,000 JP on a Job, then it is at Job Level 62. The Chemist, Freelancer and Squire Jobs as well as chosen Civilian Jobs would implicitly have at least 100 JP spent on each of them to begin with. Any jobs starting at Job Level 10 would implicitly start with 145 JP spent on them.

Learning New Jobs

The first Job Level of any Job can be learned for 100 JP, if you meet the requirements.

Game groups can add more restrictions on learning new Jobs depending on their game world:

- A set of Jobs may be sealed within the Wind Crystal of the world, and cannot be learned until the player team journeys to that crystal and defeats its guardian.
- Every single job may be sealed within its own unique Dress Sphere. Consequently, each Dress Sphere must be discovered.
- Jobs may be sealed behind a formal training procedure. Each Job Trainer lives in a different major city, and the player team must study under such Job Trainers for a period of time before gaining their first Job Levels.

Whichever restrictions are chosen for learning new Jobs, they must be used consistently for the whole group in perpetuity, as mixing methods will inflict severe inequality.

Changing Jobs

You can change your current Job during a Long Rest.

Game groups may choose to add additional methods of changing Jobs which make sense for their game world:

- Jobs are socketed into special Job grids. Job grids must be equipped. Characters have an additional action in combat to change their Job, but it must always be a change from their current one to a linked one on their currently-equipped grid.
- Jobs can be changed at any time, except during dramatic situations and combat.
- Jobs are determined entirely by your current weapon. Therefore, you can change jobs simply by changing your weapon, but this could potentially result in de-equipping all of your armor instantly, and therefore is inadvisable during combat.

Whichever methods of changing Jobs are chosen, they must be used consistently for the whole game group.

Skill Chances

Skill Chance = The sum of all relevant Job Levels. If your current Job is relevant then your Skill is a minimum of 50.

Use two ten-sided dice. Choose one die to be the tens place, and the other die to be the ones place. It is recommended that the two dice are different colors, or that one of them has explicit multiples-of-ten markings. Roll the dice. A roll with 10 on both dice is considered 100.

Failure does not halt progress. Instead, it means a disadvantageous path to progress.

Example: The Player-Characters are examining a scene for clues about what really happened. Several of the Player-Characters are not currently using relevant Jobs, so their chances to get clues are low. They have a variety of options to get clues via other means:

- Need to get more information from a shady broker. This then results in difficult sidequests.
- Spend extra time to gather clues. But this gives the enemy enough time to bring a hit squad to the scene, who the party must then fight.
- One of the characters must remember a painful and traumatic event, because that event was similar to the current scene under examination. They must literally fight against an enemy, solo, within their flashback.

Example: The Player-Characters are running away from an overwhelming enemy force. One of the Player-Characters fails their Skill check. That character has a variety of options that do not halt the story, but are certainly challenging:

- Captured, has to fight solo through the enemy prison, but has an opportunity to steal some key documents on the way out.

- Falls into a hole in the ground, has to fight solo through some special sewer enemies, but rejoins the rest of the party at the end.
- The party stops to help the lost character. As a consequence, the enemy is able to bring out a powerful and challenging boss.

Combat Rules

1. Initiative Phase
2. Movement And Actions Phase
3. Status Phase

Initiative Phase

Initiative Roll = $1d100 + \text{Experience Level} + \text{Speed} - \text{Excess Weight}$

If you have leftover Charge Time and Cast Time from previous rounds, then you pay those down with your Initiative. Extreme amounts of Charge Time and Cast Time could result in effectively losing multiple turns.

Movement And Actions Phase

Charge Time: Subtracted from your Initiative, then your action occurs at your new Initiative. If this results in negative Initiative then you will carry over the remaining Charge Time to the next round. Status conditions that would prevent you from starting the action will also interrupt you and make you lose the action.

Cast Time: Similar Charge Time, except that abilities with Cast Time have the option of targeting either a unit or a position/square. If targeting a unit, then even when that unit moves out of range during the Cast Time, the ability still occurs, centered on that unit. If targeting a position/square, then even if you move or are forcibly moved out of range during the Cast Time, the ability still occurs, centered on that position/square.

Movement

Mapless You may spend Maneuver together with an Attack in order to aim at the target's Flank or Rear. It costs 2 Maneuver to aim at the Flank, and 4 Maneuver to aim at the Rear.

Conversely, when you are being targeted, you can spend Maneuver to block such attempts. It costs the same amount of Maneuver that the attacker spent to target you: 2 Maneuver to stop an attempt at your Flank, and 4 Maneuver to stop an attempt at your Rear. You can also spend 2 Maneuver to change a Rear attack against you into merely a Flank attack.

You can also spend 3 Maneuver to move from your party's front row to the back row, or to move from back to front.

Map You can choose to Move either before or after your Action.

Movement and range are determined by square-side-to-square-side. Movement between corners is not possible. Each square of travel uses 1 horizontal movement.

At the end of both your move and your action, you choose which square side to face.

Attack

Accuracy	Type of Hit
Double Evasion or more	Direct Critical Hit
150% to Double Evasion	Direct Hit
75% to 150% Evasion	Normal Hit
Half to 75% Evasion	Glancing Hit
Half Evasion or less	Miss

Example at 100 Evasion

Evasion	Accuracy	Type of Hit
100	200 or more	Direct Critical Hit
100	150 to 199	Direct Hit
100	75 to 149	Normal Hit
100	50 to 74	Glancing Hit
100	0 to 49	Miss

Flank attacks ignore 25% of the target's Eva. Rear attacks ignore half of the target's Eva.

Any ability that ignores Acc or Eva is automatically a *Normal Hit*.

- **Direct Critical Hit:** Critical Hit, with a 10% chance to be a Devastating Hit. A Devastating Hit does triple After-Armor damage rather than double.
- **Direct Hit:** 10% chance to be a Critical Hit. A Critical Hit does double After-Armor damage, and any harmful status effects of the attack have their durations increased by two status phases.
- **Normal Hit:** Nothing special.
- **Glancing Hit:** After-Armor damage is halved. Harmful status effects have their durations capped to 1 status phase, even if they normally do not have a finite duration. Instant-death is changed to an amount of damage equal to 10% of the target's maximum HP.
- **Miss:** The attack has no effect on the target.

Doing any amount of damage from a regular Attack action restores an amount of TP equal to your Determination.

Damage is resolved as follows:

1. Calculate initial damage. Because no dice are involved, some of this can be pre-calculated. And without any other modifiers or status conditions in play, you may have this initial damage number already.
2. Subtract the target's armor - either P-Def or M-Def, according to the nature of the attack.
3. Now you have the After-Armor Damage number. Subtract that from the target's HP.

Gravity/Death Attacks Gravity/Death attacks automatically have their Accuracy Class decreased by 1. They are consequently unable to do Direct Critical Hits.

Plot Armor Enemies decrease the Accuracy Class by 1 more, so they cannot take Direct Hits from Gravity/Death attacks. Furthermore, they halve all damage from Gravity/Death attacks. Instant death is converted to an amount of damage equal to 10% of maximum HP.

Default

You enter a defensive stance until your next turn. Your P-Eva, P-Def, M-Eva, and M-Def are all increased by 50% from your front.

Also restores HP, MP and TP to yourself as follows:

- HP restoration = Stamina
- MP restoration = $1 + (\text{Spirit} * 0.1)$
- TP restoration = Determination

Item

Uses an item in order to apply its effect.

In map combat, you normally can only use an item on a square-side-adjacent target.

Status Phase

First, everyone regains an amount of TP equal to $1 + (\text{Determination} * 0.1)$.

Then, resolve all status conditions.

At the end of the status phase, decrement the duration of all statuses that have any defined duration. Resolve any effects that come from status expiration.

Plot Armor Enemies take 1/4th damage from all status conditions that are based on maximum HP.

Status Conditions

Status: Addle

You are unable to do anything that has a TP cost, Charge Time or Cast Time.

Plot Armor Enemies instead need to pay double the TP costs, Charge Times and Cast Times.

Status: Advice

Your accuracy class is improved by 1 for your next technique that would be altered by this. After that technique, you lose this status.

Status: Anatman

You are in a stable stance in which status conditions do not count down or expire in duration. Taking any action will end *Anatman*.

Status: Aquaveil

After Armor Damage that you take is decreased by 15%.

Status: Atheist

Both incoming and outgoing Magical damage is decreased by 25%.

Status: Asylum

Restores HP during the status phase. The amount restored is equal to your Level * Stamina * 0.1

Status: Berserk

You are compelled to do nothing but run at the nearest enemy and perform normal Attack actions. Your physical damage output is increased by 25%.

Plot Armor Enemies are only compelled to behave this way for their first action per turn.

Status: Bleed

During the status phase, you take an amount of damage equal to double your Initiative.

Status: Blind

Your P-Acc and M-Acc are reduced to 1/4th.

Plot Armor Enemies instead have their P-Acc and M-Acc reduced by 25%.

Status: Blink

The next thing that targets your P-Eva automatically misses. Then you lose Blink status afterwards.

Status: Blood Weapon

Every time you deal Physical Damage, you also gain an amount of MP equal to $1 + (\text{Spirit} * 0.1)$

Status: Boost Accuracy

Your P-Acc and M-Acc are increased by 25%.

Status: Boost Attack

Your outgoing Physical After-Armor Damage is increased by 25%.

Status: Boost Critical

Your accuracy class is improved by 1.

Status: Boost Defense

You take 25% less After-Armor Damage.

Status: Boost Evasion

Your P-Eva and M-Eva are increased by 25%.

Status: Boost Healing

Your outgoing healing is increased by 25%.

Status: Boost Magick

Your outgoing Magical After-Armor Damage is increased by 25%.

Status: Boost Movement

In mapless combat, your Maneuver is increased by 1. In map combat, your horizontal Move is increased by 1.

Status: Boost Speed

Your Initiative is doubled.

Status: Bravery

Both incoming and outgoing Physical damage is increased by 25%.

Status: Broken Accessory

You no longer gain any benefit from positive status conditions. You also gain no benefit from Relics. This status can be removed by changing your Relics.

Status: Broken Armor

Your P-Def is zero. You also gain no benefit from your body armor. This status can be removed by changing your body armor.

Status: Broken Helmet

Your M-Def is zero. You also gain no benefit from your headgear. This status can be removed by changing your headgear.

Status: Broken Magick

Your magical damage output is halved.

Plot Armor Enemies instead have a decrease of 10%.

Status: Broken Power

Your physical damage output is halved.

Plot Armor Enemies instead have a decrease of 10%.

Status: Broken Shield

Your P-Eva is zero. You also gain no benefit from your shield. This status can be removed by changing your shield.

Status: Broken Weapon

Your physical damage output is zero. You also gain no benefit from your weapon. This status can be removed by changing your weapon. If you have the *Brawl* support ability then you can still use your bare hands as weapons, unaffected by this status. If you have the *Shield Bash* support ability then you can still use your shield as a 1H Mace of 10 Item Levels lower, unaffected by this status.

Status: Brotherhood

Your Critical Hits and Direct Critical Hits give 1 Chakra to every person in the party who currently has the Chakras support ability equipped.

Status: Bubble

Your maximum HP is doubled.

Status: Burning

Causes Fire-Aspected damage during the status phase. The damage is equal to 10% of your maximum HP.

Status: Chain Stratagem

The critical hit chance against you is increased by 10%. With no other similar modifiers, this means that the chance would be 20%. Other such modifiers would be additive.

Status: Charm

The enemy chooses how you act. This status is removed upon taking damage from a regular Attack action.

Plot Armor Enemies are not compelled by *Charm*.

Status: Chicken

You turn into a small chicken. You are unable to do anything other than move. You are compelled to run away to one corner of the battlefield, as far away from enemies as possible. Your P-Eva and P-Def are halved.

Plot Armor Enemies are only compelled in this manner for their first action per turn.

Status: Circle of Scorn

Causes Physical damage during the status phase. The damage is equal to 10% of your maximum HP.

Status: Collective Unconscious

Restores HP during the status phase. The amount restored is equal to your Level * Stamina * 0.05. You also take 10% less damage.

Status: Combust

Causes Unaspected damage during the status phase. The damage is equal to 5% of your maximum HP.

Status: Combustra

Causes Unaspected damage during the status phase. The damage is equal to 10% of your maximum HP.

Status: Combustga

Causes Unaspected damage during the status phase. The damage is equal to 15% of your maximum HP.

Status: Confuse

On your turn, flip a coin. On a heads, you act normally. On a tails, the enemy chooses how you act. This status is removed upon taking damage from a regular Attack action.

Plot Armor Enemies are not compelled by *Confuse*.

Status: Coward

Both incoming and outgoing Physical damage is decreased by 25%.

Status: Critical Vulnerability

The critical hit chance against you is increased by 10%. With no other similar modifiers, this means that the chance would be 20%. Other such modifiers would be additive.

Status: Cruelty

Your P-Acc and M-Acc are increased by 50% for causing status conditions and Gravity/Death attacks.

Status: Dark Missionary

After Armor Damage that you take is decreased by 10%. The percentages of all such modifiers are added together, e.g. 10% and 30% add together for 40%.

Status: Darkside

Your damage output is increased by 10%.

Status: Defiance

Your Attack and weapon-based actions give you 1 Enmity point for each enemy hit.

Status: Disable

You are unable to act or use your arms.

Plot Armor Enemies instead only lose one of their actions per turn.

Status: Diurnal Benefic

Restores HP during the status phase. The amount restored is equal to your Level * Stamina * 0.05

Status: Diurnal Celestial Opposition

Restores HP during the status phase. The amount restored is equal to your Level * Stamina * 0.1

Status: Diurnal Helios

Restores HP during the status phase. The amount restored is equal to your Level * Stamina * 0.05

Status: Diurnal Sect

Restores HP during the status phase. The amount restored is equal to your Level * Stamina * 0.05

Status: Divination

Your damage output is increased by 10%.

Status: Dohter's Charity

This status is linked to a specific item. During the status phase, the item's effect is applied to you.

Status: Doom

You gain 1 Doom Point during the status phase.

Status: Element Absorption

Each instance of this status is linked to a specific element. "Physical" and "Unaspected" absorption are not possible. You absorb the linked element, rather than taking damage from it.

Status: Embolden

Your damage output is increased by 10%.

Status: Exaltation

You take 10% less After-Armor Damage. When this status expires, it restores an amount of HP to yourself equal to your Level * Stamina * 0.6.

Status: Excogitation

When you reach 50% or less HP, you regain Level * Stamina * 0.8 HP. Then this status ends. If the status duration expires, then it triggers the healing too.

Status: Eye of Nidhogg

You ignore half of enemy P-Def and M-Def. Your outgoing damage is increased by 25%.

Status: Faith

Both incoming and outgoing Magical damage is increased by 25%.

Status: Fight or Flight

Your outgoing Physical damage is increased by 25%. Every time you cause Physical Damage, you gain 1 Enmity point.

Status: Free Restore

Your next casting of *Restora* ignores Cast Time and MP cost. This removes *Free Restore* status from yourself.

Status: Frozen

You are encased in ice, unable to move or act. This status can be removed by Fire damage.

Plot Armor Enemies instead only lose one of their actions.

Status: Goring Blade

Causes Physical damage during the status phase. The damage is equal to 10% of your maximum HP.

Status: Grit

Every time you take Physical Damage, you gain 1 Enmity point. Every time you spend your own HP, you gain 2 Enmity points.

Status: Hallowed Ground

All attempts to cause damage to you have their Accuracy Class decreased by 1.

Status: Haste

Your Speed is doubled.

Status: Heat

Every time you attempt to cause damage, you have a 50% chance to instantly die.

Status: Hide

You cannot be targeted by single-target actions. You cannot do anything other than use Maneuver or Move, until you end this status somehow. This status cannot be removed except by your own action.

Status: Hold

You are unable to act or move. This status is ended if the one who caused this status to you is dead, or attempts to cause damage to you.

Status: Holmgang Source

You cannot be killed by whoever has Holmgang Target.

Status: Holmgang Target

You cannot move or use maneuver. You cannot kill whoever has Holmgang Source.

Status: Horoscope

The next action that restores your HP, restores your HP a second time. Then this status ends.

Status: Immobilize

You cannot move or use maneuver.

Status: Inner Release

Your P-Acc is doubled. You are immune to Stun, Sleep, Disable, Immobilize and any forced movement. You ignore Beast Point costs.

Status: Intervention

After Armor Damage that you take is decreased by 10%. The percentages of all such modifiers are added together, e.g. 10% and 30% add together for 40%.

Status: Iron Will

Every time you do an action that causes Physical Damage, you gain 1 Enmity point.

Status: Irradiated

Causes Unaspected damage during the status phase. The damage is equal to the highest Initiative of the round.

Status: Land Waker

You take 80% less After-Armor Damage.

Status: Leaden Fist

This is used for the Pugilism action *Bootshine*. This status is ended by performing *Bootshine* while in Opo-Opo / Monkey Form to an enemy's rear.

Status: Lightspeed

You ignore Cast Time and Charge Time.

Status: Living Dead

You are unable to die. If this status expires while you are at less than Maximum HP, then you die.

Status: Lock

Your P-Eva and M-Eva are halved against single-target techniques.

Status: Lucid Dreaming

Restores MP during the status phase. The amount restored is equal to your Level * Spirit * 0.05

Status: Macrocosmos

For all damage that you take, you regain an amount of HP equal to 25% of that damage afterwards.

Status: Medica Regen

Restores HP during the status phase. The amount restored is equal to your Level * Stamina * 0.1

Status: Medicaga Regen

Restores HP during the status phase. The amount restored is equal to your Level * Stamina * 0.2

Status: Meditation

Restores MP during the status phase. The amount restored is equal to your Level * Spirit * 0.05

Status: Miasma

Causes Poison-aspected damage during the status phase. The damage is equal to 10% of your maximum HP.

Status: Miasmara

Causes Poison-aspected damage during the status phase. The damage is equal to 15% of your maximum HP.

Status: Miasmaga

Causes Poison-aspected damage during the status phase. The damage is equal to 20% of your maximum HP.

Status: Miasmaja

Causes Poison-aspected damage during the status phase. The damage is equal to 25% of your maximum HP.

Status: Mini

You become extremely tiny and miniature. Your P-Acc, P-Def and outgoing Physical Damage are halved.

Plot Armor Enemies instead only have these stats reduced by 10%.

Status: Nascent Glint

You take 10% less After-Armor Damage.

Status: Neutral Sect

When you perform a Diurnal action, you also perform its Nocturnal action for free on the same targets. Likewise, when you perform a Nocturnal action, you also perform its Diurnal action for free on the same targets.

Status: Nocturnal Celestial Intersection

Restores HP during the status phase. The amount restored is equal to 10% of your maximum HP.

Status: Nocturnal Sect

For all healing you receive from actions, 10% of the healing is additionally given as Shield Points.

Status: Oil

You take double After-Armor damage from fire.

Status: Old

Your Experience Level and Item Levels are decreased by 10.

Plot Armor Enemies only experience a decrease of 1 level.

Status: Oust

You are compelled to try to run away from the battle as quickly as possible, using the actions and routes most likely to succeed.

Plot Armor Enemies only switch to a more long-term self-helping strategy.

Status: Perfect Balance

You ignore the current Animal Form requirements of Pugilism.

Status: Petrify

You are unable to act or move. Earth-Aspected Damage heals you rather than harms you. Your P-Def is doubled.

Plot Armor Enemies only lose one of their actions per turn.

Status: Phoenix Regen

Restores HP during the status phase. The amount restored is equal to your Level * Stamina * 0.1

Status: Pig

You are unable to do TP-using or MP-using actions, unless they will remove Pig from yourself.

Status: Plenary Indulgence

Healing and status condition HP restoration is doubled on you.

Status: Poison

Causes Poison-aspected damage during the status phase. The damage is equal to 10% of your maximum HP.

Status: Presence of Mind

You ignore Charge Time and Cast Time.

Status: Quick

You gain one extra action during the status phase.

Status: Raw Intuition

You take 20% reduced After-Armor Damage.

Status: Rearise

If you are dead at the end of the status phase, then *Arise* is cast on you.

Status: Recitation

You ignore Aetherflow costs.

Status: Redacted

You are erased from the current timeline. If you remove this status somehow, then you will most likely be slammed into a time paradox, or shifted into a different timeline.

Plot Armor Enemies instead take an amount of damage equal to 10% of their maximum HP, and end this status afterwards.

Status: Regen

Restores HP during the status phase. The amount restored is equal to your Level * Stamina * 0.05

Status: Regenga

Restores HP during the status phase. The amount restored is equal to your Level * Stamina * 0.1

Status: Regenja

Restores HP during the status phase. The amount restored is equal to your Level * Stamina * 0.15

Status: Reprisal

Your damage output is decreased by 10%.

Status: Requiescat

Your magical damage output is increased by 25%. Your Cast Time is halved.

Status: Reraise

If you are dead at the end of the status phase, then *Raise* is cast upon you.

Status: Resilient

Your P-Eva and M-Eva are doubled against status conditions and Gravity/Death attacks.

Status: Riddle of Earth

You can choose for your melee techniques to be considered to be targeting the flank or rear.

Status: Riddle of Fire

Your melee damage is increased by 25%.

Status: Sacred Soil

You take 10% less incoming damage.

Status: Salted Earth

Causes Dark-Aspected Damage during the status phase. The damage is equal to 10% of your maximum HP.

Status: Sap

Causes Unaspected damage during the status phase. The damage is equal to your Initiative.

Status: Sentinel

After Armor Damage that you take is decreased by 30%. The percentages of all such modifiers are added together, e.g. 10% and 30% add together for 40%.

Status: Shadow Wall

After Armor Damage that you take is decreased by 30%. The percentages of all such modifiers are added together, e.g. 10% and 30% add together for 40%.

Status: Sheltron

Your equipped shield provides triple its current effect.

Status: Shocked

You are unable to regain MP. Your M-Def is halved.

Plot Armor Enemies instead have their MP regain and M-Def decreased by 10%.

Status: Silence

You are unable to do any MP-using actions, as well as any actions with Cast Time.

Plot Armor Enemies instead have 25% increased MP costs and Cast Time.

Status: Sleep

You are unable to act or move. Furthermore, your P-Acc and M-Acc are zero. This status is removed by taking damage from a regular Attack action.

Plot Armor Enemies instead only lose one of their actions per turn.

Status: Stoneskin

You take 10% less damage. You also take half Earth-Aspected Damage.

Status: Stop

You are unable to act or move.

Plot Armor Enemies instead only lose one of their actions per turn.

Status: Storm's Eye

Your damage output is increased by 10%.

Status: Stun

You are unable to act or gain TP, but can still move. During the status phase, you lose an amount of TP equal to 25% of your maximum TP.

Plot Armor Enemies instead have their TP costs increased by 25%.

Status: Synastry

All HP restoration to yourself is divided up amongst all allies who have *Synastry*.

Status: Temper

Your outgoing Physical After-Armor Damage is increased by 25%.

Status: Temperance

Your healing output is increased by 25%. You project an area of magical protection with a radius of 3 squares, which affects yourself and all allies, reducing incoming Magical Damage by 10%.

Status: Thin Air

You ignore the MP costs of Conjunction Magick.

Status: Thrill of Battle

Your maximum HP is increased by 20%. HP restoration on you is increased by 20%.

Status: Toad

You are unable to do any actions that use TP or Charge Time, unless they will remove Toad from yourself. Your P-Acc and M-Acc are halved.

Plot Armor Enemies instead only have a 10% decrease in P-Acc and M-Acc.

Status: Twin Snakes

Your outgoing Physical Damage is increased by 10%.

Status: Valor

Your next technique that does Physical Damage will do double damage. After one instance of outgoing Physical Damage, you lose this status.

Status: Vanish

Your P-Eva is tripled, but your M-Eva is halved.

Plot Armor Enemies only have their M-Eva decreased by 10%.

Status: Vengeance

Your P-Def is increased by 25%. Whenever you take physical damage from an enemy in melee range, you attack that enemy.

Status: Venomous Bite

Causes Poison-aspected damage during the status phase. The damage is equal to 5% of your maximum HP.

Status: War Cry

Your P-Eva and M-Eva are doubled against status conditions and Gravity/Death attacks.

Status: Watered

You take double After-Armor damage from lightning.

Status: Windbite

Causes Air-aspected damage during the status phase. The damage is equal to 5% of your maximum HP.

Status: Windburn

Causes Air-aspected damage during the status phase. The damage is equal to 5% of your maximum HP.

Status: Windburnara

Causes Air-aspected damage during the status phase. The damage is equal to 10% of your maximum HP.

Status: Windburnga

Causes Air-aspected damage during the status phase. The damage is equal to 15% of your maximum HP.

Status: X-Zone

You are plane-shifted into the Void. If you remove this status, or have the means to cast X-Zone on yourself, you are highly unlikely to end up back in the same time and place as you were before being afflicted with this status.

Plot Armor Enemies instead take an amount of damage equal to 10% of their maximum HP, and end this status afterwards.

Status: Zombie

You are undead. This results in healing & reviving abilities causing damage to you, rather than helping you. On the other hand, the effect of Drain-Aspected damage against you is reversed.

Special Points**Auto-Cure Points**

Upon taking damage, if you are still alive, then Auto-Cure Points are spent to restore your HP.

Doom Points

When you have 4 Doom Points, you die and lose all Doom Points.

Plot Armor Enemies instead take an amount of damage equal to 10% of their maximum HP, then end *Doom* status.

Enmity

For the purposes of random enemy targeting, you are considered an additional number of targets equal to your Enmity Points. For example, if you have 5 Enmity Points, then you are considered 6 targets. You lose one Enmity Point during the Status Phase.

In map combat, you are also considered a number of squares closer to the enemy equal to your Enmity Points, compared to your party members. This could possibly cause an enemy to disengage from a party member who is only a few squares away to chase you instead.

In mapless combat, if you are not in the front row, then you lose four Enmity Points during the Status Phase instead.

Fish Counter

Used for Festivalist fish abilities. Adding more fish to a target results in relevant abilities doing more damage to that target.

Shield Points

Damage is taken from your Shield Points before your HP. During the Status Phase, your Shield Points are halved.

Limit Breaks**Grooves****Rage:**

Super Desperation Move: You can perform Limit Breaks as long as your current HP is 10% or less of your maximum.

Universal Limit Breaks

Magical Bloom

Fully restores your MP.

Super Combo

Attack one target three times.

Technical Flourish

Fully restores your TP.

Combat Jobs

Arcanist

Requires: Chemist 20

Leads to:

- Magus - *Arcanist* 60, Black Mage 60, Thaumaturgist 60
- Necromancer - *Arcanist* 30, Orator 30, Thaumaturgist 30
- Scholar - *Arcanist* 30

Action	Reaction	Support	Move
Attack	Egi Sacrifice	Aethercapacitance	Mapless: 3
Default	1 x Choice	Arcanist School Pacts	Move: 3
Arcane Magick		1 x Choice	Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Arcane Magick:** Plumbing the darkest depths of knowledge and esoterica for the most powerful magical results.
- **Reaction: Egi Sacrifice (200 TP):** You direct an incoming single-target action towards your Egi-Esper instead.
- **Support: Aethercapacitance:** You can hold a maximum of 3 Aetherflow.
- **Support: Arcanist School Pacts:** You have access to specific Egi-Forms without needing Esper pacts. You must still meet the Job Level requirements.
 - Bahamut-Egi
 - Carbuncle-Egi
 - Ifrit-Egi
 - Garuda-Egi
 - Goblin-Egi
 - Phoenix-Egi
 - Titan-Egi

Weapon Proficiency	Armor Proficiency
1H Books	Magic
2H Grimoires	Caster

Weapon Proficiency	Armor Proficiency
1 x Choice	1 x Choice

JLVL	Unlock
10	Action: Arcane Magick
20	Support: Aethercapacitance
40	Support: Arcanist School Pacts
80	Reaction: Egi Sacrifice
99	Job Mastered

Mastery Bonus: Your M-Acc for causing status conditions is increased by 25%.

Arcane Magick

Arcanist 1 Aethercharge

Requires that you are currently at zero Aetherflow and have the *Aethercapacitance* support ability. You gain 3 Aetherflow, and restore an amount of MP to yourself equal to your Spirit.

Bio

Cost	Mapless	Map
Cast Time: 25	R: 4 rows	Ranged Indirect
MP: 50	E: Single or Row	Target H: 4
		Effect H/V: 1/1 or 2/2

Magical Attack, Poison-aspected. In single-target mode, causes Level * Intellect * 0.4 damage, for a minimum of 40 damage. In multi-target mode, causes Level * Intellect * 0.3 Damage, for a minimum of 30 damage.

Dark

Cost	Mapless	Map
Cast Time: 25	R: 4 rows	Ranged Indirect
MP: 50	E: Single or Row	Target H: 4
		Effect H/V: 1/1 or 2/2

Magical Attack, Dark-aspected. In single-target mode, causes Level * Intellect * 0.4 damage, for a minimum of 40 damage. In multi-target mode, causes Level * Intellect * 0.3 Damage, for a minimum of 30 damage.

Egi-Esper

Cost	Mapless	Map
None	R: 2 rows E: Empty party spot	Ranged Indirect Target H: 4 Effect H/V: 1/1

You summon an Egi-Form of an Esper into the target empty space. You must have a pact with that Esper, unless its Egi-Form is accessible through a support ability. If you already have an Egi-Esper present then you replace it. Refer to Espers for details on the Egi-Forms.

Energy Drain

Cost	Mapless	Map
1 Aetherflow	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Drain-Aspected, dealing Level * Intellect * 0.4 Damage. 10% of the After-Armor Damage is added to yourself as MP.

Arcanist 10 Fester

Cost	Mapless	Map
1 Aetherflow	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to cause all damaging status conditions on the target to occur instantly.

Miasma

Cost	Mapless	Map
Cast Time: 25 MP: 50	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to cause [Miasma] status.

Arcanist 20 Biora

Cost	Mapless	Map
Cast Time: 75 MP: 150	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Poison-aspected. In single-target mode, causes Level * Intellect * 0.5 damage. In multi-target mode, causes Level * Intellect * 0.4 Damage.

Darkra

Cost	Mapless	Map
Cast Time: 75 MP: 150	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Dark-aspected. In single-target mode, causes Level * Intellect * 0.5 damage. In multi-target mode, causes Level * Intellect * 0.4 Damage.

Arcanist 30 Bane

Cost	Mapless	Map
TP: 1,000	R: 4 rows E: 1 row	Ranged Indirect Target H: 4 Effect H/V: 2/2

Magical technique. Take note of the primary target's status conditions which cause damage. Attempt to cause all of those status conditions to all other enemies in the area.

Energy Siphon

Cost	Mapless	Map
TP: 300	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical Attack, Drain-Aspected, targeting all enemies in the area for Level * Intellect * 0.3 Damage. You also regain 1 Aetherflow.

Miasmara

Cost	Mapless	Map
Cast Time: 75	R: 6 rows	Ranged Indirect

Cost	Mapless	Map
MP: 150	E: Single	Target H: 4 Effect H/V: 1/1

Magical technique that attempts to cause Miasmara status.

Arcanist 40 Bioga

Cost	Mapless	Map
Cast Time: 150 MP: 300	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Poison-aspected. In single-target mode, causes Level * Intellect * 0.6 damage. In multi-target mode, causes Level * Intellect * 0.5 Damage.

Darkga

Cost	Mapless	Map
Cast Time: 150 MP: 300	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Dark-aspected. In single-target mode, causes Level * Intellect * 0.6 damage. In multi-target mode, causes Level * Intellect * 0.5 Damage.

Arcanist 50 Miasmaga

Cost	Mapless	Map
Cast Time: 150 MP: 300	R: 6 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical technique that attempts to cause Miasmaga status.

Painflare

Cost	Mapless	Map
1 Aetherflow	R: 6 rows E: 1 row	Ranged Indirect Target H: 6

Cost	Mapless	Map
		Effect H/V: 3/3

Magical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.4 Damage.

Arcanist 60 Bioja

Cost	Mapless	Map
Cast Time: 400 MP: 800	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Poison-aspected. In single-target mode, causes Level * Intellect * 0.8 damage. In multi-target mode, causes Level * Intellect * 0.6 Damage.

Darkja

Cost	Mapless	Map
Cast Time: 400 MP: 800	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Dark-aspected. In single-target mode, causes Level * Intellect * 0.8 damage. In multi-target mode, causes Level * Intellect * 0.6 Damage.

Arcanist 70 Miasmaja

Cost	Mapless	Map
Cast Time: 400 MP: 800	R: 6 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical technique that attempts to cause Miasmaja status.

Arcanist 80 Biolysis

Cost	Mapless	Map
Cast Time: 1,000 MP: 2,000	R: 6 rows E: 2 rows	Ranged Indirect Target H: 6

Cost	Mapless	Map
Effect H/V: 3/3		

Magical Attack, Poison-aspected. Causes Level * Intellect * 0.8 Damage to all in the area.

Interment

Cost	Mapless	Map
Cast Time: 1,000	R: 6 rows	Ranged Indirect
MP: 2,000	E: 2 rows	Target H: 6
Effect H/V: 3/3		

Magical Attack, Dark-aspected. Causes Level * Intellect * 0.8 Damage to all in the area.

Arcanist 90 Putrefaction

Cost	Mapless	Map
Cast Time: 2,000	R: 6 rows	Ranged Indirect
MP: 4,000	E: 2 rows	Target H: 6
Effect H/V: 3/3		

Magical technique that attempts to cause Miasma, Miasmara, Miasmaga and Miasmaja statuses to all enemies in the area.

Arcanist 99 Tri-Disaster

Cost
Limit Break

Magical technique that attempts to cause Miasma, Miasmara, Miasmaga and Miasmaja statuses to all enemies on the battlefield. Then does the effect of *Fester* on all enemies on the battlefield.

Archer

Requires: Squire 20

Leads to:

- Fusilier - *Archer* 30
- Ninja - *Archer* 40
- Thief - *Archer* 30

Action	Reaction	Support	Move
Attack	Adrenaline Rush	Concentration	Mapless: 3
Default	Archer's Bane	1 x Choice	Move: 3
Archery	1 x Choice		Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Archery:** Expertise in projectile weapons.
- **Reaction: Adrenaline Rush (500 TP):** Upon taking damage, gain Boost Speed.
- **Reaction: Archer's Bane (200 TP):** Against an incoming technique coming from 3 squares away or further, your P-Eva is doubled. In mapless combat, the incoming technique must be from at least two rows away.
- **Support: Concentration:** Your P-Acc is doubled for causing status conditions.

Weapon Proficiency	Armor Proficiency
1H Daggers	Aim
1H Knives	1 x Choice
2H Bows	
2H Crossbows	
1 x Choice	

JLVL	Unlock
10	Action: Archery
20	Weapon Proficiency: 2H Bows
40	Armor Proficiency: Aim
60	Weapon Proficiency: 2H Crossbows
60	Reaction: Archer's Bane
80	Reaction: Adrenaline Rush
90	Support: Concentration
99	Job Mastered

Mastery Bonus: In mapless combat, your P-Acc is doubled against targets that someone else has done a Critical or Direct Hit against prior to you in the same combat round. In map combat, your P-Acc is doubled against targets when you have an elevation advantage of 2 or more above them.

Archery

Archer 1 Charge 1

Cost
Charge Time: 10

Attack, with P-Acc and Initial Damage increased by 5%.

Venomous Bite

Cost
TP: 10

Attack. Also attempts to cause Venomous Bite.

Archer 10 Charge 10

Cost
Charge Time: 100

Attack, with P-Acc and Initial Damage increased by 10%.

Sonic Boom

Cost	Mapless	Map
TP: 200	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Projects an Attack into the sky, which then falls down against all in the area. After-Armor Damage is halved.

Archer 20 Arm Shot

Cost
TP: 50

Attack. Also attempts to cause Disable at half P-Acc.

Charge 20

Cost
Charge Time: 200

Attack, with P-Acc and Initial Damage increased by 20%.

Leg Shot

Cost
TP: 50

Attack. Also attempts to cause Immobilize at half P-Acc.

Archer 30 Charge 30

Cost
Charge Time: 300

Attack, with P-Acc and Initial Damage increased by 30%.

Cupid Shot

Cost
TP: 100

Attack. Also attempts to cause Charm at half P-Acc.

Oust

Cost
TP: 200

Attack. Also attempts to cause Oust at half P-Acc.

Windbite

Cost
TP: 10

Attack. Also attempts to cause Windbite.

Archer 40 Advice

Cost	Mapless	Map
TP: 200	R: 4 rows E: 1 row	Ranged Direct Target H: 4 Effect H/V: 1/1

Grants Advice to the target.

Burial

Cost
TP: 200

Attack. Also attempts to instantly-kill the target if it is undead at half P-Acc. This is considered a Gravity/Death attack.

Charge 40

Cost
Charge Time: 400

Attack, with P-Acc and Initial Damage increased by 40%.

Archer 50 Charge 50

Cost
Charge Time: 500

Attack, with P-Acc and Initial Damage increased by 50%.

Take Aim

Attack, with double P-Acc but half Initial Damage.

Vitals Shot

Attack. If this technique kills the target, then you also restore one set of uses for one item.

Archer 60 Charge 60

Cost
Charge Time: 600

Attack, with P-Acc and Initial Damage increased by 60%.

Counter Force

Cost
TP: 200

Attack. Also attempts to cause Addle.

Lightning Strike

Cost
TP: 300

Attack. Does not trigger any Reaction abilities.

Archer 70 Blackout

Cost
TP: 100

Attack. Also attempts to cause Blind.

Charge 70

Cost
Charge Time: 700

Attack, with P-Acc and Initial Damage increased by 70%.

Sidewinder

Cost
TP: 2,000

Attack. After-Armor Damage is doubled.

Archer 80 Charge 80

Cost
Charge Time: 800

Attack, with P-Acc and Initial Damage increased by 80%.

Shadowbite

Cost	Mapless	Map
TP: 500	R: 6 rows E: 2 rows	Ranged Direct Target H: 6 Effect H/V: 3/3

Projects an Attack against all in the area. After-Armor Damage is halved. All status conditions that cause damage to the targets also occur.

Archer 90 Apex Arrow

Cost	Mapless	Map
TP: 1,000	R: 6 rows E: 2 per row	Ranged Line Width: 1 Length: 6

Projects an Attack against all in the area.

Charge 90

Cost
Charge Time: 900

Attack, with P-Acc and Initial Damage increased by 90%.

Archer 99 Charge 100

Cost
Charge Time: 1000

Attack, with P-Acc and Initial Damage increased by 100%.

Ultima Shot

Cost
Limit Break

Designate one enemy. Attack that enemy five times at double P-Acc.

Arithmetician

Requires: Black Mage 50, Mystic 40, Time Mage 40, White Mage 50

Leads to:

- Machinist - *Arithmetician* 30, Fusilier 30

Action	Reaction	Support	Move
Attack	Cup of Life	1 x Choice	Mapless: 3
Default	JLVL 60: Soulbind		Move: 3
Arithmeticks	1 x Choice		Jump: 3
1 x Magick Choice			1 x Choice
1 x Choice			
Item			

- **Action: Arithmeticks:** Extrapolating the power of numerology and natural ratios in order to cause magick to emerge without any MP cost or Cast Time.
- **Reaction: Cup of Life:** Upon receiving healing that results in surplus HP above your maximum HP, distribute the surplus evenly amongst adjacent allies.
- **Reaction: Soulbind (1,000 TP):** Upon taking damage, divide the After-Armor Damage in half. The other half is dealt back to the one who caused the damage, in the form of Magical Unaspected damage, ignoring M-Eva and M-Def.

Weapon Proficiency	Armor Proficiency
1H Books	Magic
1H Measures	Caster
2H Rods	Healer
2H Staves	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: Arithmeticks
20	Weapon Proficiency: 1H Measures
40	Reaction: Cup of Life
80	Reaction: Soulbind
99	Job Mastered

Mastery Bonus: In mapless combat, while you are in the back row, you take 25% less After Armor Damage. In map combat, you take 25% less After Armor Damage from any source that is 4 or more squares away.

Arithmeticks

Arithmetician 1 Calculate

Cost	Mapless	Map
TP: Variable	Variable	Ranged Indirect Variable

You use one **Geometric Dimension** and one **Numerological Pattern** to cast a Magick spell. You must currently have that spell available through one of your current Action choices. If it has both a single-target and multi-target form, then you use the single-target form, except its targeting is according to *Calculate*.

Geometric Dimension: Initiative

Cost
TP: 100

Target all on the battlefield whose Initiative fits the Numerological Pattern.

Numerological Pattern: Primes

Cost
TP: 101

Target all on the battlefield whose Geometric Dimension is a prime number greater than 1.

Arithmetician 10 Geometric Dimension: Experience Level

Cost
TP: 200

Target all on the battlefield whose Level fits the Numerological Pattern.

Arithmetician 20 Numerological Pattern: Multiple of 5

Cost
TP: 125

Target all on the battlefield whose Geometric Dimension is a whole number multiple of 5.

Arithmetician 30 Geometric Dimension: Height

Cost
TP: 300

In map combat, target all on the battlefield whose current elevation fits the Numerological Pattern.

Geometric Dimension: Row Position

Cost
TP: 300

In mapless combat, target all on the battlefield whose current row position from the top fits the Numerological Pattern. The topmost position is considered “1”. This makes it highly likely that both allies and enemies will be targeted, unless there are a large number of enemies per row.

Arithmetician 40 Numerological Pattern: Multiple of 4

Cost
TP: 256

Target all on the battlefield whose Geometric Dimension is a whole number multiple of 4.

Arithmetician 50 Geometric Dimension: Row

Cost
TP: 400

In mapless combat, target all on the battlefield whose current row fits the Numerological Pattern. The back row of the party is “1”, the front row of the party is “2” and the front row of the enemies is “3”.

Geometric Dimension: X-Axis

Cost
TP: 400

In map combat, target all on the battlefield whose current X-coordinate fits the Numerological Pattern.

Geometric Dimension: Y-Axis

Cost
TP: 400

In map combat, target all on the battlefield whose current X-coordinate fits the Numerological Pattern.

Arithmetician 60 Numerological Pattern: Multiple of 3

Cost
TP: 729

Target all on the battlefield whose Geometric Dimension is a whole number multiple of 3.

