

Final Fantasy Tactics Advance Weapon FAQ

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FINAL FANTASY TACTICS ADVANCE
WEAPON FAQ
ver. 1.9

by
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Table of Contents:

0. Explanations

- 0.1 Class Explanations
- 0.2 Weapon Explanations
- 0.3 Sortmethods

1. Weapons by type

type	size	useable by	searchcode
1.01 Swords	1-handed	(SLD/WAR/DRG)	[WEAPSWRD]
1.02 Blades	1-handed	(FGT/GLD/MOG)	[WEAPBLDE]
1.03 Sabers	1-handed	(BLU)	[WEAPSABR]
1.04 Knightswords	1-handed	(PAL/TEM/DEF)	[WEAPKSWD]
1.05 Greatswords	2-handed	(SLD/PAL)	[WEAPGSWD]
1.06 Broadswords	2-handed	(WAR/DEF)	[WEAPBSWD]
1.07 Knives	1-handed	(THF/JGL)	[WEAPKNFE]
1.08 Rapiers	1-handed	(FEN/RED/EMT)	[WEAPRAPR]
1.09 Katanas	1-handed	(NIN/ASN)	[WEAPKTNA]
1.10 Staves	1-handed	(WHT/BIS/SUM)	[WEAPSTFF]
1.11 Rods	1-handed	(BLK/TIM/ILU)	[WEAPRODS]
1.12 Maces	1-handed	(ALC/SAG)	[WEAPMACE]
1.13 Bows	2-handed	(ARC)	[WEAPBOWS]
1.14 Greatbows	2-handed	(HNT/ASN/SNP)	[WEAPGBOW]
1.15 Spears	1-handed	(DRG/TEM)	[WEAPSPER]
1.16 Instruments	1-handed	(BST/ANM)	[WEAPINMT]
1.17 Knuckles	1-handed	(MNK/GDT)	[WEAPKNKL]
1.18 Souls	1-handed	(MOR)	[WEAPSOUL]
1.19 Guns	1-handed	(GUN)	[WEAPGUNS]

2. Weapons by class

class	searchcode
2.01 Alchemist	[CLASSALC]
2.02 Animist	[CLASSANM]
2.03 Archer	[CLASSARC]
2.04 Assassin	[CLASSASN]
2.05 Beast Master	[CLASSBST]
2.06 Bishop	[CLASSBIS]
2.07 Black Mage	[CLASSBLK]
2.08 Blue Mage	[CLASSBLU]
2.09 Defender	[CLASSDEF]

2.10 Dragoon	[CLASSDRG]
2.11 Elementalist	[CLASSEMT]
2.12 Fencer	[CLASSFEN]
2.13 Fighter	[CLASSFGT]
2.14 Gadgeteer	[CLASSGDT]
2.15 Gladiator	[CLASSGLD]
2.16 Gunner	[CLASSGUN]
2.17 Hunter	[CLASSHNT]
2.18 Illusionist	[CLASSILU]
2.19 Juggler	[CLASSJGL]
2.20 Mog Knight	[CLASSMOG]
2.21 Morpher	[CLASSMOR]
2.22 Ninja	[CLASSNIN]
2.23 Paladin	[CLASSPAL]
2.24 Red Mage	[CLASSRED]
2.25 Sage	[CLASSSAG]
2.26 Sniper	[CLASSSNP]
2.27 Soldier	[CLASSSLD]
2.28 Summoner	[CLASSSUM]
2.29 Templar	[CLASSTEM]
2.30 Thief	[CLASSTHF]
2.31 Time Mage	[CLASSTIM]
2.32 Warrior	[CLASSWAR]
2.33 White Mage	[CLASSWHT]
2.34 White Monk	[CLASSMNK]

