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in: Characters in Final Fantasy Tactics Advance, Character Lists Edit Share in: Work in Final Fantasy Tactics Advance, Task Lists Edit Share Tasks in Final Fantasy Tactics Advance Job Lists Community Content is available under CC-BY-SA, unless otherwise stated. &lt; Fantasy Tactics Advance Go to Navigation Go to Search Since we've already been introduced to the races, it's time to take it one step further. Each of the races can be different kinds of people, called jobs. These works, like Soldier and Black Mage, each teach the character numerous skills and are strong in some statistics such as HP and MP. There are two different classes of jobs, normal and expert. While normal jobs are accessible at any time, professional work usually requires a certain number of skills to be learned in other jobs before they become available. Click the project name to see more information about this work. Human [edit] Normal Work [edit] Soldier Thief Archer White Mage Black Mage Expert Jobs [edit] Fighter Request: Soldier A-Ability x2 Paladin Requirement: Soldier A-Ability x2 Ninja Requirement: Thief A-Ability x2 Hunter Requirement: Archer A-Ability x2 Blue Mage Requirement: White Mage A-Ability x1, Black Mage A-Ability x1 Illusionist Requirement: White Mage A-Ability x3, Black Mage A-Ability x5 Bangaa [Edit] Normal Work [Edit] Expert Jobs [Edit] Bishop Requirement : White Monk A-Ability x2 Tempular Requirement: White Monk A-Ability x2 Dragoon Request: Warrior A-Ability x2 Defender Request: Warrior A-Ability x2 Gladiator Request: Warrior A-Ability x2 Nu Mou [edit] Normal Work [edit] Black Mage White Mage Beastmaster Expert Jobs [edit] Time Mage Requirement: Black Mage A-Ability x5 Illusionist Requirement: Black Mage A-Ability x5, White Mage A-Ability x3 Alchemist Requirement : Black Mage A-Ability x5 , White Mage A-Ability x3 Sage Requirement: White Mage A-Ability x3, Beastmaster A-Ability x2 Morpher Requirement: Beastmaster A-Ability x5 Faith [edit] Normal Work [edit] Expert Jobs [edit] Red Mage Requirement: Fencer A-Ability x1 Elementalist Requirement: Fencer A-Ability x1, White Mage A-Ability x1 Sniper Requirement: Archer A-Ability x2 Summoner Request: White Mage A-Ability x2, Elemental A-Ability x2 Assassin Request: Elementalst A-Ability x2, Sniper A-Ability x1 Moogle [edit] Normal Work [edit] Expert Jobs [edit] Time Mage Requirement : Black Mage A-Ability x5 Gunner Request: Animist A-Ability x1 Mog Knight Request: Animist A-Ability x1 Juggler Requirement: Thief A-Ability x2 Gadgeteer Requirement: Thief A-Ability x2 FlagView HistoryThen page contains a list of cheats, codes, Easter eggs, tips and other secrets for Final Fantasy Tactics Advance for Game Boy Advance. If you have discovered a cheat that you want to add to the page, or you have a fix, click EDIT and It. Here's a really easy way to gain experience. Create the character you want Up to the thief, and make sure he or she learns the skills of EXP steel as soon as you can. Couple a thief in battle with a character who knows Slow or Stop. Allow the enemy to engage you and attack you, and then have another character cast slow or (preferably) stop at the character. Then steal the experience! Have which character you want to level-up to change to Thief class. Also make sure you have the skill to steal exp. Then, go to battle (preferably a clan battle) and leave one enemy left on the battlefield. Stand up for the enemy, let him hit you while the rest of your team goes through their turns. As the enemy hits you, the enemy gains experience. Let them gather some experience, then use your skills to steal. You get a random amount each time, but the higher the enemy level, the more you should get. If you are interested in getting two high level Moogles at the beginning of the game (or at any time) make two of them with jugglers of the same level. Also make sure they both know the smile movement before going into battle with them. When it comes to their turns in battle, use smile on the second Moogle Juggler, which is the next move. Then, go back and forth again and again with this, as each move it will net is 10 experience points. Enemies never get it again until you decide not to use Smile. This turns out to be a great way to level up. Healing abilities can be used when the characters already have full health. If the unit uses an elixir on itself, it will earn 10 experience points. Stock up on potions and then enter the battle. Kill all enemies except the weak unit (like a white mage) and then drink potions until the desired level is reached. This balancing strategy also works with any non-offensive capabilities such as Defense, Protect, Shell, Hide, Cure and First Aid. You can buy certain armor in stores, allowing you to learn either gadgeteer, morpher or ninja reactive MP damage capabilities. This allows this character to convert any damage caused to it by mp damage. The only problem is when the MP is zero, the effects of this ability wear off, and the damage begins to decrease hp. However, there is an item called Magic Ring (you must have at least one of those since you start the game with it) that can help this armor. This ring allows the chatacter who wears it to get 5 MP every time the wearer comes to the turn of the battle. Thus your magical armor wearer must be hit at least twice again in order to be damaged. Submitted by Rhig (Idoguy1)To get Quin to join your clan, fill in the Missing Professor Mission. After the battle, Quin can ask to join your clan. Make sure you have space in your clan for Quin, or you