

Final Fantasy Fan Pen & Paper

by XcessiveNinja17

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 | 12 |
| Battle Attributes | 12 |
| Statistics | 13 |
| Initiative Roll | 14 |
| Starting Civilian Jobs | 14 |
| Starting Combat Jobs | 14 |
| Starting Items and Equipment | 15 |
| Special Traits | 15 |
| Example Paths | 15 |
| Civilian Jobs | 17 |
| Disciples of the Land | 17 |
| Arboriculturalist | 17 |
| Birdspotter | 17 |
| Botanist | 17 |
| Crystallizer | 17 |
| Dumpster Diver | 17 |
| Fisher | 17 |
| Herder | 17 |
| Miner | 17 |
| Mushroom Master | 18 |
| Scrapsclounger | 18 |
| Seadiver | 18 |

| | |
|----------------------------------------|-----------|
| Disciples of the Hand | 18 |
| Alchemist | 18 |
| Armorer | 18 |
| Blacksmith | 18 |
| Carpenter | 19 |
| Culinarian | 19 |
| Goldsmith | 19 |
| Haberdasher | 19 |
| Leatherworker | 19 |
| Mason | 19 |
| Potter | 20 |
| Sommelier | 20 |
| Weaver | 20 |
| Crafting | 20 |
| Goods Services And Usable Items | 21 |
| Equipment | 24 |
| Equipment Slots | 24 |
| Proficiency Types | 24 |
| Tools and Shields | 25 |
| Head Equipment | 25 |
| Body Equipment | 26 |
| Arms Equipment | 26 |
| Legs Equipment | 26 |
| Feet Equipment | 27 |
| Ears Equipment | 27 |
| Weapons | 28 |
| Melee Weapons | 28 |
| Reach Weapons | 29 |
| Ranged Arc Weapons | 29 |
| Ranged Direct Weapons | 29 |
| Rules | 30 |
| Short Rests and Long Rests | 30 |
| Rewards Per Game Session | 30 |
| Levelling Jobs | 32 |
| Learning New Jobs | 33 |
| Changing Jobs | 33 |
| Skill Chances | 34 |
| Combat Rules | 34 |
| Decision Phase | 34 |
| Initiative Phase | 34 |
| Movement And Actions Phase | 34 |
| Movement | 34 |
| Attack | 35 |

| | |
|------------------------------------------|----|
| Charge Up | 36 |
| Defend | 36 |
| Item | 36 |
| Status Phase | 36 |
| Status Conditions | 36 |
| Status: Addle | 36 |
| Status: Advice | 36 |
| Status: Anatman | 37 |
| Status: Aquaveil | 37 |
| Status: Atheist | 37 |
| Status: Asylum | 37 |
| Status: Berserk | 37 |
| Status: Bleed | 37 |
| Status: Blind | 37 |
| Status: Blink | 37 |
| Status: Blood Weapon | 37 |
| Status: Boost Accuracy | 37 |
| Status: Boost Attack | 37 |
| Status: Boost Critical | 38 |
| Status: Boost Defense | 38 |
| Status: Boost Healing | 38 |
| Status: Boost Magick | 38 |
| Status: Boost Movement | 38 |
| Status: Boost Speed | 38 |
| Status: Bravery | 38 |
| Status: Broken Accessory | 38 |
| Status: Broken Armor | 38 |
| Status: Broken Helmet | 38 |
| Status: Broken Magick | 38 |
| Status: Broken Power | 38 |
| Status: Broken Shield | 39 |
| Status: Broken Weapon | 39 |
| Status: Brotherhood | 39 |
| Status: Bubble | 39 |
| Status: Burning | 39 |
| Status: Chain Stratagem | 39 |
| Status: Charm | 39 |
| Status: Chicken | 39 |
| Status: Circle of Scorn | 39 |
| Status: Collective Unconscious | 39 |
| Status: Combust | 40 |
| Status: Combustra | 40 |
| Status: Combustga | 40 |
| Status: Confuse | 40 |
| Status: Coward | 40 |
| Status: Critical Vulnerability | 40 |

| | |
|------------------------------------------------|----|
| Status: Cruelty | 40 |
| Status: Dark Missionary | 40 |
| Status: Darkside | 40 |
| Status: Defiance | 40 |
| Status: Disable | 40 |
| Status: Diurnal Benefic | 41 |
| Status: Diurnal Celestial Opposition | 41 |
| Status: Diurnal Helios | 41 |
| Status: Diurnal Sect | 41 |
| Status: Divination | 41 |
| Status: Dohter's Charity | 41 |
| Status: Doom | 41 |
| Status: Embolden | 41 |
| Status: Exaltation | 41 |
| Status: Excogitation | 41 |
| Status: Eye of Nidhogg | 41 |
| Status: Faith | 41 |
| Status: Fight or Flight | 42 |
| Status: Free Restore | 42 |
| Status: Frozen | 42 |
| Status: Goring Blade | 42 |
| Status: Grit | 42 |
| Status: Hallowed Ground | 42 |
| Status: Haste | 42 |
| Status: Heat | 42 |
| Status: Hide | 42 |
| Status: Hold | 42 |
| Status: Holmgang Source | 42 |
| Status: Holmgang Target | 42 |
| Status: Horoscope | 43 |
| Status: Immobilize | 43 |
| Status: Inner Release | 43 |
| Status: Intervention | 43 |
| Status: Iron Will | 43 |
| Status: Irradiated | 43 |
| Status: Land Waker | 43 |
| Status: Leaden Fist | 43 |
| Status: Lightspeed | 43 |
| Status: Living Dead | 43 |
| Status: Lock | 43 |
| Status: Lucid Dreaming | 43 |
| Status: Macrocosmos | 44 |
| Status: Medica Regen | 44 |
| Status: Medicaga Regen | 44 |
| Status: Meditation | 44 |
| Status: Miasma | 44 |

| | |
|----------------------------------------------------|----|
| Status: Miasmara | 44 |
| Status: Miasmaga | 44 |
| Status: Miasmaja | 44 |
| Status: Mini | 44 |
| Status: Nascent Glint | 44 |
| Status: Neutral Sect | 44 |
| Status: Nocturnal Celestial Intersection | 44 |
| Status: Nocturnal Sect | 45 |
| Status: Oil | 45 |
| Status: Old | 45 |
| Status: Oust | 45 |
| Status: Perfect Balance | 45 |
| Status: Petrify | 45 |
| Status: Phoenix Regen | 45 |
| Status: Pig | 45 |
| Status: Plenary Indulgence | 45 |
| Status: Poison | 45 |
| Status: Presence of Mind | 45 |
| Status: Quick | 46 |
| Status: Raw Intuition | 46 |
| Status: Recitation | 46 |
| Status: Redacted | 46 |
| Status: Regen | 46 |
| Status: Regenga | 46 |
| Status: Regenja | 46 |
| Status: Reprisal | 46 |
| Status: Requiescat | 46 |
| Status: Resilient | 46 |
| Status: Riddle of Earth | 46 |
| Status: Riddle of Fire | 46 |
| Status: Sacred Soil | 47 |
| Status: Salted Earth | 47 |
| Status: Sap | 47 |
| Status: Sentinel | 47 |
| Status: Shadow Wall | 47 |
| Status: Sheltron | 47 |
| Status: Shocked | 47 |
| Status: Silence | 47 |
| Status: Sleep | 47 |
| Status: Stoneskin | 47 |
| Status: Stop | 48 |
| Status: Storm's Eye | 48 |
| Status: Stun | 48 |
| Status: Synastry | 48 |
| Status: Temper | 48 |
| Status: Temperance | 48 |

