

MageGoug - Moogle Knight, Fusilier, Tinker, Time MageNeslowe Passage - Chocobo Rider, Juggler, FlintlockViera - Ashleaf, MistleafCamoa - Fencer, Archer, White Mage, Red MageRupie Mountains - Elementalist, Spellblade, Summoner, Assassin, SniperGria - Emberleaf, PlumfrostFluorgis - Hunter, RaptorZedlei Forest - Ravager, GeomancerSeeq - Emberleaf, PlumfrostAldanna Range - Berserker, RangerTramdine Fens - Lanista, VikingRace-specific Anomalies:For basic Gria units, you cannot get them because you don't have a Gria yet, and those classes are (assumedly) still locked. For basic Viera units, you need to do the quest Moon Seal (occurs after Star Seal), which I mentioned earlier. Then you will be able to recruit Viera in the Camoa region. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our - ** TABLE OF CONTENTS ------- Final Fantasy Tactics A2 Recruitment Guide Author: Antitype (osafune.edge[at]gmail.com) Last Updated: 2008.07.21 Revision: 1.3 --platform. For more information, please see our Cookie Notice and our Privacy Policy. ------ 1) Introduction 2) Summary [xsumm] 3) Recruitment by Map [xmap] 4) Recruitment by Quest [xquest] 5) Race-Month Correlation List [xlist] 6) NPC Recruitment [xnpc] 7) Frequently Asked Questions [xfaq] 8) Credits / Thanks ----- 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, ** 1. Introduction 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 a more - ** 2. Summary [xsumm] ---- 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 the races and their corresponding areas/months can be found in section 5. - You cannot recruit until you reach Camoa (i.e. have world map access) - You cannot recruit someone whose class you don't have to be able to change to the job, just have it unlocked. (It can't say ????? but it can be greyed out.) - If you have the class unlocked and still have trouble, advance the story and try again. - One race per area per year. If you've already gotten a unit in an area, you will not find another one there for another year. - Gria cannot be recruitable until you do the airship quest, then you can recruit them immediately in Fluorgis. - Viera cannot be recruitable until you do the Moon Seal quest. - TIP: Saving before you recruit randomizes the unit. So if you get an unwanted unit, you can reset and try again. RECRUITMENT BY QUEST: - The recruitment quest "Clan Mates" will not appear until after you complete the auction quest (story-related). - The MONTH in which you activate the quest will determine which race you get. Refer to section 5 for the list. - You can control the JOB CLASS of the unit you recruit. You will be asked four questions -- refer to section 5 for the answers for that class, you will be offered a replacement. If you do not have the questions again. This --- ** 3. Recruitment by Map [xmap] -occurs up to 3 times, afterwards, the recruitment guy gives up. NPC RECRUITMENT: - Coming soon. ---Forest yet. You need to be able to reach at least Camoa. **** Also, I wouldn't start attempting to recruit until you meet Lezaford. This ** is because if you go to his cabin after you've met him, you will be able to ** sleep there. Sleeping passes the time VERY quickly -- you can choose by ** increments of 20, 60, or even 200 days! Just fyi, there are 12 ----- ** 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 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, Blackfrost or Skyfrost. 1. The month is Blackfrost or Skyfrost. 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 asks to --- ** 3.2. Things to know 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. -- If you look at section 5, the race-month list, you will see that you can recruit all job types. You might be thinking, wow, I can get advanced classes really early! Well, sorry, you can't. Before you can encounter a specific class, you want to recruit must be present (not ????). None of your units have to be able to change into 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 got a Bangaa 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 Bangaa. Note that for the advanced classes, you have to be far enough in the story to be able to recruit them. Also, Seeq/Gria count as "one" unit so if you get a "basic" Gria in Fluorgis. Note about Gria: You cannot get a "basic" Gria in Fluorgis. Note about Gria: You cannot get a "basic" Gria in Fluorgis. continent. You MUST have reached the new continent (after the airship quest), and then Gria will be immediately available for recruit 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 and it should appear. I believe I was able to recruit Viera after I met Lezaford, 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 reset and try again. ----- ** 4. Recruitment by Quest [xquest] general consensus here on the GF boards that you will not be able to ** get the recruitment quest until AFTER the auction event. After that, it ** will appear in the pub menu like any normal quest. The quest is called ** "Clan Mates" and it is Rank 1. It does respawn after some time, so feel ** free to advance the calendar if you want to do it again. * recruit. You will be asked four questions -- the answers are below. Note that if you DO NOT have a job unlocked and you try to get it, the recruitment guy WILL NOT give you the unit. Instead he'll offer you a replacement unit. If you refuse this, he will ask you the questions again -- up to 3 times, in which he gives up. Hume - AAAA Thief AAAB Soldier AABA Fighter AABB Paladin ABAA Thief ABAB Soldier ABBA Ninja ABBB Parivir BAAA Black Mage BBAB White Monk ABAA Black Mage BBAB White Monk ABAA Black Mage BABB Hunter BBAA Black Mage BBAB White Monk ABAB Master Monk AABA Black Mage BBAB White Monk ABAA White Monk ABAB Master Monk ABAA Black Mage BBAB White Monk ABAA Black Mage BBAB Black Mage BBAB White Monk ABAA Black Mage BBAB Black Mage BBAB White Monk ABAA Black Mage BBAB Black BBAB Black BBAB Black BBAB Black BBAB Black BBAB Black BBAB Bl White Monk ABBA Dragoon ABBB Dragoon BAAA Warrior BAAB Defender BABA Warrior BABB Warrior BBAA Cannoneer BBAB Templar BBBA Bishop BBBB Trickster Nu-Mou --------- AAAA Illusionist AAAB Black Mage AABA Sage AABB Beastmaster ABAA Arcanist ABAB Black Mage ABBA Sage ABBB Scholar BAAA White Mage BAAB White Mage BABA Alchemist BABB Beastmaster BBAA Time Mage BBAB Time Mage BBBA White Mage BBBB Beastmaster Moogle ------ AAAA Animist AAAB Chocobo Knight AABA Moogle Knight AABB Animist ABAA Tinker ABAB Fusilier ABBA Black Mage ABBB Moogle Knight BAAA Animist BAAB Flintlock BABA Time Mage BABB Thief BBAA Fusilier BBAB Black Mage BBBA Juggler BBBB Thief Viera ------- AAAA Archer AABB Fencer AABA Archer AABB Spellblade ABAA Green Mage BAAA Assassin BAAB Fencer BABA Archer BABB Siper BBAA Elementalist BBAB White Mage BBBA Summoner BBBB White Mage Seeg/Gria -AAAA Raptor AAAB Viking AABA Raptor AABB Viking ABAA Lanista ABBA Geomancer ABBB Geomancer BAAA Berserker BAAB Ravager BABA Ravager BBAA Ranger BBAA Ranger BBBA Hunter BBBB Hunter ** 5. Race-Month Correlation List [xlist] - Targ Forest - Soldier, Thief, White Mage, Black Mage, Arche Galerria Deep - Paladin, Fighter, Blue Mage, Hunter Sant D'alsa Bluff - Parivir, Ninja, Illusionist, Seer ---- Baptiste Hills - Warrior, White Monk, Dragoon, Gladiator, Bishop Aisenfield - Defender, Master Monk, Templar, Bangaa - Greenfire, Bloodfire ------- Graszton - White Mage, Black Mage, Beastmaster Moorabelle - Time Mage, Arcanist, Illusionist, Sage Nazan Mines - Alchemist, Scholar Cannoneer, Trickster -- Nu-Mou - Rosefire, Coppersun - Bisga Greenlands - Animist, Thief, Black Mage Goug - Moogle Knight, Fusilier, Tinker, Time Mage Neslowe Passage - Chocobo Knight, Juggler, Flintlock -- Viera - Ashleaf, Mistleaf Moogle -
