



Game Basics

EXPLORATION BASICS


Acquiring Items

One of the best ways to master FINAL FANTASY X is to explore every location thoroughly. Open every door, and speak to every character multiple times to make sure you hear everything they have to say. Many of the characters you encounter offer helpful items to aid in your journey.

You can speak to other characters by pressing . You also use  to search for useful items, open treasure chests, perform certain actions, and confirm menu choices.



Save Spheres

You can save your game at any Save Sphere. Each time you examine a Save Sphere by pressing , your entire party's HP and MP is completely replenished. You don't need to save your game to heal, but you should save as often as possible. As the game progresses, Save Spheres will have new options, such as allowing you to play the blitzball mini-game.



Overhead Map

The area where the party is currently located is displayed on the overhead map. You can turn this function on and off in the Config menu. The map indicates where you can enter and exit an area. Exits are highlighted with green markers, Save Spheres are highlighted with white markers, and a red arrow indicates the direction you should travel next.




Side Quests and Backtracking



Most of your adventure takes place on foot, jogging and walking from one location to the next. But at a later point in the journey, you'll gain access to an airship that lets you return to previously visited areas to pursue new side quests or acquire previously inaccessible items. Some mini-games are updated throughout your quest, so revisit them when you get a chance.

Blitzball

After a certain point in the game, you're able to play the blitzball mini-game from any Save Sphere. Blitzball has a tremendous amount of depth, and interested players can sink a great deal of time into it.

You can recruit players for your blitzball team during your journey by talking to certain characters with . Playing blitzball beyond the first match isn't mandatory, but it is the only way to acquire certain rare items.




COMBAT BASICS

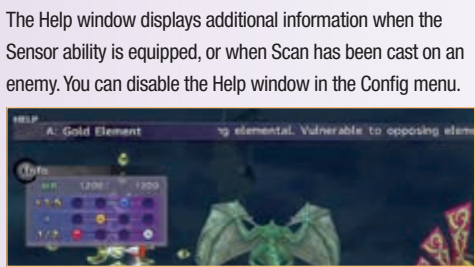
Battle Mode

When a battle occurs, combat proceeds in a turn-based fashion. When the party's turn comes up, the battle will wait for you to input your next command. After you defeat an enemy, Ability Points are awarded to all the characters who participated in the fight.



Info Bar and Help Window

The bar at the top of the screen displays useful information about enemy behavior and what various commands do. You can turn it on or off by pressing .



Party Status

The party's status appears in the bottom-right corner of the battle screen. It shows each character's HP, MP, and Overdrive gauge. A character's name changes from white to yellow when the character's HP falls beneath half his or her max HP.





CTB Window

During battle, the window on the screen's right side displays the order in which character and enemy turns proceed. This is an invaluable resource for planning your strategy against foes, because you can see exactly when their attack is coming. The picture at the top of the list indicates the next in line to attack. All enemies are designated with a letter (A, B, C, etc.). Knowing this, you can focus your next attack against the next enemy before its turn. You can also refer to the CTB Window to determine how to heal or cure your characters.



Different actions require different amounts of recovery time, and thus have varied effects on the order of turns displayed in the CTB Window. To preview how your actions will affect the CTB Window order, select the command you want to use and select the target of your action without executing the action.

Switch Menu

You are not limited to the abilities or shortcomings of the characters who begin a fight. On any character's turn, press  to access the Switch menu. This displays all of the characters who are not currently involved in the battle. Select one of them and press  to bring him or her into battle. The character switched in can act immediately, so no turns are lost. Use the Formation option in the Main Menu to select which characters will initially appear on the battlefield.

The Command Window

Each character has a different set of commands based on his or her abilities. Every character has the **Attack** ability, but some party members do not have the strength to cause significant amounts of damage with a weapon.