3. Where to find...

type	searchcode
3.01 Swords	[FINDSWRD]
3.02 Blades	[FINDBLDE]
3.03 Sabers	[FINDSABR]
3.04 Knightswords	[FINDKSWD]
3.05 Greatswords	[FINDGSWD]
3.06 Broadwords	[FINDBSWD]
3.07 Knives	[FINDKNFE]
3.08 Rapiers	[FINDRAPR]
3.09 Katanas	[FINDKTNA]
3.10 Staves	[FINDSTFF]
3.11 Rods	[FINDRODS]
3.12 Maces	[FINDMACE]
3.13 Bows	[FINDBOWS]
3.14 Greatbows	[FINDGBOW]
3.15 Spears	[FINDSPER]
3.16 Instruments	[FINDINMT]
3.17 Knuckles	[FINDKNKL]
3.18 Souls	[FINDSOUL]
3.19 Guns	[FINDGUNS]

4. Version History

5. Credits / Thanks

6. Copyrights / Last Words

- 0. Explanations -

0.1 Class Explanations:

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-----
ALC - Alchemist      (Nu Mou)           ILU - Illusionist  (Human, Nu Mou)
ANM - Animist       (Moogole)          JGL - Juggler      (Moogole)
ARC - Archer        (Human, Viera)     MOG - Mog Knight   (Moogole)
ASN - Assassin      (Viera)            MOR - Morpher      (Nu Mou)
BST - Beast Master  (Nu Mou)           NIN - Ninja        (Human)
BIS - Bishop        (Bangaa)           PAL - Paladin      (Human)
BLK - Black Mage    (Human, Nu Mou, Mog) RED - Red Mage      (Viera)
BLU - Blue Mage     (Human)            SAG - Sage         (Nu Mou)
DEF - Defender     (Bangaa)           SNP - Sniper       (Viera)
DRG - Dragoon      (Bangaa)           SLD - Soldier      (Human)
EMT - Elementalist (Viera)            SUM - Summoner     (Viera)
FEN - Fencer       (Viera)            TEM - Templar      (Bangaa)
FGT - Fighter      (Human)            THF - Thief        (Human, Moogole)
GDT - Gadgeteer    (Moogole)          TIM - Time Mage    (Nu Mou, Moogole)
GLD - Gladiator    (Bangaa)           WAR - Warrior      (Bangaa)
GUN - Gunner       (Moogole)          WHT - White Mage   (Human, Nu Mou, Viera)
HNT - Hunter       (Human)            MNK - White Monk   (Bangaa)

```

0.2 Weapon Explanations:

```

-----
Name - Guess what!
WAtt - Weapon Attack
WDef - Weapon Defense
MPow - Magic Power
MRes - Magic Resistance
Spd - Speed
Mov - Move
Jmp - Jump
Evd - Evade

```

ELEMENT:

Fire, Ice, Earth, Lightning (Short:"Lightng"), Holy, Dark, Water, Wind

SPECIAL-EFFECTS:

