



FINAL FANTASY VI

DIVERGENT PATHS

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Introduction

Another day, another Final Fantasy VI hack. Why should Divergent Paths be any different than the others?

Divergent Paths is, at its heart, a re-arrangement of the story of Final Fantasy VI. Many people forget what games were like in the 90s. When Squaresoft released FFVI, they had no idea that it would become one of the most beloved games of all time. They had just one year to make the game and get it out the door, and there is evidence in the code that the production schedule got the better of them. Adding the final layer of polish to the story... re-arranging content to flow better and enhance character development... such things were not possible.

The inspiration for Divergent Paths comes from another famous 90s JRPG, Lunar: The Silver Star. When the game was ported from Sega CD to Sega Saturn, the original development team was given a chance to not just port it, but revise it. They took the opportunity to fix what they thought the two most glaring parts of the story were: Luna's lack of presence. So, when they came to the scene where Luna bids farewell to Alex and Ramus at the dock, they rewrote the scene to have her jump aboard the boat at the last moment. From that one small change, much of the rest of the plot fell into place.

What changes would be made to Final Fantasy VI if Squaresoft had been given the same chance? Divergent Paths is the answer to that question¹. It begins with a simple change. Edgar, reunited with his brother after years apart, sees Sabin knocked off the raft, floating down the river. He doesn't wave goodbye... he does what any sane brother would do: jumps in after him! Thus begins a series of small changes to the familiar events of FFVI that make each beat of the story more in service of its beloved characters². The small changes cascade upon each other, peaking with a very different series of events in Thamasa. Everyone's favorite general survives the attack, and is given a chance at redemption. Even in the World of Ruin, the echoes of the events are still felt, leading to several changes that close off many characters' arcs in a more satisfying way.

Leo surviving in Thamasa will immediately draw comparisons to the famous "General Leo Edition". Divergent Paths owes a debt of gratitude to this earlier mod. FedoraJoe showed that the best way to get Leo on your team was not to revive him, but to change events to keep him alive. However, Divergent Paths has several key differences. First, no characters are demoted to guest status. Leo is added as a fully-playable 15th character, and Shadow remains playable. There's even a 16th character hidden somewhere in the World of Ruin, allowing for a complete roster.

Second, Leo has a fully fleshed-out character arc that is interwoven with other characters. By repurposing existing content that was not tied to any specific character (like the Wounded Soldier sidequest), and stitching it together with a handful of brand new key scenes, Leo becomes as central to the plot as any other main character.

While story is the main purpose of Divergent Paths, it is not the only change. In addition to the added playable characters, it includes almost every bugfix released, and utilizes dozens of other small improvements made by the community to make the game play smoother than ever before. This includes 1 new Esper, 10 new spells³, and a lower random encounter rate to smooth out the pacing and keep the players on their toes without altering the base difficulty of the game⁴. Divergent Paths even includes a new song, composed by William Kage, to add to the soundtrack. Each change has been tested wholistically with all of the others to ensure that it never stops feeling like the Final Fantasy VI that you know and love⁵.

Power Panda

(1) Many of the storyline changes are taken from dummied lines, cut scenes, interviews with developers, and even the little-known doujinshi novel written by Soraya Saga.

(2) A demo of this hack was released in Oct 2017, covering just the 3-scenario section of the game. This demo was well-received by the community, and has been incorporated into several other hacks, including being an optional choice for the Beyond Chaos randomizer.

(3) The new esper, Leviathan, and 2 of the spells, Flood and Grav 3, were taken from the GBA remake. The other 8 spells are borrowed from other Final Fantasy titles. In order to make these possible and allow an additional magic list for Leo, two concessions were made: Players can no longer learn magic from shields, and all characters use the same desperation attack.

(4) There has been one slight system rebalance though. The encounter rate has been dropped by 25%, and the Espers have been given better levelup bonuses. This causes your characters to grow slightly more slowly, offering a mild challenge, and allowing you to specialize each character more, all the while cutting down on tedium. If you wish to train your characters more quickly, talk to the Moogle in the training school for tips on modifying the encounter rate.

Patching Instructions

Divergent Paths is a patch made to the original Super Nintendo Game, and is not compatible with either the GBA Remake, the Mobile Port, or the Steam Version. There are no plans to port the changes over, as the versions do not share source code.

To apply the patch, you will need an original copy of the rom (version 1.0), the IPS Patch included in this download, and an IPS Patching program, such as Lunar IPS. Follow the instructions in whichever program you use to apply the patch to the rom.

The difference between the headered version and the unheadered version has to do with where the code resides within the rom. You can use the program available online entitled "ROM Hasher" to find out if your rom has a header or not. You can also use the program "SNES Rom Utility" to add or remove one.

