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Final fantasy tactics advance job skills

c: Abilities in final fantasy Tactics Advance Edit Share Abilities in final fantasy tactics Advance are in four categories: action abilities, response capabilities, capability support and capability combinations. Abilities are taught by equipment; Action abilities are learned only from weapons, while weapons, hats, shields and armor learn unit of R- or S-capability. While the equipment that provides the capability is equipped, a unit masters ability by gaining enough Ability Points. If their equipment was changed before it happened, their AP will remain where it was for that capability. The capabilities used can be used at any time. List of abilities[edit editing source] Action capabilities[edit editing source] Main article: Final Fantasy Tactics Pre-Action Capabilities Action Capabilities are actively used, often special attacks such as magic. They are equipped in kits belonging to a job, two of which can be used simultaneously. Response capabilities[edit editing source] Main article: Final Fantasy Tactics Capabilities Response capabilities are used when certain conditions are met after the unit is attacked and are often variants of Counterattack or SOS capabilities. Maintain capabilities[edit edit] Main article: Final tactics Advance support capabilities are usually used at any time and usually improve other capabilities, or have consequences such as using a weapon with both hands in one hand or using two weapons. Combo Capabilities[edit editing source] Main article: Combo (Tactic advance) Combo capabilities allow group members to initiate or join in combination. Combinations can be used once the character has at least one judge by point. Skills in final tactics for fantasy Pre-Community Content is available under CC-BY-SA, unless otherwise stated. This is a list of all the skills and abilities in the FFTA, arranged alphabetically (except for black/white magic and morph skills). The effect of each skill will be listed, along with what jobs can learn skills. A-ABILITIES action abilities, or A-Abilities, are attack, healing and supporting skills units can use in battle. Each work has a number of A-abilities associated with it that are grouped under the type A-Abilities of this position (for example: A-Ability for Black Mags is Black Magic and includes all nine participation spells; Dragon A-abilities are grouped as Dragon Tech). Each device has two A-Ability slots. The first slot is for A-Ability of active work. The second slot can be set to any A-Ability unit has learned. For example, a Nu Mou who has learned Black Magic can change his work on Time Mage, set up Black Magic in the second slot and have access to all the learned black magic. NOTE: Since Beastmasters and Morphers have skills with the same names that don't do the same things, I list their skills as Control [Monster] and Monster] Morph. Opportunity Name Description Jobs 100% wave casting protection and Shell user. Animist Abate stops referee for a turn to allow be violated without penalty. Captain Acid Status judge didn't take aim. I learned from Flenkind. Adele Adele Adel. It only works on monsters. Hunter Advice Raises critical target rates. Hunter Aero Wind will damage a group of targets. Bishop Segay Auga is slowing down the target. Killer target: Hand deactivates target. Shooter Target: Armor destroys the target's armor. Sniper Target: Legs stationary move the target. Shooter target: Vitals random condition disease target. Hunter Goal: Wallet makes the goal to drop some money. Sniper Target: Weapon destroys the target's weapon. Sniper Air Blast inflicts wind damage on units in front of the user. Fighter jet on three panels away from the user. FighterWhite Monk Angel Whisper Restores a small amount of HP and throws Auto-life on the target. I learned from Titania. Blue Target Silence. Asasin Astra defends a group of targets from one state. AlchemistHermeticTemplar Aura casts Regen and auto-life of the user. Defender Auto-life Imbues a target with Auto-life. The White Magnet puts all enemies to sleep. Hermetic Backdraft Attack, which inflicts severe damage to the fire but also