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 Ever since the game released in the US, there have been numerous topics on the GameFAQs message boards asking about how to recruit new party members. The game does NOT make it obvious,
 and so I've decided to create a guide for it. This originally started out as a thread on the message boards, and I intended to have it stickied. But after a week or so, and while two other posts got stickied before this, it seemed like the mods were unwilling to sticky it despite many requests to do so within the topic. Perhaps it was because it was a more
, detailed guide, so they wanted it in FAQ format. In any case...here it is.. :) Version History: 1-3 - Added Alcid, Montblanc recruitment. Added some FAQs. 1-2 - Added Frinda, ... recruitment. Added some FAQs. 1-1 - ... recruitment. Added some FAQs.
***** NOTICE *****
 My (one) previous FAQ has actually been posted on random sites. The ONLY ** site that may use this guide is
 GameFAQs and Neoseeker. If you see this, or ** any part of it, on another site, please let me know. *** To reiterate, sites that MAY USE this guide: ** - www.gamefaqs.com ** - www.neoseeker.com * * * * *
**2. Summary [xsummi]
 In case you don't want to read all of this FAQ, here are the highlights: RECRUITMENT BY MAP: You can only recruit certain races during certain months, in certain areas. A list for

Forest yet. You need to be able to reach at least Camoa. **** Also, I wouldn't start attempting to recruit until you meet Lezaof. This ** is because if you go to his cabin after you've met him, you will be able to have an egg to hatch. If you don't have an egg to hatch, you can choose to sleep there. Sleeping passes the time VERY quickly, so you can choose by increments of 20, 60, or even 200 days! Just fly, there are 12 months, * 240 days in a year. * * * * *

***** 3.1. How to recruit *****

You can only recruit certain races during certain months, in certain areas. Yes, recruiting new members is that much of a pain. A list for the races and their corresponding areas/months can be found in section 5. So when you visit a certain area in a certain month, you will get a random pop-up message on the map that will show a new recruit is available. Here is exactly what happens: Example: Hume in Targ Forest, Blackfoot or Skyforest. 1. The month is Blackfoot or Skyforest. 2. You walk into Targ Forest. 3. When you enter the area, an event bubble will appear. 4. When you walk to the spot on the map, the recruit will ask to join. 5. You can view his stats, equipment, abilities before recruiting him. 6. If you choose to recruit, s/he joins. Tip: Save before walking into the spot where the recruit asks to join. This way you can reset the game until you get a unit with the most desired job and stats. Of course for obvious reasons, the race will not change.

***** 3.2. Things to know *****

If you look at section 5, the race-month list, you will see that you can recruit your own race. But if you're looking at a specific class, you will need to have UNLOCKED the class for your race. If you want to recruit a "change class" member, the class you want to recruit must be unlocked. If you haven't unlocked the class, the class merely has to be UNLOCKED. Another thing to note is that even if you have the class unlocked, you will need to have progressed far enough into the story to recruit them. Sorry, I don't know EXACTLY when the "advanced" classes become available, but if you're having trouble encountering them, just advance the story a little more and try again. If you're STILL having trouble, it might be because you can only recruit ONE race PER area PER year. This means if you get a Bangua in Baptiste Hills already, you cannot recruit another one in the same area until one year passes. However, you can still recruit in the other area, which is Aisenfield for Bangua. Note that for the advanced classes, you have to be far enough in the story to be able to recruit them. Also, Seeg/Gria count as "one" unit so if you get a "basic" Seeg in The Aldamna Range, you cannot get a "basic" Gria in Fluorgis. Note about Gria: You cannot recruit Gria even though their Ravager and Geomancer classes are available in Zedlie Forest on the main continent. You MUST have reached the new continent (after the airship quest), and then Gria will be immediately available for recruitment in Fluorgis. Note about Viera: You must do the quest "Moon Seal" first. "Moon Seal" appears in the quest menu after you do "Star Seal." If you have done "Star Seal" but "Moon Seal" doesn't appear in your quest menu, do a couple more story quests until it does appear. I believe I was able to recruit Viera after I met Lezaof, but that might not be the earliest chance. TIP: Saving before you recruit randomizes the unit. So if you get an unwanted unit, you can reload and try again.

