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Patch data

Name: Unlimited Espers
Version: 1.0
Author: HatZen08

File data

SHA1: ea1dc87ecb3ba90bbfb8c122f8ee23ca426f5991
Console: Super Nintendo Entertainment System (SNES)
Official name: Final Fantasy 3 (USA) / Final Fantasy 6 (JPN)
Language: English
Version: 1.0
Header: Yes

Introduction

Characters can summon *Espers* in battle. Every *Esper* is associated with a unique spell. With the use of the *Magic* command, the spell associated with the *Esper* can be used in battle. Unfortunately, there is the limitation of only one *Esper* use by character.

This patch cancels the restriction of one *Esper* use by battle. As long as the character has enough MP and are free of status restrictions, he always can summon the equipped *Esper* in battle, independently of the number of times.

Notes

When the character doesn't has enough MP, unusable spells are grayed. However, *Espers* aren't grayed like magic spells. Instead, the *Esper* option is silently disabled without indication of insufficient MP for usage.

Bug Tracker

If you have found a bug, you can post it in the forum:

<http://www.romhacking.net/forum/index.php/topic,15577.0.html>