SQUIRE



Changes from vanilla

* New additional abilities
* Innate JP Boost

Pros: Essential support abilities

Cons: Limited action abilities and gear selection

Known as the ‘Interns’, the Squires are the starting points of units becoming fine warriors and thanks to their innate JP Boost, they can quickly learn their abilities before moving onto other Jobs. The Squire gains slightly more utility thanks to their new skills which can add buffs and cure various debuffs as well. They can also restore HP thanks to Fury at the cost of becoming uncontrollable. Tickle tends to be better at clearing statues than Stone and Dash. Move+1 is the only Move boosting ability in the game (that doesn’t require a specific condition), making it more valuable this time around.

Ability notes

Focus: Adds +1 PA

Dash: Low damage but has a 50% chance of causing knockback one tile.

Stone: Very low damage at range. Can clear some dangerous status effects such as Charm, Confusion, and Sleep (though once Tickle has been learned, this tends to be better as it doesn’t inflict damage and most importantly, doesn’t knock the unit back one tile). Has a 50% chance of knocking a unit back one tile.

JP Boost: 50% more JP gained per action. Useful for other Jobs. While in the Squire job, this class has this Support skill innately.

CHEMIST



Changes from vanilla

N/A

Pros: Decent early game healers & easy KO removal, strong weapons late game

Cons: Low damage output early to mid-game, requires a decent stockpile of consumables

Great as healers from the start and is a decent secondary skill for most Job classes. As the game goes on, there will be better healing options and methods for clearing status effects, however, Elixir is the strongest recovery item in the game and this version of FFT provides many ways to obtain them. Holy Water is the only way to clear Undead and Blood Suck status. The Chemist’s damage output is very low as they can only use Knives and Guns that are normally available as in shops. Unfortunately, these don’t pack enough power to make the Chemist decent damage dealers.

However, once the advanced guns become available, the Chemist can do decent damage (factoring in the Chemist’s Faith and the target’s Faith as well as gear that boosts elements) making them good offense mid-to-late game (especially since Guns are now supported with Dual Wield). Unfortunately, even with this boost, many classes will still be able to output more damage physically and magically compared to a well-equipped Chemist at higher levels.

Ability notes:

Potion: A cheap replacement for Focus when it comes to JP grinding sessions. Helpful for special Jobs that don’t have access to Focus at all. Restores 50 HP vice 30 HP from vanilla.

Hi-Potion: Restores 100 HP vice 70 HP from vanilla.

Phoenix Down: Revives a Dead unit and is absolutely essential to avoid permadeaths.

Throw Items: Allows a unit to throw items at a range of 4. Chemist Job has this support skill innately.

Treasure Hunter: Very important for finding items on tiles on various maps. Unlike vanilla, the rare and better items are no longer tied to low Bravery.

KNIGHT



Changes from vanilla:

* Knight’s Swords can Proc Holy Sword skills

Pros: Durable, decent damage output, strong weapons late game

Cons: Low base mobility, limited offensive capabilities, inaccurate abilities

Being one of the first stronger front-line fighters players can gain access to. Knights are decent units for plugging up chokepoints thanks to being able to wield shields and heavy armor. They have decent PA, and can output a lot of damage at close distance. The Knight’s damage output can easily pull ahead once they gain access to Knight’s Swords and even more so due to most Knight’s Sword now being able to potentially proc Holy Sword skills.

Despite their increased offensive, their skillset – Arts of War are unfortunately coin flips when used against targets, thus making them too unreliable for general use. Once your units become more durable and have access to the more advance jobs, deciding on a Knight becomes a tradeoff between the sheer power of Knight’s Swords or a nearly wasted ability slot in Arts of War. Arts of War can be doubled up by using the Ninja’s Support skill Dual Wield which means the Knight can easily deal a ton of damage in a single onslaught if they have two Knight’s Swords equipped.

Ability notes

Speed Break: Reduces a targets speed by 2. Very useful against really strong enemies or targets with an unusually high-speed stat.

Parry: Allows the weapon to use their evade. One of the few Reaction skills that does not rely on the unit’s Bravery level to use.

ARCHER



Changes from vanilla

* Jump is now 4 instead of 3
* Crossbows are now supported with Doublehand and Dual Wield

Pros: Potential decent damage, very dangerous on maps with high terrain

Cons: Little utility, limited options at close range if targets are out of range of Bows

Archers are the players first ‘ranged’ fighters until Guns become available. Crossbows are medium ranged but can deal heavy damage since they now are supported with Doublehand and Dual Wield, thus, making the game’s strong Cross Bow – the Gastrafitis a potentially deadly weapon and can even compete in terms of raw damage to the game’s strongest Bow – the Perseus Bow. Bows can be fired indirectly: overhead, not around corners and gain more range when used at higher elevations. Bows are still two-handed weapons only.

The Charge ability adds more damage to basic attacks in any Job. However, the cost of using Charge is that the unit becomes vulnerable due to the Charging debuff. Also, Charge will not track the target if it moves so the Turn List becomes very important when selecting the degree of Charge to use against a target. The advanced Charge abilities are almost never worth using without the target being immobilized in some way.