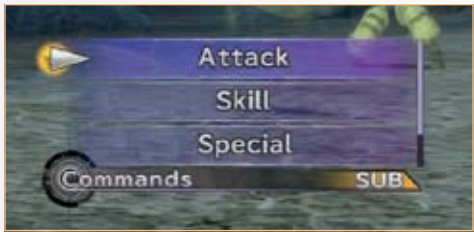
The **Skills** and **Special** commands open a menu of combat techniques available to the character. Characters can learn these skills through the Sphere Grid. The character Yuna has the unique ability to use the **Summon** command.

If a character possesses any spells, he or she can cast them with the **White Magic** or **Black Magic** commands. White magic is used primarily to heal and protect the party, whereas black magic is used to attack and damage the enemy.

The **Item** command enables the character to use potions or medicines or to use them on other characters.

Once a player has filled their Overdrive gauge, they can unleash a powerful ability with the **Overdrive** command, found by pressing left on the Command Window.


In certain boss fights, **Trigger Commands** can be used to perform special actions. These commands are accessed by pressing left on the Command Window.



Even in the middle of combat, characters can change their armaments to respond to battlefield conditions. To do so, press right on the Command Window and select **Weapon** or **Armor**.

Press right on the Command Window to find the **Escape** command. This allows your party to run from battle, although it doesn't always work (and never works during boss battles).

Defending

Defending is not an option in the Command Window. Instead, press  to have a character pass their turn and enter a defensive stance. While defending, characters take half damage from physical attacks. However, damage from spells is unaffected.



Casting Magic

Spells are powerful ways of attacking enemies or protecting characters, but they consume MP. You can cast most spells at only one character or enemy, but some will affect the whole group at once.

Elements

Many black magic spells have elemental properties, which means they draw upon the elements of fire, water, ice, and lightning. Enemies from various regions are inherently strong against some elements. However, being strong against one element may make a fiend weak against the opposite element.

COLOR	ELEMENT	WEAK AGAINST
Red	Fire	Ice
Yellow	Lightning	Water
Blue	Water	Lightning
White	Ice	Fire



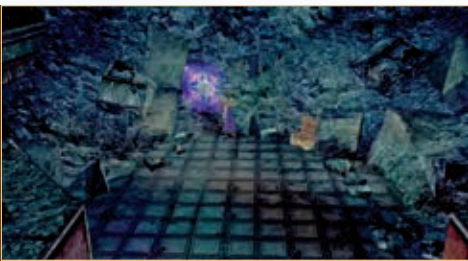
Infiltrate the Locked Treasure Room

Continue south from where you found Lulu until you reach a dead end. Collect the **Elixir** from the treasure chest, and activate the glyph in the rubble. Return north to the last T-intersection and head east. The corridor eventually returns to the room in which you started.



Move north from the first Save Sphere and take the first right turn. A **Black Magic Sphere** is in the right side of the chamber, and the floor glyph should now be active. When you step on it, the teleport pad outside is moved to a new location to the west.

Go back toward the Save Sphere where you located Auron, and head west again. When you reach the chamber where the gate bars your path, stand by the teleport pad. When the glyph arrow points toward the room, step on the pad to teleport inside. Now you can collect the **Skill Sphere**, **Lucid Ring**, and **10,000 gil**. (One chest is against the locked door, and almost impossible to see.) Return to the Save Sphere and head north through the red-lit corridor.



ISSARU & HIS AEONS

HP: GROTHIA: 8,000 (2550), PTERYA: 12,000 (2550), SPATHI: 20,000 (2550) AP: 6,000

WEAKNESS: GROTHIA: ICE, PTERYA: NONE, SPATHI: NONE
STEAL: N/A

WEAKNESS
ABSORPTION
IMMUNITY
HALF DAMAGE



This battle is a test of using your aeons' abilities wisely. It consists of a series of three separate fights, allowing Yuna to summon a new aeon each time.

The first encounter is with Issaru's version of Ifrit, Grothia. Summon Bahamut and cast Blizzara to send Grothia into Overdrive. Bahamut weathers this attack and will most likely go into Overdrive as well. Mega Flare should easily finish off Grothia.

