**Compatibility between GFs and characters**

GFs are only superhuman. Like us, they make friends and develop intense dislikes. They can be jealous of one another. The more GFs you acquire the greater the likelihood of internal quarrelling. Not that you would get any messages to that effect. However, GFs will take longer to summon if their compatibility with you decreases. The higher their compatibility with you, the faster they will appear when summoned (Screenheads 9 and 10).

At a compatibility of 0 a GF will take nearly 17 seconds to appear. At a compatibility of 500 summoning time will be reduced to about 10 seconds; at 1000 (maximum) the GF will appear within less than 3 seconds. These statistics are displayed in each character’s third status screen and under GFs in the main menu. They change constantly because...

- Summoning a GF increases its compatibility with the character by 20 points but decreases the compatibility of all other GFs with this character by 1-3 points. Compatibility of the GF representing the opposite element will decrease by 10 points. Also, the summoned GF’s compatibility with other characters decreases.
- Using a particular kind of magic in battle will increase the compatibility of the related GF with the character by 1-3 points but decrease the compatibility of certain other GFs by 1-2 points. For example GF Ifrit will be pleased if you cast Flare during battle, whereas GF Shiva will not be too happy about this.
- Using a specific item will increase the compatibility of the related GF with the character by 1-3 points but decrease the compatibility of all other GFs by 1-2 points. For example, if the character junctioned with GF Diablos uses a Steel Orb, Diablos’ compatibility with this character increases. Items related to the elements or powers of various GFs can be obtained throughout the adventure.
- At a later stage in the adventure you can gain the item “LeiLei 0” which increases the compatibility of all GFs with a character by 20 points.

Each character will develop favourites who prove particularly helpful in battle. In order to maintain high compatibility with all of your GFs you might still want to summon the less popular ones from time to time. This way, when you do need them, you will not spend too long calling these GFs for help.

**Introducing the GFs**

Here are some characteristics of the GFs you can junction. You can find out where to obtain a particular GF, how its attack or special techniques work and which other GF it does not work well with. For example, GF Ifrit, representing the element Fire, feels uncomfortable in the presence of GF Shiva, who represents the opposing Ice element. Avoid junctioning such opposing GFs to the same character. Other GFs are neutral in this respect. The GF abilities and how to best distribute your GFs among the party are explained in the following section of this chapter, under “Abilities”. How to obtain GFs is explained in the “Walkthrough”.

**GFs that can be junctioned**

Upon junction, the GF will gain the abilities listed below. These abilities are divided into four categories: Elements, Target, Status Changes, and Opposed GF. Each category contains one or more abilities. For example, an ability that increases the compatibility of all GFs with the character, or decreases the compatibility of certain other GFs by 1-2 points. The compatibility of all other GFs with this character increases. Items related to the elements or powers of various GFs can be obtained throughout the adventure. A compatibility of 0 means that the GF will take nearly 17 seconds to appear. A compatibility of 500 will reduce the summoning time to about 10 seconds, and a compatibility of 1000 (maximum) will allow the GF to appear within less than 3 seconds. These statistics are displayed in each character’s third status screen and under GFs in the main menu. They change constantly because...

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- At a later stage in the adventure you can gain the item “LeiLei 0” which increases the compatibility of all GFs with a character by 20 points.

Each character will develop favourites who prove particularly helpful in battle. In order to maintain high compatibility with all of your GFs you might still want to summon the less popular ones from time to time. This way, when you do need them, you will not spend too long calling these GFs for help.