RAMZA (SQUIRE)



Changes from vanilla

* HP Growth went from 11 to 10
* MP Growth went from 11 to 10
* Speed Multiplier went from 107 to 110
* PA Growth went from 49 to 40
* PA Multiplier went from 111 to 115
* MA Growth went from 48 to 40
* MA Multiplier went from 102 to 115
* Many of Ramza’s abilities are shut down by Silence now

Pros: Solid stat growth all around, plenty of utility, solid late game Job

Cons: Fairly average until Chapter 4, needs a lot of investment

Ramza’s Squire Job is unique as it differs from the generic unit’s Squire Job. Ramza gains access to a few abilities not available to other Squires. Cheer raises the Speed stat and Steel is the easiest way to raise Ramza or anyone else’s Bravery. Once in Chapter 4, Ramza gains Scream and can use it to increase his stats during battle. Also, Ramza can learn Ultima during Chapter 4 but this requires him to be in his Squire Job, get hit by the attack, & and pass a check in order to learn it.

While Ramza’s Squire Job has better base stats and the standard version, he is somewhat limited in what he can equip until Chapter 4. Ramza’s stat growth in both PA and MA are decent now in his Squire Job allowing him to function as a physical fighter or a spellcaster. Once Ramza gains access to Knight’s Swords, Ramza damage output will go up greatly. Ramza will need a lot of training, especially in other Jobs to pick up their reaction, support, and movement skills in order for him to be decent.

MACHINIST (MUSTADIO)



Changes from vanilla

* Speed Growth went from 100 to 80
* Speed Multiplier went from 115 to 120
* PA Growth went from 50 to 45
* PA Multiplier went from 95 to 105
* C-Ev% went from 18 to 25

Pros: Long-range debuffs, Gun user

Cons: Few abilities, reliant on Speed stat

Mustadio still retains his 3 abilities from vanilla, but they’re all long-range thanks to his ability to equip Guns while in the Job. Mustadio’s abilities are reliant on his Speed stat, and his Speed growth is now on par with Ninjas, meaning he becomes very fast very quickly. The biggest buff to Mustadio is that guns are now supported with Dual Wield, allowing him to deal even more damage or increases his odds when performing Arm Shot, Leg Shot, and Seal Evil.

Mustadio will generally perform better than a Chemist and Mediator as a Gun user and thanks to his increased Speed, Mustadio is not a bad substitute as a Chemist.

AGRIAS (HOLY KNIGHT)



Changes from vanilla

* HP Growth went from 10 to 9
* MP Growth went from 11 to 10
* Speed Growth went from 100 to 90
* PA Growth went from 50 to 40
* PA Multiplier went from 100 to 125
* MA Growth went from 50 to 45
* Move stat went from 3 to 4

Pros: Decent character evasion, decent stat growth and multipliers, excellent late game damage

Cons: Holy Sword skills have Charging debuffs, requires MP, Holy Sword skills are evadable

Agrias is a heavy armor unit that has access to sword techniques that cover close to medium range. In vanilla, these sword abilities did not miss, required no MP, or needed to charge up to use. However, in DToI, Holy Sword abilities require a very short charge to use. This means, Agrias can no longer carry a fight on her own and requires her to be more strategic in her approaches (especially since Holy Sword abilities now require MP). Despite the nerfs to the Holy Sword abilities, they can still apply status effects at random and their range and vertical tolerance hasn’t been altered meaning Judgment Blade and Hallowed Bolt can be used at any vertical level.

When Agrias does join your ranks, her damage output may not be able to compete with a well-trained Black Mage or Summoner, but later in the game once she gains access to Knight’s Swords and is well-prepared, her damage begins to take a massive jump, making her reliable all game. Agrias’s is completely reliant on her weapon, therefore, if her weapon is stolen or destroyed, she will no longer be able to use Holy Sword abilities. Agrias still requires a Sword to use her abilities.

LUSO (GAME HUNTER)



Did not appear in the PSX version of Tactics. Was introduced in the War of the Lions version.

Changes from War of the Lions version

* Game Hunter Job received a massive overall
* Gain additional innate abilities while in the Job
* Stat growth

Pros: Decent melee fighter, great innate abilities, crippling status debuffs

Cons: Reliant on melee or a decent secondary skill for damage, Poach can backfire in rare situations, Hunting Arts abilities are Faith-based

Introduced in War of the Lions version of Tactics, Luso’s Game Hunter Job was basically a Ramza clone with the only difference being that he had innate Poach while in the Job. However, in DToI, Luso’s Job received a massive overhaul and he’s no longer a Ramza clone. True to his job, Hunting Arts are focused in applying status effects against enemies to allow Luso to easily fend off threats and more importantly make it easier to poach monsters.