Issaru then summons his version of Valefor, Pteryx. Since Pteryx doesn't have any elemental strengths, summon either Shiva or Ixion, whichever is closer to hitting Overdrive. After taking damage, use your chosen aeon's black magic on itself to heal. If Pteryx gets close to Overdrive, start using Shield.

Issaru then summons his version of Bahamut, Spathi. Summon an aeon that can heal itself with its own black magic, like Ixion or Shiva. After using a special attack, Spathi begins a countdown. When the countdown reaches zero, use Shield to reduce damage from the Mega Flare attack.



BOSS

Swim Out of the Channel

To the right of Tidus's starting position in the underwater channels is a blue chest where the trio can purchase items. Don't worry too much about supplies. This is a short area, and you'll probably only face two or three encounters. Your foes here are almost universally weak to lightning, so use Lightningstrike weapons to give yourself an edge.

Swim forward and around the corner until you see another Save Sphere. Make sure to save your progress before proceeding into the round chamber.



EVRAE ALTANA

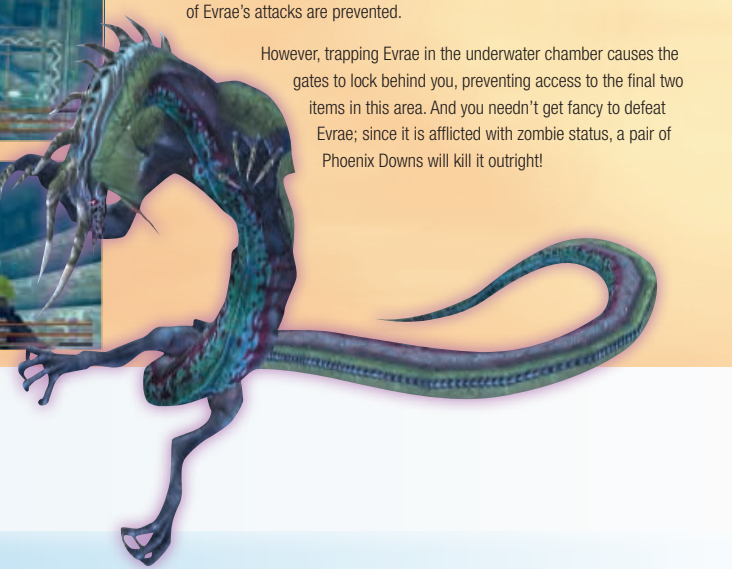
HP: 16,384 (2000) AP: 5800 (8700) WEAKNESS: CURE MAGIC
STEAL: WATER GEM

WEAKNESS
ABSORPTION
IMMUNITY
HALF DAMAGE



Evrae trapped in the final section. While there, your attacks do more damage and some of Evrae's attacks are prevented.

However, trapping Evrae in the underwater chamber causes the gates to lock behind you, preventing access to the final two items in this area. And you needn't get fancy to defeat Evrae; since it is afflicted with zombie status, a pair of Phoenix Downs will kill it outright!



BOSS

Regroup and Make Your Escape

If you used the gate plan to beat Evrae Altana, you go straight to the next scene after the battle. If you didn't, the game resumes in the channels where you first encountered it. Continue swimming through the area, collecting the **Avenger** and Wakka's excellent **Rematch** from the two treasure chests.

Now reunited, the party runs into Seymour again. Unwilling to sacrifice Kimahri, Yuna and the others come to his aid.

There are two Save Spheres on the Highbridge, one at each end. This area is an extremely good place to level up. If Yuna can gain enough AP, try to learn the Reflect ability. Try to get each character into Overdrive mode, but save the attack for the upcoming boss fight.