```

[absb] - Absorb (Element)
[null] - Nullifies (Element, Status)
[half] - Half (Element damage taken)
[enhn] - Enhance (Element damage given)
Range - Range in Panels the Bow/Gun can shoot
Pierce - Spears pierce through 2 panels

```

Abilities:

The abilities you can learn from this weapon

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(A) - Action Ability
(S) - Support Ability
(R) - Reaction Ability
(C) - Combo Ability
(SLD|100) - ( Classes that can learn the ability | AP needed to master )

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- NOT VERIFIED -:

Weapons I dind't find myself are marked as -NOT VERIFIED- (or just "-") until I could verify them myself. I do so because they could still contain errors or be listed at the wrong position. Thanks to "Dark Socko" you can be quite sure that those weapons are listed correctly!

0.3 Sortmethods:

-
1. Weapons by type - sorted like they are when you select "Auto" in the item menu.
Abilities are sorted as displayed in the weapon descriptions in the game
 2. Weapons by class - different methods,
for example: 1-handed, WAtt weak -> strong
means: 1-handed Weapons, weakest Weapon Attack first, strongest last
Abilities are primary sorted by type, secondary by AP and tertiary by name

- 1. Weapons by type -

1.01 Swords 1-handed (SLD/WAR/DRG) [WEAPSWRD]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jump	Evd	ELEMENT	SPECIAL-EFFECTS
Shortsword	25	0	0	0	0	0	0	0	none	none
Silver Sword	30	0	0	0	2	0	0	2	none	none
Buster Sword	35	5	0	0	0	0	0	0	none	none
Burglar Sword	39	0	0	0	0	0	0	0	none	none
Gale Sword	36	0	0	0	1	0	0	0	Wind	none
Blood Sword	18	0	0	0	0	0	0	0	none	Drain's HP
Restorer	40	0	5	5	0	0	0	0	none	none
Vitanova	38	0	2	0	0	0	0	2	Holy	[absb]Holy
Mythril Sword	32	0	0	0	0	0	1	0	none	none
Victor Sword	33	10	0	10	0	0	0	0	none	none
Onion Sword	29	5	0	5	0	0	0	10	none	none
Chirirjiraden	65	0	0	0	0	0	0	0	none	none
Laglace Sword	41	0	5	0	0	0	0	0	Ice	none

Abilities:

Shortsword	First Aid	(A)	(SLD/WAR 100)
Silver Sword	Speedbreak	(A)	(SLD/WAR 200)
Buster Sword	Mindbreak	(A)	(SLD/WAR 200)
-----	Wyrmtamer	(A)	(DRG 200)
Burglar Sword	Sensor	(A)	(SLD 300)
Gale Sword	Greased Bolt	(A)	(WAR 300)
Blood Sword	Provoke	(A)	(SLD 300)
-----	Wyrmslayer	(A)	(DRG 300)
Restorer	Downsize	(A)	(WAR 300)
-----	Lancet	(A)	(DRG 300)
Vitanova	Dragonheart	(R)	(DRG 300)
Mythril Sword	Combat Combo	(C)	(SLD/WAR 100)
Victor Sword	none		
Onion Sword	none		
Chirirjiraden	none		
Laglace Sword	none		

1.02 Blades 1-handed (FGT/GLD/MOG) [WEAPBLDE]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jump	Evd	ELEMENT	SPECIAL-EFFECTS
Sweep Blade	28	0	0	0	0	0	0	0	none	none
Shadow Blade	32	0	0	0	0	0	0	2	none	none
