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W-Why worry by giving us this brackish sn somewhere... A man can't drink it... - No 102 Battle is equally skillful with maces and magic. Credit Serafor image on GameFA. Red Battlemage has access to 142 licenses and 17 additional licenses through Espers unlocking and quickenings. Their main weapon is mace and their main armor includes mystical armor and shields. Five great words and six pieces of heavy armor can also be unlocked. They have access to 12 white magics (four of which must be unlocked), 12 black magiks (four of which must be unlocked), six time wizards, six green magicians, five secret magics and three Technicks (one of which must be unlocked). Red Battlemage has access to one copy of Swiftsness. Nodes (not necessarily) Additional nodes are unlocked through Espers and quickenings. In: Jobs in Final Fantasy XII Edit Share Maces, GreatswordsSee Equipment Mystic Armor, ShieldsSee Equipment Multiple AugmentsSee Supplement Battlemages equally qualified with maces and magicks. Final Fantasy XII: Description of the zodiac Age of Red Battlemage, is a license board in the zodiac version of Final Fantasy XII. Red Battlemage is a jack of all occupations work, with a variety of magick. Red Battlemage has access to 142 licenses that require 8111 LP to unlock, as well as up to 14 additional licenses through 915 LP licenses and 3 additional licenses costing 220 LP through quickening licenses. Profile edit source Red Battlemages have the largest selection of magick to choose from: some black magic, white magic, time magick, and their exclusive class of secret magick. Their main weapon is a mace, the damage from which is amplified by the magick character's statistics. For strength builds, they also have the ability to say great things. Red fighting wizards can equip mystical armor to improve their magick and shields to improve their dodging. They have not only a powerful balance, but also a Souleater with which you can manage to reduce their HP. Similarly, Souleater can help in getting more combo attacks, which are most likely at a low HP. The Red Battlemages don't recognize The Last Stand or Shield Block additions. They only have one increase in Swiftsness. In the Age of the zodiac version, the player can choose two licensing boards for each member of the party. A good combination with Red Battlemage is Black Mage, boosting their Magick stats and allowing the character to use Flame Staff to increase the final spell of Red Battlemage, Ardor. If used on oiled enemies, this may be the best destructive step in the game. A similar fire-fighting weapon, Burning Bow, is available with Archer. Archer also gets three Swiftsness licenses, unlocks all Item increases heavy armor to 12, and gives strength and speed, but offers less Magick Power. Getting Exodus for Red Battlemage can open heavy armor 8, 9 and 10 for for but also heavy armor 10, 11 and 12 for Archer without the need for Hemhazai (and vice versa), as 10 is activated on Archer's board. Pairing Red Battlemage with a machinist allows you to use the potential of a physical attack with a weapon that does not use the owner's stats to calculate the damage. With Famfrit, this combination gets a lot of time magicks as well, only missing out on Haste, Berserk, Stop, and Bleeding. Hastega outperforms Haste, and Berserk can also be achieved by accessory or Bacchus wine. However, Famfrit turns very late in the game, at the end of the last mandatory dungeon. Knight and monk are also powerful options. Both provide additional HP and Battle Lores, as well as stronger equipment to survive longer and fight more effectively on the front line. Both works provide access to Curaja, allowing the character to continue to act as a healer throughout the game. Knight also provides Faith to improve the native abilities of the Red War Magic. The monk, depending on Esper's distribution, can provide the Saint, which can be enhanced by the Red War Magician's ability to wear the White Rob, along with Yesuna, Defense and Shelgoy, further improving the healing and sustaining power of the Red Combat Mag. The monk can also access Arise and Renew, which are usually only available with White Mage. Monk adds offensive power to maximum combat Laura and pole weapons with high speed combos. Licensing Board (edit the editing source) Description of the name LP cost Greatswords (1) Allows the character to equip Claymore. 