| | |
|------------------------------------|-----------|
| Status: Thin Air | 48 |
| Status: Thrill of Battle | 48 |
| Status: Toad | 48 |
| Status: Twin Snakes | 48 |
| Status: Valor | 49 |
| Status: Vanish | 49 |
| Status: Vengeance | 49 |
| Status: Venomous Bite | 49 |
| Status: War Cry | 49 |
| Status: Windbite | 49 |
| Status: Windburn | 49 |
| Status: Windburnara | 49 |
| Status: Windburnga | 49 |
| Status: X-Zone | 49 |
| Status: Zombie | 49 |
| Special Points | 50 |
| Auto-Cure Points | 50 |
| Doom Points | 50 |
| Enmity | 50 |
| Shield Points | 50 |
| Limit Breaks | 50 |
| Grooves | 50 |
| Universal Limit Breaks | 50 |
| Combat Jobs | 51 |
| Arcanist | 51 |
| Arcane Magick | 52 |
| Archer | 57 |
| Archery | 58 |
| Arithmetician | 63 |
| Arithmeticks | 64 |
| Astrologian | 68 |
| Astrological Magick | 69 |
| Bard | 78 |
| Bardsong | 79 |
| Berserker | 81 |
| Black Mage | 82 |
| Black Magick | 83 |
| Blue Mage | 93 |
| Blue Magick | 94 |
| Chemist | 106 |
| Chemistry | 107 |
| Chocobo Knight | 109 |
| Chococraft | 110 |
| Conjurer | 114 |
| Conjuration Magick | 115 |

| | |
|----------------------------|-----|
| Dancer | 124 |
| Kriegstanz | 125 |
| Dark Knight | 127 |
| Darkness Weapon | 128 |
| Devout | 134 |
| Dominant | 135 |
| Dominant Form | 135 |
| Dragoon | 135 |
| Dragonsoul | 136 |
| Evoker | 141 |
| Fencer | 142 |
| Fencing | 143 |
| Festivalist | 147 |
| Freelancer | 147 |
| Fusilier | 147 |
| Gunmanship | 148 |
| Gambler | 152 |
| Geomancer | 152 |
| Geomancy | 153 |
| Gladiator | 168 |
| Sparring | 169 |
| Gunbreaker | 173 |
| Charged Weapon | 174 |
| Knight | 174 |
| Arts of War | 175 |
| Machinist | 179 |
| Power Tools | 180 |
| Magitek Pilot | 184 |
| Magitek System | 184 |
| Magus | 184 |
| Marauder | 185 |
| Marauding | 186 |
| Mascot | 190 |
| Master Blackbelt | 190 |
| Mime | 191 |
| Monk | 192 |
| Martial Arts | 193 |
| Mystic | 198 |
| Mystic Magick | 199 |
| Necromancer | 204 |
| Dark Arts | 204 |
| Ninja | 205 |
| Ninjutsu | 206 |
| Nu Type | 212 |
| Onion Knight | 212 |
| Orator | 213 |

| | |
|---------------------------------|------------|
| Speechcraft | 214 |
| Paladin | 217 |
| Divine Weapon | 218 |
| Pictomancer | 222 |
| Psychic | 223 |
| Psionics | 223 |
| Pugilist | 224 |
| Pugilism | 225 |
| Red Mage | 230 |
| Red Magick | 231 |
| Sage | 240 |
| Samurai | 241 |
| Iaido | 242 |
| Scholar | 247 |
| Scholastic Magick | 248 |
| Sharlayan Archon | 253 |
| Spellblade | 254 |
| Weapon Magick | 254 |
| Squire | 260 |
| Fundaments | 261 |
| Summoner | 264 |
| Summoning Magick | 265 |
| Thaumaturgist | 265 |
| Thaumaturgical Magick | 265 |
| Thief | 266 |
| Thievery | 267 |
| Thunder God | 272 |
| Time Mage | 272 |
| Time Magick | 273 |
| Warrior | 282 |
| Warbeast | 283 |
| White Mage | 286 |
| White Magick | 287 |
| Espers | 297 |
| Job Level 1 | 298 |
| Chocobo | 298 |
| Eggman | 299 |
| Goblin | 299 |
| Job Level 10 | 299 |
| Bomb | 300 |
| Cockatrice | 300 |
| Mindflayer | 300 |
| Moogle | 300 |
| Job Level 20 | 301 |
| Sylph | 301 |

| | |
|--------------------------------|-----|
| Job Level 30 | 301 |
| Carbuncle | 302 |
| Eos | 302 |
| Ifrit | 303 |
| Mist Dragon | 303 |
| Ramuh | 303 |
| Selene | 304 |
| Shiva | 304 |
| Titan | 304 |
| Job Level 40 | 305 |
| Asura | 305 |
| Garuda | 305 |
| Golem | 306 |
| Lich | 306 |
| Odin | 306 |
| Salamander | 306 |
| Job Level 50 | 307 |
| Leviathan | 307 |
| Job Level 60 | 307 |
| Alexander | 307 |
| Bahamut | 307 |
| Cyclops | 308 |
| King Thordan | 308 |
| Ravana | 308 |
| Ysayle Shiva | 308 |
| Job Level 70 | 309 |
| Lakshmi | 309 |
| Phoenix | 309 |
| Shinryu | 309 |
| Tsukuyomi | 309 |
| Job Level 80 | 309 |
| Eden | 309 |
| Hades | 309 |
| Nael Deus Darnus | 309 |
| Neo Bahamut | 309 |
| Seraph | 309 |
| Warrior of Light | 310 |
| Job Level 90 | 310 |
| Bahamut Zero | 310 |
| Knights of the Round | 310 |
| Ragnarok | 310 |
| Job Level 99 | 310 |
| Hydaelyn | 310 |
| Zodiark | 310 |
| Anima | 310 |
| Atomos | 310 |

| | |
|----------------------------------------|-----|
| Bismarck | 310 |
| Brothers Sacred and Minotaur | 310 |
| Cactuar | 310 |
| Cait Sith | 310 |
| Catoblepas | 310 |
| Cerberus | 310 |
| Diabolos | 311 |
| Fenrir | 311 |
| Gilgamesh | 311 |
| Golem | 311 |
| Good King Moogle Mog XII | 311 |
| Ixion | 311 |
| Kirin | 311 |
| Kujata | 311 |
| Leviathan | 311 |
| Maduin | 311 |
| Magus Sisters | 311 |
| Midgardsormr | 311 |
| Pandemonium | 311 |
| Phantom | 311 |
| Quetzalcoatl | 311 |
| Ragnarok | 311 |
| Raiden | 311 |
| Remora | 311 |
| Siren | 311 |
| Susanoo | 311 |
| Syldra | 311 |
| Tonberry | 311 |
| Typhon | 311 |
| Unicorn | 311 |
| Valefor | 311 |
| Valigarmanda | 311 |
| Yojimbo | 311 |
| Zoneseeker | 311 |

| | |
|------------------------------|------------|
| NPC Templates | 312 |
| Common Creatures | 312 |
| Plot Armor Enemies | 314 |

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 9999 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 added together 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

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 |

| Battle Attribute | Explanation |
|----------------------|--------------------------------------------------------------|
| 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, 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. |

| Combat Stats | Formula | Explanation |
|---------------------------------|---------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Physical Evasion (P-Eva) | LVL + 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) | LVL + 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) | LVL + 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. |
| Weight Capacity | 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 = $1d100 + \text{Experience Level} + \text{Speed} - \text{Weight}$

Initiative is a minimum of zero, so if you have as little Speed as possible and as much Equipment Weight as possible, then you actually get some certainty about when you act in combat.