SEYMOUR NATUS & MORTIBODY

HP: SEYMOUR: 36,000 (3500), MORTIBODY: 4,000 AP: 6300 (9450)

WEAKNESS: NONE
STEAL: SEYMOUR:TETRA ELEMENTAL, MORTIBODY: NONE

WEAKNESS
ABSORPTION
IMMUNITY
HALF DAMAGE



Tidus, Yuna, and Auron all have Trigger Commands that allow them to boost one of their attributes. Start by pounding away at Seymour with Overdrives, if they are available. Only summon aeons that can immediately use their own Overdrives, as aeons will only get a single attack before Seymour Banishes them. Lulu should target Seymour with Bio as a steady source of damage.

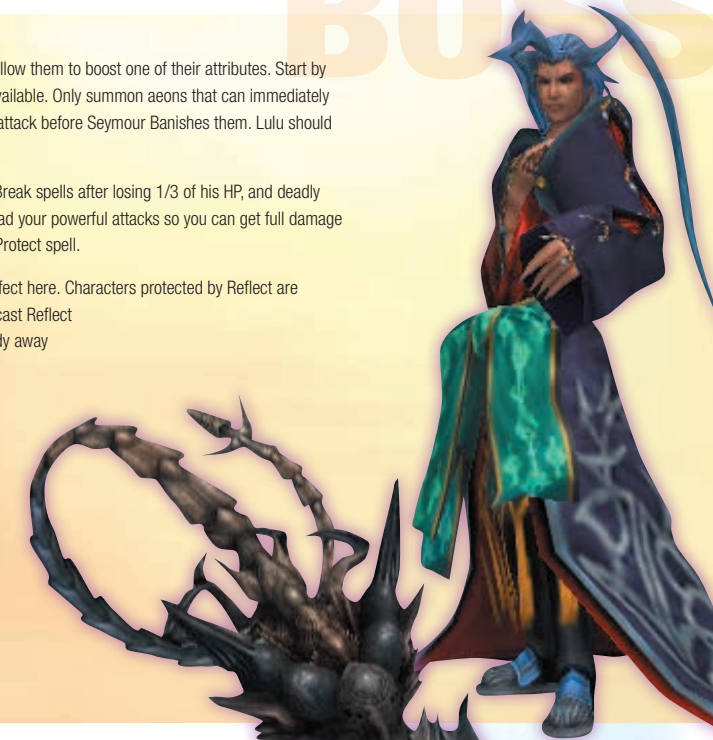
Seymour only gets stronger as his HP dwindles, casting Break spells after losing 1/3 of his HP, and deadly Flare spells when he's lost 2/3 of it. Nevertheless, frontload your powerful attacks so you can get full damage out of them; eventually Seymour defends himself with a Protect spell.

If Yuna knows the Reflect spell, it can be used to great effect here. Characters protected by Reflect are immune to nearly all of Seymour's attacks. You can also cast Reflect on Seymour to divert the Cura spells cast by the Mortibody away from Seymour and onto your team.


If you're having trouble finishing off Seymour, target the Mortibody instead. When its HP runs dry, it drains HP from Seymour. If you can outrace its Cura spells, it eventually drains Seymour to death.



BOSS



VARUNA



HP	56,000 (11,036)	STR	13	AGL	26
MP	1	DEF	50	LUCK	15
AP	19,500	MAG	38	EVA	0
GIL	1780	MAG DEF	10	ACC	0

WEAKNESS

x 1.5

ABSORPTION

+

IMMUNITY

/

HALF DAMAGE

1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	80	Immune	Immune	0	Immune	Immune	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (7)	0	0	0	Immune	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED

Drop Ratio	Ability Slots	Abilities Attached
128/256	3~4	0~2

ITEMS DROPPED

Normal	Rare
Mana Sphere	Lv. 2 Key Sphere

ITEMS STOLEN

Normal	Rare
Farplane Wind	Shining Gem

BRIBE REQUIRED

Gil Required	Item Received
1,120,000	Megalixir (x20)


ENEMY SKILLS

N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +10%, Double Drive
Armor	SOS Shell, Magic Def +10%

