

Patch Data

Name	Runic Forever 2.1
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Rom Data

No-Intro Name	Final Fantasy III (USA)
No-Intro version	20130701-030720
File SHA-1	EA1DC87ECB3BA90BBFB8C122F8EE23CA426F5991
ROM SHA-1	4F37E4274AC3B2EA1BEDB08AA149D8FC5BB676E7
Game Version	1.0
Language	English
Console	Super Nintendo (SNES)
Header	Yes

Offsets

Address	Description
\$C2032E - \$C20330	skip retort/runic reset
\$C21857 - \$C21885	swordtech function
\$C2352B - \$C235A9	runic function
\$C24CCE - \$C24CD0	retort - counter attack identifier
\$C3FCC0 - \$C3FCEF	auxiliary functions

Description

The patch alters the behavior of the runic and retort commands. Both of them won't be reset each turn and they will stay active until triggered.

The runic user won't runic his own spells. As example, if Celes casts runic and casts a spell afterwards in the next turn, the spell won't be absorbed by runic. However, it is possible that another runic user, like Gogo, absorbs Celes spells by his own runic effect.

The damage of the retort counter attack is higher when compared with the original game. If necessary, its power can be altered with an editor like Final Fantasy 3 Miscellaneous Editor (ff3usme). The data to be altered is the spell data of the 'retort' spell.

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