If this is over your head, simply apply the "DivergentPaths_Header.ips" to a copy of your Rom. If the game crashes when you try to load it, then you need the "NoHeader" version. If it plays fine until the first battle, but then it freezes, you have version 1.1 of the rom, and you need to find or dump a 1.0 version.

Divergent Paths does not expand the original rom, so it should be compatible with flashcarts and repro carts, being able to be played on a real Super Nintendo. It has been tested on ZSNES, SNES9x, and BSNES to ensure as high of compatibility as possible. This manual is also sized to fit the SNES box, should you choose to print it.

Important Notes Before Playing—The Auction House

While you can play most of this game just by following the thread of the story, there are 2 important notes regarding the Auction House in the World of Balance. First, visiting the Auction House is required to progress the story between Zozo and the Opera House. Second, Golem and Zoneseek cannot be purchased at auctions until the World of Ruin. In addition, Sraphim is not available in Tzen until the World of Ruin. This is for both storyline and gameplay reasons. For the story, Magicite is a closely-guarded secret on both sides in the World of Balance. For the gameplay, these Espers contain powerful new spells that should not be gained until later.

Known Issues

While I would love for Divergent Paths to be perfect, the fact is that it *is* a romhack, and a couple of persistent bugs were unable to be resolved without months or years more of work. They are as follows:

- There is a bug where Strago will lose his “Doom” Lore. This is caused by being in a party that knows a lot of magic spells. The 10 extra magic spells cause the memory to overflow. He does not actually lose the Lore, but it is not selectable while this glitch is occurring.
- When using “Purify” from the menu, the spell name will change to “lastN.” when choosing the character to cast it on. This does not affect the spell.
- On ZSNES only, Gogo’s status menu will have garbled text at the top of his command list, instead of a blank line.
- This is not a bug, but in order to make the Dual Wield restriction work, it is not possible to change out your second weapon from the in-battle item menu. You can only change to a weapon/shield combo.

Notes for Other Modders

Feel free to use any or all of what you find in this mod. I do not claim ownership of any of it. However, I would appreciate acknowledgement for all of the hard work, if you are willing to give it. You are free to make your own mod with this as a base, or to tweak what you find and put out an addendum patch online. I hope you have as much fun as I had.

Please note that this rom is full to the brim with new content, and there aren't a lot of free bytes to work with. This includes a couple of surprises that had to be fit into free space. For example, the World of Balance minimap resides in bank \$C4, Leo's Theme resides in bank \$C3, and the event code that switches players commands lives in bank \$CC, in the unused space for additional dialogue pointers. While I have made my changes to ensure compatibility with some of the main FF6 utilities, such as FF3usME and FF6LE, these editors will try to relocate some of the code that they believe to be "in the wrong place". You'll know immediately that it did this if you try and fail to load a save from the World of Ruin. To fix this, after you make edits and hit the save button, apply the "editor restoration.ips" patch (found in the extras folder) to make sure none of the changes were relocated. You can apply this patch however many times you need to.

Future Mods

There are 2 mods that were evaluated for inclusion, but were not pursued because they fell outside of the scope of what Divergent Paths was trying to do. I am hoping that someday another modder will take these on:

- Re-translation. I would love to see the GBA script, or another fan script, ported to Divergent Paths. This would require rom expansion, which is why it was not included.
- Stat Rebalancing. While I have fixed the evade bug, I have not rebalanced the 4 stats that can be gained by Esper levelup bonuses: Vigor, Stamina, Speed, and M.Power. Other hacks have done this, but have not made their code public.

Extras and Spoilers

The EXTRAS folder, included with the release, contains an SPC file of Leo's Theme, and an IPS patch for modders. It also contains a save archive of my full playthrough, in case you want to start at a certain point or your save file becomes lost.

The SPOILERS folder contains detailed guides on some of the changed parts of the game, since no FAQs cover them. Read at your own risk.

FAQ with PowerPanda

Q: Is this the final version?

A: There is a 2.0 patch in the works, but it will not change the story, and will only make minor changes to the gameplay. The main purpose is to add quality-of-life features. For example, I am in discussions right now about adding MSU-1 Support and Retro Achievements. The 2.0 patch WILL retain save-file compatibility. I am committed to each version of Divergent Paths feeling complete to the player. You will not miss out on anything in-game by waiting.

Q: Divergent Paths is great, but in order for it to be my perfect version of FF6, will you change [insert one small thing here]?

A: I love that you have a vision for what you want to see in a game! That's how I started romhacking in the first place. At some point, every project has to reach completion, and that is where Divergent Paths has to remain. I'd encourage you to look at the program FF3usME to make that change. You can also visit the ff6hacking.com forums, where the community is great about helping you reach your vision, as long as you are the one who does it. Just don't ask anyone to do it for you.