Starting Civilian Jobs

Choose two different Civilian Jobs to start at Job Level 10. 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
- Squire set

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 1/10th 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 all Civilian Jobs at Job Level 20.

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.

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.

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.

Example Paths

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.

Thunder God - the role of the frontline fighter

1. Squire 20
 - Knight 80
 - Chemist 20
 - White Mage 30
 - Gladiator 30
 - Paladin 80
 - Black Mage 30
 - Berserker 30
 - Dark Knight 80
 - Thunder God 1
 - Knight 99
 - Paladin 99
 - Dark Knight 99
 - Thunder God 99

Smasher - the role of the heavy damage-dealer

1. Squire 20
 - Marauder ...
 - Warrior ...
 - Berserker ...
 - Dark Knight ...

Healer - the role of the party leader

1. Chemist 20
2. White Mage 60
3. Conjurer 60
4. Devout 1
5. Arcanist 30
6. Scholar 60
7. Astrologian 60
8. Sharlayan 1
9. White Mage 99
10. Conjurer 99
11. Astrologian 99
12. Scholar 99
13. Devout 99
14. Sharlayan 99

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

1. Squire 20
2. Archer ...
3. Hunter ...

Caster - the role of the whole-battlefield blaster

1. Chemist 20
2. Black Mage 60
3. Thaumaturgist 60
4. Magus 1
5. Evoker ...
6. Arcanist 30
7. Summoner 60
8. Black Mage 99
9. Thaumaturgist 99
10. Magus 99

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

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, Scrapscrounger

Other sources of materials:

- Defeated golem enemies
- Defeated machina enemies

Blacksmith

Typically associated with: Miner, Scrapscrounger

Other sources of materials:

- Defeated golem enemies
- Defeated machina enemies

Carpenter

Typically associated with: Botanist, Scrapscrounger

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

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.

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

| 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 linknautiluses. |

| 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 |
| 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> |

| Usable Item | ILVL | Uses | Effect | Distillation Effect |
|-----------------|------|------|------------------------------------------------|-------------------------------------------------|
| 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> |
| 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 |
| Gigalixir | 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 Power][Status: Boost Power] status |
| Speed Drink | 30 | 2 | Grants Boost Speed status |
| Iron Draft | 30 | 2 | Grants Boost Defense status |
| Hero Cocktail | 30 | 2 | Grants [Boost Physical][Status: Boost Physical] 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 |

| Throwing Item | ILVL | Uses | Effect or 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 |
| Yagyu 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
- Neck Equipment
- Wrists Equipment
- Right Ring Relic
- Left Ring Relic

Proficiency Types

| 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 | |

| Type | Explanation |
|---------|------------------------------------------------------------------------------------------------|
| 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 |

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 | |
| Scout | ILVL | ILVL * 4 | ILVL * 0.4 | ILVL * 2 | ILVL * 0.4 | |
| Striker | ILVL | ILVL * 3 | ILVL * 0.4 | ILVL * 3 | ILVL * 0.5 | |
| Magic | ILVL * 0.5 | ILVL * 2 | ILVL * 0.4 | ILVL * 3 | ILVL * 0.6 | |
| Caster | ILVL * 0.5 | ILVL * 2 | ILVL * 0.4 | ILVL * 3 | ILVL * 0.6 | |
| Healer | ILVL * 0.5 | ILVL * 2 | ILVL * 0.4 | ILVL * 4 | ILVL | |

Head Equipment

| Armor | Weight | M-Def | Min. M-Def |
|----------|------------|------------|------------|
| Land | ILVL * 0.5 | ILVL * 0.5 | 1 |
| Hand | ILVL * 0.5 | ILVL * 0.5 | 1 |
| War | ILVL * 1.5 | ILVL | 10 |
| Aim | ILVL | ILVL | 10 |
| Defender | ILVL * 2 | ILVL * 1.5 | 15 |

| Armor | Weight | M-Def | Min. M-Def |
|---------|------------|-------------------|------------|
| 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 |

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 |
| Healer | ILVL * 0.5 | ILVL * ILVL | 10 |

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 |

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 |

Feet Equipment

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

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 |

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 |
| 1H Hammers | ILVL * 2 | Strength | ILVL * 0.30 | 30 | Physical | Causes Knockback on Critical Hit, and Stun status (2 phases) |
| 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 |
| 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 |
| 2H Spears | ILVL * 3 | Strength | ILVL * 0.60 | 60 | Physical | |
| 2H Sashes | ILVL * 2.5 | Dexterity | ILVL * 0.40 | 40 | Physical | |

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 * 0.30 | 30 | Physical | |
| 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 * 0.10 | 10 | Magical | Adds ILVL to Intellect |
| 1H Canes | ILVL | Wisdom | ILVL * 0.10 | 10 | Magical | Adds ILVL to Wisdom |
| 1H Cards | ILVL | Dexterity | ILVL * 0.10 | 10 | Physical | Adds ILVL to Intellect |
| 1H Chakrams | ILVL | Dexterity | ILVL * 0.10 | 10 | Physical | Adds ILVL to Dexterity |
| 1H Darts | ILVL * 2 | Strength | ILVL * 0.25 | 25 | Physical | |
| 1H Flutes | ILVL | Mind | ILVL * 0.10 | 10 | Magical | Adds ILVL to Mind |
| 1H Handguns | ILVL * 2 | Dexterity | ILVL * 0.30 | 30 | Physical | |
| 2H Globes | ILVL * 2 | Spirit | ILVL * 0.30 | 30 | Magical | Adds ILVL to Spirit |
| 2H Grimoires | ILVL * 2 | Intellect | ILVL * 0.20 | 20 | Magical | Adds ILVL to Intellect |

| Weapon Type | Weight | Attribute | Multiplier | Min. | Type | Other |
|--------------|----------|-----------|-------------|------|----------|---------------------|
| 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 |
| 2H Rifles | ILVL * 2 | Dexterity | ILVL * 0.40 | 40 | Physical | |

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 |

| LVL | BAPs | JPs | LVL | BAPs | JPs |
|-----------|------|-------|-----------|------|-------|
| 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 |
| 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 |
| 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 |

| Job Level | JP Spent | Job Level | JP Spent |
|-----------|----------|-----------|----------|
| 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

Decision Phase

Initiative Phase

Movement And Actions Phase

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.

Charge Up

Restores HP, MP and TP to yourself as follows:

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

Defend

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.

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 10% of your maximum HP.

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 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 5% of your maximum HP. 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 5% of your maximum HP.

