

FINAL FANTASY III

MATSON

Craveller's Handbook

Welcome to the Final Fantasy III Maeson Traveller's Handbook!

You can't possibly know all details from every single thing that may cross your path, specially if it's your first time out, wouldn't you agree?

That is why this handy book exists! Think of it as a companion piece of sorts where you can check up details about equipment, magic spells, other objects and more information as you travel around the world... And beyond!

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Command Information

Here you can read about the several talents each Class can use, because while some are obvious like Attack, or Item, others could do with a bit of a description to give some technical details.

Statistic Information

Strength:

Every two points of Strength grant one point of Attack for each arm individually.

Agility:

Every four points you gain 1 point of Accuracy. Every 16 points you gain an extra Hit, two if dual wielding. Every 32 points you gain one Evasion Multiplier.

Vitality:

Every two points you gain one Defense. Vitality affects how much HP you gain upon reaching a new Level.

Intellect:

Every two points, you add one to the power of Spells cast. Every 16 points you gain a Magic Multiplier for Black Magic, Geomancy and Summon Magic. Every two points you gain one Magic Evasion. It also affects Accuracy for Black Magic, Summon Magic and Geomancy.

Spirit:

Effects are the same as Intellect but for White Magic and some other positive effects from Summons. Every 16 points you gain a Magic Multiplier for White Magic and some Summon effects. Every two points you gain one Magic Evasion. It affects the Accuracy of White Magic.

Fight:

Physically attacks one target with the equipped weapon, or weapons if dual wielding.

Defend:

Lowers damage received on that round, but only if it activates before the enemies' attacks.

Escape:

The character attempts to escape the battle, but you cannot run away from every battle.

Item:

Use an Item from your inventory, swap your weapons and/or shield, or try using a weapon's Spell.

Steal:

The character attempts to take an item from an enemy. Higher Job Level raises the chances.

Scare:

Reduces the Level of normal foes by 3, and can cause them to flee the battle or lower the strength of their Spells. Fails on bosses.

Magic:

The ability to cast Spells. Which ones can be used depend on each Class. Also for Summons.

Terrain:

Geomancer's exclusive brand of Magic. Effects vary depending on what type of land it's on.

Scan:

Examines a target in an attempt to find elemental weaknesses.

Jump:

Jumps out of battle on the first turn, then hits the target, doing twice as much damage than normal.

Build:

Black Belt's ability. Charges up during that turn to increase the damage of its next attack. If used much it will hurt you!

Cheer:

Raises the damage of any physical attacks of the entire party by 10% and lasts the entire battle.

Classes

Those blessed with the power of the Crystals have the miraculous ability to change themselves into a variety of Classes, also known as Jobs, with different talents, strong points, weak points and of course, looks. Upon receiving the power of the Wind Crystal, access to all Classes will be unlocked, so it's of high importance to know each one on a basic level.

Though they can change at any given moment, they aren't able to do so freely, they need to use an energy called Capacity. This energy can be gained by slaying creatures born from the darkness that is engulfing our world, and how much you are given depends on their relative strength. Capacity is shared among the members of your group, so have that in mind.

Fortunately it shouldn't be much of a hassle beyond your early steps throughout this world, even more if you have made up your mind on what type of party you want to form. This is where this handbook enters the picture! Here you can find a small analysis on each Class, with some information about their roles in a team, what abilities might have, what Spells they can learn if they are capable of using Magic, and some snippets about the projected growth of their Statistics.

To be successful adventurers without needing extra training to be made, a party must have a good balance. Warriors that can use different types of weapons so there's no issues when sharing treasures found, thinking what types of spells each team member will focus on and of course to have a good amount of White and Black Magic to deal with anything. Knowing what type of team you want from the beginning can be greatly beneficial because...

Practice makes perfect:

...Every member of your team will not only improve statistically as they battle, their Class of choice will improve too! This is called with several names such Skill, Class or Job Levels. No matter the name, it's more important learning what effects a properly trained Class entails. Fighting, casting Magic, using a given Class' special Talent or using Items over the course of battles will grant experience and after a number of actions, your Skill Level will increase. Running away, of course, won't provide any experience. How could you improve battling if you keep fleeing? As Skill improves, so will do the performance of that person.

The most basic improvement is the bonuses that Skill can have to Attack Power and Accuracy for physical damage dealers. If you were to compare two Knights, one properly trained and another that was just changed into said Class, we could be talking about a difference of fifteen, maybe even over twenty more Attack. Might not sound like much at first, but when you add that it would be fifteen per arm if dual wielding, and it would affect every single hit that Knight does, those fifteen points more start making a much bigger difference! Not to mention missing less attacks is also very desirable, wouldn't you say?

Another, and maybe even more important aspect could easily be related to Magic! You see, every sixteen Skill Levels gained, every type of Magic (Black, White, Summon and Geomancy) receive an upgrade, so they will hit harder, heal better, grant better effects or have better chances to cause Status Effects, depending on the Spell of course. And the Thief's steal chance raises with Skill too, so you can get rare things more reliably!

This is why knowing which Classes you will use is so important, if you keep changing as you travel you will make yourself weaker on the long run!



Onion Knight

Str	Agi	Vit	Int	Spi	
5	5	5	5	5	L. 1
9	9	9	9	9	L.45
99	99	99	99	99	L.99

The Onion Knight is the first Class you have access to, so it should not be a surprise to find out it's one of the simplest and more basic ones. Unable to use Magic, with limited equipment options and really slow Stat growth, anyone would recommend you to change into any other Class when available.

This Class does hold one big point of interest as, while weak and very unimpressive for most of its development, close to the end its statistics will start to raise tremendously. Not just that, but out there are some very powerful pieces of equipment that only they can use. So they can be very powerful...

But the time and effort you should invest is too much for it to be worth anything.

Max MP: Spells:
None



Fighter

Str	Agi	Vit	Int	Spi	
12	8	10	6	6	L. 1
70	24	44	24	24	L.45

With the highest Strength growth and access to many weapons, and being the only Class able to wield the powerful Triton Hammer, the fighter is the purest form of a front-line warrior. Its Vitality is also great, granting more HP and Defense than most other Classes.

The Fighter can use its great power for intimidation too! It can Scare enemies, lowering the power of their Spells and Skills, and sometimes also making them run away from battle!

But of course, this Class has its weaknesses too. While no one can compete with it on a damage-per-hit basis, its has the lowest Agility and a lower number of hits, and it's not as good taking magical hits as physical ones, but is high HP growth no doubt will help.

Max MP: Spells:
None



Monk

Str	Agi	Vit	Int	Spi	
10	10	10	5	7	L. 1
60	40	50	15	35	L.45

This Class sacrifices the equipment variety of your usual front-line warrior, only being able to use lighter defensive gear and weapons such as Daggers or Claws to reach higher Agility, for a higher number of Hits and more Accuracy. Fortunately, its great Vitality will keep the Monk with a steady HP growth and add some natural Defense to it.

Beyond that, the Monk is capable of learning some White Magic Spells. Cure 2 can be really useful throughout your adventure, and it has the Spirit to be able to cast it as well as most hybrid Classes, so while it probably get hurt more than a Fighter, it can last longer on the battlefield by itself. Not to mention, being able to equip some mage-type gear, it will resist magical hits better than most front-line warriors.

Max MP: Spells:
20 L1 Cure Pure Sight
15 L2 Aero Mini Toad
10 L3 Cure2 Wash Exit



Sorcerer

Str	Agi	Vit	Int	Spi	
8	10	8	6	12	L. 1
40	33	32	20	48	L.45

The Sorcerer is the middle road between the Devout and a light front line warrior for the most part, focusing more on supportive White Magic than on healing or offensive Spells with much improved fighting skills.

As such, it can help the team with Wall and even Haste, cause some Status Effects and even bring back allies from death with Life2 with full health, giving some significant edge against other hybrid Classes. But it's less stellar than the Devout in healing, and has less MP.

As a warrior, it can wield a selection of Swords, Daggers and Bows among others, and although it can't wield any of the most powerful ones, it has better Agility than a Fighter or Knight. It can wear a decent selection of both light and heavy armor, so it can have better survivability than a Scholar or Geomancer. A team player, but careful with its low HP growth.

Max	MP:	Spells:
20	L1	Cure Pure Sight
18	L2	Aero Mini Toad
15	L3	Cure2 Exit Wash
10	L4	Mute Confu
10	L5	Cure3 Life
10	L6	Aero2 Haste
5	L7	Heal Wall
5	L8	Life2



War Mage

Str	Agi	Vit	Int	Spi	
10	8	8	12	6	L. 1
40	33	32	48	20	L.45

The War Mage is the Black Magic oriented counterpart of the Sorcerer.

This Class has access to many Black Magic Spells, with a focus on Status Effects and the basic three elemental Spells, which are formidable offensive choices. Well thrown Status Spells can be a powerful allies too, specially when they do a good job without the need of wielding Rods to increase Intellect, so you can inflict Sleep or Blind while attacking with Daggers, Spears or Claws to deal with enemies, reserving MP from higher Levels to deal with tougher enemies.