VOUIVRE



HP	255 (500)	STR	20	AGL	3
MP	1	DEF	1	LUCK	0
AP	14	MAG	1	EVA	0
GIL	50	MAG DEF	1	ACC	25

WEAKNESS

x 1.5

ABSORPTION

+

IMMUNITY

/

HALF DAMAGE

1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED

Drop Ratio	Ability Slots	Abilities Attached
8/256	1~2	1~2

ITEMS DROPPED

Normal	Rare
N/A	N/A

ITEMS STOLEN

Normal	Rare
N/A	N/A

BRIBE REQUIRED

Gil Required	Item Received
N/A	N/A


ENEMY SKILLS

N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Icestrike
Armor	Slow Ward, HP +5%

VOUIVRE



HP	255 (383)	STR	20	AGL	6
MP	22	DEF	1	LUCK	15
AP	24	MAG	21	EVA	0
GIL	60	MAG DEF	120	ACC	0

WEAKNESS

x 1.5

ABSORPTION

+

IMMUNITY

/

HALF DAMAGE

1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED

Drop Ratio	Ability Slots	Abilities Attached
8/256	1~2	1~2

ITEMS DROPPED

Normal	Rare
Power Sphere	Power Sphere

ITEMS STOLEN

Normal	Rare
Potion	Silver Hourglass

BRIBE REQUIRED

Gil Required	Item Received
5100	Silver Hourglass (x10)


ENEMY SKILLS

N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3% , Magic +3%
Armor	Slow Ward, HP +5%

WARRIOR MONK



HP	1400 (2100)	STR	20	AGL	19
MP	20	DEF	1	LUCK	15
AP	420	MAG	20	EVA	0
GIL	460	MAG DEF	1	ACC	0

WEAKNESS

x 1.5

ABSORPTION

+

IMMUNITY

/

HALF DAMAGE

1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
50	Immune	95	25 (25%)	25	0	25	Immune	Immune	0	0	0	0	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED

Drop Ratio	Ability Slots	Abilities Attached
8/256	1~3	1~3

ITEMS DROPPED

Normal	Rare
Ability Sphere	Ability Sphere

ITEMS STOLEN

Normal	Rare
Hi-Potion (x2)	Purifying Salt

BRIBE REQUIRED

Gil Required	Item Received
N/A	N/A


ENEMY SKILLS

N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic Counter
Armor	Death Ward, Magic Def +5%

WARRIOR MONK



HP	1400 (2100)	STR	20	AGL	17
MP	20	DEF	1	LUCK	15
AP	420	MAG	20	EVA	0
GIL	460	MAG DEF	1	ACC	0

WEAKNESS

x 1.5

ABSORPTION

+

IMMUNITY

/

HALF DAMAGE

1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
50	Immune	95	25 (25%)	25	0	25	Immune	Immune	0	0	0	0	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED

Drop Ratio	Ability Slots	Abilities Attached
8/256	1~3	1~3

ITEMS DROPPED

Normal	Rare
Ability Sphere	Ability Sphere

ITEMS STOLEN

Normal	Rare
Hi-Potion	Purifying Salt

BRIBE REQUIRED

Gil Required	Item Received
N/A	N/A


ENEMY SKILLS

N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic Counter
Armor	Death Ward, Magic Def +5%

WASP



HP	360 (540)	STR	17	AGL	18
MP	30	DEF	1	LUCK	15
AP	240	MAG	1	EVA	13
GIL	142	MAG DEF	1	ACC	0

WEAKNESS

x 1.5

ABSORPTION

+

IMMUNITY

/

HALF DAMAGE

1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED

Drop Ratio	Ability Slots	Abilities Attached
8/256	1~3	1~3

ITEMS DROPPED

Normal	Rare
Speed Sphere	Speed Sphere

ITEMS STOLEN

Normal	Rare
Hi-Potion	Poison Fang

BRIBE REQUIRED

Gil Required	Item Received
7200	Poison Fang (x3)