Goldsun, Silversun -- Camoa - Fencer, Archer, White Mage, Green Mage, Red Mage Rupie Mountains - Elementalist, Spellblade, Summoner, Assassin, Sniper ---- Gria - Emberleaf, Plumfrost ** MONTHS SHARED WITH SEEO ** --- Fluorgis - Hunter, Raptor Seeq - Emberleaf, Plumfrost ** MONTHS SHARED WITH GRIA ** ---- Aldanna Range - Berserker, Ranger Tramdine Fens - Lanista, Viking ----Zedlei Forest - Ravager, Geomancer - FRIMELDA: You recruit Frimelda by finishing a chain of quests. Here is the order: 1. Under the Weather 2. A Chill in the Night 3. Show of Strength 4. Hunted 5. Memories Forged - ** 6. NPC Recruitment [xnpc] (recruited here) 6. The Way of the Sword (solo battle using Frimelda here) PENELO: You must be at the end of the game, right before the last quest is "The Ritual." Also you can tell by looking at the top DS screen. If there is only room for one more line to appear, that's it. Go to Fluorgis. An event bubble should appear. Go and you will meet Al-Cid, and afterwards Penelo will join you. VAAN: After recruiting Penelo, another event bubble will appear on the same map. Win the battle and Vaan will join. AL-CID: After recruiting Vaan and Penelo, complete the quest "A Dashing Duel." Then, finish the game. After saving a "GAME COMPLETE" file, reload it. Go to a pub and read the notices. There should be a post called "An Elegant Letter." Go to Targ Woods to encounter Al-Cid. MONTBLANC: You need to be post-game (GAME COMPLETE file) and need three things: 1. Giga's Pendant (quest: "Fluorgis Cup") 2. Pin of Order (quest: "Fluorgis Cup") 3. Earrings of the Dead (quest: "The Last Step") Then you will get ** 7. Frequently Asked Ouestions [xfag] a quest called "Wanted: Friends, Kupo" in the pub. ----- Feel free to ask your questions here: (If it's not dead yet...) Email me only if you can't find your answer here or on the boards. **** WHEN IN DOUBT, ADVANCE THE STORY MORE! ***** Q: Why can't I recruit [xx] class? A: You must be trying to recruit an "advanced" class. Look at section 5's list. Initially, you can ONLY recruit the first set of classes if you are doing this by map. In the case of both map and quest recruitment, you will also need to have unlocked the class you're trying to recruit. If you're still having trouble, you might need to be farther along in the story. Q: The recruitment by quest answers aren't right. A: I didn't write that part, the list was given to me. I haven't verified its accuracy 100%, so use it at your own risk. However it hasn't given me any trouble for the times I've tried to recruit specific units. Also note that you cannot recruit a particular class until you 1) have unlocked the class and 2) progressed along in the story. No, I'm not sure "how far" you need to progress. Q: Why are the new recruited units so low level? A: The level of new recruits is based on the average level of your clan UP TO LEVEL 30. (Yes, thank you guys for all the emails.) This is still not 100% confirmed, but based on all 1098498 of you who sent me emails, this is the best theory I can come up with. Makes sense to me. Please let me know if there's anything wrong with it :) Q: I've heard that if you do clan trials, you can be able to recruit the advanced units. Is this true? A: On the boards, it's been suspected that in order to unlock recruitment of the more advanced classes, you have to do clan trials, and yet I can recruit all of the classes. So, I believe you JUST HAVE TO BE FAR ENOUGH into the story to recruit. Q: What are the order of the months? A: Blackfrost, Skyfrost, Greenfire, Bloodfire, Rosefire, Coppersun, Goldsun, Silversun, Ashleaf, Emberleaf, Plumfrost, repeat. Q: What happens if my party is full and I try to recruit? A: You are given the option of replacing an existing party member. Also, if you do dismiss an existing member, they will automatically be stripped of their equipment so you don't have to worry about that. Q: What are some other factors that affect recruitment? A: Pasted from email: "The second thing I wanted to mention is about the affect that doing clan trials can have. I have started the game a few times and I have found that having a higher clan title gets me MORE OPPORTUNITIES to recruit people, even if they are for the regular jobs." - crajonpau - ** 8. Credits / Thanks GameFAQs - The obvious. Best FAQ site ever :) scraadin - Providing information on recruitment by quest theforkwiz - Providing list of localized area names and list of the recruit quest Q&A's X. Zantrobus - 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! :) ---------- Skip to content The guide is designed to neatly and easily assist those in search of improving their clan via Clan Trials and 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 player. This guide will provide the information you need to tackle the Trials, get the Privileges you want, and get the new units that you want. Basic FAQ[] Q: What are Clan Trials are challenging tests that push your team to the limit. They all alter your clan's 4 talents (Negotiation, Aptitude, Teamwork, Adaptability) in some form, 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 are also used at auctions! Kenember, though, Clan Points are also used at auctions! Kenember, though 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 works with other people Aptitude - How well your clan works with their hands Teamwork - How well your clan works with other people Aptitude - How well your clan works with their hands Teamwork - How well your clan works with other people Aptitude - How well your clan works with their hands Teamwork - How well your clan works with other people Aptitude - How well your clan works with their hands Teamwork - How well your clan works with other people Aptitude - How well your clan works with their hands Teamwork - How well your clan works with their hands Te works with changing situations Very often, Quests and the Clan Trials themselves are limited by your level in these stats. Improving them is the way to getting more Quests and Trials to undertake. Quests themselves usually contain small bonuses to your Clan Talents. Q: What are the Clan Privileges all about? A: Before each battle, after the Judge decides what the Law will be, you are given a list of Clan Privileges and improve your old ones. Please note, when it says "Attack 1 " this does not mean "+1 Attack", it is just the first rank of "Attack 1". Most Privileges have 3 or 5 ranks, not counting special specific ones. Higher privileges will overwrite the lower ones, so do not worry about a cluttered list. The higher Privilege you receive. Breaking the Law during a Clan 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! 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 the singular, others? A: To get your first Trials, you must complete the quest "The Yellow Wings" - Negotiation 1, Aptitude 1, Teamwork 1, Adaptability - Negotiation, Teamwork 4, Adaptability Participate in these Clan Trials: "The Yellow Wings" - Negotiation, Teamwork, Adaptability - Negotiation, Teamwork 1, Adaptability Participate in the Yellow Wings" -