With Rods it can act as a respectable spellcaster, if the need arises. It can equip the same defensive gear as the Sorcerer, so the same applies to the War Mage. Just like its weakness too, with a low HP growth it can struggle at points on the front row.

Max	MP:	Spells:
20	L1	Fire Ice Sleep
18	L2	Bolt Venom Blind
15	L3	Fire2 Ice2 Bolt2
10	L4	Ice3 Break Confu
10	L5	Bolt3 Blast
10	L6	Fire3 Warp
5	L7	Drain Break2
5	L8	Death



Red Mage

Str	Agi	Vit	Int	Spi	
10	8	10	10	10	L. 1
50	24	40	40	40	L.45

The Red Mage is... No, there's no Red Magic. This Class is actually what you could call a mix of a Fighter, a Magus and a Devout. Sounds handy, huh?

It certainly holds well as a mix. High Strength, capable of using Swords, Spears, Daggers and Axes (its preferred type) and heavy armor coupled with great Vitality gives the Red Mage a lot of ground as a physical powerhouse.

And on the magical side, it has solid enough Intellect and Spirit, can wield Rods and Staves to raise them further, and can learn Magic of both types up to Level 5. Add the possibility to use mage gear and you have a really moldable Class that with good equipment combinations, can be highly effective. It can't outdo any of the Classes it resembles at their speciality, but it can do all three at any time!

Max	MP:	Spells:
20	L1	Every Black & White Spell
18	L2	Every Black & White Spell
15	L3	Every Black & White Spell
10	L4	Ice 3 Break Confu Libra Mute
10	L5	Bolt3 Blast Cure3 Life



Ranger

Str	Agi	Vit	Int	Spi	
12	8	8	6	10	L. 1
40	40	32	25	35	L.45

The Ranger, contraty to most physical Classes, puts a lot more importance in Agility than on Vitality and Strength, and with that comes its own set of strong and weak points. With the potential of reaching a much higher number of hits than let's say, a Viking or Fighter, the Ranger can make a great use of weaker weapons such as Daggers and normal Spears on the front row.

But when it really shines is with Bow & Arrows, dealing pretty substantial damage while being safe on the back row, where its very low Vitality and HP Growth hurts less. With a bow it can also hit the back row of the enemy side without issues, unlike with melee weapons. It can become a rather respectable support teammate, learning White Magic up to Level 6, but it has to cut down its role as a damage dealer to do so. Overall, an effective but fragile Class.

Max MP:	Spells:				
20	L1	Cure	Pure Sight	Ice	Sleep
18	L2	Aero	Mini Toad	Blind	Venom
15	L3	Cure2	Wash Exit	Ice2	
10	L4	Confu	Libra	Ice3	
10	L5	Cure3	Life Safe		
5	L6	Aero2	Soft		



Knight

Str	Agi	Vit	Int	Spi	
12	8	12	6	10	L. 1
50	24	60	15	35	L.45

The Knight is a front line Class that is defined by its defensive traits more than its capabilities as a pure damage dealer. Thus, this Class reaches the highest Vitality, giving it the highest natural Defense and HP growth by far. It can also learn up to Level 5 White Magic that really comes in handy to keep its team safe, although like with other hybrid Classes, it will take some time until they can be truly reliable.

But its most unique asset is the ability to Guard weakened allies from physical hits, taking damage in their stead and saving them. This is an instinctive behavior, the Knight will jump in front of the attacked ally without any order given to it, making it a very useful talent.

On the downsides, it shares the slowest Agility growth, and while a solid damage dealer, it lags behind Classes with either more powerful weapon options or higher number of hits.

Max MP:	Spells:				
20	L1	Cure	Pure Sight		
18	L2	Aero	Mini Toad		
15	L3	Cure2	Wash Exit		
10	L4	Confu	Mute		
10	L5	Cure3	Life Safe		



Thief

Str	Agi	Vit	Int	Spi	
10	12	8	8	6	L. 1
40	44	36	36	24	L.45

You could see the Thief as a Fighter that sacrificed its bulk and raw power for godlike Agility and a more cheeky special talent. Truth be told, the average at best Strength and Vitality of this Class won't gain any prize.

But with such Agility, it's very easy for the Thief to reach the ridiculous amount of eighteen hits by the late parts of the adventure, a feat only few Classes can reach, and by having to wear equipment pieces that would leave them with less than desirable defensive capabilities. Of course, it can't equip much, but between Daggers, some Swords, Throwing Weapons and Bows & Arrows it has choices. In fact, it's one of the few Classes that can use the Yoichi Bow!

That's not all! Its ability to Steal from monsters and find rare items and being able to open locked doors can be quite useful! Poor durability aside, it's a cool Class.

Max MP:	Spells:
	None



Scholar

Str	Agi	Vit	Int	Spi	
10	8	8	12	6	L. 1
40	40	36	48	24	L.45

The Scholar is an unorthodox Class for sure. You may think with its name that this Class may focus on something like Magic, and while it certainly is able to use it to some extent, that is more like a side talent. Its Strength and specially its Agility are pretty high for a spellcaster, to the point of making a pretty good use of Daggers and Books on the front row, and Throwing Weapons and Bow & Arrows in the back.

Add to that a pretty large selection of White and Black Spells up to Level 5 and pretty great Intellect and you have a Class that can dish out a lot of damage. It can even Scan enemies looking for weaknesses, and exploit them with elemental Arrows or Magic, specially combined with the Rune Bow or Books!

Its weakness is mainly not being suited for front line duties with lower Vitality and mage gear.

Max MP: Spells:

20	L1	Every Black & White Spell
18	L2	Every Black & White Spell
15	L3	Every Black & White Spell
10	L4	Ice 3 Break Confu Libra
10	L5	Bolt3 Blast



Geomancer

Str	Agi	Vit	Int	Spi	
10	8	8	12	6	L. 1
40	40	36	48	24	L.45

It might look like it's getting ready for a nap, but don't underestimate the Geomancer, for it has a very interesting niche and talent, as it's capable of calling forth the forces of nature to attack its enemies! Geomancy's effect depends on the area the user is battling in, so on open fields and forests might cause one effect, while on caves and dungeons an entirely different power might be awoken.

This can make it unreliable depending on the situation, and if the Geomancer fails it can hurt itself, but on the other hand it requires no MP to use, so it can be called infinitely, and all effects pack a respectable punch. It has a rather varied selection of weapons, specially instruments in the form of Bells and Harps, which are better than you may think as weapons, and they're charged with White Spells that give the Geomancer a bit of a support role. It's a rather unexpensive Class and Geomancy is great for long dungeons.

Max MP: Spells:

This Class uses Geomancy



Dragoon

Str	Agi	Vit	Int	Spi	
12	8	8	10	6	L. 1
50	34	40	38	22	L.45

The Dragoon is a swift front line Warrior with some unique traits to its name. The most recognizable element of this Class is its ability to Jump to incredible heights, avoid damage for a turn and then land on its target, dealing twice the normal damage. But be careful, this can put teammates in more danger as monsters will focus on them more.

Spears are its favourite weapon but can use a wide selection of others, and late on your journey it can deal more hits than a Knight or Fighter. It can also cast a bit of Black Magic. Fire Spells for decent single target hits and Shade, which is decent to hit groups of enemies without worrying about elemental resistances.

Max MP: Spells:

12	L1	Fire
10	L3	Fire2
10	L4	Shade
10	L6	Fire3

Its weaknesses is being more fragile than other front-line warriors because of its lower Vitality, and that needs gear to improve its magic abilities more than others.



Viking

Str	Agi	Vit	Int	Spi	
10	8	10	10	6	L. 1
60	24	44	38	33	L.45

The Viking is a front line warrior that trades finesse for more power. Sporting one of the highest Strengths, and being able to wield some of the heaviest and more powerful weapons in this world, Axes and Hammers, certainly makes the Viking a force to be reckoned with. Even more, the Viking has access to Thunder Spells and Quake, and can do a bit of support with Cure 3 and Safe, raising allies' defenses.

All of that makes it a great Class, but it pays a price for it. The Viking's limited MP forces it to use the stronger Spells very selectively, it is one of the slowest Classes, and its preferred weapons, while strong, have lower Accuracy.

But all in all, the Viking is a great companion.

Max	MP:	Spells:
10	L2	Bolt
10	L3	Bolt2
8	L5	Bolt3 Cure3 Safe
4	L7	Quake



Magic Knight

Str	Agi	Vit	Int	Spi	
10	8	8	12	6	L. 1
50	28	36	50	20	L.45

The Magic Knight, also known as Mystic Knight, is a Class with a pretty self explaining name. This Class has access to a good variety of weapons, with a rather exclusive type with Dark Swords, blades created to fight evil using the power of Darkness.

It can use Rods and a very extensive selection of defensive gear, so it can be easily suited up for several roles. And of course, it can learn Magic up to Level 6, including Dark.