Hunting Arts allow Luso to cause status effects to enemies. These abilities have a small area of effect, vertical tolerance of 0, require a sword, and are reliant on Faith, so enemies with low Faith and bad zodiac compatibility should be avoided. Many of these abilities will absolutely cripple monsters and are also very effective against enemies (friend fire enabled). Like with Agrias’ Holy Sword abilities, there is a minor Charging debuff and require MP to use. Once the proper status debuff has been applied, Luso can run up and melee enemies given that his physical growth is good.

In addition to the innate Poach, Luso also has innate Beastmaster, Safeguard, and Treasure Hunter as well. Making him decent in monster heavy teams and more importantly, seeking items in various maps and is an excellent character for Deep Dungeon alone. Luso’s main weakness is that none of his Hunting Arts abilities deal damage (except Vengeful Circle but under a condition), therefore Luso needs a good weapon and a Secondary skill to truly viable.

Ability notes

Deranged Circle: Applies Confusion and Berserk, excellent at shutting down casters.

Dreaded Circle: Reduces Bravery by 40 points and 10 points permanently.

Paralyzing Circle: Applies Don’t Act and Silence.

Binding Circle: Applies Slow and Don’t Move.

Nightmare Circle: Applies Darkness and Sleep.

Vengeful Circle: Deals damage based on how much HP is loss. Like with the other abilities, it has a small area of effect (though the vertical tolerance is still 0) and can hit multiple targets.

RAFA (SKYSEER)



Changes from vanilla

* Speed Growth went from 100 to 80
* Speed Multiplier went from 115 to 120
* MA Growth went from 50 to 36
* MA Multiplier went from 100 to 120
* Move stat went from 3 to 4
* C-Ev% went from 10 to 30
* Has innate Short Charge
* Sky Mantra abilities vertical tolerance went from 3 to 1
* Sky Mantra abilities now have a chance to strike randomly targeted panels up to 10 times

Pros: High magic damage potential, strong melee, decent stat growth

Cons: Sky Mantra can completely miss

Rafa represents the ‘Faith’ side of the Mantra users and her damage is dependent on hers and the target’s Faith. With high Faith and Rafa’s increased MA growth, she can deal a lot of damage if her luck is good. The big difference is that Rafa’s Mantra abilities no longer cover multiple vertical tiles, therefore, she has a better chance of landing her spells on her targets depending on the terrain. Sky Mantra now has a chance to strike up to 10 times which can total up to a ton of damage if you target as little panels as possible to mitigate the misses.

A side Celestial Void, all the other Mantras cover an element, including the rare Water and Wind elements. Due to Rafa’s innate Short Charge while in the Skyseer Job, her spells come out even quicker and it also makes giving her a magic secondary a good idea. As a Pole user, Rafa’s melee damage will be quite high since Poles use MA for their damage formula.

MALAK (NETHERSEER)



Changes from vanilla

* Speed Growth went from 100 to 80
* Speed Multiplier went from 110 to 120
* PA Growth went from 50 to 42
* PA Multiplier went from 105 to 110
* MA Growth went from 50 to 40
* MA Multiplier went from 100 to 115
* C-Ev% went from 8 to 30
* Has innate Short Charge
* Nether Mantra abilities vertical tolerance went from 3 to 1
* Nether Mantra abilities now have a chance to strike randomly targeted panels up to 10 times

Pros: Potentially more magic damage than Rafa, strong melee

Cons: Nether Mantra can completely miss, Malak and the target’s Faith must be extremely low, Malak’s low Faith makes it hard for magic-based healing to work

Malak’s playstyle is very much the same as Rafa, but Malak’s Mantras require that his and the enemies’ Faith are both low. Reducing Malak’s Faith is easy enough with a Mediator, but as his Faith continues to drop, it makes magic-based healing, buffing, and more importantly, reviving an issue. Also, if either Malak or the target are under Innocent, this will cause Nether Mantra abilities to deal no damage at all.

Like with Rafa, Corporeal Void is the only non-elemental Mantra while the others cover the same elements as with Sky Mantra. He also has innate Short Charge to allow Nether Mantra abilities to come out quicker. However, his low Faith makes him a terrible magic user outside Nether Mantra, so he’ll need a decent secondary that doesn’t rely on Faith (Geomancy is a great backup). Lastly, like Rafa, Malak is a Pole user so he can deal plenty of physical damage with his melee attacks.