Q: What's your next project?

A: I have reached the stage of life where a project on par with Divergent Paths is no longer a realistic possibility. I have some minor hacks in the works for other games, but nothing to the scale of Divergent Paths. I am excited to be working with other hackers on helping them improve their patches.

Changes by Chapter

This is a mini guide to the changes made in Divergent Paths. If you are streaming the game, you might choose to only air the medium or major changes. If you are playing casually, you can use this list as a guide to know where to look for even the minor changes.

The following symbols will be used:

..	= Minor Changes	**	= Moderate Changes
!!	= Major Changes	++	= Brand New Content

An example of a minor change would be the Returner's Hideout, where you can obtain both a Gauntlet and Bracers. A special note must be made that the World of Balance Extra Espers have all been moved to the World of Ruin to accommodate adding new powerful new spells to them.

An example of a moderate change would be during the "Searching for Terra" chapter, where the characters not in your party will hang out in the Figaro Throne room instead of Arvis's house in Narshe. This makes a previously optional story scene into a required one.

An example of a major change would be the 3 Scenario split towards the beginning of the game. The events of all scenarios have been re-arranged, and different groups of characters participate in them.

=====THE WORLD OF BALANCE=====

PROLOGUE: The Attack on Narshe

Narshe Mines

Figaro Castle and Figaro Cave

South Figaro and Mt. Kolts

The Returners Hideout and the Lete River

SCENARIO: Sabin and Edgar

SCENARIO: Locke

SCENARIO: Terra and Banon

SCENARIO EPILOGUE: The Battle of Narshe

Searching for Terra

Jidoor and the Opera House

The Magitek Research Facility

Escaping Vector and The Esper World

SIDEQUESTS: World of Balance Part 1

The Cave to the Sealed Gate

The Razing of Vector

The Imperial Banquet

Thamasa and the Burning House

The Espers' Cave

SIDEQUESTS: World of Balance Part 2

The Floating Continent

=====THE WORLD OF RUIN=====

The Solitary Island and Albrook

SABIN: Tzen and the Burning House

Mobliz Part 1

Nikeah to South Figaro

EDGAR: Figaro Cave and Figaro Castle

SETZER: Kohlingen and Daryl's Tomb

(The Character Recruitments can be done in any order)

!! LEO: Maranda and Mt. Zozo

!! CYAN: Doma Castle

TERRA: Mobliz Part 2

GAU: The Veldt

SHADOW/RELM: The Veldt Cave

SHADOW: The Colosseum

RELM: Jidoor and Owser's Mansion

.. STRAGO: The Fanatics Tower

LOCKE: The Phoenix Cave

MOG: Narshe Mines

UMARO: Umario's Cave

GOGO: Triangle Island

++ THE 16TH CHARACTER

(The following sidequests can be done in any order, but may require certain characters.)

++ The Falcon's Crew

.. Narshe's Locked Doors

++ Gaining the Illumina

.. Ebot's Rock

!! The Ancient Castle

!! Gau's Father

** Duncan's Cottage

The 8 Dragons and Doomgaze

Kefka's Tower

** The Final Battle

!! The End

Changes by Character

MAJOR CHARACTER CHANGES

=====Leo=====

Class: Templar

Ability: Runic/Shock

Divergent Paths upgrades Leo to be one of the main characters. Right away, you will notice that he does not have his signature "Shock" ability. Never fear. Careful explorers will, in the later part of the game, come across a relic that will give him this beloved ability. His natural ability is Runic, a story-based change that will make sense as you play.

As a newly-playable character, Leo has the highest attack stat, coming in slightly higher than the previous highest, Sabin. His magic attack is low in compensation. His weapons are swords of all kinds, ranging from shortwords like the Grædus to greatswords like the Excalibur. To make up for having no character-specific equipment, he has a wide variety of armor options, being able to equip light armor and heavy armor alike.

=====Celes=====

Class: Valkyrie

Ability: Jump/X Jump

The addition of Leo required some changes to Celes's gameplay. With Leo having both Runic and the ability to equip all of the swords, Celes had room to grow into a more unique character. Based on several key storyline moments, such as the famous opera

scene, or the scene where she jumps off of a cliff, turning Celes into a Valkyrie/Dragoon fit her character well. The classic Final Fantasy Dragoon class was present in the original FF6, but it was spread across multiple relics and pieces of equipment. Celes consolidates the varied pieces into one well-developed character. She can equip spears at the cost of not being able to equip the 3 greatswords (Excalibur, Ragnarok, Illumina). Only she and Gogo can equip the Dragon Horn relic, changing Jump into the powerful X Jump.