Ability notes

Arrow Guard: Reduces the chances of be hit by attacks from Bow and Crossbows depending on the unit’s Bravery. This includes attacks such as Charge and Arts of War that are used with a Bow or Crossbow.

Concentration: Allows physical attacks (ranged or closeup) to hit the target, bypassing their evasion completely. This does not allow magical attacks to bypass evasion. Also, this does not guarantee success on physical abilities with inherent miss rates such as Arts of Wat, Steal, etc.

MONK



Changes from vanilla

* Pummel (Repeated Fist) is no longer evadable
* Shockwave (Earth Slash) is evadable
* Cyclone (Spin Fist) has a vertical coverage of 1 now instead of 0 in vanilla
* Secret Fist can now trigger various Reaction skills such as Counter for example

Pros: Requires minimal equipment, plenty of utility, high damage ceiling

Cons: Very dependent on Bravery, limited equipment, Monk’s key abilities have been nerfed

When well-equipped and prepared, the Monk is one of the most well-rounded classes in the game. The Monk has the highest base HP and growth (only Mime is better) in the game and their HP can reach high ceilings when paired with Equip Armor. The Monk’s main damage comes from their unarmed attacks, and their damage scales depending on how high their Bravery is. This can allow them to hit harder than most other classes even with high-end gear. Since this class and its abilities are heavily reliant on PA, a male Monk tends to dominate over females, despite that females can wear the excellent female-only head pieces once available.

Adding onto their devastating basic attacks, the Fist Arts skillset is also really good that ranges from offense to healing abilities as well. Chakra, Purification, and Revive still retain their vertical coverage of 0, therefore these abilities will not help allies on tiles at different elevations so it is best to not fully rely on them as your primary sources of healing and revival. Secret Fist is still MA based so a class with a high MA stat will have a better chance at landing it, however, it can now trigger Reactions skills such as Counter, Nature’s Wrath (Counter Flood), etc. making it riskier to use.

Ability notes

Cyclone: Now covers a vertical range of 1 like the Goblin families’ Turn Punch. However, it is still evadable unlike the Goblin’s Turn Punch. Friendly fire enabled.

Pummel: Deals random damage still. However, it is now uninvadable making it useful to use against targets with a lot of physical evasion or pesky Reaction skills such as Blade Grasp for example.

Shockwave: Decent Earth elemental damage. Has great range and power. However, it is evadable now making it tough to land against a target with high physical evasion.

Revive: Removes Dead from a target and restores 20% of that target’s max HP. Success rate goes by PA. Zodiac compatibility is crucial. Only has a vertical coverage of 0.

Counter: Allows your units to counterattack with basic attacks if the target is in range. The percentage of a counter attack is dependent on the unit’s Bravery.

HP Restore: Fully restores the unit’s HP to full if put in Critical status. Best equipped to units with high HP values as lower ones may most likely be put down from a single attack.

First Strike: Prevents a target from physically attacking you with a basic attack and causes you to attack instead, potentially wasting that target’s turn. Despite its power, this does not work against monsters (except special monsters since their basic attack is not an special ability). Also attacks from Arts of War, Charge, and Throw must be within range for the Reaction skill to trigger.

THIEF



Changes from vanilla:

* No longer has Steal EXP
* No longer has Move+2
* Steal Heart has vertical coverage
* Has the new Movement skill Retreat

Pros: High mobility and speed

Cons: Low damage output, outclassed by late game, inaccurate abilities

One of the Thief’s greatest strengths is their speed and decent mobility, tied with their decent frontal evasion. Before Ninja is unlocked, Thief’s will have the better Speed stat compared to other classes which can make them better Chemists than the actual Job itself. Their main damage will come from the strong knife – the Zorlin Shape, unfortunately, the weapon is hard to obtain and by that time, many other classes will still outclass the Thief in terms of raw damage.

The Thief no longer has Move+2 and now has the Retreat ability. This allows them to gain a massive amount of move at the cost that they’re remain in Critical condition. Steal Heart can easily turn the tides of battle (if you can land it). The gear stealing abilities are not practical in combat situations and have even higher miss rates than the Art of War abilities. The gear stealing abilities are needed for stealing gear from enemies that are generally not found anywhere else or by poaching. However, Steal still gains a boost from Attack Boost and Martial Arts. The Thief Job should be treated nothing more than a transitioning class for unlocking the more advanced Jobs.

Ability notes

Steal Gil: Steals gil from enemies based on the target’s Level and Speed. This is actually useful and an alternative way to gain JP and EXP for special class units that do not gain access to Focus.

Steal Heart: Only works on monsters and humans of the opposite sex. The success rate is based on the unit’s MA. Steal Heart now has a vertical coverage of 3 and can no longer target units from any height like in vanilla.