50 Great Words (2) Allows the character to equip the Defender and Save the queen. 70 Great Words (3) Allows the character to equip Ultima Blade. 80 Great Words (4) Allows the character to equip Ragnarok. 100 maces (1) allows the character to equip Mace and Bronze Mace. 30 Mace (2) Allows the character to equip Bhuj and Meter. 40 Mays (3) Allows the character to equip Thorne Mace and Chaos Mace. 60 Mace (4) Allows the character to equip Doom Mace and zevs Maces. 65 Mace (5) Allows the character to equip Grand Mace and Bone of Byblos. 115 Mystic Armor (1) Allows the character to equip the cotton cap, Magick Curch and a light woven shirt. 10 Mystic Armor (2) Allows the character to equip Pointy Hat, Topkapi Hat, Silken Shirt and Kilimweave Shirt. 15 Mystic Armor (3) Allows the character to equip the Kalota Hat, the Wizard's Hat, the Shepherd's Bolero, and the Wizard's Robes. 20 Mystic Armor (4) Allows the character to equip Lambent Hat, Feathered Cap, Jellabu Shanter and Traveler's Vestment. 25 Mystic armor (5) allows the character to equip the hat of the Magician, Tiara Lamia, the habit of the Magician and the habit of charm. 30 Mystic Armor (6) Allows the character to equip the sorcerer's hat, Black Cole, Sorcerer's Habit and Black Clothes. 40 Mystic Armor (7) to equip the Astrakhan hat, Gaia Hat, Carmanjole and Maduin Gere. 50 Mystic Armor (8) Allows the character to equip Hypnocrown, Gold Hairpin, Jade Gown and Gaia Gear. 60 Mystical Armor (9) Allows equip the Celebrant in Miter and the clergyman in robes. 70 Mystic Armor (10) Allows the character to equip the Black Mask and Black Clothes. 75 Mystic Armor (11) allows the character to equip the White Mask and White Clothes. 80 Mystic Armor (12) Allows the character to equip the Golden Skull Cap and shimmering robes. 90 Mystic Armor (13) Allows the character to equip Circle and Lordley Robes. 110 shields (1) allows the character to equip the Leather Shield and Buckler. 15 Shields (2) allows the character to equip the Bronze Shield and the Round Shield. 20 Shields (3) allows the character to equip the Golden Shield, Ice Shield and Fire Shield. 25 Shields (4) allows the character to equip the Diamond Shield, Platinum Shield and Dragon Shield. 30 Shields (5) allows the character to equip the Crystal Shield and Kaiser Shield. 35 Shields (6) allows the character to equip Aegis Shield and Demon Shield. 40 shields (7) allows the character to equip the Venetian shield. 65 Shell Shield allows the character to equip Shell Shield. 90 Ensanguined Shield allows the character to equip Ensanguined Shield. 100 zodiac Escutcheon allows the character to equip the zodiac Eskutcheon. 235 Heavy Armor (8) allows the character to equip the platinum helmet and platinum armor. 65 Heavy armor (9) Allows the character to equip the giant helmet and carabinieri mail. 70 Heavy Armor (10) allows the character to equip Dragon Helm and Dragon Mail. 80 Accessories (1) Allows the character to equip orrrachea Armlet. 5 Accessories (2) Allows the character to equip Bangle and Firefly. 20 Accessories (3) Allows the character to equip Diamond Armlet and Argyle Armlet. 25 Accessories (4) Allows the character to equip Battle Harness and Steel Gorget. 35 Accessories (5) Allows the character to equip Tourmaline Ring and embroidered Tippet. 35 Accessories (6) Allows the character to equip the Golden Amulet and Leather Gorge. 35 Accessories (7) Allows the character to equip Rose Corsage and Turtlesell Choker. 40 Accessories (8) Allows the character to equip the thief with cuffs and gloves. 45 Accessories (9) Allows the character to equip Amber Armlet and Black Belt. 30 Accessories (10) Allows the character to equip Jade Kollar and Nisijin's belt. 40 Accessories (11) Allows the character to equip the Pheasant Netsuke and Blazer gloves. 45 Accessories (12) Allows the character to equip Gillie Boots and Steel Poleyns. 