Arithmetician 70 Geometric Dimension: Current HP

Cost
TP: 500

Target all on the battlefield whose current HP fits the Numerological Pattern.

Geometric Dimension: Current MP

Cost
TP: 500

Target all on the battlefield whose current MP fits the Numerological Pattern.

Geometric Dimension: Current TP

Cost
TP: 500

Target all on the battlefield whose current TP fits the Numerological Pattern.

Arithmetician 80 Numerological Pattern: Multiple of 2

Cost
TP: 1,024

Target all on the battlefield whose Geometric Dimension is a whole number multiple of 2.

Arithmetician 90 Geometric Dimension: Not

Cost
TP: 500

Combine with another *Geometric Dimension* to result in the opposite of that dimension. For example, “Not Initiative” will target all on the battlefield whose Initiative does not fit the Numerological Pattern. The TP costs stack.

Numerological Pattern: Not

Cost
TP: 500

Combine with another *Numerological Pattern* to result in the opposite of that pattern. For example, “Not Primes” will target all on the battlefield whose Geometric Dimension is not a prime number and not 1. The TP costs stack.

Arithmetician 99 Precise Calculation

Cost
Limit Break

Perform a Magick action, targeting whoever you choose on the battlefield. It cannot be a Limit Break itself. Ignore the MP cost and Cast Time.

Astrologian

Requires: Conjurer 30

Leads To:

- Sharlayan Archon - *Astrologian* 80, Nu Type 80, Scholar 80

Action	Reaction	Support	Move
Attack	1 x Choice	Solar Cycle	Mapless: 3
Default		Prescience	Move: 3
Astrological Magick		1 x Choice	Jump: 3
1 x Choice			1 x Choice
Item			

- Action: Astrological Magick:** Interpreting stars, constellations, planetary arrangements, seasons, portents, tarot cards

and other indicators of the will of the cosmos in order to maximize benefit for yourself and your allies.

- **Support: Solar Cycle:** You can be in Diurnal or Nocturnal cycles.
- **Support: Prescience:** You can defer Cast Time and Charge Time to your next turn. You cannot defer Cast Time or Charge Time that comes from other times you used *Prescience*.

Weapon Proficiency	Armor Proficiency
1H Books	Magic
2H Globes	Healer
1 x Choice	1 x Choice

JLVL	Unlock
10	Action: Astrological Magick
20	Support: Solar Cycle
40	Weapon Proficiency: 2H Globes
80	Support: Prescience
99	Job Mastered

Mastery Bonus: You gain MP and/or TP every combat round, according to the real-life phase of the moon.

Moon Phase	Gain per round
Full Moon	MP equal to your Level
Waning Moon	MP equal to 1/4th your Level, TP equal to half your Level
New Moon	TP equal to your Level
Waxing Moon	MP equal to half your Level, TP equal to 1/4th your Level

Astrological Magick

Tarot Cards Roll 1d30 to determine which tarot card is drawn. If a 30-sided die is not available, then this can be done by rolling a 1d6 and a 1d10.

1d6 result	Added to the d10 roll
1 - 2	0
3 - 4	10
5 - 6	20

Roll	Card	Effect
1	Balance	Grants Boost Attack status
2	Bole	Grants [Protect][Status: Protect] status
3	Arrow	Grants [Boost Magic][Status: Boost Magic] status

Roll	Card	Effect
4	Spear	Grants Boost Accuracy status
5	Ewer	Restores MP equal to your Spirit
6	Spire	Grants Boost Speed status
7	Lord of Crowns	Magical Attack, Unaspected, dealing Level * Intellect * 0.6 Damage.
8	Lady of Crowns	Restores Level * Wisdom * 0.8 HP.
9	Magician	Magical technique that attempts to cause Broken Weapon status
10	High Priestess	Grants Boost Healing status
11	Empress	Grants Resilient status
12	Emperor	Grants [Protect][Status: Protect] status
13	Hierophant	Grants Cruelty status
14	Lovers	Ends all status conditions on the target. This effect cannot be reflected.
15	Chariot	Magical technique that attempts to cause Broken Armor status
16	Strength	Grants Bravery status
17	Hermit	Grants Faith status
18	Wheel of Fortune	Grants Blink status
19	Justice	Grants Boost Evasion
20	Hanged Man	Magical technique that attempts to cause Blind status
21	Death	Magical technique that attempts to cause Chicken status
22	Temperance	Magical technique that attempts to cause Critical Vulnerability status
23	Devil	Magical technique that attempts to cause Atheist status
24	Tower	Magical technique that attempts to cause [Slow][Status: Slow] status
25	Star	Grants Berserk and Boost Movement statuses.
26	Moon	Grants Meditation status.
27	Sun	Magical Attack, Fire-Aspected, dealing Level * Intellect * 0.6 Damage. Also attempts to cause Burning status.
28	Judgment	Magical Attack, Lightning-Aspected, dealing Level * Intellect * 0.6 Damage. Also attempts to cause Shocked status.
29	World	Magical technique that attempts to cause Stop status to the target at half M-Acc. If the target has Stop after this, then you gain Haste status.

Roll	Card	Effect
30	The Fool	Magical technique that attempts to cause Broken Helmet status.

Astrologian 1 Benefic

Cost	Mapless	Map
Cast Time: 200 MP: 400	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Restores Level * Wisdom * 0.4 HP to the target.

Combust

Cost	Mapless	Map
MP: 400	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical technique that attempts to cause Combust status to the target at double M-Acc.

Diurnal Sect

You set your current Solar Cycle to Diurnal. You grant yourself Diurnal Sect status, and end Nocturnal Sect status.

Draw Tarot

Cost
TP: 300

You draw a tarot card. You can hold a maximum of 1 tarot card at a time. Refer to Tarot Cards for the possible cards.

Lightspeed

Cost
TP: 6,000

Grants yourself Lightspeed status for four status phases.

Malefic

Cost	Mapless	Map
Cast Time: 200 MP: 400	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Unaspected, for Level * Intellect * 0.6 Damage.

Nocturnal Sect

You set your current Solar Cycle to Nocturnal. You grant yourself Nocturnal Sect status, and end Diurnal Sect status.

Play Tarot

Cost	Mapless	Map
Tarot Card	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

You play your current tarot card, invoking its effect onto the target. The effect depends on the card, refer to Tarot Cards for details.

Astrologian 10 Ascend

Cost	Mapless	Map
Cast Time: 1,200 MP: 2,400	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Revives the target at full HP.

Essential Dignity

Cost	Mapless	Map
TP: 2,000	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Restores Level * Wisdom * 0.8 HP to the target.

Helios

Cost	Mapless	Map
Cast Time: 350 MP: 700	R: 2 rows E: Whole Party	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Restores Level * Wisdom * 0.4 HP to all allies in the area.

Astrologian 20 Beneficra

Cost	Mapless	Map
Cast Time: 350 MP: 700	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Restores Level * Wisdom * 0.6 HP to the target.

Lucid Dreaming

Cost
TP: 3,000

You gain Lucid Dreaming status for 6 status phases.

Astrologian 30 Diurnal Benefic

Cost	Mapless	Map
Cast Time: 200 MP: 400	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Requires that you are in the Diurnal cycle. Restores Level * Wisdom * 0.2 HP to the target. Also grants Diurnal Benefic status.

Astrologian 40 Combustra

Cost	Mapless	Map
MP: 800	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical technique that attempts to cause Combustra status to the target at double M-Acc.

Diurnal Helios

Cost	Mapless	Map
Cast Time: 400 MP: 800	R: 2 rows E: Whole Party	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Requires that you are in the Diurnal cycle. Restores Level * Wisdom * 0.2 HP to all allies in the area. Also grants Diurnal Helios status.

Gravitic Burst

Cost	Mapless	Map
Cast Time: 300 MP: 600	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.4 Damage.

Astrologian 50 Collective Unconscious

Cost	Mapless	Map
TP: 6,000	R: 2 rows E: Whole Party	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Targets all allies in the area. Restores Level * Wisdom * 0.1 HP. Grants Collective Unconscious status for 4 status phases.

Divination

Cost	Mapless	Map
TP: 9,000	R: 2 rows E: Whole Party	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Draw and play 3 tarot cards. Then grant Divination status to all allies in the area for 4 status phases.

Maleficra

Cost	Mapless	Map
Cast Time: 400 MP: 800	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Unaspected, for Level * Intellect * 0.8 Damage.

Nocturnal Benefic

Cost	Mapless	Map
Cast Time: 200 MP: 400	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Requires that you are in the Nocturnal cycle. Restores Level * Wisdom * 0.2 HP to the target. Also grants double that much Shield Points.

Nocturnal Helios

Cost	Mapless	Map
Cast Time: 400 MP: 800	R: 2 rows E: Whole Party	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Requires that you are in the Nocturnal cycle. Restores Level * Wisdom * 0.2 HP to all allies in the area. Also grants double that much Shield Points.

Synastry

Cost	Mapless	Map
TP: 1,200	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Grants Synastry to both yourself and the target.

Astrologian 60 Diurnal Celestial Opposition

Cost	Mapless	Map
TP: 6,000	R: 2 rows E: Whole Party	Self-Centered Burst Target H: 0

Cost	Mapless	Map
		Effect H/V: 3/3

Requires that you are in the Diurnal cycle. Targets all allies in the area. Restores Level * Wisdom * 0.1 HP. Grants Diurnal Celestial Opposition status.

Earthly Star

Cost	Mapless	Map
TP: 6,000	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Places an Earthly Star on the ground, in the targeted spot. It detonates after 4 status phases. When it detonates, it targets everyone within a radius of 3 squares. Against enemies in the explosion radius, it acts as a Magical Attack, Unaspected, dealing Level * Intellect * 0.6 Damage. For allies in the explosion radius, it restores Level * Wisdom * 0.8 HP.

Maleficga

Cost	Mapless	Map
Cast Time: 800 MP: 1,600	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Unaspected, for Level * Intellect Damage.

Nocturnal Celestial Opposition

Cost	Mapless	Map
TP: 6,000	R: 2 rows E: Whole Party	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Requires that you are in the Nocturnal cycle. Targets all allies in the area. Restores Level * Wisdom * 0.1 HP. Grants Level * Wisdom * 0.4 Shield Points.

Astrologian 70 Combustga

Cost	Mapless	Map
MP: 1,600	R: 4 rows E: Single	Ranged Indirect Target H: 4

Cost	Mapless	Map
		Effect H/V: 1/1

Magical technique that attempts to cause Combustga status to the target at double M-Acc.

Diurnal Celestial Intersection

Cost	Mapless	Map
TP: 3,000	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Requires that you are in the Diurnal cycle. Restores Level * Wisdom * 0.4 HP and grants double that much Shield Points.

Horoscope

Cost	Mapless	Map
TP: 3,000	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Grants Horoscope status to the target.

Maleficja

Cost	Mapless	Map
Cast Time: 1,600 MP: 3,200	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Unaspected, for Level * Intellect * 1.2 Damage.

Nocturnal Celestial Intersection

Cost	Mapless	Map
TP: 3,000	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Requires that you are in the Nocturnal cycle. Restores Level * Wisdom * 0.4 HP and grants Nocturnal Celestial Intersection status.

Astrologian 80 Exaltation

Cost	Mapless	Map
TP: 6,000	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Grants Exaltation status to the target for 4 status phases.

Fall Malefic

Cost	Mapless	Map
Cast Time: 3,200 MP: 6,400	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Unaspected, for Level * Intellect * 1.4 Damage.

Gravitic Burstra

Cost	Mapless	Map
Cast Time: 600 MP: 1,200	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.6 Damage.

Neutral Sect

Cost
TP: 9,000

Grants yourself Neutral Sect status for 4 status phases.

Astrologian 90 Macrocosmos

Cost	Mapless	Map
TP: 9,000	R: 4 rows E: Special	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Against all enemies in the area, this acts as a Magical Attack, Unaspected, dealing Level * Intellect * 0.6 Damage. For all allies in the area, this grants Macrocosmos status for 4 status phases.

Astrologian 99 Celestial Stasis

Cost
Limit Break

Magical technique that targets all enemies on the battlefield. Attempts to cause Stop, Disable, Immobilize, [Slow][Status: Slow] and Sap at double M-Acc.

Bard

Requires: Orator 50, Summoner 50

Leads to: None

Action	Reaction	Support	Move
Attack	Magick Boost Save	1 x Choice	Mapless: 3
Default	1 x Choice		Move: 3
Bardsong			Jump: 3
1 x Choice			JLVL 60: Move +3
Item			JLVL 80: Fly
			1 x Choice

- **Action: Bardsong:** Constantly singing and playing magical music to affect reality itself.
- **Reaction: Magick Boost Save (200 TP):** Upon taking damage, you gain Boost Magick.
- **Move: Move +3:** In mapless combat, increases your Maneuver by 2. In map combat, increases your horizontal movement by 3.
- **Move: Fly:** In mapless combat, increases your Maneuver by 2. In map combat, allows you to fly over anything during movement, thus allowing you to take more direct routes as well as no longer requiring Jump.

Weapon Proficiency	Armor Proficiency
1H Daggers	Magic
1H Knives	Aim
1H Flutes	1 x Choice
2H Harps	
1 x Choice	

JLVL	Unlock
10	Action: Bardsong
20	Weapon Proficiency: 1H Flutes

JLVL	Unlock
40	Weapon Proficiency: 2H Harps
60	Reaction: Magick Boost Save
80	Move: Move +3
90	Move: Fly
99	Job Mastered

Mastery Bonus: Your actions that restore MP occur a second time.

Bardsong

Bard 1 Sing

Cost
None

You start playing music that affects the entire battlefield. The music triggers at the beginning of each of your turns after you activate this action. You can also use this action to change which song you are singing, which then takes effect at the beginning of your next turn.

Your music does not activate if you are under Addle, Disable or Silence statuses at the beginning of your turn.

Song: Seraph Song

Targets all allies on the battlefield. Restores Level * Spirit * 0.01 MP.

Bard 10 Song: Life's Anthem

Targets all allies on the battlefield. Restores Level * Wisdom * 0.2 HP.

Bard 20 Song: Peloton

Targets all allies on the battlefield. Grants Boost Movement status.

Song: Rousing Melody

Targets all allies on the battlefield. Grants Boost Speed status.

Bard 30 Song: Battle Chant

Targets all allies on the battlefield. Grants Boost Attack status.

Song: Mage's Ballad

Magical Attack, Unaspected, targeting one enemy for Level * Intellect * 0.3 Damage.

Bard 40 Song: Army's Paeon

Magical Attack, Unaspected, targeting all enemies on the battlefield for Level * Intellect * 0.2 Damage.

Song: Magickal Refrain

Targets all allies on the battlefield. Grants Boost Magick status.

Bard 50 Song: Battle Voice

Targets all allies on the battlefield. Grants Boost Critical status.

Song: Requiem

Magical Attack, Holy-Aspected, targeting all undead on the battlefield for Level * Intellect * 0.3 Damage.

Bard 60 Song: Angelsong

Targets all allies on the battlefield. Grants Regen status.

Bard 70 Song: Battle Chant

Targets all allies on the battlefield. Grants Boost Defense status.

Bard 80 Song: Soul Etude

Targets all allies on the battlefield. Restores Level * Wisdom * 0.01 HP, and removes one status condition of each target's choice.

Bard 90 Song: Nameless Song

Targets one ally. Grants Reraise, Regen, [Protect][Status: Protect], [Shell][Status: Shell] and Haste statuses.

Bard 99 Final Fantasy Overture

Cost
Limit Break

As the *Sing* action, except you choose four songs to have active. If you do the *Sing* action after this, then you will go back to only one song at a time.

Song: Finale

Targets one ally. Grants Quick status.

Berserker

Requires: Squire 20

Leads to:

- Dark Knight - *Berserker* 30, Black Mage 30, Knight 60

- Warrior - *Berserker* 30, Marauder 30

Action	Reaction	Support	Move
Attack	1 x Choice	Auto-Berserk JLVL 80: Double Attack 1 x Choice	Mapless: 4 Move: 4 Jump: 4 1 x Choice

- **Support: Auto-Berserk:** You are always Berserk in combat. This cannot be stopped in combat, not even by equipped Relics.
- **Support: Double Attack:** Your Attack actions occur twice. Each attack is against a random enemy within your weapon range.

Weapon Proficiency	Armor Proficiency
1H Hammers	War
1H Handaxes	Slayer
2H Greataxes	1 x Choice
2H Greatswords	
1 x Choice	

JLVL	Unlock
20	Support: Auto-Berserk
99	Support: Double Attack
99	Job Mastered

Mastery Bonus: Your Attack actions occur twice. If combined with *Support: Double Attack*, this would be a total of four attacks against random enemies within your weapon range.

Black Mage

Requires: Chemist 20

Leads to:

- Arithmetician - *Black Mage* 50, Mystic 40, Time Mage 40, White Mage 50
- Dark Knight - Berserker 30, *Black Mage* 30, Knight 60
- Festivalist - *Black Mage* 20, Jongleur 20
- Magitek Pilot - *Black Mage* 20, Fusilier 20
- Magus - Arcanist 60, *Black Mage* 60, Thaumaturgist 60
- Red Mage - *Black Mage* 30, Fencer 30, White Mage 30
- Sage - *Black Mage* 60, Time Mage 60, White Mage 60
- Spellblade - *Black Mage* 20, Knight 20
- Time Mage - *Black Mage* 30

Action	Reaction	Support	Move
Attack	Magick Counter	Arcane Strength	Mapless: 3
Default	1 x Choice	1 x Choice	Move: 3
Black Magick			Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Black Magick:** Control of volatile elements and other arcane transformations.
- **Reaction: Magick Counter:** Upon taking magical damage, you may choose to do the same action back, if that ability is currently available to you.
- **Support: Arcane Strength:** Your M-Acc is doubled for causing status conditions.

Weapon Proficiency	Armor Proficiency
1H Daggers	Magic
1H Knives	Caster
2H Rods	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: Black Magick
20	Weapon Proficiency: 2H Rods
40	Armor Proficiency: Caster
60	Reaction: Magick Counter
80	Support: Arcane Strength
99	Job Mastered

Mastery Bonus: When hitting an enemy's elemental weakness, your technique is also improved by two accuracy classes.

Black Magick

Black Mage 1 Blizzard

Cost	Mapless	Map
Cast Time: 10	R: 4 rows	Ranged Indirect
MP: 50	E: Single or Row	Target H: 4
		Effect H/V: 1/1 or 2/2

Magical Attack, Ice-aspected. In single-target mode, causes Level * Intellect * 0.4 damage, for a minimum of 40 damage. In multi-target mode, causes Level * Intellect * 0.3 Damage, for a minimum of 30 damage.

In map combat, multi-target mode can cause friendly fire.

Fire

Cost	Mapless	Map
Cast Time: 10 MP: 50	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Fire-aspected. In single-target mode, causes Level * Intellect * 0.4 damage, for a minimum of 40 damage. In multi-target mode, causes Level * Intellect * 0.3 Damage, for a minimum of 30 damage.

In map combat, multi-target mode can cause friendly fire.

Poison

Cost	Mapless	Map
Cast Time: 10 MP: 20	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Attempts to cause Poison to all targets in the area. In multi-target mode, M-Acc is halved.

In map combat, multi-target mode can cause friendly fire.

Thunder

Cost	Mapless	Map
Cast Time: 10 MP: 50	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Lightning-aspected. In single-target mode, causes Level * Intellect * 0.4 damage, for a minimum of 40 damage. In multi-target mode, causes Level * Intellect * 0.3 Damage, for a minimum of 30 damage.

In map combat, multi-target mode can cause friendly fire.

Black Mage 10 Pig

Cost	Mapless	Map
Cast Time: 50 MP: 100	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Attempts to cause Pig to all targets in the area. In multi-target mode, M-Acc is halved. Any targets who already have Pig

instead have it removed.

In map combat, multi-target mode can cause friendly fire.

Sleep

Cost	Mapless	Map
Cast Time: 50	R: 4 rows	Ranged Indirect
MP: 150	E: Single or Row	Target H: 4
		Effect H/V: 1/1 or 2/2

Attempts to cause Sleep to all targets in the area. In multi-target mode, M-Acc is halved.

In map combat, multi-target mode can cause friendly fire.

Toad

Cost	Mapless	Map
Cast Time: 50	R: 4 rows	Ranged Indirect
MP: 70	E: Single or Row	Target H: 4
		Effect H/V: 1/1 or 2/2

Attempts to cause Toad to all targets in the area. In multi-target mode, M-Acc is halved. Any targets who already have Toad instead have it removed.

In map combat, multi-target mode can cause friendly fire.

Black Mage 20 Blizzara

Cost	Mapless	Map
Cast Time: 100	R: 4 rows	Ranged Indirect
MP: 150	E: Single or Row	Target H: 4
		Effect H/V: 1/1 or 2/2

Magical Attack, Ice-aspected. In single-target mode, causes Level * Intellect * 0.5 damage. In multi-target mode, causes Level * Intellect * 0.4 Damage.

In map combat, multi-target mode can cause friendly fire.

Fira

Cost	Mapless	Map
Cast Time: 100	R: 4 rows	Ranged Indirect
MP: 150	E: Single or Row	Target H: 4
		Effect H/V: 1/1 or 2/2

Magical Attack, Fire-aspected. In single-target mode, causes Level * Intellect * 0.5 damage. In multi-target mode, causes Level * Intellect * 0.4 Damage.

In map combat, multi-target mode can cause friendly fire.

Poisonra

Cost	Mapless	Map
Cast Time: 100 MP: 160	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Poison-aspected. In single-target mode, causes Level * Intellect * 0.4 damage. In multi-target mode, causes Level * Intellect * 0.3 damage.

Attempts to cause Poison to all targets in the area. In multi-target mode, M-Acc is halved.

In map combat, multi-target mode can cause friendly fire.

Thundara

Cost	Mapless	Map
Cast Time: 100 MP: 150	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Lightning-aspected. In single-target mode, causes Level * Intellect * 0.5 damage. In multi-target mode, causes Level * Intellect * 0.4 Damage.

In map combat, multi-target mode can cause friendly fire.

Black Mage 30 Drain

Cost	Mapless	Map
Cast Time: 150 MP: 180	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Drain-aspected. Causes Level * Intellect * 0.5 damage. Half of the After-Armor Damage is additionally given to you as HP.

Osmose

Cost	Mapless	Map
Cast Time: 150 MP: 10	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Drain-aspected. Causes Intellect damage directly to MP, ignoring M-Def. Half of the MP Damage is additionally given to you as MP.

Quake

Cost	Mapless	Map
Cast Time: 150 MP: 300	R: 6 rows E: 2 rows	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical Attack, Earth-aspected. Causes Level * Intellect * 0.6 Damage to all combatants in the area. [Float][Status: Float] gives immunity to this spell.

In map combat, this spell can cause friendly fire.

Rasp

Cost	Mapless	Map
Cast Time: 150 MP: 10	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Drain-aspected. Causes Level * Intellect * 0.4 damage directly to MP, ignoring M-Def.

Warp

Cost
Cast Time: 150 MP: 100

If this spell is used in combat, then it warps you and your party away from the combat. If used outside of combat, then it warps you and your party by one room or hallway closer to the exit.

Black Mage 40 Blizzaga

Cost	Mapless	Map
Cast Time: 200 MP: 300	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Ice-aspected. In single-target mode, causes Level * Intellect * 0.6 damage. In multi-target mode, causes Level * Intellect * 0.5 Damage.

In map combat, multi-target mode can cause friendly fire.

Firaga

Cost	Mapless	Map
Cast Time: 200 MP: 300	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Fire-aspected. In single-target mode, causes Level * Intellect * 0.6 damage. In multi-target mode, causes Level * Intellect * 0.5 Damage.

In map combat, multi-target mode can cause friendly fire.

Poisonga

Cost	Mapless	Map
Cast Time: 200 MP: 320	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Poison-aspected. In single-target mode, causes Level * Intellect * 0.5 damage. In multi-target mode, causes Level * Intellect * 0.4 damage.

Attempts to cause Poison to all targets in the area. In multi-target mode, M-Acc is halved.

In map combat, multi-target mode can cause friendly fire.

Thundaga

Cost	Mapless	Map
Cast Time: 200 MP: 300	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Lightning-aspected. In single-target mode, causes Level * Intellect * 0.6 damage. In multi-target mode, causes

Level * Intellect * 0.5 Damage.

In map combat, multi-target mode can cause friendly fire.

Black Mage 50 Break

Cost	Mapless	Map
Cast Time: 250 MP: 400	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Earth-aspected. Attempts to cause Petrify to all targets. In multi-target mode, M-Acc is halved.

In map combat, multi-target mode can cause friendly fire.

Death

Cost	Mapless	Map
Cast Time: 250 MP: 400	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Dark-aspected. Attempts to cause instant death to the target, but at half M-Acc. This is considered a Gravity/Death technique.

Flare

Cost	Mapless	Map
Cast Time: 250 MP: 600	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Unaspected, for Level * Intellect damage.

Tornado

Cost	Mapless	Map
Cast Time: 250 MP: 500	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Air-aspected. Attempts to reduce the target's HP to an amount equal to 10% of their maximum. This is considered a Gravity/Death technique.

Black Mage 60 Blizzaja

Cost	Mapless	Map
Cast Time: 300 MP: 800	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Ice-aspected. In single-target mode, causes Level * Intellect * 0.8 damage. In multi-target mode, causes Level * Intellect * 0.6 Damage.

In map combat, multi-target mode can cause friendly fire.

Firaja

Cost	Mapless	Map
Cast Time: 300 MP: 800	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Fire-aspected. In single-target mode, causes Level * Intellect * 0.8 damage. In multi-target mode, causes Level * Intellect * 0.6 Damage.

In map combat, multi-target mode can cause friendly fire.

Poisonja

Cost	Mapless	Map
Cast Time: 300 MP: 850	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Poison-aspected. In single-target mode, causes Level * Intellect * 0.6 damage. In multi-target mode, causes Level * Intellect * 0.5 damage.

Attempts to cause Poison to all targets in the area. In multi-target mode, M-Acc is halved.

In map combat, multi-target mode can cause friendly fire.

Thundaja

Cost	Mapless	Map
Cast Time: 300 MP: 800	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Lightning-aspected. In single-target mode, causes $\text{Level} * \text{Intellect} * 0.8$ damage. In multi-target mode, causes $\text{Level} * \text{Intellect} * 0.6$ Damage.

In map combat, multi-target mode can cause friendly fire.

Black Mage 70 Flood

Cost
Cast Time: 350
MP: 850

Magical Attack, Water-aspected. Causes $\text{Level} * \text{Intellect} * 1.2$ Damage to everyone on the battlefield, including yourself. Also attempts to cause Immobilize and Sap statuses to anyone who takes damage from this spell.

Freeze

Cost
Cast Time: 350
MP: 850

Magical Attack, Ice-aspected. Causes $\text{Level} * \text{Intellect} * 1.2$ Damage to everyone on the battlefield, including yourself. Also attempts to cause Frozen status to anyone who takes damage from this spell.

Lightning Storm

Cost
Cast Time: 350
MP: 850

Magical Attack, Lightning-aspected. Causes $\text{Level} * \text{Intellect} * 1.2$ Damage to everyone on the battlefield, including yourself. Also attempts to cause Shocked status to anyone who takes damage from this spell.

Meltdown

Cost
Cast Time: 350
MP: 850

Magical Attack, Fire-aspected. Causes $\text{Level} * \text{Intellect} * 1.2$ Damage to everyone on the battlefield, including yourself. Also attempts to cause Burning status to anyone who takes damage from this spell.

Black Mage 80 Ardor

Cost	Mapless	Map
Cast Time: 400 MP: 2,000	R: 6 rows E: 2 Rows	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical Attack, Fire-aspected. Causes Level * Intellect * 0.8 Damage to all in the area.

In map combat, this spell can cause friendly fire.

Glacies Claudere

Cost	Mapless	Map
Cast Time: 400 MP: 2,000	R: 6 rows E: 2 Rows	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical Attack, Ice-aspected. Causes Level * Intellect * 0.8 Damage to all in the area.

In map combat, this spell can cause friendly fire.

Luminaire

Cost	Mapless	Map
Cast Time: 400 MP: 2,000	R: 6 rows E: 2 Rows	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical Attack, Lightning-aspected. Causes Level * Intellect * 0.8 Damage to all in the area.

In map combat, this spell can cause friendly fire.

Toxic

Cost	Mapless	Map
Cast Time: 400 MP: 2,400	R: 6 rows E: 2 Rows	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical Attack, Poison-aspected. Causes Level * Intellect * 0.6 Damage to all in the area.

Attempts to cause Poison and [Toxic][Status: Toxic] to all targets in the area. In multi-target mode, M-Acc is halved.

In map combat, this spell can cause friendly fire.

Black Mage 90 Deathga

Cost	Mapless	Map
Cast Time: 450	R: 6 rows	Ranged Indirect
MP: 3,000	E: 2 Rows	Target H: 6
		Effect H/V: 3/3

Magical Attack, Dark-aspected. Attempts to cause instant death to everyone in the area, but at half M-Acc. This is considered a Gravity/Death technique.

In map combat, this spell can cause friendly fire.

Elemental Break

Cost	Mapless	Map
Cast Time: 450	R: 4 rows	Ranged Indirect
MP: 2,000	E: Single	Target H: 4
		Effect H/V: 1/1

Magical Attack, Unaspected. Attempts to cause an [Elemental Weakness][Status: Elemental Weakness] of your choice. If the target already has the weakness you chose then this spell is not effective.

Flarega

Cost	Mapless	Map
Cast Time: 450	R: 6 rows	Ranged Indirect
MP: 3,000	E: 2 Rows	Target H: 6
		Effect H/V: 3/3

Magical Attack, Unaspected, for Level * Intellect damage.

In map combat, this spell can cause friendly fire.

Black Mage 99 Balogar's Blade

Cost	Mapless	Map
Cast Time: 2,000	R: 4 rows	Ranged Indirect
MP: 5,000	E: Single	Target H: 4
		Effect H/V: 1/1

Six Magical Attacks, each for Level * Intellect * 0.4 Damage. The attacks occur as follows:

1. Fire-aspected

2. Ice-aspected
3. Lightning-aspected
4. Wind-aspected
5. Holy-aspected
6. Dark-aspected

Ultima

Cost	Mapless	Map
Limit Break	All enemies	All enemies

Magical Attack, Unaspected. Causes 99,999 damage. Ignores M-Eva and M-Def.

Blue Mage

Requires: Chemist 20

Leads to:

- Mascot - *Blue Mage* 30
- Pictomancer - *Blue Mage* 30

Action	Reaction	Support	Move
Attack	1 x Choice	Blue Learning	Mapless: 3
Default		Cooking	Move: 3
Blue Magick		1 x Choice	Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Blue Magick:** Copying the inherent abilities of wild creatures, in the form of repeatable magic. This type of magic must be learned by observing the creatures doing their special techniques. It is a powerful and efficient school of magick, if you can find the spells.
- **Support: Blue Learning:** You are able to learn Blue Magick spells by seeing them performed.
- **Support: Cooking:** For every enemy you kill with a regular attack, you regain an amount of HP equal to Level * Stamina * 0.1. If the enemy has any *Blue Magick* spells then you learn them.

Weapon Proficiency	Armor Proficiency
2H Rods	Magic
2H Staves	Caster
1H Whips	Healer
1H Canes	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: Blue Magick
20	Support: Blue Learning
40	Weapon Proficiency: 1H Canes
60	Support: Cooking
99	Job Mastered

Mastery Bonus: Positive status conditions cannot be removed from you, except for [Reflect][Status: Reflect].

Blue Magick

Blue Mage 1 Cactuar Retreat

Cost
MP: 10

Retreats the whole party from combat instantly.

Chobinhood Dart

Cost	Mapless	Map
MP: 10	R: 6 rows E: Single	Ranged Direct Target H: 6 Effect H/V: 1/1

Magical Attack, Unaspected, dealing Level * Intellect * 0.1 damage. Ignores M-Eva and M-Def.

Goblin Flurry

Cost	Mapless	Map
MP: 10	Melee	Melee

Physical Attack, Unaspected, dealing Level * Strength * 0.1 damage. The damage is multiplied by a roll of 1d6.

Lillipution Lyric

Cost	Mapless	Map
MP: 50	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to cause Mini status.

Pond's Chorus

Cost	Mapless	Map
MP: 50	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to cause Toad status.

Self Destruct

Cost	Mapless	Map
MP: 10	Melee	Melee

Magical Attack, Fire-Aspected, dealing an amount of damage equal to your current HP. Ignores M-Def. You die instantly afterwards.

Blue Mage 10 Dragon Force

Cost	Mapless	Map
MP: 80	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Grants Bravery and Faith statuses.

Flamethrower

Cost	Mapless	Map
MP: 80	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical Attack, Fire-Aspected, targeting all enemies in the area for Level * Intellect * 0.4 damage.

Flash

Cost	Mapless	Map
MP: 70	R: 6 rows E: 1 row	Ranged Indirect Target H: 6

Cost	Mapless	Map
		Effect H/V: 3/3

Magical technique that attempts to cause Blind status.

Healing Breeze

Cost	Mapless	Map
MP: 150	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 3/3

Restores Level * Wisdom * 0.2 HP to all allies in the area.

Moon Flute

Cost	Mapless	Map
MP: 30	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical technique that attempts to cause Berserk to all in the area.

War Dance

Cost	Mapless	Map
MP: 120	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical technique that attempts to cause Bravery to all in the area.

Blue Mage 20 1,000 Needles

Cost	Mapless	Map
MP: 250	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Unaspected, dealing exactly 1,000 damage. Ignores M-Eva and M-Def.

Lilith Slap

Cost	Mapless	Map
MP: 100	Melee	Melee

Magical technique that attempts to cause Silence and Immobilize.

Off Guard

Cost	Mapless	Map
MP: 190	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to cause Broken Armor status.

Roulette

Cost
MP: 10

Magical technique that targets one random combatant on the battlefield. Attempts to instantly-kill.

Sandstorm

Cost	Mapless	Map
MP: 190	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Earth-Aspected, dealing Level * Intellect * 0.5 damage. Also attempts to cause Blind status.

Screech

Cost	Mapless	Map
MP: 80	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Air-Aspected, dealing Level * Intellect * 0.4 damage. Also attempts to cause Confuse status.

Blue Mage 30 Coeurl Blaster

Cost	Mapless	Map
MP: 150	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to cause Stop status at half M-Acc.

Death Sentence

Cost	Mapless	Map
MP: 100	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to cause Doom status.

Transfusion

Cost	Mapless	Map
MP: 130	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

You die instantly. In exchange, the target's HP and MP are fully restored.

Uction

Cost	Mapless	Map
MP: 80	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical technique, targeting all enemies in the area, that attempts to cause Oil status.

Blue Mage 40 ????

Cost	Mapless	Map
MP: 30	R: 6 rows E: Single	Ranged Indirect Target H: 6

Cost	Mapless	Map
		Effect H/V: 1/1

Calculate the difference between your maximum HP and the target's maximum HP. Do that much Magical Unaspected damage to the target, ignoring M-Eva.

Bad Breath, Lesser

Cost	Mapless	Map
MP: 80	R: 4 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Magical technique that attempts to cause Blind, Silence and Poison statuses.

Missile

Cost	Mapless	Map
MP: 70	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to reduce the target to an amount of HP equal to 1/4th of its current HP, at half M-Acc. This is a Gravity/Death technique.

Matra Magic

Cost	Mapless	Map
MP: 220	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to switch the HP and MP of the target.

Roar

Cost
MP: 80

Magical technique that attempts to remove all status conditions from everyone on the battlefield. This spell cannot be reflected.

Blue Mage 50 Angel Whisper

Cost	Mapless	Map
MP: 320	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Restores Level * Wisdom * 0.4 HP, and grants Reraise status.

Gorgon Gaze

Cost	Mapless	Map
MP: 200	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Level 2 Old

Cost
MP: 110

Magical technique that attempts to cause Old status on all enemies whose level is a multiple of 2.

Night

Cost
MP: 220

Magical technique that attempts to cause Sleep status on everyone on the battlefield except for yourself.

Voracious Trunk

Cost	Mapless	Map
MP: 50	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to steal one status condition from the target and apply it to yourself instead.

Blue Mage 60 Aqua Breath

Cost	Mapless	Map
MP: 380	R: 6 rows E: 2 rows	Ranged Indirect Target H: 6 Effect H/V: 4/4

Magical Attack, Water-Aspected, targeting all enemies in the area for Level * Intellect * 0.6 damage.

Cimicine Discharge

Cost	Mapless	Map
MP: 200	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical technique, targeting all enemies in the area, that attempts to cause [Slow][Status: Slow] status.

Eerie Sound Wave

Cost	Mapless	Map
MP: 80	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to end all positive status conditions on the target. This spell cannot be reflected.

Level 4 Graviga

Cost
MP: 90

Casts *Graviga* on all enemies whose level is a multiple of 4.

Time Slip

Cost	Mapless	Map
MP: 90	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to cause Old and Sleep statuses.

Blue Mage 70 Benthic Typhoon

Cost	Mapless	Map
MP: 400	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Air-Aspected, dealing Level * Intellect * 0.6 damage. Also attempts to cause Broken Armor and Broken Helmet statuses.

Blaster, Deathwhisker Coeurl's

Cost	Mapless	Map
MP: 400	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to cause Stop at double M-Acc. Also attempts to instantly-kill the target at normal M-Acc. This is a Gravity/Death technique.

Death Claw

Cost	Mapless	Map
MP: 210	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to reduce the target to 1 HP and cause Stop status, both at half M-Acc. This is a Gravity/Death technique.

Fantod

Cost	Mapless	Map
MP: 400	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Grants Boost Attack and Boost Magick statuses.

Mind Blast

Cost	Mapless	Map
MP: 60	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Unaspected, dealing Level * Intellect * 0.6 damage. Also attempts to cause Sap and Stop statuses.

White Wind

Cost	Mapless	Map
MP: 280	R: 6 rows E: Whole Party	Ranged Indirect Target H: 6 Effect H/V: 4/4

Targets all allies in the area. Restores an amount of HP equal to your current HP (before White Wind was cast).

Blue Mage 80

Cost	Mapless	Map
MP: 40 Special	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Requires that you are at 9 HP or less. Magical Attack, Unaspected, dealing 99,999 damage. Ignores M-Eva and M-Def.

Evil Eye Gaze

Cost	Mapless	Map
MP: 400	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical technique, targeting all enemies in the area, that attempts to cause Silence status at double M-Acc.

Magic Hammer

Cost	Mapless	Map
MP: 30	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to halve the target's current MP.

Mighty Guard

Cost	Mapless	Map
MP: 720	R: 6 rows E: Whole Party	Ranged Indirect Target H: 6 Effect H/V: 4/4

Grants [Protect][Status: Protect], [Shell][Status: Shell] and [Float][Status: Float] statuses to all allies in the area.

Vampire

Cost	Mapless	Map
MP: 20	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical Attack, Drain-Aspected, dealing an amount of damage equal to the difference between your current and maximum HP. The After-Armor Damage is added to yourself as HP.

Blue Mage 90 Bad Breath, King

Cost	Mapless	Map
MP: 2,000	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical Attack, Poison-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 damage. Also attempts to cause Addle, Blind, Confuse, Disable, Poison, [Toxic][Status: Toxic], Sap, Silence and Bleed statuses.

Black Fang

Cost	Mapless	Map
MP: 2,000	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Dark-Aspected, dealing Level * Intellect * 0.8 damage. Also attempts to instantly-kill at double M-Acc.

Dark Spark

Cost	Mapless	Map
MP: 270	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to cut the target's Experience Level in half, at half M-Acc.

Hyper Mighty Guard

Cost	Mapless	Map
MP: 2,000	R: 6 rows E: Whole Party	Ranged Indirect Target H: 6 Effect H/V: 4/4

Grants [Protect][Status: Protect], [Shell][Status: Shell], [Float][Status: Float], Haste, Regen and Reraise statuses to all allies in the area.

Level 3 Flare

Cost
MP: 180

Casts *Flare* on all enemies whose level is a multiple of 3.

Level 4 Gravija

Cost
MP: 90

Casts *Gravija* on all enemies whose level is a multiple of 4.

Level 5 Death

Cost
MP: 22

Casts *Death* on all enemies whose level is a multiple of 5.

Blue Mage 99 Supernova

Cost
Limit Break

Magical Attack, Unaspected, targeting all enemies on the battlefield for Level * 1.4 damage.

Time Compression

Cost
Limit Break

Magical technique that attempts to cause Redacted to all enemies on the battlefield.

Chemist

Naturally, Chemists have good relationships with Alchemists, or even practice Alchemy themselves. Alchemy creates the potions and Chemistry uses them in interesting ways.

Requires: None

Leads To:

- Arcanist - *Chemist* 20
- Black Mage - *Chemist* 20
- Blue Mage - *Chemist* 20
- Conjurer - *Chemist* 20
- Mime - *Chemist* 80, Dragoon 50, Geomancer 50, Orator 50, Squire 80, Summoner 50
- Onion Knight - *Chemist* 60, Squire 60
- Psychic - *Chemist* 20
- Thaumaturgist - *Chemist* 20
- White Mage - *Chemist* 20

Action	Reaction	Support	Move
Attack	Auto Potion	Chemist Drink	Mapless: 3
Default	1 x Choice	Throw Items	Move: 3
Chemistry		JLVL 80: Item Lore	Jump: 3
1 x Choice		1 x Choice	1 x Choice
Item			

- **Action: Chemistry:** The expertise in items that require special handling and care.
- **Reaction: Auto Potion (100 TP):** Upon taking damage, perform an Item action on yourself.
- **Support: Chemist Drink** You can use Chemist Drink type items.
- **Support: Throw Items:** In mapless combat, you can use items up to 4 rows away. In map combat, you can throw items in an arc with a range of 4 squares.
- **Support: Item Lore:** When you receive HP, MP and TP restoration from items, the restoration is doubled.