Sun Blade	37	0	0	0	2	0	0	0	none	none
Atmos Blade	36	0	0	0	0	0	0	0	Lightng	none
Flametongue	38	0	0	0	0	0	0	0	Fire	none
Air Blade	40	0	0	0	0	0	0	0	Wind	[null]Wind
Icebrand	42	0	0	0	0	0	0	0	Ice	none
Kwigo Blade	40	3	0	3	0	0	0	0	none	none
Ogun Blade	42	0	2	0	0	0	0	0	none	none
Pearl Blade	46	0	0	0	0	0	0	0	none	none
Paraiba Blade	33	0	10	0	0	0	0	2	none	none
Venus Blade	45	0	2	0	2	0	0	0	Fire	[absb]Fire
-----	--	-	-	-	-	-	-	-	----	[half]Water
Materia Blade	17	0	15	10	0	0	0	0	none	none -
Mythril Blade	32	0	0	0	0	0	1	0	none	none
Ebon Blade	84	5	0	0	0	0	0	0	Dark	none -
Adaman Blade	65	15	0	0	0	0	0	0	none	none -
Ayvuir Red	62	10	0	0	2	0	0	0	none	none
Ayvuir Blue	51	0	0	10	0	0	0	2	none	none

Abilities:

Sweep Blade	Rush	(A)	(FGT/GLD 100)	
Shadow Blade	Beatdown	(A)	(FGT/GLD 200)	
-----	Mog Rush	(A)	(MOG 200)	
Sun Blade	Blitz	(A)	(FGT/GLD 200)	
Atmos Blade	Air Render	(A)	(FGT 200)	
-----	Mog Lance	(A)	(MOG 200)	
Flametongue	Backdraft	(A)	(FGT 300)	
-----	Fire Sword	(A)	(GLD 200)	
-----	Mog Attack	(A)	(MOG 100)	
Air Blade	Air Blast	(A)	(FGT 300)	
-----	Bolt Sword	(A)	(GLD 200)	
Icebrand	Ice Sword	(A)	(GLD 200)	
-----	Mog Aid	(A)	(MOG 300)	
Kwigo Blade	Far Fist	(A)	(FGT 200)	
-----	Mog Guard	(A)	(MOG 200)	
Ogun Blade	Wild Swing	(A)	(FGT/GLD 200)	
Pearl Blade	Mog Shield	(A)	(MOG 300)	
Paraiba Blade	Mog Peek	(A)	(MOG 300)	
Venus Blade	Doublehand	(S)	(FGT/GLD 300)	
Materia Blade	Ultima Charge	(A)	(MOG 999)	-NOT VERIFIED-
Mythril Blade	Fight Combo	(C)	(FGT/GLD/MOG 100)	
Ebon Blade	none			-NOT VERIFIED-
Adaman Blade	none			-NOT VERIFIED-
Ayvuir Red	none			
Ayvuir Blue	none			

1.03 Sabers 1-handed (BLU) [WEAPSABR]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jump	Evd	ELEMENT	SPECIAL-EFFECTS
------	------	------	------	------	-----	-----	------	-----	---------	-----------------

Blue Saber	25	0	0	0	2	0	0	0	none	none
Mythril Saber	32	0	0	0	0	0	1	0	none	none
Shamshir	31	0	0	0	0	0	0	2	none	none
Aqua Saber	36	0	0	0	0	0	0	6	Water	none
Harpe	42	0	5	0	0	0	0	0	none	none
Manganese	47	0	10	0	0	0	0	3	none	none
Tulwar	55	10	0	10	2	0	0	0	none	none -
Soulsaber	39	0	0	10	0	0	0	5	Fire	none

Abilities:

Blue Saber	Learning	(S)	(BLU 400)
Mythril Saber	Blue Combo	(C)	(BLU 100)
Shamshir	none		
Aqua Saber	none		
Harpe	none		
Manganese	none		
Tulwar	none		
Soulsaber	none		

-NOT VERIFIED-

1.04 Knightswords 1-handed (PAL/TEM/DEF) [WEAPKSWD]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Defender	37	0	0	0	0	0	0	0	none	none
Apocalypse	32	0	0	0	0	0	0	0	Dark	none
Lionheart	34	2	0	1	0	0	0	0	none	none
Ragnarok	36	0	5	0	0	0	0	0	none	none
Lohengrin	46	0	0	0	0	0	0	0	none	none
SaveTheQueen	45	3	0	3	0	0	0	5	Holy	[enhn]Holy
Arch Sword	48	0	0	0	0	0	0	0	none	none