Status: Diurnal Celestial Opposition

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

Status: Diurnal Helios

Restores HP during the status phase. The amount restored is equal to 5% of your maximum HP.

Status: Diurnal Sect

Restores HP during the status phase. The amount restored is equal to 5% of your maximum HP.

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: 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 1% of your maximum MP.

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 10% of your maximum HP.

Status: Medicaga Regen

Restores HP during the status phase. The amount restored is equal to 20% of your maximum HP.

Status: Meditation

Restores MP during the status phase. The amount restored is equal to 1% of your maximum MP.

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 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 10% of your maximum HP.

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: 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 5% of your maximum HP.

Status: Regenga

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

Status: Regenja

Restores HP during the status phase. The amount restored is equal to 15% of your maximum HP.

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: 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-pected 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: Windbite

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

Status: Windburn

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

Status: Windburnara

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

Status: Windburnga

Causes Air-pected 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.

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 |
| Charge Up | 1 x Choice | Arcanist School Pacts | Move: 3 |
| Defend | | 1 x Choice | Jump: 3 |
| Arcane Magick | | | 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 (500 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 |
| 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 MP: 50 | 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, 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 MP: 50 | 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 * 0.4 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 | Ranged Indirect |

| Cost | Mapless | Map |
|------|-----------|--------------------------------|
| | E: Single | 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 MP: 150 | R: 6 rows E: Single | Ranged Indirect 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 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 | R: 4 rows | Ranged Indirect |

| Cost | Mapless | Map |
|---------|------------------|---------------------------------------|
| MP: 800 | 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 * 0.8 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 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 MP: 2,000 | R: 6 rows E: 2 rows | Ranged Indirect 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 MP: 4,000 | R: 6 rows E: 2 rows | Ranged Indirect 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 |
| Charge Up | Archer's Bane | 1 x Choice | Move: 3 |
| Defend | 1 x Choice | | Jump: 3 |
| Archery | | | 1 x Choice |
| 1 x Choice | | | |
| Item | | | |

- **Action: Archery:** Expertise in projectile weapons.
- **Reaction: Adrenaline Rush (200 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 |
| Charge Up | JLVL 60: Soulbind | | Move: 3 |
| Defend | 1 x Choice | | Jump: 3 |
| Arithmeticks | | | 1 x Choice |
| 1 x Magick Choice | | | |

| Action | Reaction | Support | Move |
|------------|----------|---------|------|
| 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 |
| Charge Up | | Prescience | Move: 3 |
| Defend | | 1 x Choice | Jump: 3 |
| Astrological Magick | | | 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: When you do an action with a random element in it other than critical chance, you can reroll that random element. You choose which of the two results to stick with.

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 |
| 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 |

| Roll | Card | Effect |
|------|------------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| 18 | Wheel of Fortune | Grants Blink status |
| 19 | Justice | Grants [Boost Evasion][Status: 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. |
| 30 | The Fool | Magical technique that attempts to cause Broken Helmet status. |

Astrologian 1 Benefic

| 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.

Combust

| Cost | Mapless | Map |
|---------|-----------|-----------------|
| MP: 400 | R: 4 rows | Ranged Indirect |

| Cost | Mapless | Map |
|------|-----------|--------------------------------|
| | E: Single | 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 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 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, Unaspecting, 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 |
| Charge Up | 1 x Choice | | Move: 3 |

| Action | Reaction | Support | Move |
|-----------------|----------|---------|-------------------------|
| Defend | | | Jump: 3 |
| Bardsong | | | JLVL 60: Move +3 |
| 1 x Choice | | | JLVL 80: Fly |
| Item | | | 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 |
| 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][Status: 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, except by equipping a Relic that grants immunity to Berserk.
- **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
- 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 |
| Charge Up | 1 x Choice | 1 x Choice | Move: 3 |
| Defend | | | Jump: 3 |
| Black Magick | | | 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 |
|--------|-------------------------------|----------------------------------------------------------|
| MP: 50 | 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.

Fire

| Cost | Mapless | Map |
|--------|-------------------------------|----------------------------------------------------------|
| 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.

Poison

| Cost | Mapless | Map |
|--------|-------------------------------|----------------------------------------------------------|
| 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.

Thunder

| Cost | Mapless | Map |
|--------|-------------------------------|----------------------------------------------------------|
| 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.

Black Mage 10 Pig

| 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 |

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.

Sleep

| Cost | Mapless | Map |
|---------|-------------------------------|----------------------------------------------------------|
| MP: 150 | 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.

Toad

| Cost | Mapless | Map |
|--------|-------------------------------|----------------------------------------------------------|
| MP: 70 | R: 4 rows E: Single or Row | Ranged Indirect 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.

Black Mage 20 Blizzara

| Cost | Mapless | Map |
|---------|-------------------------------|----------------------------------------------------------|
| MP: 150 | 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.

Fira

| Cost | Mapless | Map |
|---------|-------------------------------|----------------------------------------------------------|
| MP: 150 | 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.

Poisonra

| Cost | Mapless | Map |
|---------|-------------------------------|----------------------------------------------------------|
| 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.

Thundara

| Cost | Mapless | Map |
|---------|-------------------------------|----------------------------------------------------------|
| 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.

Black Mage 30 Drain

| Cost | Mapless | Map |
|---------|------------------------|---------------------------------------------------|
| 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 |
|------|------------------------|---------------------------------------------------|
| None | 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 |
|---------|------------------------|---------------------------------------------------|
| 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 targets in the area. [Float][Status: Float] gives immunity to this spell.

Rasp

| Cost | Mapless | Map |
|------|------------------------|---------------------------------------------------|
| None | 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 |
|---------|
| 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 |
|---------|-------------------------------|----------------------------------------------------------|
| 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.

Firaga

| 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 * 0.6 damage. In multi-target mode, causes Level * Intellect * 0.5 Damage.

Poisonga

| Cost | Mapless | Map |
|---------|-------------------------------|----------------------------------------------------------|
| 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.

Thundaga

| 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 * 0.6 damage. In multi-target mode, causes Level * Intellect * 0.5 Damage.

Black Mage 50 Break

| Cost | Mapless | Map |
|---------|----------------------------|----------------------------------------------------------|
| MP: 400 | R: 4 rows E: Single/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.

Death

| Cost | Mapless | Map |
|---------|------------------------|---------------------------------------------------|
| 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 |
|---------|------------------------|---------------------------------------------------|
| 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 |
|---------|------------------------|--------------------------------|
| MP: 500 | R: 4 rows E: Single | Ranged Indirect Target H: 4 |

| Cost | Mapless | Map |
|------|---------|-----------------|
| | | 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 |
|---------|-------------------------------|----------------------------------------------------------|
| 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.

Firaja

| 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 |

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

Poisonja

| Cost | Mapless | Map |
|---------|-------------------------------|----------------------------------------------------------|
| 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.

Thundaja

| 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 |

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

Black Mage 70 Flood

| Cost |
|---------|
| MP: 850 |

Magical Attack, Water-aspected. Causes Level * Intellect * 1.2 Damage to everyone on the battlefield, including yourself.

Freeze

| Cost |
|---------|
| MP: 850 |

Magical Attack, Ice-aspected. Causes Level * Intellect * 1.2 Damage to everyone on the battlefield, including yourself.