Weapon Proficiency	Armor Proficiency
1H Knives	Magic
1H Handguns	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: Chemistry
20	Weapon Proficiency: 1H Knives
40	Armor Proficiency: Magic
50	Support: Chemist Drink
60	Support: Throw Items
80	Support: Item Lore
90	Reaction: Auto Potion
99	Job Mastered

Mastery Bonus: You provide double the number of uses for items that you craft.

Chemistry

Chemist 1 Distillation

Use two charges of an item to produce its **Distillation** effect.

Chemist 10 Medicine

Cost	Mapless	Map
Charge Time: 50	R: 4 rows E: Party	Ranged Arc Target H: 6 Effect H/V: 3/3

Use two charges of an item to make it affect all in the target area.

Chemist 20 Astra

Cost	Mapless	Map
MP: 80	R: 2 rows E: Party	Ranged Direct Target H: 4 Effect H/V: 2/2

Grants [Astra][Status: Astra] for six status phases.

Chemist 30 Transmute

Cost	Mapless	Map
MP: 80	R: 1 row E: Single	Melee

If the target is at 1/4th HP or less, then this ability attempts an Instant Death to transform the target into item charges for one of the party's usable items.

Chemist 40 Protometeor

Cost	Mapless	Map
MP: 80	R: 4 rows E: 1 row	Ranged Indirect Target H: 4 Effect H/V: 2/3

Magical Attack, Unaspected, targeting all combatants in the area for Level * Intellect * 0.4 damage.

Chemist 50 Stash

Cost
TP: 600

Use an item without consuming any charges.

Chemist 60 Amputation

Cost	Mapless	Map
TP: 700	Melee	Melee

Magical Attack, Unaspected, dealing Level * Intellect * 0.8 damage.

Chemist 70 Last Stand

Cost	Mapless	Map
TP: 1,600	R: 1 row E: 1 row	Self-Centered Burst Target H: 0 Effect H/V: 2/3

Magical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.4 damage, plus an amount of damage equal to the difference between your current and maximum HP. This is added together to make one instance of damage.

Chemist 80 Vivify

Cost	Mapless	Map
TP: 1,600	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Revives the target with maximum HP.

Chemist 90 Dohter's Charity

Cost
TP: 3,000

Uses two item charges to apply Dohter's Charity to the whole party for three status phases.
Dohter's Charity: This status is linked to a specific item. During the status phase, the item's effect is applied to you.

Chemist 99 Overdrive Mix

Cost
Limit Break

Use two charges of an item to apply its **Distillation** effect to either the whole party, or to all enemies in combat.

Chocobo Knight

Requires: Knight 20, Orator 20

Leads to: None

Action	Reaction	Support	Move
Attack	1 x Choice	Choco Fighting	Mapless: 3
Default		1 x Choice	Move: 3
Chococraft			Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Chococraft:** Expertise in the care and riding of chocobos, so that they will perform their most powerful actions. All Chococraft actions require that you are riding a chocobo of the required color of plumage.
- **Support: Choco Fighting:** Chocobos that you ride are not afraid of combat.

Weapon Proficiency	Armor Proficiency
1H Hammers	War
1H Handaxes	Defender
1H Maces	Slayer
1H Rapiers	Striker
1H Swords	1 x Choice
1H Flails	
1H Lances	
1 x Choice	

JLVL	Unlock
10	Action: Chocotech
80	Support: Choco Fighting
99	Job Mastered

Mastery Bonus: Creatures which you are riding have your P-Def and M-Def added to them. They add their P-Eva and M-Eva to you.

Chococraft

Chocobo Knight 1 Choco Beak

Cost	Mapless	Map
TP: 10	Melee	Melee

Your chocobo does a melee attack, with After-Armor Damage increased by 25%.

Choco Regen

Cost	Mapless	Map
TP: 10	R: 2 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Grants Regen status.

Chocobo Knight 10 Choco Cure

Cost	Mapless	Map
TP: 100	Self and 3 allies	Spinning Melee

Restores an amount of HP equal to your chocobo's Level * Wisdom * 0.2 to yourself and all adjacent allies.

Chocobo Knight 20 Choco Esuna

Cost	Mapless	Map
TP: 200	R: 2 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Your chocobo casts *Esuna*.

Chocobo Knight 30 Choco Pellets

Cost	Mapless	Map
TP: 300	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Requires a non-yellow chocobo. Your chocobo performs a ranged physical attack, dealing Level * Speed * 0.6 damage.

Choco Surge

Cost	Mapless	Map
TP: 300	R: 2 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Grants [Boost Magic][Status: Boost Magic] status.

Chocobo Knight 40 Choco Meteor

Cost	Mapless	Map
TP: 400	R: 4 rows E: Single	Ranged Indirect Target H: 4

Cost	Mapless	Map
		Effect H/V: 1/1

Requires a red or gold chocobo. Your chocobo does a Magical Attack, Fire-Aspected, dealing Level * Intellect * 0.8 damage.

Choco Splash

Cost	Mapless	Map
TP: 400	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Requires a blue or gold chocobo. Your chocobo does a Magical Attack, Water-Aspected, dealing Level * Intellect * 0.8 damage.

Chocobo Knight 50 Choco Dive

Cost	Mapless	Map
TP: 500	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Requires a black or gold chocobo. Your chocobo does a Magical Attack, Air-Aspected, dealing Level * Intellect damage.

Choco Guard

Cost	Mapless	Map
TP: 500	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Requires a brown or gold chocobo. Grants [Protect][Status: Protect], [Shell][Status: Shell] and Regen statuses.

Chocobo Knight 60 Choco Barrier

Cost	Mapless	Map
TP: 600	R: 4 rows E: Whole Party	Self-Centered Burst Target H: 0 Effect H/V: 4/4

Grants [Protect][Status: Protect] and [Shell][Status: Shell] statuses to all allies in the area.

Chocobo Knight 70 Choco Recharge

Cost	Mapless	Map
TP: 700	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Requires a white or gold chocobo. Your chocobo restores an amount of MP to the target equal to the chocobo's Level * Spirit * 0.2.

Choco Stone

Cost	Mapless	Map
TP: 700	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Requires a brown or gold chocobo. Your chocobo does a Magical Attack, Earth-Aspected, dealing Level * Intellect * 1.2 damage.

Chocobo Knight 80 Choco Charge

Cost
TP: 800

Your chocobo tramples over the whole battlefield, attacking all enemies.

Choco Medica

Cost	Mapless	Map
TP: 800	R: 4 rows E: Whole Party	Self-Centered Burst Target H: 0 Effect H/V: 4/4

Your chocobo restores an amount of HP equal to Level * Wisdom * 0.6 to all allies in the area.

Chocobo Knight 90 Choco Golden Shine

Cost	Mapless	Map
TP: 900	R: 4 rows E: All enemies	Self-Centered Burst Target H: 0 Effect H/V: 4/4

Requires a gold chocobo. Your chocobo performs a magical technique that attempts to cause Addle, Blind, Charm, Confuse and Silence statuses to all enemies in the area, at double M-Acc.

Chocobo Knight 99 Fat Chocobo Drop

Cost
Limit Break

You summon a fat chocobo to sit on all enemies on the battlefield, dealing Level * Stamina * 0.6 damage. In addition, all of your item uses are restored.

Conjurer

Requires: Chemist 20

Leads to:

- Astrologian - *Conjurer* 30
- Devout - *Conjurer* 60, Mystic 60, White Mage 60

Action	Reaction	Support	Move
Attack	1 x Choice	Lily Conjuration	Mapless: 3
Default		Surecast	Move: 3
Conjuration Magick		1 x Choice	Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Conjuration Magick:** Communion with elementals and tree spirits in order to cultivate life.
- **Support: Lily Conjuration:** During combat, every status phase, you gain a Lily Petal. Every 3 Lily Petals are automatically turned into a Lily. You can hold a maximum of 3 Lilies. Every Lily-consuming action gives you a Blood Lily Petal. Every 3 Blood Lily Petals are turned into a Blood Lily. You can hold a maximum of one Blood Lily.
- **Support: Surecast:** Your spellcasting cannot be interrupted, except by conditions that would make it impossible to start casting in the first place, such as Silence and death.

Weapon Proficiency	Armor Proficiency
1H Maces	Magic
2H Staves	Healer
1H Racquets	1 x Choice

Weapon Proficiency	Armor Proficiency
1 x Choice	

JLVL	Unlock
10	Action: Conjunction Magick
20	Support: Lily Conjunction
80	Support: Surecast
99	Job Mastered

Mastery Bonus: Your HP-restoring actions restore 25% increased HP.

Conjunction Magick

Conjurer 1 Afflatus Protectus

Cost	Mapless	Map
Lily	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Grants [Protect][Status: Protect] to the target.

Afflatus Dolorus

Cost	Mapless	Map
Blood Lily	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Unaspected, dealing Level * Intellect Damage.

Repose

Cost	Mapless	Map
Cast Time: 30 MP: 60	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical technique that attempts to cause Sleep to the target.

Restore

Cost	Mapless	Map
Cast Time: 20 MP: 40	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Restores Level * Wisdom * 0.3 HP to the target. Has a 15% chance to grant Free Restore status to yourself.

Stone

Cost	Mapless	Map
Cast Time: 20 MP: 40	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Earth-Aspected, dealing Level * Intellect * 0.4 damage.

Aero

Cost	Mapless	Map
Cast Time: 20 MP: 40	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Air-Aspected, dealing Level * Intellect * 0.4 damage.

Windburn

Cost	Mapless	Map
Cast Time: 20 MP: 40	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Air-Aspected, dealing Level * Intellect * 0.2 damage. Also attempts to cause Windburn status.

Conjurer 10 Aerora

Cost	Mapless	Map
Cast Time: 200 MP: 400	R: 4 rows E: Single	Ranged Indirect Target H: 4

Cost	Mapless	Map
		Effect H/V: 1/1

Magical Attack, Air-Aspected, dealing Level * Intellect * 0.6 damage.

Afflatus Purgatio

Cost	Mapless	Map
Lily	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Removes one status condition of the target's choice from the target.

Conjure Vivification

Cost	Mapless	Map
Cast Time: 2,400 MP: 2,400	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Revives the target at full HP.

Fluid Aura

Cost	Mapless	Map
TP: 300	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical technique that attempts to cause Disable status.

Medica

Cost	Mapless	Map
Cast Time: 500 MP: 1,000	R: 2 rows E: Whole party	Self-Centered Burst Target H: 0 Effect H/V: 4/4

Restores Level * Wisdom * 0.5 HP to all allies in the area.

Stonara

Cost	Mapless	Map
Cast Time: 200 MP: 400	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Earth-Aspected, dealing Level * Intellect * 0.6 damage.

Conjurer 20 Stoneskin

Cost	Mapless	Map
Cast Time: 300 MP: 600	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Grants Stoneskin status to the target.

Conjurer 30 Afflatus Auxiliatus

Cost	Mapless	Map
Lily	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Grants Regen to the target.

Presence of Mind

Cost
TP: 1,500

Grants yourself Presence of Mind status for 4 status phases.

Restora

Cost	Mapless	Map
Cast Time: 500 MP: 1,000	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Restores Level * Wisdom * 0.8 HP to the target.

Conjurer 40 Windburnara

Cost	Mapless	Map
Cast Time: 200 MP: 400	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Air-Aspected, dealing Level * Intellect * 0.4 damage. Also attempts to cause Windburnara status.

Afflatus Holy

Cost	Mapless	Map
Blood Lily	R: 4 rows E: front 2 rows of enemies	Self-Centered Burst Target H: 0 Effect H/V: 4/4

Magical Attack, Holy-aspected, targeting all enemies in the area for Level * Intellect * 0.6 Damage. Also attempts to cause Stun for two status phases.

Rescue

Cost	Mapless	Map
TP: 1,200	R: 8 rows E: Single	Ranged Indirect Target H: 8 Effect H/V: 1/1

Pulls the targeted ally into an empty square adjacent to yourself.

Restoraga

Cost	Mapless	Map
Cast Time: 750 MP: 1,500	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 3/3

Restores Level * Wisdom * 0.8 HP to the primary target, and Level * Wisdom * 0.6 HP to all other allies in the area.

Conjurer 50 Aeroga

Cost	Mapless	Map
Cast Time: 2,000 MP: 4,000	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Air-Aspected, dealing Level * Intellect * 0.8 damage.

Medicara

Cost	Mapless	Map
Cast Time: 650 MP: 1,300	R: 2 rows E: Whole party	Self-Centered Burst Target H: 0 Effect H/V: 4/4

Restores Level * Wisdom * 0.4 HP to all allies in the area, and grants Medica Regen status.

Benediction

Cost	Mapless	Map
TP: 3,600	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Fully restores the target's HP.

Afflatus Solace

Cost	Mapless	Map
Lily	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Restores Level * Wisdom * 0.6 HP to the target.

Asylum

Cost	Mapless	Map
TP: 1,800	R: 6 rows E: 2 rows	Ranged Indirect Target H: 6 Effect H/V: 4/4

Grants Asylum status to all allies in the area.

Assize

Cost	Mapless	Map
TP: 4,500	R: 4 rows E: Special	Self-Centered Burst Target H: 0 Effect H/V: 4/4

Magical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.4 Damage. Also restores Level * Wisdom * 0.4 HP to all allies in the area.

Stonega

Cost	Mapless	Map
Cast Time: 2,000 MP: 4,000	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Earth-Aspected, dealing Level * Intellect * 0.8 damage.

Thin Air

Cost
TP: 2,400

Grants yourself Thin Air status for 4 status phases.

Conjurer 60 Aeroja

Cost	Mapless	Map
Cast Time: 4,000 MP: 8,000	R: 10 rows E: Single	Ranged Indirect Target H: 10 Effect H/V: 1/1

Magical Attack, Air-Aspected, dealing Level * Intellect * 1.2 damage.

Tetragrammaton

Cost	Mapless	Map
TP: 600	R: 6 rows E: Single	Ranged Indirect Target H: 6

Cost	Mapless	Map
		Effect H/V: 1/1

Restores Level * Wisdom * 0.4 HP to the target.

Divine Benison

Cost	Mapless	Map
TP: 1,500	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Grants Level * Wisdom * 0.8 Shield Points to the target.

Stoneja

Cost	Mapless	Map
Cast Time: 4,000 MP: 8,000	R: 10 rows E: Single	Ranged Indirect Target H: 10 Effect H/V: 1/1

Magical Attack, Earth-Aspected, dealing Level * Intellect * 1.2 damage.

Conjurer 70 Glare

Cost	Mapless	Map
Cast Time: 1,000 MP: 4,000	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Holy-Aspected, dealing Level * Intellect * 0.8 damage. Also attempts to cause Blind status.

Windburnga

Cost	Mapless	Map
Cast Time: 2,000 MP: 4,000	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Air-Aspected, dealing Level * Intellect * 0.6 damage. Also attempts to cause Windburnga status.

Plenary Indulgence

Cost	Mapless	Map
TP: 3,000	R: 2 rows E: Whole party	Self-Centered Burst Target H: 0 Effect H/V: 4/4

Grants Plenary Indulgence status to all allies in the area for 3 status phases.

Afflatus Misery

Cost	Mapless	Map
Blood Lily	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical Attack, Unaspected, dealing Level * Intellect * 0.8 damage to the primary target. All other enemies in the area are targeted for Level * Intellect * 0.6 damage.

Afflatus Rapture

Cost	Mapless	Map
Lily	R: 2 rows E: Whole party	Self-Centered Burst Target H: 0 Effect H/V: 4/4

Restores Level * Wisdom * 0.4 HP to all allies in the area.

Conjurer 80 Aquaveil

Cost	Mapless	Map
TP: 4,500	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Grants Aquaveil status to the target for 6 status phases.

Stoneskinga

Cost	Mapless	Map
Cast Time: 1,000 MP: 2,000	R: 2 rows E: Whole party	Self-Centered Burst Target H: 0 Effect H/V: 4/4

Grants Stoneskin to all allies in the area.

Temperance

Cost
TP: 2,400

Grants Temperance status to yourself for 6 status phases.

Conjurer 90 Lilybell

Cost	Mapless	Map
TP: 6,000	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Places a Lilybell at the target location on the ground. It lasts for 6 status phases. Each status phase, the Lilybell targets all allies in a radius of 3 squares to restore Level * Wisdom * 0.3 HP. Also when the Lilybell acts, whoever has the *Lily Conjunction* support ability and is within the radius gains 1 Lily Petal.

Medicaga

Cost	Mapless	Map
Cast Time: 1,000 MP: 2,000	R: 2 rows E: Whole party	Self-Centered Burst Target H: 0 Effect H/V: 4/4

Restores Level * Wisdom * 0.5 HP to all allies in the area, and grants Medicaga Regen status.

Conjurer 99 Pulse of Life

Cost
Limit Break

Fully revives and restores HP for all allies on the battlefield. Then, restores Level * Spirit * 0.1 MP for all allies on the battlefield.

Dancer

Requires: Dragoon 50, Geomancer 50

Leads to: None

Action	Reaction	Support	Move
Attack	Fury	1 x Choice	Mapless: 3
Default	1 x Choice		Move: 3
Kriegstanz			Jump: 3
1 x Choice			JLVL 60: Jump +3
Item			1 x Choice

- **Action: Kriegstanz:** Constantly dancing and making arcane gestures to affect reality itself.
- **Reaction: Fury (200 TP):** Upon taking damage, you gain Boost Attack.
- **Move: Jump +3:** In mapless combat, increases your Maneuver by 2. In map combat, increases your Jump by 3.

Weapon Proficiency	Armor Proficiency
1H Daggers	Magic
1H Knives	Aim
1H Handbags	1 x Choice
2H Sashes	
1H Chakrams	
1 x Choice	

JLVL	Unlock
10	Action: Bardsong
20	Weapon Proficiency: 1H Handbags
40	Weapon Proficiency: 2H Sashes
50	Weapon Proficiency: 1H Chakrams
60	Reaction: Fury
80	Move: Jump +3
99	Job Mastered

Mastery Bonus: Attacks against your back are converted to flanking attacks.

Kriegstanz

Dancer 1 Dance

Cost
None

You start dancing in patterns that affect the entire battlefield. The dance triggers at the beginning of each of your turns after you activate this action. You can also use this action to change which dance style you are performing, which then takes effect at the beginning of your next turn.

Your dance does not activate if you are under Addle, Disable or Immobilize statuses at the beginning of your turn.

Dance Style: Witch Hunt

Magical Attack, Unaspected, targeting all enemies on the battlefield for Level * Intellect * 0.3 Damage. The After-Armor Damage is dealt to MP rather than HP.

Dancer 10 Dance Style: Mincing Minuet

Magical Attack, Unaspected, targeting all enemies on the battlefield for Level * Intellect * 0.3 Damage.

Dancer 20 Dance Style: Slow Dance

Magical technique targeting all enemies on the battlefield. Attempts to cause [Slow][Status: Slow].

Dancer 30 Dance Style: Polka

Magical technique targeting all enemies on the battlefield. Attempts to cause Coward.

Dancer 40 Dance Style: Heathen Frolic

Magical technique targeting all enemies on the battlefield. Attempts to cause Atheist.

Dancer 50 Dance Style: Blade Dance

Projects your attack into one enemy. The After-Armor Damage is halved.

Dance Style: Curing Waltz

Targets all allies on the battlefield. Restores Level * Wisdom * 0.1 HP.

Dance Style: En Avant

Targets yourself only. You get one additional Maneuver or Move.

Dancer 60 Dance Style: Closed Position

Targets one ally, other than yourself. Grants Advice status.

Dance Style: Jitterbug

Magical Attack, Drain-Aspected, targeting one enemy for Level * Intellect * 0.1 Damage. Ignores M-Def. The damage is added to yourself as HP.

Dancer 70 Dance Style: Brake-Dance

Magical technique targeting all enemies on the battlefield. Attempts to cause Stop at half M-Acc.

Dancer 80 Dance Style: Dirty Dancing

Targets all allies on the battlefield. Grants Boost Critical status.

Dancer 90 Dance Style: Forbidden Dance

Magical technique targeting one enemy. Attempts to cause Blind, Confuse, Silence, Toad, Poison, [Slow][Status: Slow], Stop and Sleep.

Dancer 99 Dance Style: Last Waltz

Magical technique targeting all enemies on the battlefield. Attempts to cause 1,000 Charge Time.

Dancing Step

Cost
Limit Break

Move. For every 2 squares moved or 2 Maneuver used, instantly activate the effects of one Dance Style.

Dark Knight

Requires: Berserker 30, Black Mage 30, Knight 60

Leads to:

- Thunder God - *Dark Knight* 80, Knight 80, Paladin 80

Action	Reaction	Support	Move
Attack	1 x Choice	Blood Gauge	Mapless: 3
Default		HP Boost	Move: 3
Darkness Weapon		Vehemence	Jump: 3
1 x Choice		1 x Choice	1 x Choice
Item			

- **Action: Darkness Weapon:** Tapping in to your dark side to expose the fragility of everything else around you.
- **Support: Blood Gauge:** You can hold a maximum of 10 Blood Points.
- **Support: HP Boost:** Your maximum HP is increased by 25%.
- **Support: Vehemence:** You always have [Brave][Status: Brave] status.

Weapon Proficiency	Armor Proficiency
1H Handaxes	War

Weapon Proficiency	Armor Proficiency
1H Swords	Defender
2H Greatswords	1 x Choice
1H Flails	
1 x Choice	

JLVL	Unlock
10	Action: Divine Weapon
20	Support: Blood Gauge
40	Support: Vehemence
80	Support: HP Boost
99	Job Mastered

Mastery Bonus: When you drain HP, you gain 50% increased HP.

Darkness Weapon

Dark Knight 1 Blood Tasting

Cost
10 Blood Points

You restore Level * Stamina * 0.6 HP to yourself.

Syphon Strike

Cost
TP: 100

Attack. You also gain an amount of MP equal to 1% of the After-Armor Damage. You gain 1 Blood Point.

Unleash

Cost	Mapless	Map
TP: 100	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Projects your attack into all enemies in the area. After-Armor Damage is halved. You gain 1 Enmity for each enemy hit.

Dark Knight 10 Grit

Grants yourself Grit status. This action can also be used to remove Grit from yourself.

Unmend

Cost	Mapless	Map
TP: 150	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Magical Attack, Dark-Aspected, dealing Level * Intellect * 0.4 Damage. You gain 1 Blood Point.

Dark Knight 20 Darkness Wave

Cost	Mapless	Map
Special	R: 2 rows E: All enemies	Conic Blast Target H: 1 Effect H/V: 1/1, 3/2, 5/3

Uses an amount of HP equal to 10% of your Maximum HP. Magical Attack, Dark-Aspected, dealing Level * Intellect * 0.4 Damage. You gain 1 Blood Point.

Souleater

Cost
TP: 200

Attack. You also gain an amount of HP equal to 10% of the After-Armor Damage. You gain 1 Blood Point.

Dark Knight 30 Blood Weapon

Grants yourself Blood Weapon status for 4 status phases.

Flood of Darkness

Cost	Mapless	Map
MP: 3,000	R: 6 rows E: 2 enemies per row	Ranged Line Target H: 1 Length: 6 Width: 0

Magical Attack, Dark-Aspected, dealing Level * Intellect * 0.8 Damage. Also grants yourself Darkside status for 4 status phases.

You gain 1 Blood Point.

This ability can be used immediately after a TP-using *Darkness Weapon* action, in which case the MP cost is doubled, for a total of 6,000 MP.

Shadow Wall

Cost
TP: 1,200

Grants yourself Shadow Wall status for 4 status phases.

Dark Knight 40 Dark Mind

Cost
TP: 600

Grants yourself [Shell][Status: Shell] status.

Edge of Darkness

Cost
MP: 3,000

Attack, for double Dark-Aspected Damage. Also grants yourself Darkside status for 4 status phases. You gain 1 Blood Point.

This ability can be used immediately after a TP-using *Darkness Weapon* action, in which case the MP cost is doubled, for a total of 6,000 MP.

Shirk

Cost	Mapless	Map
None	R: 4 rows E: 1 ally	Ranged Direct Target H: 4 Effect H/V: 1/1

You transfer all of your Enmity into the target ally, then add 1 Enmity to that ally.

Dark Knight 50 Abyssal Drain

Cost
TP: 6,000

Attack, for double Drain-Aspected Damage. 10% of the After-Armor Damage is added to yourself as HP. You gain 1 Blood Point.

Living Dead

Cost
TP: 3,000

Puts yourself at 1 HP and grants yourself Living Dead for 4 status phases.

Plunge

Cost
TP: 3,000

Move and perform a melee attack.

Salted Earth

Cost	Mapless	Map
TP: 900	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Magical technique that attempts to cause Salted Earth to all enemies in the area.

Sanguine Sword

Cost	Mapless	Map
TP: 3,000	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Projects your attack into the target for Drain-Aspected Damage. Half of the After-Armor Damage is added to yourself as HP.

Dark Knight 60 Bloodspiller

Cost
5 Blood Points

Attack for double damage.

Carve And Spit

Cost
TP: 6,000

Attack for double Drain-Aspected Damage. 5% of the After-Armor Damage is added to yourself as MP. You gain 1 Blood Point.

Delirium

Cost
TP: 9,000

You gain 10 Blood Points.

Infernal Strike

Cost	Mapless	Map
TP: 6,000	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Projects your attack into the target for Drain-Aspected Damage. After-Armor Damage is dealt to MP rather than HP. The damage is added to yourself as MP.

Quietus

Cost	Mapless	Map
5 Blood Points	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Projects your attack into all enemies in the area.

Dark Knight 70 Blackest Night

Cost	Mapless	Map
MP: 3,000	R: 4 rows E: 1 ally	Ranged Direct Target H: 4 Effect H/V: 1/1

Grants Level * Wisdom * 0.4 Shield Points to the target ally. You gain 5 Blood Points.

Crushing Blow

Cost	Mapless	Map
TP: 3,000	R: 4 rows E: 1 row	Ranged Direct Target H: 4 Effect H/V: 2/2

Projects your attack into the area. Also attempts to cause Stop status.

Dark Missionary

Cost	Mapless	Map
TP: 9,000	R: 2 rows E: Whole Party	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Grants [Shell][Status: Shell] and Dark Missionary to all allies in the area.

Stalwart Soul

Cost	Mapless	Map
TP: 6,000	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Magical Attack, Dark-Aspected, targeting all enemies in the area for Level * Intellect * 0.6 Damage. You gain 1 Enmity for each enemy hit. You gain an amount of MP equal to 5% of the After-Armor Damage.

Dark Knight 80 Abyssal Blade

Cost	Mapless	Map
Special	R: 4 rows E: 1 row	Ranged Direct Target H: 4 Effect H/V: 2/2

Consumes an amount of HP equal to 25% of your Maximum HP. Projects your attack into the area for Magical Dark-Aspected Damage.

Dark Knight 90 Unholy Sacrifice

Cost	Mapless	Map
Special	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Consumes an amount of HP equal to 50% of your Maximum HP. Magical Attack, Dark-Aspected, targeting all enemies in the area for Level * Intellect * 1.2 Damage.

Dark Knight 99 Living Shadow

Cost
Limit Break

You create a manifestation of your inner darkness, which has the stats of an average NPC of your Level. The Living Shadow has the same Actions, Reactions, Supports, and Moves that you do.

Devout

Requires: Conjurer 60, Mystic 60, White Mage 60

Leads To: None

Action	Reaction	Support	Move
Attack	Mana Shield	2 x Choice	Mapless: 3
Default	2 x Choice		Move: 3
Conjuration Magick			Jump: 3
Mystic Magick			2 x Choice
White Magick			
Pray			
1 x Choice			
Item			

- **Action: Pray:** Choose an HP-restoring action. You attempt to perform that action at no cost, on the whole party. If it has both a single-target and multi-target version, then it is performed at single-target strength, except on the whole party. The percentage chance of success is equal to the difference between the Job Level required to do that action, and your Devout Job Level.
- **Reaction: Mana Shield (100 TP):** Half of After-Armor damage you receive is taken from MP rather than HP. If you run out of MP then remaining damage is applied to your HP.

Weapon Proficiency	Armor Proficiency
1H Maces	Magic
2H Staves	Healer
1H Racquets	1 x Choice
1 x Choice	

JLVL	Unlock
40	Reaction: Mana Shield
60	Action: Pray
99	Job Mastered

Mastery Bonus: When you cause HP-restoring, MP-restoring and TP-restoring statuses, they also do their effects immediately. You gain double the benefit of MP-restoring statuses.

Dominant

Requires: Evoker 80, Summoner 80

- **Support: High Summoning:** If you cancel a *Dominant Form* early, then you may choose to perform the corresponding Summoning Magick at half cost.

Mastery Bonus:

Dominant Form

Refer to Espers for the details on the possible Dominant Forms and their stats. You must have a pact with an Esper in order to use its Dominant Form. The form lasts for 6 status phases. While in a Dominant Form, you can perform the associated *Esper Action*, *Evocation Magick* and *Summoning Magick*. The costs of such actions are taken from yourself rather than from the Esper.

Dragoon

Requires: Monk 40, Thief 40

Leads to:

- Dancer - *Dragoon* 50, Geomancer 50
- Mime - Chemist 80, *Dragoon* 50, Geomancer 50, Orator 50, Squire 80, Summoner 50
- Samurai - *Dragoon* 20, Knight 40, Monk 50

Action	Reaction	Support	Move
Attack	Dragonheart	1 x Choice	Mapless: 4
Default	1 x Choice		Move: 3
Dragonsoul			Jump: 4
1 x Choice			JLVL 60: Ignore Elevation
Item			1 x Choice

- **Action: Dragonsoul:** Techniques for fighting both with and against dragons.
- **Reaction: Dragonheart (1,000 TP):** Upon taking physical damage, you gain Reraise.
- **Move: Ignore Elevation:** In mapless combat, grants +2 maneuver. In map combat, your Jump is unlimited, so you no longer need a Jump number.

Weapon Proficiency	Armor Proficiency
1H Swords	War
1H Handaxes	Slayer
1H Lances	1 x Choice
2H Spears	
1 x Choice	

JLVL	Unlock
10	Action: Dragonsoul
20	Armor Proficiency: Slayer
40	Weapon Proficiency: 1H Lances
60	Weapon Proficiency: 2H Spears
80	Move: Ignore Elevation
90	Reaction: Dragonheart
99	Job Mastered

Mastery Bonus: You have one additional chance to deal Critical Hits and Devastating Hits.

Dragonsoul

Dragoon 1 Jump

Cost	Mapless	Map
None	R: 6 rows E: Single	Ranged Arc Target H: 6 Effect H/V: 1/6

You jump up into the sky, unable to be targeted by anything. On your next turn, you land on the target, dealing double Initial Damage, but can take no other actions. In map combat, the possible targets must be within range of the square that you started the Jump from.

Dragoon 10 Instant Jump I

Cost	Mapless	Map
TP: 100	R: 1 rows E: Single	Ranged Arc Target H: 1

Cost	Mapless	Map
		Effect H/V: 1/1

You jump into the target position, then perform a melee attack against one adjacent enemy for 50% increased After-Armor Damage.

Lancet

Cost	Mapless	Map
Cast Time: 100 MP: 100	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Projects your attack into the target, for Drain-Aspected damage. 1/4th of the After-Armor Damage is also added to your MP.

Dragoon 20 Instant Jump II

Cost	Mapless	Map
TP: 200	R: 2 rows E: Single	Ranged Arc Target H: 2 Effect H/V: 1/2

You jump into the target position, then perform a melee attack against one adjacent enemy for 50% increased After-Armor Damage.

Reis's Wind

Cost	Mapless	Map
Cast Time: 120 MP: 120	R: 0 Rows E: 1 Row	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Grants Regen to all allies in the area, including yourself.

Dragoon 30 Dragon Breath

Cost	Mapless	Map
Cast Time: 780 MP: 780	R: 0 Rows E: 1 Row	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Magical Attack, Unaspected. Choose one enemy in the area. Calculate the amount of HP that enemy is missing compared to maximum HP. Deal that much damage to all enemies in the area, ignoring M-Def.

Instant Jump III

Cost	Mapless	Map
TP: 300	R: 3 rows E: Single	Ranged Arc Target H: 3 Effect H/V: 1/3

You jump into the target position, then perform a melee attack against one adjacent enemy for 50% increased After-Armor Damage.

Dragoon 40 Instant Jump IV

Cost	Mapless	Map
TP: 400	R: 4 rows E: Single	Ranged Arc Target H: 4 Effect H/V: 1/4

You jump into the target position, then perform a melee attack against one adjacent enemy for 50% increased After-Armor Damage.

White Draw

Cost	Mapless	Map
Cast Time: 360 MP: 360	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Magical Attack, Drain-Aspected, for Level * Intellect * 0.4 damage. The damage is dealt to MP rather than HP. 1/4th of the After-Armor Damage is added to yourself and all adjacent allies as MP.

Dragoon 50 Instant Jump V

Cost	Mapless	Map
TP: 500	R: 5 rows E: Single	Ranged Arc Target H: 5 Effect H/V: 1/5

You jump into the target position, then perform a melee attack against one adjacent enemy for 50% increased After-Armor

Damage.

Luna

Cost
Cast Time: 120
MP: 120

Magical attack. Summons a full blood moon to attempt to cause Berserk to everyone on the battlefield, including yourself.

Dragoon 60 Instant Jump VI

Cost	Mapless	Map
TP: 600	R: 6 rows E: Single	Ranged Arc Target H: 6 Effect H/V: 1/6

You jump into the target position, then perform a melee attack against one adjacent enemy for 50% increased After-Armor Damage.

Six Dragons

Cost
Cast time: 280
MP: 280

For each ally including yourself, causes a random effect. The effect is rolled separately for each person.

1. Restores all HP
2. Restores all MP
3. Restores all HP and MP
4. Reduces HP to 1
5. Reduces MP to 1
6. Reduces HP and MP to 1

Dragoon 70 Cherry Blossom

Cost	Mapless	Map
Cast Time: 460 MP: 460	R: 6 Rows E: 2 Rows	Ranged Direct Target H: 6 Effect H/V: 3/3

Projects your attack into all enemies in the area, for Magical Unaspected damage.

Instant Jump VII

Cost	Mapless	Map
TP: 700	R: 7 rows E: Single	Ranged Arc Target H: 7 Effect H/V: 1/7

You jump into the target position, then perform a melee attack against one adjacent enemy for 50% increased After-Armor Damage.

Dragoon 80 Dragon's Crest

Cost	Mapless	Map
Cast Time: 1,600 MP: 1,600	R: 4 rows E: Single	Ranged Arc Target H: 4 Effect H/V: 1/1

Projects your attack into the target, dealing double Initial Damage.

Instant Jump VIII

Cost	Mapless	Map
TP: 800	R: 8 rows E: Single	Ranged Arc Target H: 8 Effect H/V: 1/8

You jump into the target position, then perform a melee attack against one adjacent enemy for 50% increased After-Armor Damage.

Dragoon 90 Holy Breath

Cost	Mapless	Map
Charge Time: 900 TP: 900	R: 1 row E: 1 row	Breath Cone Target H: 0 Effect H/V: 3/3

Magical Attack, Holy-Aspected, dealing Level * Stamina * 0.6 damage. In map combat, targets the square in front of you, then the 3 squares after that, then the 5 squares after that.

Instant Jump IX

Cost	Mapless	Map
TP: 900	R: 9 rows E: Single	Ranged Arc Target H: 9 Effect H/V: 1/9

You jump into the target position, then perform a melee attack against one adjacent enemy for 50% increased After-Armor Damage.

Dragoon 99 Dragon Sight

Cost
Limit Break

Grants Eye of Nidhogg to all allies on the battlefield.

Instant Jump X

Cost	Mapless	Map
TP: 1,000	R: 10 rows E: Single	Ranged Arc Target H: 10 Effect H/V: 1/10

You jump into the target position, then perform a melee attack against one adjacent enemy for 50% increased After-Armor Damage.

Evoker

Requires: Arcanist 30, Black Mage 30

Leads to:

- Dominant - *Evoker* 80, Summoner 80

Action	Reaction	Support	Move
Attack	1 x Choice	Aethercapacitance	Mapless: 3
Default		1 x Choice	Move: 3
Arcane Magick			Jump: 3
Evocation Magick			1 x Choice
1 x Choice			
Item			

- **Action: Evocation Magick:** See Espers for the details of Evocation Magick. You must have a pact with an Esper in order to cast its Evocation Magick.

Weapon Proficiency	Armor Proficiency
1H Daggers	Magic
1H Knives	Caster
2H Rods	Healer
2H Staves	1 x Choice
1H Whips	
1 x Choice	

JLVL	Unlock
10	Action: Evocation Magick
99	Job Mastered

Mastery Bonus:

Fencer

Requires: Squire 20

Leads to:

- Red Mage - Black Mage 30, *Fencer* 30, White Mage 30

Action	Reaction	Support	Move
Attack	Reflex	1 x Choice	Mapless: 4
Default	1 x Choice		Move: 4
Fencing			Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Fencing:** Finesse with light weapons and rapid strikes.
- **Reaction: Reflex (200 TP):** Triples your P-Eva against an action from your front.

Weapon Proficiency	Armor Proficiency
1H Daggers	Aim
1H Knives	Scout
1H Rapiers	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: Fencing
20	Weapon Proficiency: 1H Rapiers
40	Reaction: Reflex
99	Job Mastered

Mastery Bonus: Your P-Eva is increased by 25%.

Fencing

Fencer 1 Riposte

Cost
TP: 30

Action with the same effect as *Default*. Additionally, while in this state, the next time an enemy misses an attack against you, you attack back at double P-Acc.

Swarmstrike

Cost
TP: 150

Attack at double P-Acc, and attempt to cause Poison status also at double P-Acc.

Fencer 10 Corps-a-Corps

Cost
TP: 400

Move and attack at double P-Acc.

Shadowstick

Cost
TP: 400

Attack at double P-Acc, and attempt to cause [Slow][Status: Slow] status at normal P-Acc.

Fencer 20 Checkmate

Cost
TP: 300

Attack at double P-Acc, and attempt to cause Doom status at normal P-Acc.

Fencer 30 Featherblow

Cost
TP: 200

Attack at triple P-Acc. After-Armor Damage is halved.

Zwerchhau

Cost
TP: 250

Attack, and ignore P-Def.

Fencer 40 Displacement

Cost
TP: 350

Attack at double P-Acc, then move before the target's Reactions trigger.

Swallowtail

Cost	Mapless	Map
TP: 300	R: 1 row E: 3 enemies in the front row	Melee Spin Target H: 0 Effect H/V: 2/2

Spinning attack against adjacent enemies, at double P-Acc.

Fencer 50 Manastrike

Cost
TP: 300

Attack at double P-Acc. Damage is dealt to MP instead of HP.

Redoublement

Cost
TP: 500

Attack the same target twice, at double P-Acc. After-Armor Damage is halved.

Fencer 60 Moulinet

Cost	Mapless	Map
TP: 400	R: 2 rows E: All enemies	Cone Blast Target H: 1 Effect H/V: 1/1, 3/3, 5/5

Projects your attack into all enemies in the area.

Piercing Blow

Cost	Mapless	Map
TP: 300	R: 2 rows E: 2 enemies in each front row	Ranged Line Target H: 1 Length: 2 Width: 0

Attack all in the target area, at double P-Acc.

Fencer 70 Embolden

Cost	Mapless	Map
TP: 1,200	R: 2 rows E: 1 row of allies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Grants Embolden to all allies in the area for six status phases.

Nighthawk

Cost	Mapless	Map
TP: 200	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Projects your attack into the target, at double P-Acc.

Fencer 80 Enchanted Strike

Cost
MP: 2,000 TP: 1,000

Attack for double P-Acc and double damage.

Fencer 90 Enchanted Moulinet

Cost	Mapless	Map
MP: 3,200 TP: 1,600	R: 2 rows E: All enemies	Cone Blast Target H: 1 Effect H/V: 1/1, 3/3, 5/5

Projects your attack into all enemies in the area for double P-Acc and double damage.

Fencer 99 Heartpiercer

Cost
Limit Break

Attack at triple P-Acc and damage. Attempts to instantly-kill. This is a Gravity/Death attack. Also grants yourself Boost Critical status.

Festivalist

Requires: Black Mage 20, Jongleur 20

Leads to: None

Action	Reaction	Support	Move
Attack	1 x Choice	Timeless	Mapless: 4
Default		1 x Choice	Move: 4
Festivities			Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Festivities:** Using your own enjoyment of festivals as the source of your personal magic.
- **Support: Timeless:** Your M-Eva is doubled against [Slow][Status: Slow] and Stop.

Weapon Proficiency	Armor Proficiency
1H Hammers	Scout
1H Handbags	Magic
1H Maces	1 x Choice
1H Bombsticks	
1H Bells	
1 x Choice	

JLVL	Unlock
10	Action: Festivities
80	Support: Timeless
99	Job Mastered

Mastery Bonus:

Festivities

Festivalist 1 Fire Sandals

Cost	Mapless	Map
Cast Time: 30	R: 4 rows	Ranged Indirect
MP: 60	E: Single	Target H: 4
		Effect H/V: 1/1

Magical Attack, Fire-Aspected, dealing Level * Intellect * 0.1 * 1d8 damage.

Ice Sandals

Cost	Mapless	Map
Cast Time: 30	R: 4 rows	Ranged Indirect
MP: 60	E: Single	Target H: 4

Cost	Mapless	Map
		Effect H/V: 1/1

Magical Attack, Ice-Aspected, dealing Level * Intellect * 0.1 * 1d8 damage.

Thunder Sandals

Cost	Mapless	Map
Cast Time: 30 MP: 60	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Lightning-Aspected, dealing Level * Intellect * 0.1 * 1d8 damage.

Festivalist 10 Spinner Fireworks

Cost	Mapless	Map
Cast Time: 30 MP: 60	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Unaspected, dealing Level * Intellect * 0.1 * 1d6 damage. Also attempts to cause Confuse status.

Twinkler Fireworks

Cost	Mapless	Map
Cast Time: 30 MP: 60	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Restores Level * Wisdom * 0.1 * 1d4 HP, and removes one status condition of the target's choice.

Water Sandals

Cost	Mapless	Map
Cast Time: 30 MP: 60	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Water-Aspected, dealing Level * Intellect * 0.1 * 1d8 damage. Also attempts to cause Watered status.