Excalibur	47	0	2	0	1	0	0	5	Holy	[enhn]Holy
-----	--	-	-	-	-	-	-	-	----	[absb]Holy
Mythril Brand	32	0	0	0	0	0	1	0	none	none -
Excalibur2	87	0	3	0	4	0	0	5	none	none -
Nagrarak	75	0	0	0	6	1	0	0	none	none -
Sequence*	32	2	5	2	2	1	1	2	none	WAtt growth

*Sequence:

Each time you get this weapon, insted of adding another WAtt grows by 1

Abilities:

Defender	Nurse	(A)	(PAL 100)
-----	Hibernate	(A)	(DEF 100)
Apocalypse	Rasp	(A)	(TEM 100)
Lionheart	Defense	(A)	(PAL/DEF 200)
Ragnarok	Drop Weapon	(A)	(PAL/DEF 200)
-----	Silence	(A)	(TEM 200)
Lohengrin	Aura	(A)	(DEF 300)
-----	Haste	(A)	(TEM 200)
SaveTheQueen	Cover	(A)	(PAL 200)

-----	Expert Guard	(A)	(DEF 300)	
-----	Astra	(A)	(TEM 200)	
Arch Sword	Saint Cross	(A)	(PAL 300)	
-----	Soul Sphere	(A)	(TEM 300)	
Excalibur	Holy Blade	(A)	(PAL 300)	
Mythril Brand	Knight Combo	(C)	(PAL 100)	-NOT VERIFIED-
-----	Sacred Combo	(C)	(TEM 100)	-NOT VERIFIED-
-----	Defend Combo	(C)	(DEF 100)	-NOT VERIFIED-
Excalibur2	none			-NOT VERIFIED-
Nagrarak	none			-NOT VERIFIED-
Sequence	none			-NOT VERIFIED-

1.05 Greatswords 2-handed (SLD/PAL) [WEAPGSWD]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Barong	30	0	0	0	0	0	0	0	none	none
Ancient Sword	32	0	0	0	0	0	0	0	none	[null]Petrify
Diamond sword	32	0	0	0	0	0	0	0	none	[null]Slow -
Hardedge	42	0	0	0	0	0	0	0	none	[null]Doom
Vigilante	37	0	0	0	0	0	0	0	none	[null]Confusion
Zankplus	49	0	0	0	0	0	0	0	none	[null]Poison -
Master Sword	59	0	0	0	0	0	0	0	none	[null]KO -
Oblige	48	0	0	0	0	0	0	0	none	[null]Charm -
Iceprism	45	0	0	0	0	0	0	0	Ice	[null]Fire/Ice -
Lurebreaker	51	0	0	0	0	0	0	0	none	[null]Sleep -

Abilities:

Barong	Powerbreak	(A)	(SLD 200)	
-----	Parley	(A)	(PAL 200)	
Ancient Sword	Magicbreak	(A)	(SLD 200)	
-----	Subdue	(A)	(PAL 200)	
Diamond sword	Mug	(A)	(SLD 300)	-NOT VERIFIED-
Hardedge	none			
Vigilante	Monkey Grip	(S)	(SLD 300)	
Zankplus	none			-NOT VERIFIED-
Master Sword	none			-NOT VERIFIED-
Oblige	none			-NOT VERIFIED-
Iceprism	none			-NOT VERIFIED-
Lurebreaker	none			-NOT VERIFIED-

1.06 Broadswords 2-handed (WAR/DEF) [WEAPBSWD]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Samson Sword	32	5	0	0	0	0	0	0	Earth	none
Falchion	27	5	0	0	0	0	0	0	none	none
Predator	37	5	0	0	0	0	0	0	none	none
Striborg	33	5	0	0	0	0	0	0	none	none
El Cid Sword	47	10	0	0	0	0	0	0	none	none
Claymore	49	5	0	0	0	0	0	0	none	none

Vajra	45	5	0	5	0	0	0	0	Lightng	[enhn]Lightning
Tabarise	47	5	0	0	2	0	0	2	none	none -
Rhomphia	57	5	0	0	0	0	0	0	none	none -
Beastsword	50	5	0	0	0	0	0	0	none	none -
Eclipse	76	5	5	0	0	0	0	0	none	none -
Estreledge	77	5	0	5	0	0	0	0	none	none -

Abilities:

Samson Sword	Powerbreak	(A)	(WAR 200)	
Falchion	Magicbreak	(A)	(WAR 200)	
Predator	Last Berserk	(S)	(DEF 300)	