ORLANDU (SWORD SAINT)



Changes from vanilla

* Can no longer equip Ninja Blades, Katanas, or light gear
* HP Growth went from 10 to 7
* PA Growth went from 42 to 39
* PA Multiplier went from 122 to 125
* Speed Growth went from 98 to 95

Pros: Wide variety of sword skills, very high damage potential, amazing stats

Cons: Holy Sword, Fell Sword & Divine Sword skills have Charging debuffs, requires MP, Holy Sword & Fell Sword skills are evadable

Infamous for being the most powerful character in the game and able to carry any battle on his own. Orlandu is still a very powerful character. He has not able to equip any light armor or light head pieces to boost his stats further and he can only equip Swords and Knight’s Swords. Despite the increase of his stats, he suffers in that Holy Sword and Fell Sword abilities can miss their targets while Divine Sword abilities do not miss. Also, Orlandu will need to keep his MP up as all three skillsets require MP to use.

MELIADOUL (DIVINE KNIGHT)



Changes from vanilla

* Can no longer equip Crossbows, Spears
* Can no longer equip light armor
* Speed Growth went from 100 to 95
* PA Multiplier went from 120 to 125
* Divine Sword requires a Charging debuff and MP to use
* Divine Sword can strike monsters for damage despite having no gear like in WotL
* Divine Sword can strike a human target with the same ability even if the piece of gear is not there
* Gains access to the ‘Ruin’ abilities from Zalbag’s Arc Knight Job

Pros: Unmissable ranged damage, easy gear destruction, stat draining abilities

Cons: Damage can lag slightly behind Holy Sword skills, MP concerns

Mediadoul’s Divine Knight Job is another heavy armor Job that has access to abilities that cover a medium distance. Unlike Holy Sword abilities, Divine Sword always strikes a single target but has no vertical tolerance. The most important thing is that it destroys gear and is also doesn’t miss like how Holy Sword and Fell Sword abilities can. Mediadoul’s Job is also unique as it’s the only sword skill class that players have full access to the ‘Ruin’ sword skills only Zalbag had. These can be used to cripple enemies quickly but these abilities have a Faith component and their chance of success will drop if the target’s Faith is low also factoring in zodiac compatibility.

A huge buff is that Divine Sword abilities can now strike monsters for damage like in WotL and will still hit humans for damage, even if the piece of gear it would destroy is no longer there. However, Divine Sword abilities are still shutdown by targets that have the Safeguard abilities. Divine Sword abilities still require a sword to use.

BEOWULF (TEMPLE KNIGHT)



Changes from vanilla

* Can no longer equip Knives
* HP Growth went from 10 to 9
* HP Multiplier went from 122 to 125
* MP Growth went from 11 to 9
* Speed Growth went from 100 to 95
* PA Growth went from 48 to 40
* MA Growth went from 45 to 42
* C-Ev% went from 14 to 20
* Faith Spellblade ability is no longer evadable

Pros: Instant cast Yin Yang spells, excellent melee potential

Cons: MP concerns, Spellblade miss rates

Beowulf is a combination of a Knight and an Oracle. He has the strength of a Knight while throwing instant cast Yin Yang Magic for flavor. The only thing that the Oracle has going for it over the Temple Knight job is a majority of the spells have an area of effect but the Temple Knight’s Spellblade abilities are instant cast. The Spellblade abilities can only target one unit at a time. Like with other sword skill users, Beowulf must have a sword equipped in order to use his abilities.

REIS (DRAGONKIN)



Changes from vanilla

* PA Growth went from 39 to 35
* MA Growth went from 38 to 36
* HP Multiplier went from 140 to 150
* Holy Breath can strike up to 10 times

Pros: Specialized support, amazing stats

Cons: Limited equipment options, average Job potential

Reis’ Dragonkin job is treated as a sort of human/monster hybrid class, Reis can use Dragon-style attacks. The downside to the Breath attacks is that in her human form, they lose their piercing capabilities. When paired with the Dragon/Hydra family, it makes for a deadly combination. Dragon Speed allows a Dragon-Type’s CT to instantly fill to 100. Dragon Might will greatly power up any dragons making them even more deadly. On her own, the Dragonkin is fairly average in terms of raw damage output, but she has innate Dual Wield and given her decent PA stat, equipping her with the Monk’s Martial Arts support ability will allow her to deal heavy damage. She can also have extremely high HP thanks to Equip Armor.