=Strategy Note: Runic and Jump=

Both of these abilities take on new life when placed on a different character archetype. Allow yourself some time to approach these familiar abilities differently.

Runic is used very differently on an attacker than it is on a mage, as it allows them to shift into a defender against magical enemies. Runic has been changed so that it will stay active until it is used, without resetting each turn.

Jump, in turn, has a different utility when paired with a mage. It becomes an even mix of defense and offense. For defense, it allows you to hide your mage character from a powerful blow, then land and heal the rest of the party. For offense, its property of ignoring rows allows your mage to deal respectable damage from the back row.

====Gau====

Class: Beastkin

Ability: Rage

Gau is the other permanent party member who received substantial changes. To begin, the "Leap" command is absent in Divergent Paths. Instead, Gau is able to instantly learn the Rage of any monster he fights. This can allow him to grow strong quickly, without having to take breaks to go back to the Veldt in between story segments. (Doing so will still allow you to gain Rages you may have missed though.) His Rage list is also sorted alphabetically, a quality-of-life improvement that makes using him far less of a hassle.

Second, you can now pull Gau OUT of his Rage by feeding him Dried Meat. This allows you to change Rages mid-battle. (Dried Meat also can pull Mog out of a Dance and cure Berserk.)

Third, in the later part of the game, Gau will be able to learn the Fight command. When he does so, he gains 2 new "weapons" in the "Master Fists" that allow him to deal enough damage to keep up with the pack.

Due to these changes, 2 rages were changed to maintain balance: Stray Cat has "Cat Scratch" change to "Blaster", and ChickenLip has "Quake" changed to "Magnitude8".

====Banon====

Class: Mediator

Ability: Control

Banon spends significantly more time in your party in Divergent Paths. Though he remains an unequippable Guest, he has some

major changes. First, you will not get a Game Over if he is wounded. Second, he no longer trails 2 levels behind the rest of the party; he starts as strong as everyone else. Third, his starting equipment is slightly better, giving him some much-needed defense. The biggest change is that he is now a Mediator, inspired by Final Fantasy Tactics. His natural ability is "Control" instead of "Health" (Health has been removed from the game). There must be something in the beard..

MINOR CHARACTER CHANGES

====Terra====

Class: Sorceress

Ability: Trance

Terra's ability, Trance, has seen a minor upgrade. Her Trance Gauge (a hidden stat) will fill twice as quickly, and if it ever falls low enough that she can't use Trance, it will fill itself back up between battles. This allows you to use her ability once per battle, if you would like.

====Locke====

Class: Adventurer

Ability: Steal/Mug

Locke now has the ability to Steal both the common and the rare item from each enemy, provided they are carrying 2 items.

In addition, Locke's equipment is now more focused. He has lost the ability to equip heavy armor and most swords, but he has gained the ability to equip Shadow's dirks, like the Blossom or the Stunner.

====Edgar====

Class: Machinist

Ability: Tools

Tools now have a 1 in 32 chance of breaking when you use them. As such, the price of each tool has been halved, and you can buy multiple of each copy.

The progression of Tools has changed. At the beginning, you have only the NoiseBlaster and Bio Blaster. After the Battle of Narshe, you can buy Flash and Auto-Crossbow. The Drill is available after the Magitek Factory, and the Chainsaw is available in the WoR. The Debilitator and Air Anchor are unbreakable, and can only be found in chests and through stealing.

With the changes to Celes, Edgar no longer has the ability to equip spears. As a tradeoff, he can now equip flails and Locke's non-thrown special weapons, the Sniper and the Hawk Eye. These give him some back row options.

==Strategy Note: Breakable Tools==

Your Tools won't actually have a chance to break until halfway through Edgar's scenario. At the point when they start breaking, there are several hidden shops that will allow you to restock.

Breakable tools may seem like an odd design choice, but it brings the ability more in line with Shadow's Throw, and is reminiscent of the Samurai's laido (Draw Out) ability from Final Fantasy Tactics. It might be jarring at first, but you'll quickly grow used to it.

====Sabin====

Class: Disciple

Ability: Blitz

Sabin's Blitzes are now named in the menu. His initial Blitz is Suplex, and his third Blitz is now Tiger Break. Pummel has been changed into the generic Desperation Attack for all characters. He remains otherwise unchanged.

====Cyan====

Class: Retainer

Ability: Bushido

Cyan's Bushido gauge will now fill very quickly, changing it into a mini-game of "catch the line". Retort, like Runic, will stay active until it is triggered, without having to be reset each turn.

====Shadow====

Class: Ninja

Ability: Throw/GP Toss

Shadow has taken the Coin Toss relic from Setzer. It now converts "Throw" into "GP Toss", just like the Throw materia from FF7.