Poach: Must be equipped in order to buy and sell items at the Poacher’s Den. This also must be equipped to actually poach non-unique monsters. A monster must be killed with a basic attack for the poach to be successful. This also permanently removes the monster from battle (useful against Undead monsters). This mod now provides exactly what items monsters have for poaching by viewing their Job info.

DRAGOON



Changes from vanilla

* Spears are now supported with Dual Wield

Pros: Decent melee range, very high damage potential

Cons: Jump timing can be tricky, no other action abilities

Like the Knight, the Dragoon is another heavy armor user that also can access shields. However, unlike the Knight, the Dragoon is able to attack from two tiles away thanks to the Spears they can equip, which allows them to avoid Counter from monsters or a few Reaction skills from humans. The Dragoon’s damage output greatly increases as Spears are now supported with Dual Wield, making their damage output devastating once they gain access to the strong Spears late game.

Jump takes time to execute, but the game does not provide a slot on the Turn List when using the ability, so it cannot be precisely timed. This takes some getting used to, but a good rule of thumb is to use **Jump** on targets below 50 CT, and check to see that targets do not a have high Speed stat or the Haste buff. **Jump** does 50% more damage when a Spear is equipped.

Ability notes

Dragon Spirit: Grants Auto-Life (Reraise) after being attacked by a physical attack (the Reaction will still trigger even if the attack was unsuccessful). Could be useful as the Chantage perfume is no longer broken as grants the unit permanent Reraise.

Ignore Elevation: Allows units to jump to tiles regardless of the height and the unit’s base Jump stat.

GEOMANCER



Changes from vanilla

N/A

An interesting physical oriented class. The Geomancer are a type of magic user, their attacks depend on the type of terrain they’re standing on. However, a significant amount of JP is needed in order to cover the varieties of terrain you’ll encounter in the game. When it comes to raw power, Geomancy will always lag behind in terms of raw damage output, however, Geomancy costs no MP, can hit multiple targets (friendly fire enabled), hit as far as six tiles away, has a chance to add a status effect, and most importantly, doesn’t expose the Geomancer to extra damage via the Charging penalty.

As the game goes on, Geomancy spell damage needs significant help in order to keep it reasonably competitive. No Job is more reliant on stat-boosting gear than Geomancer. However, its ease of use can make it a decent secondary skill.

Ability notes

Tanglevine/Wind Slash/Contortion: These three Geomancy abilities will be the most common types of tiles you’ll encounter in the game.

Nature’s Wrath: Counters attacks with a Geomancy spell depending on the tile the target is stand on. Will not counter with Geomancy if they have not learned the proper spell for the tile they stand on. The Geomancy will strike the attack regardless of range.

Attack Boost: Increases physical attack abilities by 33%. It also slightly boosts the success rate of certain abilities such as Arts of War, Steal (gear), and Fist Arts.

WHITE MAGE



Changes from vanilla

* No longer have access to Protectja/Shellja (Protect 2 & Shell 2)
* Holy is no longer supported with Arithmetic.

Pros: Decent healers, buffs, powerful spell that cannot evaded

Cons: Fragile, MP limited

The White Mage (Priest) act as dedicated healers with some buffs. Unlike the Chemist, the White Mage’s spells have a AoE which can cause instants where you could accidentally aid the enemy if they move within the targeted panels. The White Mage’s actual damage output comes from their only offensive spell – Holy. Holy is strong and cannot be avoided at all, making it very powerful and use against enemies that have magical evasion. However, it costs a lot of MP, so early in the game, it will not be a valid option. Also, the MP White Mages need can be an issue if they’re outfitted with offensive, debuffing, or buffing magic from the other Jobs, reducing their ability to heal or revive.

Ability notes

Life: Revives a dead unit with 50% of their max HP.

Holy: The White Mage’s only offensive spell. Having a base power of 50 and cannot be evaded (can still be reflected). As mentioned, Holy is no longer supported with Arithmetic.

Regenerate: Adds Regen when taking any HP damage. Can instantly remove Poison status.

Arcane Defense: Reduces damage of magical attacks by 33%.

BLACK MAGE



Changes from vanilla

* Poison status is now permanent until removed, making Poison more valuable.
* Toad (Frog) accuracy has been slightly increased (X – 120 to 150).
* Flare is no longer supported with Arithmetic. Flare’s base power has been increased from 46 to 55.

Pros: AoE damage with elemental properties

Cons: Incredibly fragile, nigh-useless once their MP is drained, needs a solid secondary once MP is drained

The Black Mage are the game’s glass cannons. A side from Flare and Death, the offensive spells have an area of effect for damage (with possible friendly fire). The Lightning tier spells run into less elemental resistance from both available gear and when dealing with monsters while Fire and Ice are great spells to exploit against targets weak to the element.

Similar to White Mage, the Black Mage becomes useless once their MP is drained and their melee damage is among the worst in the game. Early game, Black Magic is very power and can carry battles on their own in most cases, but as the game goes on, it becomes more difficult to use and enemies will have gear to help them evade the oncoming spells. Toad is very good at locking down battles for JP grind sessions and also a means of shutting down a dangerous threat (if they have no defense against the status).