Striborg	Body Slam	(A)	(WAR 300)	
-----	Mow Down	(A)	(DEF 200)	
El Cid Sword	Tremor	(A)	(DEF 100)	
Claymore	Monkey Grip	(S)	(WAR 300)	
Vajra	Meltdown	(A)	(DEF 200)	
Tabarise	none			-NOT VERIFIED-
Rhomphia	none			-NOT VERIFIED-
Beastsword	none			-NOT VERIFIED-
Eclipse	none			-NOT VERIFIED-
Estreledge	none			-NOT VERIFIED-

1.07 Knives 1-handed (THF/JGL) [WEAPKNFE]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Jack Knife	22	0	0	0	0	0	0	1	none	none
Kris Knife	30	0	0	5	0	0	0	1	none	none
Khukuri	37	0	0	0	2	0	0	1	none	none
Kard	35	0	0	0	0	0	0	2	none	none
Scramasax	29	0	0	0	0	0	0	1	none	none
Rondell Dagger	33	0	0	0	0	0	0	1	none	[null]Immobilize
-----	--	-	-	-	-	-	-	-	----	[null]Disable
Jambiya	31	0	2	0	0	0	0	1	none	none
Zorlin Shape	38	0	0	0	1	0	0	1	none	none
Sword Breaker	39	0	0	0	0	0	0	2	none	none
Orichalcum	60	0	2	0	0	0	0	1	none	none
Cinquedea	57	0	0	0	5	0	0	2	none	none
Mythril Knife	32	0	0	0	0	0	1	1	none	none
Tonberrian	37	0	0	0	10	0	0	0	none	none
Tiptaptwo	35	0	0	9	15	0	0	0	none	none -

Abilities:

Jack Knife	Steal: Gil	(A)	(THF 100)
-----	Gil Toss	(A)	(JGL 100)
Kris Knife	Hurl	(A)	(JGL 100)
Khukuri	Steal: EXP	(A)	(THF 100)
-----	Firebomb	(A)	(JGL 300)
Kard	Steal: Helm	(A)	(THF 300)
Scramasax	Steal: Shield	(A)	(THF 200)
-----	Ball	(A)	(JGL 200)


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Rondell Dagger Steal: Armor (A) (THF|300)
----- Ring (A) (JGL|200)
Jambiya Steal: Access. (A) (THF|300)
----- Dagger (A) (JGL|300)
Zorlin Shape none
Sword Breaker Steal: Weapon (A) (THF|300)
Orichalcum Steal: JP (A) (THF|200)
----- Smile (A) (JGL|300)
Cinquedea Steal: Ability (A) (THF|300)
Mythril Knife Thief Combo (C) (THF|100)
----- Juggle Combo (C) (JGL|100)
Tonberrian none
Tiptaptwo none

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-NOT VERIFIED-

1.08 Rapiers 1-handed (FEN/RED/EMT) [WEAPRAPR]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Stinger	25	0	0	0	2	0	0	0	none	none
Estoc	32	0	0	0	2	0	0	0	none	none
Fleuret	27	0	0	0	2	0	0	0	none	none
Scarlette	27	0	2	0	2	0	0	0	Fire	none
Flamberge	35	5	0	0	2	0	0	0	none	none
Silver Rapier	35	0	0	0	2	0	0	0	none	none
Djinn Flyssa	34	0	2	0	2	0	0	2	Wind	[enhn]Wind
-----	--	-	-	-	-	-	-	-	----	[null]Wind
Joyeuse	37	0	0	5	2	0	0	0	none	none
Mage Masher	34	0	5	10	2	0	0	0	none	none
Colichemarde	36	0	0	0	2	0	0	0	none	[null]Berserk
Gupti Aga	38	0	0	0	2	0	0	0	none	none
Madu	33	0	0	0	2	0	0	0	none	none -
Epeprism	37	0	0	0	2	0	1	0	none	[half]Holy/Dark -
Mythril Rapier	32	0	0	0	2	0	1	0	none	none
Last Letter	45	0	0	0	2	0	0	3	none	none
Femme Fatale	49	0	0	0	2	0	0	0	none	[null]Doom -
Aerial Hole	43	0	8	0	2	0	0	0	Wind	none
Diabolique	41	0	0	5	2	0	0	0	Dark	[null]Dark -

Abilities:

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Stinger Swarmstrike (A) (FEN|100)
----- Thunder (A) (RED|100)
Estoc Featherblow (A) (FEN|200)
----- Sleep (A) (RED|200)
----- Heavy Dust (A) (EMT|200)
Fleuret Cure (A) (RED|100)
----- Earth Heal (A) (EMT|200)
Scarlette Fire (A) (RED|100)
----- Fire Whip (A) (EMT|100)
Flamberge Piercethrough (A) (FEN|200)
----- Blizzard (A) (RED|100)
----- White Flame (A) (EMT|100)
Silver Rapier Shadowstick (A) (FEN|200)
----- Sliprain (A) (EMT|200)
----- Poison (A) (RED|100)

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Djinn Flyssa	Swallowtail	(A)	(FEN 300)	
-----	Shining Air	(A)	(EMT 200)	
Joyeuse	Nighthawk	(A)	(FEN 200)	
-----	Evil Gaze	(A)	(EMT 300)	
Mage Masher	Manastrike	(A)	(FEN 300)	
-----	Barrier	(A)	(RED 300)	
Colichemarde	Magic Pow+	(S)	(RED 300)	
Gupti Aga	Checkmate	(A)	(FEN 300)	
Madu	Doublecast	(A)	(RED 999)	-NOT VERIFIED-
Epeprism	Elemental Shift	(A)	(EMT 300)	-NOT VERIFIED-
Mythril Rapier	Red Combo	(C)	(RED 100)	
-----	Lunge Combo	(C)	(FEN 100)	-NOT VERIFIED-
-----	Spirit Combo	(C)	(EMT 100)	-NOT VERIFIED-
Last Letter	none			
Femme Fatale	none			-NOT VERIFIED-
Aerial Hole	none			
Diabolique	none			-NOT VERIFIED-

1.09 Katanas 1-handed (NIN/ASN) [WEAPKTNA]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Ninja Knife	31	0	0	0	0	0	0	0	none	none
Murasame	31	0	0	0	0	0	0	0	Water	none
Ashura	33	0	0	0	0	0	0	0	Fire	none
Osafune	35	5	0	0	0	0	0	0	none	none
Petalchaser	34	0	0	0	0	0	0	0	none	none
Kotetsu	37	0	0	0	0	0	0	0	none	none
Kikuichimonji	40	0	0	5	0	0	0	0	none	none
Heaven's Cloud	39	0	0	5	0	0	0	0	Holy	[absb]Holy
Nosada	42	0	0	0	0	0	0	0	none	none
Masamune	65	0	0	0	0	0	0	0	none	none -
Zanmato	22	0	2	0	0	0	0	0	none	none -
Mythril Epee	32	0	0	0	0	0	1	0	none	none
Masamune 100	79	0	5	0	0	0	0	0	none	none -
Charfire	47	0	0	0	2	0	0	0	none	none
Silkmoon	55	0	0	0	0	0	0	2	none	none -

Abilities:

Ninja Knife	Throw	(A)	(NIN 100)	
Murasame	Water Veil	(A)	(NIN 200)	
-----	Aphonia	(A)	(ASN 200)	
Ashura	Fire Veil	(A)	(NIN 200)	
Osafune	Earth Veil	(A)	(NIN 200)	
Petalchaser	Last Breath	(A)	(ASN 300)	
Kotetsu	Wood Veil	(A)	(NIN 200)	
-----	Rockseal	(A)	(ASN 300)	
Kikuichimonji	Metal Veil	(A)	(NIN 200)	
-----	Nightmare	(A)	(ASN 300)	
Heaven's Cloud	Unspell	(A)	(NIN 300)	
Nosada	Double Sword	(S)	(NIN 999)	
Masamune	Oblivion	(A)	(NIN/ASN 300)	-NOT VERIFIED-
Zanmato	Ultima Masher	(A)	(ASN 999)	-NOT VERIFIED-
Mythril Epee	Ninja Combo	(C)	(NIN 100)	

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----- Killer Combo (C) (ASN|100)
Masamune 100 none -NOT VERIFIED-
Charfire none
Silkmoon none -NOT VERIFIED-

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1.10 Staves 1-handed (WHT/BIS/SUM) [WEAPSTFF]