Reis’s supportive skills only work with the Dragon and Hydra families, but the big bonus is that these abilities do not miss and Dragon Tame is the easiest way in recruiting dragons to your ranks, or at the very least, reduce the enemies’ offense if you don’t intend to bring any dragons to your team permanently. Reis is great with other monsters thanks to her innate Beastmaster ability and she also has Beast Tongue, allowing her to use Speechcraft against monsters without having to equip the support skill. Holy Breath is Reis’ strongest attack. It is now able to strike randomly up to 10 times and is quite strong, but needs a lot of luck since Holy Breath covers a wide area.

Ability notes

Ice/Fire/Thunder Breath: Attacks like a Pole and Spear. Damage is based on MA. Does not pierce like it did in her Holy Dragon form.

Dragon Charm: 100% success rate on applying Invitation against Dragon/Hydra-Type monsters.

Dragon Care: Only works on Dragon/Hydra-Types. Heals dragons up to 20% of Reis’ max HP and dealing 10% of damage to Reis. It removes status effects as well.

Dragon Might: Adds 5 Bravery points (1 point permanently), +2 in PA, MA, and Speed to Dragon/Hydra-Types.

CLOUD (SOLDIER)



Changes from vanilla

* Does not start at level 1 when recruited
* Innate Short Charge
* HP Growth went from 11 to 10
* Speed Growth went from 100 to 90
* Speed Multiplier went from 100 to 115
* PA Growth went from 42 to 38
* PA Multiplier went from 123 to 125
* MA Growth went from 46 to 40
* Move stat went from 3 to 4
* Jump stat went from 3 to 4
* C-Ev% went from 20 to 25
* Limit abilities now ‘track’ their targets
* Braver CT went from 3 to 2. Base power went from 12 to 15
* Cross-slash CT went from 4 to 2. Base power went from 22 to 25. Can now inflict Don’t Act
* Blade Beam CT went from 5 to 3
* Climhazzard CT went from 7 to 4
* Meteorain CT went from 10 to 5. Base power went from 26 to 35
* Finishing Touch can now apply Death Sentence instead of Stop
* Omnislash CT went 15 from to 7. Base power went from 40 to 65
* Cherry Blossom CT went from 15 to 8. Base power went from 60 to 75

Pros: Unique damage and abilities useful against bosses, quicker Limit charges, deadly debuff ability, high stats, decent at melee

Cons: Limit requires the Materia Blade, Limit tracking a target can backfire causing friendly fire

Cloud’s Limit abilities are magic-based; therefore, Cloud needs a decent MA stat for his Limits to deal decent damage. However, due to is increased base stats in addition to the buff the Materia Blade has received, in addition to the higher base power of his Limits, Cloud will have no trouble dealing massive damage to his targets. Like vanilla, Cloud requires the Materia Blade to use a Limit ability and its location is still the same even in DToI. However, the Materia Blade is even better and sports a decent 16 Weapon Power, so Cloud can function as a decent melee fighter if need be.

While in the Job, Cloud has innated Short Charge, allowing his Limit abilities to come out very quickly (even the stronger ones that were generally impractical to use). Finishing Touch is a great ability in quickly taking enemies out of the fight. Omnislash and Cherry Blossom both deal devastating damage and cover a wide area.

BALTHIER (SKY PIRATE)



Did not appear in the PSX version of Tactics. Was introduced in the War of the Lions version.

Changes from War of the Lions/The Lion War (Mod)

* HP Growth went from 10 to 9
* Speed Growth went from 80 to 70
* PA Growth went from 50 to 40
* Barrage was reverted back to being uninvadable

Pros: Best Gun user, strong melee damage, massive Speed

Cons: Limited utility at range, doesn’t have the superior steal rates from WotL

Balthier’s Sky Pirate Job is a combination of a Thief and a Machinist in additional to gaining a strong damaging ability. Barrage allows Balthier to attack a target up to 4 times and these attacks cannot be evaded nor stopped by Blade Grasp. However, the downside to Barrage is if any of the attacks besides the final attack critical and push the target to a different tile, the rest of the attacks will go to waste.

Due to the limitations of the PSX version of Tactics, Balthier does not get the better versions of his stealing abilities, therefore Balthier doesn’t surpass the Thief when it comes to stealing. However, Balthier’s Speed stat is through the roof and it will not be surprising that he gets 2 and rarely 3 turns before the enemy gets one. Balthier is able to equip Knight’s Swords so his damage output really skyrockets when he uses Barrage, especially if the Knight’s Sword proc their hidden attacks.