The Black Mage still has the highest base MA in the game (Mime only surpasses them). Meaning that skills that rely on MA entirely will see their full power while in the Black Mage Job, making skills like Iaido very powerful as a secondary to Black Mages and more so when their MP has been drained.

Ability notes

Thunder/Thundara/Thundaga/Thundaja: Lightning is the most reliable element as most threats don’t resist, reduce, or absorb the element. Gains a boost in damage during storms.

Poison: More valuable as Poison status no longer wears off and the unit is now reliant on it being removed. This is devastating to enemies that don’t have a means to remove the status and it’ll continue to drain the target’s HP until they die. Poison can also be used to remove a target’s Regen buff.

Toad: Effective in shutting down tanky or strong units or to setup for a JP grind session. The hit rate is been buffed but Zodiac compatibility will still be key on its success rate.

Flare: The strongest spell in the Black Mage’s kit. Going from 46 base power to 55, it is a very powerful spell that can potentially drop an enemy with a single use. However, the spell is still evadable and can is affected by Reflect. Cannot be used with Arithmetic.

Magic Counter: Allows you to counter a variety of magic (even from the elemental guns). The unit does not need to have learned the spell in order to counter. However, MP is required for your unit to counter the spells so not enough MP will cause the unit to not use the spell back. This will also allow you to counter the Bio spells from Reavers. Be warned as friendly fire is possible and even the caster can possibly be hit from the countered spell.

Arcane Strength: Increases all magic-based attacks by 33%.

ORACLE



Changes from vanilla

* Increased offensive abilities
* Poles are now supported with Dual Wield
* Have a powerful buffing spell
* Oracles finally have their own unique powerful offensive spell while in vanilla, they did not
* Increased accuracy with a majority of their spells
* Many spells gained an area of effect

Pros: Decent at melee, useful debuffs

Cons: Relies on decent Faith & Zodiac compatibility (despite the boosted accuracy), stronger debuffs are slow, fragile

The Oracle is Tactic’s primary debuffing class. Unlike most of the Black Mage’s skillset, the Yin Yang spells have miss rates. The key modifiers are Faith and zodiac compatibility so a high Faith user is key and targets with low Faith and bad zodiac compatibility should be avoided. Some of the common debuffs such as Umbra, Quiescence, and the HP/MP draining spells are quick. However, the rest are at the speed of the tier two Black Magic spells or slower. As the game goes on, the success rates will go up, but also magic evasion via stronger shields and mantles will also go up.

Enemies will rarely clear status effects so a solid one can take a unit out of a fight. Silence from Quiescence can shutdown casters but Indignation and Disbelief are a good backup incase casters are immune to Silence. Disbelief will make the caster or anyone else immune to magic completely while the debuff is in effect. Trepidation is a good way of shutting down dangerous Reaction skills, and Repose’s duration lasts a very long time, effectively taking that unit out of the fight temporarily. Induration is the perfect way in preventing Undead targets from possibly reviving once their death timers reach 0.

Invigoration does a ton of damage to bosses while healing for the same amount. The two spells worth mentioning are Empower (a new spell exclusive to Oracles), that can raise stats during battle and Bravery (increases Bravery by 5 but by 1 permanently). Also, the Oracle has access to Dark Holy which was only exclusive to unique enemies in vanilla. Allow them to deal heavy magic damage without relying on Invigoration.

Ability notes

Empowerment: Drains 33% of MP off the target’s maximum MP. This can essentially fully restore the unit’s MP to full when used on bosses.

Invigoration: Drains 25% of HP off the target’s maximum MP. This can essentially fully restore the unit’s MP to full when used on bosses. This will have the opposite effect on Undead units.

Indignation: Inflicts Berserk on the target. Despite the increase of attack power, this status effect is great in shutting down various Reaction skills (e.g., Counter, Blade Grasp, Mana Shield) and also soft-locking units with ranged weapons or Poles and Spears by taking advantage of walls, barriers, and other obstacles. Alternation solution against casters immune to Silence.

Trepidation: Lowers the target’s Bravery by 30 points. 7 is loss permanently. Useful against monsters and against humans reliant on Bravery for their damage (e.g., Monk, Mime, Knights equipped with Knight’s Sword & Samurai’s Katanas) as well as making Reaction skills trigger less. A Bravery level of 9 or lower turns the target into a Chicken.

Repose: A deadly debuff as it has the longest duration of all the debuffs and enemies will rarely clear it. Useful if you plan on stealing, setting up for a JP grinding session, or to quickly take out a healer from the fight.

Empower: A new custom spell for the Oracle. It increases Bravery by 5 points (increases Bravery permanently by 1 point), +2 in PA, MA, and Speed. This can turn offensive units into killing machines quickly (Geomancer and Samurai will really benefit from the stat increases). The spell can be reflected. Does not work with Arithmetic.