Festivalist 20 Blind Mask

Cost	Mapless	Map
Cast Time: 30 MP: 60	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Dark-Aspected, dealing Level * Intellect * 0.4 damage. Also attempts to cause Blind status.

Fountain Fireworks

Cost	Mapless	Map
Cast Time: 60 MP: 120	R: 4 rows E: 1 row	Ranged Indirect Target H: 4 Effect H/V: 3/3

Magical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.1 * 1d8 damage.

Popper Fireworks

Cost	Mapless	Map
Cast Time: 40 MP: 80	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Unaspected, dealing Level * Intellect * 0.1 * 1d10 damage.

Festivalist 30 Fire Fish

Cost	Mapless	Map
Cast Time: 30 MP: 60	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Fire-Aspected, dealing Level * Intellect * 0.1 * (1 + Fish Counter) damage, and adds one Fish Counter to the target.

Ice Fish

Cost	Mapless	Map
Cast Time: 30	R: 4 rows	Ranged Indirect

Cost	Mapless	Map
MP: 60	E: Single	Target H: 4 Effect H/V: 1/1

Magical Attack, Ice-Aspected, dealing $\text{Level} * \text{Intellect} * 0.1 * (1 + \text{Fish Counter})$ damage, and adds one Fish Counter to the target.

Thunder Fish

Cost	Mapless	Map
Cast Time: 30 MP: 60	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Lightning-Aspected, dealing $\text{Level} * \text{Intellect} * 0.1 * (1 + \text{Fish Counter})$ damage, and adds one Fish Counter to the target.

Festivalist 40 Quake Taiko

Cost	Mapless	Map
Cast Time: 200 MP: 400	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Magical Attack, Earth-Aspected, targeting all enemies in the area for $\text{Level} * \text{Intellect} * 0.4$ damage. [Float][Status: Float] gives immunity to this spell.

Silence Mask

Cost	Mapless	Map
Cast Time: 30 MP: 60	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Air-Aspected, dealing $\text{Level} * \text{Intellect} * 0.4$ damage. Also attempts to cause Silence status.

Water Fish

Cost	Mapless	Map
Cast Time: 30 MP: 60	R: 4 rows E: Single	Ranged Indirect Target H: 4

Cost	Mapless	Map
		Effect H/V: 1/1

Magical Attack, Water-Aspected, dealing $\text{Level} * \text{Intellect} * 0.1 * (1 + \text{Fish Counter})$ damage, and adds one Fish Counter to the target. Also attempts to cause Watered status.

Festivalist 50 Sleep Mask

Cost	Mapless	Map
Cast Time: 30 MP: 60	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Ice-Aspected, dealing $\text{Level} * \text{Intellect} * 0.4$ damage. Also attempts to cause Sleep status.

Takoyaki

Cost	Mapless	Map
Cast Time: 90 MP: 180	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Two Magical Attacks on the target, each dealing $\text{Level} * \text{Intellect} * 0.4$ damage. The first is Fire-Aspected, the second is Water-Aspected.

Festivalist 60 Okonomiyaki

Cost	Mapless	Map
Cast Time: 90 MP: 180	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Earth-Aspected, dealing $\text{Level} * \text{Intellect} * 0.4$ damage. Then, restores $\text{Level} * \text{Wisdom} * 0.2$ HP to yourself.

Poison Mask

Cost	Mapless	Map
Cast Time: 30 MP: 60	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Poison-Aspected, dealing $\text{Level} * \text{Intellect} * 0.4$ damage. Also attempts to cause Poison status.

Festivalist 70 Gravity Fish

Cost	Mapless	Map
Cast Time: 60	R: 4 rows	Ranged Indirect
MP: 120	E: Single	Target H: 4
		Effect H/V: 1/1

Magical Attack, Unaspected, dealing an amount of damage to the target equal to 5% of their maximum HP, multiplied by the target's Fish Counter. Afterwards, adds one Fish Counter to the target. This is a Gravity/Death attack.

Stop Mask

Cost	Mapless	Map
Cast Time: 60	R: 4 rows	Ranged Indirect
MP: 140	E: Single	Target H: 4
		Effect H/V: 1/1

Magical Attack, Unaspected, dealing $\text{Level} * \text{Intellect} * 0.4$ damage. Also attempts to cause Stop status.

Yakitori

Cost	Mapless	Map
Cast Time: 100	Melee	Melee
MP: 400		

Restores $\text{Level} * \text{Wisdom} * 0.4$ HP to yourself. Then, you use the remaining yakitori skewers to perform a melee attack for Physical Unaspected damage, dealing $\text{Level} * \text{Strength} * 0.6$ damage.

Festivalist 80 Flare Sandals

Cost	Mapless	Map
Cast Time: 120	R: 4 rows	Ranged Indirect
MP: 120	E: Single	Target H: 4
TP: 120		Effect H/V: 1/1

Magical Attack, Unaspected, dealing $\text{Level} * \text{Intellect} * 0.1 * 1d12$ damage.

Petro Mask

Cost	Mapless	Map
Cast Time: 130 MP: 260	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Earth-Aspected, dealing Level * Intellect * 0.4 damage. Also attempts to cause Petrify status.

Festivalist 90 Holy Fish

Cost	Mapless	Map
Cast Time: 100 MP: 200	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Holy-Aspected, dealing Level * Intellect * 0.1 * (1 + Fish Counter) damage, and adds one Fish Counter to the target. Also attempts to cause Stun status for one status phase.

Ultima Sandals

Cost	Mapless	Map
Cast Time: 360 MP: 990 TP: 360	R: 4 rows E: 1 row	Ranged Indirect Target H: 4 Effect H/V: 3/3

Magical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.1 * 1d12 damage.

Festivalist 99 Dai Hanabi

Cost	Mapless	Map
Limit Break	R: 4 rows E: Front 2 rows of enemies	Self-Centered Burst Target H: 0 Effect H/V: 4/4

Launches an array of colored fireworks, functioning as Magical Attacks against all enemies in the area. Each attack does Level * Intellect * 0.4 damage. The sequence of attacks is as follows:

Firework	Element
1: Red	Fire
2: White	Holy
3: Blue	Water

Firework	Element
4: Yellow	Lightning
5: Silver	Ice
6: Purple	Dark
7: Green	Poison
8: Noisemaker	Air

Freelancer

Requires: None

Leads To: None

Action	Reaction	Support	Move
Attack	10 x Choice	10 x Choice	Mapless: 3
Default			Move: 3
2 x Choice			Jump: 3
Item			10 x Choice

Weapon Proficiency	Armor Proficiency
5 x Choice	5 x Choice

JLVL	Unlock
99	Job Mastered

Mastery Bonus: The number of choices for Action, Reaction, Support, Move, Weapon Proficiency and Armor Proficiency are doubled. For example, if your current Job has 1 x Choice for Support abilities, then it changes to 2 x Choice.

Fusilier

Requires: Archer 30

Leads to:

- Gunbreaker - *Fusilier* 30, Marauder 60, Spellblade 30
- Machinist - Arithmetician 30, *Fusilier* 30
- Magitek Pilot - Black Mage 20, *Fusilier* 20

Action	Reaction	Support	Move
Attack	Blur	Charged Attacks	Mapless: 3
Default	1 x Choice	1 x Choice	Move: 3

Action	Reaction	Support	Move
Gunmanship			Jump: 3
1 x Choice Item			1 x Choice

- **Action: Gunmanship:** Practice and expertise in preparing shells, then loading and firing them as quickly as possible.
- **Reaction: Blur (200 TP):** Against a Ranged Direct action, double your P-Eva and M-Eva.
- **Support: Charged Attacks:** Your regular attack actions use an amount of MP equal to your weapon's Item Level * 10. In exchange, you add Level * Intellect * 0.2 damage to such attacks.

Weapon Proficiency	Armor Proficiency
1H Handguns	Aim
2H Cannons	1 x Choice
2H Rifles	
1 x Choice	

JLVL	Unlock
10	Action: Gunmanship
20	Weapon Proficiency: 2H Rifles
40	Reaction: Blur
60	Weapon Proficiency: 2H Cannons
80	Support: Charged Attacks
99	Job Mastered

Mastery Bonus: The maximum range of your Ranged Direct actions is increased by 2. In mapless combat, the cost to prevent a rear attack is changed to 3 Maneuver.

Gunmanship

Fusilier 1 Prime Munition

Loads a specialized munition into your weapon. Your weapon can only hold a maximum of one such munition. A regular attack with a Primed Munition weapon will deal 25% increased damage.

Fusilier 10 Cure Cannon

Cost
Primed Munition

Targets one ally within weapon range. Restores Level * Wisdom * 0.4 HP, and removes one status condition of the target's choice.

Fireshot

Cost
TP: 150

Attack, Fire-Aspected.

Potshot

Cost
MP: 80

Attack, and ignore P-Eva.

Fusilier 20 Boltshot

Cost
TP: 150

Attack, Lightning-Aspected.

Protect Cannon

Cost
Primed Munition

Targets one ally within weapon range. Grants [Protect][Status: Protect] status.

Fusilier 30 Iceshot

Cost
TP: 150

Attack, Ice-Aspected.

Shell Cannon

Cost
Primed Munition

Targets one ally within weapon range. Grants [Shell][Status: Shell] status.

Fusilier 40 Confushot

Cost
TP: 400

Attack, and attempt to cause Confuse on hit. This ability does not end *Confuse*.

Ether Cannon

Cost
Primed Munition

Targets one ally within weapon range. Restores Level * Spirit * 0.2 MP.

Fusilier 50 Charmshot

Cost
TP: 400

Attack, and attempt to cause Charm on hit. This ability does not end *Charm*.

Teleport Cannon

Cost
Primed Munition

Physical technique that attempts to teleport the target to a random location on the battlefield.

Fusilier 60 Blindshot

Cost
TP: 200

Attack, and attempt to cause Blind on hit.

Quarter Pounder

Cost
MP: 800

Attack that attempts to do an amount of damage equal to 25% of the target's current HP. Ignores P-Def. This is a Gravity/Death attack.

Fusilier 70 Burst Shot

Cost
MP: 1,200

Attack, with accuracy class improved by 2.

Ether Boost

Cost
Primed Munition
MP: 2,000

Attack, and add Level * Intellect * 0.4 to the damage.

On The Level

Cost
MP: 1,200

Attack, for Level * Level * 8 damage.

Silenceshot

Cost
TP: 200

Attack, and attempt to cause Silence on hit.

Fusilier 80 Blowback

Cost
Primed Munition
HP: Special

Uses an amount of your HP equal to 25% of your maximum HP. Attack, and add Level * Stamina * 0.4 to the damage.

Stopshot

Cost
TP: 450

Attack, and attempt to cause Stop on hit.

Table-turner

Cost
MP: 800

Attack, and add the target’s P-Def to the damage. Ignores P-Def when calculating the After-Armor Damage.

Fusilier 90 Buckshot

Cost
TP: 150

Swaps your currently-loaded weapon munitions with buckshot canisters. Your next regular attack with that weapon will target a radius of 1 square. In mapless combat, it will target 3 enemies in the same row.

Foresight

Cost
TP: 150

Loads one additional munition into your weapon. Your next regular attack with that weapon will attack the same target two times.

Scope

Cost
TP: 150

Attaches a single-use guidance system scope to your weapon. Your next regular attack with that weapon will have double P-Acc.

Mortar

Cost
TP: 200
Maneuver/Move

Requires using up your full Maneuver/Move. Plants your weapon firmly in the ground in order to handle strong recoil. Your next regular attack with that weapon will deal double After-Armor Damage.

Target

Cost
TP: 200

Designates a target within weapon range. Physical technique that attempts to cause Lock status.

Fusilier 99 Full Artillery Kit

Cost
Limit Break

Performs *Prime Munition*, *Buckshot*, *Scope*, *Mortar* and *Target*, followed by one *Gunmanship* action of your choice. Ignore TP costs.

Gambler

Requires: Mystic 30, Thief 30

Action	Reaction	Support	Move
Attack	1 x Choice	1 x Choice	Mapless: 4
Default			Move: 4
Gambling			Jump: 3
1 x Choice			
Item			

- **Action: Gambling:** Games of betting, luck and chance for questionable rewards. The potential gains are great, but you can also lose everything. The game group is not obligated to wait for full Gambling actions to play out, because some of them can take a considerable amount of time (especially *Chess With Death*). Also beware that some may involve real money (e.g. *Gachapon Capsule*).

Weapon Proficiency	Armor Proficiency
1H Rapiers	Aim
1H Cards	Scout

Weapon Proficiency	Armor Proficiency
1H Darts	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: Gambling
99	Job Mastered

Mastery Bonus: When you do an action with a random element in it other than critical hit chance, you can reroll that random element. You choose which of the two results to stick with. If used with *Gambling* actions, then a full action is treated as a single random element, e.g. a full play of slots or a full hand of mahjong.

Gambling

Gambler 1 Coin Flip

Cost
Special

Consumes an amount of item charges totalling 1 Gathering or Craftsmanship. Grab one coin. Guess whether it will turn up heads or tails. Flip the coin. If you guessed correctly, you do an attack for double damage. Otherwise, your action is wasted.

Gachapon Capsule

Do a single gacha pull. If the result is the most common drop possible, then your action is wasted. Otherwise, you restore one item use. If the result is the most rare drop possible, then you fully restore the party's item uses.

Gambler 10 Bribe

Cost	Mapless	Map
Special	R: 6 rows E: Single	Ranged Direct Target H: 6 Effect H/V: 1/1

Consumes an amount of item charges totalling 10 Gathering or Craftsmanship. Magical technique that attempts to convince the target to leave the combat.

Card Sharp

Cost	Mapless	Map
MP: 130	R: 6 rows E: Single	Ranged Direct Target H: 6 Effect H/V: 1/1

Draw a playing card, then use it to perform a Physical Attack, Unaspected, dealing variable damage based on the card.

Card	Damage
Ace	Level * Tenacity * 0.8
2 through 10	Level * Dexterity * 0.1 * card's number
Face	Level * Mind * 0.8

Odds or Evens

Cost
Special

Consumes an amount of item charges totalling 10 Gathering or Craftsmanship. Grab two dice. Guess whether the sum will be odd or even. Roll the dice. If you guessed correctly, then you attack all enemies on the battlefield for half After-Armor Damage, ignoring P-Eva. Otherwise, you attack your own party instead, including yourself.

Gambler 20 Jackpot Chip

Cost	Mapless	Map
MP: 280	R: 6 rows E: Single	Ranged Direct Target H: 6 Effect H/V: 1/1

Attack, with accuracy class improved by 1. Deals Level * Agility * 0.6 damage.

Penny Slots

Cost
Special

Consumes an amount of item charges totalling 1 Gathering or Craftsmanship. Play the Slot Machine, but only using the center row.

Yahtzee Roll

Cost
Special

Consumes an amount of item charges totalling 20 Gathering or Craftsmanship. Play one round of Yahtzee. For every 10 points of score, you attack a random enemy on the battlefield for half damage, ignoring P-Eva and P-Def.

Gambler 30 Blackjack Hand

Cost
Special

Consumes an amount of item charges totalling 21 Gathering or Craftsmanship. Play one hand of Blackjack. If you get 21 and the dealer does not, then you attack one enemy on the battlefield for double damage, ignoring P-Eva and P-Def. If you win a normal hand, then you restore Level * Determination * 0.1 TP to yourself. If you lose, then you also lose all your current TP.

Luck

Cost
MP: 80

Grants yourself Resilient status.

Gambler 40 Darts Airstrike

Cost	Mapless	Map
MP: 360	R: 6 rows E: Row, Special	Ranged Direct Target H: 6 Effect H/V: 3/3

Throw three heavy darts up into the air, which are then randomly divided between enemies in the target area. Each dart is a Physical Attack, Unaspected, dealing Level * Dexterity * 0.4 damage.

Nickel Slots

Cost
Special

Consumes an amount of item charges totalling 5 Gathering or Craftsmanship. Play the Slot Machine. Top and bottom rows are used, and you choose one of the two results.

Gambler 50 Lucky Dice

Cost	Mapless	Map
MP: 300	R: 6 rows E: Single	Ranged Direct Target H: 6 Effect H/V: 1/1

Grants a status condition to the target. Roll a 1d6 to find out which one.

Roll	Status Given
1	Boost Movement
2	Boost Accuracy
3	Boost Attack
4	Boost Evasion
5	Boost Magick
6	Boost Critical

Poker Hand

Cost
Special

Consumes an amount of item charges totalling 50 Gathering or Craftsmanship. Draw 7 cards and attempt to make a hand with 5 cards. If you only make one-pair or worse, then you die instantly. Otherwise, you regain Level * Stamina * 0.6 HP, Level * Spirit * 0.4 MP and Level * Determination * 0.2 TP.

Gambler 60 Unlucky Dice

Cost	Mapless	Map
MP: 250	R: 6 rows E: Single	Ranged Direct Target H: 6 Effect H/V: 1/1

Physical technique that attempts to cause a status condition to the target. Roll a 1d6 to find out which one.

Roll	Status Given
1	Broken Accessory
2	Broken Armor
3	Broken Helmet
4	Broken Shield

Roll	Status Given
5	Broken Weapon
6	Critical Vulnerability

Dime Slots

Cost
Special

Consumes an amount of item charges totalling 10 Gathering or Craftsmanship. Play the Slot Machine. All three rows are used, and you choose one of the three results.

Gambler 70 Chess With Death

You play a chess game against Death (or the closest thing to Death, such as a reputable AI). If you win, then you gain Reraise and Rearise statuses. If you lose, then you die, and cannot be revived for the remainder of the game session.

Chocobo Race Betting

Cost
Special

Consumes an amount of item charges totalling 10 Gathering or Craftsmanship. Play the Chocobo Race Betting system.

Gambler 80 Essence of Russian Roulette

Cost	Mapless	Map
MP: 580	R: 6 rows E: 1 row	Ranged Direct Target H: 6 Effect H/V: 3/3

Physical technique with a random effect, against either yourself or all combatants in the area, both friend and foe. Roll a 1d6 to determine what happens.

Roll	Result
1	You shoot yourself for Level * Dexterity * 0.3 damage. Ignores P-Eva and P-Def.
2	You shoot all in the target area for Level * Dexterity * 0.3 damage. Ignores P-Eva and P-Def.
3	You shoot yourself for Level * Dexterity * 0.6 damage. Ignores P-Eva and P-Def.

Roll	Result
4	You shoot all in the target area for Level * Dexterity * 0.6 damage. Ignores P-Eva and P-Def.
5	You die instantly.
6	You shoot all in the target area for Level * Dexterity * 0.9 damage. Ignores P-Eva and P-Def.

Felicity

Cost	Mapless	Map
MP: 240	R: 2 rows E: Whole party	Self-Centered Burst Target H: 0 Effect H/V: 4/4

Grants Resilient status to all allies in the area.

Quarter Slots

Cost
Special

Consumes an amount of item charges totalling 25 Gathering or Craftsmanship. Play the Slot Machine. All three rows and both diagonals are used, and you choose one of the five results.

Gambler 90 Chocobo Race Jockeying

Cost
Special

Consumes an amount of item charges totalling 25 Gathering or Craftsmanship. Play the Chocobo Race Betting system, except that you personally ride on your chosen chocobo, improving chances by an additive 10%. For example, if you choose the 20% odds, then your chances become 30%. If you have mastered the Chocobo Knight job then your chances are improved by an additional 10%. In either case, you are banned from betting against yourself.

Dollar Slots

Cost
Special

Consumes an amount of item charges totalling 25 Gathering or Craftsmanship. Play the Slot Machine. All three rows and both diagonals are used. The center row also uses the *High Power Effects* rather than the *Normal Power Effects*. You choose one of the five results.

Mahjong Hand

Cost
Special

Consumes an amount of item charges totalling 200 Gathering or Craftsmanship. Play a solitaire game of Mahjong, according to Japanese Riichi rules, and attempt to form a hand with only 29 draws. On a failure to make a Mahjong, the whole party loses 20,000 HP, MP and TP. On a success, do an amount of Magical Unaspected damage to all enemies equal to ten times the points value of the hand, ignoring M-Eva and M-Def. The Special Mahjong Effects from your winning hand also take effect.

Gambler 99 Full Banner Pull

As *Gachapon Capsule* except you do whatever is the maximum pull size for the gacha game. Each of the results are evaluated separately.

Luck of Akagi

Cost
Limit Break

Perform a Gambling action, except that you choose the exact result. The result must still be possible within the rules of the game, e.g. no more than 4 of the same Mahjong tiles, repeated cards depend on the number of decks used, etc.

Slot Machine

There are three reels, with each reel having three positions. This is a total of 9 random positions.

pos	pos	pos
1	2	3
4	5	6
7	8	9

- Top Row: 1, 2, and 3
- Center Row: 4, 5, and 6
- Bottom Row: 7, 8, and 9
- Forward Diagonal: 7, 5, and 3
- Back Diagonal: 1, 5, and 9

Each position is determined by a roll of 1d8:

1. Diamond

2. Chocobo
3. Airship
4. Dragon
5. Cait Sith
6. Moogles
7. BAR
8. Lucky Seven

Normal Power Effects

- Any other combination: Lagomorph (whole party): Restores Level * Wisdom * 0.1 HP, and ends Blind, Poison and Sleep statuses.
- 3 Diamonds: 7-Flush (all enemies): Magical Attack, Unaspected, targeting all enemies on the battlefield for Level * Agility * 0.4 damage.
- 3 Chocobos: Chocobop (all enemies): Magical Attack, Unaspected, targeting all enemies on the battlefield for Level * Intellect * 0.4 damage. Ignores M-Eva.
- 3 Airships: H-Bomb (all enemies): Magical Attack, Unaspected, targeting all enemies on the battlefield for Level * Intellect * 0.3 damage. Ignores M-Def.
- 3 Dragons: Sun Flare (all enemies): Magical Attack, Unaspected, targeting all enemies on the battlefield for Level * Intellect * 0.6 damage.
- 3 Cait Siths: Lucky Girl (all enemies): Magical technique, targeting all enemies on the battlefield, that attempts to cause Immobilize status.
- 3 Moogles: Mog Dance (whole party): Restores Level * Wisdom * 0.2 HP and Level * Spirit * 0.1 MP.
- 3 BARs: Summon (special): Perform an [Evocation Magic] action, limited by Gambler Job Level rather than by Evoker Job Level. Cast Time & MP costs are ignored.
- 2 Lucky Sevens and 1 BAR: Joker Doom (whole party): Magical technique that attempts to instantly-kill each member of the party, including yourself. This is a Gravity/Death attack.
- 3 Lucky Sevens: Joker Smile (all enemies): Magical technique that attempts to instantly-kill each enemy. This is a Gravity/Death attack.

High Power Effects

- Any other combination: Mysidian Rabbit (whole party): Restores Level * Agility * 0.1 HP, and ends up to one status condition of each party member's choice. Each ally chooses separately.
- 3 Diamonds: Prismatic Flash (all enemies): Magical Attack, Unaspected, targeting all enemies on the battlefield for Level * Agility * 0.6 damage.
- 3 Chocobos: Chocobo Stampede (all enemies): Magical Attack, Unaspected, targeting all enemies on the battlefield for Level * Intellect * 0.6 damage. Ignores M-Eva.
- 3 Airships: Dive Bomb (all enemies): Magical Attack, Unaspected, targeting all enemies on the battlefield for Level * Intellect * 0.4 damage. Ignores M-Def.
- 3 Dragons: Mega Flare (all enemies): Magical Attack, Unaspected, targeting all enemies on the battlefield for Level * Intellect * 0.8 damage.
- 3 Cait Siths: Super Neko (all enemies): Magical technique, targeting all enemies on the battlefield, that attempts to cause Stop status.
- 3 Moogles: Mog Rave (whole party): Restores Level * Wisdom * 0.4 HP and Level * Spirit * 0.2 MP.
- 3 BARs: Grand Summon (special): Perform a [Summoning Magic] action, limited by Gambler Job Level rather than by Summoner Job Level. Cast Time & MP costs are ignored.

- 2 Lucky Sevens and 1 BAR: Death Joker (whole party): Magical technique that attempts to instantly-kill each member of the party, including yourself, at double M-Acc. This is a Gravity/Death attack.
- 3 Lucky Sevens: Game Over (all enemies): Magical technique that attempts to instantly-kill each enemy at double M-Acc. This is a Gravity/Death attack.

Chocobo Race Betting

Make a bet, then roll 1d100 to see if your bet wins. If your bet loses, then your action is wasted.

- 75% chance to win (self-only): Grants yourself Regen status.
- 50% chance to win (one enemy): Attack, and ignore P-Eva.
- 40% chance to win (one enemy): Attack, and ignore P-Eva and P-Def. Win a Chocobo, which must then be collected from a casino.
- 30% chance to win (one enemy): Attack for double damage, ignoring P-Eva and P-Def. Win a Blue Chocobo, which must then be collected from a casino.
- 20% chance to win (all enemies): Magical Attack, Unaspected, targeting all enemies on the battlefield for Level * Intellect * 1.2 damage. Win a Red Chocobo, which must then be collected from a casino.
- 10% chance to win (all enemies): Magical Attack, Unaspected, targeting all enemies on the battlefield for Level * Intellect * 1.6 damage. Win a Black Chocobo, which must then be collected from a casino.
- 5% chance to win (whole party): Restores Level * Spirit * 0.6 MP and Level * Determination * 0.6 AP to the whole party. Win a Golden Chocobo, which must then be collected from a casino.

Direct participation as a jockey adds to odds by 10%. If doing so, then having Chocobo Knight mastered will further add to your odds by 10%, for a total of 20%. In either case, you are banned from betting against yourself.

Special Mahjong Effects

- Pon/Kan of East Wind (Ton): Magical technique, targeting all enemies on the battlefield, that attempts to cause Broken Armor status at double M-Acc.
- Pon/Kan of South Wind (Nan): Magical technique, targeting all enemies on the battlefield, that attempts to cause Broken Accessory status at double M-Acc.
- Pon/Kan of West Wind (Sha): Magical technique, targeting all enemies on the battlefield, that attempts to cause Broken Helmet status at double M-Acc.
- Pon/Kan of North Wind (Pei): Magical technique, targeting all enemies on the battlefield, that attempts to cause Broken Weapon status at double M-Acc.
- Pon/Kan of Red Dragon (Chun): Magical Attack, Fire-Aspected, targeting all enemies on the battlefield for Level * Intellect * 0.6 damage.
- Pon/Kan of Green Dragon (Hatsu): Magical Attack, Earth-Aspected, targeting all enemies on the battlefield for Level * Intellect * 0.6 damage.
- Pon/Kan of White Dragon (Haku): Magical Attack, Lightning-Aspected, targeting all enemies on the battlefield for Level * Intellect * 0.6 damage.
- 9+ tiles of Wan/Man/Characters: Magical technique, targeting all enemies on the battlefield, that attempts to cause Addle, Silence, Confuse, Disable and Sap statuses at double M-Acc.
- 9+ tiles of Sou/Bam/Bamboo: Restores Level * Wisdom * 1.2 HP to the whole party.
- 9+ tiles of Pin/Dot/Circles: Restores Level * Determination * 0.4 TP to the whole party.
- Seven Pairs hand: Restores Level * Spirit * 0.4 MP to the whole party.
- Thirteen Orphans hand: Magical technique, targeting all enemies on the battlefield, that attempts to kill all enemies instantly at double M-Acc. This is a Gravity/Death attack.

Geomancer

Requires: Monk 40, Thief 40

Leads to:

- Dancer - Dragoon 50, *Geomancer* 50
- Mime - Chemist 80, Dragoon 50, *Geomancer* 50, Orator 50, Squire 80, Summoner 50

Action	Reaction	Support	Move
Attack	Nature's Wrath	Attack Boost	Mapless: 4
Default	1 x Choice	1 x Choice	Move: 4
Geomancy			Jump: 3
1 x Choice			Ignore Terrain
Item			1 x Choice

- **Action: Geomancy:** Focusing the energy of the land into specific forms. The actions that can be performed are dependent on the terrain you are standing on.
- **Reaction: Nature's Wrath (200 TP):** Upon taking damage, you do *Geomancy* in return. You must still pay the TP costs of the *Geomancy*.
- **Support: Attack Boost:** Your outgoing physical damage is increased by 25%.
- **Move: Ignore Terrain:** You do not take damage or any other harmful effects from terrain, nor from hostile environmental conditions.

Weapon Proficiency	Armor Proficiency
1H Daggers	Magic
1H Handaxes	Scout
1H Knives	1 x Choice
1H Swords	
1H Bells	

JLVL	Unlock
10	Action: Geomancy
20	Weapon Proficiency: 1H Bells
40	Move: Ignore Terrain
60	Reaction: Nature's Wrath
80	Support: Attack Boost
99	Job Mastered

Mastery Bonus: You take 25% less Magical After-Armor Damage.

Geomancy

Geomantic Formulation of Terrains According to geomancy, the elements of terrain are as follows:

- Earth
- Fire
- Water
- Wind
- Wood
- Magic

Combination Suggestion Table:

Type	Earth	Fire	Water	Wind	Wood	Magic
Earth	.	Lava, Glass	Swamp	Mountaintop	Grasslands, Greattrees	Crystal, Moon
Fire	Lava, Glass	.	Steam, fog	Deserts	Coal	Chaos, Energy
Water	Swamp	Steam, fog	.	Rain, Snow	Jungle, Kelp	Lifestream
Wind	Mountaintop	Deserts	Rain, Snow	.	Rooftops, Treetops	Void, Mist
Wood	Grasslands, Greattrees	Coal	Jungle, Kelp	Rooftops, Treetops	.	World-Tree
Magic	Crystal, Moon	Chaos, Energy	Lifestream	Void, Mist	World-Tree	.

Geomancer 1 Earth: Pebble

Cost	Mapless	Map
None	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Earth-Aspected, for Level * Intellect * 0.1 damage. Ignores M-Def.

Fire: Spark

Cost	Mapless	Map
None	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Fire-Aspected, for Level * Intellect * 0.1 damage. Ignores M-Def.

Water: Spark

Cost	Mapless	Map
None	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Water-Aspected, for Level * Intellect * 0.1 damage. Ignores M-Def.

Wind: Breeze

Cost	Mapless	Map
None	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Air-Aspected, for Level * Intellect * 0.1 damage. Ignores M-Def.

Wood: Splinter

Cost	Mapless	Map
None	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Physical Attack, Unaspected, for Level * Intellect * 0.1 damage. Ignores P-Def.

Magic: Shine

Cost	Mapless	Map
None	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Unaspected, for Level * Intellect * 0.1 damage. Ignores M-Def.

Geomancer 10 Earth + Water: Swamp Bog

Cost	Mapless	Map
TP: 100	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Earth-Aspected, for Level * Intellect * 0.1 damage. Ignores M-Def. Attempts to cause [Slow][Status: Slow] at half M-Acc.

Earth + Wind: Mountain Gust

Cost	Mapless	Map
TP: 100	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Air-Aspected, for Level * Intellect * 0.1 damage. Ignores M-Def. Attempts to cause Stun at half M-Acc, for one status phase.

Earth + Wood: Fresh Grass

Cost	Mapless	Map
TP: 100	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Restores Level * Wisdom * 0.2 HP to the target.

Fire + Wind: Desert Cactus

Cost	Mapless	Map
TP: 100	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Fire-Aspected, for Level * Intellect * 0.1 damage. Ignores M-Def. Attempts to cause Bleed at half M-Acc.

Water + Wind: Rain Pour

Cost	Mapless	Map
TP: 100	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Fire-Aspected, for Level * Intellect * 0.1 damage. Ignores M-Def. Attempts to cause Addle at half M-Acc.

Geomancer 20 Earth: Rockslide

Cost	Mapless	Map
TP: 200	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Earth-Aspected, for Level * Intellect * 0.5 damage.

Fire: Flame Spew

Cost	Mapless	Map
TP: 200	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Fire-Aspected, for Level * Intellect * 0.5 damage.

Water: Splash

Cost	Mapless	Map
TP: 200	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Water-Aspected, for Level * Intellect * 0.5 damage.

Wind: Stiff Wind

Cost	Mapless	Map
TP: 200	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Air-Aspected, for Level * Intellect * 0.5 damage.

Wood: Branch Strike

Cost	Mapless	Map
TP: 200	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Physical Attack, Unaspected, for Level * Intellect * 0.5 damage.

Magic: Mana Flash

Cost	Mapless	Map
TP: 200	R: 6 rows	Ranged Indirect

Cost	Mapless	Map
	E: Single	Target H: 6 Effect H/V: 1/1

Magical Attack, Unaspected, for Level * Intellect * 0.5 damage.

Geomancer 30 Earth + Fire: Heatstone

Cost	Mapless	Map
TP: 300	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Fire-Aspected, for Level * Intellect * 0.6 damage.

Fire + Water: Boil

Cost	Mapless	Map
TP: 300	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Water-Aspected, for Level * Intellect * 0.6 damage.

Fire + Wood: Embers

Cost	Mapless	Map
TP: 300	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Fire-Aspected, for Level * Intellect * 0.6 damage.

Water + Wood: Choking Kelp

Cost	Mapless	Map
TP: 300	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Physical Attack, Unaspected, for Level * Intellect * 0.6 damage.

Wind + Wood: Falling Storm

Cost	Mapless	Map
TP: 300	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Air-Aspected, for Level * Intellect * 0.6 damage.

Geomancer 40 Earth: Stonewall

Cost	Mapless	Map
TP: 400	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Grants [Protect][Status: Protect] to all allies in the area.

Fire: Fire Fury

Cost	Mapless	Map
TP: 400	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Grants Boost Attack to all allies in the area.

Water: Healing Spring

Cost	Mapless	Map
TP: 400	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Grants Regen to all allies in the area.

Wind: Buoyant Bubble

Cost	Mapless	Map
TP: 400	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Grants [Float][Status: Float] to all allies in the area.

Wood: Leaf Shield

Cost	Mapless	Map
TP: 400	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Grants [Shell][Status: Shell] to all allies in the area.

Magic: Ley Line

Cost	Mapless	Map
TP: 400	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Grants Meditation to all allies in the area.

Geomancer 50 Magic + Earth: Lunar Shard

Cost	Mapless	Map
TP: 500	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Drain-Aspected, targeting all enemies in the area for Level * Intellect * 0.4 damage. The damage is dealt to MP instead of HP. Ignores M-Def.

Magic + Fire: Warp Howl

Cost	Mapless	Map
TP: 500	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical technique that attempts to cause Addle to all enemies in the area.

Magic + Water: Submerged Sending

Cost	Mapless	Map
TP: 500	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical technique that attempts to cause Sap to all enemies in the area.

Magic + Wind: Void Dematerialization

Cost	Mapless	Map
TP: 500	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical technique that attempts to cause Broken Armor to all enemies in the area.

Magic + Wood: Evil Forest

Cost	Mapless	Map
TP: 500	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical technique that attempts to cause [Gradual Petrify][Status: Gradual Petrify] to all enemies in the area.

Geomancer 60 Earth: Boulders

Cost	Mapless	Map
TP: 600	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Earth-Aspected, targeting all enemies in the area for Level * Intellect * 0.6 damage.

Fire: Flamethrower

Cost	Mapless	Map
TP: 600	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Fire-Aspected, targeting all enemies in the area for Level * Intellect * 0.6 damage.

Water: Surfing Wave

Cost	Mapless	Map
TP: 600	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Water-Aspected, targeting all enemies in the area for Level * Intellect * 0.6 damage.

Wind: Cutting Gale

Cost	Mapless	Map
TP: 600	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Air-Aspected, targeting all enemies in the area for Level * Intellect * 0.6 damage.

Wood: Bamboo Sprouts

Cost	Mapless	Map
TP: 600	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Physical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.6 damage.

Magic: Mana Burst

Cost	Mapless	Map
TP: 600	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.6 damage.

Geomancer 70 Earth + Fire: Earth's Embrace

Cost	Mapless	Map
TP: 700	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.4 damage. Also attempts to cause Disable status.

Earth + Wood: Nature's Embrace

Cost	Mapless	Map
TP: 700	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Earth-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 damage.

Fire + Wind: Shining Flare

Cost	Mapless	Map
TP: 700	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Fire-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 damage.

Water + Wind: Venom Squall

Cost	Mapless	Map
TP: 700	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Poison-Aspected, targeting all enemies in the area for Level * Intellect * 0.6 damage. Also attempts to cause Poison status.

Wind + Wood: Life's Embrace

Cost	Mapless	Map
TP: 700	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Physical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.4 damage. Also attempts to cause Immobilize status.

Magic + Earth: Artifice's Embrace

Cost	Mapless	Map
TP: 700	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Physical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.4 damage. Also attempts to cause [Slow][Status: Slow] status.

Geomancer 80 Earth: Stalactite

Cost	Mapless	Map
TP: 800	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Earth-Aspected, for Level * Intellect damage.

Fire: Ignus Fatuus

Cost	Mapless	Map
TP: 800	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Fire-Aspected, for Level * Intellect * 0.8 damage. Also attempts to cause Confuse status at double M-Acc.

Water: Whirlpool

Cost	Mapless	Map
TP: 800	R: 6 rows E: Single	Ranged Indirect Target H: 6

Cost	Mapless	Map
		Effect H/V: 1/1

Magical technique that attempts to reduce the target to 1 HP, at half M-Acc. This is considered a Gravity/Death technique.

Wind: Tornado

Cost	Mapless	Map
TP: 800	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical technique that attempts to reduce the target to 1 HP, at half M-Acc. This is considered a Gravity/Death technique.

Wood: Branch Spear

Cost	Mapless	Map
TP: 800	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Physical Attack, Earth-Aspected, for Level * Intellect damage.

Magic: Mist Storm

Cost	Mapless	Map
TP: 800	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Magical Attack, Dark-Aspected, for Level * Intellect damage.

Geomancer 90 Earth: Contortion

Cost	Mapless	Map
TP: 900	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Earth-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 damage. Also attempts to cause

Petrify at half M-Acc.

Earth: Sinkhole

Cost	Mapless	Map
TP: 900	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Earth-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 damage. Also attempts to cause Immobilize status.

Earth + Fire: Magma Surge

Cost	Mapless	Map
TP: 900	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Fire-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 damage. Also attempts to instantly-kill at half M-Acc. This is a Gravity/Death technique.

Earth + Water: Quicksand

Cost	Mapless	Map
TP: 900	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Water-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 damage. Also attempts to cause Doom status.

Earth + Wood: Hell's Ivy

Cost	Mapless	Map
TP: 900	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Physical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.8 damage. Also attempts to cause Doom status.

Fire + Wind: Sandstorm

Cost	Mapless	Map
TP: 900	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Air-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 damage. Also attempts to cause Blind status.

Fire + Wood: Demon Fire

Cost	Mapless	Map
TP: 900	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Fire-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 damage. Also attempts to cause Sleep status.

Water: Torrent

Cost	Mapless	Map
TP: 900	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Water-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 damage. Also attempts to cause Toad status.

Water + Wind: Snowstorm

Cost	Mapless	Map
TP: 900	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Ice-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 damage. Also attempts to cause Silence status.

Wind: Kamaitachi

Cost	Mapless	Map
TP: 900	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Air-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 damage. Also attempts to cause Disable status.

Wind + Wood: Wind Blast

Cost	Mapless	Map
TP: 900	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 2/2

Magical Attack, Air-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 damage. Also attempts to cause [Slow][Status: Slow] status.

Geomancer 99 Geomantic Dance

Cost
Limit Break

Mapless Combat: Use up your remaining Maneuver to perform *Geomancy* for each point of Maneuver spent thusly. You skip the TP costs of *Geomancy* performed in this manner.

Map Combat: Move, and for each square you step on, you perform *Geomancy*. You skip the TP costs of *Geomancy* performed in this manner.

Gladiator

Requires: Squire 20

Leads to:

- Paladin - *Gladiator* 30, Knight 60, White Mage 30

Action	Reaction	Support	Move
Attack	Strike Back	Shield Bash	Mapless: 4
Default	1 x Choice	Shield Force	Move: 4
Sparring		1 x Choice	Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Sparring:** Entertaining and violent melee techniques.
- **Reaction: Strike Back (100 TP):** Against a technique that is a Glancing Hit or Miss against you, you attack back.
- **Support: Shield Bash:** You can use shields as if they were 1H Hammers of 10 Item Levels lower.
- **Support: Shield Force:** You can have a maximum of 10 Shield Force points.

Weapon Proficiency	Armor Proficiency
1H Hammers	War
1H Swords	Defender
1H Flails	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: Sparring
20	Support: Shield Force
40	Reaction: Strike Back
60	Support: Shield Bash
99	Job Mastered

Mastery Bonus: You can spend Enmity points to increase the damage of an action. The ratio is 1 Enmity point to 10% increased damage.

Sparring

Gladiator 1 Fast Blade

Cost
TP: 50

Attack. You gain 1 Shield Force point.

Fight or Flight

Cost
TP: 100

Attack. You gain Fight or Flight status for 4 status phases.

Riot Blade

Cost
TP: 200

Attack. You regain an amount of MP equal to your Level * Spirit * 0.01.

Shield Charge

Cost
5 Shield Force Points

Move, then attack with your shield as if it were a 1H Hammer of the same Item Level.

Total Eclipse

Cost	Mapless	Map
TP: 100	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Project your attack into all enemies in the area. After-Armor Damage is halved.

Gladiator 10 Iron Will

Grants yourself Iron Will status. You can also use this action to end Iron Will on yourself.

Low Blow

Cost	Mapless	Map
TP: 250	Melee	Melee

Physical technique that attempts to cause Stun for two status phases.

Shield Lob

Cost	Mapless	Map
TP: 100	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Ranged attack with your shield, doing damage as if it were a 1H Hammer of the same Item Level. Gives you 1 Enmity point.

Gladiator 20 Rage of Halone

Cost
TP: 200

Attack. You gain 1 Shield Force point and 1 Enmity point.

Gladiator 30 Sheltron

Cost
5 Shield Force Points

Grants yourself Sheltron for 2 status phases.

Spirits Within

Cost
TP: 300

Attack. You gain 1 Shield Force point and an amount of MP equal to your Level * Spirit * 0.05.

