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Patch data

Name:	Imbued Magic
Version:	1.1
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

The magic system in Final Fantasy 6 is overpowered. A single character can learn all available spells in the game, including powerful spells like *Ultima* and *Quick*. With the availability of all spells to be used in battle, few enemies can offer resistance.

The patch changes the magic system for a new one. The *magic* command will check the character equipment to determine the availability of spells. If the equipped item or esper teaches a spell, it will be automatically enabled in the *magic* command as long it is equipped. If the spell isn't taught by equipment, it will be disabled for the character.

The patch is an alternative for the current magic system. It eliminates the necessity to grind to learn spells and all spells are enabled or disabled based on equipment. It adds an extra layer of strategy when to choose espers and equipment. Also, it indirectly try to balance the magic system against too many overpowered spells at the same time.

The patch was designed for hackers and the data of espers and equipment should be altered to adjust the new magic system. The patch will work with the original data for espers and equipment. However, because they were designed for the original magic system, their data may look poorly designed in the new magic system.

Notes

Learn rate

The learn rate of the spells is insignificant for the algorithm. As long as the learn rate isn't zero, the spell will be added to the *Magic* command. However, the learn rate will be displayed in the menus. For aesthetic purposes, it is recommended to use the value of 1 for the learn rate.

Cursed Shield

The *Cursed Shield* algorithm was changed. At the end of battle, if the *Cursed Shield* is equipped, it has a fixed chance to be dispelled. The default chance is 1 of 128.

Guest Characters

Because of technical difficulties, the *Magic* command won't work correctly with guest characters.

Natural Learning

Terra and Celes could naturally learn spells based in their levels alone, independently of espers and equipment. This feature was removed in the new magic system.

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>