60 Accessories (13) Allows the character to equip Berserker Brycers and Magick Gloves. 60 Accessories (14) Allows the character to equip the sage ring and the Agat ring. 70 Accessories (15) Allows the character to equip Ruby Ring and Bowline Sash. 70 Accessories (16) Allows the character to equip a cameo belt and a cat's cap. 70 Accessories (17) Allows the character to equip Bubble Belt and Fuzzy Miter. 80 Accessories (18) Allows the character to equip Sash and Power Armlet. 80 Accessories (19) Allows the character to equip the Indigo pendant and winged boots. 100 Accessories (20) Lets character Opal Ring and Hermes sandals. 115 Accessories (21) Allows the character to equip quasi-momo boots and and 130 Accessories (22) Allows the character to equip Hermina boots and ring upgrades. 160 Tape allows the character to equip the tape. 215 Name Description LP cost White Magick 2 Allows the character to cast Vox and Poisona. 20 White Magick 3 allows the character to cast Protect and Shell. 25 White Magick 4 Allows the character to throw Kura and Rise. 30 White Magick 5 Allows the character to cast Dispel and Stona. 40 White Magick 6 Allows the character to cast Kurag and Regen. 50 White Magick 7 allows the character to throw a cleanse and Esuna. 60 Black Magick 3 allows the character to cast Aqua and Silence. 25 Black Magick 4 Allows the character to throw Aero and Sleep. 30 Black Magick 5 allows the character to cast Fir and Yad. 40 Black Magick 6 Allows the character to cast Thundara and Blizzara. 50 Black Magick 9 Allows the character to cast Firag and Tundaga. 90 Black Magick 10 allows the character to cast Blizzaga and Sleepga. 90 Time Magick 1 allows the character to throw Slow and immobilize. 20 Time Magick 2 allows the character to cast Reflection and disable. 30 Time Magick 3 allows the character to throw Disappearing and Balance. 40 Green Magick 1 allows the character to cast bait and oil. 40 Green Magick 2 Allows the character to throw Drainage and Reverse. 50 Green Magick 3 Allows the character to cast Bubble and Syphon. 90 Arcane Magick 1 Allows the character to cast Dark and Dark. 40 Arcane Magick 2 Allows the character to cast Death and Darkku. 50 Arcane Magick 3 allows the character to throw Ardor. 110 Name Description LP Cost Charge restores MP user and fog fees. If the technician fails, the MP is reduced to 0. 30 Souleater consume HP to damage one enemy. 35 Steal from one enemy. 20 Name Description Amount LP Cost Martyr Get AN MP after taking damages. Note 1 1 30 Channeling reduces the cost of Magick MP by 10%. 3 30/50/80 No110/190/230/270/435 HP increases HP by 110/190/230/270/435. 5 40/60/70/80/130 Magick Lore increases Magick's potency. Magician No. 1 12 30/30/30/50/50/50/50/70/70/70/70 Battle Lore increases the physical damage from the attack. P-1 3 30/30/30 Warm MP profit after tackling magick damage. Note 1 1 30 Ether Lor 1 Ethers restore 10% more MP. 1 20 Inquisitor Get an MP after addressing physical damages. At the same time, 1 30 Spellbreaker increases magick power when HP is critical. 1 65 Headsman Gain MP after defeating the enemy. Note 2 1 30 Spellbound increases the duration of status effects. 1 30 Serenity increases magick power when HP is full. 1 70 Swiftsness reduces action time by 10%. 1 30 In the original Japanese, the work is called Red Warmage (赤魔戦士, Aka Masenshi?). Red Battlemage in the release of The zodiac Age was probably chosen to emphasize its additional melee capabilities and differentiate it further from the standard Red Mage, which more at the casting. Notes (edited editing source) - 1.0 1.1 1.2 Damage 1-499'1 MPDamage 500-1499'2 MPDamage 1500-1 2599'2 3 MPDamage 3000-4999'4 MPDamage 5000-5999'5 MPDamage 6000-6999'7 6000-6999'7 7000-7999'10 MPDamage 8000-8999'15 MPDamage 9000-9998'20 MPDamage 9999 (30 MP- MP) Enemy level / 4 Community Content is available under CC-BY-SA, unless otherwise stated. Noted. ff12 zodiac age red mage. ff12 archer red mage. ff12 knight red mage. ff12 shikari red mage. ff12 bushi red mage. ff12 uhlan red mage. ff12 black mage red mage. ff12 best red mage combo

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