Dark Holy: The Oracles main damaging spell. Base power has gone from 40 to 50 (same as Holy). However, unlike Holy, Dark Holy is uninvadable and cannot be reflected. Does not work with Arithmetic.

TIME MAGE



Changes from vanilla

* Can now equip Poles
* No longer have access to Hasteja & Slowja
* Meteor’s AoE and base power has been increased
* Have a new custom spell

Pros: Haste buff and good support abilities

Cons: Debuffs can be difficult to land, unusual damaging spells

The Time Mage acts as Tactic’s primary ‘support’ class. The main value of the Time Mage is their Haste spell. While not flashy, Haste alone can turn the tides of a battle, as the increased speeds of filling the CT can potentially save a unit from an oncoming spell or rescue a unit in trouble in time. The Time Mage or at the very least, Time Magic will remain important this time around as permanent Haste from gear has been reduced and some items, Haste is only temporary, meaning, you’ll need to apply Haste in order to keep its effect going.

Slow can be devastating to units (especially units with low base Speed) and is one of the only debuffs in the game that remains universal for all enemies and bosses. Immobilize can shutdown targets that are heavily reliant to get close to deal damage but also allows slow spells or the advanced Charge abilities to land. Gravity deals fixed and has a high miss rate but is very strong against bosses. Quick is difficult to time properly but can be a life savor if used correctly.

If anything, Mana Shield and Short Charge are the two most important skills to gain from the Time Mage. Short Charge reduces the CT from spells and some abilities allowing them to come out quicker (makes the stronger Espers from the Summoner Job more practical to use), and Mana Shield is great in protecting your units from oncoming damage. Teleport still remains the best Movement ability in the game.

Ability notes

Haste: If anything, the only reason you’ll have Time Magic as a secondary or be in the Time Mage job. Unfortunately, it still has a vertical coverage of 0.

Gravity: deals 25% of the target's maximum HP in damage.

**Graviga**: deals 50% of the target's maximum HP in damage.

Stabilize: New custom spell for the Time Mage. It removes Haste, Slow, Stop, and Death Sentence. Cannot be reflected and doesn’t work with Arithmetic.

Meteor: A devastating spell. Base power increased from 60 to 75 and now has an effect area and vertical range of 4 making it very difficult to avoid.

Mana Shield: Damage dealt to the target is transferred into MP damage. Needs at least 1 MP.

Short Charge: Reduces the CT for magic and some abilities. Does not work for Jump, Charge, Bardsongs, and Dance.

Teleport: Best Movement ability in the game. Has a chance to fail if attempting to teleport to a tile past the unit’s base Move. If the teleportation fails, the unit’s move will be wasted for that turn.

MEDIATOR



Changes from vanilla

* Losses Negotiate & Persuade
* New Speechcraft skills
* Slight increase in accuracy for some Speechcraft abilities
* Can no longer equip Knives but now can equip Books

Pros: Unique utility, uses Guns

Cons: High miss rates, low damage until the advanced guns become available

The Mediator is a niche Job that can fulfill some specific needs. Speechcraft is the only way to permanently increase Faith and lower it. Also is one of the few ways to be able to recruit enemy humans and monsters onto your team. Similar to Oracles, the Mediator’s debuff suite has nasty miss rates and the only modifiers are MA and zodiac compatibility. Intimidate and Enlighten are reliable while the more advanced Speechcraft skills can sometimes be coin flips to land.

The main strength of the Mediator is their ability to use Guns. However, this is arguably no better than the Chemist. Also, when not in the Job, the unit will need Beast Tongue to be able to use Speechcraft skills against monsters. Also, units under Sleep status will be immune to Speechcraft skills.

Ability notes:

Invitation: A permanent status even out of battle. During battle, that unit will act as a Guest for the remainder of the battle and can be recruited as long as their death timer didn’t reach 0.

Praise: Raises Bravery by 4 points (permanently raises Bravery by 1). Has a miss rate so it is better to rely on Ramza’s Steel ability or the Oracle’s Empower spell.

Intimidate: Lowers Bravery by 20 points and by 5 permanently.

Preach: Raises Faith by 4 points and by 1 permanently. The only way to increase Faith. Careful with this. If a unit’s Faith goes to 95 or higher permanently, they will leave the party.

Enlighten: Lowers Faith by 20 points and by 5 permanently. Useful against enemy caster. However, this will make it harder to damage them with magic or successful land buffs and debuffs, as well as healing and reviving.

Rehabilitate: One of the best ways of restoring MP without requiring a consumable. MA and zodiac compatibility will determine the amount of MP restored.

Refute: Removes Faith, Innocent, Berserk, Charm, Reraise, and Death Sentence. One of the few abilities in the game that can remove Death Sentence and is useful for remove some dangerous debuffs.

Entice: An alternate way of stopping enemies by either inflicting Charm or Confusion onto the enemy.