Overall, the Magic Knight is a very solid offensive Class that can deal great damage on both sides, but by stretching so much offensively, it ends up with very average Vitality, and will fall behind most front-line warriors in HP and its Agility, although better than that of a Knight or Fighter, falls behind the Dragoon's.

Max	MP:	Spells:
20	L1	Fire Ice Sleep
18	L2	Bolt Venom Blind
15	L3	Fire2 Ice2 Bolt2
10	L4	Ice3 Break Confu
10	L5	Bolt3 Kill Blast
10	L6	Fire3 Bio Warp



Evoker

Str	Agi	Vit	Int	Spi	
10	8	8	12	8	L. 1
60	40	32	48	42	L.45

The Evoker is a different kind of spellcaster, as it does not learn a single White or Black Spell, but instead is an apprentice of Summon Magic, and "apprentice" is key here. This Class can summon mythical beings to act in its stead, but while the Evoker can call them, it cannot command them. This means that the effect of their attacks will be chosen by the creatures themselves, and there's a factor of luck and chance with them.

Fortunately, it's always positive for you. Besides that, the Evoker can be a frail but surprisingly strong physical damage dealer with both stellar Strength and Agility, armed with a Bow and Arrow. It can also use Rods and some Staves to improve its spellcasting too if its needed. It can use Cure to some success too.

Max	MP:	Spells:
20	L1	Chocobo Cure
18	L2	Shiva
15	L3	Lamuh
13	L4	Ifrit
12	L5	Titan
11	L6	Odin
10	L7	Leviathan
10	L8	Bahamut

It's biggest issue is the low HP growth, and low selection of weapons available.



Bard

Str	Agi	Vit	Int	Spi	
6	8	8	12	12	L. 1
40	38	36	43	43	L.45

The Bard is a highly versatile Class, capable of doing many things. Its unique asset is to Cheer the party, raising the moral of the group and making them strike harder with physical hits, an effect that last for the entire battle.

Beyond that, the Bard can also use a mix of White and Black Magic up to Level 6, and it has the Intellect and Spirit to make good use of it. It needs to be very choosy with what Spells will learn, and contrast with the rest of the team to choose the most useful ones.

While it has good Agility, it cannot use many weapons, and might find some struggle on the front row with mage-type gear. But all in all, the Bard is a fun Class and it can aid in many ways, in any team. So long as you gear it for a particular task, it will no doubt be a shining member of any group.

Max MP:	Spells:
20 L1	Every Black & White Spell
18 L2	Every Black & White Spell
15 L3	Every Black & White Spell
10 L4	Ice 3 Break Confu Libra Mute
10 L5	Bolt3 Blast Cure3 Life
10 L6	Fire3 Aero2 Soft



Black Belt

Str	Agi	Vit	Int	Spi	
12	8	10	6	6	L. 1
70	40	44	24	24	L.45

The Black Belt is what you get if you strip the Monk from its Magic abilites and push it further as a physical damage dealer. Sporting amazing Strength, Agility and Vitality makes it a dangerous opponent. It can wield the strongest Claws, and can even Build Up power by spending turns charging up, so the next attack will deal increased damage! But be careful, charging too much will harm the Black Belt and make it lose its gained power.

The downside is that, well, it's the only thing the Black Belt does. It's great at it, but you may need more than that depending on what type of team you want, or what it needs.

Max MP:	Spells:
None	



Magus

Str	Agi	Vit	Int	Spi	
6	8	8	16	6	L. 1
30	28	32	60	20	L.45

The Magus, as the name implies, is an specialist in spellcasting, Black Magic in particular. While many other Classes dabble into Magic, no one can compare to the Magus, as it has the highest Intellect growth, the highest MP pool and is capable of learning every single Spell to be learnt under Black Magic, including the amazingly powerful Level 8 Spells.

It tends to do the most damage out of any Class, but of course, it also has its downsides. Its tied for the lowest Vitality, and thus the lowest HP growth. Its MP, while higher than any other Class, it's not infinite, and a Magus worth its salt wil think twice before wasting charges of higher Levels. It's also a poor fighter, with little weapon choices and bad performance on the front line, but it's competent enough with Bows.

Max MP:	Spells:
24 L1	Fire Ice Sleep
20 L2	Bolt Venom Blind
18 L3	Fire2 Ice2 Bolt2
13 L4	Ice3 Break Confu
13 L5	Bolt3 Kill Blast
13 L6	Fire3 Bio Warp
10 L7	Quake Drain Break2
10 L8	Flare Death Meteo

But why waste time with weapons when you are a master of Magic?



Devout

Str	Agi	Vit	Int	Spi	
6	8	8	6	16	L. 1
30	28	32	20	60	L.45

The Devout is for White Magic what the Magus was for Black Magic, an absolute master of it. It can learn every White Magic Spell, with Level 8 having useful Magic such as Life 2, and Holy. The Devout's healing skills are unmatched thanks to the highest Spirit growth, and its support Spells will take care of the team.

It also shares the main weaknesses of the Magus, with low Vitality and HP growth, the same poor selection of weapons, and similar needs to preserve MP even with its high MP pool, although White Magic tends to be spent less often than Black Magic because of its more supportive role.

There's not much more to say, it is the undisputed healer and support Class, and while you could do without a Devout, you will never do better.

Max	MP:	Spells:
24	L1	Cure Pure Sight
20	L2	Aero Mini Toad
18	L3	Cure2 Exit Wash
13	L4	Mute Confu Libra
13	L5	Cure3 Life Safe
13	L6	Aero2 Soft Haste
10	L7	Cure4 Heal Wall
10	L8	Holy Life2 Whirlwind



Summoner

Str	Agi	Vit	Int	Spi	
12	8	8	10	6	L. 1
60	40	40	38	38	L.45

The Summoner is a more experienced Evoker, yet at the same time it's also more limited. When a Summoner calls forward a creatue, it will attack the entire enemy group with elemental magic attacks.

They're decent, but this also means the Summoner can't take advantage of the beneficial effects that the Evoker could get from summoning. Thus, more reliable albeit not as versatile. And its Intellect is lower, too.

On the other hand, the Summoner is every bit as good as the Evoker with Bows, can weild a few more weapons, and has a surprisingly good Vitality Growth. So it's a better warrior.

Its main weakness is that it has to choose between stronger Summons or strong Bow attacks.

Max	MP:	Spells:
20	L1	Chocobo Cure
15	L2	Shiva
15	L3	Lamuh
15	L4	Ifrit
10	L5	Titan
10	L6	Odin
8	L7	Leviathan
8	L8	Bahamut



Sage

Str	Agi	Vit	Int	Spi	
6	8	8	12	12	L. 1
36	32	36	43	43	L.45

The Sage is a Class capable of using every White and Black Spell! Certainly, that means is the ultimate spellcaster, right?

...Well, no, not really. Being able to use all that Magic is an amazing asset, but its Intellect and Spirit are lower than both the Magus and Devout, it has less MP than them and you can't be geared to take advantage of all types of Magic at once, so you need to choose what to focus on at a single time, limiting the Sage.

That said, it is a better fighter and can gain more HP than both the Devout and Magus. Well used it's an awesome Class, and can be built in many different ways, but it's just not above pure spellcasters.

Max	MP:	Spells:
20	L1	Every Black & White Spell
18	L2	Every Black & White Spell
15	L3	Every Black & White Spell
10	L4	Every Black & White Spell
10	L5	Every Black & White Spell
10	L6	Every Black & White Spell
7	L7	Every Black & White Spell
7	L8	Every Black & White Spell



Ninja

Str	Agi	Vit	Int	Spi	
10	8	8	10	6	L. 1
36	40	36	32	24	L.45

The Ninja is a nimble front-line warrior focused in Agility and inflicting Status Effects. While its Strength is rather low for a physical damage dealer, and its Vitality rather average, the Ninja is capable of equipping the largest selection of gear of any Class.

This gives many, many ways to set up for different roles! It has some limits, but its fantastic Agility will grant a higher number of hits than most Classes, making up for it.

It can use a few low Level Spells, mostly to inflict Status Effects, which can pay off. The Ninja can be a pretty useful secondary warrior for most teams.

Max MP:	Spells:
20	L1 Fire Ice Sleep
18	L2 Bolt Venom Blind
15	L3 Fire2 Ice2 Bolt2
10	L4 Mute Break Confu

Ninja cannot equip these:
 Axes, Hammers, Bells, Harps & Books
 Viking & Crystal Helms
 Viking, Knight & Crystal Armors

Choose Classes at the beginning!

I've already mentioned this before, but I can't stress it enough.

When you met the Wind Crystal and prove your worth, you'll be granted the ability to change Classes! All of them will be available to you at the beginning, and you can change into them right away!

You should think well what type of team you want, and which Classes to focus on, because if you keep training with those Classes, you'll reach very high Skill Levels, and you will perform much better.

