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Jobs

Default job

Onion Kid

This job lacks a special command and has the worst stats when you gain access to better jobs.

After reaching level 88, those stats increase until having 99 points in all the stats.

This is also the only job that has access to the Onion equipment.



Wind Crystal jobs

Fighter



The **Fighter's** balanced stats make him an excellent main attacker.

Unlike in other Final Fantasy games, here he is able to use two swords at the same time, so you have to choose between doing more damage with both swords or using a shield for better evasion.

Monk

Monk's bare hands have a base damage formula of 1.5 multiplied by the monk's level, therefore, it's better to have him unarmed after level 17.

It's replaced by the Karateka.



White mage

Like always, the **White mage's** main function is to heal your characters and attack enemies with some misc spells (mostly status effects).

It becomes obsolete when you get the Shaman.

Black mage

As the name implies, the **Black mage** can cast black magic, it becomes obsolete when you gain access to the Warlock.



Red mage

A White + Black mage + fighter hybrid, the **Red mage** has balanced stats and is able to do a little bit of everything, he can heal other party members, fight using weapons and spells, etc.

Fire Crystal jobs

Hunter

This version of the **Hunter** is a bit strange, unlike other games, in this one the hunter can use low level white magic.

It can be used to heal other characters, although elemental arrows are its forte, ideal for attacking enemies weak to elemental attacks.



Knight



A buffed version of the **Fighter** job; he is able to cover other characters when they are low on HP.

Switch your **Fighters** to **Knights** as soon as you get the job.

Thief

According to [Gamer Corner Guides](#), the success rate of the **Steal** command is around 2% for every five levels or Job levels the **Thief** has.

He is able to open locked doors without a magical key.

He also has the **Flee** command, an improved version of **Run**.



Scholar



Scholars can equip books and have two commands, **Peep** and **Study**:

- **Peep** shows you the HP of an enemy.
- **Study** shows you the weakness of an enemy.

You'll probably never use his commands outside of a specific boss fight; however, and unlike the original game, in this hack you can cast spells using books.

Water Crystal jobs

Geomancer

Geomancer's Terrain ability uses a magic attack based on the place you're fighting in; but sometimes, it backfires, hurting the character.



Dragoons

For the first time, **Dragoons** have their famous **Jump** command.

In case you don't know, this command sends the character outside of the screen for a while (which makes it pretty useful to avoid attacks) and hits an enemy after, dealing triple damage.

Viking

Vikings have low speed but high strength and defense; which makes them nice tanks.

They are quite effective against sea creatures, since most of their weapons are lightning-elemental.



Karateka

A buffed version of the **Monk**, it's better to use his bare hands instead of weapons.

His **Focus** command makes him able to do double or triple damage (after using it once or twice, respectively).

Mystic Knight

This job was turned into a hybrid between the **Knight** and **Black mage** jobs. He's able to use Black magic and dark swords, but has low MP.



Conjurer

The best word to describe this job is *randomness*, he randomly chooses between two summon abilities, one benefits your party and the other one attacks the enemies, but some of his attacks are quite weak.

Bard

The main reason to use this job is his **Cheer** command, which boosts the damage of the party.

His **Sing** command is just **Fight** but with a different name, and only works if you have a harp.



Earth Crystal jobs



Warlock

A buffed **Black mage**, has access to better spells and stats, along with more MP.

Shaman

Same as the **Warlock**, but with White magic.



Summoner

A better and more useful version of the **Conjurer**, use him if you want to do massive magic damage.

Optional jobs

Sage

Despite being nerfed in this hack, the **Sage** is still a fine job; having access to *all* the magic in the game (with the exception of the **Conjurer's** version of the summons).



Ninja

Like the **Sage**, the **Ninja** is able to use all the weapons and armors in the game; but lacks a special command.

Weapons

Notes: Since the **Ninja** is able to equip every weapon or armor, I didn't include them in the list of jobs able to equip items.

Bare hands

Characters use their bare hands when they have no weapon equipped, only **Monks** and **Karatekas** are useful with their bare hands.