SUMMONER



Changes from vanilla

* Base power of Moogle went from 12 to 15
* Base power of Shiva, Ramuh, and Ifrit went from 24 to 25
* Base power of Titan went from 28 to 30
* Carbuncle now applies Protect and Shell in addition to Reflect
* Base power of Bahamut went from 46 to 70
* Base power of Odin went from 40 to 65. Has a chance to apply Dead.
* Base power of Leviathan went from 38 from 60.
* Base power of Salamander went from 38 from 45, Has a chance to apply Oil.
* Sylph is now an offensive Esper and is Wind elemental. Has a base power of 35 and has a chance to apply Silence.
* Base power of Fairy went from 24 to 35.
* Lich has a chance to apply a variety of status effects on hit
* Base power of Cyclops went from 50 to 75
* Base power of Zodiac went from 96 to 99. Effect area and vertical range has been increased to 4
* Summoner can now wield Books

Pros: Heavy area effect damage, very strong casters

Cons: High MP requirements, slow spellcasting, very fragile

The Summoner is a spellcaster with front-loaded damage and some utility. Unlike other magic, Summon Magic offensively does not cause friendly fire and healing and buffing will not affect enemies. While the offensive capabilities of the Espers have greatly increased, the Job suffers from low HP and MP early to mid-game can be hard to upkeep. The Summoner will need to be well-protected if you intend on taking advantage of the devastating power of the stronger Espers.

Ability notes

Ramah: The Lightning element is the most reliable element as it runs into the least amount of resistance. Like with the Thunder line spells, Ramah’s attack is boosted in storms.

Golem: Applies a ward that protects against physical damage by human units. It will even block attacks from Jump, Throw, and Charge. However, it will not defend against monster attacks except unique ones that do not have a special physical attack command.

Odin: Veterans of Final Fantasy know Odin very well for his chance to instantly kill targets. While having high attack power, Odin has a minor chance of applying Dead.

Lich: If the attack is successful, it deals damage equal to 50% of the target’s maximum HP. Will not work against bosses as they absorb Dark elemental attacks. The accuracy can be increased by equipping gear that boosts Dark elemental attacks. Potential can apply crippling status effects as well.

Zodiac: Can only be learned by a certain enemy and surviving the attack while in the Summoner Job. Deals colossal damage in a massive area. Usually is fatal when it comes out.

BARD



Changes from vanilla

* HP Growth went from 20 to 12
* HP Multiplier went from 55 to 90
* MP Multiplier went from 50 to 85
* PA Growth went from to 80 to 50
* PA Multiplier went from 30 to 100
* Harps now support Dual Wield and Doublehand
* Silence negates Bardsongs
* Life’s Anthem (Life Song) has a base power of 50 instead of 10. CT has been reduced from 6 to 4
* Angel Song has a base power of 30 instead of 20. CT has been reduced from 6 to 4
* Vigorous Melody (Cheer Song) CT has been reduced from 8 to 5
* Battle Chant (Battle Song) CT has been reduced from 8 to 5. Accuracy has been boosted from 50 to 60
* Magical Refrain (Magic Song) CT has been reduced from 10 to 5. Accuracy has been boosted from 50 to 55
* Nameless Song CT has been reduced from 10 to 6
* Finale (Last Song) CT has been reduced from 20 to 8

Pros: Map-wide healing and buffing, more capable physical fighters, HP increase, reduced CT on songs

Cons: Poor stats, songs are less useful at higher levels, losses evasion completely Performing

Bardsongs allow the Bard to provide healing and buffing across the entire map. However, the Bard will lose all their evasion (except some Reaction abilities) while Performing, making it dangerous to put them in the front-lines. If an ally is under Sleep status, they’ll be unaffected by the effects of Bardsongs.

Life’s Anthem and Angel Song heal only a slight amount of HP and MP. At lower levels, these can heal for a good amount (especially given their reduced CT), but at high levels, they will struggle to heal enough to keep up with increased HP and MP totals. Their healing effects will increase as their MA is increased. The stat boosting songs have the same effect throughout the game, so as levels increase, they potentially become less valuable. Finale can have a huge impact if its effect can land.

Bards can be pretty dangerous in melee due to their Harps. When supported with Dual Wield or Doublehand, a Bard can dish out a lot of damage and also potentially heal for a lot as well if they’re equipped with the Bloody Strings. When not on offense, the Bard will need to be well-protect as they lose evasion Performing and only a few evasion Reaction abilities will work while they’re Performing.

Ability notes

Nameless Song: Has a chance to apply Reraise, Regen, Protect, Shell, or Haste randomly.

Finale: Applies Quick if successful. This can potentially turn the tides of a battle or save a unit from an oncoming fatal attack.

Fly: Ignores elevation and can move over units but cannot move and land on impassable tiles.