Since Shadow must now share his dirks with Locke, he has gained a new exclusive weapon: the throwing stars. The Shuriken, Ninja Star, and Tack Star may look weak, but they add a new "piercing" mechanic to the game, ignoring the enemy's defense. They can still be thrown with the Throw command as well. In addition, the Smoke Bomb and Super Ball have been converted to throwing weapons exclusively.

=====Setzer=====

Class: Gambler

Ability: Slots

Setzer no longer has the ability to change out "Slots" for another command. However, his "dummy" prize, the Lagomorph, now restores a small amount of MP, rather than HP making it somewhat useful. His dice weapons are also more balanced.

=====Strago=====

Class: Arcanist

Ability: Lore

Strago has gained the ability to use Locke's throwing weapons, like the Full Moon or the Wing Edge, to gain some more attack options. His Lores remain unchanged, outside of a few name updates, and the ability to learn ForceField from "L70 Magic" or "Dark Force".

=====Relm=====

Class: Artist

Ability: Sketch/Control

Relm now has natural magic, focusing on the Bolt line of spells. A full list can be found in the other documents. The infamous Sketch bug has also been fixed.

Sketch has been improved to use Relm's stats, instead of the monster's. In addition, Control will not give you a free turn to use the monster's attacks immediately.

=====Gogo=====

Class: Mime

Ability: Mimic

Gogo can equip Celes's Jump and the 16th character's Morph on his status screen. He is able to equip all command-changing relics, brushes, and the Beret. Otherwise, he remains unchanged.

=====Mog=====

Class: Moogle

Ability: Dance

Mog can now learn the Water Rondo in the World of Ruin. It can be learned (and used with 100% success) in the Ancient Cave leading from Figaro Castle to the Ancient Castle. You can use Dried Meat to make Mog stop Dancing.

=====Umaro=====

Class: Yeti

Ability: Blizzard (with Blizzard Orb), Unstoppable Rage Machine (use a Green Cherry)

Umaro has several improvements. First, he starts with his ability to throw his allies at enemies. The Rage Ring has been changed to give him the ability to protect weak allies, randomly evade, and randomly counterattack, all in one. In addition, Umaro is now equippable. He can equip the Cat Hood and the Tabby/Nutkin/Moogle/Chocobo Suits. He can also equip the Bracers, allowing him to dual wield Bone Clubs.

CHANGES TO ALL CHARACTERS

=====Evade Fix, Gauntlet, and Bracers=====

Among the many other bug fixes, the two that will change how you build your characters the most are the fixing of the Evade Stat and the Genji Glove damage fix. In the original game, the Evade stat was never referenced, making shields, the Zephyr Cape, Beads, and the Blind status somewhat useless.

The Genji Glove could be used with any weapon, and through a separate bug did not correctly reduce damage by 25%. The Gauntlet, however, correctly increased weapon damage by 50% instead of doubling it, and was not useable with every weapon. These 2 bugs together made the Genji Glove an obvious choice for any character.

In Divergent Paths, the Evade stat has been restored, making a shield something that you may not want to give up. In addition, the Bracers (a rename of the Genji Gloves) have had their damage formula fixed, making them the equivalent of the Gauntlet. Also, like the Gauntlet, the Bracers cannot be used with every weapon. For example, Spears and Katanas cannot be dual-wielded. (If you go to the item screen and press a twice on a weapon, the "Dual" flag will tell you when a weapon is compatible.) Taken together, you will need to be more intentional about which characters get a shield, and which characters get the Gauntlet or Bracers.

=====Desperation Attacks=====

In order to enable several of the other improvements seen in Divergent Paths, Desperation Attacks needed to be re-purposed. Now, the characters all share a single Desperation Attack, which uses the animation from Sabin's cut Blitz, Pummel. As a bonus, since this attack is not specific to a character, it can even be used by guests, like the Ghosts or the 10 Moogles.

=====Equipment Magic=====

Learning magic from equipment is the other thing that needed to be sacrificed to allow for the other changes, such as 2 more playable characters with magic lists. You cannot learn Fire from the Fire shield anymore. Since many players didn't even realize this was a mechanic in the original game, I don't think it will be greatly missed. Weapons can still randomly cast magic.

The World of Balance

The World of Balance has seen some changes to accommodate the 3-scenario split. You'll note that the location of the Returner's Hideout is slightly north of where it was, the Phantom Forest is north of Doma, the Military Camp for Sabin's Scenario is in a different place, the Lete River now spans the distance from Narshe to the Veldt, and the Crazy Man's house is on the Veldt. Everything else is exactly where you remember it.

The World of Ruin remains unchanged.