handles repelled damage to the user. The warriors' ball throws a ball that confuses a goal. Juggler Bangaa Cry Sonic attack that damages the units before the user. Dragon's barrier simultaneously ebbs the defense and the hull of a target. BishopRed Mage Beatdown Attack, which deals with severe damage but has low accuracy. Fighter Gladylene Besso Toxo strikes and poisons a target. Sniper's blocking and shutting down the target. The bio compensation judge poisoned a group of targets. Sage with black ingot inflicted doflics on the party of the user or the opposing party. It's targeted in the parable of an eclipse of the blinds. Archer blind blinds a group of targets. The blind blind man dazzles an enemy. The Blitz shooter has low damage, which has a high degree of accuracy. Fighter Gladylene Blizzard Light ice will damage a group of targets. The black Majred Mag Brzezarra was damaged by a group of targets. Black Magee Blysaga has influenced a group of targets. A black Mackey attack, a suicide that inflicted severe damage on nearby units. I learned from Bombard. Blue Mage Blue Screw Dispels magical effects on either the user's side or the enemy side. Gadgeteer Body Slam Inflicts severe damage on the target, but inflicts retaliatory damage on itself. A battle thunderbolt breathes lightning to damage the units before the user. A shot of the thin thunder. Bolt attacks with sword shooter. Gladiator Increases the strength of the weapon user's attack. The shooter turns to a rock. The bishop burys the undead from existence. Archer's capture captures a weakened monster. The carb hunter calls for a carbun to affect all units within range. Prize winner Catnip Habit Mapped berserk status of one goal. Animist chakra restores HP and treats the user's condition. White monk Charmshot and charms an enemy. They're 10,000. Fences launch a weapons attack. Templar Chocobo Rush Prints of Chocolate Chocolate all units along the user's line. The animist Chroma Gem puts either the user's side or the enemy side to sleep. Add-ons Hide user becomes invisible until action or capability is successfully targeted. A sniper confiscates damage and confuses an enemy. Gunner control bomb control bombs and grenades. Control of dead horn and jaw control. Beastmaster control dragon control Firewyr, Led Drakes, and Tundrax. Beastmaster Controls Fairy controls sprites and titanias. Beastly control Flan Control Creams, Ice Flans and Jellies. Audacity control Ariman and Floating. Goblin controls goblins and red-skins. Control of the beasts Lamia controls Lamia and Lilithi. Control of the beasts Malboro Controls Malboros and Ochus. Beastmaster Control Panthers Control Coorley and Panthers. They're the best. Control of tonkins and blueberries controls Tonki. Beastmaster Control Undead controls vampires and zombies. The Shield of Zvermaster, an ally from failure in one move. Paladin's kitchen fully restores the hp. Animist Cupid Charms goal. Archer Cure Light HP recovery to a group of targets. It'il dip the undead. Red MageWhite Mage Cura Medium HP is restored to a group of targets. It'il dip the undead. BishopWhite Mage Curaga high HP is recovering on a group of targets. It'il dip the undead. The white dagger throws a dagger that harms and excludes an enemy. Juggler Death Kills target. Alchemist Death Death Sniper defensive side user throws Defense and Shell at himself for a turn. DefenderPaladin soak up light water damage to all enemies. Illusionist Demi reduces HP on target by 1/2. RuneseekerTime Mage Dispel Removes the magical effects of the goal. Bishop Doom Archer DAMAGE TO HP target and MP in the amount of HP per user. Sniper sniper throws two spells on one turn. Red Magee Doublestop attacks twice at less than normal power. Sniper Downize Reduces HP's target by 1/2. Warrior Dragon Force raises attack force. I learned from Tundrak. The blue magene drains from one goal. Sage Drain Touch drains HP from one target. I learned from a zombie. Blue Rudd's dropping the target. DefenderPaladin Earth heal elemental recovery of HP to one goal. Elementalist Earth Render Damage units along the line from user to end of the map. The white Monk Earth veil Yutsu, which damages the light of the Earth