Claws and Nunchakus

Name	Attack	Hit rate	Description	Jobs
Nunchuck	12	70%		Monk
Tonfa	20	80%		Monk
Three-part	25	70%		Monk
Kaiser Knuckles	54	100%		Karateka
Fairy Claws	58	100%	Casts Confuse when used as an item.	Karateka
Cat Claws	63	100%		Karateka
Dragon Claws	72	100%	Casts Aero when used as an item, Fire and Thunder elemental.	Karateka
Hell Claws	95	100%	Dark elemental, inflicts poison, .	Karateka

Rods

Name	Attack	Hit rate	Description	Jobs
Mithril Rod	12	60%		White Mage, Black Mage, Red Mage, Conjurer, Warlock, Shaman, Summoner, Sage
Fire Rod	25	70%	Fire elemental, fire up.	Black Mage, Red Mage, Conjurer, Warlock, Summoner, Sage
Ice Rod	25	70%	Ice elemental, ice up.	Black Mage, Red Mage, Conjurer, Warlock, Summoner, Sage
Light Rod	25	60%	Thunder elemental, bolt up.	Black Mage, Red Mage, Conjurer, Warlock, Summoner, Sage
Ultimate Rod	93	80%	Thunder, ice, fire, wind, earth and holy elemental, inflicts Partial petrification (2/3).	Warlock, Summoner, Sage

Staves

Name	Attack	Hit rate	Description	Jobs
Staff	3	50%		White Mage, Red Mage, Shaman, Sage
Fire Staff	8	50%	Casts Fire when used as an item.	White Mage, Red Mage, Shaman, Sage
Light Staff	8	50%	Casts Thunder when used as an item.	White Mage, Red Mage, Shaman, Sage
Ice Staff	8	50%	Casts Ice when used as an item.	White Mage, Red Mage, Shaman, Sage
Golem Staff	30	70%	Earth elemental, casts Break when used as an item, Partial petrification (1/3), +5 strength.	White Mage, Red Mage, Shaman, Sage
Rune Staff	20	80%	Casts Ice 3 when used as an item,	White Mage, Red Mage, Shaman, Sage
Eldest Staff	85	90%	Casts Cure 3 when used as an item, Bolt, Ice and Fire up, +5 Spirit and Intellect.	Shaman, Sage

Hammers and Axes

Name	Attack	Hit rate	Description	Jobs
Thor Hammer	30	70%	Thunder elemental, casts Bolt 2 when used as an item.	Viking
Battle Axe	45	60%	Thunder elemental.	Viking
M.Star	50	70%	Thunder elemental.	Viking
Tomahawk	60	80%		Viking
Great Axe	75	80%	Thunder elemental.	Viking
Triton Hammer	85	80%	Wind elemental.	Viking
Hammer	130	90%	Thunder elemental.	Viking

Spears

Name	Attack	Hit rate	Description	Jobs
Thunder Spear	35	80%	Wind and lighting elemental, casts Bolt 2 when used as an item.	Dragoon
Wind Spear	50	80%	Wind elemental, casts Aero when used as an item.	Dragoon
Blood Lance	70	80%	Wind and recovery elemental, absorbs 1/4 of the damage dealt to enemies.	Dragoon
Holy Lance	155	80%	Wind and holy elemental.	Dragoon

Daggers

Name	Attack	Hit rate	Description	Jobs
Knife	8	85%		Onion Kid, Fighter, Black Mage, Red Mage, Knight, Thief
Dagger	10	85%		Onion Kid, Fighter, Black Mage, Red Mage, Knight, Thief
Mithril Knife	14	85%		Onion Kid, Fighter, Black Mage, Red Mage, Knight, Thief
Main Gauche	35	100%		Thief
Orichalcum	50	100%	Recovery elemental, absorbs 1/4 of the damage dealt to enemies.	Thief
Air Knife	100	100%	Wind elemental, casts Aero when used as an item.	Thief

Boomerangs

Name	Attack	Hit rate	Description	Jobs
Boomerang	35	70%		Thief
Full Moon	160	90%		Knight, Mystic Knight
Shuriken	200	100%	You can only use each of them once, and you have to equip a new one after each use.	Ninja

Swords

Name	Attack	Hit rate	Description	Jobs
Shiny Sword	5	20%		Fighter, Knight
Ancient Sword	5	80%	Holy elemental, inflicts Paralysis.	Fighter, Knight
Long Sword	10	80%		Onion Kid, Fighter, Knight
Wightslayer	15	80%	Holy elemental.	Red Mage
Mythril Sword	17	85%		Onion Kid, Fighter, Knight
Serpent Sword	25	80%	Thunder elemental.	Fighter, Knight
Tyrfing	29	75%		Red Mage
Salamand Sword	32	80%	Fire elemental, casts Fire when used as an item.	Fighter, Knight
Blood Sword	35	80%	Recovery elemental, absorbs 1/4 of the damage dealt to enemies.	Fighter, Knight
Freezing Blade	40	80%	Ice elemental, casts Ice* ¹ when used as an item.	Fighter, Knight
Royal Sword	50	80%		Fighter, Knight
Defender	95	80%	Casts Protect when used as an item.	Knight
Break Blade	120	80%	Earth elemental, inflicts Partial petrification (1/2).	Knight
Excalibur	160	80%	+5 Strength.	Knight
Ragnarok	180	100%	+5 Vitality, Agility and Strength.	Knight, Mystic Knight
Onion Sword	200	100%	+5 Vitality, Agility and Strength.	Onion Kid