ENEMY SKILLS

N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Poison Ward, MP +10%

WATER FLAN



HP	315 (473)	STR	3	AGL	5
MP	30	DEF	120	LUCK	15
AP	2	MAG	15	EVA	0
GIL	18	MAG DEF	1	ACC	0

WEAKNESS

x 1.5

ABSORPTION

+

IMMUNITY

/

HALF DAMAGE

1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED

Drop Ratio	Ability Slots	Abilities Attached
8/256	1~2	1~2

ITEMS DROPPED

Normal	Rare
Mana Sphere	Mana Sphere

ITEMS STOLEN

Normal	Rare
Fish Scale	Dragon Scale

BRIBE REQUIRED

Gil Required	Item Received
6300	Water Gem (x2)


ENEMY SKILLS

N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike
Armor	Water Ward, Waterproof

WENDIGO



HP	18,000 (1432)	STR	40	AGL	18
MP	32	DEF	1	LUCK	15
AP	2000	MAG	1	EVA	0
GIL	3000	MAG DEF	1	ACC	0

WEAKNESS

x 1.5

ABSORPTION

+

IMMUNITY

/

HALF DAMAGE

1/2

RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	Immune	Immune	Immune	Immune	0	0	0	0	0	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	Immune	0	0	0	0	0	0	0	Immune	Lv.1

EQUIPMENT DROPPED

Drop Ratio	Ability Slots	Abilities Attached
128/256	1~2	1~2

ITEMS DROPPED

Normal	Rare
Power Sphere	Power Sphere (x2)

ITEMS STOLEN

Normal	Rare
Hi-Potion	X-Potion

BRIBE REQUIRED

Gil Required	Item Received
N/A	N/A

ENEMY SKILLS

N/A

EQUIPMENT ABILITIES

Weapon	Piercing, Counter
Armor	SOS Haste, HP +10%

160

Bestiary


Bestiary

161

DRESSPHERES

GUNNER


MAIN COMMANDS • Attack • Trigger Happy • Gunplay • Item

The Gunner uses firearms to attack enemies. Range isn't a problem, and a Gunner's attacks are very effective against flying or airborne enemies. The Trigger Happy attack enables you to assail a single foe with a barrage of lower-powered chain attacks (quickly tap ) during the time allotted. You can even extend the time for Trigger Happy by leveling up the ability. At first, a Gunner's attacks won't deal much damage. But as a character gains levels, the Gunner dressphere becomes a powerful tool for quickly disposing of enemies. Gunplay abilities feature special shots that require MP to execute. However, unlike most skills and spells, Gunplay abilities are immediately performed by the Gunner, similar to physical attacks.

In combat, the Gunner's main job is to attack and destroy enemies. At the start of the game, the Gunner is quite effective at this job. Equip a Gunner with accessories and Garment Grids to boost Strength and Accuracy to inflict more damage. As the character donning the Gunner dressphere gains experience levels and grows in strength, her attacks become more devastating with a higher frequency of critical hits.



GUNNER ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Trigger Happy	0	0	Press  repeatedly during allotted time for multiple hits.	None
Potshot	20	8	Damage one enemy.	None
Cheap Shot	30	8	Damage one enemy regardless of its Defense.	Potshot
Enchanted Ammo	30	8	Inflict magical damage on one enemy.	None
Target MP	30	8	Inflict damage on one enemy's MP.	Enchanted Ammo
Quarter Pounder	40	8	Reduce one enemy's HP by 1/4.	Target MP
On the Level	40	12	Damage one enemy according to the user's current EXP level multiplied by 16.	Target MP
Burst Shot	60	12	Critically damage one enemy.	None
Table-turner	60	8	Deal greater damage to enemies with high Defense.	Potshot
Scattershot	80	8	Damage all enemies.	Burst Shot
Scatterburst	120	36	Critically damage all enemies	Scattershot
Darkproof	30	0	Guards against Darkness.	None
Sleepproof	30	0	Guards against Sleep.	Darkproof
Trigger Happy Lv.2	80	0	Extends the time allotted for Trigger Happy.	None
Trigger Happy Lv.3	150	0	Extends the time allotted for Trigger Happy.	Trigger Happy Lv.2