Lightning Storm

| Cost |
|---------|
| MP: 850 |

Magical Attack, Lightning-aspected. Causes Level * Intellect * 1.2 Damage to everyone on the battlefield, including yourself.

Meltdown

| Cost |
|---------|
| MP: 850 |

Magical Attack, Fire-aspected. Causes Level * Intellect * 1.2 Damage to everyone on the battlefield, including yourself.

Black Mage 80 Ardor

| Cost | Mapless | Map |
|-----------|------------------------|---------------------------------------------------|
| 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.

Glacies Claudere

| Cost | Mapless | Map |
|-----------|------------------------|---------------------------------------------------|
| 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.

Luminaire

| Cost | Mapless | Map |
|-----------|------------------------|---------------------------------------------------|
| 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.

Toxic

| Cost | Mapless | Map |
|---------|------------------------|---------------------------------------------------|
| MP: 850 | 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.

Black Mage 90 Deathga

| Cost | Mapless | Map |
|-----------|------------------------|---------------------------------------------------|
| MP: 3,000 | R: 6 rows E: 2 rows | Ranged Indirect 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.

Elemental Break

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

Magical Attack, Unaspected, for Level * Intellect damage.

Black Mage 99 Balogar's Blade

| Cost | Mapless | Map |
|-------------------------------|------------------------|---------------------------------------------------|
| Cast Time: 2,000 MP: 5,000 | R: 4 rows E: Single | Ranged Indirect 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 |
| Charge Up | | Cooking | Move: 3 |
| Defend | | 1 x Choice | Jump: 3 |
| Blue Magick | | | 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 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 |

| Cost | Mapless | Map |
|------|---------|-----------------|
| | | 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.

Unction

| 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 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 | Self-Centered Burst |

| Cost | Mapless | Map |
|------|-------------------------|--------------------------------|
| | E: Front row of enemies | 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: 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][Status: 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
- Thaumaturgist - *Chemist* 20
- White Mage - *Chemist* 20

| Action | Reaction | Support | Move |
|------------------|--------------------|---------------------------|------------|
| Attack | Auto Potion | Chemist Drink | Mapless: 3 |
| Charge Up | 1 x Choice | Throw Items | Move: 3 |
| Defend | | JLVL 80: Item Lore | Jump: 3 |
| Chemistry | | 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: 3/2 |

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 Calldown Target H: 4 Effect H/V: 2/3 |

Unaspected Magical attack, 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 | R: 1 row E: Single | Melee |

Unaspected Magical attack, for 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 |

Unaspected Magical attack against 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 |
| Charge Up | | 1 x Choice | Move: 3 |
| Defend | | | Jump: 3 |
| Chococraft | | | 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 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 * Strength * 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 Conjunction | Mapless: 3 |
| Charge Up | | Surecast | Move: 3 |
| Defend | | 1 x Choice | Jump: 3 |
| Conjunction Magick | | | 1 x Choice |
| 1 x Choice | | | |
| Item | | | |

- **Action: Conjunction Magick:** Communion with elementals and tree spirits in order to cultivate life.
- **Support: Lily Conjunction:** 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 |
| 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 |

| Cost | Mapless | Map |
|------|---------|-----------------|
| | | 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 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 | R: 4 rows | Ranged Indirect |

| Cost | Mapless | Map |
|---------|-----------|--------------------------------|
| MP: 400 | E: Single | 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 |

| Cost | Mapless | Map |
|-----------------|---------|-----|
| 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 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 |

| Cost | Mapless | Map |
|------|---------|-----------------|
| | | 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 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 |
| Charge Up | 1 x Choice | | Move: 3 |
| Defend | | | Jump: 3 |
| Kriegstanz | | | JLVL 60: Jump +3 |
| 1 x Choice | | | 1 x Choice |
| Item | | | |

- **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:

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 |
| Charge Up | | HP Boost | Move: 3 |
| Defend | | Vehemence | Jump: 3 |
| Darkness Weapon | | 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 |
| 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 $\text{Level} * \text{Wisdom} * 0.6$ 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.

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.

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 | Self-Centered Burst |

| Cost | Mapless | Map |
|------|-------------------------|--------------------------------|
| | E: Front row of enemies | 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 |
| Charge Up | 2 x Choice | | Move: 3 |
| Defend | | | Jump: 3 |
| Conjuration Magick | | | 2 x Choice |
| Mystic Magick | | | |
| 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 |

| Weapon Proficiency | Armor Proficiency |
|--------------------|-------------------|
| 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 |
| Charge Up | 1 x Choice | | Move: 3 |
| Defend | | | Jump: 4 |
| Dragonsoul | | | JLVL 60: Ignore Elevation |
| 1 x Choice | | | 1 x Choice |
| Item | | | |

- **Action: Dragonsoul:** Techniques for fighting both with and against dragons.
- **Reaction: Dragonheart (1,000 TP):** Upon taking physical damage, you gain [Reraise][Status: 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 |
| Charge Up | | 1 x Choice | Move: 3 |
| Defend | | | Jump: 3 |
| Arcane Magick | | | 1 x Choice |
| Evocation Magick | | | |
| 1 x Choice | | | |

| Action | Reaction | Support | Move |
|--------|----------|---------|------|
| 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 |
| Charge Up | 1 x Choice | | Move: 4 |
| Defend | | | Jump: 3 |
| Fencing | | | 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 |

| Weapon Proficiency | Armor Proficiency |
|--------------------|-------------------|
| 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 |

Defend action. 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 |

| Cost | Mapless | Map |
|------|---------|-----------------|
| | | 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: ...

Leads to: ...

Freelancer

Requires: None

Leads To: None

| Action | Reaction | Support | Move |
|------------|-------------|-------------|-------------|
| Attack | 10 x Choice | 10 x Choice | Mapless: 3 |
| Charge Up | | | Move: 3 |
| Defend | | | Jump: 3 |
| 2 x Choice | | | 10 x Choice |
| Item | | | |

| 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

| Action | Reaction | Support | Move |
|-------------------|-------------|------------------------|------------|
| Attack | Blur | Charged Attacks | Mapless: 3 |
| Charge Up | 1 x Choice | 1 x Choice | Move: 3 |
| Defend | | | Jump: 3 |
| Gunmanship | | | 1 x Choice |
| 1 x Choice | | | |

| Action | Reaction | Support | Move |
|--------|----------|---------|------|
| Item | | | |

- **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 Mmunition

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.

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.

Fusilier 70 Ether Boost

| |
|-----------------|
| Cost |
| Primed Munition |
| MP: 2,000 |

Attack, and add Level * Intellect * 0.4 to the 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.

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

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 |
| Charge Up | 1 x Choice | 1 x Choice | Move: 4 |
| Defend | | | Jump: 3 |
| Geomancy | | | Ignore Terrain |
| 1 x Choice | | | 1 x Choice |
| Item | | | |

- **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 | Ranged Indirect |

| Cost | Mapless | Map |
|------|-----------|--------------------------------|
| | E: Single | 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 E: Single | Ranged Indirect 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 |

| Cost | Mapless | Map |
|------|---------|-----------------|
| | | 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 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 |
| Charge Up | 1 x Choice | Shield Force | Move: 4 |
| Defend | | 1 x Choice | Jump: 3 |
| Sparring | | | 1 x Choice |
| 1 x Choice | | | |

| Action | Reaction | Support | Move |
|--------|----------|---------|------|
| 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.