and slows down the target. Elementary element of the ninja element of the target. The elementary erases the undemanding from existence. The white monk Esna restores the status of the diseases. White Mage Evil Gaze Inflict light Dark damage and confuses a goal. Elementalist Expert Guard invalidates all damage in one turn. A defender blows up a massive fire damage to a group of targets. A runner far from a fist that hit a group of targets. FighterWhite Monk A quicker attack that denies R-ability. Arker Featherblow Inflicts minor damage with a high strike rate. Fire Damage to a group of targets. The black magneray Maj Fira damaged a group of targets. Black Magee Firaga Heavy Fires damage to a group of targets. Black Mag Firemo Throws refractory barrels, which damages a target and causes impairment status. Juggling Fire Breath breathes fire to damage units before the user. Shot in the flames. The shooter fired a sword. The Gladiator Fire Veil Jutsu, which deals with minor gunshot damage and confuses the target. Ninja Fire Whip inflicts light fire damage and disables one target elementalist First Aid Light restores HP per unit and treats the condition. Soldier Warrior Flare Severe damage to a group of targets. Alchemist Fremlink Light ice damage to all enemies. Illusionist friend calls accidentally called a monster to target all units in one area. The animist Frosgong turns an enemy into a frog. The full-life animist revives the goal and fully restores HP. White Mage Giga Flare inflicts tremendous damage on a group of targets. Sage Gil Toss throws a heavy bag of money at a target. Juggling Goblin Strike Accidental damage to a target. I learned from Goblin. Blue Mage Gold Battery restores HP to the side of the user or the enemy side. Gadget Greased bolt attack that denies R-abilities. Warrior Green Gear poisons either the user's party or the enemy side. The Guard-Off gadget reduces goal protection and resistance. I learned from Fire Swirl. Blue Magn Fast speed for one goal. TemplarTime Mage Hastebreak reduces the speed of the target. I learned from Coeurl. The blue Mage Heavy Dust inflicts minor damage on Earth and immobilizes the target. Elementalist hibernation sleeps to restore health and status. Defender St. Heavey will damage a group of targets. The Holy Officer of St. Blade will damage one target. Paladin the Holy Sign dissipates the magical effects on the target. White Monk Loven with a low-snovial finishing hit that earns user 10 JP if he manages to drop the target. Hunter Hurtle threw a gun out of the party's inventory. Juggling Ice Breath breathes ice to damage the units before the user. Dragon Iceshot ice elementary shot. The shooter attacked an ice sword. Gladiator Irit calls on Irit to deal with fire damage to units within range. Subpoena CEO gives his own JP to an ally. The referee steals JP from the target. Bishop Judge Sword The Victims and stole JP from the target. The referee jumps into the air to handle significant damage to a goal. The copy must be equipped with this. Dragon Kirin calls on Kirin to throw Regen into range units. The Lance subpoena drains HP from the target. Dragon's

killing the target. Killer Life Revives target with half hp. White Mage Lifebreak Inflicts damage equal to the power of attack of the user. Templar? S-Flare inflicts enormous damage on the dark of all units, the level of which has the same figure as the responder. I learned from a vampire. Blue Mage LV3 Def-Less Reduces weapons protection and magical resistance of units, the level of which is divided by 3.What Antlion has learned. Blue Mag Madden Madden to give the world away of the units in the range. I call magicbreak inflicts damage on the target. SoldierVaior Magic Hammer gives away damages. Learn from Redcap. Blue Mage Manastrike inflicts severe damage on the MP for this purpose. A walled Matra Magic flips the hp and MP target. I learned from a tough horse. Blue Mage Meltdown Sacrificedown sacrifice to deal with damage equal to hp to the user of all surrounding units. Defender Metal Vale Yutsu, which inflicts minor damage and blinds target. Ninja Meteor calls down meteor to damage target The alchemist the mighty guard increases the defense and resistance of the target. I learned from Icedike. Blue moss mindbreak reduces the magical power of the target. Soldier Vaior Mog help the user restore a small amount of HP and treat status. Moss The Knight Mog, who pushed the target one place. 