CALCULATOR



Changes from vanilla

* Full Life (Raise 2), Flare and Holy are no longer supported with Arithmetic.
* Requires a Level 8 White Mage, Black Mage, Time Mage, Oracle, and Mediator to unlock

Pros: Game-breaking, inexhaustible magic utility

Cons: Potentially can be ineffective due to bad luck or friendly fire, requires a lot of Jobs to be at max level to unlock, massive JP investment

Notorious to all Final Fantasy Veterans for being able to break and trivialize even difficult battles. Calculators require a lot of magic to be learned in order to apply it to their Arithmetic. The big upside is that when magic is used with Arithmetic, it does not require MP and also isn’t stopped by Silence. However, the Calculator needs to learn all the action abilities in order cover nearly every situation on the map. However, even with most coverage being supported, friendly fire can still apply and deciding on potentially taking multiple enemies out in exchange for potentially doing the same to your allies can be huge.

Most players will quickly learn the Calculator’s algorithms then immediately switch to a sturdier class (Black Mage in particular). Calculators still retain having the worse stats in the game making them awful to use in actual combat. They will need a boost in Speed (either Haste or abilities that increase Speed), and help from an Oracle using Empower to keep them up with the battle. However, even if Arithmetic is moved onto another class, the 3 key spells – Full Life, Flare, and Holy will not work, therefore, players cannot instantly end battles by spamming Holy or Flare and cannot reset a battle completely with Full Life.

Ability notes

Cup of Life: When healed, excess HP will be distributed to allies.

Pain Split: If the unit survives the attack, the unit will shift half the damage back at the attacker and heal for half the damage they received.

EXP Boost: Like JP Boost, receives double EXP from successful actions

DARK KNIGHT



Was not available in vanilla

Pros: Holy Sword-like abilities for any human unit, severely reduced requirements to unlocked compared to War of the Lion’s version of the game

Cons: Some skills require HP to use, some sword skills can be evaded

The Dark Knight plays similar to Gafgarion with the except that this class has more options than even Gafgarion’s Fell Knight Job. Shadowblade allows units to deal heavy damage and heal for that much while Duskblade depletes MP and restores that amount in return. However, the drawback with these two and like the Holy Sword skills is that these attacks now have short charging times, require MP to use, and can be evaded. The other sword skills consume HP after use. Darkness requires a Sword or Knight’s Sword to use.

Dark Knights are one of the strongest generic Jobs at short and mid-range. The biggest thing is that unlocking the Job is no longer a pain like it was in War of the Lions. The player will need to reach level 8 with a Knight and a Black Mage to unlock (does not need to master the jobs).

Ability notes

Crushing Blow: Deals decent damage and has a chance to apply Stop

Adeptness: Greatly increases attack power but physically and magically

Sturdy: greatly increases defense from physical and magical attacks

MIME



Changes from vanilla

* MP Growth increased from 30 to 8
* Speed Growth increased from 100 to 80
* MA Growth increased from 40 to 38
* Base Move is 5 from 4
* Base Jump is 5 from 4
* C-Ev% has been increased from 5 to 35
* Has innate Beast Tongue
* Immune to Invitation
* Can Mimic almost all abilities

Pros: Can Mimic almost all abilities (resource free and instantly), Level 8 Onion Knight stats

Cons: Tricky to use effectively, friendly fire quite high, cannot equip gear, many prerequisites

Mimes are an odd job class. They will immediately mimic an action an ally has performed but the power of these mimicked attacks is they will use the Mime’s stats and not those of the original user. Originally, Mimes were only able to mimic abilities use by generic units, but now, they’re able to mimic abilities not available to generic units, such as Holy Sword, Divine Sword, Cloud’s Limits, Rafa and Malak’s Mantra abilities, Ramza’s exclusive Mettle skills, and even Olan’s Celestial Stasis (Galaxy Stop) ability, etc.

The key factors will be the positioning of the Mime. Poor positioning can result in failed copied actions or friendly fire. This takes getting used to if using magic or other abilities like Charge, Throw and Jump. However, abilities from Arithmetic, Bardsongs, or Dance do not require the Mime to be perfectly positioned to use and are easier to handle. Because Mimes cannot equip gear, they tend to be easy targets even with the massive stat boosts they now have. However, due to the innate Martial Arts Support skill as well as Concentration, a Mime can hit for a lot of damage up close.

NINJA



Changes from vanilla

N/A

Pros: Higher melee damage due to more weapons being supported with Dual Wield, high Speed, mobile, low JP investment

Cons: Very low HP, limited utility

Infamous due to their scary damage output, Ninja is ready for combat right out the gate. Due to their innate Dual Wield ability, Ninjas are able to deal a lot of damage thanks to their high Speed and PA. While the weapons the Ninja can equip are not particular strong (until late game as can obtained the high-end Ninja Swords), the Ninja easily falls behind the other weapons. However, if any of the equip weapon skills were learned from the other Jobs, they can be applied here.

Ninja’s have very low HP and can die very easily. They will need to rely on evasion to avoid being killed from possibly two or a single attack. Reflexes is a Reaction ability that does not use Bravery and always doubles the evasion, making mantles a good accessory to give Ninjas. However, the Ninja’s low HP totals can also bait the AI into targeting them, possibly making them waste turns if your Ninja is properly equipped.