It raises Physical and Magical damage, makes healing and the chance of inflicting negative Status Effects or the effect of positive ones.

If you keep changing between Classes throughout you adventure, you will hurt yourself on the long run!

Wait... Hammer?

Sorry for breaking character for a bit, but I need to point out this.

The Hammer was a weapon that was never reachable in the original game, and I did restore it for this new adventure... It's nothing incredible but it is a neat powerful weapon early on, albeit not the most accurate.

But there's a catch: You won't find the Hammer if playing with the Chaos Rush translation.

I tried to make it work, but that translation simply removed any space for it to have a name, so it does not work right. Sorry.

I guess there's no Hammer Time with Chaos Rush.

Equipment Information:

Here you will find a list of equipment by type, so it is easy to check each one's statistics, special traits and which Classes can equip them. For some extra information, read below.

- Attack** : Pretty obvious, the physical power of the Weapon. Every 2 Strength and 4 Skill Level add 1 attack too.
- Accuracy** : How precise a weapon is. Job Levels raises Accuracy moderately.
- Defense** : The physical Defense rate of defensive gear. Every 2 Vitality add 1 Defense.
- M.Defense**: The magical Defense rate of defensive gear. Equipment is the only way to raise it.
- Evasion** : How much physical Evasion defensive gear does. Agility adds to it. Magic Evasion grows with Int. and Spirit.

Bonuses: Equipment can have special traits, such as raising a Statistic, they're mostly easy to understand.
Fire Up, Ice Up and Bolt Up increase magic damage of those Elements, no matter if its Black, Summon or even Geomancy effects with those Elements. The increase is based on the character's Magic Multiplier.

Spell: Weapons might be charged with a Spell, that only Classes that can wield said weapon can use. They can be used indefinitely, but their effects are weaker than if being casted by normal means. Only weapons can have Spells.

Element: On weapons, it will make the damage done with it of said Element, and can do more or less damage depending on foes' Elemental Stats. On defensive gear, it will point which Elements will cause much less damage.

Status: Which Status Effect inflicts when striking, if it has any and the monster does not resist it.
They're very useful as they're inflicted very often. On defensive gear it points which Status will help you avoid.

Classes: Which Classes can use that particular weapon. Names are abbreviated, and here's the legend:

Oni : Onion Knight	Ran : Ranger	Vik : Viking	Mag : Magus
Fig : Fighter	Kni : Knight	M.K : M. Knight	Dev : Devout
Mon : Monk	Thi : Thief	Evo : Evoker	Sum : Summoner
Sor : Sorcerer	Sch : Scholar	Bar : Bard	Sag : Sage
War : War Mage	Geo : Geomancer	BBl : Black Belt	Nin : Ninja
Red : Red Mage	Dra : Dragoon		

Note: Some Classes have different names depending on the translation.



Swords

The most abundant and basic type of weapon. They're dependable but not too exotic with their special traits. Swords can be used by a decent amount of Classes.

Name	Att	Acc	Bonuses	Spell	Element	Status	Classes
Long Sword	18	80%		---	---	---	Oni Fig Red Kni Dra Vik M.K Sor
Wight Slayer	22	80%		---	---	---	Oni Fig Red Kni Dra Vik M.K Sor
Golden Sword	26	80%		---	---	---	Every Class
Mythril Sword	28	85%		---	Poison		Oni Fig Red Kni Dra Vik M.K Sor
Serpent Sword	31	85%		---	Thunder	---	Oni Fig Red Kni Dra Vik M.K Sor Thi
Tyrfing	37	85%	Int +5	---	---		Oni Fig Red Kni Dra Vik M.K Sor Thi
Salamand Swd.	40	85%		Fire2	Fire	---	Oni Fig Red Kni Dra Vik M.K Sor
Freeze Sword	42	85%		Ice2	Ice	---	Oni Fig Red Kni Dra Vik M.K Sor
Blood Sword	48	90%	HP Drain	---	---	---	Oni Fig Red Kni Dra Vik M.K Sor Thi
Royal Sword	52	85%	Fire Up	---	Sleep	---	Oni Fig Red Kni Dra Vik M.K Sor
Ancient Sword	75	90%	Spi +5	---	Holy	Para.	Oni Fig Red Kni Dra Vik M.K Sor
Defender	90	85%	Vit +5	Safe	Earth	---	Oni Fig Red Kni Dra Vik M.K Sor
Break Blade	110	90%	Bolt Up	---	---	P.Petr.	Oni Fig Red Kni Dra Vik M.K Sor
Excalibur	120	90%	Spi +5	---	---	Blind	Fig Kni *Not Ninja*
Ragnarok	120	90%	Int +5	---	---	Poison	Fig Red Vik



Dark Swords

These dark blades are the specialty of the Magic Knight, only it and the Ninja can wield them beyond the Ashura. Their dark powers are of great use against monsters that divide when struck with any other type of weapon, and the Element boost effects can be of great use while still being able to physically attack.

Name	Att	Acc	Bonuses	Spell	Element	Status	Classes
Ashura	60	85%		Blind	Dark	---	Fig Red Ran Kni Thi Vik Dra M.K Sor
Kotetsu	80	90%	Bolt Up	---	Dark	Poison	M.K
Kiku-Ichimonji	100	95%	Fire Up	---	Dark	Sleep	M.K
Masamune	120	95%	Ice Up Int +5	---	---	---	M.K



Daggers

Short blades with less power than Swords, but their easiness of use translates into superior Accuracy. Their bonus effects can be of use for a variety of Classes, and many can use them too.

Name	Att	Acc	Bonuses	Spell	Element	Status	Classes
Knife	10	95%		---	---	---	Every Class
Dagger	16	95%		---	Fire	---	Fig Mon Red Ran Kni Sch Geo Dra Vik M.K Bar Sor War
Mythril Knife	25	95%	Ice Up	---	Ice	---	Fig Mon Red Ran Kni Sch Geo Dra Vik M.K Bar Sor War
Main Gauche	58	100%	Int +5	Ice2	---	Poison	Fig Mon Red Ran Kni Sch Geo Dra Vik M.K Bar Sor War
Orichalcum	80	90%	HP Drain	---	---	Silence	Fig Mon Red Ran Kni Sch Geo Dra Vik M.K Bar Sor War
Air Knife	95	100%	Agi +5	Blast	---	Confu.	Fig Mon Red Ran Kni Sch Geo Dra Vik M.K Bar Sor War



Axes & Hammers

These boast the highest power, but their heavy nature make them hard to wield and have less Accuracy than other weapon types. But don't be mistaken, they're hard to surpass.


Name	Att	Acc	Bonuses	Spell	Element	Status	Classes
Hammer	36	80%	Vit +5	---	---	---	Oni Fig Red Kni Dra Vik M.K
Battle Axe	64	80%	Str +5	---	---	---	Oni Fig Red Kni Dra Vik M.K
Morning Star	72	80%		---	---	Poison	Oni Fig Red Kni Dra Vik M.K
Thor's Hammer	95	80%		Bolt2	Thunder	---	Oni Fig Red Kni Dra Vik M.K
Great Axe	105	85%	HP Drain	---	---	---	Oni Fig Red Kni Dra Vik M.K
Dbl. Tomahawk	125	80%	Agi +5	Bolt Up	---	---	Fig Red Vik
Triton Hammer	140	80%	Vit +5	---	---	---	Fig



Spears

Spears are similar to Swords, although far less in number. They have high Accuracy and are the preferred weapons of the Dragoon, but the Ranger and War Mage like them too.


Name	Att	Acc	Bonuses	Spell	Element	Status	Classes
Thunder Spear	60	95%	Bolt Up	Bolt2	Thunder	---	Fig Ran Kni Dra Vik M.K War
Wind Spear	80	95%	Str +5	Blast	Wind	Confu	Fig Ran Kni Dra Vik M.K War
Blood Lance	100	90%	HP Drain	---	---	Poison	Fig Ran Kni Dra Vik M.K War
Holy Lance	125	90%	Fire Up	Int +5	Heal	---	Dra



Martial Arts Weapons

These type of weapons are quite exclusive as only the Monk, Black Belt and War Mage use them. Claws are highly accurate, but hard to find.



Name	Att	Acc	Bonuses	Spell	Element	Status	Classes
Nunchaku	20	80%			---	---	--- Mon BBl War
Tonfa	27	85%			---	---	--- Mon BBl War
3-Part Staff	35	90%	Vit +5		---	---	--- Mon BBl War
Kaiser Knuckle	60	100%			---	Dark	--- Mon BBl War
Cat Claw	70	95%	Spi +5		---	---	Poison Mon BBl War
Fearie Claw	95	90%	Agi +5		Confu	---	--- Mon BBl War
Wyvern Claw	110	95%	HP Drain		Sleep	---	Blind Mon BBl War
Hellish Claw	125	95%			---	---	--- Mon BBl War



Books

You would think otherwise, but Books work rather well as weapons in this world. With decent power and special properties, they're the favourite weapon of the Scholar.