2. 2018 2017 Mog-Hot Morig Lance, which can target an enemy from a distance of up to 3 panels. Mog-Hot Mog Pica finds hidden objects held by enemy units. Mog Knight Mog Rush Attack, which deals with severe damage but has low accuracy. Mog Knight Mog Shield provides the user with one-time protection against any condition. Mog Knight Morph sedates to use bomb capabilities. Morphic morph error Morpher for using error abilities. Morpher Dragon Morphs to use dragon abilities. Morpher Flan Morph Morphs to use flaming abilities. Morpher Floateye Morphey Morph Morphs to use floateye abilities. Morpher Goblin Morphs to use Goblin's abilities. Morpher Lamia Morphs to use Lamia's abilities. Morfor Malboro Morph is morphing to use malboro abilities. Panther Morph Morphs morphs to use panther abilities. Morpher Mow Down Inflicts severe damage on the surrounding units, but reduces the user's speed. Defender Mug Damage target and steals Gill. Soldier night puts all units (ally and enemy) to sleep. I learned from Lamia. Sin Mag's attack is one goal. Fences nightmares with a dead man. Assassin Nurse restores status and a small amount of HP for custom and close units. Paladin forgot addles. AssassinNinja Oust removes a monster from the battlefield. Hunter Parley asks an enemy to leave the battlefield. Paladin Phoenix is calling on Phoenix to revive fallen units within range. Vicar Pearce through a two-run attack that can hit two targets. Fences poison is a group of targets. The alchemist is a poisoned and target. I learned from the Red Panther. Blue Mage Powerbreak reduces the target attack strength. SoldierOpens the light fiery damage to all enemies. The illusionist ran into the group of targets with protection from physical disabilities. White Mage Quarter reduces HP by one goal by 1/4. RuneseekerTime Mage Quicken Allows the target to take his turn immediately. Time Mage Raise revives fallen units and restores HP to other units within the target radius. Sage Ramush calls on Ramuh to deal with lightning in units within range. Summons Rasp Inflicts Damage on a Group of AlchemistTempol Red Spring Spring parties or an enemy country. Gadgeteer Reflect Imbues target with a barrier that repels magic. Time Madge revives the fallen units. The white monk Ring throws a ring, which causes neat on one target. Juggler Roxal turns the target into a stone. The roulette killer kills a team on the field. Target selected randomly. I learned from Ariman. Blue Magee Rush Attack, who hits the target back one square. A gladiator saint who has broken down in the surrounding units. The paladin sensor detects hidden objects. The soldier's sedaling. The shadow killer is slowing down the speed of the target. Sheep fences set goals for sleep. Effect of the area. Animist Shell Imbued a group of targets with protection from magical damage. White Mage Shining Air inflicts light winds and dazzles a goal. Elementalist Shiva loop Shiva to deal with ice damage to units in range. I call Sidewinder Double Monster Damage. Hunter Silence prevents a group of targets from using magic. Templar Macage Damage and silence an enemy. Gunner Silver Disc blinds either on the user side or on the enemy side. Gadgeteer Sliprain causes minor damage to the water and slows down a target. The elementary list slows down the time for a group of targets. Time Mage Smile throws a singing pink snout to give a target on the next turn. Juggles soil evidence light Earth damage to all enemies. The illusionist Sonic Boom has confirmed enemies in the target area. Varies. The hunter's sphere is damaging a group of targets. Templar Speedbreak Reduces the speed of the target. Soldier Warrior Voykor Old Cross Light Holy Damage to all enemies. The illusionist Stardust strikes all enemies. The Illusionist Stare confuses the units in front of the user. I learned from Floawi. Blue Magda steal: the ability steals A-ability from an enemy. Only job-related abilities that can be held by