THIEF

MAIN COMMANDS • Attack • Steal • Flimflam • Flee • Item



While most enemies drop items and small amounts of gil after each battle, a Thief can steal additional items, gil, HP, and MP from enemies during combat. While a Thief is neither strong nor sturdy like some of the typical "attacker" types, the Thief's high Agility and Evasion make it easier to sidestep many physical attacks. By stealing items and using the Pilfer Gil ability during every battle, a Thief helps the party to amass an overwhelming supply of medicines, bombs, consumables, and accessories, as well as plenty of gil. Stealing is one of the best methods to gain powerful equipment early in the game. In particular, by entering Fiend Arena tournaments in Shinra's Creature Creator, you can steal accessories from Chapter 5 while you're still in Chapter 1! Going hand-in-hand with stealing, the First Strike ability of a Thief enables her to get the first turn in combat.

During combat, spend the first few turns stealing items and gil from each enemy on the battlefield. If enemies are reluctant to give up items and your Thief continuously comes up empty-handed, use the Sticky Fingers ability to pry the items loose. In particular, bosses usually hold powerful accessories that can only be gained by stealing, so keep someone equipped with a Garment Grid that can be switched to Thief at all times. Help out your fellow party members by halting enemy advancement with Borrowed Time, or enable the entire party to run simultaneously with the Flee ability in case of an emergency.

Interestingly, equipping a fiend or NPC acquired from the Creature Creator with the Thief dressphere changes that creature's Fight command into Mug.

THIEF ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Steal	0	0	Steal items from one enemy.	None
Pilfer Gil	30	2	Steal gil from one enemy.	None
Borrowed Time	100	16	Inflict Stop on one enemy.	None
Pilfer HP	60	10	Steal HP from one enemy.	Pilfer Gil
Pilfer MP	60	0	Steal MP from one enemy.	Pilfer HP
Sticky Fingers	120	20	Always steal items from one enemy.	Pilfer HP
Master Thief	140	20	Steal rare items from one enemy.	Sticky Fingers
Soul Swipe	160	12	Inflict Berserk on one enemy.	Pilfer HP
Steal Will	160	18	Cause one enemy to flee from battle.	Soul Swipe
Flee	10	0	Aid the party's escape from battle.	None
Item Hunter	60	0	Improves the odds of enemies dropping items.	None
First Strike	40	0	Act at the beginning of battle.	None
Initiative	60	0	Raises the party's chance of a preemptive strike.	First Strike
Slowproof	20	0	Guards against Slow .	Item Hunter
Stopproof	40	0	Guards against Stop .	Slowproof

WARRIOR

MAIN COMMANDS • Attack • Swordplay • Assault • Sentinel • Item



The Warrior, Paine's initial dressphere, is the first of many strong "attacker" dresspheres in the game. The main function of a Warrior is to hit enemies hard and bring down large amounts of enemy HP with each strike. A Warrior benefits from a lot of HP, but lacks a respectable amount of MP. A Warrior's Swordplay skills are all low MP-cost abilities that fuse magic with metal in a powerful attack designed to exploit enemy weaknesses. A Warrior can also make many enemies easier to defeat by lowering their attacking power, defense, and spell casting abilities. Additionally, a Warrior can also delay the action of an enemy with Delay Attack and Delay Buster.

During battles, if an enemy is taking less than the normal amount of damage from a Warrior's attack, use Swordplay abilities to exploit elemental weaknesses or inflict status ailments on it. Without restorative abilities, a Warrior must depend on others (or items) to regain lost HP.