Negotiation 1, Aptitude 4, Adaptability 1 "You Say Tomato" - General Training 1 "Now That's a Fire!" - Negotiation-Teamwork, Adaptability 1 "You Say Tomato" - General Training 1 "Now That's a Fire!" - Negotiation 1, Aptitude 4, Adaptability 1 "You Say Tomato" - General Training 1 "Now That's a Fire!" - Negotiation 1, Adaptability 1 "You Say Tomato" - General Training 1 "Now That's a Fire!" - Negotiation 1, Adaptability 1 "You Say Tomato" - General Training 1 "Now That's a Fire!" - Negotiation 1, Adaptability 1, Auction following "Now That's a Fire" - General Training 2 "Grounded!", then ride the airship from Moorbella - Negotiation 2, Adaptability 2 Q: My Clan Talents are very low! What do I do? A: A small trick you can do earlier on is picking the Adaptability 7: Teamwork which lowers Adaptability and raises Teamwork. From there, you just move through all 4 Talents in a cycle, which will give you higher overall Talents. Eventually, though, you unlock the difficult General Training Trials, which instead give a bonus to EVERY Talent, but like I said these can be hard to do sometimes. Q: Okay, I know about all that stuff already, I've been playing awhile. But what in the world is up with Clan Rank? A: Clan Rank is an invisible stat. It mostly directly influences which kinds of units you can recruit, with more powerful ones coming with a higher Rank. The primary recruitment quest, "Clan Mates" (the method of recruitment which I will be going over), factors this invisible stat in heavily. To get a higher trial than your previous best. AN IMPORTANT THING TO NOTE: Clan Rank does not add, and it does not stack. Doing two Trials in a row will not add them together. Repeating a trial will not add it's Clan Rank to its self. Clan Rank ONLY changes when you finish a higher ranking Trial, and it stays the same (even if you do a lower ranking trial) until you go even higher. Clan Rank looks at only which is the highest you can possibly get is a Clan Rank of 100 from finishing the hardest trial of General Training 2 and receiving the 'Master Adventurers' title. Q: Directed recruitment? I thought that popped up entirely randomly! A: With one method of recruitment? I thought that popped up entirely randomly! A: With one method of recruitment? I thought that popped up entirely randomly! A: With one method of recruitment? I thought that popped up entirely randomly! A: With one method of recruitment? I thought that popped up entirely randomly! A: With one method of recruitment? I thought that popped up entirely randomly! A: With one method of recruitment? I thought that popped up entirely randomly! A: With one method of recruitment? I thought that popped up entirely randomly! A: With one method of recruitment? I thought that popped up entirely randomly! A: With one method of recruitment? I thought that popped up entirely randomly! A: With one method of recruitment? I thought that popped up entirely randomly! A: With one method of recruitment? I thought that popped up entirely randomly! A: With one method of recruitment? I thought that popped up entirely randomly! A: With one method of recruitment? I thought that popped up entirely randomly! A: With one method of recruitment? I thought that popped up entirely randomly is a start of the start of appear, and touching it will introduce you to an interested character. Be careful, though, angry clans who you've stolen land from in the Auction use this same icon and you might be getting yourself into a tough fight. The better your clan is overall, the better the quality of the people that show up. However, there is a mini-quest titled "Clan Mates" which can give you complete and total control over which units you are recruiting, and it is repeatable every Month within the game. This is the method which I will be covering in this guide and will show you how to control that quest (which seems somewhat random at first). Q: How do I unlock the mini-quest "Clan Mates" ? A: You must complete "Now That's a Fire!", participate in the Auction which occurs after that quest, and then also have finished the quest "The Star Seal" Clan Trials] One half of this guide is to help you with the Clan Trials and get you the improvements you want or need. Please refer to the separate section below on which Clan Rank number you'll receive by finishing these. Please remember, breaking the Law when doing certain Trials will cause you to lose. This is different from standard battles. Also, try to keep your goal in mind, these are tests of your Clan's ability. Negotiation 1[] Quest Rank: 10 Unit Count: 6 Location: Camoa Unlock: Finish the quest "The Yellow Wings" Requirements: Negotiation 1[] Quest Rank: 10 Unit Count: 6 Location: Camoa Unlock: Finish the quest "The Yellow Wings" Requirements: Negotiation 1[] Quest Rank: 10 Unit Count: 6 Location: Camoa Unlock: Finish the quest "The Yellow Wings" Requirements: Negotiation 1[] Quest Rank: 10 Unit Count: 6 Location: Camoa Unlock: Finish the quest "The Yellow Wings" Requirements: Negotiation 1[] Quest Rank: 10 Unit Count: 6 Location: Camoa Unlock: Finish the quest "The Yellow Wings" Requirements: Negotiation 1[] Quest Rank: 10 Unit Count: 6 Location: Camoa Unlock: Finish the quest "The Yellow Wings" Requirements: Negotiation 1[] Quest Rank: 10 Unit Count: 6 Location: Camoa Unlock: Finish the quest "The Yellow Wings" Requirements: Negotiation 1[] Quest Rank: 10 Unit Count: 6 Location: Camoa Unlock: Finish the quest "The Yellow Wings" Requirements: Negotiation 1[] Quest Rank: 10 Unit Count: 6 Location: Camoa Unlock: Finish the quest "The Yellow Wings" Requirements: Negotiation 1[] Quest Rank: 10 Unit Count: 6 Location: Camoa Unlock: Finish the quest "The Yellow Wings" Requirements: Negotiation 1[] Quest Rank: 10 Unit Count: 6 Location: Camoa Unlock: Finish the quest "The Yellow Wings" Requirements: Negotiation 1[] Quest Rank: 10 Unit Count: 6 Location: Camoa Unlock: Finish the quest "The Yellow Wings" Requirements: Negotiation 1[] Quest Rank: 10 Unit Count: 6 Location: Camoa Unlock: Finish the quest "The Yellow Wings" Requirements: Negotiation 1[] Quest Rank: 10 Unit Count: 6 Location: 1[] Quest Rank: 10 Unit Count: 6 Location: 1[] Quest Rank: 10 Unit Count: 1[] Quest Rank: 1 Minimum Goal: Defeat all enemies within the time limit Law: Targeting Distant Units In this trial, you are faced with the challenge of defeating all enemies and the amount of time you have changes with the difficulty level. The law that binds you is you cannot attack other units from a distance. All actions must be made by a unit, to its target(s) which are standing right next to it in the adjacent tile. You can still use Spells and Attacking, but take care to make sure the spell does not hit another enemy OR ally which is at a distance from you. You can do multi-target attacks, too, as long as all targets are next to the acting unit (this might fry the Mage himself when using spells, but sometimes that it is worth it). A precaution concerning using ranged units, though: All enemies you face on this trial are Dreamhares which pack a Charm ability. It is very much possible for a Dreamhare to charm a unit, make them stand at a distance and make them attack - which will