Gladiator 40 Prominence

Cost	Mapless	Map
TP: 400	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Project your attack into all enemies in the area. After-Armor Damage is halved. You gain 1 Enmity point for each enemy hit. You also gain an amount of MP equal to your Level * Spirit * 0.05.

Gladiator 50 Circle of Scorn

Cost	Mapless	Map
TP: 2,500	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Projects your attack into all enemies in the area. Also attempts to cause Circle of Scorn status.

Goring Blade

Cost
TP: 500

Attack. Also attempts to cause Goring Blade status.

Gladiator 60 Beat Down

Cost
TP: 600

Attack, for double damage but half P-Acc.

Wild Swing

Cost	Mapless	Map
TP: 600	R: 2 rows E: 3 enemies in the front row	Spinning Melee

Spinning attack against everyone adjacent to you.

Gladiator 70 Fire Soul

Cost	Mapless	Map
MP: 4,000	Melee	Melee

Melee attack for double damage, Fire-Aspected. Also attempts to cause Burning status.

Gladiator 80 Thunder Assault

Cost	Mapless	Map
MP: 4,000	Melee	Melee

Melee attack for double damage, Lightning-Aspected. Also attempts to cause Shocked status.

Gladiator 90 Blizzard Tackle

Cost	Mapless	Map
MP: 4,000	Melee	Melee

Melee attack for double damage, Ice-Aspected. Also attempts to cause Frozen status.

Gladiator 99 Ultima Sword

Cost
Limit Break

Attack all enemies on the battlefield two times. You gain 2 Enmity points for each hit.

Gunbreaker

Requires: Fusilier 30, Marauder 60, Spellblade 30

Leads to: None

Action	Reaction	Support	Move
Attack	1 x Choice	Cartridge Charge	Mapless: 4
Default		Trigger Timing	Move: 4
Charged Weapon		1 x Choice	Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Charged Weapon:** Igniting magic cartridges at the right timing in order to enhance weapon strikes.
- **Support: Cartridge Charge:** You can hold a maximum of 3 Cartridges.
- **Support: Trigger Timing:** Your critical chance is increased by 10%. This would be a total of 20%. These modifiers are additive, so with two such modifiers, the chance would be 30%.

Weapon Proficiency	Armor Proficiency
2H Gunblades	War
1 x Choice	Defender
	1 x Choice

JLVL	Unlock
10	Action: Charged Weapon
20	Support: Cartridge Charge
80	Support: Trigger Timing
99	Job Mastered

Mastery Bonus:

Charged Weapon

Gunbreaker 99 Renzokuken

Cost
Limit Break

Jongleur

Requires: Thief 20

Leads to:

- Festivalist - Black Mage 20, *Jongleur* 20

Action	Reaction	Support	Move
Attack	Return Fire	1 x Choice	Mapless: 4
Default	Sticky Fingers		Move: 4
Acrobatics	1 x Choice		Jump: 4
1 x Choice			Dangerous Balance
Item			1 x Choice

- **Action: Acrobatics:** Jestng, japery and jaunting of the highest order.
- **Reaction: Return Fire (TP: 150):** Upon being targeted by a ranged attack, increase your P-Eva by 25%. If the ranged attack is a Glancing Hit or worse against you, then you catch the projectile that was used and immediately do the same ranged attack back at the original attacker.
- **Reaction: Sticky Fingers (TP 250):** Upon being targeted by a ranged attack or other projectile, increase your P-Eva by 50%. If the action is a Miss against you, then you catch the projectile that was used and keep it for your own use for the remainder of combat. You may also choose to immediately convert it into a restoration of one item use.
- **Move: Dangerous Balance:** You can move and stand on top of enemies. Enemies must perform damaging techniques on you in order to make you fall off.

Weapon Proficiency	Armor Proficiency
1H Daggers	Aim
1H Knives	Scout
1H Whips	1 x Choice
1H Bombsticks	
1H Boomerangs	
2H Shotputs	
1H Darts	
1 x Choice	

JLVL	Unlock
10	Action: Acrobatics
20	Weapon Proficiency: 1H Bombsticks
30	Weapon Proficiency: 1H Boomerangs
40	Weapon Proficiency: 2H Shotputs
50	Weapon Proficiency: 1H Darts
60	Reaction: Return Fire
70	Reaction: Sticky Fingers
99	Job Mastered

Mastery Bonus:

Acrobatics

Jongleur 1 Handful Toss

Cost	Mapless	Map
TP: 100	R: 4 rows E: 1 row	Ranged Arc Target H: 4 Effect E/V: 3/3

Projects your attack into all enemies in the target area. After-Armor Damage is halved.

Jongleur 10 Rake Plant

Cost	Mapless	Map
TP: 100	R: 4 rows E: Single	Ranged Arc Target H: 4 Effect E/V: 1/1

Places a Gardening Rake at the targeted location. Any combat who steps onto the location will have their movement interrupted, as the rake pops up and hits them in the face for Level * Strength * 0.3 damage. This also applies to anyone who is forcibly moved into the targeted location. This has no effect on those who have [Float][Status: Float] status.

Ring Toss

Cost	Mapless	Map
TP: 450	R: 4 rows E: Single	Ranged Arc Target H: 4 Effect E/V: 1/1

Physical technique that attempts to cause Hold status.

Jongleur 20 Fire Blowing

Cost	Mapless	Map
TP: 200	Melee	Melee

Magical Attack, Fire-Aspected, dealing Level * Stamina * 0.4 damage. Also attempts to cause Burning status.

Molotov Cocktail

Cost	Mapless	Map
TP: 250	R: 4 rows E: Single	Ranged Arc Target H: 4 Effect E/V: 1/1

Physical Attack, Fire-Aspected, dealing Level * Dexterity * 0.4 damage. Also attempts to cause Berserk and Burning status.

Jongleur 30 Ball Toss

Cost	Mapless	Map
TP: 350	R: 4 rows E: Single	Ranged Arc Target H: 4 Effect E/V: 1/1

Physical Attack, Unaspected, dealing Level * Dexterity * 0.4 damage. Also attempts to cause Confuse status. On a critical hit or better, the target is forcibly moved back by 1 square or loses 1 Maneuver.

Snide Laugh

Cost	Mapless	Map
MP: 80	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect E/V: 1/1

Magical technique that attempts to cause Berserk status.

Jongleur 40 Dagger Toss

Cost	Mapless	Map
TP: 400	R: 4 rows E: Single	Ranged Arc Target H: 4 Effect E/V: 1/1

Physical Attack, Unaspected, dealing Level * Dexterity * 0.4 damage. Also attempts to cause Disable status.

Suggestion

Cost	Mapless	Map
MP: 320	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect E/V: 1/1

Magical technique that attempts to cause Toad status.

Jongleur 50 Hypochondria

Cost	Mapless	Map
MP: 120	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect E/V: 1/1

Magical technique that attempts to cause Bleed and Poison status.

Smile Toss

Cost	Mapless	Map
TP: 450	R: 4 rows E: Single	Ranged Arc Target H: 4 Effect E/V: 1/1

Requires that you have not moved yet. Gives the target an extra turn at your current initiative.

Jongleur 60 Dropkick

Cost	Mapless	Map
TP: 200	Melee	Melee

Perform a melee attack. If the attack hits, then the target is forcibly moved back by 1 square or loses 1 Maneuver.

Shadow of Doubt

Cost	Mapless	Map
MP: 120	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect E/V: 1/1

Magical technique that attempts to cause Immobilize status.

Jongleur 70 Charisma

Cost	Mapless	Map
MP: 240	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect E/V: 1/1

Magical technique that attempts to cause Charm status.

Fastroll

Cost
TP: 200

Default action that also puts you into a Fastroll state. While in a Fastroll state, you have double P-Eva against the next incoming attack. If this occurs, then you also move 1 square or change rows, then end Fastroll state.

Jongleur 80 Dolphin Charge

Cost	Mapless	Map
TP: 600	R: 6 rows E: Single	Ranged Direct Target H: 6 Effect E/V: 1/1

Magical Attack, Water-Aspected, dealing Level * Spirit * 0.6 damage. You also move into a square adjacent to the target. In mapless combat, you make the target lose 2 Maneuver.

Traumatize

Cost	Mapless	Map
MP: 80	R: 4 rows E: 1 row	Ranged Direct Target H: 4 Effect E/V: 3/3

Magical Attack, Unaspected, targeting all enemies in the area. Each enemy takes an amount of damage equal to 5% of their maximum HP for each harmful status condition they have. Ignores M-Def.

Jongleur 90 Agitate

Cost	Mapless	Map
MP: 80	R: 4 rows E: 1 row	Ranged Direct Target H: 4 Effect E/V: 3/3

Magical Attack, Unaspected, targeting all enemies in the area for an amount of damage equal to the difference between your current and maximum HP. Ignores M-Def.

Trapeze Swing

Cost	Mapless	Map
TP: 400	Melee	Melee

Physical Attack, Unaspected, dealing Level * Strength * 0.4 damage. Also attempts to forcibly move the target up to 4 rows or 4 squares away.

Jongleur 99 Loaded Box

Cost
Limit Break

Places a Loaded Box on the battlefield. It punches enemies who are adjacent to it or on top of it for Level * Strength * 0.5 damage. It will also attempt to punch enemies who move past or over it, as well as enemies who are forcibly moved next to it. The box lasts for 4 status phases.

Knight

Requires: Squire 20

Leads to:

- Chocobo Knight - *Knight* 20, Orator 20
- Dark Knight - Berserker 30, Black Mage 30, *Knight* 60
- Monk - *Knight* 30
- Paladin - Gladiator 30, *Knight* 60, White Mage 30
- Samurai - *Knight* 40
- Spellblade - Black Mage 20, *Knight* 20
- Thunder God - Dark Knight 80, *Knight* 80, Paladin 80

Action	Reaction	Support	Move
Attack	Auto-Cover	Safeguard	Mapless: 3
Default	Parry	1 x Choice	Move: 3
Arts of War	1 x Choice		Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Arts of War:** Fighting style made for heavy-armor combat.
- **Reaction: Auto-Cover:** When an ally who you could Cover is targeted by a single-target physical action, you may choose to protect that ally as if they were your Cover target.
- **Reaction: Parry (100 TP):** Against an incoming technique to your front, add the Item Levels of your equipped weapons and shields to your P-Eva.
- **Support: Safeguard** Your P-Eva is doubled against all Broken statuses.

Weapon Proficiency	Armor Proficiency
1H Hammers	War
1H Handaxes	Defender
1H Swords	1 x Choice
2H Greataxes	
2H Greatswords	

JLVL	Unlock
10	Action: Arts of War
20	Weapon Proficiency: 1H Hammers
40	Weapon Proficiency: 1H Swords
50	Reaction: Parry
60	Support: Safeguard
70	Armor Proficiency: Defender
80	Weapon Proficiency: 2H Greatswords
99	Job Mastered

Mastery Bonus: Your P-Eva is doubled against status conditions.

Arts of War

Knight 1 Cover

Designates one ally as your Cover target. When that ally is targeted by a single-target physical action, that action targets you instead.

In map combat, you must also be within 3 squares of your Cover target.

Remove

You cease to have a Cover target.

Knight 10 Rend Armor

Attack. Also attempt to cause Broken Armor at half P-Acc.

Rend Helm

Attack. Also attempt to cause Broken Helmet at half P-Acc.

Knight 20 Rend Shield

Attack. Also attempt to cause Broken Shield at half P-Acc.

Rend Weapon

Attack. Also attempt to cause Broken Weapon at half P-Acc.

Knight 30 Sentinel

Grants yourself Sentinel for 4 status phases.

Knight 40 Rend MP

Attack. Half of the After Armor damage is additionally dealt to the target's MP.

Rend Speed

Attack. Also attempt to cause [Broken Speed][Status: Broken Speed] at half P-Acc.

Knight 50 Rend Power

Attack. Also attempt to cause Broken Power at half P-Acc.

Rend Magick

Attack. Also attempt to cause Broken Magick at half P-Acc.

Cost	Mapless	Map
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Knight 60 Intervention

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Grants Intervention to the target for 4 status phases.

Knight 70 Crush Accessory

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Project an Attack within the ability range. Also attempt to cause Broken Accessory.

Crush Armor

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Project an Attack within the ability range. Also attempt to cause Broken Armor.

Crush Helm

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Project an Attack within the ability range. Also attempt to cause Broken Helmet.

Crush Weapon

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Project an Attack within the ability range. Also attempt to cause Broken Weapon.

Knight 80 Stock Break

Cost	Mapless	Map
MP: 2,600	R: 6 rows E: 2 rows	Ranged Direct Target H: 6 Effect H/V: 3/3

Project an Attack at all targets in the area.

Knight 90 Blastar Punch

Cost	Mapless	Map
Charge Time: 3,000	R: 6 rows E: 2 rows	Ranged Direct Target H: 6 Effect H/V: 3/3

Project an Attack at all targets in the area. Also attempt to cause Broken Helmet.

Icewolf Bite

Cost	Mapless	Map
Charge Time: 3,000	R: 6 rows E: 2 rows	Ranged Direct Target H: 6 Effect H/V: 3/3

Project an Attack at all targets in the area. Also attempt to cause Broken Accessory.

Hellcry Punch

Cost	Mapless	Map
Charge Time: 3,000	R: 6 rows E: 2 rows	Ranged Direct Target H: 6 Effect H/V: 3/3

Project an Attack at all targets in the area. Also attempt to cause Broken Weapon.

Shellbust Stab

Cost	Mapless	Map
Charge Time: 3,000	R: 6 rows E: 2 rows	Ranged Direct Target H: 6 Effect H/V: 3/3

Project an Attack at all targets in the area. Also attempt to cause Broken Armor.

Skullcracker Driver

Cost	Mapless	Map
Charge Time: 3,000	R: 6 rows E: 2 rows	Ranged Direct Target H: 6 Effect H/V: 3/3

Project an Attack at all targets in the area. The After Armor Damage is also dealt to MP.

Willpower Wilter

Cost	Mapless	Map
Charge Time: 3,000	R: 6 rows E: 2 rows	Ranged Direct Target H: 6 Effect H/V: 3/3

Project an Attack at all targets in the area. The After Armor Damage is also dealt to TP.

Knight 99 Shock

Cost	Mapless	Map
Limit Break	R: 4 rows E: Front 2 rows of enemies	Self-Centered Burst Target H: 0 Effect H/V: 4/4

Physical Attack, Lightning-aspected, targeting all enemies in the area for Level * Strength * 1.2 Damage. Attempts to cause all Broken statuses.

Machinist

Requires: Arithmetician 30, Fusilier 30

Leads to: None

Action	Reaction	Support	Move
Attack	1 x Choice	Disassembly	Mapless: 3
Default		1 x Choice	Move: 3
Power Tools			Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Power Tools:** Training with the proper construction and usage of complex machine tools.
- **Support: Disassembly:** Your regular attack actions attempt to instantly-kill machina at double P-Acc.

Weapon Proficiency	Armor Proficiency
1H Handguns	Aim
2H Cannons	Slayer
2H Rifles	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: Power Tools
40	Disassembly
99	Job Mastered

Mastery Bonus: For each enemy you kill with a regular attack action, you gain an amount of TP equal to your Determination.

Power Tools

Machinist 1 Build Turret

Cost	Mapless	Map
None	Melee	Melee

Creates an immobile turret, placed in the target spot, whose attack range is equal to a 2H Rifle. You can have a maximum of one turret at a time, so if you perform this action again, it destroys your previous turret. It is capable of performing the same *Power Tools* actions that you currently have access to, except for *Build Turret*.

Machinist 10 Autocrossbow

Cost	Mapless	Map
TP: 100	R: 6 rows	Ranged Direct

Cost	Mapless	Map
	E: All enemies	Target H: 6 Effect E/V: 4/4

Projects your attack into all enemies in the area. After-Armor Damage is 1/4th.

Red Spring

Cost
MP: 80

Flip a coin. On a heads, it targets all allies on the battlefield. On a tails, it targets all enemies on the battlefield. Grants Haste.

Machinist 20 Blue Screw

Cost
MP: 80

Flip a coin. On a heads, it targets all allies on the battlefield. On a tails, it targets all enemies on the battlefield. Magical technique that attempts to remove all status conditions.

Noiseblaster

Cost	Mapless	Map
TP: 200	R: 6 rows E: All enemies	Ranged Direct Target H: 6 Effect E/V: 4/4

Physical technique that attempts to cause Confuse to all enemies in the area, at half P-Acc.

Machinist 30 Bioblaster

Cost	Mapless	Map
TP: 300	R: 6 rows E: All enemies	Ranged Direct Target H: 6 Effect E/V: 4/4

Physical Attack, Poison-Aspected, dealing Level * Dexterity * 0.3 damage. Also attempts to cause Poison and Sap statuses.

Green Gear

Cost
MP: 80

Flip a coin. On a heads, it targets all allies on the battlefield. On a tails, it targets all enemies on the battlefield. Magical technique that attempts to cause Poison.

Machinist 40 Flash

Cost	Mapless	Map
TP: 400	R: 6 rows E: All enemies	Ranged Direct Target H: 6 Effect E/V: 4/4

Physical Attack, Fire-Aspected, dealing Level * Dexterity * 0.3 damage. Also attempts to cause Blind status.

Silver Disc

Cost
MP: 80

Flip a coin. On a heads, it targets all allies on the battlefield. On a tails, it targets all enemies on the battlefield. Magical technique that attempts to cause Blind.

Machinist 50 Drill

Cost	Mapless	Map
TP: 500	R: 6 rows E: Single	Ranged Direct Target H: 6 Effect E/V: 1/1

Attack, and ignore P-Def.

Gold Battery

Cost
MP: 80

Flip a coin. On a heads, it targets all allies on the battlefield. On a tails, it targets all enemies on the battlefield. Restores Level * Wisdom * 0.4 HP.

Machinist 60 Black Ingot

Cost
MP: 80

Flip a coin. On a heads, it targets all allies on the battlefield. On a tails, it targets all enemies on the battlefield. Magical technique that attempts to cause Doom.

Chainsaw

Cost	Mapless	Map
TP: 600	R: 6 rows E: Single	Ranged Direct Target H: 6 Effect E/V: 1/1

Attack, and attempt to instantly-kill.

Machinist 70 Chroma Gem

Cost
MP: 80

Flip a coin. On a heads, it targets all allies on the battlefield. On a tails, it targets all enemies on the battlefield. Magical technique that attempts to cause Sleep.

Debilitator

Cost	Mapless	Map
TP: 700	R: 6 rows E: Single	Ranged Direct Target H: 6 Effect E/V: 1/1

Physical technique that attempts to cause an elemental weakness of your choice.

Machinist 80 Air Anchor

Cost	Mapless	Map
TP: 800	R: 6 rows E: Single	Ranged Direct Target H: 6 Effect E/V: 1/1

Physical technique that attempts to cause Heat status at double P-Acc.

Gold Moogletron

Cost
MP: 80

Flip a coin. On a heads, it targets all allies on the battlefield. On a tails, it targets all enemies on the battlefield. Grants Boost Defense.

Machinist 90 Pile Bunker

Cost	Mapless	Map
TP: 1,000	Melee	Melee

Attack for double P-Acc and double damage.

Resplendent Prism

Cost
MP: 800

Flip a coin. On a heads, it targets all allies on the battlefield. On a tails, it targets all enemies on the battlefield. Magical Attack, Unaspected, dealing Level * Intellect * 0.8 Damage.

Machinist 99 Coin of Figaro

Cost
Limit Break

Perform all the coinflip abilities of *Power Tools* at once, except that you choose whether the result is heads or tails for each ability separately. Ignore MP costs.

Magitek Pilot

Requires: Black Mage 20, Fusilier 20

Leads to: None

Action	Reaction	Support	Move
Attack	Link Reaction	Magitek Pilot Program	Mapless: 3
Default	1 x Choice	1 x Choice	Move: 3
Magitek Systems			Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Magitek Systems:** Training and operation of the many weapons & utility systems that come standard on a magitek armor. All magitek systems require that you are fully equipped with M-Tek / Magitek gear.
- **Reaction: Link Reaction (100 AP):** You activate the reaction of one adjacent ally. You pay any costs for that reaction instead of your ally.
- **Support: Magitek Pilot Program:** If all of your equipped weapons and armor are M-Tek / Magitek, then your weight penalty cannot exceed your Level + Speed (i.e. you cannot go into negative Initiative from weight). With this type of equipment loadout, your Maneuver/Move and Jump become 4.

Weapon Proficiency	Armor Proficiency
1H M-Tek Claw	Magitek
1H M-Tek Gun	1 x Choice
2H M-Tek Rifle	
1 x Choice	

JLVL	Unlock
10	Action: Magitek Systems
40	Reaction: Link Reaction
50	Weapon Proficiency: 1H M-Tek Claw
60	Weapon Proficiency: 1H M-Tek Gun
70	Weapon Proficiency: 1H M-Tek Rifle
80	Armor Proficiency: Magitek
90	Support: Magitek Pilot Program
99	Job Mastered

Mastery Bonus: While all of your equipped weapons and armor are M-Tek / Magitek, if you die, then you can choose to have all your M-Tek / Magitek equipment destroyed so that you can keep fighting.

Magitek Systems

Magitek Pilot 1 Link Attack

Cost
TP: 200

Attack, then cause one ally to do an instant attack on the same enemy. That ally must also spend 200 TP.

Magitek Pilot 10 Fire Beam

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect E/V: 1/1

Physical Attack, Fire-Aspected, dealing Level * Dexterity * 0.4 damage.

Ice Beam

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect E/V: 1/1

Physical Attack, Ice-Aspected, dealing Level * Dexterity * 0.4 damage.

Thunder Beam

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect E/V: 1/1

Physical Attack, Lightning-Aspected, dealing Level * Dexterity * 0.4 damage.

Magitek Pilot 20 Heal Force

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect E/V: 1/1

Restores Level * Wisdom * 0.2 HP to the target.

Magitek Pilot 30 Bio Blast

Cost	Mapless	Map
None	R: 4 rows E: 1 row	Ranged Direct Target H: 4 Effect E/V: 3/3

Physical Attack, Poison-Aspected, targeting all enemies in the area for Level * Dexterity * 0.3 damage. Also attempts to cause Poison status.

Magitek Pilot 40 Banisher

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect E/V: 1/1

Physical technique that attempts to eject the target from the battlefield.

Magitek Pilot 50 Confuser

Cost	Mapless	Map
None	R: 4 rows E: 1 row	Ranged Direct Target H: 4 Effect E/V: 3/3

Physical technique that attempts to cause Addle and Confuse statuses.

Magitek Pilot 60 Magitek Missile

Cost	Mapless	Map
TP: 200	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect E/V: 1/1

Physical Attack, Unaspected, dealing Level * Dexterity * 0.8 damage. Also attempts to cause Bleed and Sap statuses.

Magitek Pilot 70 Jetpack

Cost
TP: 1,000

You fly up, then land on a location of choice on the battlefield.

Sensor Backpack

Cost	Mapless	Map
TP: 1,000	R: 8 rows E: 2 rows	Ranged Direct Target H: 8 Effect E/V: 4/4

Physical technique that attempts to cause Critical Vulnerability and Lock statuses to all enemies in the area.

Magitek Pilot 80 EMP Backpack

Cost	Mapless	Map
TP: 500	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect E/V: 1/1

Physical technique that attempts to cause Addle, Disable and Stun statuses to the target.

Photon Stream

Cost	Mapless	Map
TP: 200	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect E/V: 2/2

Physical Attack, Unaspected, targeting all enemies in the area for Level * Dexterity * 0.6 damage.

Magitek Pilot 90 Blast Cannon

Cost	Mapless	Map
TP: 1,000	R: 4 rows E: 1 row	Ranged Direct Target H: 4 Effect E/V: 3/3

Projects your attack into all enemies in the area.

Repair Backpack

Cost	Mapless	Map
TP: 500	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect E/V: 1/1

Restores Level * Wisdom * 0.6 HP to the target.

Magitek Pilot 99 Fully Linked Attack

Cost
Limit Break

Attack, then all of your allies also attack the same target if able to.

Overload Core Cannon

Cost
Limit Break

Breaks all of your M-Tek / Magitek equipment, thus requiring repair after the battle. Physical Attack, Unaspected, targeting all enemies on the battlefield for Level * Dexterity * 1.5 damage.

Magus

Requires: Arcanist 60, Black Mage 60, Thaumaturgist 60

Leads to: None

Action	Reaction	Support	Move
Attack	2 x Choice	Double MP Power	Mapless: 3
Default		2x Choice	Move: 3
Arcane Magick			Jump: 3
Black Magick			2 x Choice
Thaumaturgical Magick			
1 x Choice			
Item			

- **Support: Double MP Power:** MP-using actions cost double the MP. In exchange, their Damage and healing are

increased by 50%.

Weapon Proficiency	Armor Proficiency
1H Daggers	Magic
1H Knives	Caster
2H Rods	1 x Choice
1 x Choice	

JLVL	Unlock
80	Double MP Power
99	Job Mastered

Mastery Bonus: When performing an action with Cast Time, you may choose to convert all of the Cast Time to double that much MP cost.

Marauder

Requires: Squire 20

Leads to:

- Gunbreaker - Fusilier 30, *Marauder* 60, Spellblade 30
- Warrior - Berserker 30, *Marauder* 30

Action	Reaction	Support	Move
Attack	Absorb Damage	1 x Choice	Mapless: 4
Default	Gil Snapper		Move: 4
Marauding	1 x Choice		Jump: 4
1 x Choice			1 x Choice
Item			

- **Action: Marauding:** Quick techniques for raiding and pillaging.
- **Reaction: Absorb Damage (200 TP):** After taking damage, you regain an amount of HP equal to 10% of the damage.
- **Reaction: Gil Snapper (200 TP):** After taking a critical hit or direct critical hit, you regain 1 item charge of your choice.

Weapon Proficiency	Armor Proficiency
1H Handaxes	War
2H Greataxes	Slayer
1 x Choice	1 x Choice

JLVL	Unlock
10	Action: Marauding
40	Reaction: Absorb Damage
60	Reaction: Gil Snapper
99	Job Mastered

Mastery Bonus: You regain an amount of TP during the Status Phase equal to your Enmity points * 10.

Marauding

Marauder 1 Heavy Swing

Cost
TP: 100

Attack. After-Armor Damage is increased by 50%. P-Acc is halved. You gain 1 Enmity point.

Marauder 10 Defiance

Grants yourself Defiance status. You can also use this action to remove Defiance from yourself.

Overpower

Cost	Mapless	Map
TP: 100	R: 2 rows E: All enemies	Conic Blast Target H: 1 Effect H/V: 1/1, 3/2, 5/3

Projects your attack into all enemies in the area. After-Armor Damage is halved. You gain 1 Enmity point for each enemy hit.

Provoke

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Physical technique that attempts to take all Enmity points from the target. You also gain 1 Enmity point. If the target is an ally, then that ally may choose to allow this to happen, thus not involving P-Acc or P-Eva.

Tomahawk

Cost	Mapless	Map
TP: 100	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Projects your weapon into the target. You gain 1 Enmity point.

Marauder 20 Reprisal

Cost	Mapless	Map
TP: 200	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Physical technique that attempts to cause Reprisal to all enemies in the area.

Storm's Path

Cost
TP: 200

Attack. You also regain an amount of HP equal to your Stamina.

Marauder 30 Thrill of Battle

Cost
TP: 900

Grants yourself Thrill of Battle status for 3 status phases.

Vengeance

Cost
TP: 1,200

Grants yourself Vengeance status for 4 status phases.

Marauder 40 Holmgang

Cost	Mapless	Map
TP: 2,400	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Physical technique that attempts to cause Holmgang Target to the target for 2 status phases. Grants yourself Holmgang Source status for 2 status phases.

Mythril Tempest

Cost	Mapless	Map
TP: 2,000	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Projects your attack into all enemies in the area. You gain 1 Enmity point per enemy hit.

Marauder 50 Equilibrium

Cost
TP: 1,200

Restores Level * Wisdom * 0.6 HP to yourself.

Raw Intuition

Cost
TP: 250

Grants yourself Raw Intuition status for 2 status phases.

Marauder 60 Shake It Off

Cost	Mapless	Map
TP: 900	R: 2 rows E: 1 row of allies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Grants Level * Wisdom * 0.4 Shield Points to all allies in the area.

Marauder 70 Nascent Flash

Cost	Mapless	Map
TP: 2,500	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Restores Level * Wisdom * 0.6 HP to the target, and grants Nascent Glint to the target.

Marauder 80 War Cry

Cost	Mapless	Map
TP: 3,000	R: 4 rows E: All allies	Self-Centered Burst Target H: 0 Effect H/V: 4/4

Grants War Cry status to all allies in the area.

Marauder 90 Tsunami

Cost	Mapless	Map
MP: 8,000	R: 6 rows E: 1 row	Ranged Direct Target H: 6 Effect H/V: 3/3

Magical Attack, Water-Aspected, targeting all enemies in the area for Level * Intellect * 1.2 Damage.

Marauder 99 Land Waker

Cost
Limit Break

Grants Land Waker status to all allies on the battlefield for 2 status phases. Grants yourself 2 Enmity points for each enemy currently on the battlefield.

Mascot

Requires: Blue Mage 30

Leads to: None

Action	Reaction	Support	Move
[Rage]	4 x Choice	4 x Choice	Mapless: 4
1 x Choice			Move: 4
Item			Jump: 4
			2 x Choice

- **Action: Rage:** You enter a state of acting like a known wild creature. You can also perform any special abilities of that creature, and gain all of its Reaction, Support and Move abilities while in the Rage state. Rage ends when combat ends.

Weapon Proficiency	Armor Proficiency
1H Claws	Scout
1 x Choice	Striker
	1 x Choice

JLVL	Unlock
10	Action: Rage
99	Job Mastered

Mastery Bonus: You can eat raw parts as if they were healing items. As a general rule, a gathered part heals you when you eat it as if it were a potion of the same Item Level.

Master Blackbelt

Requires: Monk 80, Pugilist 80

Leads to: None

Action	Reaction	Support	Move
Attack	Counter	Animal Forms	Mapless: 4
Default	First Strike	Brawl	Move: 4
Martial Arts	1 x Choice	Chakras	Jump: 4
Pugilism		Fist Elements	Lifefont
1 x Choice		Beast Chakras	1 x Choice
Item		1 x Choice	

- **Reaction: First Strike (500 TP):** When an enemy performs an Attack against you, you Attack the enemy first. Then the enemy's Attack occurs afterwards, if the enemy is still able to.
- **Support: Beast Chakras:** When you achieve the special flank or rear condition of a Pugilism technique, you gain 1 Chakra. When you perform a Chakra-using Martial Arts technique, you may choose to also perform *Form Shift* immediately afterwards.
- **Move: Lifefont:** After moving in map combat, or after using Maneuver in mapless combat, you regain an amount of HP

equal to 10% of your maximum.

Weapon Proficiency	Armor Proficiency
1H Claws	Aim
1H Whips	Scout
2H Poles	Striker
2H Sashes	1 x Choice
1 x Choice	

JLVL	Unlock
40	Reaction: First Strike
80	Move: Lifefont
99	Job Mastered

Mastery Bonus: You are immune to damage and death caused by status conditions, as well as immune to Doom.

Mime

Requires: Chemist 80, Dragoon 50, Geomancer 50, Orator 50, Squire 80, Summoner 50

Leads To: None

Action	Reaction	Support	Move
Mimic	2 x Choice	2 x Choice	Mapless: 4
Default			Move: 4
1 x Choice			Jump: 4
Item			2 x Choice

- **Action: Mimic:** You perform the exact same action as your previous party member in the turn order. You ignore the Charge Time, Cast Time, MP and TP costs. But, all other costs such as item uses, Chakras, Lilies and Limit Breaks still apply.
 - If your previous ally in the turn order used a reach or ranged weapon, and you do not have such a weapon equipped, then you instead use whatever weapon you do have in the same relative direction.
 - In mapless combat, you perform the action on the exact same targets, if possible. Otherwise you perform the action on the closest valid targets.
 - In map combat, you also perform it in the same relative direction. For example, if your previous ally in the turn order performs a melee attack to the north, then you also perform a melee attack to your north. If your previous ally in the turn order casts a spell three squares to the east, then you also cast that same spell three squares to your own east.

Weapon Proficiency	Armor Proficiency
2 x Choice	2 x Choice

JLVL	Unlock
99	Action: Mimic
99	Job Mastered

Mastery Bonus: You gain double the amount of TP from regular attack actions, and from the beginning of the status phase.

Monk

Requires: Knight 30

Leads to:

- Dragoon - *Monk* 40, Thief 40
- Geomancer - *Monk* 40, Thief 40
- Master Blackbelt - *Monk* 80, Pugilist 80
- Samurai - Dragoon 20, Knight 40, *Monk* 50

Action	Reaction	Support	Move
Attack	Counter	Brawl	Mapless: 4
Default	1 x Choice	Chakras	Move: 3
Martial Arts		1 x Choice	Jump: 4
1 x Choice			1 x Choice
Item			

- **Reaction: Counter (100 TP):** After a melee action against you, you attack back.
- **Support: Brawl:** Your unarmed attacks are equivalent to 1H Claws of 10 Item Levels lower than your Experience Level.
- **Support: Chakras:** You can have a maximum of 5 Chakras. Whenever you cause a Critical Hit or Direct Critical Hit with a melee attack, you gain 1 Chakra. Chakras are lost after any rest.

Weapon Proficiency	Armor Proficiency
1H Claws	Striker
2H Poles	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: Martial Arts
20	Weapon Proficiency: 1H Claws
30	Weapon Proficiency: 2H Poles
40	Armor Proficiency: Striker
50	Support: Chakras
60	Support: Brawl
80	Reaction: Counter

JLVL	Unlock
99	Job Mastered

Mastery Bonus: Maximum HP is increased by 25%.

Martial Arts

Monk 1 Breathing

Cost
1 Chakra

Remove one status condition of choice from yourself.

Kick

Cost	Mapless	Map
None	R: 3 rows E: All enemies	Ranged Line Target H: 1 Length: 4 Width: 3

Perform a melee attack against all enemies along a line. After-Armor Damage is reduced to 1/4th.

Monk 10 Cyclone

Cost	Mapless	Map
None	R: 1 row E: 3 targets	Melee (all four directions)

Perform a spinning melee attack against everyone who is adjacent to you.

Withering Strike

Cost
1 Chakra

Melee attack. The Initial Damage is increased by the amount of HP you are missing compared to your maximum HP.

Monk 20 Gird

Cost
Charge Time: 200

Default action that also grants yourself [Boost Armor][Status: Boost Armor] for 2 status phases.

Pummel

Perform a melee attack. Roll a cubic die (also known as a “d6”). On a 1 or 2, the After-Armor Damage is halved. On a 5 or 6, the After-Armor Damage is doubled.

Monk 30 Aurablast

Cost	Mapless	Map
None	R: 3 rows E: Single	Ranged Direct Target H: 3 Effect H/V: 1/1

Perform a melee attack as if it were ranged. The damage is Light-Aspected and Physical.

Holy Strike

Cost
TP: 300

Melee attack. The damage is Magical and Holy-Aspected.

Monk 40 Mantra

Cost
Charge Time: 600
TP: 600

Restores an amount of HP to your party members equal to your current HP, divided by the number of party members. You are not healed from this technique.

Shockwave

Cost	Mapless	Map
None	R: 8 rows E: 2 per row	Ground Line Length: 8 Width: 1

Perform a melee attack against all combatants in a straight line, who are touching the ground. The damage is Physical and Earth-Aspected. This attack can not hit anyone with [Float][Status: Float] status.

Monk 50 Doom Fist

Cost	Mapless	Map
None	Melee	Melee

Attack. Also attempts to cause Doom on the target, using half M-Acc and opposed by full M-Eva.

Elixir Field

Cost	Mapless	Map
TP: 2,000	R: 1 row E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Magical Attack, Unaspected, targeting all enemies in the area for Level * Stamina * 0.5 damage.

Forbidden Chakra Palm

Cost
5 Chakras TP: 500

Melee attack for triple damage.

Meditation

Gain 1 Chakra.

Monk 60 Purification

Cost	Mapless	Map
5 Chakras	R: 2 rows E: Whole party	Self-Centered Burst Target H: 0 Effect H/V: 4/4

Each ally in the area removes one status condition of choice from themselves. This includes yourself.

Monk 70 Brotherhood

Cost
TP: 1,000

Grants Brotherhood to yourself and all allies for 2 status phases.

Chakra Resonance

Cost	Mapless	Map
1 Chakra	R: 2 rows E: 3 allies	Self-Centered Burst Target H: 0 Effect E/V: 2/0 must be at same elevation

Restores an amount of HP to all in the area equal to your Level * Stamina * 0.3. Also restores an amount of MP to all in the area equal to your Level * Mind * 0.2.

Enlightenment Wave

Cost	Mapless	Map
5 Chakras TP: 700	R: 3 rows E: All enemies	Ranged Line Length: 4 Width: 3

Projects a melee attack against all enemies in the area. The damage is Magical and Unaspected.

Monk 80 Holy Sign Fist

Cost
TP: 1,000

Melee attack. Also attempts to remove one status condition of your choice from the target, using your M-Acc and opposed by the target's M-Eva.

Revive

Cost	Mapless	Map
1 Chakra	R: 2 rows E: 1 ally	Melee

Revives the target at 25% HP.

Monk 90 Razor Gale

Cost
MP: 7,000

Melee attack, projected against all enemies on the battlefield. The damage is Magical and Air-Aspected.

Rising Phoenix

Cost
TP: 5,000

Melee attack, projected against all enemies on the battlefield. The damage is Magical and Fire-Aspected.

Tenketsu

Cost
Charge Time: 3,000

Melee attack, at the maximum possible accuracy class. Also attempts to instantly-kill the target at half P-Acc. This is considered a Gravity/Death attack.

Monk 99 Five Star Crimson Palm

Cost
Limit Break

Five melee attacks against the same target, at the maximum possible accuracy class. Each of the attacks also attempts to instantly-kill the target.

Mystic

Requires: White Mage 30

Leads to:

- Arithmetician - Black Mage 50, *Mystic* 40, Time Mage 40, White Mage 50
- Devout - Conjurer 60, *Mystic* 60, White Mage 60
- Gambler - *Mystic* 30, Thief 30
- Orator - *Mystic* 30

Action	Reaction	Support	Move
Attack	Absorb MP	Defense Boost	Mapless: 3
Default	1 x Choice	1 x Choice	Move: 3
Mystic Magick			Jump: 3
1 x Choice			Ignore Weather
Item			JLVL 80: Manafont
			1 x Choice

- **Action: Mystick Magick:** Weaving the flow of destiny and fate.
- **Reaction: Absorb MP:** When you take damage or receive a harmful status condition from an MP-using action, you gain an amount of MP equal to half of that action's MP cost.
- **Support: Defense Boost:** Magical After-Armor Damage that you take is reduced by 25%.
- **Move: Ignore Weather:** In mapless combat, you gain +1 maneuver. In map combat, you ignore any movement-decreasing effects of terrain and environment.
- **Move: Manafont:** After finishing your maneuver or movement, you gain an amount of MP equal to 10% of your maximum.

Weapon Proficiency	Armor Proficiency
1H Maces	Magic
2H Staves	Healer
1H Racquets	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: Mystic Magick
40	Move: Ignore Weather
60	Support: Defense Boost
80	Reaction: Absorb MP
90	Move: Manafont
99	Job Mastered

Mastery Bonus: Damage done by your actions to yourself, as well as to any allies, is halved. Your P-Acc and M-Acc for causing harmful status conditions to yourself and allies are also halved.

Mystic Magick

Mystic 1 Condemn

Targets all enemies on the battlefield. Has a random effect on these enemies:

1. Rejuvenation - Restores Level * Wisdom * 0.4 HP
2. Recuperation - Removes one status condition of the enemy's choice. Each enemy chooses separately.
3. Brimstone - Magical Attack, Fire-Aspected
4. Black Frost - Magical Attack, Ice-Aspected

5. Judgment - Magical Attack, Lightning-Aspected
6. Salienta - Attempts to cause Toad at double M-Acc.
7. Doom - Attempts to cause Doom at double M-Acc.
8. Still Wing - Attempts to cause Stop at double M-Acc.

Predict

Has a random result:

1. Pestilence - Targets all allies on the battlefield. Magical Attack, Poison-Aspected, for Level * Intellect * 0.4 damage. Also attempts to cause Poison.
2. Healing Wind - Targets all allies on the battlefield. Restores Level * Wisdom * 0.4 HP, and removes 1 status condition of choice. Each target chooses separately.
3. Blessing - Targets all allies on the battlefield. Restores Level * Wisdom * 0.4 HP, and grants Regen.
4. Divine Judgment - Has a different effect on allies and enemies on the battlefield. For all allies, it restores Level * Wisdom * 0.4 HP. For all enemies, it is a Magical Attack, Holy-Aspected, for Level * Intellect * 0.4 damage.
5. Deluge - Targets everyone on the battlefield. Magical Attack, Water-Aspected, for Level * Intellect * 0.4 damage. Also attempts to cause Toad.
6. Eruption - Targets everyone on the battlefield. Magical Attack, Fire-Aspected, for Level * Intellect * 0.4 damage. Also attempts to cause Sap.
7. Hurricane - Targets everyone on the battlefield. Magical Attack, Air-Aspected, for Level * Intellect * 0.4 damage. Also attempts to cause Silence.
8. Rockslide - Targets everyone on the battlefield. Magical Attack, Earth-Aspected, for Level * Intellect * 0.4 damage.
9. Starfall - Targets everyone on the battlefield. Magical Attack, Unaspected, for Level * Intellect * 0.4 damage. Also attempts to instantly-kill at half M-Acc. This is considered a Gravity/Death technique.
10. Cleansing - Targets all enemies on the battlefield. Magical Attack, Unaspected, for Level * Intellect * 0.4 damage.

Mystic 10 Umbra

Cost	Mapless	Map
Cast Time: 40	R: 6 rows	Ranged Direct
MP: 40	E: Row	Target H: 6 Effect H/V: 2/2

Attempts to cause Blind to all in the area.