WARRIOR ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Sentinel	20	0	Take less physical damage until next turn.	None
Flametongue	20	4	Deal fire damage to one enemy.	None
Ice Brand	20	4	Deal ice damage to one enemy.	None
Thunder Blade	20	4	Deal lightning damage to one enemy.	None
Liquid Steel	20	4	Deal water damage to one enemy.	None
Demi Sword	60	6	Deal gravity damage to one enemy.	Flametongue, Ice Brand, Thunder Blade, Liquid Steel
Excalibur	120	24	Deal holy damage to one enemy.	Demi Sword
Power Break	30	4	Damage one enemy and lower its Strength.	None
Armor Break	30	4	Damage one enemy and lower its Defense.	None
Magic Break	30	4	Damage one enemy and lower its Magic.	None
Mental Break	30	4	Damage one enemy and lower its Magic Defense.	Magic Break
Delay Attack	100	10	Damage one enemy and delay its action.	Armor Break
Delay Buster	120	16	Damage one enemy and greatly delay its action.	Delay Attack
Assault	100	0	Cast Berserk, Haste, Shell, and Protect on the party.	Sentinel
SOS Protect	20	0	Casts Protect when HP is low.	Sentinel

SONGSTRESS

MAIN COMMANDS • Dance • Sing • Item

The Songstress dresssphere transforms its user into a singing sensation who uses music and dance to distract the enemies from damaging the party. By learning the various Dance moves available, a Songstress can inflict status ailments on the enemy party with a 100% success rate (except in cases where enemies are immune to the status ailments). For example, while a Songstress is present, you can blind the entire enemy party to prevent them from striking with physical attacks, or even stop them completely to make them easier targets. The Songstress has no ability to attack or heal unless she is equipped with the proper Garment Grids or accessories. While equipping and mastering this dressphere, it's a good idea to equip accessories or Garment Grids that allow you to use the attack or healing abilities of another dressphere, so the Songstress can adapt to emergency situations.

During combat, use Dance abilities to negate the enemies' combat abilities, or throw the whole party into a frenzy by casting Jitterbug. A Songstress won't get another turn until the effects of the previous dance have ended. If a Songstress can't inflict status ailments on an enemy due to immunities, use Sing abilities to boost the attributes of allies.



THE BOOKS OF MAGICAL DANCES

To learn MP Mambo and Magical Masque, you must acquire two key items: **Magical Dances, Vol. I** and **Magical Dances, Vol. II**. Volume I is obtained by defeating the boss enemies inside the Den of Woe at Mushroom Rock. Volume II is obtained by defeating the Experiment machine at Djose Temple during Chapter 5, when the boss's Attack, Defense, and Special parameters are all at level 5.

SONGSTRESS ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Darkness Dance	0	0	Inflict Darkness on all enemies while dancing.	None
Samba of Silence	20	0	Inflict Silence on all enemies while dancing.	None
MP Mambo	20	0	Reduce the party's MP cost to 0 while dancing.	Magical Dances, Vol I key item
Magical Masque	20	0	Nullify magical attacks against the party while dancing.	Magical Dances, Vol II key item
Sleepy Shuffle	80	0	Inflict Sleep on all enemies while dancing.	None
Carnival Cancan	80	0	Double the party's max HP while dancing.	Sleepy Shuffle
Slow Dance	60	0	Inflict Slow on all enemies while dancing.	None
Brakedance	120	0	Inflict Stop on all enemies while dancing.	Slow Dance
Jitterbug	120	0	Sustain a Haste effect on the party while dancing.	Slow Dance
Dirty Dancing	160	0	The party inflicts critical hits while you dance.	Carnival Cancan
Battle Cry	10	4	Raise the party's Strength.	None
Cantus Firmus	10	4	Raise the party's Defense.	Battle Cry
Esoteric Melody	10	4	Raise the party's Magic.	None
Disenchant	10	4	Raise the party's Magic Defense.	Esoteric Melody
Perfect Pitch	10	4	Raise the party's Accuracy.	None
Matador's Song	10	4	Raise the party's Evasion.	Perfect Pitch