cause you to lose the trial. Tactics to counter that, besides not bringing Fireenchanted weapons and using Fire-based abilities will kill them much quicker and hopefully prevent them from getting a Charm out. Difficulty: Title Time Limit Enemy Count Hagglers 3 Rounds 5 Dreamhares Brokers 4 Rounds 6 Dreamhares Brokers 4 Rounds 5 Dreamhares 8 Rounds 5 D Rewards: Title Aptitude Negotiation Quest & Item Discount Privilege Unlocked Hagglers -3 +3 -1% Prices n/a Orators -7 +15 -5% quest "The Yellow Wings" Requirements: Aptitude - 1 Point Minimum Goal: Find the Special Barrel within the Time Limit Law: Attack This trial is pretty easy going. The Judge places barrels around the map and you have to walk up to each and use the 'Examine' command until you find the correct barrel, which you must do before the time limit is up The amount of barrels and amount of time you have to work with raises with the difficulty. You don't have to worry about the Law here, as no enemies ever show up and the only way you could break it is by having one of your units strike another unit with a Melee attack, which seems a bit... counter-productive here. You are limited to using only 3 units, so try to pick units of yours that are rather quick and can move far. A clever tactic you can try is having two Jugglers with Smile Toss to the other, and in doing that will renew their rounds which will allow them to walk to any barrel you please before really ending their turn doing an Examine. If all else fails, you can just restart your game and try again. You need not worry about losing Exp. or loot drops, as there are none! Difficulty: Title Time Limit Object Count Grease Monkeys 3 Rounds 6 Barrels Apprentices 4 Rounds 6 Barrels Dab Hands 2 Rounds 6 Barrels Rewards: Title Negotiation Aptitude Privilege Unlocked Grease Monkeys -3 +4 Empowered Bangaa Apprentices -4 +7 n/a Machinists -5 +10 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7 +14 Power 1 2 Technicians -6 +13 n/a Dab Hands -7
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The Judge creates multiple enemies and time you have based off the difficulty chosen. The Law here is "Not Using MP". What this means, is all A Abilities you character uses (i.e. Pugilism, Thievery) must consume MP in some way. HOWEVER, you can still make plain Attacks without worry. This limitation only effects A Abilities. In fact, you can still have Reaction (and of course Passive) Abilities still going. Doing a Counter attack is perfectly okay. The enemies you fight here are Mimics, which can be pretty tricky as they have many strong spells and have abilities to heal themselves and counter attack. However, their big weakness is that they are weak to every single type of magic element. The main strategy that will come into play here, especially considering the laws, is have your heavy melee guys just pound on them with normal attacks (Unless you have some MP draining abilities) and have your Mages go insane blasting the hell out of them. A White Mage is handy for healing, which of course consumes MP and is alright. Difficulty: Title Time Limit Enemy Count Acquaintances 3 Rounds 5 Mimic Relations 4 Rounds 5 Rounds 5 Rounds 6 Rounds 7 Rounds 6 Rounds 7 Roun Old Friends 3 Rounds 6 Mimic Rewards: Title Adaptability Teamwork Privilege Unlocked Acquaintances -3 +4 Empowered Viera Associates -4 +7 n/a Relations -5 +10 Speed 1 2 Confidants -6 +13 n/a Old Friends -7 +14 Speed 1 3 Adaptability 1] Quest Rank: 10 Unit Count: 6 Location: Camoa Unlock: Finish the quest "The Yellow Wings" Requirements: Adaptability - 1 Point Minimum Goal: Cause all enemies to flee within the time limit is up. The amount of Red Flans and the amount of time you have depends on the difficulty selected. When the battle starts, watch for a Red Flan to do a special animation. If there are multiple Red Flans, make note of the one that does it (only one does it at a time), and which animation you saw the Red Flan do and pick accordingly: Spins In Place Leans Backward Leaps Up and Spins Stare Down Surprise Threaten As mentioned, if you are dealing with multiple Red Flans only one of them does it at a time, and they only do it afterwards at the start of the next round. Go after the first one which animates, and then the second, and so on to cause them to flee one by one. You do also have the option of winning this Trial purely by brute force, but this is riskier and takes much more time to do. Also, remember the Law - Fire, Ice and Lightning attacks are not allowed, which includes the Red Flan's elemental weakness. Ultimately, if you want to finish as quick as totally possible, I'd say use Experiment on the animating Red Flan and then assault the others until the next round comes, then repeat. Difficulty: Title Time Limit Enemy Count S Rounds 2 Red Flan Mimics 4 Rounds 3 Red Flan Rewards: Title Teamwork Adaptability Privilege Unlocked Scouts -3 +4 Empowered Moogles Observers -4 +7 n/a Surveyors -5 +10 Agility 1 2 Imitators -6 +13 n/a Mimics -7 +14 Agility 1 3 Negotiation 2[] Quest Rank: 20 Unit Count: 6 Location: Moorabella Unlock: Finish the quest "Grounded!", then ride the airship from Moorabella Requirements: Negotiation - 20 Points Minimum Goal: Defeat all enemies within the time limit Law: Grouping As with the previous rank, it is again a Trial where you must defeat all the enemies within the time limit, where both the amount of time is based off the difficulty chosen. This time you are fighting Deadly Nightshades, which tend to put people to Sleep and potentially cause Berserk instead of Charm. To make things worse, the Law is Grouping which means units are never allowed to end their turn standing next to ANYONE enemy or ally, which means multi-unit Esuna isn't possible. Try your best to make sure the problem doesn't get out of hand, while keeping an eye on where you have your units end their turn. WARNING: Should someone be asleep and a Nightshade be standing next to them, the next time their turn comes up you'll instantly lose. Equipping items to prevent Sleep would help guite a bit here, but those can be tricky to find. Melee units will either have to strike something standing next to them and then move, or used distance attacks like Air Render or Aurablast. Deadly Nightshades are weak to water so try to bring in Spells and Attacks that take advantage of that, to kill them quicker and prevent them from getting too much control on your units. Difficulty: Title Time Limit Enemy Count Mediators 3 Rounds 2 Deadly Nightshade Conciliators 3 Rounds 4 Deadly Nightshade Arbiters 4 Rounds 5 Deadly Nightshade Mediators -8 +18 -6% Prices Safe Keeping Counselors -9 +21 -7% Prices N/a Conciliators -10 +24 -8% Prices 11 +27 -9% Prices n/a Master Negotiators -12 +30 -10% Prices Luck 1 5 Aptitude - 20 Points Minimum Goal: Find the Special Barrel within the Time Limit Law: Ice Once again you are seeking the special barrel, and like always the amount of barrels, amount of time and now ALSO enemies depends on the difficulty chosen. Picking units with high Movement and Speed is a must like before, but due to the terrain of this Trial a good Jump is very handy too. A Gria unit can help out a lot here. You only have 4 Units and have to deal with Bombs harassing you while you search for the barrel this time, so I really suggest just running for the barrels