Empowerment

Cost	Mapless	Map
Cast Time: 20	R: 4 rows	Ranged Direct
MP: 20	E: Single	Target H: 4 Effect H/V: 1/1

Magical Attack, Drain-Aspected, for Level * Intellect * 0.4 damage. The damage is dealt to MP rather than HP. Half of the After-Armor Damage to MP is added to your own MP.

Mystic 20 Invigoration

Cost	Mapless	Map
Cast Time: 160 MP: 160	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Magical Attack, Drain-Aspected, for Level * Intellect * 0.4 damage. Half of the After-Armor Damage is added to your own HP.

Belief

Cost	Mapless	Map
Cast Time: 60 MP: 60	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Grants Faith to the target.

Mystic 30 Disbelief

Cost	Mapless	Map
Cast Time: 60 MP: 60	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Grants Atheist to the target.

Corruption

Cost	Mapless	Map
Cast Time: 200 MP: 200	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Attempts to cause Zombie to the target.

Mystic 40 Quiescence

Cost	Mapless	Map
Cast Time: 160	R: 6 rows	Ranged Direct

Cost	Mapless	Map
MP: 160	E: Row	Target H: 6 Effect H/V: 2/2

Attempts to cause Silence to all in the area.

Fervor

Cost	Mapless	Map
Cast Time: 160 MP: 160	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Attempts to cause Berserk to the target. The target may choose to allow this to happen, in which case M-Acc and M-Eva would not be needed for that instance.

Mystic 50 Condemn II

Cost
Charge Time: 500

As *Condemn* except you can adjust the result by 1.

Delirium

Cost	Mapless	Map
Cast Time: 200 MP: 200	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Attempts to cause Confuse to the target.

Predict II

Cost
Charge Time: 500

As *Predict* except you can adjust the result by 1.

Trepidation

Cost	Mapless	Map
Cast Time: 200 MP: 200	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Attempts to cause Coward to the target.

Mystic 60 Harmony

Cost	Mapless	Map
Cast Time: 340 MP: 340	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Attempts to remove all status conditions of your choice from the target. This spell cannot be reflected.

Hesitation

Cost	Mapless	Map
Cast Time: 100 MP: 100	R: 6 rows E: Row	Ranged Direct Target H: 6 Effect H/V: 2/2

Attempts to cause Disable to all in the area.

Mystic 70 Repose

Cost	Mapless	Map
Cast Time: 240 MP: 240	R: 6 rows E: Row	Ranged Direct Target H: 6 Effect H/V: 2/2

Attempts to cause Sleep to all in the area.

Induration

Cost	Mapless	Map
Cast Time: 160 MP: 160	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Attempts to cause Petrify to the target.

Mystic 80 Chicken

Cost	Mapless	Map
Cast Time: 140	R: 4 rows	Ranged Direct
MP: 140	E: Single	Target H: 4
		Effect H/V: 1/1

Attempts to cause Chicken to the target.

Vengeance

Cost	Mapless	Map
Cast Time: 200	R: 8 rows	Ranged Direct
MP: 200	E: Single	Target H: 8
		Effect H/V: 1/1

Magical Attack, Unaspected, for an amount of damage equal to the amount of HP you are missing compared to your maximum HP.

Mystic 90 Condemn III

Cost
Charge Time: 2,000

As *Condemn* except you can adjust the result by 1 or 2.

Predict III

Cost
Charge Time: 2,000

As *Predict* except you can adjust the result by 1 or 2.

Mystic 99 Steorra’s Prophecy

Cost
Limit Break

Magical Attack, Unaspected, targeting all enemies on the battlefield. Deals Level * Intellect * 0.6 damage. For each ally (excluding yourself) who has at least one Limit Break Charge, this ability fires again.

Necromancer

Requires: Arcanist 30, Orator 30, Thaumaturgist 30

- **Support: Necromantic Body:** You always have Zombie status. You take double After-Armor Damage from Holy element.
- **Support: Summon Phantasm:** When you kill an enemy with a regular attack action, you spawn a Phantasm for four status phases. Phantasms have the following template:
 - 1/4th HP
 - Half P-Def
 - Maneuver/Move: 6
 - Jump: 4

Dark Arts

Necromancer 1 Summon Skeleton

Necromancer 10 Summon Zombie

Necromancer 20 Summon Raging Spirit

Necromancer 30 Summon Specter

Necromancer 40 Summon Bone Golem

Necromancer 50 Summon Vampire

Necromancer 60 Summon Death Knight

Necromancer 70 Summon Flamemancer

Necromancer 80 Summon Rajiformes

Necromancer 90 Summon Zombie Dragon

Necromancer 99

Ninja

Requires: Archer 40, Geomancer 20, Thief 50

Leads to: None

Action	Reaction	Support	Move
Attack	Vanish	Dual-Wield	Mapless: 4
Default	Reflexes	1 x Choice	Move: 4
Ninjutsu	1 x Choice		Jump: 4
1 x Choice			Waterwalking
Item			1 x Choice

- **Action: Ninjutsu:** Secret martial arts using a mixture of patience, trickery and true magick.
- **Reaction: Vanish (500 TP):** After taking damage, gain Vanish status.
- **Reaction: Reflexes (1,000 TP):** Double your P-Eva and M-Eva against an incoming action.
- **Support: Dual-Wield:** If you equip two 1H weapons, then your regular Attack actions perform a separate attack with each one. Other actions based on weapons use whichever weapon will have better results.
- **Move: Waterwalking:** In mapless combat, gives +1 Maneuver. In map combat, allows you to move and stand on top of mud, swamp and water as if they were solid ground.

Weapon Proficiency	Armor Proficiency
1H Knives	Scout
1H Tanto	Striker
1H Flails	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: Ninjutsu
20	Weapon Proficiency: 1H Tanto
40	Move: Waterwalking
60	Reaction: Vanish
80	Reaction: Reflexes
90	Support: Dual-Wield
99	Job Mastered

Mastery Bonus: If your P-Eva is higher than an enemy's P-Acc, then your P-Acc and Physical Damage against that enemy are increased by 25%.

Ninjutsu

Ninja 1 Throw

Cost	Mapless	Map
Special	R: 8 rows E: Single	Ranged Direct Target H: 8 Effect H/V: 1/1

You can throw either a Ninja Throwing Item or a weapon. If you throw a Ninja Throwing Item, then it does its described effect. If you throw a weapon, then it does double damage as if you were wielding it, then breaks.

Ninja 10 Heal Pill

Cost	Mapless	Map
MP: 60	R: 4 rows	Ranged Direct
TP: 60	E: Single	Target H: 4
		Effect H/V: 1/1

Restores Level * Speed * 0.4 HP to the target.

Smoke

Cost
MP: 70
TP: 70

You throw down a smoke bomb to cover your instantaneous retreat from the whole battle.

Ninja 20 Wood Veil

Cost	Mapless	Map
MP: 40	R: 4 rows	Ranged Direct
TP: 40	E: Single	Target H: 4
		Effect H/V: 1/1

Physical Attack, Unaspected, for Level * Speed * 0.4 Damage. Also attempts to cause Immobilize.

Fire Veil

Cost	Mapless	Map
MP: 40	R: 4 rows	Ranged Direct
TP: 40	E: Single	Target H: 4
		Effect H/V: 1/1

Magical Attack, Fire-Aspected, for Level * Speed * 0.4 Damage. Also attempts to cause Confuse.

Earth Veil

Cost	Mapless	Map
MP: 40	R: 4 rows	Ranged Direct
TP: 40	E: Single	Target H: 4
		Effect H/V: 1/1

Magical Attack, Earth-Aspected, for Level * Speed * 0.4 Damage. Also attempts to cause [Slow][Status: Slow].

Gold Veil

Cost	Mapless	Map
MP: 40	R: 4 rows	Ranged Direct
TP: 40	E: Single	Target H: 4
		Effect H/V: 1/1

Magical Attack, Lightning-Aspected, for Level * Speed * 0.4 Damage. Also attempts to cause Blind.

Water Veil

Cost	Mapless	Map
MP: 40	R: 4 rows	Ranged Direct
TP: 40	E: Single	Target H: 4
		Effect H/V: 1/1

Magical Attack, Water-Aspected, for Level * Speed * 0.4 Damage. Also attempts to cause Silence.

Ninja 30 Oblivion

Cost	Mapless	Map
MP: 120	R: 1 row	Melee
TP: 120	E: Single	Target H: 1
		Effect H/V: 1/1

Magical technique that attempts to cause Addle.

Unspell

Cost	Mapless	Map
MP: 40	R: 1 row	Melee
TP: 40	E: Single	Target H: 1
		Effect H/V: 1/1

Magical technique that attempts to remove one status condition of your choice from the target.

Ninja 40 Flame

Cost	Mapless	Map
MP: 70	R: 2 rows	Self-Centered Burst
TP: 70	E: Front row of enemies	Target H: 0 Effect H/V: 3/3

Magical Attack, Fire-Aspected, for Level * Speed * 0.4 Damage.

Flood

Cost	Mapless	Map
MP: 70	R: 2 rows	Self-Centered Burst
TP: 70	E: Front row of enemies	Target H: 0 Effect H/V: 3/3

Magical Attack, Water-Aspected, for Level * Speed * 0.4 Damage.

Gale

Cost	Mapless	Map
MP: 70	R: 2 rows	Self-Centered Burst
TP: 70	E: Front row of enemies	Target H: 0 Effect H/V: 3/3

Magical Attack, Air-Aspected, for Level * Speed * 0.4 Damage.

Shocker

Cost	Mapless	Map
MP: 70	R: 2 rows	Self-Centered Burst
TP: 70	E: Front row of enemies	Target H: 0 Effect H/V: 3/3

Magical Attack, Lightning-Aspected, for Level * Speed * 0.4 Damage.

Ninja 50 Shadow Bind

Cost	Mapless	Map
MP: 50	R: 4 rows	Ranged Direct
TP: 50	E: Single	Target H: 4
		Effect H/V: 1/1

Magical technique that attempts to cause Stop.

Mirage

Cost
MP: 60
TP: 60

Grants Blink to yourself.

Ninja 60 Flash

Cost	Mapless	Map
MP: 70	R: 2 rows	Self-Centered Burst
TP: 70	E: Front row of enemies	Target H: 0
		Effect H/V: 3/3

Magical technique that attempts to cause Blind to all enemies in the area.

Restore Weed

Cost	Mapless	Map
MP: 150	R: 4 rows	Ranged Direct
TP: 150	E: Single	Target H: 4
		Effect H/V: 1/1

Restores Level * Speed * 0.4 HP to the target. The target also chooses up to two status conditions to have removed.

Rockseal

Cost	Mapless	Map
MP: 220	R: 4 rows	Ranged Direct
TP: 220	E: Single	Target H: 4
		Effect H/V: 1/1

Magical technique that attempts to cause Petrify.

Ninja 70 Heal Salve

Cost	Mapless	Map
MP: 210	R: 4 rows	Ranged Direct
TP: 210	E: Single	Target H: 4
		Effect H/V: 1/1

Restores Level * Speed * 0.6 HP to the target.

Smelling Salts

Cost	Mapless	Map
MP: 90	R: 4 rows	Ranged Direct
TP: 90	E: Single	Target H: 4
		Effect H/V: 1/1

Revives the target at 25% HP.

Ninja 80 Payback Wave

Cost	Mapless	Map
MP: 250	R: 4 rows	Ranged Direct
TP: 250	E: Single	Target H: 4
		Effect H/V: 1/1

Magical Attack, Unaspected, dealing an amount of damage equal to the difference between your current and maximum HP. Ignores M-Def.

Stealth Kill

Cost	Mapless	Map
MP: 300	R: 4 rows	Ranged Direct
TP: 300	E: Single	Target H: 4
		Effect H/V: 1/1

Magical technique that attempts to instantly kill the target. This is a Gravity/Death technique.

Ninja 90 Blast

Cost	Mapless	Map
MP: 200	R: 2 rows	Self-Centered Burst
TP: 200	E: Front row of enemies	Target H: 0
		Effect H/V: 3/3

Magical Attack, Fire-Aspected, for Level * Speed * 0.6 Damage.

Blitz

Cost	Mapless	Map
MP: 200	R: 2 rows	Self-Centered Burst
TP: 200	E: Front row of enemies	Target H: 0
		Effect H/V: 3/3

Magical Attack, Lightning-Aspected, for Level * Speed * 0.6 Damage.

Frost

Cost	Mapless	Map
MP: 200	R: 2 rows	Self-Centered Burst
TP: 200	E: Front row of enemies	Target H: 0
		Effect H/V: 3/3

Magical Attack, Ice-Aspected, for Level * Speed * 0.6 Damage.

Tremor

Cost	Mapless	Map
MP: 200	R: 2 rows	Self-Centered Burst
TP: 200	E: Front row of enemies	Target H: 0
		Effect H/V: 3/3

Magical Attack, Earth-Aspected, for Level * Speed * 0.6 Damage.

Ninja 99 Ultima Masher

Cost
Limit Break

Perform five attacks on one target.

Nu Type

Requires: Scholar 70

Leads to:

- Sharlayan Archon - Astrologian 80, *Nu Type* 80, Scholar 80

Somanoutics

Onion Knight

Requires: Chemist 60, Squire 60

Leads To: None

Action	Reaction	Support	Move
Attack Default Item	None	None	Mapless: 4 Move: 4 Jump: 4

Weapon Proficiency	Armor Proficiency
1H Swords 10 x Choice	War 10 x Choice

JLVL	Unlock
99	Job Mastered

Mastery Bonus: Each Job Mastered adds 50 to all of your Battle Attributes. While your current job is Onion Knight this bonus is doubled.

Orator

Requires: Mystic 30

Leads to:

- Bard - *Orator* 50, Summoner 50
- Chocobo Knight - Knight 20, *Orator* 20
- Mime - Chemist 80, Dragoon 50, Geomancer 50, *Orator* 50, Squire 80, Summoner 50
- Necromancer - Arcanist 30, *Orator* 30, Thaumaturgist 30

Action	Reaction	Support	Move
Attack	Earplug	Tame	Mapless: 3

Action	Reaction	Support	Move
Default	1 x Choice	1 x Choice	Move: 3
Speechcraft			Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Speechcraft:** Using communication, gestures, and other means of persuasion to captivate even your most bitter foes.
- **Reaction: Earplug:** You have double M-Eva against *Speechcraft* techniques and Charm.
- **Support: Tame:** When you defeat an enemy with an action, you automatically perform *Catch* on that enemy, even if you do not currently have *Speechcraft* equipped.

Weapon Proficiency	Armor Proficiency
1H Daggers	Magic
1H Knives	Caster
1H Whips	Healer
1H Handguns	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: Speechcraft
20	Weapon Proficiency: 1H Whips
40	Reaction: Earplug
60	Support: Tame
99	Job Mastered

Mastery Bonus: Your M-Acc is doubled when attempting to cause Berserk, Charm, Confuse and Sleep.

Speechcraft

Orator 1 Animals

Cost
Charge Time: 400

Roll a percentile to determine which animal is summoned. The maximum roll is capped by your Orator Job Level. For example, if your Orator Job Level is 80, then any roll 81 or higher is capped to 80.

Roll	Animal	Result
00 - 09	Squirrel	Target one enemy on the battlefield. Magical Attack, Unaspected, for Level * Intellect * 0.5 damage.
10 - 19	Bee Swarm	Target all enemies on the battlefield. Magical Attack, Poison-Aspected, for Level * Intellect * 0.4 damage.
20 - 29	Nightingale	Target one ally on the battlefield. Restores Level * Wisdom * 0.4 HP. Removes Blind and Poison.
30 - 39	Flying Squirrel	Target all enemies on the battlefield. Magical technique that attempts to cause Immobilize at half M-Acc.
40 - 49	Falcon	Target one enemy on the battlefield. Magical Attack that attempts to cause an amount of damage equal to 25% of their current HP, ignoring M-Def. This is a Gravity/Death technique.
50 - 59	Skunk	Target all enemies on the battlefield. Magical technique that attempts to cause Blind and Poison.
60 - 69	Wild Boar	Target one enemy on the battlefield. Magical Attack, Unaspected, for Level * Intellect * 0.8 damage.
70 - 89	Unicorn	Target all allies on the battlefield. Restores Level * Wisdom * 0.6 HP, and Level * Spirit * 0.2 MP.
90 - 99	Pegasus	Target all allies on the battlefield. Each ally individually chooses up to two status conditions to have removed.

Catch

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Direct Target R: 4 Effect H/V: 1/1

Magical technique that attempts to catch the target, at half M-Acc. If the target is at 25% HP or less, then M-Acc is not halved. Each caught target is collectively possessed by the party.

Release

Cost	Mapless	Map
None	R: 4 rows E: Empty spot in party	Ranged Direct Target R: 4 Effect H/V: 1/1

Release a caught creature into the target space. The creature acts on the party's behalf until the end of battle, then instantly escapes.

Orator 10 100% Wool

Cost
Cast Time: 80 MP: 80

Grants [Protect][Status: Protect] and [Shell][Status: Shell] to yourself.

Stall

Cost	Mapless	Map
TP: 50	R: 4 rows E: Single	Ranged Direct Target R: 4 Effect H/V: 1/1

Magical technique that attempts to cause an amount of Charge Time to the target equal to the target's Speed.

Orator 20 Catnip

Cost	Mapless	Map
Cast Time: 80 MP: 80	R: 4 rows E: Single	Ranged Indirect Target R: 4 Effect H/V: 1/1

Magical technique that attempts to cause Berserk to the target.

Praise

Cost	Mapless	Map
TP: 100	R: 4 rows E: Single	Ranged Direct Target R: 4 Effect H/V: 1/1

Grants Bravery to the target.

Orator 30 Chocobo Rush

Cost	Mapless	Map
Cast Time: 80 MP: 80	R: 10 rows E: 2 enemies per row	Ranged Line Target H: 1 Length: 10 Width: 1

Physical Attack, Unaspected, targeting all combatants in a line for Level * Speed * 0.6 damage. This ability can cause friendly fire.

Intimidate

Cost	Mapless	Map
TP: 150	R: 4 rows E: Single	Ranged Direct Target R: 4 Effect H/V: 1/1

Magical technique that attempts to cause Coward to the target.

Orator 40 Preach

Cost	Mapless	Map
TP: 200	R: 4 rows E: Single	Ranged Direct Target R: 4 Effect H/V: 1/1

Grants Faith to the target.

Toadsong

Cost	Mapless	Map
Cast Time: 110 MP: 220	R: 4 rows E: Single	Ranged Indirect Target R: 4 Effect H/V: 1/1

Magical technique that attempts to cause Toad status.

Orator 50 Cuisine

Cost	Mapless	Map
Cast Time: 220 MP: 220	R: 4 rows E: Single	Ranged Indirect Target R: 4 Effect H/V: 1/1

Restores Level * Wisdom * 0.8 HP to the target.

Enlighten

Cost	Mapless	Map
TP: 250	R: 4 rows E: Single	Ranged Direct Target R: 4 Effect H/V: 1/1

Magical technique that attempts to cause Atheist to the target.

Orator 60 Condemn

Cost	Mapless	Map
TP: 300	R: 4 rows E: Single	Ranged Direct Target R: 4 Effect H/V: 1/1

Magical technique that attempts to cause Doom to the target.

Tail Wag

Cost	Mapless	Map
Cast Time: 120 MP: 120	R: 4 rows E: Single	Ranged Indirect Target R: 4 Effect H/V: 1/1

Magical technique that attempts to cause Charm to the target.

Orator 70 Beg

Cost	Mapless	Map
TP: 350	R: 4 rows E: Single	Ranged Direct Target R: 4 Effect H/V: 1/1

Magical technique that attempts to make the target give up three item charges to the party. Any items usable by either the target or the party can be chosen.

Sheep Count

Cost	Mapless	Map
Cast Time: 120 MP: 120	R: 4 rows E: 3 enemies	Ranged Indirect Target R: 4 Effect H/V: 2/2

Magical technique that attempts to cause Sleep to all in the area, both friend and foe.

Orator 80 Insult

Cost	Mapless	Map
TP: 400	R: 4 rows E: Single	Ranged Direct Target R: 4 Effect H/V: 1/1

Magical technique that attempts to cause Berserk at double M-Acc.

Orator 90 Mimic Daravon

Cost	Mapless	Map
TP: 450	R: 6 rows E: 1 row	Ranged Direct Target R: 6 Effect H/V: 3/3

Magical technique that attempts to cause Sleep to all in the area, both friend and foe.

Orator 99 Wayne Speech

Cost
Limit Break

Attempt *Catch* on all enemies on the battlefield, at double M-Acc.

Paladin

Requires: Gladiator 30, Knight 60, White Mage 30

Leads to:

- Thunder God - Dark Knight 80, Knight 80, *Paladin* 80

Action	Reaction	Support	Move
Attack	1 x Choice	Chivalry	Mapless: 3
Default		1 x Choice	Move: 3
Divine Weapon			Jump: 3
Sparring			1 x Choice
1 x Choice			
Item			

- **Action: Divine Weapon:** Focusing the belief in your cause of protecting the many against the hoarding of the few.
- **Support: Chivalry:** When you restore an ally's HP (other than yourself), you also regain an amount of MP equal to your Level * Spirit * 0.01.

Weapon Proficiency	Armor Proficiency
1H Maces	War
1H Swords	Defender
2H Greatswords	1 x Choice
2H Staves	
1 x Choice	

JLVL	Unlock
10	Action: Divine Weapon
60	Support: Chivalry
99	Job Mastered

Mastery Bonus: When you take damage, you can spend Enmity points to decrease the After-Armor Damage. This is at a ratio of 1 Enmity point to 5% damage reduction.

Divine Weapon

Paladin 1 Nurse

Cost	Mapless	Map
TP: 200	R: 2 rows E: 1 row of allies	Self-Centered Burst Target H: 0 Effect H/V: 2/2

Targets all allies in the area. Restores Level * Wisdom * 0.1 HP. Also removes one status condition of each target's choice.

Paladin 10 Stasis Sword

Cost	Mapless	Map
TP: 200	R: 2 rows E: 3 in one row	Ranged Direct Target H: 2 Effect H/V: 2/2

Projects your attack into the area. After-Armor Damage is halved. Also attempts to cause Stop at half P-Acc.

Paladin 20 Split Punch

Cost	Mapless	Map
TP: 400	R: 3 rows E: Single	Ranged Direct Target H: 3 Effect H/V: 1/1

Projects your attack into the target. Also attempts to cause Doom status.

Paladin 30 Crush Punch

Cost	Mapless	Map
TP: 500	R: 3 rows E: Single	Ranged Direct Target H: 3 Effect H/V: 1/1

Projects your attack into the target. Also attempts to instantly-kill at half P-Acc. This is a Gravity/Death attack.

Paladin 40 Lightning Stab

Cost	Mapless	Map
TP: 700	R: 3 rows E: 1 row	Ranged Direct Target H: 3 Effect H/V: 2/2

Projects your attack into the area. Also attempts to cause Silence.

Paladin 50 Clemency

Cost	Mapless	Map
MP: 4,000	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Restores Level * Wisdom * 0.8 HP to the target. Half that much HP is also restored to yourself.

Divine Veil

Cost	Mapless	Map
TP: 900	R: 2 rows E: 1 row of allies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Grants Level * Wisdom * 0.4 Shield Points to all allies in the area.

Holy Explosion

Cost	Mapless	Map
TP: 800	R: 5 rows E: 2 per row	Ranged Line Target H: 1 Length: 5 Width: 0

Projects your attack into the area. P-Acc is doubled. Also attempts to cause Confuse.

Hallowed Ground

Cost
TP: 4,200

Grants yourself Hallowed Ground status for 4 status phases.

Paladin 60 Holy Spirit

Cost	Mapless	Map
MP: 4,000	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Magical Attack, Holy-Aspected, for Level * Spirit Damage.

Judgment Blade

Cost	Mapless	Map
TP: 1,000	R: 6 rows E: 1 row	Ranged Direct Target H: 6 Effect H/V: 3/3

Projects your attack into all enemies in the area. Also attempts to cause Stop at half P-Acc.

Requiescat

Cost
TP: 6,000

Grants yourself Requiescat status for 6 status phases.

Paladin 70 Atonement

Cost
TP: 3,000

Attack for double damage. You also regain Level * Spirit * 0.2 MP.

Cleansing Strike

Cost	Mapless	Map
TP: 2,000	R: 6 rows E: Single	Ranged Direct Target H: 6 Effect H/V: 1/1

Projects your attack into the target enemy for double damage. Also attempts to cause Doom

Holy Circle

Cost	Mapless	Map
MP: 4,000	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Magical Attack, Holy-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 Damage.

Paladin 80 Confiteor

Cost	Mapless	Map
MP: 4,000	R: 6 rows	Ranged Direct
Special	E: 1 row of enemies	Target H: 6
		Effect H/V: 3/3

Requires that you have Requiescat status. Magical Attack, Holy-Aspected, targeting all enemies in the area for Level * Spirit * 1.2 Damage. Ends Requiescat.

Northswain's Strike

Cost	Mapless	Map
TP: 3,000	R: 6 rows	Ranged Direct
	E: Single	Target H: 6
		Effect H/V: 1/1

Projects your attack into the target enemy for double damage. Also attempts to instantly-kill. This is a Gravity/Death technique.

Paladin 90 Hallowed Bolt

Cost	Mapless	Map
TP: 7,000	R: 6 rows	Ranged Direct
	E: 1 row of enemies	Target H: 6
		Effect H/V: 3/3

Projects your attack into all enemies in the area for double damage. Also attempts to cause Silence status.

Paladin 99 Divine Ruination

Cost
Limit Break

Projects your attack into all enemies on the battlefield, dealing triple Magical Holy-Aspected Damage.

Pictomancer

Requires: Blue Mage 30

Leads to: None

Action	Reaction	Support	Move
Attack	1 x Choice	1 x Choice	Mapless: 3
Default			Move: 3
Sketch			Jump: 3
Control			1 x Choice
1 x Choice			
Item			

- **Action: Sketch:** You create a painting of one enemy on the battlefield. The painting does one action of your choice, then disappears.
- **Action: Control:** Magical technique that attempts to take control of one enemy on the battlefield, at half M-Acc. On your turns, you must choose whether you act yourself, or you control the enemy into doing something. You can only have one enemy controlled at a time.

Weapon Proficiency	Armor Proficiency
1H Hammers	Magic
2H Paintbrushes	Caster
2H Rods	1 x Choice
1 x Choice	

JLVL	Unlock
20	Weapon Proficiency: 2H Paintbrushes
60	Action: Sketch
80	Action: Control
99	Job Mastered

Mastery Bonus: Your P-Eva and M-Eva are doubled against Gravity/Death.

Psychic

Requires: Chemist 20

Leads to: None

Action	Reaction	Support	Move
Attack	1 x Choice	Guts	Mapless: 3
Default		1 x Choice	Move: 3
Psionics			Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Psionics:** Manifesting supernatural abilities using only the power of your mind.
- **Support: Guts:** When you reach 0 HP, you are not dead unless you also have 0 HP at the end of the status phase. Until then, you continue to keep track of negative HP, which can still be healed normally.

Weapon Proficiency	Armor Proficiency
1H Handbags	Aim
1H Measures	Scout
2H Rods	Striker
2H Staves	1 x Choice
2H Poles	
1H Handguns	
1 x Choice	

JLVL	Unlock
10	Action: Psionics
99	Support: Guts
99	Job Mastered

Mastery Bonus: When you do a Critical Hit or better with a regular attack action, you have a 10% chance to do an additional attack. This can repeat infinitely as long as you keep getting lucky.

Psionics

Psychic 1 Psychic Bomb

Cost	Mapless	Map
Cast Time: 100	R: 4 rows	Ranged Indirect
MP: 100	E: 1 row	Target H: 4
		Effect E/V: 3/3

Magical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.4 damage.

Telepathy Alpha

You can read the surface-level thoughts of anyone you are talking to, including animals.

Psychic 10 Maser Eye

Cost	Mapless	Map
Cast Time: 180	R: 4 rows	Ranged Direct
MP: 180	E: Single	Target H: 4
		Effect E/V: 1/1

Magical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.6 damage.

Psychic 20 Telekinesis

Cost	Mapless	Map
Cast Time: 120 MP: 120	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect E/V: 1/1

Magical technique that attempts to eject the target from the battlefield, at half M-Acc.

Telepathy Beta

You can perceive the true intentions and deeper thoughts of anyone you are talking to, including animals.

Psychic 30 Brainstorm

Cost	Mapless	Map
Cast Time: 180 MP: 180	R: 4 rows E: 1 row	Ranged Indirect Target H: 4 Effect E/V: 3/3

Magical technique that attempts to cause [Confusion][Status: Confusion] and Silence on all enemies in the area.

Psychobiolytic Lifeup Alpha

Cost	Mapless	Map
Cast Time: 50 MP: 50	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect E/V: 1/1

Restores Level * Intellect * 0.2 HP to the target.

Psychokinetic Rocking Alpha

Cost	Mapless	Map
Cast Time: 100 MP: 100	R: 4 rows E: 1 row	Ranged Indirect Target H: 4 Effect E/V: 3/3

Magical Attack, Unaspected, targeting all enemies in the area for Level * Spirit * 0.3 damage.

Psychic 40 Express

Cost
Cast Time: 200
MP: 200

Grants yourself Boost Accuracy, Boost Evasion and Haste statuses.

Psychokinetic Teleport Alpha

Cost
MP: 20

This ability can only be used outside of combat. You start running extremely quickly through the space-time continuum. Once you accelerate to 88 miles per hour, you teleport yourself and all allies following you to a safe location that you know well which has enough space to decelerate back to walking speed.

Telepathy Gamma

You can read thoughts from a distance, as long as you have line-of-sight to the person.

Psychic 50 Psychobiolytic Lifeup Beta

Cost	Mapless	Map
Cast Time: 80	R: 4 rows	Ranged Indirect
MP: 80	E: Single	Target H: 4
		Effect E/V: 1/1

Restores Level * Intellect * 0.4 HP to the target.

Psychokinetic Rocking Beta

Cost	Mapless	Map
Cast Time: 140	R: 4 rows	Ranged Indirect
MP: 140	E: 1 row	Target H: 4
		Effect E/V: 3/3

Magical Attack, Unaspected, targeting all enemies in the area for Level * Spirit * 0.4 damage.

Time Trip

Cost
Cast Time: 200
MP: 200

Magical technique that attempts to cause Stop to everyone on the battlefield, except for yourself.

Psychic 60 Magic Guard

Cost
MP: 280

Grants yourself Atheist and [Shell][Status: Shell] statuses.

Psychokinetic Starstorm Alpha

Cost
Cast Time: 240
MP: 240

Magical Attack, Unaspected, targeting all enemies on the battlefield for Level * Mind * 0.4 damage.

Telepathy Omega

You can perform two-way psychic communication with people you know personally, from any distance.

Psychic 70 Physics Guard

Cost
MP: 280

Grants yourself Boost Defense and [Protection][Status: Protect] statuses.

Psychobiolytic Lifeup Gamma

Cost	Mapless	Map
Cast Time: 130	R: 4 rows	Ranged Indirect
MP: 130	E: Single	Target H: 4
		Effect E/V: 1/1

Restores Level * Intellect * 0.6 HP to the target.

Psychokinetic Rocking Gamma

Cost	Mapless	Map
Cast Time: 400	R: 4 rows	Ranged Indirect
MP: 400	E: 1 row	Target H: 4
		Effect E/V: 3/3

Magical Attack, Unaspected, targeting all enemies in the area for Level * Spirit * 0.6 damage.

Psychic 80 Psychokinetic Starstorm Omega

Cost
Cast Time: 480
MP: 480

Magical Attack, Unaspected, targeting all enemies on the battlefield for Level * Mind * 0.6 damage.

Psychokinetic Teleport Beta

Cost
MP: 80

As *Psychokinetic Teleport Alpha*, except you do not require any time or space to accelerate or decelerate. Thus, you are able to teleport into and out of much narrower spaces.

Psychic 90 Psychobiolytic Lifeup Omega

Cost	Mapless	Map
Cast Time: 240	R: 6 rows	Ranged Indirect
MP: 240	E: 1 row	Target H: 6
		Effect E/V: 3/3

Restores Level * Intellect * 0.6 HP to all allies in the area.

Psychokinetic Rocking Omega

Cost	Mapless	Map
Cast Time: 980	R: 6 rows	Ranged Indirect
MP: 980	E: 2 rows	Target H: 6
		Effect E/V: 4/4

Magical Attack, Unaspected, targeting all enemies in the area for Level * Spirit * 0.8 damage.

Psychic 99 Prayer Across Dimensions

Cost
Limit Break

You reach out to everyone you have ever made a personal connection with, simultaneously, in order to fight back against what seems like impossible odds. The results are unpredictable, and may even involve the will of you, the player.

Pugilist

Requires: Squire 20

Leads to:

- Master Blackbelt - Monk 80, *Pugilist* 80

Action	Reaction	Support	Move
Attack	1 x Choice	Animal Forms	Mapless: 4
Default		Fist Elements	Move: 4
Pugilism		1 x Choice	Jump: 4
1 x Choice			1 x Choice
Item			

- **Action: Pugilism:** Movement-based martial arts, attacking from angles your opponent does not expect, constantly flowing stances to confuse your opponent.
- **Support: Animal Forms:** Certain Pugilism techniques can put you in Opo-Opo / Monkey Form, Raptor / Dragon Form or Coeurl / Tiger Form. Outside of combat, you cannot maintain animal forms.
- **Support: Fist Elements:** Certain Pugilism techniques can put you into Fists of Earth, Fists of Wind, or Fists of Fire. You can only have one of these Fist Element types active at a time.
 - *Fists of Earth:* You take 5% less damage.
 - *Fists of Wind:* In mapless combat, you gain 1 additional Maneuver. In map combat, you gain 1 additional horizontal movement.
 - *Fists of Fire:* You deal 5% increased damage.

Weapon Proficiency	Armor Proficiency
1H Claws	Striker
1 x Choice	1 x Choice

JLVL	Unlock
10	Action: Pugilism

JLVL	Unlock
20	Support: Animal Forms
40	Support: Fist Elements
99	Job Mastered

Mastery Bonus: TP costs are reduced by 10%.

Pugilism

Pugilist 1 Bootshine

Cost	Mapless	Map
None	Melee	Melee

Melee attack. Puts you into Raptor / Dragon Form.

If it hits the enemy rear, then it is upgraded by one accuracy class. For example, a Miss is turned into a Glancing Hit.

If performed in Opo-Opo / Monkey Form while having Leaden Fist, then After-Armor Damage is doubled. This also ends your Leaden Fist status.

Form Shift

Cost	Mapless	Map
None	Self	Self

Changes your Animal Form based on your current one:

1. No Form or Opo-Opo / Monkey Form → Raptor / Dragon Form
2. Raptor / Dragon Form → Coeurl / Tiger Form
3. Coeurl / Tiger Form → Opo-Opo / Monkey Form

Snap Punch

Cost	Mapless	Map
None	Melee	Melee

Melee attack. Requires that you are in Raptor / Dragon Form. Puts you into Coeurl / Tiger Form.

If it hits the enemy flank, then it is upgraded by one accuracy class. For example, a Miss is turned into a Glancing Hit.

True Strike

Cost	Mapless	Map
None	Melee	Melee

Melee attack. Requires that you are in Coeurl / Tiger Form. Puts you into Opo-Opo / Monkey Form.

If it hits the enemy rear, then it is upgraded by one accuracy class. For example, a Miss is turned into a Glancing Hit.

Pugilist 10 Fists of Earth

Cost	Mapless	Map
None	Self	Self

Changes your Fist Element form to Earth.

Raging Fist Pummel

Cost	Mapless	Map
Charge Time: 300 TP: 300	Melee	Melee

Melee attack at double P-Acc.

Twin Snakes

Cost	Mapless	Map
None	Melee	Melee

Melee attack. Requires that you are in Raptor / Dragon Form. Puts you into Coeurl / Tiger Form. Also grants yourself Twin Snakes for 6 status phases.

Pugilist 20 Arm of the Destroyer

Cost	Mapless	Map
None	R: 1 row E: Whole row	Self-Centered Blast Target H: 0 Effect H/V: 3/3

Requires that you are in Opo-Opo / Monkey Form. Projects your melee attack into all enemies in the area. After-Armor Damage is halved. Puts you into Raptor / Dragon Form.

Meteor Strike Suplex

Cost	Mapless	Map
Charge Time: 400	Melee	Melee
TP: 400		

Melee grapple that ignores P-Def.

Pugilist 30 Demolish

Cost	Mapless	Map
None	Melee	Melee

Melee attack. Requires that you are in Coeurl / Tiger Form. Puts you into Opo-Opo / Monkey Form. Causes [Demolish][Status: Demolish] to the target for 6 status phases.

Fists of Wind

Cost	Mapless	Map
None	Self	Self

Changes your Fist Element form to Wind.

Rockbreaker

Cost	Mapless	Map
None	R: 1 row E: Whole row	Self-Centered Blast Target H: 0 Effect H/V: 3/3

Requires that you are in Coeurl / Tiger Form. Projects your melee attack into all enemies in the area. After-Armor Damage is halved. Puts you into Opo-Opo / Monkey Form.

Shoulder Tackle

Cost
TP: 350

Move, then perform a regular melee attack.

Pugilist 40 Fists of Fire

Cost	Mapless	Map
None	Self	Self

Changes your Fist Element form to Fire.

Four-Point Fury

Cost	Mapless	Map
None	R: 1 row E: Whole row	Self-Centered Blast Target H: 0 Effect H/V: 3/3

Requires that you are in Raptor / Dragon Form. Projects your melee attack into all enemies in the area. After-Armor Damage is halved. Puts you into Couerl / Tiger Form.

If you have Twin Snakes status, then the duration is extended by 2, to a maximum of 6.

Pugilist 50 Dragon Kick

Cost	Mapless	Map
None	Melee	Melee

Melee attack. Requires that you are in Raptor / Dragon Form. Puts you into Coeurl / Tiger Form. Grants you Leaden Fist status.

If it hits the enemy flank, then it ignores half of enemy P-Def.

Perfect Balance

Cost
TP: 2,500

Grants yourself Perfect Balance for 6 status phases.

Pugilist 60 Riddle of Earth

Cost
TP: 3,000

Grants yourself Riddle of Earth status for 4 status phases.

Riddle of Fire

Cost
TP: 3,000

Grants yourself Riddle of Fire status for 6 status phases.

Tornado Kick

Cost	Mapless	Map
Special	Melee	Melee
TP: 4,500		

Melee attack that can be done instantly after a Coeurl / Tiger Form technique.

Pugilist 70 Anatman

You enter Anatman stance. Taking any other action will end this stance.

Pugilist 80 Six-Sided Star

Cost	Mapless	Map
TP: 1,600	Melee	Melee

Melee attack that grants you Boost Movement status.

Pugilist 90 Masterful Blitz

Cost	Mapless	Map
TP: 30,000	Melee	Melee

Charges a Limit Break.

Pugilist 99 Phantom Rush

Cost
Limit Break

Choose one target on the battlefield. You move around that target's four sides twice, and perform a melee action at each of those eight positions.

Red Mage

Requires: Black Mage 30, Fencer 30, White Mage 30

Leads to: None

Action	Reaction	Support	Move
Attack	1 x Choice	Duality Mana	Mapless: 3
Default		1 x Choice	Move: 3
Red Magick			Jump: 3
JLVL 80: Dualcast			1 x Choice
Fencing			
1 x Choice			
Item			

- **Action: Red Magick:** Using verisimilitudes of the most essential White Magick and Black Magick spells, with long term buildup towards uniquely-powerful Red spells.
- **Action: Dualcast:** Perform two Magick actions at once. Charge Times and Cast Times stack together. For example, if you cast one Magick spell with a Cast Time of 1,000, and another Magick spell with a Cast Time of 2,000, then both spells do not activate until after a total of 3,000 Cast Time has passed.
- **Support: Duality Mana:** You are able to hold Black and White Mana. The maximum amount of each type of Mana you can hold is equal to half of your maximum TP.

Weapon Proficiency	Armor Proficiency
1H Daggers	War
1H Knives	Magic
1H Rapiers	1 x Choice
1H Swords	
2H Rods	
2H Staves	
1 x Choice	

JLVL	Unlock
10	Action: Red Magick
20	Support: Duality Mana
99	Action: Dualcast
99	Job Mastered

Mastery Bonus: You can convert TP costs into double MP costs. You can also convert TP costs into double Black and White Mana costs, like a double-cost *Rune Fencing* but applicable universally.

Red Magick

Red Mage 1 Jolt

Cost	Mapless	Map
Cast Time: 200 MP: 200	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Unaspected, dealing Level * Intellect * 0.4 Damage. Grants yourself 100 Black and White Mana.

Rune Fencing

Cost
Special

Perform a Fencing action, but with the TP costs exchanged for an equal amount of Black and White Mana costs. For example, if performing *Corps-a-Corps*, you can spend a combined 400 Black Mana and 400 White Mana instead of the TP cost.

Verblizzard

Cost	Mapless	Map
MP: 100	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Ice-aspected. In single-target mode, causes Level * Intellect * 0.4 damage, for a minimum of 40 damage. In multi-target mode, causes Level * Intellect * 0.3 Damage, for a minimum of 30 damage. Grants yourself 50 Black Mana.

Vercure

Cost	Mapless	Map
MP: 60	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

In single-target mode, restores Level * Wisdom * 0.2 HP, for a minimum of 20 HP. In multi-target mode, restores Level * Wisdom * 0.1 HP, for a minimum of 10 HP. Grants yourself 30 White Mana.

Verfire

Cost	Mapless	Map
MP: 100	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Fire-aspected. In single-target mode, causes Level * Intellect * 0.4 damage, for a minimum of 40 damage. In multi-target mode, causes Level * Intellect * 0.3 Damage, for a minimum of 30 damage. Grants yourself 50 Black Mana.

Verthunder

Cost	Mapless	Map
MP: 100	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Lightning-aspected. In single-target mode, causes Level * Intellect * 0.4 damage, for a minimum of 40 damage. In multi-target mode, causes Level * Intellect * 0.3 Damage, for a minimum of 30 damage. Grants yourself 50 Black Mana.