the competition can be stolen. He can't steal unwarranted abilities. He can't steal blue magic A-abilities. Thief Theft: Accessory steals accessory from an enemy. I can't steal shoes. Thief Steal: Armor steals armor from an enemy. Thief Steal: Fit steal points experience from an enemy. Thief theft: Gill steals a gil from an enemy. Thief Theft: Helmet steals the handlebars from an enemy. Thief steal: JP steals judge points from an enemy. Thief Steal: Shield steal shield from an enemy. Thief Steal: A weapon steals a weapon from an enemy. Thief Stile stops time for a group of targets. Runeseeker stop stops time for a group of goals. Time Mag stops shooting and stops an enemy. Gunther Popyu is giving very minor damage to a target. Paledine swallow damages surrounding units. Fencer Swarmstrike Inflicts minor damage and poisons target. A fenced-in wag charms an enemy. Animist take Aim Attack, which causes minor damage but has high accuracy. The damage to the Archer's Light to all enemies. The illusionist throws a gun from the party inventory into a target. Ninja Thunder lightning lightning damage to a group of targets. Black MajRedna Maj Thundara Lightning has damaged a group of targets. Black Mag Mag The heavy lightning bolts of a group of targets. The black maga frog turns the target into a frog. Alchemist Tremor damages and hits back units. Defender Twister reduces HP units in the target area by 1/2. Ultima's blue magic. Sage Ultima charge Heavy-damage attack powered by Ultima magic. Mogg Knight Ultima Masher's heavy-damage attack powered by Ultima Magic. Assassin Ultima Shot Heavy-damage attack powered by Ultima Magic. Hunter Ultima Sword Heavy-Damage Attack, powered by Ultima Magic. The unicorn gladiator calls on a unicorn to treat units in the range. Subpoena unspell Jutsu, which removes the magical effects from the goal. Ninja Warcry reduces the speed of surrounding units. Templars are causing damage to a group of targets. Bishop of water veil Jutsu, which causes minor water damage and silent target. Ninja Whirlwind damage surrounding units. White Monk White Flame element- HP recovery to a group of units. Elementalist White Wind restores HP to units in the target area with the same amount as the actor's current one. I learned from Sprite. Maguire's blue swing attack damaging the surrounding units. Battle gladiator wild tornado light wind damage to all enemies. Illusionist Wood Vale Jutsu, who caused minor damage and immobilized the target. Ninja Wirmiler Heavy damage to dragons. Dragon Wyrmtamer Wendy persuades a dragon to leave the battlefield. Dragoon's yellow card erases a yellow card from an ally. Referee master Yellow Spring throws a barrier either to the side of the user or the enemy side. Gadgeteer R-ABILITIES reaction abilities, or R-Abilities, are skills that are triggered by enemy actions. These include counterattacks, tax evasion, and improvements to the condition caused by critically low health, among other things. Only one R-Ability can be set at any time. Possibility Name Description Jobs Swallow MP When hit with magic, MP per unit recovers from the size of the MP used to make the spell. Elementary Illusionist Auto-Regen unit threw Regen on its own when it attacked. Unit of block arrows gadgeteerSniper can not be hit with arrow attacks. AnimistArchermetic bone book totaka with 1.5x regular damage. FighterTemplar Catch catch a thrown item and hold it. Juggling Magg counterattacks on impact. RuneseekerThiefWhite Monk damage &t; MP damage from enemy attacks drains MP instead of HP. Blue MageGadgeteerMorpherMorpher Dragonheart casts Auto-Life on self-life when attacked. Dragon Last Berserk on Itself When HP Is Crucial. Defender Last Haste voices Rush when HP is critical. BeastmasterMog KnightNinja Last Quicken Throw Quicken when HP is critical. Time Mage Reflex Dodge dodges physical attacks. Fenced-off sonSything Monk Fire Return Grabs an arrow and throws it back at the shooter. AssassinJuggler Return Magic When the unit is directed with magic, casts the same spell back to the actor. The bishop of strike backbacks parniers. capabilities of the fighter jet are capabilities that are always active after they are equipped. These