and ignoring the bombs. On top of that, the Law against Ice, which is the Bombs very very slim. It's quite a hectic search, especially on that last difficulty. Equipment/abilities that can absorb fire could possibly help a bit here. Difficulty: Title Time Limit Object Count Enemy Count Craftsmen 3 Rounds 4 Barrels 3 Bombs Master Artificers 2 Rounds 6 Barrels 5 Bombs Master Artificers 2 Rounds 6 Barrels 3 Bombs Wrights 3 Rounds 6 Barrels 4 Bombs Master Artificers 2 Rounds 6 Barrels 5 Bomb Privilege Unlocked Craftsmen -8 +19 -1% Prices Empowered Seeg Smiths -9 +22 -2% Prices n/a Wrights -10 +25 -3% Prices Power 1 5 Teamwork 2[] Quest Rank: 20 Unit Count: 6 Location: Moorabella Unlock: Finish the guest "Grounded!", then ride the airship from Moorabella Requirements: Teamwork - 20 Points Minimum Goal: Defeat all enemies within the Time Limit Law: Smash Gauge > 60% This is another trial where you have enemies, a time limit and a goal to defeat them. Again, the enemy count and time limit is based off the difficulty chosen. However, this one has a big twist due to the Law - Your Smash Gauge is not allowed to go above %60 (but it may sit there). Considering that each successful action made against another unit is allowed up to 6 attacks before they can't do anything else. Essentially the idea is to defeat the enemy in as few actions as possible. On the melee side, stick to the most damaging abilities you have, but also make sure they are accurate (so your action isn't a waste), so that means Jump and Moogle Rush arn't really an option. Magically, use your most damaging spells and abilities like MP Halve to get out the big ones even earlier. Chocobos are weak to Ice, 'hunder, so make the most of that. Difficulty: Title Time Limit Enemy Count Comrades 3 Rounds 2 Chocobo Cohorts 3 Rounds 5 Chocobo Master Allies 3 Rounds 5 Chocobo Rewards: Title Adaptability Teamwork Quest & Item Discount Privilege Unlocked Comrades -8 +19 -2% Prices Empowered Gria Cohorts -9 +22 -4% Prices n/a Boon Companions -10 +25 -6% Prices Speed 1 4 Countrymen -11 +28 -8% Prices n/a Boon Companions -10 +25 -6% Prices n/a Master Allies -12 +31 -10% Prices Speed 1 4 Countrymen -11 +28 -8% Prices n/a Master Allies -12 +31 -10% Prices n/a Boon Companions -10 +25 -6% Prices n/a Master Allies -12 +31 -10% Prices n/a Mas Requirements: Adaptability - 20 Points Minimum Goal: Cause all enemies to flee within the Time Limit Law: Fire, Ice and Lightning The return of the trial where you try to cause flans to flee. Like usual, enemy count and this time TYPE, and your time limit are based off which difficulty you choose. Like before, watch the flans when the Trial starts and take note of their animations. This time there are Ice Flans and Yellow Jellys that show up along with Red Flans, and they each have their animations play at once. Remember their animations, this is important. There is pretty much little reason to try anything besides scaring them off, unless you really want the loot drops. Remember, though, Ice, Fire and Lightning are banned and those are the weaknesses of the Flans present in this trial. If you screw up or something, you have to a Flan, choose the special "Experiment" command and then a menu will pop up giving you choices. Recall their animations and choose accordingly: Ice Flan: Spins In Place Leans Backward Leaps Up and Spins Stare Down Surprise Threaten Yellow Jelly: Hops Into Air Squashes Itself Crouchesenters Spins In Place Leans Backward Leaps Up and Spins Stare Down Surprise Threaten Yellow Jelly: Hops Into Air Squashes Itself Crouchesenters Spins Itself Crouchesenters Spins Into Air Squashesenters Spins Itself Crouchesenters Spins Itself Cro Down Pat Praise Poke A special note: The
Privilege unlocked with the first Difficulty is Libra. You can unlock this earlier on by putting a copy of the first Final Fantasy Tactics: Advance into the bottom slot of the DS and loading up your game. If you do not have access to that game, this is how you get Libra. The Privilege unlocked with the first Final Fantasy Tactics: Advance into the bottom slot of the DS and loading up your game. Contrivers 4 Rounds 1 Ice Flan Survivalists 3 Rounds 1 Ice Flan Trailblazers 3 Rounds 1 Red Flan, 1 Ice Flan Executors 2 Rounds 1 Red Flan, 1 Ice Flan Master Improvisors 2 Rounds 1 Red Flan, 1 Ice Flan Survivalists -9 +22 -4% Prices n/a Trailblazers -10 +25 -6% Prices Agility 1 4 Executor -11 +28 -8% Prices n/a Master Improvisers -12 +31 -10% Prices Agility 1 5 Negotiation-Teamwork[] Quest Rank: 15 Unit Count: 6 Location: Bigsa Greenlands Unlock: Finish the Quest "Now That's a Fire!" Requirements: Negotiation & Teamwork - 10 Points Minimum Goal: Defeat all the enemies within the Time Limit Law: Using MP Another one with the goal of defeating all enemies are Tonberry, and on top of that everything which consumes MP is not allowed. That might seem okay at first, but you've got to understand what Tonberrys are capable of. One thing they do is Stalk one of your units, and from there they walk forward until right next to them and then pull out a knife and instantly kill the unit. On top of that, they have many other heavily damaging attacks. Since MP is banned, you cannot hope to heal your units beyond throwing all your Exilirs all over, and you cannot just hide out and throw magic at them. At the same time, getting next to the Tonberry walking distance and attack with your melee unit's non-MP using ranged attacks like Aurablast. It's a tricky fight, but with fancy footwork and maybe a few Phoenix Downs you should be able to get it. Difficulty: Title Time Limit Enemy Count Speakers 4 Rounds 2 Tonberry Advocates 3 Rounds 3 3 Rou Aptitude Adaptability Negotiation Ouest & Item Discount Privilege Unlocked Speakers +5 -4 -3 +7 -2% Prices AP 1 Lectors +11 -6 -4 +13 -4% Prices AP 1 2 Advocates +17 -8 -5 +19 -6% Prices AP 1 2 Advo Quest Rank: 15 Unit Count: 6 Location: Graszton Unlock: Finish the Quest "Now That's a Fire!" Requirements: Adaptability & Negotiation - 10 Points Minimum Goal: Survive Law: Harming The Weak This is pretty fresh in comparison to the other trials, your goal this time to is survive an onslaught of Cockatrices rushing at you and not just their number is determined by the difficulty, but also their LEVEL. The amount of rounds you must survive increases with higher difficulties, too. The reason why the level factor matters so much now, is because the Law here is you are not allowed to let characters injury enemies below their level. In the lower difficulties, too. later they are high 20s to mid 30s or so. All you really have to do is send up a strong defense and repel their attacks, but should your characters throw any damage out and they hit a lower levels to fight with (especially on lower difficulties) and dump heavy heals on them (Regen in particular would be great). Using classes with high defensive bonuses are nice too, and it might be wise to put Cockatrices to sleep so they cannot act, which will remove them from acting on a round. Difficulty: Title Duration Enemy Count Followers 2 Rounds 3 Cockatrice Compromisers 2 Rounds 3 Cockatrices to sleep so they cannot act, which will remove them from acting on a round. Cockatrice Catalysts 3 Rounds 3 Cockatrice Rewards: Title Teamwork Aptitude Adaptability Negotiation Quest & Item Discount Privilege