Red Mage 10 Verlife

Cost	Mapless	Map
MP: 160	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Revives the target with 1 HP.

Against Undead, the effect is a Gravity attack for an amount of HP equal to 10% of their maximum HP.

Grants yourself 80 White Mana.

Versleep

Cost	Mapless	Map
MP: 300	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Attempts to cause Sleep to all targets in the area. In multi-target mode, M-Acc is halved. Grants yourself 150 Black Mana.

Red Mage 20 Verblizzara

Cost	Mapless	Map
MP: 300	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Ice-aspected. In single-target mode, causes Level * Intellect * 0.5 damage. In multi-target mode, causes Level * Intellect * 0.4 Damage. Grants yourself 150 Black Mana.

Vercura

Cost	Mapless	Map
MP: 180	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

In single-target mode, restores Level * Wisdom * 0.4 HP. In multi-target mode, restores Level * Wisdom * 0.2 HP.

Against undead, this becomes an unaspected magical attack.

Grants yourself 90 White Mana.

Verfira

Cost	Mapless	Map
MP: 300	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Fire-aspected. In single-target mode, causes Level * Intellect * 0.5 damage. In multi-target mode, causes Level * Intellect * 0.4 Damage. Grants yourself 150 Black Mana.

Verthundara

Cost	Mapless	Map
MP: 300	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Lightning-aspected. In single-target mode, causes Level * Intellect * 0.5 damage. In multi-target mode, causes Level * Intellect * 0.4 Damage. Grants yourself 150 Black Mana.

Red Mage 30 Verbasuna

Cost	Mapless	Map
MP: 400	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Removes up to one status condition of the target's choice from the target. Grants yourself 200 White Mana.

Verquake

Cost	Mapless	Map
MP: 600	R: 6 rows E: 2 rows	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical Attack, Earth-aspected. Causes Level * Intellect * 0.6 Damage to all targets in the area. [Float][Status: Float] gives immunity to this spell. Grants yourself 300 Black Mana.

Verraise

Cost	Mapless	Map
MP: 500	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Revives the target with an amount of HP equal to 25% of their maximum HP.

Against Undead, the effect is a Gravity attack for an amount of HP equal to 25% of their maximum HP.

Grants yourself 250 White Mana.

Red Mage 40 Verblizzaga

Cost	Mapless	Map
MP: 600	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Ice-aspected. In single-target mode, causes Level * Intellect * 0.6 damage. In multi-target mode, causes Level * Intellect * 0.5 Damage. Grants yourself 300 Black Mana.

Vercuraga

Cost	Mapless	Map
MP: 360	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

In single-target mode, restores Level * Wisdom * 0.6 HP, for a minimum of 60 HP. In multi-target mode, restores Level * Wisdom * 0.3 HP, for a minimum of 30 HP.

Against undead, this becomes an unaspected magical attack.

Grants yourself 180 White Mana.

Verfira

Cost	Mapless	Map
MP: 600	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Fire-aspected. In single-target mode, causes Level * Intellect * 0.6 damage. In multi-target mode, causes Level * Intellect * 0.5 Damage. Grants yourself 300 Black Mana.

Verthundaga

Cost	Mapless	Map
MP: 600	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Lightning-aspected. In single-target mode, causes Level * Intellect * 0.6 damage. In multi-target mode, causes Level * Intellect * 0.5 Damage. Grants yourself 300 Black Mana.

Red Mage 50 Verarise

Cost	Mapless	Map
MP: 1,040	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Revives the target at full HP.

Against Undead, the effect is a Gravity attack for an amount of HP equal to 50% of their maximum HP.

Grants yourself 520 White Mana.

Veresuna

Cost	Mapless	Map
MP: 1,040	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Removes up to two status conditions of the target's choice from the target. Grants yourself 520 White Mana.

Verflare

Cost	Mapless	Map
MP: 1,200	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Unaspected, for Level * Intellect damage. Grants yourself 600 Black Mana.

Red Mage 60 Joltara

Cost	Mapless	Map
Cast Time: 2,000 MP: 2,000	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Unaspected, dealing Level * Intellect * 0.8 Damage. Grants yourself 1,000 Black and White Mana.

Verblizzaja

Cost	Mapless	Map
MP: 1,600	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Ice-aspected. In single-target mode, causes Level * Intellect * 0.8 damage. In multi-target mode, causes Level * Intellect * 0.6 Damage. Grants yourself 800 Black Mana.

Vercuraja

Cost	Mapless	Map
MP: 800	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

In single-target mode, restores Level * Wisdom * 0.8 HP, for a minimum of 80 HP. In multi-target mode, restores Level * Wisdom * 0.4 HP, for a minimum of 40 HP.

Against undead, this becomes an unsuspected magical attack.

Grants yourself 400 White Mana.

Verfiraja

Cost	Mapless	Map
MP: 1,600	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Fire-aspected. In single-target mode, causes Level * Intellect * 0.8 damage. In multi-target mode, causes Level * Intellect * 0.6 Damage. Grants yourself 800 Black Mana.

Verreraise

Cost	Mapless	Map
MP: 1,000	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Grants Reraise to the target. Grants yourself 500 White Mana.

Verthundaja

Cost	Mapless	Map
MP: 1,600	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Lightning-aspected. In single-target mode, causes Level * Intellect * 0.8 damage. In multi-target mode, causes Level * Intellect * 0.6 Damage. Grants yourself 800 Black Mana.

Red Mage 70 Manafication

Cost
Charge Time: 1,100
TP: 1,100

Doubles your current Black and White Mana.

Verraisega

Cost	Mapless	Map
MP: 5,000	R: 4 rows E: Row	Ranged Indirect Target H: 4 Effect H/V: 2/2

Revives all in the area at an amount of HP equal to 10% of their maximum HP. Grants yourself 2,500 White Mana.

Red Mage 80 Scorch

Cost	Mapless	Map
Cast Time: 4,000 MP: 4,000	R: 6 rows E: 1 row	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.8 Damage. Grants yourself 2,000 Black and White Mana.

Verholy

Cost	Mapless	Map
MP: 8,000	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Holy-aspected. In single-target mode, causes Level * Wisdom damage. In multi-target mode, causes Level * Wisdom * 0.8 Damage. Grants yourself 4,000 White Mana.

Vertoxic

Cost	Mapless	Map
MP: 1,700	R: 6 rows E: 2 Rows	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical Attack, Poison-aspected. Causes Level * Intellect * 0.6 Damage to all in the area.
 Attempts to cause Poison and [Toxic][Status: Toxic] to all targets in the area. In multi-target mode, M-Acc is halved.
 Grants yourself 850 Black Mana.

Red Mage 90 Veresunaga

Cost	Mapless	Map
MP: 10,000	R: 4 rows E: Row	Ranged Indirect Target H: 4 Effect H/V: 2/2

Removes up to two status conditions from all combatants in the area. Each combatant individually chooses which status conditions to remove, if any. Grants yourself 5,000 White Mana.

Verflarega

Cost	Mapless	Map
MP: 6,000	R: 6 rows E: 2 rows	Ranged Indirect Target H: 6 Effect H/V: 3/3

Magical Attack, Unaspected, for Level * Intellect damage. Grants yourself 3,000 Black Mana.

Red Mage 99 Vermillion Scourge

Cost
Limit Break

Cast three Red Magick spells, excluding *Vermillion Scourge*. Ignore Cast Times and MP costs. The Black and White Mana gained is doubled.

Sage

Requires: Black Mage 60, Time Mage 60, White Mage 60

Action	Reaction	Support	Move
Attack	1 x Choice	1 x Choice	Mapless: 3
Default			Move: 3
Recall			Jump: 3
Black Magick			1 x Choice

Action	Reaction	Support	Move
Time Magick			
White Magick			
1 x Choice			
Item			

- **Action: Recall:** Perform a Magick action, except that MP cost is converted into double that much Cast Time.

Weapon Proficiency	Armor Proficiency
1H Hammers	Magic
1H Maces	Caster
2H Rods	Healer
2H Staves	1 x Choice
1H Flails	
1 x Choice	

JLVL	Unlock
80	Action: Recall
99	Job Mastered

Mastery Bonus: You take 25% less Physical After-Armor Damage.

Samurai

Requires: Dragoon 20, Knight 40, Monk 50

Leads to: None

Action	Reaction	Support	Move
Attack	Bonecrusher	Doublehand	Mapless: 3
Default	Shirahadori	1 x Choice	Move: 3
Iaido	1 x Choice		Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Iaido:** Unleashing the hidden power imparted to blades by their creators.
- **Reaction: Bonecrusher (500 TP):** When you are at 25% or less HP, and after taking physical damage from an enemy, you may choose to perform an instantaneous air-splitting strike back at that enemy. This is a physical technique dealing an amount of damage equal to your Maximum HP.
- **Reaction: Shirahadori (1,000 TP):** Triple your P-Eva against a technique.
- **Support: Doublehand:** Wield a 1H melee weapon with both hands, in order to double damage.

Weapon Proficiency	Armor Proficiency
2H Katana	War
1 x Choice	Slayer
	Striker
	1 x Choice

JLVL	Unlock
10	Action: Iaido
20	Weapon Proficiency: 2H Katana
40	Reaction: Bonecrusher
60	Reaction: Shirahadori
80	Support: Doublehand
99	Job Mastered

Mastery Bonus: Your P-Acc and M-Acc are increased by 25% for Gravity/Death actions.

Iaido

Samurai 1 Ashura

Cost	Mapless	Map
2H Katana of ILVL 1	R: 1 row E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Breaks a 2H Katana of Item Level 1. Magical Attack, Unaspected, dealing Level * Intellect * 0.4 damage.

Mineuchi

Cost	Mapless	Map
TP: 100	R: 1 row E: Single	Melee Target H: 1 Effect H/V: 1/3

Melee attack with the less-lethal part of your weapon. Damage is halved, but ignores P-Def. Also attempts to cause Disable at half P-Acc.

Samurai 10 Fang Dispatch

Cost	Mapless	Map
Charge Time: 100	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Projects your attack into the target. P-Acc and P-Eva are not used. Ignores half of P-Def.

Koutetsu

Cost	Mapless	Map
2H Katana of ILVL 10	R: 1 row E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Breaks a 2H Katana of Item Level 10. Magical Attack, Unaspected, dealing Level * Intellect * 0.6 damage.

Zeninage

Cost	Mapless	Map
1 item use	R: 6 rows E: 1 row	Ranged Direct Target H: 6 Effect H/V: 2/2

Physical Attack against all enemies in the area for Item Level * Dexterity * 0.4 damage. The Item Level comes from the item use that was expended for this ability.

Samurai 20 Osafune

Cost	Mapless	Map
2H Katana of ILVL 20	R: 1 row E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Breaks a 2H Katana of Item Level 20. Magical Attack, Unaspected, dealing Level * Intellect * 0.4 damage. The After-Armor Damage is dealt to MP rather than HP.

Sky Retort

Cost
Charge Time: 200

Default action that also places you into *Sky Retort* state until your next action. While in *Sky Retort* state, after every melee attack against you, you attack back.

Samurai 30 Murasame

Cost	Mapless	Map
2H Katana of ILVL 30	R: 2 rows E: Party	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Breaks a 2H Katana of Item Level 30. Restores Level * Wisdom * 0.4 HP to all allies in the area.

Tiger Slash

Cost	Mapless	Map
Charge Time: 300	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Projects your attack into the target. Also attempts to cause Sap. After that, attempts to instantly halve the current HP of the target at half P-Acc. This is a Gravity/Death technique.

Samurai 40 Ame-no-Murakumo

Cost	Mapless	Map
2H Katana of ILVL 40	R: 1 row E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Breaks a 2H Katana of Item Level 40. Magical Attack, Unaspected, for Level * Intellect * 0.6 Damage. Also attempts to cause [Slow][Status: Slow] status.

Flurry Quadra Slam

Cost	Mapless	Map
Charge Time: 400	R: 8 rows E: 2 rows	Ranged Direct Target H: 8 Effect H/V: 3/3

Projects four separate attacks at enemies in the target area. The attacks are distributed evenly among the enemies, if possible. After-Armor Damage is halved.

Samurai 50 Dragon Empowerer

Cost	Mapless	Map
Charge Time: 500	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Magical Attack, Drain-Aspected, for Level * Intellect * 0.6 Damage. The After-Armor Damage is divided between HP and MP. Half of the resulting HP and MP damage is then added to your own HP and MP.

Kiyomori

Cost	Mapless	Map
2H Katana of ILVL 50	R: 2 rows E: Party	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Breaks a 2H Katana of Item Level 50. Grants [Protect][Status: Protect] and [Shell][Status: Shell] to all allies in the area.

Samurai 60 Eclipse Stunner

Cost	Mapless	Map
Charge Time: 600	R: 6 rows E: 1 row	Ranged Direct Target H: 6 Effect H/V: 2/2

Magical Attack, Unaspected, for Level * Intellect * 0.6 Damage. Also attempts to cause Stop status at half M-Acc.

Muramasa

Cost	Mapless	Map
2H Katana of ILVL 60	R: 1 row E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Breaks a 2H Katana of Item Level 60. Magical Attack, Unaspected, for Level * Intellect * 0.6 Damage. Also attempts to cause Confuse and Doom statuses.

Samurai 70 Kikuichimonji

Cost	Mapless	Map
2H Katana of ILVL 70	R: 8 rows E: 2 rows	Self-Centered Burst Target H: 8 Effect H/V: 4/4

Breaks a 2H Katana of Item Level 70. Magical Attack, Unaspected, for Level * Intellect * 0.8 Damage.

Tempest Quadra Slice

Cost	Mapless	Map
Charge Time: 700	R: 8 rows E: 2 rows	Ranged Direct Target H: 8 Effect H/V: 3/3

Projects four attacks into enemies in the target area. The attacks are distributed evenly amongst the enemies. Ignores P-Def.

Samurai 80 Masamune

Cost	Mapless	Map
2H Katana of ILVL 80	R: 2 rows E: Party	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Breaks a 2H Katana of Item Level 80. Restores Level * Wisdom * 0.6 HP to all allies in the area. Also grants Haste and Regen statuses.

Oblivion Cleave

Cost	Mapless	Map
Charge Time: 800	R: 6 rows E: 1 row	Ranged Direct Target H: 6 Effect H/V: 2/2

Physical technique that attempts to instantly-kill all enemies in the area. This is a Gravity/Death attack.

Samurai 90 Chirijiraden

Cost	Mapless	Map
2H Katana of ILVL 90	R: 1 row E: Front row of enemies	Self-Centered Burst Target H: 0

Cost	Mapless	Map
		Effect H/V: 3/3

Breaks a 2H Katana of Item Level 90. Magical Attack, Unaspected, for Level * Intellect * 1.2 Damage.

Samurai 99 Iainuki

Cost
Limit Break

Attack all enemies on the battlefield, and attempt to instantly-kill them. Also instantly cuts all grass, trees, rocks and other such objects on the battlefield. This is a Gravity/Death attack.

Mortal Blade

Cost	Mapless	Map
2H Katana of ILVL 99	R: 1 row E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Breaks a 2H Katana of Item Level 99. Magical Attack, Unaspected, for Level * Intellect * 1.2 Damage. Also attempts to instantly-kill. This is a Gravity/Death attack.

Scholar

Requires: Arcanist 30

Leads To:

- Nu Type - *Scholar* 70
- Sharlayan Archon - Astrologian 80, Nu Type 80, *Scholar* 80

Action	Reaction	Support	Move
Attack	1 x Choice	Aethercapacitance	Mapless: 3
Default		Scholar Fey Pacts	Move: 3
Scholastic Magick		Faerie Dust	Jump: 3
Arcane Magick		1 x Choice	1 x Choice
1 x Choice			
Item			

- **Action: Scholastic Magick:** Comprehending the entire written history of strategems, tactics, manoeuvres and alliances with feykind.

- **Support: Scholar Fey Pacts:** You have access to specific Egi-Forms without needing Esper pacts. You must still meet the Job Level requirements.
 - Chocobo-Egi
 - Eos-Egi
 - Moogles-Egi
 - Selene-Egi
 - Seraph-Egi
 - Sylph-Egi
- **Support: Faerie Dust:** You can hold a maximum of 10 points of Faerie Dust. For each Aetherflow-using action you perform, you gain 1 point of Faerie Dust.

Weapon Proficiency	Armor Proficiency
1H Books	Magic
2H Grimoires	Healer
1 x Choice	1 x Choice

JLVL	Unlock
10	Action: Scholastic Magick
40	Support: Scholar Fey Pacts
70	Support: Faerie Dust
99	Job Mastered

Mastery Bonus: Your healing output through Espers is doubled.

Scholastic Magick

Scholar 1 Physick

Cost	Mapless	Map
Cast Time: 200	R: 4 rows	Ranged Indirect
MP: 400	E: Single	Target H: 4
		Effect H/V: 1/1

Restores Level * Wisdom * 0.4 HP to the target.

Ruin

Cost	Mapless	Map
Cast Time: 200	R: 4 rows	Ranged Indirect
MP: 400	E: Single	Target H: 4
		Effect H/V: 1/1

Magical Attack, Unaspected, for Level * Intellect * 0.6 Damage.

Scholar 10 Resurrection

Cost	Mapless	Map
Cast Time: 1,200 MP: 1,200	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Revives the target at 25% HP. Also grants the target an amount of Shield Points equal to 25% of their maximum HP.

Scholar 20 Ruin Instant

Cost	Mapless	Map
MP: 400	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Unaspected, for Level * Intellect * 0.4 Damage.

You can cast this immediately after *Ruin*, in which case the MP cost is increased by 800. That would be a total of 1,600 MP for casting both spells in one action.

Scholar 30 Adloquium

Cost	Mapless	Map
Cast Time: 500 MP: 1,000	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Restores Level * Wisdom * 0.4 HP to the target. Grants an equal amount of Shield Points.

Succor

Cost	Mapless	Map
Cast Time: 500 MP: 1,000	R: 2 rows E: Whole party	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Restores Level * Wisdom * 0.2 HP to all allies in the area. Grants an equal amount of Shield Points.

Scholar 40 Art of War

Cost	Mapless	Map
MP: 600	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Magical Attack, Unaspected, targeting all enemies in the area for Level * Intellect * 0.4 Damage.

Enhanced Aetherflow

Cost
TP: 6,000

Restores 3 Aetherflow to yourself. Also restores an amount of MP equal to 10% of your maximum MP.

Lustrate

Cost	Mapless	Map
1 Aetherflow	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Restores Level * Wisdom * 0.4 HP to the target.

Scholar 50 Broil

Cost	Mapless	Map
Cast Time: 400 MP: 800	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Unaspected, for Level * Intellect * 0.8 Damage.

Deployment Tactics

Cost	Mapless	Map
TP: 1,200	R: 6 rows E: 2 rows	Ranged Indirect Target H: 6 Effect H/V: 3/3

Record the primary target's Shield Points. Give that many Shield Points to all other allies in the area.

Emergency Tactics

Cost	Mapless	Map
TP: 200	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Convert all Shield Points on the target into HP restoration.

Indomitability

Cost	Mapless	Map
1 Aetherflow	R: 2 rows E: Whole Party	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Restores Level * Wisdom * 0.3 HP to all allies in the area.

Sacred Soil

Cost	Mapless	Map
1 Aetherflow TP: 1,500	R: 6 rows E: 2 rows	Ranged Indirect Target H: 6 Effect H/V: 3/3

Grants Sacred Soil status to all allies in the area.

Scholar 60 Broilra

Cost	Mapless	Map
Cast Time: 800 MP: 1,600	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Unaspected, for Level * Intellect Damage.

Chain Stratagem

Cost	Mapless	Map
TP: 1,200	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical technique that attempts to cause [Chain Strategem][Status: Chain Strategem] status to the target for 4 status phases.

Excogitation

Cost	Mapless	Map
1 Aetherflow TP: 450	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Grants the target Excogitation status for 8 status phases.

Scholar 70 Aetherpact

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Directs your current Egi-Esper to form an aetherpact with the target. The Egi-Esper will focus on healing and protecting the target. Each Egi-Esper healing action will use 1 Faerie Dust in order to double the effectiveness. Once you reach 0 Faerie Dust, the aetherpact ends.

Broilga

Cost	Mapless	Map
Cast Time: 2,000 MP: 4,000	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Magical Attack, Unaspected, for Level * Intellect * 1.2 Damage.

Dissolve Union

Cost
None

Ends aetherpact.

Recitation

Cost
TP: 4,500

Grants Recitation status to yourself for 4 status phases.

Scholar 80 Enhanced Sacred Soil

Cost	Mapless	Map
1 Aetherflow TP: 3,000	R: 6 rows E: 2 rows	Ranged Indirect Target H: 6 Effect H/V: 3/3

Grants Sacred Soil and Regen statuses to all allies in the area.

Protraction

Cost	Mapless	Map
TP: 3,000	R: 4 rows E: Single	Ranged Indirect Target H: 6 Effect H/V: 1/1

Grants Bubble status to the target for 4 status phases.

Scholar 90 Expedient

Cost	Mapless	Map
TP: 6,000	R: 2 rows E: Whole party	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Grants Boost Movement and Boost Defense to all allies in the area.

Scholar 99 Angel Feathers

Cost
Limit Break

Fully revives and restores the HP of all allies on the battlefield. Then grants each ally an amount of Shield Points equal to their maximum HP.

Sharlayan Archon

Requires: Astrologian 80, Nu Type 80, Scholar 80

Leads to: None

Spellblade

Requires: Black Mage 20, Knight 20

Leads to:

- Gunbreaker - Fusilier 30, Marauder 60, *Spellblade* 30

Action	Reaction	Support	Move
Attack	Magic Shell	Memento	Mapless: 4
Default	1 x Choice	Blood Price	Move: 4
Weapon Magick		JLVL 60: Auto Aspir Saber	Jump: 3
1 x Choice		1 x Choice	Move +1
Item			1 x Choice

- **Action: Weapon Magick:** Focusing violent elemental power into your weapon. You can only have one *Weapon Magick* active at a time, so nearly all usage of *Weapon Magick* ends any previous use. Any type of rest will end *Weapon Magick*. Changing weapons will end *Weapon Magick*.
- **Reaction: Magic Shell (250 TP):** Upon taking magical damage, gain [Shell][Status: Shell] status.
- **Support: Memento:** If you die, then your remaining MP is divided evenly amongst all surviving allies.
- **Support: Blood Price:** You can choose to transform MP costs into double HP costs.
- **Support: Auto Aspir Saber:** You start every battle with *Aspir Saber* active, even if you do not have *Weapon Magick*.

Weapon Proficiency	Armor Proficiency
1H Swords	War
2H Greatswords	Slayer
1 x Choice	1 x Choice

JLVL	Unlock
10	Action: Weapon Magick
20	Support: Memento

JLVL	Unlock
40	Reaction: Magic Shell
60	Support: Blood Price
80	Support: Auto Aspir Saber
99	Job Mastered

Mastery Bonus: 25% of your attack damage is added to all magic damage. If the magic damage is already based on your weapon, then this would be a plain 25% increase.

Weapon Magick

Spellblade 1 Blizzard Saber

Cost
MP: 150

Imbues your weapon with Ice element.

Fire Saber

Cost
MP: 150

Imbues your weapon with Fire element.

Poison Saber

Cost
MP: 60

Imbues your weapon with the power to cause Poison on hit.

Runic

Default action that also puts you in Runic state. While in Runic state, if you are targeted by an MP-using ability, then the ability does not occur. Instead, the MP cost of the ability is added to your current MP. Then, your Runic state ends.

Thunder Saber

Cost
MP: 150

Imbues your weapon with Lightning element.

Spellblade 10 Silence Saber

Cost
MP: 180

Imbues your weapon with the power to cause Silence on hit.

Sleep Saber

Cost
MP: 450

Imbues your weapon with the power to cause Sleep on hit. Your weapon also does not end *Sleep* status.

Spellblade 20 Blizzara Saber

Cost
MP: 450

Imbues your weapon with Ice element. Adds Level * Intellect * 0.1 damage.

Fira Saber

Cost
MP: 450

Imbues your weapon with Fire element. Adds Level * Intellect * 0.1 damage.

Poisonra Saber

Cost
MP: 480

Imbues your weapon with Poison element. Adds Level * Intellect * 0.1 damage. Every hit attempts to cause Poison status.

Thundara Saber

Cost

MP: 450

Imbues your weapon with Lightning element. Adds Level * Intellect * 0.1 damage.

Spellblade 30 Drain Saber

Cost

MP: 540

Imbues your weapon with Drain element. Half of After-Armor Damage is added to yourself as HP.

Osmose Saber

Cost

MP: 100

Imbues your weapon with Drain element. Damage is dealt to MP rather than HP. 25% of After-Armor Damage is added to yourself as MP.

Spellblade 40 Blizzaga Saber

Cost

MP: 900

Imbues your weapon with Ice element. Adds Level * Intellect * 0.2 damage.

Firaga Saber

Cost

MP: 900

Imbues your weapon with Fire element. Adds Level * Intellect * 0.2 damage.

Poisonga Saber

Cost

MP: 960

Imbues your weapon with Poison element. Adds Level * Intellect * 0.2 damage. Every hit attempts to cause Poison status.

Thundaga Saber

Cost
MP: 900

Imbues your weapon with Lightning element. Adds Level * Intellect * 0.2 damage.

Spellblade 50 Break Saber

Cost
MP: 1,200

Imbues your weapon with the power to cause Petrify on hit.

Flare Saber

Cost
MP: 1,800

Imbues your weapon with Unaspected power. Adds Level * Intellect * 0.4 damage.

Spellblade 60 Blizzaja Saber

Cost
MP: 2,400

Imbues your weapon with Ice element. Adds Level * Intellect * 0.4 damage.

Firaja Saber

Cost
MP: 2,400

Imbues your weapon with Fire element. Adds Level * Intellect * 0.4 damage.

Poisonja Saber

Cost
MP: 2,550

Imbues your weapon with Poison element. Adds Level * Intellect * 0.4 damage. Every hit attempts to cause Poison status.

Thundaja Saber

Cost
MP: 2,400

Imbues your weapon with Lightning element. Adds Level * Intellect * 0.4 damage.

Spellblade 70 Aspir Saber

Cost
MP: 1,000

Imbues your weapon with Drain element. Damage is dealt to MP rather than HP. 50% of After-Armor Damage is added to yourself as MP.

Hold Saber

Cost
MP: 1,500

Imbues your weapon with the power to cause Hold on hit.

Spellblade 80 Doom Saber

Cost
MP: 3,000

Imbues your weapon with the power to cause Doom on hit. If the target already has *Doom* then add 1 Doom point to the target on hit.

Holy Saber

Cost
MP: 12,000

Imbues your weapon with Holy element. Adds Level * Wisdom * 0.6 Damage.

Toxic Saber

Cost
MP: 2,550

Imbues your weapon with Poison element. Adds Level * Intellect * 0.4 damage. Every hit attempts to cause Poison and [Toxic][Status: Toxic] statuses.

Spellblade 90 Flarega Saber

Cost
MP: 9,000

Imbues your weapon with Unaspected power. Adds Level * Intellect * 0.4 damage. Your regular Attack actions now target all enemies in a radius of 2 squares from where you strike.

Spellblade 99 Ultima Strike

Cost
Limit Break

Imbues your weapon with Unaspected power. Your attacks always do 99,999 damage, and ignore P-Eva and P-Def.

Squire

Requires: None

Leads To:

- Archer - *Squire* 20
- Berserker - *Squire* 20
- Fencer - *Squire* 20
- Gladiator - *Squire* 20
- Knight - *Squire* 20
- Marauder - *Squire* 20
- Mime - Chemist 80, Dragoon 50, Geomancer 50, Orator 50, *Squire* 80, Summoner 50

- Onion Knight - Chemist 60, *Squire* 60
- Pugilist - *Squire* 20

Action	Reaction	Support	Move
Attack	Counter Tackle	Reequip	Mapless: 4
Default	1 x Choice	1 x Choice	Move: 4
Fundamentals			Jump: 3
1 x Choice			Move +1
Item			1 x Choice

- **Action: Fundamentals:** Foundational combat techniques useful to any soldier.
- **Reaction: Counter Tackle (50 TP):** Upon taking damage, perform the Fundamentals technique *Rush*.
- **Support: Reequip:** You can spend both your Action and your Maneuver/Move combined, to switch all of your equipment.
- **Move: Move +1:** In mapless combat, increases your Maneuver by 1. In map combat, increases your Move by 1.

Weapon Proficiency	Armor Proficiency
1H Handaxes	War
1H Knives	1 x Choice
1H Swords	
1H Flails	
1 x Choice	

JLVL	Unlock
10	Action: Fundamentals
20	Reaction: Counter Tackle
30	Support: Reequip
40	Weapon Proficiency: 1H Handaxes
50	Move: Move +1
60	Armor Proficiency: War
99	Job Mastered

Mastery Bonus: In Mapless Combat, whenever your actions decrease enemy Maneuver, they decrease Maneuver a second time. In Map Combat, whenever your actions move the enemy, the forced movement is applied a second time.

Fundamentals

Squire 1 First Aid

Cost
TP: 10

Restores an amount of HP to yourself equal to 10% of your maximum HP.

Rush

Cost	Mapless	Map
TP: 10	Melee	Melee

Physical Attack that does exactly 1 damage, ignoring P-Def. Knocks the target back by 1 row or square.

Stone

Cost	Mapless	Map
TP: 10	R: 4 rows E: Single	Ranged Arc Target H: 6 Effect H/V: 1/1

Physical Ranged Attack that does exactly 1 damage, ignoring P-Def. If it does a Critical Hit or better, then it also knocks the target back by 1 row or square.

Squire 10 Chant

Cost	Mapless	Map
TP: 100	R: 1 row E: Single	Melee

You lose an amount of HP equal to 10% of your maximum HP. The target gains double that much HP.

Squire 20 Salve

Cost
TP: 150

Removes Blind, Poison and Silence from yourself. If you do not have any of those statuses, then removes one status condition of choice from yourself.

Squire 30 Focus

Cost
TP: 300

Grants yourself Boost Attack status.

Squire 40 Tailwind

Cost	Mapless	Map
TP: 200	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Grants the target Boost Speed status.

Squire 50 Steel

Cost	Mapless	Map
TP: 200	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Grants the target Bravery status.

Squire 60 Boost

Cost	Mapless	Map
TP: 600	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Grants the target Boost Attack status.

Squire 70 Shout

Cost
TP: 500

Grants yourself Boost Attack, Bravery, [Boost Magic][Status: Boost Magic] and Boost Speed statuses.

Squire 80 Wrath

Cost
Charge Time: 2,000

Charges an amount of TP to yourself equal to your Determination * 10. Also grants yourself Boost Attack status.

Squire 90 Entrust

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Transfers all of your current TP to the target.

Squire 99 Ultima Squire Burst

Cost	Mapless	Map
Limit Break	R: 4 rows E: 1 row	Ranged Direct Target H: 4 Effect H/V: 2/2

Magical Attack, Unaspected, targeting all enemies in the area for Level * Tenacity * 1.2 damage.

Summoner

Requires: Time Mage 30

Leads to:

- Bard - Orator 50, *Summoner* 50
- Dominant - Evoker 80, *Summoner* 80
- Mime - Chemist 80, Dragoon 50, Geomancer 50, Orator 50, Squire 80, *Summoner* 50

Action	Reaction	Support	Move
Attack	Critical: Recover MP	Maximum MP Up	Mapless: 3
Default	1 x Choice	1 x Choice	Move: 3
Summoning Magick			Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: Summoning Magick:** Using the *Summoning Magick* of Espers whom you have a pact with.

- **Reaction: Critical: Recover MP:** While at 25% or less HP, during the status phase, you regain an amount of MP equal to 5% of your maximum MP.
- **Support: Maximum MP Up:** Your Maximum MP is increased by 25%.

Weapon Proficiency	Armor Proficiency
1H Daggers	Magic
1H Knives	Caster
2H Rods	Healer
2H Staves	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: Summoning Magick
40	Reaction: Critical: Recover MP
80	Support: Maximum MP Up
99	Job Mastered

Mastery Bonus: In mapless combat, the range of all your Magick abilities is increased by 2 rows. In map combat, the horizontal range of all your Magick abilities is increased by 2 squares.

Summoning Magick

Refer to Espers for the details. You can only perform the Summoning Magick for Espers you have a pact with.

Thaumaturgist

Requires: Chemist 20

Leads to:

- Magus - Arcanist 60, Black Mage 60, *Thaumaturgist* 60
- Necromancer - Arcanist 30, Orator 30, *Thaumaturgist* 30

Thaumaturgical Magick

Thaumaturgist 1

Thaumaturgist 10

Thaumaturgist 20

Thaumaturgist 30

Thaumaturgist 40

Thaumaturgist 50

Thaumaturgist 60

Thaumaturgist 70

Thaumaturgist 80

Thaumaturgist 90

Thaumaturgist 99

Thief

Requires: Archer 30

Leads to:

- Dragoon - Monk 40, *Thief* 40
- Gambler - Mystic 30, *Thief* 30
- Geomancer - Monk 40, *Thief* 40
- Jongleur - *Thief* 20
- Ninja - Archer 40, Geomancer 20, *Thief* 50

Action	Reaction	Support	Move
Attack	Vigilance	Poach	Mapless: 4
Default	1 x Choice	1 x Choice	Move: 4
Thievery			Jump: 4
1 x Choice			Move +2
Item			Jump +2
			1 x Choice

- **Action: Thievery:** The art of stealing things from enemies in the middle of combat.
- **Reaction: Vigilance (100 TP):** Upon taking damage, you perform a *Default* action.
- **Support: Poach:** For every enemy you defeat, you restore one use of one item.
- **Move: Move +2:** In mapless combat, increases your Maneuver by 1. In map combat, increases your Move by 2.
- **Move: Jump +2:** In mapless combat, increases your Maneuver by 1. In map combat, increases your Jump by 2.

Weapon Proficiency	Armor Proficiency
1H Daggers	Scout
1H Knives	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: Thievery
20	Weapon Proficiency: 1H Daggers
30	Weapon Proficiency: 1H Knives
40	Armor Proficiency: Scout
50	Support: Poach
60	Reaction: Vigilance
70	Move: Jump +2
80	Move: Move +2
99	Job Mastered

Mastery Bonus: When performing an action with Charge Time, you may choose to convert all of the Charge Time to double that much TP cost.

Thievery

Thief 1 Flee

You attempt to flee from combat and bring your whole party with you.

Hide

Grants yourself Hide.

Return

Removes Hide from yourself.

Steal Item

Cost	Mapless	Map
None	R: 1 row E: Single	Melee

The stealing action uses P-Acc and is opposed by P-Eva. If successful, then you steal 1 item charge from the enemy. This can include items that your party has not crafted, in which case the item charge is only usable for the current combat.

Thief 10 Steal Heart

Cost	Mapless	Map
None	R: 1 row E: Single	Melee

The stealing action uses P-Acc and is opposed by P-Eva. If successful, then causes Charm to the target.

Steal Helmet

Cost	Mapless	Map
None	R: 1 row E: Single	Melee

The stealing action uses P-Acc and is opposed by P-Eva. If successful, then you steal the helmet from the enemy, and cause Broken Helmet. You can then choose to immediately put the helmet on your head and put your current headgear back into your inventory. This can include helmets that your party has not crafted, in which case the helmet is only equippable for the current combat.

Thief 20 Steal Armor

Cost	Mapless	Map
None	R: 1 row E: Single	Melee

The stealing action uses P-Acc and is opposed by P-Eva. If successful, then you steal the armor from the enemy, and cause Broken Armor. You can then choose to immediately put the armor on your body and put your current armor back into your inventory. This can include armor that your party has not crafted, in which case the armor is only equippable for the current combat.

Steal Shield

Cost	Mapless	Map
None	R: 1 row E: Single	Melee

The stealing action uses P-Acc and is opposed by P-Eva. If successful, then you steal the shield from the enemy, and cause Broken Shield. You can then choose to immediately put the shield in your hand and put your current shield or weapon back into your inventory. This can include shields that your party has not crafted, in which case the shield is only equippable for the current combat.

Thief 30 Steal Weapon

Cost	Mapless	Map
None	R: 1 row E: Single	Melee

The stealing action uses P-Acc and is opposed by P-Eva. If successful, then you steal the weapon from the enemy, and cause Broken Weapon. You can then choose to immediately put the weapon in your hand and put your current shield or weapon back into your inventory. This can include weapons that your party has not crafted, in which case the weapon is only equippable for the current combat.

Steal Accessory

Cost	Mapless	Map
None	R: 1 row E: Single	Melee

The stealing action uses P-Acc and is opposed by P-Eva. If successful, then you steal the accessory from the enemy, and cause Broken Accessory. You can then choose to immediately put the accessory on your body and put your current accessory back into your inventory. This can include accessories that your party has not crafted, in which case the accessory is only equippable for the current combat.

Thief 40 Steal Experience

Cost	Mapless	Map
None	R: 1 row E: Single	Melee

The stealing action uses P-Acc and is opposed by P-Eva. If successful, then you cause [Broken Experience][Status: Broken Experience] to the target, while gaining [Boost Experience][Status: Boost Experience] yourself.

Steal Limelight

Cost	Mapless	Map
None	R: 1 row E: Single	Melee

The stealing action uses P-Acc and is opposed by P-Eva. If successful, then an amount of TP equal to 25% of the target's maximum TP is drained from the target and given to you.

Thief 50 Ambush

Cost
TP: 500

As *Return* except you also perform an attack.

Fighting Withdrawal

Cost
TP: 200

As *Flee* except you also perform an attack.

Mug Item

Cost	Mapless	Map
TP: 1,000	R: 1 row E: Single	Melee

As *Steal Item* except you also attack the target.

Thief 60 Mug Heart

Cost	Mapless	Map
TP: 1,000	R: 1 row E: Single	Melee

As *Steal Heart* except you also attack the target.

Mug Helmet

Cost	Mapless	Map
TP: 1,000	R: 1 row E: Single	Melee

As *Steal Helmet* except you also attack the target.

Thief 70 Mug Armor

Cost	Mapless	Map
TP: 1,000	R: 1 row E: Single	Melee

As *Steal Armor* except you also attack the target.

Mug Shield

Cost	Mapless	Map
TP: 1,000	R: 1 row E: Single	Melee

As *Steal Shield* except you also attack the target.

Thief 80 Mug Weapon

Cost	Mapless	Map
TP: 1,000	R: 1 row E: Single	Melee

As *Steal Weapon* except you also attack the target.

Mug Accessory

Cost	Mapless	Map
TP: 1,000	R: 1 row E: Single	Melee

As *Steal Accessory* except you also attack the target.

Thief 90 Mug Experience

Cost	Mapless	Map
TP: 1,000	R: 1 row E: Single	Melee

As *Steal Experience* except you also attack the target.

Mug Limelight

Cost	Mapless	Map
TP: 1,000	R: 1 row E: Single	Melee

As *Steal Limelight* except you also attack the target.

Thief 99 Aeber's Reckoning

Cost
MP: 3,000

Magical Attack, Fire-aspected, to all enemies on the battlefield. Deals Level * Speed * 1.2 damage.

Shakedown

Cost
Limit Break

Perform all Steal actions on one target, then one Mug action. You ignore the TP costs.

Thunder God

Requires: Dark Knight 80, Knight 80, Paladin 80

Leads to: None

Action	Reaction	Support	Move
Attack	3 x Choice	3 x Choice	Mapless: 3
Default			Move: 3
Arts of War			Jump: 3
Darkness Weapon			1 x Choice
Divine Weapon			
1 x Choice			
Item			

Weapon Proficiency	Armor Proficiency
1H Hammers	War
1H Handaxes	Defender
1H Maces	Slayer
1H Swords	2 x Choice
2H Greataxes	
2H Greatswords	
1H Flails	
2 x Choice	

JLVL	Unlock
99	Job Mastered

Mastery Bonus: Your Weight Capacity is doubled.

Time Mage

Requires: Black Mage 30

Leads to:

- Arithmetician - Black Mage 50, Mystic 40, *Time Mage* 40, White Mage 50
- Sage - Black Mage 60, *Time Mage* 60, White Mage 60
- Summoner - *Time Mage* 30

Action	Reaction	Support	Move
Attack	Critical Quicken	Swiftness	Mapless: 3
Default	1 x Choice	1 x Choice	Move: 3
Time Magick			Jump: 3
1 x Choice			Levitate
Item			JLVL 80: Teleport
			1 x Choice

- **Action: Time Magick:** Control of the fabric of time and space.
- **Reaction: Critical Quicken:** While at 10% HP or less, you have Quick.
- **Support: Swiftiness:** Your Initiative is doubled.
- **Move: Levitate:** You always have [Float][Status: Float].
- **Move: Teleport:** In mapless combat, this gives +1 Maneuver. In map combat, you can move to anywhere within line-of-sight and within your movement range, thus potentially bypassing the need for any amount of Jump depending on the destination, as well as allowing you to move through enemies and objects that you normally could not.

Weapon Proficiency	Armor Proficiency
1H Daggers	Magic
1H Knives	Caster
2H Rods	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: Time Magick
40	Move: Levitate
60	Reaction: Critical Quicken
80	Support: Swiftiness
90	Move: Teleport
99	Job Mastered

Mastery Bonus: Status conditions that restore your HP, MP and/or TP occur a second time during the status phase.

Time Magick

Time Mage 1 Focus

Cost	Mapless	Map
MP: 40	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Attempts to cause Lock to the target.

Micrometeorite

Cost	Mapless	Map
Cast Time: 100 MP: 100	R: 6 rows E: 2 rows	Ranged Direct Target H: 6 Effect H/V: 3/3

Magical Attack, Unaspected, for Level * Intellect * 0.3 damage to all enemies in the area.

Regen

Cost	Mapless	Map
MP: 30	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Applies Regen to the target.

Speed

Cost	Mapless	Map
MP: 100	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Applies Boost Speed to the target.

Time Mage 10 Gravity

Cost	Mapless	Map
MP: 100	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Magical attack that attempts to cause an amount of damage equal to 10% of the target's current HP, ignoring M-Def. This is a Gravity/Death attack.