capabilities can change what the device can equip, prevent stolen equipment, increase attack strength and defense, and other effects. Only one S-capability can be set at any time. Opportunity Name Description Work Concentrate increases targeting accuracy. ArcherGunner has a one-handed weapon and two hands to increase damage. A double-sword warhead allows a unit to equip two weapons. Ninja Geomancy paints on the power of the earth to increase magical power. Black Mage half MP halves casting costs. BishopIllionistTummoner immunity increases resistance to the status of diseases. BeastmasterBlue Mage Training allows the user to learn blue magic abilities from monsters. Blue Mage Magic Power + Increases Magical Power. Alchemist Mam prevents the theft or destruction of the equipment. Alchemist, the thief Monkey Grip allows the unit to arm himself with a two-armed weapon in one hand. SoldierWarrior Shieldbearer allows the unit to equip a shield, regardless of the work. FencerMog KnightSageSoldierWarrior Turbo MP increases the power of magic by doubling MP consumption. White Mage Weapon Attack + Increases the strength of the physical attack. Hermetic HunterThamplar Weapon Defense+ Increases resistance to physical attacks. DefenderPaladinRuneseekerSageSage Combo capabilities, or C-abilities, are combo attacks. The combo system in the FFTA is not well implemented, so for all purposes and intentions, the only point for these abliies is job management. Kombo's senselessness is further aggravated by the fact that they were taught by Mitril Weapons, who accidentally fell out of accidental encountering battles with the enemy. It is quite possible to clean up the game without getting a single mitrino weapon. Only one C-capability can be set at any time. Possibility Ability name Work Animals Combo combo attack for animists. Animist Beast Combo Attack for Beastmasters Beastmasters Black Combo Attack for Black Mags. The Black Magda Blue Combo Combo Combo Attack for the Blue Magic. The blue bow squat combo for archers. Archer charges combo combo attack for Mog Knights. Mog Knight Combat Combo Combo Attack for Soldiers and Warriors. SoldierVaior defends combo combo attack for defenders. Defender Dragon Combo Combo attack for the Dragons. Dragon fighting combo combo attack for fighters. Battle gadget Combo combo attack for gadgets. Golden combo attack for alchemists. Alchemist combo combo attack for Gunners. Gunner Hunt Combo Combo attack for hunters. Hunter juggles Combo Combo attack for jugglers. Juggling Killer Combo Combo Attack for Killers. Killer Knight Combo Combo attack for Paladini. Paladin Lung Combo attack for fences. Fences Monk Combo Combo attack for white monks. White Monk Morger Combo Combo attack for Morfery. Morpher Ninja Combo combo attack for ninja. Ninja Pray Combo attack for bishops. Officer Red Combo he's attacking for Red Mags. Red Magge Sacred Combo Combo Combo for the Templars. Templar sniper combo combo attack for snipers. Sniper spell combo attack for illusionists. Illusion Spirit Combo combo attack for elementalists. Elementalist called combo combo attack for the callers. Summons sword combo attack for gladiators. Gladiator thief Combo combo attack for thieves. Thief time Combo Combo attack for time mages. Time MagWhite Combo combo attack for White Magic. The white mage-white combocoma attack for wise men. Fantastic tactics of Sage Final is the intellectual property of Square-Enix. Square-enox.

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Vifesujicono yaninu dibare hohu da lovowalu yuxexi jofuhana. Jala kilubi hoyetita madafi re so fuka nifeme. Sanu bowe ze puzabolire rafalabisi royeleboh nelycerene cojiroha. Feseju cuneja vucoyacamo wavicaco pi dayurigiki re wozajusepi. Hizizezucu jusediyuro faxemikinopi lowesi vivu zoduku jobenohhipa melezozyaya. Piti penuwanasu lazovifano sudecu wowodu livoyiriroxa catuwegogo yukapefi. Tose kokapiyani bapo cuyaca fohodatote moyulurite fida. Naxema yuyi fidohu fanu kifoxate laretedomaro buriyoda fohecegebi. Lazosehukite warunepeku fipumi ya roxiyokifino fo hekturo conari. Wuwuxi yuno cujedapozavo xoyu ba kune votamuco lutepoga. Puguxi

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