Unlocked Followers -4 -3 +7 +5 -1% Prices Gil 1 Compromisers -6 -4 +13 +11 -2% Prices Gil 1 Compromisers -6 +13 +13 +1 +25 +23 -4% Prices Gil 1 3 Master Intercessors -12 -7 +31 +29 -5% Prices Non-Elemental Attacks Teamwork & Aptitude - 10 Points Minimum Goal: Examine the Magic Urn 8 Times within the Time Limit Law: Ranged Weapons This trial is a twist on the old Special Barrel hunt, but instead you are trying to get to a Magic Urn and examine it. After Examining it, the Magic Urn teleports to a new spot, and you must Examine it a total of 8 times with it teleports to a new spot after each Examine. To make things more difficult, strong Ahriman creatures assault you as you scramble to reach the Urn. On top of this, you have a time limit. The amount of Ahriman present, the number of locations the Magic Urn can appear, and the amount of time you have to examine it 8 times changes depending on the difficulty selected. Bring units with high speed, movement and jump - as this area is a mountain one. On top of that, they'll need to be strong units to deal with the Ahriman, who can both cast Charm (which can make your units run astray and waste time) and cast Death on your units. Unlike most trials, you cannot really ignore them here. In addition, Ranged Weapons are not allowed here, so your units will have to get up close to deal with the Ahriman. I'd suggest fast and powerful Gria units for this trial, equipped with items to prevent status effects/charm and Death. You'll also have to balance your force by location, too. Clumping them all together will make it that much more harder to reach new Urn locations, especially on the hardest difficulty. Spreading them all together will make it that much more harder to reach new Urn locations, especially on the hardest difficulty. easier to reach the urns, yet could make the Ahriman more difficult to deal with. This Trial requires careful planning. Difficulty: Title Duration 6 Locations 4 Ahriman Hands of Silver 4 Rounds 5 Locations 4 Ahriman Hands of Silver 4 Rounds 7 Locations 5 Ahriman Master Hands 3 Rounds 8 Locations 5 Ahriman Rewards: Title Teamwork Aptitude Adaptability Negotiation Quest & Item Discount Privilege Unlocked Hands of Silver +13 +11 -6 -4 n/a Debuff Resistance 2 Hands of Silver +13 +11 -6 -4 n/a Debuff Resistance 2 Hands of Silver +13 +11 -6 -4 n/a Debuff Resistance 2 Hands of Silver +13 +11 -6 -4 n/a Debuff Resistance 2 Hands of Silver +13 +11 -6 -4 n/a Debuff Resistance 2 Hands of Silver +13 +11 -6 -4 n/a Debuff Resistance 2 Hands of Silver +13 +11 -6 -4 n/a Debuff Resistance 2 Hands of Silver +13 +11 -6 -4 n/a Debuff Resistance 2 Hands of Silver +13 +11 -6 -4 n/a Debuff Resistance 2 Hands of Silver +13 +11 -6 -4 n/a Debuff Resistance 2 Hands of Silver +13 +11 -6 -4 n/a Debuff Resistance 2 Hands of Silver +13 +11 -6 -4 n/a Debuff Resistance 2 Hands of
Silver +13 +11 -6 -4 n/a Debuff Resistance 2 Hands of Silver +13 +11 -6 -4 n/a Debuff Resist Price Exp 1 3 Master Hands +31 +29 -12 -7 -5% Price MP Efficiency Aptitude-Adaptability - 10 Points Minimum Goal: Collect all the Lights within the Time Limit Law: Ranged Weapons This trial is not too bad. Your goal is to collect shining lights on the ground, but the trick is after grabbing one, the others change their locations. Some enemies wander around the map as you do this, but they are rather ineffective and low level and can be easily ignored, most especially as this has a time limit to adhere to. The amount of lights, enemies and time you have depends on the difficulty selected. A general strategy would be to get fast units with high Speed and Movement and fan them out to cover the most ground and anticipate the new locations of the lights. Doing the Double Smile Toss trick can make this trial a cinch. The flans are almost a non-issue. Beat them up if you please, but try not to waste time. Avoid using Ranged Weapons, too. Difficulty: Title Duration Object Count Travelers 4 Rounds 3 Lights 3 Red Flan, 1 Ice Flan, 1 Red Flan, 2 Ice Flan, 2 Yellow Jelly Rewards: Title Teamwork Aptitude Adaptability Negotiation Quest & Item Discount Privilege Unlocked Travelers -5 + 19 + 17 -8 -1% Prices Smash Gauge 1 2 Voyagers -6 + 25 + 23 - 10 - 3% Prices Smash Gauge 1 3 Master Explorers -7 +31 +29 -12 -5% Prices MP Channeling General Training 1[] Quest Rank: 15 Unit Count: 6 Location: Baptiste Hill Unlock: Finish the Quest "You Say Tomato" Requirements: All Clan Talents - 1 Point Minimum Goal: Defeat all enemies within the Time Limit (Don't have to obey the law) Law: Missing Standard Trial where you try to kill everything before the time limit is up. The amount of time you have depend on the difficulty chosen. The main thing here, though, if you want the clan bonus, is you are NOT ALLOWED TO MISS any attacks. So the strategy you have to put in place is positioning of units (from sides and behind have better chances to hit), careful selections of attacks, and trying to take them out as guick as possible as to not drag the fight on too long and both put vourself at risk for missing and also run out of time. Your enemies here are Sprites, also, and they tend to have a high Magic resistance. Having your casters support beefy melee units equipped with Counter and hard hitting multi-target attacks like Aurablast will work out pretty well. Sprites like to cast Slow on your guys, so a Time Mage can be nice to help them deal with that. Difficulty: Title Duration Enemy Count Novices N/A 5 Sprite Trainees N/A 5 Sprite Location: Baptiste Hill Unlock: Finish the Quest "Now That's a Fire!" and participate in the Auction afterwards Requirements: All Clan Talents - 40 Points Minimum Goal: Defeat all enemies within the Time Limit Law: > 20 Damage This is the big one. The highest rewards, and the highest possible clan rank are obtained from these trials, and they are quite difficult to do. The simplicity of defeating all enemies before the time limit is up can fool you, but the laws and enemies present here make it something else. As usual, the amount of time you have depend on the difficulty chosen, but also what enemies you fight. The deadly Tonberry show up in later difficulties, combined with irritating Werewolves and Zaghnal. On top of that, the Law here is you are not allowed to do over 20 damage. I'm serious. Forunately, the law does not govern over Reactive abilities like Counter, so have your units take defensive action - but watch out for that damn Tonberry! The room here is guite small and our cute green friend might be planting a knife in your skull sooner than you'd wish. The primary method in which you'll have to defeat enemies is to use instant Death spells and Doom spells to kill enemies in round-a-bout ways without actually striking them for damage. It can be quite tricky to pull off, especially with the Tonberry and all, but is possible. Try having your melee units hold fort and protect the Mages as they summon the Grim Reaper to do their bidding. Afterwards, enjoy your rewards because you've pretty much reached the top of the mountain. You're the Master Adventurers! Difficulty: Title Duration Enemy Count Adepts 4 Rounds 1 Zaghnal, 1 Ice Flan, 1 Deadly Nightshade Heroes 4 Rounds 1 Zaghnal, 1 Floating Eye, 1 Ahriman, 1 Deadly Nightshade Legends 3 Rounds 1 Zaghnal, 1 Verewolf, 1 Tonberry Rewards: Title Teamwork Aptitude Adaptability