***** 3.3. QUESTS *****

***** 3.3.1. QUEST 1 ***** It is

** 5. Race-Month Correlation List (xlist)										Hume - Blackfrost, Skyfrost										Targ Forest - Soldier, Thief, White Mage, Black Mage, Archer									
Galateria Deep - Paladin, Fighter, Blue Mage, Hunter Sant D'alsa Bluff - Parivir, Ninja, Illusionist, Seer										Bangaa - Greenfire, Bloodfire										Baptiste Hills - Warrior, White Monk, Dragon, Gladiator, Bishop Aisenfield - Defender, Master Monk, Templar,									
Cannoneer, Trickster										Nu-Mou - Rosefire, Coppershun										Grasztou - White Mage, Black Mage, Beastmaster Moorabelle - Time Mage, Arcanist, Illusionist, Sage Nazan Mines - Alchemist, Scholar									
Mooglee - Goldsun, Silversun										Bisga Greenlands - Amnist, Thief, Black Mage Goug - Mooglee Knight, Fusilier, Tinker, Time Mage Neslowe Passage - Chocobo Knight, Juggler, Flintlock										Viera - Ashleaf, Mistleaf									
Camao - Fencer, Archer, White Mage, Green Mage, Red Mage Rupie Mountains - Elementalst, Spellblade, Summoner, Assassin, Sniper										Gria - Emberleaf, Plumfrost ** MONTHS SHARED WITH SEEQ **										Fluorgis - Hunter, Raptor									
Zedlie Forest - Ravager, Geomancer										Seeg - Emberleaf, Plumfrost ** MONTHS SHARED WITH GRIA **										Aldanna Rande - Berserker, Rancier Trandine Fens - Lanista, Viking									

GameFAQs- The obvious. Best FAQ site ever :). **scaadin** - Providing information on recruitment by quest theorfworkz - Providing list of localized area names and list of the recruit quest Q&A's. **X.zantrobuz** - Providing information on recruiting with a full party **Aramil** - Average level recruitment info **Kyle P.** - Average level recruitment info **crajonpau** - Average level recruitment info, clan stuff And everyone else who helped to bump my recruitment thread! I see you guys are still doing it... lol. Thanks :)

Recruitment. Benefits of the Clan Trials mostly include Privileges (which can be quite useful), modifications to your clan talents (which can unlock new quests) and set you a Clan Rank which assist in Recruiting new units. Recruitment may seem difficult to control, but a lot of variables that control it are indeed controllable despite their invisibility to the casual player. There are many ways to improve your Clan Trials, and here are some of them. **Clan Talents** are challenging tests that you must pass to advance your Clan Talents. Each time you pass a talent test, you will receive a reward, such as a new item or a new skill, which can unlock new quests for you, and some impart Privileges which can benefit you in battle, and sometimes even get you discounts when purchasing Quests or Items from Pubs and Shops. There are 14 groups of trials with 5 difficulty levels each, the higher the difficulty the higher the stat change, the stronger the privilege, the higher the discount and the higher your Clan Rank goes. Clan Trials all carry a cost which deducts from your Clan Points. Clan Points can only be earned by completing quests. If you can see the cycle here, Clan Trials can enable you new quests, which in turn give you Clan Points to spend on new Trials. Remember, though, Clan Points are also used at auctions! Spend wisely so you do not cut yourself off. **Q:** What are the Clan Talents all about? **A:** There are four Clan Talents, they measure different factors: Negotiation - How well your clan works with other people Aptitude - How well your clan works with their hands Teamwork - How well your clan works with each other Adaptability - How well your clan handles changing situations Very often, Quests and the Clan Trials themselves are limited by your level in these stats. Improving them in place to getting more Quests and Trials to undertake. Quests themselves usually contain small bonuses to your Clan Trials. **Q:** What are the Clan Privileges all about? **A:** Before each battle, after the Judge has finished his calculations, he will award you some extra points called Privileges. These privileges are awarded to you based on how well you did in the trial. They can be used to improve your own stats, when you go to the next trial, or they can be used to improve the stats of your recruits. Breaking the law will cause you to lose your Privileges. Higher privileges will allow you to recruit the lower ones. So don't worry about cluttering up the Clan Trials with complete messes usually made by players. Breaking the law during a battle will void your Privileges currently awarded. Breaking the law during a Trial will cause you to outright lose the Trial and have to start over again. **Q:** 14 Trials? But you said there are only 4 Talents! **A:** The 14 Trials are quite diverse. There are 4 based off the 4 Talents, 4 more that are even more difficult versions of those, 4 that combine two Talents into one Trial, and then two forms of General Training, which push all of your talents to their limits. Each trial is designed to test your group based off the concepts of that Talent, some focus on the singular, others focus on doing them in tandem and then General Training does ALL of them. **Q:** How do I unlock Clan Trials? or I have some Clan Trials, but how do I get these others? **A:** To get your first Trials, you must

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