Throw allows the Ninja to attack at range and they consume items from your inventory. The range of Throw is dependent on how much Move the unit has and uses a direct line-of-sight. Speed will also increase the power of Throw. However, for Ninjas to possible throw for the maximum range, they’ll need to be equipped with the Germinas Boots.

Ability notes:

Shuriken: Yagyu Darkness is Dark elemental so it’s useful against enemies weak to the element. Shuriken and Fuma Shuriken do not have elemental properties.

Bomb: Bombs are stronger than the first two shuriken provided, and have elemental properties. Bombs are still considered physical attacks.

Flail/Axe: While normally they use a random formula for their damage in basic attacks, when thrown, they do not use that formula and instead go by the base weapon power as well as the Speed of the unit. Their high attack power allows them to deal greater damage than most other weapons.

Vanish: Provides a sort of one-time Concentration, allowing the unit to completely ignore the target’s evasion. This will also allow magic to hit with full accuracy as well. However, the effect wears off if you’re Charging while under Transparent. Enemy AI will still know your location and will attack even when under Transparent.

Reflexes: Doubles the unit’s evasion for both physical and magical attacks.

Dual Wield: Only works with weapons that state Dual Wield in SELECT help. Abilities from Arts of War, Charge, and Snipe will execute twice. Dual Wield is good in getting around units with the Blade Grasp Reaction ability with the second attack.

SAMURAI



Changes from vanilla

* HP Multiplier increased to 110 from 75
* Koutetsu Iaido has a chance to apply Darkness

Pros: High melee damage and utility

Cons: Expensive consumables, Samurai’s low MA stat does not compliment well with Iaido, only heavy armor class that cannot equip Shields

The Samurai is the only heavy armor class that has access to magic abilities and unique weapons. It is also the only heavy armor class that cannot equip shields. However, when equipped with Doublehand, the Samurai’s power will significantly increase. Samurai required stocked Katana in their inventory to make use of Iaido. The ability must be learned before they can use it and there’s a chance the Katana will break after usage. The Katana is modified by Bravery so a Samurai will need high Bravery for their basic attacks to deal heavy damage.

The main drawback is that the Samurai have a poor MA stat, so Iaido will not be dealing a lot of damage and keeping Katana in stock can be difficulty when they break. However, the Samurai have a decent PA stat and are good melee fighters and can be further boosted by Doublehand. However, Iaido is entirely dependent on MA, so giving the Iaido to a spellcaster class will see greater damage than the Samurai can provide. Blade Grasp is a top-tier Reaction ability that stops a lot of attacks, making it great to give to frail units.

Ability notes

Bonecrusher: Deals damage to the attacker based on the max HP of the unit using the Reaction ability. This can deal double damage if the unit has Dual Wield equipped. Can whiff entirely depending on the way and obstacles in the way. Friendly fire can result as well.

Blade Grasp: Blocks physical attacks depending on Bravery. Units with Dual Wield can get around Blade Grasp if the first attacked was stopped, allowing the second attack to go through.

Doublehand: Doubles Weapon Power for attacks using the equipped weapon (does not work for abilities like Holy Sword for example). Example the weapon with SELECT help to see which weapons are supported with Doublehand.

DANCER



Changes from vanilla

* Cannot equip Knives anymore
* HP Growth increased from 20 to 12
* HP Multiplier increased from 60 to 90
* MP Growth increased from 20 to 12
* MP Multiplier increased from 50 to 100
* PA Growth increased from 50 to 45
* MA Growth increased from 50 to 45
* Witch Hunt CT has been reduced from 6 to 4
* Mincing Minuet (Wiznaibus) CT had been reduced from 6 to 4. Base power has been increased from 10 to 20
* Slow Dance CT has been reduced from 8 to 6
* Polka Polka CT had been reduced from 8 to 5. Accuracy has increased from 50 to 60
* Disillusion CT had been reduced from 8 to 5. Accuracy has increased from 50 to 55
* Forbidden Dance (Nameless Dance) CT has been reduced from 10 to 7
* Last Waltz (Last Dance) CT has been reduced from 20 to 9. Accuracy has increased from 34

to 50

Pros: Map-wide debuffs/damage/stat reduction

Cons: Dances are less useful at higher levels

Unlike the Bardsongs that affect allies, Dance instead will affect any enemy on the map after a period of time Performing. Even with the stat boost, Dancers lose evasion while performing. Also, the Dancer has access to the Cloth which is a decent weapon and is notable for its high Weapon Evade. The Cloth can be boosted by Dual Wield and Doublehand.

The Dances focus on debuffing and lowering stats. Enemies under Sleep status will be unaffected. Of all the stat lowering dances, Slow Dance can have an impact depending on luck factors. Polka Polka and Disillusion will barely affect monsters making them more restricted to human units. Forbidden Dance can turn the tides of a battle.

Ability notes

Slow Dance: Reduces the enemy unit’s Speed by 1 on success.

Forbidden Dance: Adds a random debuff on success.

Fly: Ignores elevation and can mover over units but cannot move and land on impassable tiles.