Magic Guide

This is a mini-guide to the magic in Divergent Paths. It will detail the spells that can be learned, the Espers, and the natural magic for each character. Several gray spells have been re-classified as either black or white, two spells (Quake and Trnado) have been redone, and 10 new spells have been added.

Attack Magic					
● Fire	5	Weak fire-elemental attack	● Ice	5	Weak ice-elemental attack
● Bolt	5	Weak bolt--elemental attack	● Bio	6	Weak poison-elemental attack
● Fire 2	21	Medium fire-elemental attack	● Ice 2	21	Medium ice-elemental attack
● Bolt 2	21	Medium bolt-elemental attack	● Bio 2	26	Medium poison-elemental attack
● Fire 3	52	Strong fire-elemental attack	● Ice 3	52	Strong ice-elemental attack
● Bolt 3	52	Strong bolt-elemental attack	● <i>Bio 3</i>	57	Strong poison-elemental attack
● Holy	40	Strong holy-elemental attack	● Flare	45	Strong non-elemental attack
● Quake	50	Powerful earth-elemental attack	● Trnado	50	Powerful wind-elemental attack
● <i>Flood</i>	50	Powerful water-elemental attack	● Meteor	62	Powerful non-elemental attack
● Molten	85	Unfocused fire-elemental attack	● Ultima	80	Ultimate non-elemental attack
● Break	25	Turns an enemy to stone	● Death	35	Chance of instant KO
● Drain	15	Steals an enemy's HP	● Osmose	1	Steals an enemy's MP
● Grav	33	Cuts an enemy's HP by 1/2	● Rasp	12	Weak MP-damaging attack
● Grav 2	48	Cuts an enemy's HP by 3/4	● <i>Rasp 2</i>	36	Strong MP-damaging attack
● <i>Grav 3</i>	67	Cuts an enemy's HP by 7/8	● X-Zone	53	Banishes enemy from the battle

Effect Magic

- | | | | |
|----------------|----------------------------------|----------------|------------------------------|
| ◦ Scan | 3 Displays enemy's HP/weak point | ◦ Sleep | 5 Puts target to sleep |
| ◦ Reflect | 22 Magic bounces off target | ◦ Dispel | 25 Removes positive statuses |
| ◦ Vanish | 18 Renders target invisible | ◦ <i>Blink</i> | 19 Raises target's evasion |
| ◦ Float | 17 Makes target float | ◦ Imp | 10 Changes to/from "Imp" |
| ◦ <i>Blind</i> | 7 Blinds target | ◦ Mute | 8 Silences target |
| ◦ Bserk | 16 Target can only attack | ◦ Muddle | 8 Confuses target |
| ◦ Haste | 10 Raises target's speed | ◦ Slow | 5 Slows target's speed |
| ◦ Haste2 | 38 Raises party's speed | ◦ Slow2 | 26 Slows party's speed |
| ◦ Quick | 99 Target takes 2 turns | ◦ Stop | 10 Halts an enemy's actions |

Healing Magic

- | | | | |
|-----------------|--------------------------------------|-----------------|---------------------------------|
| ◦ Cure | 5 Weak HP recovery | ◦ Life | 30 Restores life and some HP |
| ◦ Cure 2 | 25 Medium HP recovery | ◦ Life 2 | 60 Restores life and all HP |
| ◦ Cure 3 | 40 Strong HP recovery | ◦ Life 3 | 50 Auto-raise target on KO |
| ◦ Regen | 10 Restore a little HP every turn | ◦ <i>Rfresh</i> | 42 MP recovery |
| ◦ Safe | 12 Raises target's defense | ◦ Shell | 12 Raises target's m.defense |
| ◦ <i>Safe 2</i> | 45 Raises party's defense | ◦ <i>Shell2</i> | 45 Raises party's m.defense |
| ◦ Heal | 3 Heals poison, dark, seizure | ◦ Remedy | 15 Heals most statuses |
| ◦ <i>Purify</i> | 22 Heals zombie, stone, freeze, doom | ◦ Warp | 20 Escape from dungeons/battles |