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.

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.

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 | Self-Centered Burst Target H: 0 Effect H/V: 2/2 |

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 |
| Charge Up | | Trigger Timing | Move: 4 |
| Defend | | 1 x Choice | Jump: 3 |
| Charged Weapon | | | 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 |

| JLVL | Unlock |
|------|-------------------------|
| 80 | Support: Trigger Timing |
| 99 | Job Mastered |

Mastery Bonus:

Charged Weapon

Gunbreaker 99 Renzokuken

| Cost |
|-------------|
| Limit Break |

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 |
| Charge Up | Parry | 1 x Choice | Move: 3 |
| Defend | 1 x Choice | | Jump: 3 |
| Arts of War | | | 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.

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 |
|-------------|
| Limit Break |

Physical Attack, Lightning-aspected. Targets all enemies on the battlefield. Ignores P-Eva.

Machinist

Requires: Arithmetician 30, Fusilier 30

Leads to: None

| Action | Reaction | Support | Move |
|--------------------|------------|--------------------|------------|
| Attack | 1 x Choice | Disassembly | Mapless: 3 |
| Charge Up | | 1 x Choice | Move: 3 |
| Defend | | | Jump: 3 |
| Power Tools | | | 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 E: All enemies | Ranged Direct 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 |

| Cost | Mapless | Map |
|------|---------|-----------------|
| | | 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: ...

Leads to: ...

Magitek System

Magitek Pilot 1

Magitek Pilot 10

Magitek Pilot 20

Magitek Pilot 30

Magitek Pilot 40

Magitek Pilot 50

Magitek Pilot 60

Magitek Pilot 70

Magitek Pilot 80

Magitek Pilot 90

Magitek Pilot 99 Overload Core Cannon

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 |
| Charge Up | | 2x Choice | Move: 3 |
| Defend | | | Jump: 3 |
| Arcane Magick | | | 2 x Choice |
| Black Magick | | | |
| Thaumaturgical Magick | | | |
| 1 x Choice | | | |
| Item | | | |

- **Support: Double MP Power:** MP-using actions cost double the MP. In exchange, their Damage is 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 |
| Charge Up | Gil Snapper | | Move: 4 |
| Defend | 1 x Choice | | Jump: 4 |
| Marauding | | | 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] 1 x Choice Item | 4 x Choice | 4 x Choice | Mapless: 4 Move: 4 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 1 x Choice | Scout 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 |

| Action | Reaction | Support | Move |
|--------------|---------------------|----------------------|-----------------|
| Charge Up | First Strike | Brawl | Move: 4 |
| Defend | 1 x Choice | Chakras | Jump: 4 |
| Martial Arts | | Fist Elements | Lifefont |
| Pugilism | | Beast Chakras | 1 x Choice |
| 1 x Choice | | 1 x Choice | |
| Item | | | |

- **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 |
| Charge Up | | | Move: 4 |
| Defend | | | Jump: 4 |
| 1 x Choice | | | 2 x Choice |
| Item | | | |

- **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 |
| Charge Up | 1 x Choice | Chakras | Move: 3 |
| Defend | | 1 x Choice | Jump: 4 |
| Martial Arts | | | 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 |
| 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 Width: 3 Length: 4 |

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.

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 |

Defend action. Also grants yourself [Boost Armor][Status: Boost Armor] for 4 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 |

| |
|---------|
| Cost |
| 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 Width: 1 Length: 8 |

Perform a melee attack against targets in a straight line, who are touching the ground. The damage is Physical and Earth-Aspected.

Monk 50 Doom Fist

| | | |
|------|-----------------------|-------|
| Cost | Mapless | Map |
| None | R: 1 row E: Single | 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: Whole row | Burst Reach: 2 squares |

Magical Attack, Unaspected. Deals 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 | Burst R: 2 E/V: 1/1 |

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 | Burst R: 1 E/V: 1/0 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 Width: 3 Length: 4 |

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 R: 1 E/V: 1/1 |

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
- Orator - *Mystic* 30

| Action | Reaction | Support | Move |
|----------------------|------------------|----------------------|--------------------------|
| Attack | Absorb MP | Defense Boost | Mapless: 3 |
| Charge Up | 1 x Choice | 1 x Choice | Move: 3 |
| Defend | | | Jump: 3 |
| Mystic Magick | | | Ignore Weather |
| 1 x Choice | | | JLVL 80: Manafont |
| Item | | | 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 |

| JLVL | Unlock |
|------|---------------------|
| 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 MP: 40 | R: 6 rows E: Row | Ranged Direct Target H: 6 Effect H/V: 2/2 |

Attempts to cause Blind to all in the area.

Empowerment

| Cost | Mapless | Map |
|-------------------------|------------------------|-------------------------------------------------|
| Cast Time: 20 MP: 20 | 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. 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 |

| Cost | Mapless | Map |
|------|---------|-----------------|
| | | 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 MP: 160 | R: 6 rows E: Row | Ranged Direct 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 MP: 140 | R: 4 rows E: Single | Ranged Direct Target H: 4 Effect H/V: 1/1 |

Attempts to cause Chicken to the target.

Vengeance

| Cost | Mapless | Map |
|---------------------------|------------------------|-------------------------------------------------|
| Cast Time: 200 MP: 200 | R: 8 rows E: Single | Ranged Direct 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 |
| Charge Up | Reflexes | 1 x Choice | Move: 4 |
| Defend | 1 x Choice | | Jump: 4 |
| Ninjutsu | | | Waterwalking |
| 1 x Choice | | | 1 x Choice |
| Item | | | |

- **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:** You can equip two 1H weapons. 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 TP: 60 | R: 4 rows E: Single | Ranged Direct 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

Onion Knight

Requires: Chemist 60, Squire 60

Leads To: None

| Action | Reaction | Support | Move |
|--------|----------|---------|------------|
| Attack | None | None | Mapless: 4 |
| Defend | | | Move: 4 |
| Item | | | Jump: 4 |

| Weapon Proficiency | Armor Proficiency |
|--------------------|-------------------|
| 1H Swords | War |
| 10 x Choice | 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 |
| Charge Up | 1 x Choice | 1 x Choice | Move: 3 |
| Defend | | | Jump: 3 |
| Speechcraft | | | 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 |

| | |
|------|---------------|
| JLVL | Unlock |
| 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. |

| Roll | Animal | Result |
|---------|---------|-------------------------------------------------------------------------------------------------------------------|
| 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 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 1,000 Charge Time to the target.

Orator 20 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 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.

Orator 50 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.

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.

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.

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 Vayne 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 |
| Charge Up | | 1 x Choice | Move: 3 |
| Defend | | | Jump: 3 |
| Divine Weapon | | | 1 x Choice |
| 1 x Choice | | | |
| Item | | | |

- **Action: Divine Weapon:** Tapping in to your dark side to expose the fragility of everything else around you.
- **Support: Chivalry:** When you restore an ally's HP (other than yourself), you also regain an amount of MP equal to your Level.

| 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 |

| Cost | Mapless | Map |
|------|---------|-----------------|
| | | 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 3 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 * Intellect 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: 4,000 | 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 Special | R: 6 rows E: 1 row of enemies | Ranged Direct 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 * Intellect * 1.2 Damage. Ends Requiescat.