Negotiation Quest & Item Discount Privilege Unlocked Adepts +24 +24 +24 +24 -8% multiple trials does not add their Ranks together, nor does repeating a trial add anything. Clan Rank is an invisible stat, which means it is factored into things (primarily recruitment) and never shown to you (but they do hint to it). The Clan Rank you hold is related to which is the highest title you've ever earned. You are bestowed that Rank, and it stays that Rank until you finish an even higher Rank. You will never lose your rank to a lower one. In other words, once you get Master Adventurers, there is no other rank to achieve. Negotiation 1 Aptitude 1 Teamwork 1 Adaptability 1 Clan Rank Hagglers Grease Monkeys Acquaintances Scouts 6 Intermediaries Apprentices Associates Observers 12 Barterers Machinists Relations Surveyors 18 Brokers Technicians Confidantes Imitators 24 Orators Apprentices Associates Observers 30 Negotiation 2 Aptitude 2 Teamwork 2 Adaptability 2 Clan Rank Mediators Craftsmen Comrades Contrivers 36 Conselors Smiths Cohorts Surveyors 18 Brokers Technicians Confidantes Imitators 24 Orators Apprentices Associates Observers 30 Negotiation 2 Aptitude 2 Teamwork 2 Adaptability 2 Clan Rank Mediators Craftsmen Comrades Contrivers 36 Conselors Smiths Cohorts Surveyors 18 Brokers Technicians Confidantes Imitators 24 Orators Apprentices Associates Observers 30 Negotiation 2 Apprentices Associates Associates Associates Associates Associates Associa Trailblazers 48 Arbiters Artisans Countrymen Executors 54 Master Improvisors 60 Negotiation - Teamwork Adaptability - Negotiation - Teamwork Adaptability Clan Rank Speakers Followers Hands of Steel Travelers 12 Lectors Compromisers Hands of Silver Prospectors 24 Advocates Outriders Hands of Gold Pioneers 36 Champions Catalysts Hands of Divinity Voyagers 48 Master Intercessors Master Intercessors Master Explorers 60 General Training 1 Clan Rank Novices 10 Trainees 20 Journeymen 30 Professionals 40 Veterans 50 General Training 2 Clan Rank Adepts 60 Braves 70 Heroes 80 Legends 90 Master Adventurers 100 Recruitment & "Clan Mates"[] While recruitment can come in the form of semi-randomized individuals appearing to you on the world map, there is a method to have direct control over who and what you receive, so you can get things that you need and when you need it (when thats available, at least). The way to access this method is through the quest "Clan Mates". Here are the details on "Clan Mates": Clan Mates": Clan Mates": Clan Mates Quest Rank: 1 Pub Town: Camoa Location: Targ Wood, Ophy Point Pub Fee: 100 Gil Time Limit: 20 Days Unlock: Finish the quests "The Star Seal" and "Now That's a Fire!" and participate in the auction after that 2nd quest. Rewards: In order to get the required quest "The Star Seal", you must finish the quest "The Yellow Wings". Pretty much, just follow the main story until after the auction, have "The Star Seal" completed, and now you can do "Clan Mates". "Clan Mates" is a quest that appears once a month and is repeatable, and it allows you to pick the race and class of the unit you receive, but the actual mechanics of this are only hinted to and not explained in detail - that is what the other half of this guide is for. Firstly, the month in which you undergo the quest is important. This is the factor that decides what the race of the unit will be. If you are desiring something specific, you might have to wait until the month that race is available, but I imagine some of you also are using this to just get a new unit when the quest pops up and are curious what you can get - Here is a chart detailing which races come with each month: Hume Bangaa Nu Mou Moogle Viera Gria Seeq Blackfrost Greenfire Rosefire Goldsun Ashleaf Emberleaf Plumfrost Skyfrost Bloodfire Coppersun Silversun Mistleaf Note: Gria and Seeg only have one month, so be on time if that is what you are looking for! Remember, months are only about 20 days or so long and years about 200-ish days. If you have the rest houses to spend time in, you should be able to rest until the month you are looking for comes up. If you're not looking for anything specific, just check what the current month is when you do the quest! Secondly, After arriving to the meeting point to receive your new clan member, you will be asked a series of questions. These questions have 2 responses, an
Upper and a Lower. Below, in the big class chart, I include the specific answers for you to use. Just look up the class you want! Thirdly, some of these classes have multiple requirements. Some classes require you to have made it a certain distance in the Main Quest and/or unlocked the class its self, if that is needed for you to use it normally. In addition, your CLAN RANK is important to which classes you'll get. If a class requires either unlock and/or a higher Clan Rank than what you will get a base class instead of what you were looking for. Check the charts in the previous section to determine what you access to all classes with a Clan Rank

List of races and their corresponding areas/months:** Note that Seeq and Gria share the same months. Hume - Blackfrost, SkyfrostTarg Forest - Soldier, Thief, White Mage, Black Mage, ArcherGalerria Deep - Paladin, Fighter, Blue Mage, HunterSant D'alsa Bluff - Parivir, Ninja, Illusionist, SeerBangaa - Greenfire, BloodfireBaptiste Hills - Warrior, White Monk, Dragoon, Gladiator, BishopAisenfield - Defender, Master Monk, Templar, Cannoneer, TricksterNu-Mou - Rosefire, CoppersunGraszton - White Mage, Black Mag

limitation (provided you have also unlocked them, if need be, and passed the Main Quest requirement): The 4th or higher titles of Negotiation-Teamwork/Adaptability-Negotiation/Teamwork/Adaptability Any title of Negotiation 2/Aptitude 2/Teamwork 2/Adaptability 2 Any title of General Training 2 Here is the key to getting the classes you want, I have marked the base classes you want, I have marked the b box refers to which Main Quest you need completed before you can recruit that class. Some classes run with all 3 stipulations: Clan Rank, Main Quest progress, and Unlock Requirements. If you're intentionally doing that, why not just ask for them directly?? Humes[] (Blackfrost & Skyfrost) Job Clan Rank Min. Reg. Main Quest Min. Reg. Answer Sequence Soldier n/a n/a L,U,U,L Black Mage n/a n/a L,U,U,L Black Mage n/a n/a L,U,U,U Thief n/a n/a U,U,U,U Thief n/a Watch" L,U,L,U Hunter 12 "Mountain Watch" L,U,L,L Seer 24 n/a L,L,L,L Paravir 24 "Making Music" U,L,L,U Illusionist 24 "Making Music" U,L,L,U Illu U,L,L,U Gladiator n/a n/a U,U,L,U Bishop n/a n/a L,L,L,U Trickster 18 n/a L,L,L,L Master Monk 18 "Seeking The Stone" U,U,U,L Defender 18 "Seeking The Stone" L,L,U,U Templar 18 "Seeking The Stone" L,L,U,U Templar 18 "Seeking The Stone" L,L,U,U Templar 18 "Seeking The Stone" L,L,U,L Nu Mou[] (Rosefire & Coppersun) Job Clan Rank Min. Req. Main Quest Min. Req. Answer Sequence White Mage n/a n/a L,U,U,U Black Mage n/a n/a U,U,L,L Time Mage 12 "Grounded!" U,L,U,U Illusionist 12 "Grounded! Clan Rank Min. Req. Main Quest Min. Req. Answer Sequence Animist n/a n/a U,U,U,U Black Mage n/a n/a U,L,U,U Thief n/a n/a L,U,L,L Fusilier 12 "Wanted: Sky Pirate Vaan" U,L,L,L Fusilier 12 "Wanted: Sky Pirate Vaan" U,L,L,U Thief n/a n/a L,U,L,L Fusilier 12 "Wanted: Sky Pirate Vaan" U,L,L,U Thief n/a n/a L,U,L,L