Lores					
◊ Doom	20	Begins doom countdown	◊ Roulette	10	Begins doom roulette
◊ Water	30	Water-elemental damage	◊ Aqua Rake	22	Wind/Water elemental damage
◊ Aero	41	Wind-elemental damage	◊ Blow Fish	50	1000 damage
◊ Big Guard	80	Casts Shell/Safe on party	◊ Revenge	31	HP lowering attack
◊ WhiteWind	45	Use own HP to help party	◊ L5 Death	22	Casts "Doom" on LV5, 10, 15 ... enemy
◊ L4 Flare	42	Casts "Flare" on LV4, 8, ... enemy	◊ L3 Muddle	28	Casts "Muddle" on LV3, 6, 9 ... enemy
◊ Reflect??	0	???? on wall-protected person	◊ L? Holy	50	Pearl attack on LV ? enemy
◊ Step Mine	1	Damage in proportion to # of steps	◊ FrceField	24	Throws up anti-elemental barrier
◊ Dischord	68	Cuts enemy's level by 1/2	◊ BadBreath	32	Inflicts status ailments on an enemy
◊ Pep Up	16	Uses own HP to save the party	◊ Rippler	66	Switches status with an enemy's
◊ Stone	22	Damages and Muddles an enemy	◊ Quasar	50	Damage pierces enemies' defenses
◊ GrndTrain	64	Mortal damage pierces enemies' defenses	◊ Exploder	1	Forfeit life to inflict mortal damage

Terra's Natural Magic	
1 ○ Cure	37 ⊙ Dispel
3 ● Fire	43 ● Fire 3
6 ○ Heal	49 ○ Life 2
12 ● Drain	57 ● Holy
18 ○ Life	68 ● Break
22 ● Fire 2	75 ● Grav 2
26 ○ Warp	86 ● Merton
33 ○ Cure 2	99 ● Ultima

Celes's Natural Magic	
1 ● Ice	33 ⊙ Muddle
4 ○ Cure	40 ⊙ Bserk
8 ○ Heal	42 ● Ice 3
13 ⊙ Imp	48 ⊙ Vanish
18 ⊙ Scan	52 ⊙ Haste2
22 ○ Safe	72 ● Holy
26 ● Ice 2	81 ● Flare
32 ⊙ Haste	98 ● Meteor

Relm's Natural Magic	
1 ○ Cure	38 ○ Cure 2
4 ● Bolt	43 ● Bolt 3
8 ○ Heal	50 ○ Rfresh
13 ● Osmose	56 ○ Purify
18 ● Rasp	67 ● Rasp 2
22 ● Bolt 2	74 ⊙ Quick
26 ○ Shell	83 ● Trnado
32 ⊙ Rflect	99 ● Quake

Ramuh	
● Bolt	10
● Bolt 2	5
● Osmose	2
Stamina	1

Ifrit	
● Fire	10
● Fire 2	5
● Drain	2
Vigor	1

Shiva	
● Ice	10
● Ice 2	5
● Rasp	2
M.Pwr	1

Siren	
* Sleep	10
* Mute	8
* Slow	7
* Imp	5
● Fire	5
MP	10%

Kirin	
○ Cure	5
○ Cure 2	1
○ Regen	4
* Float	3
● Ice	5
MP	10%

Stray	
* Muddle	7
* Blind	6
* Scan	10
○ Warp	2
● Bio	5
HP	10%

Unicorn	
○ Cure	10
○ Cure 2	5
○ Heal	10
○ Remedy	3
○ Life	2
HP	10%

Bismark	
● Fire	10
● Ice	10
● Bolt	10
● Bio	10
Vigor	1

Shoat	
● Bio	10
● Bio 2	5
● Grav	3
● Break	3
* Bserk	3
Speed	1

Phantom	
* Vanish	3
* Dispel	3
● Death	2
● Bolt	5
MP	10%

Carbunkl	
* Rflect	5
* Haste	3
○ Safe	2
○ Shell	2
○ Warp	4
Stamina	1

Maduin	
● Fire 2	3
● Ice 2	3
● Bolt 2	3
● Bio 2	3
M.Pwr	1

Note: The 12 Espers above are the only ones gained in the World of Balance. From here on, all Espers are obtained in the World of Ruin. This includes Golem, Zonseek, and Sraphim. All Espers now include a levelup bonus, including all of the dummied bonuses from the original game. Some are quite powerful, and are meant to offset the fact that you will gain levels more slowly.