Northswain's Strike

| Cost | Mapless | Map |
|-----------|------------------------|-------------------------------------------------|
| TP: 5,000 | 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 instantly-kill. This is a Gravity/Death technique.

Paladin 90 Hallowed Bolt

| Cost | Mapless | Map |
|-----------|----------------------------------|-------------------------------------------------|
| TP: 7,000 | R: 6 rows E: 1 row of enemies | Ranged Direct 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 |
| Charge Up | | | Move: 3 |
| Defend | | | Jump: 3 |
| Sketch | | | 1 x Choice |
| Control | | | |
| 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

Psionics

Psychic 1 **Psychic Bomb**

Telepathy Alpha

Psychic 10 **Maser Eye**

Psychic 20 **Telekinesis**

Telepathy Beta

Psychic 30 Brainstorm

Psychobiolytic Lifeup Alpha

Psychokinetic Rocking Alpha

Psychic 40 Express

Psychokinetic Teleport Alpha

Telepathy Gamma

Psychic 50 Psychobiolytic Lifeup Beta

Psychokinetic Rocking Beta

Time Trip

Psychic 60 Magic Guard

Psychokinetic Starstorm Alpha

Telepathy Omega

Psychic 70 Physics Guard

Psychobiolytic Lifeup Gamma

Psychokinetic Rocking Gamma

Psychic 80 Psychokinetic Starstorm Omega

Psychokinetic Teleport Beta

Psychic 90 Psychobiolytic Lifeup Omega

Psychokinetic Rocking Omega

Psychic 99 Brain Melt Dancing

Pugilist

Requires: Squire 20

Leads to:

- Master Blackbelt - Monk 80, *Pugilist* 80

| Action | Reaction | Support | Move |
|-----------|------------|----------------------|------------|
| Attack | 1 x Choice | Animal Forms | Mapless: 4 |
| Charge Up | | Fist Elements | Move: 4 |
| Defend | | 1 x Choice | Jump: 4 |

| Action | Reaction | Support | Move |
|-----------------|----------|---------|------------|
| Pugilism | | | 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 |
| 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 TP: 400 | Melee | Melee |

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

- Black and White Mana:** You can hold Black and White Mana.

| Action | Reaction | Support | Move |
|--------------------------|------------|---------------------|------------|
| Attack | 1 x Choice | Duality Mana | Mapless: 3 |
| Charge Up | | 1 x Choice | Move: 3 |
| Defend | | | Jump: 3 |
| Red Magick | | | 1 x Choice |
| JLVL 80: Dualcast | | | |
| 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 | R: 4 rows | Ranged Indirect |
| MP: 200 | E: Single | 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 unaspected 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][Status: 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 | R: 6 rows | Ranged Indirect |

| Cost | Mapless | Map |
|-----------|----------|--------------------------------|
| MP: 4,000 | E: 1 row | 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 |
| Charge Up | | | Move: 3 |
| Defend | | | Jump: 3 |
| Recall | | | |
| Black Magick | | | 1 x Choice |
| 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 |
| 2H Rods | Caster |
| 2H Staves | Healer |
| 1H Flails | 1 x Choice |
| 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 |
| Charge Up | Shirahadori | 1 x Choice | Move: 3 |
| Defend | 1 x Choice | | Jump: 3 |
| Iaido | | | 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 |

Defend 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 |

| Cost | Mapless | Map |
|------|---------|-----------------|
| | | 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 | Self-Centered Burst |

| Cost | Mapless | Map |
|------|----------|--------------------------------|
| | E: Party | 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 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 |
| Charge Up | | Scholar Fey Pacts | Move: 3 |
| Defend | | Faerie Dust | Jump: 3 |
| Scholastic Magick | | 1 x Choice | 1 x Choice |
| Arcane Magick | | | |
| 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
 - Moogle-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 | R: 6 rows | Ranged Indirect |
| MP: 1,200 | E: Single | 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 |

| Cost | Mapless | Map |
|------|---------|-----------------|
| | | 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 |
| Charge Up | 1 x Choice | Blood Price | Move: 4 |
| Defend | | JLVL 60: Auto Aspir Saber | Jump: 3 |
| Weapon Magick | | 1 x Choice | Move +1 |
| 1 x Choice | | | 1 x Choice |
| Item | | | |

- **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 |
| 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

Defend 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 |
| Charge Up | 1 x Choice | 1 x Choice | Move: 4 |
| Defend | | | Jump: 3 |
| Fundamentals | | | Move +1 |
| 1 x Choice | | | 1 x Choice |
| Item | | | |

- **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: Fundaments |
| 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.

Fundaments

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, causing 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 |
| Charge Up | 1 x Choice | 1 x Choice | Move: 3 |
| Defend | | | Jump: 3 |
| Summoning Magick | | | 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 |

| JLVL | Unlock |
|------|------------------------|
| 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
- Geomancer - Monk 40, *Thief* 40
- Ninja - Archer 40, Geomancer 20, *Thief* 50

| Action | Reaction | Support | Move |
|-----------------|------------------|--------------|----------------|
| Attack | Vigilance | Poach | Mapless: 4 |
| Charge Up | 1 x Choice | 1 x Choice | Move: 4 |
| Defend | | | Jump: 4 |
| Thievery | | | Move +2 |
| 1 x Choice | | | Jump +2 |
| Item | | | 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 Defend 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 |
| Charge Up | | | Move: 3 |
| Defend | | | Jump: 3 |
| Arts of War | | | 1 x Choice |
| Darkness Weapon | | | |
| 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 | Swiftess | Mapless: 3 |
| Charge Up | 1 x Choice | 1 x Choice | Move: 3 |
| Defend | | | Jump: 3 |
| Time Magick | | | Levitate |
| 1 x Choice | | | JLVL 80: Teleport |
| Item | | | 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: Swiftess:** 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: Swiftess |
| 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 | R: 6 rows | Ranged Direct |
| MP: 100 | E: 2 rows | 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 | Ranged Direct |
| | E: Single | Target H: 4 |
| | | Effect H/V: 1/1 |

Applies Regen to the target.

Speed

| Cost | Mapless | Map |
|---------|-----------|-----------------|
| MP: 100 | R: 4 rows | Ranged Direct |
| | E: Single | 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 | Ranged Direct |
| | E: Single | 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 MP: 150 | R: 6 rows E: 2 rows | Ranged Direct 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 E: Single | Ranged Direct Target H: 4 Effect H/V: 1/1 |

Applies Haste to the target.

Regenra

| Cost | Mapless | Map |
|--------|------------------------|-------------------------------------------------|
| MP: 90 | R: 6 rows E: 2 rows | Ranged Direct 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 E: 2 rows | Ranged Direct 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 MP: 380 | R: 6 rows E: 2 rows | Ranged Direct Target H: 6 Effect H/V: 3/3 |

Applies Haste to all allies in the area.

Old

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

Attempts to cause Old status.