Fusilier 12 "Wanted: Sky Pirate Vaan" U,L,L,U Thief n/a n/a L,U,L,L Fusilier 12 "Wanted: Sky Pirate Vaan" U,L,L,L Fusilier 12 Dig" L,L,L,U Chocobo Knight 24 "The Dig" U,U,U,L Flintlock 24 "The Dig" L,U,U,L Viera[] (Ashleaf & Mistleaf) Job Clan Rank Min. Req. Main Quest Min. Req. Ma "Rumors Abound" L,L,U,U Summoner 18 "Rumors Abound" L,L,L,U Sniper 18 "Rumors Abound" L,U,L,L Assassin 18 "Rumors Abound" L,U,U,U Gria[] (Emberleaf) Job Clan Rank Min. Req. Main Quest Min Min. Req. Main Quest Min. Req. Geomancer 18 "Through Another's Eyes" U,L,L,U (if you haven't completed the Quest "Rumors Abound", and thus not fulfilling the requirements for even the base class, you will recieve a Seeq Berserker n/a n/a L,U,U,U Ranger n/a n/a n/a L,L,U,U Lanista 18 n/a U,L,U,U Viking 18 "The Dig" U,U,U,L Conclusion[] Hopefully this guide made it possible for you to improve your clan, as that was half my reason for doing it! There is a bit of a drought on thorough FFTA2 information, and it doesn't much help people are still trying to use the old Japanese version info. Hopefully as time passes, more English-based and complete/thorough information surfaces so people can always find help on the myriad of details in this game. An early 'Thank You' to anyone who undergoes the path to those goals. The other half was that I myself had been keeping track of things on paper, in crude .txt, bloated documents, etc. and was tired of having to deal with all that and sought a neat and clean way to compile it and easily access it. Without Final Fantasy Wiki, and it's support of guides like this, I likely wouldn't have a place for it - so a big thanks to them too! Crntn 13:33, 31 July 2008 (UTC) Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. From StrategyWiki, the video game walkthrough and strategy guide wiki (en) Final Fantasy Tactics Advance?) is a tactical RPG developed and published by Square for the Nintendo Game Boy Advance. Tactics Advance is one of the initial products from the cooperation of Square and Nintendo made for the Game Boy Advance console; it was developed by the team brought over from the game company Quest Corporation. Following its release, Tactics Advance-themed merchandise was introduced. It has a sequel, Final Fantasy Tactics A2: Grimoire of the Rift for the Nintendo DS. Story[edit | edit source] The game's story centers on four children; Marche, Mewt, Ritz, and Doned, who live in a small town named St. Ivalice. The children are transported to a realm of the same name as their town, "Ivalice", after discovering an ancient magical book. The story then focuses on the exploits of Marche as he attempts to return to the real world while facing opposition from those around him. Gameplay[edit | edit source] A spin-off of the popular Final Fantasy series, the game shares several traits with 1997's Final Fantasy Tactics, although it is not a direct sequel nor a remake. The player assembles a clan of characters, and controls their actions over grid-like battlefields. Players are mostly free to decide the classes, abilities, and statistics of their characters. edit 0 ratings0% found this document useful (0 votes)323 views9 pagesThis document is a recruitment guide for Final Fantasy Tactics A2 that outlines how to recruit new party members by map and by quest. It summarizes that you can only recruit certain races du...Al-enhanced title and descriptionSaveSave Final Fantasy Tactics a2 Recruitment For Later0%0% found this document useful (0 votes)323 views9 pagesThis document is a recruitment guide for Final Fantasy Tactics A2 that outlines how to recruit new party members by map and by quest. It summarizes that you can only recruit certain areas, and provides a list of which races are available where and when. It also summarizes that recruitment by quest involves completing a clan mates quest, which will determine the recruitable race based on the month, and allow the player to control the recruit's job class by answering questions.0 ratings0% found this document useful (0 votes)323 views9 pagesThis document is a recruitment guide for Final Fantasy Tactics A2 that outlines how to recruit new party members by map and by quest. It summarizes that you can only recruit certain races du...AI-enhanced title and description You're browsing the GameFAQs Message Boards as a guest. Sign Up for free (or Log In if you already have an account) to be able to post messages, change how messages are displayed, and view media in posts. I remember there being a guide to recruit a certain race of characters depending on the moon phase (kingmoon=humans I think). You needed to dismiss your whole clan at the beginning and just start from there, running around unmarked land and hitting up towns at the right time to get a new recruit. I made a whole viera assassin group doing that, but I want to make a paladin group now with humans, or a gunner group with moogles. Does anyone know where this guide is now? I'd really appreciate it if I could get a link to something that'd tell me how I recruit certain races. Thanks. They're in TFergusson's Quest faq. Look for the Race Wanted quests near the end of the file. Once you're down to less than 6 in your clan, you may also need to lose (or just flee from) any battle to trigger the missions. Thanks for the info....But... The only other guide I remember was a mini one on the emulationhq.com website which said: "Recruitment Tips There are certain items you can take on missions which will help you recruit a truly awesome clan. I've already mentioned "The Hero Gaol", "Elda's Cup", "Snake Shield" and "Wyrmstone" in the secret characters section. But other special items exist, for example, say you want to recruit a certain race: Esteroth for Humans (reward for Mission #089 "Moogle Bride") Guard Medal for Bangaas (reward for Mission #125 "Castle Sit-In") Encyclopedia for Nu Mous (reward for Mission #235 "Book Mess") Love Potion for Vieras (reward for Mission #169 "Lifework") Sketch Book for Moogles (reward for Mission #255 "Book Mess") Love Potion for Vieras (reward f currently in: Kingmoon for Humans Madmoon for Support Ally Finder for Bangaas Sagemoon for Nu Mous Huntmoon for Vieras Bardmoon for Noogles And say you want to recruit a certain type of unit: Magic Trophy for Fighters Sport Trophy for Support Ally Finder for Bangaas Sagemoon for Nu Mous Huntmoon for Vieras Bardmoon for Noogles And say you want to recruit a certain type of unit: Magic Trophy for Support Secret Books for Support Ally Finder for Bangaas Sagemoon for Noogles And say you want to recruit a certain type of unit: Magic Trophy for Support Secret Books for Support Secret Books for Support Ally Finder for Bangaas Sagemoon for Noogles And say you want to recruit a certain type of unit: Magic Trophy for Support Secret Books for Supp Mage, etc.) Ally Finder2 for Expert Jobs (e.g. Assassin, Illusionist, Sage, Paladin, etc.)"Is that it or were you after something more specific? The site seems to be down at the moment, luckily I saved the above. :-)Final Fantasy Tactics A2 - June 24th 2008 (NA), June 27th 2008 (EU). Months have no effect on the recruitment chances. They only affect which recruitment mission shows up in the pub when the clan has less than 6 members." An ample chest equals justice"

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