will miss the opportunity. Have you ever had trouble getting your Blue Geeks to learn healing monster abilities, or any abilities at all? Nu Mou starts work called which allows you to user to control certain creatures. This way you can have the selected monster use the ability on your Blue Mage. It only works with some abilities and make sure that when you want to learn skills, you have blue mage support learning ability taught weapon blue saber equipped. Otherwise, you're just going to get hurt. When trying to learn the ability of Roulette taught by Floateyes and Ahrimans, they have an Angel Ring or some other form of Auto-Life on; The only way to gain Blue Mage skills is by staying awake and alive! Beat the game once and meet the following conditions, and the secret characters will offer to join you if you have space: Shara - Clear Maiden cry and enter the city, Ritx - Clear Deadly Snow, Ezel - Select Gossip in his store, and then clearonement. Babus - Clear Left Behind and enter the city to join the S Babus Mission. Clean it up to get Babus. Cid - Clear all 300 numbered missions. (Top secret missions are not counted.) If you've ever come across a gel-type creature called flan and need a little exp, here's a tip. First kill every other enemy on the field, and then surround the flan with your people. Use regular attacks on what will do only 1 damage, and if the enemy is on a sufficient level, you will get several levels while slowly killing. Here's how to copy items or characters. All you need are 2 Final Fatasy Tactics Advance Cartridges, 2 GBA/SP Units, and 1 Connecting Cable. First, make sure that both games have at least 5000 gills so you can trade with them. Next, save the Final Fantasy Tactics Advance data on both save cartridge slots. Then replace the item/character you want to duplicate from the second saving slot of the first cartridge to the second GBA/SP. Finally, replace the copied item/character from the second cartridge to the first saved cartridge slot. Now that the slot will have two copies of the item/character. Unlock expert missions, beat the game once and save. When you start over, you'll have an asterisk next to your name. To reset the game, press A+B+START+SELECT. During the mission over the hill, when you fight against the Ritx and her clan, use a thief with a steal weapon's ability to steal a Shara gun, called the Seventh Heaven. Equip him with Hunter and teach Ultima Shot To get new jobs, you have to handle a certain number of Abilites from the starting job (eg, to become a Paladin, that character must handle 2 Solider abilites). Human: Solider: Starting Work Thief: Starting Work Archer: The Initial Work of the White Mage: The Initial Work of the Black Mage: The Initial Work of paladin: Soldier Abl. x2 Fighter: Solider Abl. x2 Ninja: Thief Abl. x2 Hunter: Archer Abl. x2 Blue Mage: White Mage x2 / Black Mage Abl. x2 Illusionist: White Mage Abl. x3 / Black Mage Abl. x5Viera: Fencer: Initial Work White Mage: Initial Work Archer: Initial Work Red Mage: Fencer Abl. x1 White Mage x1 / Fencer Abl. x1 Summoner: White Mage x2 / Elementalst Abl. x2 Sniper: Archer Abl. x2 Assassin: Elementalst Abl. x2 / Sniper Abl. x1Bangaa: White Monk: Starting Job Warrior: Starting Job Bishop: White Monk Abl. x2 Templar: White Monk Abl. x2 Dragoon: Warrior Abl. x2 Gladiator: Warrior Abl. x2 Defender: Warrior Abl. x2Nu Mou: Black Mage: Starting Job White Mage: Starting Job Beastmaster: Starting Job Time Mage: Black Mage Abl. x5 Morpher: Beastmaster Abl. x5 Illusionist: Black Mage Abl. x5 / White Mage Abl. x3 Alchemist: Black Mage Abl. x5 / White Mage Abl. x3 Sage: White Mage Dr. x3 / Beastmaster Abl. x2Moogle: Black Mage: Starting Job Animist: Starting Job Thief: Starting Job Time Mage: Black Mage Abl. x5 Gunner: Animist Abl. x1 Mog Knight : Animist Abl. x1 Juggler: Thief Abl. x2 Gadgeteer Abl. x2 Semi-Secret Characters are available by completing missions with various mission items. Secret characters can join you after the battle. Cheney: Complete the mission with a snake shield as a mission item. Eldena: Complete the mission with the Elda Cup as a mission item. Lini: Complete the mission with the hero Gaol as the mission items. Littlevill: Complete clan league mission. Pallanza: Complete the mission with Wyrystone as a mission item. The most effective treasure hunt is carried out as follows: Best: Two of the same type of symbols (e.g. two forests) at the top of the circle and two of the same type of symbols (e.g. two mountains) located at the bottom of the circle on the world map, with another symbol in the middle (as the final symbol placed). 2. Best: Four symbols in a circle with another placed in the middle (as the final symbol placed). 3. Best: Three symbols in a circle with another placed in the middle (as the final symbol placed) Put 4 different cities around in the circle so they will surround the empty space in the middle. Then put Jagd in the middle. Searching for treasure in Jagd will result in a ribbon. (Ribbons can only be worn by Faith. They nullute all diseases of the condition, including doom.) Become harder to killIf Skrinlar will do about 5 damage to the Marche at every turn. Marche can treat himself to 7 points at every turn, and he gets 10 EXP every time he does. Keep having Marche heal himself over and over again, and this way you can get him to a high level very early in the game. You can also have your other characters attack marche, and they will gain a lot of EXP because Marche is at a much higher level than they are. Are.

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