Golem	
○ Safe	5
○ Shell	5
○ Safe 2	2
○ Shell 2	2
Stamina	2

Zonseek	
● Rasp	10
● Rasp 2	5
● Osmose	7
● Drain	7
Vigor	2

Sraphim	
○ Life	5
○ Life 2	2
○ Regen	10
○ Remedy	4
○ Purify	2
M.Pwr	2

Palidor	
* Haste	10
* Slow	10
* Haste 2	2
* Slow 2	2
* Float	5
Speed	1

Fenrir	
* Blink	10
* Vanish	10
* Bserk	5
* Stop	3
○ Warp	10
MP	30%

Starlet	
○ Cure	20
○ Cure 2	16
○ Cure 3	2
○ Rfresh	3
○ Remedy	20
HP	30%

Tritoch	
● Fire 3	1
● Ice 3	1
● Bolt 3	1
● Bio 3	1
M.Pwr	2

Alexandr	
● Holy	2
* Dispel	10
○ Remedy	15
○ Purify	5
Vigor	2

Phoenix	
○ Life	10
○ Life 2	2
○ Life 3	1
● Fire 3	3
Stamina	2

Terrato	
● Quake	3
● Bolt 3	3
● Grav 2	2
HP	30%

Leviathan	
● Flood	3
● Ice 3	3
● Grav 2	2
MP	30%

Bahamut	
● Trnado	3
● Bio 3	3
● Flare	2
HP	50%

Odin	
● Meteor	3
● X-Zone	10
* Quick	1
Speed	2

Ragnarok	
● Ultima	1
○ Cure 3	2
○ Rfresh	3
MP	50%

Crusader	
● Merton	2
● Grav	20
● Grav 2	10
● Grav 3	2
HP	100%

Ramuh	Bolt Fist	25 Lightning-elemental attack
Kirin	Life Guard	18 Gradually recovers HP
Siren	Hope Song	16 Silences enemies
Stray	Cat Rain	28 Confuses enemies
Ifrit	Inferno	26 Fire-elemental attack
Shiva	Gem Dust	27 Ice-elemental attack
Unicorn	Heal Horn	30 Casts Remedy on party
Maduin	Chaos Wing	44 Non-elemental attack
Shoat	Demon Eye	45 Petrifies enemies
Phantom	Fader	38 Makes the party invisible
Carbunkl	Ruby Power	36 Casts Reflect on party
Bismark	Sea Song	50 Water-elemental attack
Golem	Earth Wall	33 Protects party
Zonseek	Wall	30 Casts Shell on party
Sraphim	Reviver	40 Recovers HP Party members use a Jump
Palidor	Sonic Dive	61 attack Makes multi. Images of the
Fenrir	Moon Song	70 party
Tritoch	Tri-Dazer	68 Ice/Fire/Lightning 3-way
Terrato	Earth Aura	40 Earth-elemental attack
Starlet	Group Hug	74 Recovers HP
Alexandr	Justice	90 Mystic purity attack
Phoenix	Rebirth	99 Recovers battle status
Odin	Atom Edge	70 Slices through enemies
Bahamut	Sun Flare	86 Cuts through magic de-
Ragnarok	Metamorph	6 Turns enemy into an Item Attack harms you and the
Crusader	Purifier	96 enemy
<i>Leviathan</i>	<i>Vortex</i>	40 Water-elemental attack

Credits

Final Fantasy VI: Divergent Paths

by

Power Panda

Featuring The Complete Roster Hack by

HatZen08

B-Run

Madsiur

Power Panda

C-Dude

Myself086

Leo's Theme

Composed by **William Kage**

featuring motifs from *Shock and Awe* and *The Falcon*

Arranged by **PowerPanda**

Sequenced by **Gi Nattak**

Bugfixes by

Assassin	Novalia Spirit
Imzogelmo	Lenophis
Leet Sketcher	Madsiur
Gi Nattak	Djibriel
Mblock129	Kejardon
Terii Senshi	Master ZED
Drakkhen	SilentEnigma
Lord J	Bydoless
PowerPanda	C-Dude
Bropedio	Lufia
Seibaby	Serity

Gameplay Improvements by

PowerPanda	GrayShadows
HatZen08	C-Dude
Subtraction	Everything
Assassin	Imzogelmo
Lenophis	Novalia Spirit
Drakkhen	Madsiur

Playtesting and Feedback

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Programs Used

FF3usMe

by LordJ

Editing Equipment, Characters, Monsters, Sprites, Abilities, and Text

FF6LE

by D3tl4 & Giangurgolo

Editing Maps, NPCs, Event Tiles, Exits, and Treasures

Zone Doctor CE

by Giangurgolo and Madsuir

Viewing Data, Mocking Up Events

HxD Hex Editor

by Maël Hörz

Editing Events, Battle System Changes

Xkas

by Byuu

Applying ASM

SNES9x Debugger

by Geiger

Testing Event Bit Changes

Final Fantasy VI Documentation

Imzogelmo

Assassin

Lenophis

Novalia Spirit

Terii Senshi

Dragonsbrethren

Evil Peer

Kejardon

Madsuir

Everything

Lockkirby2

B-Run

Geiger

Fast Moon

Yousei

Seibaby

Emulators Used

ZSNES v1.51

ZSKNIGHT

Demo

Pagefault

Nach

SNES9x v1.60

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Jeremy Koot

Matthew Kendora

Peter Bortas

Joel Yliluoma

John Weidman

Brad Jorsch

Funkyass

Kris Bleakley

Nach

Zones

Nitsuja

BearOso

OV2