Name	Att	Acc	Bonuses			Spell	Element	Status	Classes						
Book of Fire	40	85%				Fire2	Fire	---	Sor	War	Sch	Mag	Dev	Sum	Sag
Book of Ice	40	85%				Ice2	Ice	---	Sor	War	Sch	Mag	Dev	Sum	Sag
Book of Light	40	85%				Bolt2	Thunder	---	Sor	War	Sch	Mag	Dev	Sum	Sag
Tome of Fire	105	95%	Str +5	Fire Up		Fire2	---	---	Sor	War	Sch	Mag	Dev	Sum	Sag
Tome of Ice	105	95%	Int +5	Ice Up		Ice2	---	---	Sor	War	Sch	Mag	Dev	Sum	Sag
Tome of Light	105	95%	Vit +5	Bolt Up		Bolt2	---	---	Sor	War	Sch	Mag	Dev	Sum	Sag



Throwing Weapons

You won't lose Accuracy when used in the back row, so they are great for fragile Classes. Tend to be weaker than Bows, but can dual wield them, or combine them with other weapons.

Name	Att	Acc	Bonuses	Spell	Element	Status	Classes
Boomerang	45	95%	Agi +5	Bolt2	Wind	---	Fig Mon Red Ran Kni Thi Sch Geo Dra Vik M.K Bar Sor War
Shuriken	90	90%		---	---	---	Fig Mon Red Ran Kni Thi Sch Geo Dra Vik M.K Bar Sor War
Full Moon Ring	105	90%		---	---	Poison	Fig Mon Red Ran Kni Thi Sch Geo Dra Vik M.K Bar Sor War



Staves

The basic weapon for White Magic users. Most do not make for great weapons, but some of the later ones do hold decent potential for fighting. Yet their main use is to raise Spirit and Spell effects.

Name		Att	Acc	Bonuses	Spell	Element	Status	Classes									
Wood	Staff	15	80%	Spi +5	---	---	---	Every Class									
Fire	Staff	27	88%	Spi +5	Fire2	---	---	Sor	Red					Mag	Dev		Sag
Ice	Staff	27	88%	Spi +5	Ice2	---	---	Sor	Red					Mag	Dev		Sag
Light	Staff	27	88%	Spi +5	Bolt2	---	---	Sor	Red					Mag	Dev		Sag
Elder	Staff	60	90%	Spi, Vit +5	Heal	---	---	Sor	War	Red	Sch	Geo	Evo	Mag	Dev	Sum	Sag
Golem	Staff	85	90%	Spi +5	Stone	Earth	Petri.	Sor	War	Red	Sch	Geo	Evo	Mag	Dev	Sum	Sag
Rune	Staff	90	80%	Spi, Int +5	---	---	Conf.	Sor	War	Red	Sch	Geo	Evo	Mag	Dev	Sum	Sag



Rods

The weapon of choice for Black Magic users. They have very low power for hand to hand combat, but their real strength comes from their elemental boosting effects and Intellect bonuses.

Name		Att	Acc	Bonuses		Spell	Element	Status	Classes										
Mythril	Rod	13	80%	Int	+5	---	---	---	Every Class										
Fire	Rod	20	88%	Int	+5	Fire Up	---	Fire	---	War	Red	Sch	Geo	Evo	Mag	M.K	Sum	Sag	
Ice	Rod	20	88%	Int	+5	Ice Up	---	Ice	---	War	Red	Sch	Geo	Evo	Mag	M.K	Sum	Sag	
Light	Rod	20	88%	Int	+5	Bolt Up	---	Thunder	---	War	Red	Sch	Geo	Evo	Mag	M.K	Sum	Sag	
Omni	Rod	65	90%	Tri	Element Up		---	Note*	---	Sor	War	Red	Sch	Geo	Evo	Mag	Dev	Sum	Sag
Note: "Tri Element Up" increases Fire, Ice and Thunder Magic Power. Omni Rod has no elements when attacking.																			



Bells

A strange choice for a weapon no doubt, but these instruments not only sport decent power, they also do have other traits to aid during battle. The favourite of the Geomancer.

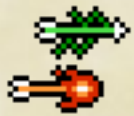
Name		Att	Acc	Bonuses	Spell	Element	Status	Classes				
Diamond	Bell	70	85%	HP Drain	Toad	---	Blind	Geomancer & Bard				
Earthen	Bell	85	90%	Agi +5	Safe	Earth	Paralysis	Geomancer & Bard				
Rune	Bell	105	100%	Int +5	Wall	---	Poison	Geomancer & Bard				



Bows

Long range weapons. The Attack of both Bows and Arrows are combined when attacking. Not only you can attack with full power from the back row, you can hit the enemies' back row with no penalties. Don't underestimate Bows!

Name	Att	Acc	Bonuses	Spell	Element	Status	Classes
Bow	12	85%		---	---	---	Every Class
Great Bow	25	85%		---	---	---	Every Class
Killer Bow	60	85%	Agi +5	---	---	---	Every Class
Rune Bow	85	90%	Tri Elem. Up	---	---	---	Ran Sch Geo Evo Bar Mag Dev Sum Sag Sor War Thi
Yoichi Bow	110	95%	Spi +5	---	---	---	Ran Geo Evo Bar Sum Sag Thi



Arrows

To be used with Bows. These magical arrows are not spent when used, so a single Arrow is enough per team member. Carrying various types can be handy. Medusa Arows are great for the Cave of Darkness!

Name	Att	Acc	Bonuses	Spell	Element	Status	Classes
Wood Arrow	20	85%		---	---	---	Every Class
Fire Arrow	35	85%		---	Fire	---	Every Class
Ice Arrow	35	85%		---	Ice	---	Every Class
Light Arrow	35	85%		---	Thunder	---	Every Class
Medusa Arrow	45	85%		---	Dark	---	Every Class
Iron Arrow	55	85%		---	---	Poison	Every Class
Holy Arrow	75	85%		---	Holy	---	Every Class
Yoichi Arrow	100	90%		---	---	Blind	Ran Sch Geo Evo Bar Mag Dev Sum Sag Sor War Thi



Harps

Harps are two-handed weapons that few know how to use. Because you cannot dual wield with them, they don't do many hits, but they do not lose accuracy in the back row, each one of them causes Status Effects and can simulate Spells to aid the party, and even power up Spells.

Name	Att	Acc	Bonuses	Spell	Element	Status	Classes
Madora's Harp	100	95%	Ice Up	Safe	---	Poison	Bard & Geomancer
Dream Harp	110	95%	Fire Up	Heal	---	Sleep	Bard & Geomancer
Lamia's Harp	140	95%	Bolt Up	Wall	---	Paralysis	Bard & Geomancer
Loki's Harp	155	95%	Int, Spi +5	Haste	Holy	Confusion	Bard & Geomancer

Defensive Gear

I hope you did not expect for that Vest of yours to hold up throughout your journey, or it will be a very short one. You need to gear up accordingly, and here you can review all the details of each piece of equipment.



Heavy Headgear

Helms provide better defensive values and some protect your sight which you want for hand to hand combat, but they don't grant any bonus Stats, so they're good but simple.

Name		Def	M.Df	Eva	Bonus	Element	Res.	Status	Res.	Classes
Mythril	Helm	4	4	2%		---	---			Fig Red Ran Kni Dra Vik M.K
Shell	Helm	8	6	3%		---	---			Fig Red Mon Ran Kni Thi Sch Geo Dra Vik M.K BBl Bar
Ice	Helm	5	10	3%		---	---			Fig Red Ran Kni Dra Vik M.K
Viking	Helm	16	10	5%		---		Paral.		Fig Vik
Dragon	Helm	14	12	5%		---		Blind		Dra
Diamond	Helm	16	12	8%		Thunder		Poison, Blind		Fig Red Ran Kni Dra Vik M.K Sor War
Genji	Helm	20	15	10%		---		Sleep		Fig Red Ran Kni Dra Vik M.K Sor War
Crystal	Helm	25	10	10%		---		Blind		Fig Red Ran Kni Dra Vik M.K



Light Headgear

Compared to the Helms above, light headgear is less protective, but they offer some Stat increases that can provide that extra oomph that you might need to reach a new Magic Multiplier or extra Attack.

