

Table of Contents

- Patch data.....2
- File data.....2
- Introduction.....2
- Notes.....2
 - English translation.....2
 - Permanent abilities.....2
 - Erased abilities.....2
 - Updated abilities.....3
 - Wrong description.....3
 - Recommendations.....3
- Jobs list.....4
- Links.....5

Patch data

Name:	Final Fantasy 5 – Strategic Battle
Version:	3.1
Author:	HatZen08

File data

SHA1:	37314f835460d2eb268f10d14d3bd551e3e23f83
Console:	Super Nintendo Entertainment System (SNES)
Game:	Final Fantasy 5 (JPN) + RPGe Translation (English)
Language:	English (with the RPGe translation)
Version:	1.0
Header:	Yes

Introduction

The hack changes the job system. All jobs, without exception, only have the *fight* and the *item* command as default. All other commands must be learned by gained ABP before they can be used. It raises the difficulty of the game because many commands, given by free as a default command for a job, aren't available until they are learned.

For better customization, all jobs have three slots available for extra abilities, similar to the *mimic* job in the original game. To balance this feature, with few exceptions, jobs don't have innate abilities in this version of the hack.

The list of abilities by job was also redesigned for the new system. They were updated with relatively lower ABP costs and better distribution of abilities by job. Also, a few commands were updated or redesigned.

The hack is intended as a moderated challenge for players.

Notes

English translation

The patch is aimed for the Japanese rom of Final Fantasy V with the RPGe translation for the English language.

Permanent abilities

The following abilities are permanently set: *Passages*, *Damage Floor* and *Dash*. Because of a bug, in the start of the game, the default character doesn't gain the mentioned abilities until they are updated. They will be updated when the player selects the equip menu or change a job.

Erased abilities

The following abilities were erased from the game and they can't be learned: *hp up 10%*, *hp up 20%*, *mp up 10%*, *Swdsplap* and *escape*.

Updated abilities

The following abilities were updated or redesigned:

- Analyze: Casts *Wall* and *Haste*. The *Wall* effect wears off after a while, but the command can be used continually to recast the *Wall* effect.
- Dragon: Drains MP. Unlike the original game, it doesn't drain HP.
- Flirt: Casts *Charm* on the target. Unlike the original game, it works now if the enemy isn't protected against *Charm*.
- Kick: It inflicts exactly 150HP on all enemies. In normal conditions, it can't be dodged.
- Mantra: In battle, raises the user level by one. It can be cast multiple times to raise damage inflicted on enemies.
- Observe: Casts *Armor* and *Shell*. Good for jobs with low defense.
- Revive: Revives all dead characters with 25% of max hp.
- Slash: Inflicts damage based on max HP minus actual HP.
- X-Fight: Inflicts from 1 to 4 hits with equipped weapon. Unlike the original game, the weapon damage isn't fixed and can be influenced like a normal weapon. It includes front and back rows, critical hits, few special effects, etc.

Wrong description

The description of jobs and abilities weren't updated. They may have wrong reference of the innate abilities and the job/level of the abilities. Please, check the table of abilities instead of the game description.

Recommendations

- Don't neglect restorative items early in the game. You will need them while your healers aren't at their full potential.
- Build in advance one character as a main healer and a second character as a elemental damage specialist. They surely will be needed. A third character as a second healer may be recommended when the first healer can't keep up the healing.
- Always update your abilities after you learn a new ability. If you have a "White 1" ability set and learned a "White 2" ability, the "White 1" ability won't be updated automatically. You must select the "White 2" ability in the abilities screen.
- Don't neglect elemental attacks in your party build. Many bosses are tricky and requires to nail its elemental weakness. Byblos, as example, will be difficult to defeat without fire spells. However, he is vulnerable against poison.

Jobs list

	Abilities	1	2	3	4	5	6	
Knight	5	Cover	!Guard	Eq. Armor	Eq. Sword	Dbl Grip		
450		25	50	75	100	200		
Monk	6	Brawl	Barrier	!Hide	!Kick	!Drink	!Mantra	
300		10	20	30	40	100	100	
Thief	6	!Steal	!Smoke	Caution	!Flirt	Agility Up	!Capture	
325		25	25	50	50	75	100	
Dragoon	3	Eq. Spears	!Jump	!Slash				
300		50	50	200				
Ninja	3	Preemptive	!Throw	2 handed				
350		50	100	200				
Samurai	4	Eq. Katanas	#EqShield	Evade	!Image			
350		25	50	75	200			
Berserker	3	Berserk	Eq. Axes	Counter				
325		50	75	200				
Hunter	4	!Aim	Eq. Bows	!Build Up	!X-fight			
400		25	75	100	200			
M. Knight	6	!Sword 1	!Sword 2	!Sword 3	!Sword 4	!Sword 5	!Sword 6	
420		20	40	60	80	100	120	
White M.	6	!White 1	!White 2	!White 3	!White 4	!White 5	!White 6	
315		15	30	45	60	75	90	
Black M.	6	!Black 1	!Black 2	!Black 3	!Black 4	!Black 5	!Black 6	
315		15	30	45	60	75	90	
Time M.	6	!Time 1	!Time 2	!Time 3	!Time 4	!Time 5	!Time 6	
315		15	30	45	60	75	90	
Summoner	6	!Conjure	!Summon 1	!Summon 2	!Summon 3	!Summon 4	!Summon 5	
420		20	40	60	80	100	120	
Blue M.	3	Learn	!Blue	!Control				
300		25	75	200				
Red M.	4	!Red 1	!Red 2	!Red 3	!X-Magic			
300		30	60	90	120			
Mediator	4	!Tame	!Catch	Eq. Whips	!Observe			
350		25	50	75	200			
Chemist	4	Medicine	Eq. Rods	!Analyze	!Mix			
350		25	25	100	200			
Geomancer	3	Pitfall	!Terrain	!Dragon				
300		25	75	200				
Bard	5	Eq. Harps	!Animals	!Sing	!Pray	!Revive		
300		25	25	50	100	100		
Dancer	3	!Dance	Eq. Ribbon	!Gil Toss				
350		50	100	200				
Mimic	3	Hp 30%	Mp 30%	!Mimic				
300		50	50	200				

Links

Contact Info:

- <http://www.romhacking.net/community/1902/>

Floating IPS (*.ips patches, windows version):

- <http://www.romhacking.net/utilities/1040/>

Dual patcher (*.dua patches, linux version):

- <http://www.romhacking.net/utilities/1058/>