Time Mage 60 Comet

| Cost | Mapless | Map |
|---------------------------|------------------------|-------------------------------------------------|
| Cast Time: 800 MP: 800 | R: 6 rows E: 2 rows | Ranged Direct 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 E: 2 rows | Ranged Direct 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 MP: 800 | R: 6 rows E: 2 rows | Ranged Direct 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 MP: 990 | R: 6 rows E: 2 rows | Ranged Direct 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 E: 2 rows | Ranged Direct 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 MP: 2,000 | R: 6 rows E: 2 rows | Ranged Direct 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 MP: 1,600 | R: 6 rows E: 2 rows | Ranged Direct 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 |
| Charge Up | | JLVL 80: Mastering the Beast | Move: 4 |
| Defend | | 1 x Choice | Jump: 4 |
| Warbeast | | | 1 x Choice |
| Marauding | | | |
| 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 | Self-Centered Burst Target H: 0 Effect H/V: 2/2 |

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 |
| Charge Up | 1 x Choice | 1 x Choice | Move: 3 |
| Defend | | | Jump: 3 |
| White Magick | | | 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 |
|--------|-------------------------------|----------------------------------------------------------|
| MP: 30 | 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.

Against undead, this becomes an unaspected magical attack.

Dia

| 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 |

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.

Fade

| 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 |

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.

Libra

| Cost | Mapless | Map |
|--------|------------------------|---------------------------------------------------|
| MP: 10 | R: 4 rows E: Single | Ranged Indirect 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 E: Single | Ranged Indirect 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 |
|--------|------------------------|---------------------------------------------------|
| 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 |
|--------|-------------------------------|----------------------------------------------------------|
| 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.

Shell

| Cost | Mapless | Map |
|--------|-------------------------------|----------------------------------------------------------|
| 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.

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 |
|---------|-------------------------------|----------------------------------------------------------|
| 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.

Blink

| Cost | Mapless | Map |
|--------|-----------|-----------------|
| MP: 80 | R: 4 rows | Ranged Indirect |

| Cost | Mapless | Map |
|------|-----------|--------------------------------|
| | E: Single | Target H: 4 Effect H/V: 1/1 |

Grants Blink to the target.

Cura

| Cost | Mapless | Map |
|--------|-------------------------------|----------------------------------------------------------|
| 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.

Diara

| 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 |

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

Hold

| Cost | Mapless | Map |
|--------|------------------------|---------------------------------------------------|
| 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 |
|--------|------------------------|---------------------------------------------------|
| 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 |
|---------|------------------------|---------------------------------------------------|
| 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 |
|---------|------------------------|---------------------------------------------------|
| 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 |
|--------|------------------------|---------------------------------------------------|
| MP: 80 | R: 4 rows E: Single | Ranged Indirect Target H: 4 Effect H/V: 1/1 |

Grants [Float][Status: Float] to the target for six status phases.

Mini

| Cost | Mapless | Map |
|--------|------------------------|---------------------------------------------------|
| 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 |
|---------|------------------------|---------------------------------------------------|
| 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 |
|---------|
| 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 |
|---------|------------------------|---------------------------------------------------|
| MP: 180 | R: 4 rows E: Single | Ranged Indirect Target H: 4 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 |
|---------|-------------------------------|----------------------------------------------------------|
| 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 unsuspected magical attack.

Diaga

| 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 |

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

Reflect

| Cost | Mapless | Map |
|---------|------------------------|---------------------------------------------------|
| 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 |
|---------|-------------------------------|----------------------------------------------------------|
| 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.

White Mage 50 Arise

| Cost | Mapless | Map |
|---------|------------------------|---------------------------------------------------|
| 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 |
|---------|------------------------|---------------------------------------------------|
| 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 |
|---------|-------------------------------|----------------------------------------------------------|
| 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 the targets for 20 status phases.

Shellga

| Cost | Mapless | Map |
|---------|-------------------------------|----------------------------------------------------------|
| 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 the targets for 20 status phases.

White Mage 60 Curaja

| Cost | Mapless | Map |
|---------|-------------------------------|----------------------------------------------------------|
| 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.

Diaja

| Cost | Mapless | Map |
|---------|-----------|-----------------|
| MP: 800 | R: 4 rows | Ranged Indirect |

| Cost | Mapless | Map |
|------|------------------|---------------------------------------|
| | 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 * 0.8 damage. In multi-target mode, causes Level * Intellect * 0.6 Damage.

Pearl

| 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 |

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

Reraise

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

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

White Mage 70 Floatga

| Cost | Mapless | Map |
|---------|---------------------|---------------------------------------------------|
| MP: 800 | R: 4 rows E: Row | Ranged Indirect Target H: 4 Effect H/V: 2/2 |

Grants [Float][Status: Float] to the targets for 20 status phases.

Holdga

| Cost | Mapless | Map |
|---------|---------------------|---------------------------------------------------|
| 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.

Raisega

| Cost | Mapless | Map |
|-----------|---------------------|---------------------------------------------------|
| 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.

White Mage 80 Curada

| Cost | Mapless | Map |
|-----------|-------------------------------|----------------------------------------------------------|
| 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.

Diadem

| Cost | Mapless | Map |
|-----------|-------------------------------|----------------------------------------------------------|
| 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.

Holy

| Cost | Mapless | Map |
|-----------|-------------------------------|----------------------------------------------------------|
| 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.

White Mage 90 Dispelga

| Cost | Mapless | Map |
|-----------|---------------------|---------------------------------------------------|
| MP: 1,500 | R: 4 rows E: Row | Ranged Indirect 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.

Esunaga

| Cost | Mapless | Map |
|-----------|---------------------|---------------------------------------------------|
| MP: 5,000 | 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.

Rearise

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

Grants [Rearise][Status: 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

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 * 0.2 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

Goblin

Dominant Form

No templates.

Egi-Form

- Half HP
- Half P-Def
- Half M-Def

Esper Action: Goblin Knife

Attack, without provoking any Reactions.

Evocation Magick: Goblin Trash

| Cost |
|-------|
| 60 MP |

Restores one item use of your choice.

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

Summoning Magick: Self-Destruct

| Cost | Mapless | Map |
|---------------------------|------------------------|---------------------------------------------------|
| Cast Time: 100 MP: 100 | R: 4 rows E: Single | Ranged Indirect Target H: 4 Effect E/V: 1/1 |

Magical Attack, Fire-Aspected, dealing Level * Intellect * 0.6 Damage.

Cockatrice

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

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

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]

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 MP: 300 | R: 4 rows E: 2 rows | Ranged Indirect 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 MP: 350 | R: 4 rows E: 2 rows | Ranged Indirect 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 MP: 300 | R: 4 rows E: 2 rows | Ranged Indirect 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 |

| Cost | Mapless | Map |
|------|---------|-----------------|
| | | 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 MP: 400 | R: 4 rows E: 2 rows | Ranged Indirect 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 MP: 450 | R: 4 rows E: 2 rows | Ranged Indirect 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 MP: 480 | R: 4 rows E: 2 rows | Ranged Indirect 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 MP: 500 | R: 4 rows E: 2 rows | Ranged Indirect 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 MP: 650 | R: 6 rows E: Single | Ranged Indirect 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 MP: 600 | R: 6 rows E: Single | Ranged Indirect 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 MP: 650 | R: 4 rows E: 2 rows | Ranged Indirect Target H: 4 |

| Cost | Mapless | Map |
|------|---------|-----------------|
| | | 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
Syl dra
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 |
| 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.