Name		Def	M.Df	Eva	Bonus	Element	Res.	Status	Res.	Classes
Leather	Cap	2	2	2%		---	---			Every Class
Head	Band	5	7	6%	Str +5	---	---			Every Class
Scholar	Hat	10	10	10%	Int, Spi +5	---	---			Every Class
Chakra	Band	10	10	10%	Str, Vit +5	---		Confu, Toad		Every Class
Feather	Hat	10	10	10%	Agi +5	---		Blind		Every Class
Black	Cowl	12	12	15%	Str +5	---		Poison, Blind		Thief Only
Magic	Hat	15	20	10%		---		Paralysis, Mini		Ran Thi Sch Geo Evo Bar Mag Dev Sum Sag War Sor
Ribbon		3	3	15%		Fire/ice/Air/Earth		All		Every Class

 **Heavy Armors** Body equipment for front line warriors, offering high Defense to resist physical damage better.

Name		Def	M.Df	Eva	Bonuses	Element Res.	Status Res.	Classes
Leather	Armor	3	4	4%		---	---	Every Class
Mythril	Armor	5	3	4%		---	---	Fig Red Ran Kni Thi Dra Vik M.K Sor War
Caparace	Armor	10	6	6%		---	---	Fig Red Ran Kni Thi Dra Vik M.K Sor War
Ice	Mail	8	7	9%	Absorbs Ice, Weak to Fire		Blind	Fig Red Ran Kni Thi Dra Vik M.K
Flame	Mail	8	7	9%	Absorbs Fire, Weak to Ice		Poison	Fig Red Ran Kni Thi Dra Vik M.K
Demon	Mail	15	15	10%		---	Silence, P.Petr.	M.K
Dragoon	Mail	15	15	10%		Thunder	---	Dra
Viking	Mail	18	12	10%		Wind, Earth	---	Fig Vik
Knight	Armor	20	10	10%		---	Poison, Petrif.	Kni
Diamond	Mail	25	20	15%		---	Confu, Toad	Fig Red Ran Kni Thi Dra Vik M.K Sor War
Reflect	Mail	20	30	15%	Fire, Ice, Thunder		---	Fig Red Ran Kni Thi Dra Vik M.K Sor War
Genji	Armor	30	25	15%		---	Confu, Toad, Poison, Petrif.	Fig Red Ran Kni Thi Dra Vik M.K Sor War
Crystal	Armor	35	20	15%		---	Para., Mini, Blind, Petrif.	Fig Red Kni Dra Vik M.K Oni
Light	Mail	20	20	20%	Agi +5	---	Para., Death	Every Class

 **Light Armors** Lighter body equipment that offers less physical protection but guards better against Magic.

Name		Def	M.Df	Eva	Bonuses	Element Res.	Status Res.	Classes
Vest		1	1	5%		---	---	Every Class
Kenpo	Gi	10	6	15%	Str +5	---	---	Monk & Black Belt
Mage	Robe	7	13	10%	Int & Spi +5	---	---	Sor War Red Ran Sch Geo M.K Evo Bar Mag Dev Sum Sag
Black	Garb	14	13	50%		---	---	Thief Only
B.Belt	Gi	16	16	20%	Agi +5		Blind, Petrif.	Monk & Black Belt
Scholar	Robe	12	18	10%		Fire, Ice	---	Sor War Red Ran Sch Geo M.K Evo Bar Mag Dev Sum Sag
Bard	Vest	14	16	10%	Agi +5	---	Silence, P.Petr.	Sor War Red Ran Sch Geo M.K Evo Bar Mag Dev Sum Sag
Gaia	Vest	12	18	10%		Wind, Earth	Paralysis	Sor War Red Ran Sch Geo M.K Evo Bar Mag Dev Sum Sag
White	Robe	20	35	12%	Spi +5	---	Silence, P.Petr.	Mon BBL Ran Sch Geo Evo Bar Mag Dev Sum Sag
Black	Robe	20	35	12%	Int +5	---	Silence, P.Petr.	Red Ran Sch Geo M.K Evo Bar Mag Dev Sum Sag



Shields

Shields offer extra Defense and Magic Defense in addition to Elemental and Status Resistances, great for heavy hitting Magic, but they lower your physical power as you can't dual wield weapons.

Name	Def	M.Df	Eva	Bonuses	Element Res.	Status Res.	Classes
Leather Shield	5	5	5%		---	Sleep, Petrif.	Every Class
Mythril Shield	7	7	8%		---	---	Fig Red Ran Kni Thi Dra Vik M.K
Ice Shield	8	8	12%	Absorb Ice, Weak to Fire		Poison	Fig Red Ran Kni Thi Dra Vik M.K
Heroic Shield	10	10	15%	Spi +5	Thunder	---	Every Class
Demon Shield	10	10	15%		---	Silence, Paral.	Every Class
Diamond Shield	10	10	15%		---	Sleep, Petrif.	Every Class
Aegis Shield	10	10	15%		---	Death, Paral.	Every Class
Genji Shield	10	10	15%		Wind, Earth, Holy	---	Every Class
Crystal Shield	10	10	15%		Fire, Ice, Thunder	---	Every Class



Arm Gear

These provide a variety of effects and dventurers should consider to switch them up according to the situation for their special effects, as most can be used by any Class. Rumors say there's a special glove somewhere...

Name	Def	M.Df	Eva	Bonuses	Element Res.	Status Res.	Classes
Bronze Bracers	1	3	4%		---	---	Every Class
Mythril Bracers	3	3	4%		Thunder	---	Every Class
Mythril Gloves	3	3	4%		---	Paralysis, Confusion	Every Class
Gauntlets	5	5	5%	Agi +5	---	---	Every Class
Power Bracers	5	5	5%	Str, Vit +5	---	---	Every Class
Rune Bracers	5	5	5%	Int, Spi +5	---	---	Every Class
Diamond Bracers	5	5	10%		---	Poison, Mini, Paralysis	Every Class
Diamond Gloves	5	5	10%		---	Silence, Toad, Confusion	Every Class
Protect Ring	5	5	10%		---	Sleep, Petrification, Death	Every Class
Genji Gloves	5	10	12%		---	---	Every Class
Crystal Gloves	10	5	12%		---	---	Every Class
Knuckle Dusters	10	10	15%	Str, Agi +5	---	---	Thief, Monk & B.Belt Only



Items

Ask any traveller and they'll say: Do not ever leave without at least some supplies, or you'll be the only to blame! And with a variety of effects, you need to know what each of these does, so read carefully. But be warned: You can not depend entirely on Items, for they are there to help , not to be a quick way to reach your goal!

Healing Items	Description
Potion	Restores a small amount of HP to a party member.
Hi-Potion	Restores a decent amount of HP to a party member.
Elixir	Restores all HP and MP of a party member.
Fenix Down	Revives a party member with minimal HP.
Eyedrop	Heals a party member from Blind.
Echo Herb	Heals a party member from Silence.
Maid Kiss	Heals a party member from Toad.
Antidote	Heals a party member from Poison.
Mallet	Heals a party member from Mini.
Gold Pin	Heals a party member from Petrification.

Other Items	Description
Gysahl	These greens attract the Fat Chocobo, who can store Items for you. Remember, you have limited inventory!
Magic Key	These keys will let you open locked doors, which can hide treasures, without having a Thief in the party.
Ottershroom	This weird muhsroom will teleport you out of most dungeons, cities and towns when you use it.
Gnome Bread	We don't really get how it works, but when eaten you'll be able to see a large portion of the world.

Battle Items	Description
Bomb Fragment	Deals around 300 to 600 Fire damage to one Foe.
South Wind	Deals around 300 to 600 Ire damage to one Foe.
Zeus Wrath	Deals around 300 to 600 Thunder damage to one Foe.
Bomb Arm	Deals around 700 to 950 Fire damage to all.
North Wind	Deals around 700 to 950 Ice damage to all.
Heaven Wrath	Deals around 700 to 950 Thunder damage to all.
Earth Drum	Deals around 1100 to 1300 Earth damage to all.
Lilith Kiss	Drains around 700 to 850 HP from a Foe.
Raven's Yawn	Deals around 800 to 1000 Wind damage to all.
Devil's Sigh	Deals around 1100 to 1200 Dark damage to one Foe.
Dragon Fang	Deals around 1100 to 1200 Neutral damage to all.
White Musk	Deals around 1200 to 1500 Holy damage to all.
Choco Ire	Deals around 1800 Neutral damage to one Foe.
Bacchu's Cider	Acts as a lighter version of Haste.
Turtle Shell	Acts as a lighter version of Safe.
Wall	Blesses one target with Reflect.
Lamia Scale	Casts Confu on one or all Foes.
Pillow	Causes Sleep on one or all Foes.
Black Musk	Casts Death on one Foe.
Black Hole	Casts Exit on one Foe, sending it away.

Note: Damage shown is when used against enemies with the lowest Magic Defense available.

Magic Information:

What would be an adventure without Magic? ...An incredible chore, I'd say. Thankfully, in this word there's quite a bit of Magic to go around. Here you can check all the information of the different schools of Magic, Black, White, Summon and Geomancy. Here's a bit of info that might require some expalining:

- S Foe** : This Spell can only can be aimed at a Single Foe.
- S Any** : This Spell can only can be aimed at any Single Target.
- M Foe** : This Spell affects all Foes on the field.
- S/M Foe**: You can choose between single or multi-targetetting Foes. If multi-targeting, the power is halved.
- S/M Any**: You can choose between single or multi-targetetting teams. If multi-targeting, the power is halved.
- Random**: A random Foe will be targetted, used in several effects of Geomancy and Low Summons.