Dark Swords

Name	Attack	Hit rate	Description	Jobs
Ashura	65	100%	Dark elemental.	Mystic Knight
Kotetsu	105	90%	Dark elemental.	Mystic Knight
Kiku Ichimonji	125	100%	Dark elemental.	Mystic Knight
Masamune	160	90%	Dark elemental, +5 Agility and Strength.	Mystic Knight

¹ Bolt, according to the ROM Map, but other sources say that it's Ice.

Books

Name	Attack	Hit rate	Description	Jobs
Flame Book	32	70%	Fire elemental, casts Fire 2 when used as an item.	Scholar, Sage
Ice Book	32	70%	Ice elemental, casts Ice 2 when used as an item.	Scholar, Sage
Light Book	32	70%	Thunder elemental, casts Bolt 2 when used as an item.	Scholar, Sage
Inferno Book	65	70%	Fire elemental, casts Fire 3 when used as an item, Fire up.	Scholar, Sage
Illumina Book	65	80%	Thunder elemental, casts Bolt 3 when used as an item; Bolt up.	Scholar, Sage
Blizzard Book	65	80%	Ice elemental, casts Ice 3 when used as an item, Ice up.	Scholar, Sage

Bells

Name	Attack	Hit rate	Description	Jobs
Earthen Bell	30	80%	Inflicts Paralysis.	Geomancer
Giyaman Bell	50	80%		Geomancer
Rune Bell	90	100%		Geomancer

Harps

Name	Attack	Hit rate	Description	Jobs
Madora Harp	80	70%	Inflicts Silence.	Bard
Dream Harp	120	88%	Inflicts Sleep.	Bard
Lamia Harp	116	80%	Inflicts Confusion.	Bard
Loki Harp	120	100%	Inflicts Paralysis.	Bard

Bows

Name	Attack	Hit rate	Description	Jobs
Bow	5	90%		Onion Kid, Fighter, White Mage, Red Mage, Hunter
Great Bow	8	85%		Onion Kid, Fighter, White Mage, Red Mage, Hunter
Killer Bow	15	85%		Hunter
Rune Bow	25	90%		Hunter
Yoichi Bow	50	100%		Hunter

Arrows

Name	Attack	Hit rate	Description	Jobs
Wooden Arrow	6	90%	Wind elemental.	Onion Kid, Fighter, White Mage, Red Mage, Hunter
Holy Arrow	13	85%	Wind and Holy elemental.	Onion Kid, Fighter, White Mage, Red Mage, Hunter
Iron Arrow	17	85%	Wind elemental.	Onion Kid, Fighter, White Mage, Red Mage, Hunter
Medusa Arrow	20	100%	Wind and Earth elemental.	Hunter
Light Arrow	30	85%	Wind and Thunder elemental.	Hunter
Fire Arrow	30	90%	Wind and Fire elemental.	Hunter
Ice Arrow	30	90%	Wind and Ice elemental.	Hunter
Yoichi Arrow	100	100%	Wind elemental.	Hunter

Armor and Shields

This hack doesn't feature too many changes regarding shields and armors (The only changes are related to which job can equip some gear, and less than 10 items were changed), so I won't include them in this manual.

You can find accurate information here:

<https://guides.gamercorner.net/ffiii/armors/>

Magic

The only changes done to magic are making it a few spells more effective, (mostly late-game Black magic) and making some jobs able to use different spells (Like the Mystic Knight).

Both Strategy Wiki, Final Fantasy Wiki and Gamer Corner Guides have information about it, the only differences are the magic power and the accuracy of some spells.

https://strategywiki.org/wiki/Final_Fantasy_III/Magic

[https://finalfantasy.fandom.com/wiki/Magic_\(Final_Fantasy_III\)](https://finalfantasy.fandom.com/wiki/Magic_(Final_Fantasy_III))

<https://guides.gamercorner.net/ffiii/spells/>

Items

You can find accurate information about the items here:

<https://guides.gamercorner.net/ffiii/items/>

The only difference is that battle items were buffed in this hack, so you at least have a reason to use them.

Special thanks:

[Final Fantasy Wiki.](#)

[Gamer Corner Guides.](#)

[The spriters resources.](#)

[videogamesprites.net.](http://videogamesprites.net)

[Strategy wiki.](#)

[Data Crystal.](#)

Sorry for the delay in publishing this manual, I had a few setbacks and I was quite busy during these months.