Immobilize

Cost	Mapless	Map
Cast Time: 140 MP: 140	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Attempts to cause Immobilize to the target.

Slow

Cost	Mapless	Map
MP: 30	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Attempts to cause [Slow][Status: Slow] to the target.

Temper

Cost	Mapless	Map
MP: 30	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Grants Temper to the target.

Time Mage 20 Disable

Cost	Mapless	Map
Cast Time: 140 MP: 140	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Attempts to cause Disable to the target.

Leonids

Cost	Mapless	Map
Cast Time: 150	R: 6 rows	Ranged Direct
MP: 150	E: 2 rows	Target H: 6
		Effect H/V: 3/3

Magical Attack, Unaspected, for Level * Intellect * 0.4 damage to all enemies in the area.

Haste

Cost	Mapless	Map
MP: 50	R: 4 rows	Ranged Direct
	E: Single	Target H: 4
		Effect H/V: 1/1

Applies Haste to the target.

Regenra

Cost	Mapless	Map
MP: 90	R: 6 rows	Ranged Direct
	E: 2 rows	Target H: 6
		Effect H/V: 3/3

Applies Regen to all allies in the area.

Time Mage 30 Focara

Cost	Mapless	Map
MP: 120	R: 6 rows	Ranged Direct
	E: 2 rows	Target H: 6
		Effect H/V: 3/3

Attempts to cause Lock to all enemies in the area.

Gravira

Cost	Mapless	Map
MP: 250	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Magical attack that attempts to cause an amount of damage equal to 25% of the target's current HP, ignoring M-Def. This is a Gravity/Death attack.

Reset

Cost
MP: 100

Rewinds time back to the beginning of the current battle or scene.

Stop

Cost	Mapless	Map
MP: 80	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Attempts to cause Stop to the target for four status phases, at half M-Acc.

Time Mage 40 Asteroid

Cost	Mapless	Map
Cast Time: 300 MP: 300	R: 6 rows E: 2 rows	Ranged Direct Target H: 6 Effect H/V: 3/3

Magical Attack, Unaspected, for Level * Intellect * 0.5 damage to all enemies in the area.

Regenga

Cost	Mapless	Map
MP: 270	R: 6 rows E: 2 rows	Ranged Direct Target H: 6 Effect H/V: 3/3

Applies [Regenga][Status:Regenga] to all allies in the area.

Slowga

Cost	Mapless	Map
Cast Time: 260 MP: 260	R: 6 rows E: 2 rows	Ranged Direct Target H: 6 Effect H/V: 3/3

Attempts to cause [Slow][Status: Slow] to all enemies in the area.

Valor

Cost	Mapless	Map
Cast Time: 200 MP: 200	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Applies Valor to the target.

Time Mage 50 Bleed

Cost	Mapless	Map
Cast Time: 120 MP: 120	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Attempt to cause Bleed to the target.

Graviga

Cost	Mapless	Map
MP: 500	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Magical attack that attempts to cause an amount of damage equal to 50% of the target’s current HP, ignoring M-Def. This is a Gravity/Death attack.

Hastega

Cost	Mapless	Map
Cast Time: 380	R: 6 rows	Ranged Direct
MP: 380	E: 2 rows	Target H: 6
		Effect H/V: 3/3

Applies Haste to all allies in the area.

Old

Cost	Mapless	Map
Cast Time: 400	R: 4 rows	Ranged Direct
MP: 400	E: Single	Target H: 4
		Effect H/V: 1/1

Attempts to cause Old status.

Time Mage 60 Comet

Cost	Mapless	Map
Cast Time: 800	R: 6 rows	Ranged Direct
MP: 800	E: 2 rows	Target H: 6
		Effect H/V: 3/3

Magical Attack, Unaspected, for Level * Intellect * 0.6 damage to all enemies in the area.

Regenja

Cost	Mapless	Map
MP: 810	R: 6 rows	Ranged Direct
	E: 2 rows	Target H: 6
		Effect H/V: 3/3

Applies [Regenja][Status:Regenja] to all allies in the area.

Stopga

Cost	Mapless	Map
Cast Time: 800	R: 6 rows	Ranged Direct
MP: 800	E: 2 rows	Target H: 6
		Effect H/V: 3/3

Attempts to cause Stop to all enemies in the area, at half M-Acc.

Stunner

Cost	Mapless	Map
Cast Time: 600 MP: 600	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Attempts to cause Stun for one status phase.

Time Mage 70 Gravija

Cost	Mapless	Map
MP: 750	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Magical attack that attempts to cause an amount of damage equal to 75% of the target's current HP, ignoring M-Def. This is a Gravity/Death attack.

Quick

Cost	Mapless	Map
Cast Time: 770 MP: 770	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Applies Quick to the target for one status phase.

Vanish

Cost	Mapless	Map
Cast Time: 900 MP: 1,800	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Attempts to cause Vanish to the target. The target may choose to allow this to happen, in which case M-Acc and M-Eva are not needed.

Time Mage 80 Meteor

Cost	Mapless	Map
Cast Time: 2,000	R: 6 rows	Ranged Direct
MP: 990	E: 2 rows	Target H: 6
		Effect H/V: 3/3

Magical Attack, Unaspected, for Level * Intellect * 0.8 damage to all enemies in the area.

Rejuvenation

Cost	Mapless	Map
MP: 3,000	R: 6 rows	Ranged Direct
	E: 2 rows	Target H: 6
		Effect H/V: 3/3

Applies Regen, Regenga and [Regenja][Status:Regenja] to all allies in the area.

X-Zone

Cost	Mapless	Map
Cast Time: 1,000	R: 6 rows	Ranged Direct
MP: 2,000	E: 2 rows	Target H: 6
		Effect H/V: 3/3

Attempts to cause X-Zone to all enemies in the area, at half M-Acc. This is a Gravity/Death attack.

Time Mage 90 Black Hole

Cost
Cast Time: 1,000
MP: 3,000

Removes all status conditions from everyone on the battlefield, at double M-Acc.

Oldga

Cost	Mapless	Map
Cast Time: 1,600	R: 6 rows	Ranged Direct
MP: 1,600	E: 2 rows	Target H: 6
		Effect H/V: 3/3

Attempts to cause Old to all enemies in the area.

XXXX

Cost	Mapless	Map
Cast Time: 1,500 MP: 3,000	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect H/V: 1/1

Attempts to cause Redacted to the target. This is a Gravity/Death attack.

Time Mage 99 Big Bang

Cost
Limit Break

Magical Attack, Unaspected, for Level * Intellect * 1.2 damage to all enemies on the battlefield. Also attempts to cause Irradiated status.

Warrior

Requires: Berserker 30, Marauder 30

Leads to: None

Action	Reaction	Support	Move
Attack	1 x Choice	The Beast Within	Mapless: 4
Default		JLVL 80: Mastering the Beast	Move: 4
Warbeast		1 x Choice	Jump: 4
Marauding			1 x Choice
1 x Choice			
Item			

- **Action: Warbeast:** Stokes your inner violent side, then focuses it into devastating techniques.
- **Support: The Beast Within:** You can have a maximum of 10 Beast Points.
- **Support: Mastering the Beast:** Your Beast Point gain is doubled.

Weapon Proficiency	Armor Proficiency
1H Hammers	War
1H Handaxes	Defender
2H Greataxes	Slayer
2H Greatswords	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: Warbeast
20	Support: The Beast Within
99	Support: Mastering the Beast
99	Job Mastered

Mastery Bonus: Your Limit Breaks also fully heal yourself and remove all harmful status conditions of your choice.

Warbeast

Warrior 1 Beast Berserk

Cost
5 Beast Points

Grants yourself Berserk

Maim

Cost
TP: 50

Attack. Gives 1 Beast Point to yourself.

Warrior 10 Whirl Burst

Cost	Mapless	Map
TP: 100	R: 2 rows E: 3 enemies in front row	Spinning Melee

Spin around and perform a melee attack against adjacent enemies. After-Armor Damage is halved. Also attempts to knock them back by 1 square.

Warrior 20 Body Slam

Cost
TP: 100

Attack. After-Armor Damage is doubled. 25% of that damage is dealt to yourself, ignoring your own P-Def.

Warrior 30 Inner Beast

Cost
5 Beast Points

Attack for double damage.

Warrior 40 Steel Cyclone

Cost	Mapless	Map
5 Beast Points	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Projects your attack into all enemies in the area.

Warrior 50 Fell Cleave

Cost
5 Beast Points

Attack, at double P-Acc and ignoring P-Def.

Infuriate

Cost
TP: 3,000

Grants yourself 5 Beast Points.

Storm’s Eye

Cost
TP: 3,000

Attack. Grants yourself Storm’s Eye status.

Warrior 60 Decimate

Cost	Mapless	Map
5 Beast Points	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Projects your attack into all enemies in the area. P-Acc is doubled. Ignores P-Def. After-Armor Damage is halved.

Onslaught

Cost
2 Beast Points

Move and perform a melee attack.

Upheaval

Cost
2 Beast Points

Attack, and gain 5 Enmity points.

Warrior 70 Chaotic Cyclone

Cost	Mapless	Map
10 Beast Points	R: 2 rows E: Front row of enemies	Self-Centered Burst Target H: 0 Effect H/V: 3/3

Projects your attack into all enemies in the area, for double damage.

Inner Release

Cost
TP: 6,000

Grants yourself Inner Release status for 4 status phases.

Warrior 80 Inner Chaos

Cost
10 Beast Points

Attack for triple damage.

Warrior 90 Lifetap

Cost
MP: 1,600

Attack, for an amount of Physical Damage equal to half of the target's current HP. This is a Gravity/Death attack.

Warrior 99 Beast Mode

Cost
Limit Break

For each Beast Point you have, expend that point and perform an attack. You also gain 2 Enmity points for each of these attacks.

White Mage

Requires: Chemist 20

Leads to:

- Arithmetician - Black Mage 50, Mystic 40, Time Mage 40, *White Mage* 50
- Devout - Conjurer 60, Mystic 60, *White Mage* 60
- Mystic - *White Mage* 30
- Paladin - Gladiator 30, Knight 60, *White Mage* 30
- Red Mage - Black Mage 30, Fencer 30, *White Mage* 30
- Sage - Black Mage 60, Time Mage 60, *White Mage* 60

Action	Reaction	Support	Move
Attack	Regenerate	Arcane Defense	Mapless: 3
Default	1 x Choice	1 x Choice	Move: 3
White Magick			Jump: 3
1 x Choice			1 x Choice
Item			

- **Action: White Magick:** Control of fundamental life force and elemental light.
- **Reaction: Regenerate (100 TP):** Upon taking damage, gain Regen.

- **Support: Arcane Defense:** Your M-Eva is doubled against status conditions.

Weapon Proficiency	Armor Proficiency
1H Maces	Magic
2H Staves	Healer
1H Racquets	1 x Choice
1 x Choice	

JLVL	Unlock
10	Action: White Magick
20	Weapon Proficiency: 2H Staves
40	Armor Proficiency: Healer
60	Weapon Proficiency: 1H Racquets
80	Support: Arcane Defense
90	Reaction: Regenerate
99	Job Mastered

Mastery Bonus: When performing actions with areas-of-effect, or which affect the whole battlefield, you may choose for only allies or enemies in the area to be targeted.

White Magick

White Mage 1 Cure

Cost	Mapless	Map
Cast Time: 10	R: 4 rows	Ranged Indirect
MP: 30	E: Single or Row	Target H: 4
		Effect H/V: 1/1 or 2/2

In single-target mode, restores Level * Wisdom * 0.2 HP, for a minimum of 20 HP. In multi-target mode, restores Level * Wisdom * 0.1 HP, for a minimum of 10 HP.

Against undead, this becomes an unaspected magical attack.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

Dia

Cost	Mapless	Map
Cast Time: 10	R: 4 rows	Ranged Indirect
MP: 60	E: Single or Row	Target H: 4
		Effect H/V: 1/1 or 2/2

Magical Attack, Holy-aspected. In single-target mode, causes Level * Intellect * 0.4 damage, for a minimum of 40 damage. In multi-target mode, causes Level * Intellect * 0.3 Damage, for a minimum of 30 damage.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

Fade

Cost	Mapless	Map
Cast Time: 10	R: 4 rows	Ranged Indirect
MP: 60	E: Single or Row	Target H: 4
		Effect H/V: 1/1 or 2/2

Magical Attack, Holy-aspected. In single-target mode, causes Level * Wisdom * 0.4 damage, for a minimum of 40 damage. In multi-target mode, causes Level * Wisdom * 0.3 Damage, for a minimum of 30 damage.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

Libra

Cost	Mapless	Map
MP: 10	R: 4 rows	Ranged Indirect
	E: Single	Target H: 4
		Effect H/V: 1/1

Reveals all combat data about the target, and adds the target to the party's Bestiary.

Poison-Na

Cost	Mapless	Map
MP: 10	R: 4 rows	Ranged Indirect
	E: Single	Target H: 4
		Effect H/V: 1/1

Removes Poison from the target.

Sight

Cost
MP: 10

Allows you to project your vision far into the sky, thus allowing you to see the wider terrain. This vision lasts until you move or act, so some people just use this spell as part of multiple-hour meditation in the same spot. The vision projection cannot go through ceilings, making this spell less useful in buildings and caverns.

White Mage 10 Life

Cost	Mapless	Map
Cast Time: 50 MP: 80	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Revives the target with 1 HP.

Against Undead, the effect is a Gravity attack for an amount of HP equal to 10% of their maximum HP.

Protect

Cost	Mapless	Map
Cast Time: 50 MP: 90	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Applies [Protect][Status: Protect] to the targets. In single-target mode, lasts for 8 status phases. In multi-target mode, lasts for 4 status phases.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

Shell

Cost	Mapless	Map
Cast Time: 50 MP: 90	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Applies [Shell][Status: Shell] to the targets. In single-target mode, lasts for 8 status phases. In multi-target mode, lasts for 4 status phases.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

Stone-na

Cost	Mapless	Map
MP: 120	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Removes Petrify and [Gradual Petrify][Status: Gradual Petrify] from the target.

White Mage 20 Banish

Cost	Mapless	Map
Cast Time: 100 MP: 180	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Holy-aspected. In single-target mode, causes Level * Wisdom * 0.5 damage. In multi-target mode, causes Level * Wisdom * 0.4 Damage.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

Blink

Cost	Mapless	Map
Cast Time: 100 MP: 80	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Grants Blink to the target.

Cura

Cost	Mapless	Map
Cast Time: 100 MP: 90	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

In single-target mode, restores Level * Wisdom * 0.4 HP. In multi-target mode, restores Level * Wisdom * 0.2 HP.

Against undead, this becomes an unaspected magical attack.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

Diara

Cost	Mapless	Map
Cast Time: 100 MP: 180	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Holy-aspected. In single-target mode, causes Level * Intellect * 0.5 damage. In multi-target mode, causes Level * Intellect * 0.4 Damage.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

Hold

Cost	Mapless	Map
Cast Time: 100 MP: 50	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Attempts to cause Hold to the target, using your M-Acc and opposed by M-Eva.

Silence

Cost	Mapless	Map
Cast Time: 100 MP: 60	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Attempts to cause Silence to the target, using your M-Acc and opposed by M-Eva.

White Mage 30 Basuna

Cost	Mapless	Map
Cast Time: 150 MP: 200	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Removes up to one status condition of the target's choice from the target.

Dispel

Cost	Mapless	Map
Cast Time: 150 MP: 150	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Removes one status condition of the spellcaster's choice from the target. This spell cannot be reflected.

Float

Cost	Mapless	Map
Cast Time: 150 MP: 80	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Grants [Float][Status: Float] to the target.

Mini

Cost	Mapless	Map
Cast Time: 150 MP: 60	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Causes Mini to the target. If the target is already Mini, then removes it.

Raise

Cost	Mapless	Map
Cast Time: 150 MP: 250	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Revives the target with an amount of HP equal to 25% of their maximum HP.

Against Undead, the effect is a Gravity attack for an amount of HP equal to 25% of their maximum HP.

Teleport

Cost
Cast Time: 150 MP: 200

If this spell is used during combat, then teleports yourself and your party away from the enemies. Otherwise, this spell teleports yourself and your party out of a structure or cavern to the nearest safe location.

White Mage 40 Berserk

Cost	Mapless	Map
Cast Time: 200 MP: 180	R: 4 rows E: Single	Ranged Indirect Target H: 4

Cost	Mapless	Map
		Effect H/V: 1/1

Attempts to cause Berserk to the target, using M-Acc and opposed by M-Eva. The target may choose not to avoid this spell.

Curaga

Cost	Mapless	Map
Cast Time: 200 MP: 180	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

In single-target mode, restores Level * Wisdom * 0.6 HP, for a minimum of 60 HP. In multi-target mode, restores Level * Wisdom * 0.3 HP, for a minimum of 30 HP.

Against undead, this becomes an unaspected magical attack.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

Diaga

Cost	Mapless	Map
Cast Time: 200 MP: 360	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Holy-aspected. In single-target mode, causes Level * Intellect * 0.6 damage. In multi-target mode, causes Level * Intellect * 0.5 Damage.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

Reflect

Cost	Mapless	Map
Cast Time: 200 MP: 300	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Grants [Reflect][Status: Reflect] to the target for six status phases.

White

Cost	Mapless	Map
Cast Time: 200 MP: 360	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Holy-aspected. In single-target mode, causes Level * Wisdom * 0.6 damage. In multi-target mode, causes Level * Wisdom * 0.5 Damage.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

White Mage 50 Arise

Cost	Mapless	Map
Cast Time: 250 MP: 520	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Revives the target at full HP.

Against Undead, the effect is a Gravity attack for an amount of HP equal to 50% of their maximum HP.

Esuna

Cost	Mapless	Map
Cast Time: 250 MP: 520	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Removes up to two status conditions of the target's choice from the target.

Protectga

Cost	Mapless	Map
Cast Time: 250 MP: 500	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Applies [Protect][Status: Protect] to all combatants in the area.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

Shellga

Cost	Mapless	Map
Cast Time: 250 MP: 500	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Applies [Shell][Status: Shell] to all combatants in the area.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

White Mage 60 Curaja

Cost	Mapless	Map
Cast Time: 300 MP: 400	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

In single-target mode, restores Level * Wisdom * 0.8 HP, for a minimum of 80 HP. In multi-target mode, restores Level * Wisdom * 0.4 HP, for a minimum of 40 HP.

Against undead, this becomes an unaspected magical attack.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

Diaja

Cost	Mapless	Map
Cast Time: 300 MP: 800	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Holy-aspected. In single-target mode, causes Level * Intellect * 0.8 damage. In multi-target mode, causes Level * Intellect * 0.6 Damage.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

Pearl

Cost	Mapless	Map
Cast Time: 300 MP: 800	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Holy-aspected. In single-target mode, causes Level * Wisdom * 0.8 damage. In multi-target mode, causes Level *

Wisdom * 0.6 Damage.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

Reraise

Cost	Mapless	Map
Cast Time: 300 MP: 500	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect H/V: 1/1

Grants Reraise to the target.

White Mage 70 Floatga

Cost	Mapless	Map
Cast Time: 350 MP: 800	R: 4 rows E: Row	Ranged Indirect Target H: 4 Effect H/V: 2/2

Grants [Float][Status: Float] to all combatants in the area.

In map combat, this spell will affect all combatants in the area, regardless of friend or foe.

Holdga

Cost	Mapless	Map
Cast Time: 350 MP: 500	R: 4 rows E: Row	Ranged Indirect Target H: 4 Effect H/V: 2/2

Attempts to cause Hold to the targets, using your M-Acc and opposed by M-Eva.

In map combat, this spell will affect all combatants in the area, regardless of friend or foe.

Raisega

Cost	Mapless	Map
Cast Time: 350 MP: 2,500	R: 4 rows E: Row	Ranged Indirect Target H: 4 Effect H/V: 2/2

Revives all in the area at an amount of HP equal to 10% of their maximum HP.

In map combat, this spell will affect all combatants in the area, regardless of friend or foe.

White Mage 80 Curada

Cost	Mapless	Map
Cast Time: 400 MP: 2,000	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

In single-target mode, restores Level * Wisdom HP and gives 30,000 Auto-Cure Points. In multi-target mode, restores Level * Wisdom * 0.5 HP and gives 10,000 Auto-Cure Points.

Against undead, this becomes an unaspected magical attack, and does not give Auto-Cure Points.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

Diadem

Cost	Mapless	Map
Cast Time: 400 MP: 4,000	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Holy-aspected. In single-target mode, causes Level * Intellect damage. In multi-target mode, causes Level * Intellect * 0.8 Damage.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

Holy

Cost	Mapless	Map
Cast Time: 400 MP: 4,000	R: 4 rows E: Single or Row	Ranged Indirect Target H: 4 Effect H/V: 1/1 or 2/2

Magical Attack, Holy-aspected. In single-target mode, causes Level * Wisdom damage. In multi-target mode, causes Level * Wisdom * 0.8 Damage.

In map combat, multi-target mode will affect all combatants in the area, regardless of friend or foe.

White Mage 90 Dispelga

Cost	Mapless	Map
Cast Time: 450	R: 4 rows	Ranged Indirect
MP: 1,500	E: Row	Target H: 4
		Effect H/V: 2/2

Removes one status condition of the spellcaster's choice from the targets. The spellcaster can choose a different status condition to remove for each target. This spell cannot be reflected.

In map combat, this spell will affect all combatants in the area, regardless of friend or foe.

Esunaga

Cost	Mapless	Map
Cast Time: 450	R: 4 rows	Ranged Indirect
MP: 5,000	E: Row	Target H: 4
		Effect H/V: 2/2

Removes up to two status conditions from all combatants in the area. Each combatant individually chooses which status conditions to remove, if any.

In map combat, this spell will affect all combatants in the area, regardless of friend or foe.

Rearise

Cost	Mapless	Map
Cast Time: 450	R: 4 rows	Ranged Indirect
MP: 5,000	E: Single	Target H: 4
		Effect H/V: 1/1

Grants Rearise to the target.

White Mage 99 Miracle

Cost
Limit Break

Revives and restores full HP to your whole party. Then, grants 50,000 Auto-Cure Points to each party member.

Espers

Also known as Summoned Beasts, Eidolons, Eikons and Primals. You must form a Pact with an Esper in order to be able to perform any of the listed actions.

- **Dominant Form** - Allowing the Esper to temporarily displace yourself in the current plane of existence to act as a powerful creature. This lasts for six status phases. Also capable of performing the *Esper Action*, *Evocation Magick* and *Summoning Magick* for the duration. The costs are taken from the one who is maintaining the *Dominant Form*, rather than from the Esper. Requires Dominant Job Levels.
- **Egi-Form** - Miniature and weakened version of the Esper, usable as a persistent companion. The Egi-Form is capable of performing the associated *Esper Action*. Requires Arcanist Job Levels.
- **Esper Action** - Can only be used by the *Dominant Form* and *Egi-Form* of the Esper. Requires Arcanist or Dominant Job Levels, whichever is higher.
- **Evocation Magick** - Evoking the personality of the Esper to produce a wide variety of effects. Requires Evoker Job Levels.
- **Summoning Magick** - Summoning the Esper to come forth into your current plane of existence in order to do a powerful action. Requires Summoner Job Levels.

Job Level 1

Chocobo

Dominant Form

- Double Speed
- Maneuver/Move: 6
- Jump: 4

Egi-Form

- Half HP
- Half P-Def
- Half M-Def
- Double Speed
- Maneuver/Move: 6
- Jump: 4
- Outgoing After-Armor Damage is halved

Esper Action: Choco Cure

Cost	Mapless	Map
None	R: 1 row E: Row of allies	Self-Centered Burst Target H: 0 Effect E/V: 2/2

Restores Level * Wisdom * 0.1 HP to all allies in the area.

Evocation Magick: Choco Beak

Cost	Mapless	Map
Cast Time: 10 MP: 50	R: 1 row E: Single	Melee Target H: 1 Effect E/V: 1/2

Physical Attack, Unaspected, for Level * Intellect * 0.5 damage.

Summoning Magick: Chocobo Kick

Cost	Mapless	Map
Cast Time: 20 MP: 70	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect E/V: 1/1

Magical Attack, Unaspected, for Level * Intellect * 0.5 damage.

Eggman

Dominant Form

No templates.

Egi-Form

- Half HP
- Half P-Def
- Half M-Def
- Outgoing After-Armor Damage is halved

Esper Action: Cracked Body

Cost	Mapless	Map
None	R: 2 rows E: One Ally	Ranged Indirect Target H: 4 Effect E/V: 1/1

Transfers Eggman's HP into the target ally, until either the ally reaches maximum HP or the Eggman runs out of HP.

Evocation Magic: Hanjuku Hero

Cost	Mapless	Map
Cast Time: 20 MP: 100	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect E/V: 1/1

Creates a soft-boiled hero in the target empty location. The soft-boiled hero has the same stats as Eggman's Egi-Form. Only one soft-boiled hero can be maintained at a time.

Summoning Magick: Egg Chop

Eggman attempts to chop an enemy, but is unable to reach.

Goblin

Dominant Form

No templates.

Egi-Form

- Half HP
- Half P-Def
- Half M-Def
- Outgoing After-Armor Damage is halved

Esper Action: Goblin Knife

Attack, without provoking any Reactions.

Evocation Magick: Goblin Trash

Cost
60 MP

Perform a free item use, of an item that was already used by an ally in the same combat round.

Summoning Magick: Goblin Punch

Cost	Mapless	Map
Cast Time: 10 MP: 10	R: 6 rows E: Single	Ranged Indirect Target H: 6 Effect E/V: 1/1

Physical Attack, Unaspected, for Level * Intellect * 0.4 damage.

Job Level 10

Bomb

Dominant Form

- Absorb Fire element

Egi-Form

- Absorb Fire element
- Half HP
- Half P-Def
- Outgoing After-Armor Damage is halved

Esper Action: Fuse Flay

Physical Attack, Fire-Aspected.

Evocation Magick: Fire Fuel

Cost	Mapless	Map
Cast Time: 50	R: 4 rows	Ranged Indirect
MP: 100	E: Single	Target H: 4
		Effect E/V: 1/1

Grants Element Absorption to the target for the element of Fire.

Summoning Magick: Self-Destruct

Cost	Mapless	Map
Cast Time: 100	R: 4 rows	Ranged Indirect
MP: 100	E: Single	Target H: 4
		Effect E/V: 1/1

Magical Attack, Fire-Aspected, dealing Level * Intellect * 0.6 Damage.

If performed while in Dominant Form, then this also kills the Esper for the rest of the battle.

Cockatrice

Dominant Form

- Always has [Float][Status: Float]
- Moves by flying
- Takes double After-Armor Damage from ranged weapons

Egi-Form

- Always has [Float][Status: Float]
- Moves by flying
- Takes double After-Armor Damage from ranged weapons
- Half HP
- Half P-Def
- Outgoing After-Armor Damage is halved

Esper Action: Stonefeathers

Causes Petrify and [Protect][Status: Protect] to self, ignoring M-Eva. Fully restores your own HP.

Evocation Magic: Granite Beak

Cost	Mapless	Map
Cast Time: 100 MP: 150	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect E/V: 1/1

Physical Attack, Unaspected, dealing Level * Strength * 0.4 Damage. Ignores P-Def.

Summoning Magick: Petrifying Beak

Cost	Mapless	Map
Cast Time: 100 MP: 150	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect E/V: 1/1

Magical Attack, Unaspected, dealing Level * Intellect * 0.4 Damage. Also attempts to cause Petrify.

Mindflayer

Dominant Form

- Double M-Eva against status conditions

Egi-Form

- Half HP
- Half P-Def
- Double M-Eva against status conditions
- Outgoing After-Armor Damage is halved

Esper Action: Brain Licking

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect E/V: 1/1

Removes one mental status condition of the target's choice from the target. E.g. Addle, Berserk, Charm, Confuse, Stun, etc.

Evocation Magick: Mind Eat

Cost	Mapless	Map
Cast Time: 100 MP: 180	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect E/V: 1/1

Magical Attack, Unaspected, dealing Level * Intellect * 0.6 Damage. The damage is dealt to MP rather than HP.

Summoning Magick: Mind Blast

Cost	Mapless	Map
Cast Time: 100 MP: 180	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect E/V: 1/1

Magical Attack, Unaspected, dealing Level * Intellect * 0.4 Damage. Also attempts to cause Addle.

Moogle

Dominant Form

- Double M-Def

Egi-Form

- Half HP
- Half P-Def
- Outgoing After-Armor Damage is halved

Esper Action: Moogle Express

Teleport to any location on the battlefield.

Summoning Magick: Moogle Charm

Cost	Mapless	Map
Cast Time: 100 MP: 80	R: 2 rows E: Whole party	Ranged Indirect Target H: 4 Effect E/V: 3/3

Restores Level * Wisdom * 0.4 HP to all allies in the area.

Job Level 20

Sylph

Dominant Form

- Always has [Float][Status: Float]
- Half P-Def

Egi-Form

- Half HP
- Half P-Def

Esper Action: Silent Dusk

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Indirect Target H: 4 Effect E/V: 1/1

Magical technique that attempts to cause Silence to the target.

Summoning Magick: Whispering Wind

Cost	Mapless	Map
Cast Time: 200 MP: 260	R: 4 rows E: 2 rows	Ranged Indirect Target H: 4 Effect E/V: 3/3

Magical Attack, Drain-Aspected, targeting all enemies in the area for Level * Intellect * 0.4 damage. Half of the After-Armor Damage is distributed amongst yourself and all allies as HP. Also attempts to cause Silence to targeted enemies.

Job Level 30

Carbuncle

Dominant Form

- Double MP
- Double M-Def

Egi-Form

- Half Attack Damage

Esper Action: Gust

Cost	Mapless	Map
None	R: 4 rows E: 1 row	Ranged Indirect Target H: 4 Effect E/V: 3/3

Magical Attack, Wind-Aspected, targeting all enemies in the area for Level * Intellect * 0.4 damage. After-Armor Damage is halved.

Summoning Magick: Ruby Light

Cost	Mapless	Map
Cast Time: 300 MP: 300	R: 4 rows E: Whole party	Ranged Indirect Target H: 4 Effect E/V: 3/3

Grants [Reflect][Status: Reflect] and [Shell][Status: Shell] to all allies in the area.

Eos

Dominant Form

- Flying
- Always has [Float][Status: Float]

Egi-Form

- Half HP
- Half P-Def

Esper Action: Embrace

Cost	Mapless	Map
None	R: 2 rows E: 1 ally	Ranged Indirect Target H: 2 Effect E/V: 1/1

Restores Level * Wisdom * 0.1 HP to the target.

Ifrit

Egi-Form

- Half MP
- Half M-Def

Esper Action: Burning Strike

Attack, Fire-Aspected.

Summoning Magick: Hellfire

Cost	Mapless	Map
Cast Time: 300	R: 4 rows	Ranged Indirect
MP: 300	E: 2 rows	Target H: 4
		Effect E/V: 3/3

Magical Attack, Fire-Aspected, targeting all enemies in the area for Level * Intellect * 0.6 Damage.

Mist Dragon

Summoning Magick: Radiant Breath

Cost	Mapless	Map
Cast Time: 300	R: 4 rows	Ranged Indirect
MP: 350	E: 2 rows	Target H: 4
		Effect E/V: 3/3

Magical Attack, Holy-Aspected, targeting all enemies in the area for Level * Intellect * 0.6 Damage.

Ramuh

Summoning Magick: Judgment Bolt

Cost	Mapless	Map
Cast Time: 300	R: 4 rows	Ranged Indirect
MP: 300	E: 2 rows	Target H: 4
		Effect E/V: 3/3

Magical Attack, Lightning-Aspected, targeting all enemies in the area for Level * Intellect * 0.6 Damage.

Selene

Dominant Form

- Flying
- Always has [Float][Status: Float]

Egi-Form

- Half HP
- Half P-Def

Esper Action: Fey Caress

Cost	Mapless	Map
None	R: 2 rows E: 1 ally	Ranged Indirect Target H: 2 Effect E/V: 1/1

Removes one status condition of the target's choice from the target.

Shiva

Summoning Magick: Diamond Dust

Cost	Mapless	Map
Cast Time: 300 MP: 300	R: 4 rows E: 2 rows	Ranged Indirect Target H: 4 Effect E/V: 3/3

Magical Attack, Ice-Aspected, targeting all enemies in the area for Level * Intellect * 0.6 Damage.

Titan

Egi-Form:

- Double P-Def
- Half M-Def

Esper Action: Rock Buster

Attack, Earth-Aspected.

Summoning Magick: Gaia's Wrath

Cost	Mapless	Map
Cast Time: 300 MP: 300	R: 4 rows E: 2 rows	Ranged Indirect Target H: 4 Effect E/V: 3/3

Magical Attack, Earth-Aspected, targeting all enemies in the area for Level * Intellect * 0.6 Damage. Enemies with [Float][Status: Float] are not hit by this.

Job Level 40

Asura

Summoning Magick: Asura's Boon

Cost	Mapless	Map
Cast Time: 400 MP: 400	R: 4 rows E: Whole party	Ranged Indirect Target H: 4 Effect E/V: 3/3

Targets all allies in the area. Roll a 1d6 to determine what happens:

Roll	Result
1 - 2	Casts <i>Raise</i>
3 - 4	Grants [Protect][Status: Protect]
5 - 6	Casts <i>Curaga</i> at single-target strength, but on all allies in the area

Garuda

Egi-Form

- Flying
- Maneuver/Move: 4
- Jump: 4

Esper Action: Wind Blade

Cost	Mapless	Map
None	R: 6 rows E: 2 rows	Ranged Indirect Target H: 6 Effect E/V: 4/4

Magical Attack, Wind-Aspected, targeting all enemies in the area for Level * Intellect * 0.4 damage. After-Armor Damage is halved.

Golem

Summoning Magick: Earthen Wall

Cost	Mapless	Map
Cast Time: 400 MP: 400	R: 4 rows E: Whole party	Ranged Indirect Target H: 4 Effect E/V: 3/3

Grants [Protect][Status: Protect] and Level * Wisdom * 0.8 Shield Points to all allies in the area.

Lich

Summoning Magick: Descending Darkness

Cost	Mapless	Map
Cast Time: 400	R: 4 rows	Ranged Indirect
MP: 400	E: 2 rows	Target H: 4
		Effect E/V: 3/3

Magical Attack, Dark-Aspected, targeting all enemies in the area for Level * Intellect * 0.4 damage. Afterwards, attempts to halve the current HP of all targets. This is a Gravity/Death technique.

Odin

Summoning Magick: Zantetsuken

Cost	Mapless	Map
Cast Time: 400	R: 4 rows	Ranged Indirect
MP: 450	E: 2 rows	Target H: 4
		Effect E/V: 3/3

Physical technique that attempts to instantly-kill all enemies in the area, at half P-Acc. This is a Gravity/Death technique.

Salamander

Cost	Mapless	Map
Cast Time: 400	R: 4 rows	Ranged Indirect
MP: 480	E: 2 rows	Target H: 4
		Effect E/V: 3/3

Magical Attack, Fire-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 damage.

Job Level 50

Leviathan

Summoning Magick: Tsunami

Cost	Mapless	Map
Cast Time: 400	R: 4 rows	Ranged Indirect
MP: 500	E: 2 rows	Target H: 4
		Effect E/V: 3/3

Magical Attack, Water-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 damage.

Job Level 60

Alexander

Bahamut

Egi-Form

- Flying

Esper Action: Wyrmwave

Cost	Mapless	Map
None	R: 4 rows E: Single	Ranged Direct Target H: 4 Effect E/V: 1/1

Magical Attack, Unaspected, dealing Level * Intellect * 0.5 damage.

Summoning Magick: Megaflare

Cost	Mapless	Map
Cast Time: 600 MP: 600	R: 4 rows E: 2 rows	Ranged Indirect Target H: 4 Effect E/V: 3/3

Magical Attack, Unaspected, targeting all enemies in the area for Level * Intellect Damage.

Cyclops

Summoning Magick: Climactic Fear

Cost	Mapless	Map
Cast Time: 600 MP: 620	R: 4 rows E: 2 rows	Ranged Indirect Target H: 4 Effect E/V: 3/3

Magical Attack, Air-Aspected, targeting all enemies in the area for Level * Intellect Damage.

King Thordan

Summoning Magick: Knights of King Thordan

Cost	Mapless	Map
Cast Time: 600	R: 6 rows	Ranged Indirect
MP: 650	E: Single	Target H: 6
		Effect E/V: 1/1

Performs twelve Magical Attacks on the target. Each one is Unaspected for Level * Intellect * 0.3 Damage.

Ravana

Summoning Magick: Fourfold Blade

Ysayle Shiva

Evocation Magic: Shiva's Final Drill

Cost	Mapless	Map
Cast Time: 600	R: 6 rows	Ranged Indirect
MP: 600	E: Single	Target H: 6
		Effect E/V: 1/1

Performs two Magical Attacks on the target. The first is Ice-Aspected for Level * Intellect * 0.8 Damage. The second is Unaspected for Level * Intellect * 0.8 Damage. Each attack also attempts to cause Frozen status.

Summoning Magick: Oblivion Diamond Dust

Cost	Mapless	Map
Cast Time: 600	R: 4 rows	Ranged Indirect
MP: 650	E: 2 rows	Target H: 4
		Effect E/V: 3/3

Magical Attack, Ice-Aspected, targeting all enemies in the area for Level * Intellect * 0.8 Damage. Also attempts to cause Frozen status.

Job Level 70

Lakshmi

Phoenix

Egi-Form

- Flying
- Double HP
- Double M-Def

Esper Action: Everlasting Flight

Cost	Mapless	Map
None	R: 4 rows E: 2 rows	Ranged Indirect Target H: 4 Effect E/V: 3/3

Grants Phoenix Regen status to all allies in the area.

Shinryu

Tsukuyomi

Job Level 80

Eden

Hades

Nael Deus Darnus

Neo Bahamut

Seraph

Egi-Form

- Double MP
- Double M-Def

Esper Action: Seraphic Veil

Cost	Mapless	Map
None	R: 6 rows E: 1 ally	Ranged Indirect Target H: 6 Effect E/V: 1/1

Restores Level * Wisdom * 0.2 HP to the target.

Warrior of Light

Job Level 90

Bahamut Zero

Knights of the Round

Ragnarok

Job Level 99

Hydaelyn

Zodiark

Summoning Magick: Darkening Cloud

Cost	Mapless	Map
Cast Time: 1,000 MP: 990	R: 4 rows E: 2 rows	Ranged Indirect Target H: 4 Effect E/V: 4/4

Magical Attack, Dark-Aspected, targeting all enemies in the area for Level * Intellect * 1.4 Damage.

Anima

Atomos

Bismarck

Brothers Sacred and Minotaur

Cactuar

Cait Sith

Catoblepas

Cerberus

Diabolos

Fenrir

Gilgamesh

Golem

Good King Moogle Mog XII

Ixion

Kirin

Kujata

Leviathan

Maduin

Magus Sisters

- Midgardsormr
- Pandemonium
- Phantom
- Quetzalcoatl
- Ragnarok
- Raiden
- Remora
- Siren
- Susanoo
- Syldra
- Tonberry
- Typhon
- Unicorn
- Valefor
- Valigarmanda
- Yojimbo
- Zoneseeker

NPC Templates

Simply by picking an Experience Level, you should be able to get all of the stats for an average NPC. Special types of monsters should be easy to calculate based solely on specialized parts of the template.

Battle Attribute	Calculation	Minimum
Strength	Level * 8	
Dexterity	Level * 8	
Agility	Level * 8	
Speed	Level * 8	
Vitality	Level * 9	
Stamina	Level * 9	
Intellect	Level * 8	
Wisdom	Level * 8	
Mind	Level * 8	
Spirit	Level * 8	
Tenacity	Level * 8	
Determination	Level * 8	
Maximum HP	Level * Level * 9	100

Battle Attribute	Calculation	Minimum
Maximum MP	Level * Level * 8	100
Maximum TP	Level * Level * 8	100
P-Acc	Level * 10	
P-Eva	Level * 10	
P-Def	Level * Level * 1.2	10
M-Acc	Level * 9	
M-Eva	Level * 9	
M-Def	Level * Level	10
Attack Damage	Level * Level * 5	50
Maneuver/Move	3	
Jump	3	

Common Creatures

Arachne

- Casts *Quake*

Beast

- Attacks twice per round

Behemoth

- Triple HP
- Attacks twice per round
- Counterattacks

Bird

- Moves by flying
- Always has [Float][Status: Float]
- Takes double After-Armor Damage from Ranged Arc weapons, and from Lightning element

Bomb

- Always has [Float][Status: Float]
- Takes double After-Armor Damage from Ice element
- In the event of an unwinnable battle, self-destructs for Level * Level * 8 fire damage

Dragon

- 5x HP
- Breath attack of a specific element. Does same damage as normal attack, but targets either the whole party in mapless combat, or a conic blast area in map combat.
- Attacks twice per round

Giant

- Double HP

- 1.5x Attack Damage

Ghost

- Double MP
- Always has [Float][Status: Float] and Zombie
- Takes double After-Armor Damage from Holy element

Machina

- Double P-Def
- Takes double After-Armor Damage from Lightning element

Mini Mage

- Always has Mini
- Half P-Def
- Casts *Mini* and various [Black Magic] spells

Porcupine

- Can shoot needles as a Ranged Direct attack
- Counterattacks

Slime

- 5x P-Def
- Zero M-Def

Toad

- Always has Toad
- Half HP
- Can be commanded to croak by a Bog Witch. When commanded to do so, performs an immediate and free casting of the *Toad* spell.

Treant

- Takes double After-Armor Damage from Fire element

Zombie

- Maneuver/Move of only 2
- Double HP
- Attempts to cause Poison on hit
- Always has Zombie
- Takes double After-Armor Damage from Fire element

Plot Armor Enemies

Many status conditions have a reduced effect against Plot Armor Enemies.

Generally have 4 or more actions per turn.

Between 10x to 50x HP.

Oftentimes have bodyguard goons who have 5x to 10x HP themselves.