The importance of Targeting:
When casting Magic, you can either choose to hit all enemies, only a specific type of enemy in that group, or a single target. Because of the different weaknesses and resistances, and foes usually combining in ways that often hold opposite elemental matchups, you need to experiment and aim your Spells well!

In the same way, choosing between single, strong hits and moderate attacks that hit a group of enemies should also be calculated. Remember that multi-targeting no longer divides damage by the number of targets, now it does half of what a Spell would normally do!

Geomancy Geomancer's Terrain ability can result in a variety of effects depending on their surroundings, and here you can read about them. Remember they do not need MP to be used, but they can Backfire and hurt the Geomancer!



Name	Element	Pow	Acc	Target	Description
Earthquake	Earth	100	100%	M Foe	Causes an earthquake that hurts all the enemies. Happens in Caves and Plains.
Cave In	Earth	100	100%	M Foe	Drops rocks on all the enemies' heads. Happens exploring on Mountains.
Whirlpool	Neutral	105	100%	M Foe	Causes a huge cyclone that hurts all enemies. Happens while exploring Underwater.
Air Blade	Wind	155	100%	Random	Blades of Wind slash one Foe chosen at random. Happens in Forests and Dungeons
Cyclone	Wind	155	100%	Random	A Tornado hurts a Foe chosen at random. Happens on the Sky, while flying.
Torrent	Thunder	155	100%	Random	A strong wave hits a random Foe. Happens on Rivers.
Quicksand	Earth	---	40%	Random	Quicksand appears under a Foe and tries to swallow it. Happens on Deserts.
Sinkhole	---	---	60%	Random	Spawns a hole that can swallow a randomly chosen Foe. Happens on Swamps.



Black Magic

Black Magic focuses on offensive Spells with a variety of Elements to harm your foes or cause them nasty Status Effects, and they're extremely useful. It's a good idea to have at least one teammate versed in Black Magic.

	Name	Element	Pow	Acc	Target	Description
LEVEL 1	Fire	Fire	55	100%	S/M Any	Basic Fire Spell. If multi-targeting, damage will be half of a single-targeted hit.
	Ice	Ice	55	100%	S/M Any	Basic Ice Spell. If multi-targeting, damage will be half of a single-targeted hit.
	Sleep	---	---	35%	S/M Foe	Can put all foes to sleep, making them unable to act for a period of time.
LEVEL 2	Bolt	Thunder	60	100%	S/M Any	Basic Thunder Spell. If multi-targeting, damage will be half of a single-targeted hit.
	Venom	Neutral	40	60%	M Foe	Low Neutral damage to all foes. Can cause Poison, but it may fail.
	Blind	---	---	60%	S/M Foe	Can turn all foes Blind, so they will miss often their physical and magical attacks.
LEVEL 3	Fire 2	Fire	100	100%	S/M Any	Medium Fire Spell. If multi-targeting, damage will be half of a single-targeted hit.
	Ice 2	Ice	100	100%	S/M Any	Medium Ice Spell. If multi-targeting, damage will be half of a single-targeted hit.
	Bolt 2	Thunder	100	100%	S/M Any	Medium Thunder Spell. If multi-targeting, damage will be half of a single-targeted hit.
LEVEL 4	Shade	Neutral	80	100%	M Foe	Medium Neutral Spell that conjures draconic spirits to attack all foes. Few can use it.
	Ice 3	Ice	140	100%	S/M Any	Strong Ice Spell. If multi-targeting, damage will be half of a single-targeted hit.
	Break	Earth	---	15%	S Any	Can cause Instant Petrification to a single foe, taking it out battle if it works.
LEVEL 5	Bolt 3	Thunder	140	100%	S/M Any	Strong Thunder Spell. If multi-targeting, damage will be half of a single-targeted hit.
	Dark	Dark	155	100%	S/M Any	Strong Dark Spell. If multi-targeting, damage will be half of a single-targeted hit.
	Blast	Wind	155	100%	S/M Any	Strong Wind Spell. If multi-targeting, damage will be half of a single-targeted hit.
LEVEL 6	Fire 3	Fire	140	100%	S/M Any	Strong Fire Spell. If multi-targeting, damage will be half of a single-targeted hit.
	Bio	Neutral	155	100%	S/M Any	Strong Neutral Spell. If multi-targeting, damage will be half of a single-targeted hit.
	Warp	---	---	??%	S Foe	Sends a foe to a dimensional rift. Outside battle, you can warp around dungeon floors.
LEVEL 7	Quake	Earth	100	100%	M Foe	Strong Earth Spell that hits all foes.
	Break2	Earth	---	45%	S Foe	Causes Petrification to a foe, with much higher chances to work than Break.
	Drain	Healing	125	100%	S Foe	Causes damage and restores the caster's HP with it. Bad to use on undead.
LEVEL 8	Flare	Neutral	200	100%	S Foe	Strongest Black Magic Spell, causes extreme Neutral damage to a single foe.
	Death	---	---	40%	S Foe	It can instantly kill a single foe.
	Meteo	Neutral	110	100%	M Foe	Conjures falling meteorites, causing high Neutral damage to all foes.



White Magic

White Magic focuses on supporting their group by restoring HP or granting beneficial effects, although it also has a few offensive Spells. If you want to survive out there, you better know at least some White Magic Spells.

	Name	Element	Pow	Acc	Target	Description
LEVEL 1	Cure	Healing	45	100%	S/M Any	Basic Healing Spell. Effect is halved if multi-targetting. Can damage undead.
	Pure	---	---	100%	S/M Any	Heals Poison. Can be multi-targeted both during and outside battles.
	Sight	Neutral	40	100%	S/M Foe	Outside battles it shows the map. Inside, it hits a foe with Neutral damage.
LEVEL 2	Aero	Wind	60	100%	S/M Any	Basic Wind Spell. If multi-targeting, damage will be half of a single-targeted hit.
	Toad	---	---	??%	S Any	Transforms the target into a Mini, or reverts the effect if aimed to a "Mini" ally.
	Mini	---	---	??%	S Any	Transforms the target into a Toad, or reverts the effect if aimed to a "Toad" ally.
LEVEL 3	Cure 2	Healing	110	100%	S/M Any	Medium Healing Spell. Effect is halved if multi-targetting. Can damage undead.
	Exit	---	---	??%	S Foe	Sends a foe to a dimensional rift. Outside battle, you exit Towns or Dungeons.
	Wash	---	---	100%	S/M Any	Heals Blind and Mute. In battle can only target one ally, but outside can target all.
LEVEL 4	Libra	---	---	100%	S Foe	Shows the HP of the target. It may network with certain foes.
	Confu	---	---	25%	S/M Any	Causes Confusion, making the afflicted targets attack their own allies.
	Mute	---	---	60%	S/M Any	Causes Silence, disabling any time of spell casting or skill usage.
LEVEL 5	Cure 3	Healing	160	100%	S/M Any	Strong Healing Spell. Effect is halved if multi-targetting. Can damage undead.
	Life 1	Healing	1	100%	S Any	Brings life back to the target, albeit with minimal HP.
	Safe	---	---	100%	S/M Any	Increases Defense and Magic Defense. Lasts until the end or swapping weapons.
LEVEL 6	Aero 2	Wind	100	100%	M Foe	Strong Wind Spell. Unlike the first Level, it attacks all enemies for full damage.
	Soft	---	---	100%	S Any	Heals Petrification. In battle can only target one ally, but outside can affect all.
	Haste	---	---	100%	S Any	Can raise the number of hits up to 8 per hand, and raises Attack slightly.
LEVEL 7	Cure 4	Healing	200	100%	S/M Any	Will heal all the HP of a single target, or considerable HP to all members.
	Heal	---	---	100%	S Any	Can heal every single Status Effects besides Death.
	Wall	---	---	100%	S Any	Creates a Wall on the target that bounces the next Spell aimed at it.
LEVEL 8	WWind	Wind	---	40%	S Foe	A hurricain will hit the target until leaving it with critical HP.
	Life 2	---	---	100%	S Any	Brings life back to the target with full HP.
	Holy	Holy	200	100%	S Foe	Very strong Holy Spell against one foe.



Summon Magic

Summon Magic calls for mystical creatures, but their powers depend on who summons them. With the Evoker, two different effects may happen (the first two entries on each Spell Level), with the Summoner only a single effet will be unleashed, wide area attacks with elemental affinities.

Name		Element	Pow	Acc	Target	Description
LEVEL 1	Choco-Kick	Neutral	65	100%	S Foe	Calls a Chocobo that does a flurry of kicks to a random target.
	Choco-Kick?	Neutral	30	100%	S Foe	Calls a Chocobo that tries to attack but stumbles, dealing minor damage.
	Choco-Kick	Neutral	65	100%	S Foe	Calls a Chocobo that does a flurry of kicks to a random target.
LEVEL 2	Hypno-Beam	---	---	80%	M Foe	Shiva attempts to put all enemies to Sleep.
	Icy Glare	Ice	120	100%	S Any	Shiva attacks one Foe with an Ice attack chosen at random.
	Diamond Dust	Ice	55	100%	M Foe	Shiva strikes every enemy with a Ice attack.
LEVEL 3	Mindblast	---	---	70%	M Foe	Ramuh attempts to Paralyze all the enemies.
	God's Thunder	Thunder	130	100%	S Foe	Ramuh attacks one Foe with a Thunder attack chosen at random.
	Heaven's Rage	Thunder	60	100%	M Foe	Ramuh strikes every enemy with a Thunder attack.
LEVEL 4	Recover	Healing	100	100%	M Ally	Ifrit restores some HP to the party.
	Flame of Fury	Fire	140	100%	S Foe	Ifrit attacks one Foe with a Fire attack chosen at random.
	Hellfire	Fire	65	100%	M Foe	Ifrit strikes every enemy with a Fire attack.
LEVEL 5	Punch	Earth	150	100%	S Foe	Titan throws a punch with the power of the Earth at a random Foe.
	Kick	Earth	160	100%	S Foe	Titan throws a kick with the power of the Earth at a random Foe.
	Earthquake	Earth	75	100%	M Foe	Titan strikes every enemy with an Earth attack.
LEVEL 6	Barrier	---	---	100%	M Ally	Odin blesses the party with Reflect, bouncing Magic away.
	Sword Cut	Neutral	180	100%	S Foe	Odin slashes one Foe at random, causing Neutral damage.
	Atom Edge	---	---	??%	M Foe	Odin attempts to instantly kill all the enemies on the field.
LEVEL 7	Stony Glare	---	---	25%	M Foe	Leviathan glares at every enemy in an attempt to Petrify them.
	Tempest	Wind	115	100%	S Foe	Leviathan strikes every enemy with a Wind attack.
	Tsunami	Ice	90	100%	S Foe	Leviathan strikes every eenmy with an Ice attack.
LEVEL 8	Aura	---	---	100%	M Ally	Bahamut blesses the party with Haste, increasing number of hits.
	Rend	Neutral	215	100%	S Foe	Bahamut attacks one Foe with a very strong Neutral attack.
	Mega Flare	Neutral	100	100%	M Foe	Bahamut strikes every enemy with a Neutral attack.

Note: Summon Spells were finally changed in how they work, so their damage is on line with other types of Magic.

Tips and Advices

Now that you have information of Classes, Items, Magic and such, I want to leave you with some extra bits of information that I hope they help you along. Good luck and happy adventuring!

Explore, explore, explore!

As a rule of thumb, any adventurer worth its salt should try to look for hidden passages in every place, specially if it's the first time going through it.

You never know where there may be a hidden chest, a secret hallway, or even an entire room full of great trasures waiting for sharp eyes!

Sometimes you need to interact with what would appear a normal object, but is in reality a switch! So be wary of things like Candles and check them, just in case!

In the same vein, many Items can be hidden in plain sight, like in a bookshelf, inside an urn, or even a well, people drop stuff all around.

There's a lot to gain if you explore!



Forming a Party

It would be in your best interest to think what type of group you'd like to be in before stepping out into the vast world.

At the end of the day the choice is all yours, but be warned that if you create an unbalanced group, things will get much, much harder the further you get.

A party without White Magic won't make it far, and if none of the members is good at Black Magic (or Geomancy and Summons), each fight will be longer, and you'll take more damage on the long run.

It'd be great if at least two of the party members can learn healing Spells, with at least one able to learn Cure3. If you have many physical fighters in your team, a Bard will help them with Cheer too!

Just think first to not suffer later!

Pay attention to Levels!

For every 8 "Main Levels" gained, your team members will gain one extra Hit for normal attacks, and an extra power up to Magic.

So, starting at Level 1, when reaching Levels 9, 17 and so on, you will notice an improvement in their battle capabilities.

In the same vein, increasing the Skill, also called Job or Class Levels, will improve your team considerably over the progress of your travels.

Raising it will increase Attack Power, Accuracy and every 16 Levels, improve Magic performance.

Every Class grows at the same rate using any action that is not running away from battles.

If you are struggling with monsters but are close to reach a milestone Level, you might want to train a bit more on an earlier areas!



Size doesn't matter... Much!

When you need to turn Mini to progress through your adventure, you may feel the need to change Classes to have more Mages to defend yourself, but the truth is, you don't really need it unless you have no Magic capabilities at all.

If you already have team members with Magic in your party, there's no need to turn a Fighter into one. Instead keep it as it is, and make it be a pseudo healer by using Potions on the party, and using Scare to lower enemies' magical power, thus protecting the party a bit, too!

That way it'll still be useful, and also will raise Job Levels instead of falling behind from the group.

Also, you shouldn't be worried to Level Up while in Toad or Mini Status.

In this original adventure, you're not punished with paltry HP gains while transformed, unlike more "modern retellings" of this story!

Manage your inventory!

Might come as a surprise but your pockets can't hold infinite number of objects, so it is in your best interest to leave Items and gear you're not going to use with the Fat Chocobo.

To see it, you need to bring a Gysahl green to a Chocobo Forest and attract it by using it near the center area of the forest.

Having free space when exploring new areas is rather important if you want to grab the treasures they may have.

And that's just items lying out there, if your inventory is full, you wouldn't even see the Items that monsters may drop after being defeated, and you could lose good pieces of equipment if you are unlucky!

In extreme cases, you can drop something from the inventory...



Think twice before selling!

You shouldn't sell the things you find mindlessly! You should consider better storing it with the Fat Chocobo, even if you need to make a detour.

You never know when, let's say, those Mythril Gloves and Bracers can come in handy against Thunder attacks or Paralysis, or if those Gauntlets will let you get an extra hit when attacking!

I understand that you'll be strapped for Gil at several points, and each purchase can be a hefty choice, but if for some reason you still need to get more, at least try and only sell something if you have more of that Item that you need or plan to use if it's equipment of Classes you're not going to have.

Just remember that sometimes there's only a few, or even a single unit of certain weapons or equipment, you'd be sorry to sell them later!

The great importance of Rows

Each member of your team can stand in either the Front Row or the Back Row, with each one altering the performance of your actions.

The Back Row is perfect for the fragile Classes such pure spell casters or the Ranger as it grants any member on the Back Row a boost to their physical Evasion, but it does so at the cost of an equal cut to their Accuracy, except if using Bows or Throwing Weapons.

You could also put someone on the back for supportive roles, like a Knight with Staves and Shields to heal, or if a Bard in your team is going to focus on casting Black Magic, there's no reason to leave it on the front!

In the same way, on large enemy groups (five or more) the ones furthest away from you are also considered on their Back Row!

Melee attacks will do poorly, so Magic or Long Range weapons will be the best choice. Taking out the closest row of enemies will break their formation and lose the Back Row benefits, too!



Plan ahead and be methodical!

Think before acting, and you'll have less regrets!

Plan which Classes you want on your team and focus on them, that way your Job Levels will raise steadily and waste less time overall.

You reach a new town and you see cool shiny things in the shops that you may want, right? Well, leave shopping for later, and explore the town first!

Sometimes you find some of those cool new things, and you can save up the Gil for other stuff, like Spells or healing items!

Remember that some weapons have Spells!

For example, the Rune Staff can cast Heal, and the Bard's Harps can also use support Spells. By using those in battle you can save up MP for more important Spells later on!

Always bring some healing items with you! I know it's a basic tip, but it's as easy to think you won't need them, only to find you've used too much MP restoring your health and you have little to go on when you're close to the end of a dungeon. A few Gil spent isn't going to hurt!

Mix it Up!

This relates to a previous advice.

Remember that each 16 Agility, the number of hits you do with weapons increases, and if you hold two weapons, that's two hits!

Likewise, every 16 Intellect Black Magic, Geomancy and some Summon's abilities get more powerful, and each 16 Spirit, White Magic and the other Summon's techs do the same.

Some Classes can adapt to different roles, and knowing how to play with equipment can let you make better use of their talents.

For example you could give Main Gauches to a Bard to raise Intellect and make Black Magic better, or give a Knight a Heroic Shield and a Staff to raise Spirit and heal and guard allies better while on the back row.

Headgear and arm protections are specially handy for these purposes, although you'll sacrifice some durability to extedn your physical and magical might, often times it's worth it!

This is why I recommend you to not sell stuff. Keep it and play around with it!



Optional areas, risk and reward!

Once you get moving around and obtaining some amazing airships, you'll be able to visit a number of optional dungeons and caves that hold many juicy treasures.

You may want to go there as soon as you can, but you will probably get your rear handed to you several times before you even notice, so have that in mind.

If you still want to give it a shot, one big asset you could have is to rely on Status Effects.

While some adventurers may look at those sort of Spells with disdain or disgust, they can be tremendously useful against monsters stronger than you.

I would still recommend you to come later, but if you're too stubborn, at least be prepared to deal with it... Or bite the dust.

Have fun at it, though.