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Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
White Staff	19	0	0	5	0	0	0	0	none	Hit cures Doom
Guard Staff	21	5	0	5	0	0	0	0	none	none
Judge Staff	21	0	3	5	0	0	0	0	Lightng	none
Cure Staff	29	0	0	5	0	0	0	0	none	Hit heals HP
Pure Staff	23	0	0	5	0	0	0	0	none	none
Bless Staff	23	0	0	5	0	0	0	0	none	none
Snake Staff	29	0	0	5	0	0	0	0	none	[null]Petrify
Spring Staff	28	0	0	5	0	0	0	0	Water	[null]Water
Garnet Staff	31	5	0	5	0	0	0	0	none	none
Cheer Staff	32	0	0	5	0	0	0	2	none	none
Nirvana Staff	34	0	0	10	0	0	0	0	Holy	none -
Mythril Staff	32	0	0	5	0	0	1	0	none	none
Power Staff	45	6	0	5	0	0	0	0	none	none -
Dream Watcher	43	0	10	15	0	0	0	0	none	none -

Abilities:

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White Staff	Cure	(A) (WHT 100)	
Guard Staff	Protect	(A) (WHT 100)	
-----	Ifrif	(A) (SUM 200)	
Judge Staff	Shell	(A) (WHT 100)	
-----	Aero	(A) (BIS 200)	
-----	Ramuh	(A) (SUM 200)	
Cure Staff	Cura	(A) (WHT/BIS 200)	
-----	Kirin	(A) (SUM 200)	
Pure Staff	Esuna	(A) (WHT 200)	
-----	Unicorn	(A) (SUM 200)	
Bless Staff	Life	(A) (WHT 200)	
-----	Dispel	(A) (BIS 200)	
Snake Staff	Break	(A) (BIS 200)	
-----	Shiva	(A) (SUM 200)	
Spring Staff	Curaga	(A) (WHT 300)	
-----	Water	(A) (BIS 200)	
Garnet Staff	Barrier	(A) (BIS 300)	
-----	Carbuncle	(A) (SUM 200)	
Cheer Staff	Auto-Life	(A) (WHT 200)	
-----	Judge	(A) (BIS 300)	
-----	Madeen	(A) (SUM 300)	
Nirvana Staff	Full-Life	(A) (WHT 300)	-NOT VERIFIED-
-----	Holy	(A) (BIS 300)	-NOT VERIFIED-
-----	Phoenix	(A) (SUM 300)	-NOT VERIFIED-
Mythril Staff	Summon Combo	(C) (SUM 100)	
-----	White Combo	(C) (WHT 100)	
-----	Bishop Combo	(C) (BIS 100)	
Power Staff	none		-NOT VERIFIED-
Dream Watcher	none		-NOT VERIFIED-

 1.11 Rods 1-handed (BLK/TIM/ILU) [WEAPRODS]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Rod	18	0	2	0	0	0	0	0	none	none
Firewheel Rod	21	0	2	0	0	0	0	0	Fire	none
Thunder Rod	21	0	2	0	0	0	0	0	Lightng	none
Sleet Rod	21	0	2	0	0	0	0	0	Ice	none
Terre Rod	23	0	2	0	0	0	0	0	Earth	[enhn]Earth
Force Rod	25	0	5	0	0	0	0	0	none	none
Flame Rod	27	0	2	0	0	0	0	0	Fire	[enhn]Fire -
Thor Rod	27	0	2	0	0	0	0	0	Lightng	[enhn]Lightning
Chill Rod	27	0	2	0	0	0	0	0	Ice	[enhn]Ice -
Stardust Rod	29	5	0	0	0	0	0	0	none	none -
Princess Rod	35	5	2	5	0	0	0	0	none	[enhn]Wind &
-----	--	-	-	-	-	-	-	-	----	Earth & Water
Mythril Rod	32	0	2	0	0	0	1	0	none	none
Heretic Rod	31	0	20	0	0	0	0	0	Dark	none
Sapere Aude*	18	2	5	2	2	1	1	2	none	MPow growth

*Sapere Aude:

Each time you get this weapon, insted of adding another MPow grows by 1

Abilities:

Rod	Fire	(A) (BLK 100)	
---	Thunder	(A) (BLK 100)	
---	Blizzard	(A) (BLK 100)	
Firewheel Rod	Fira	(A) (BLK 200)	
-----	Haste	(A) (TIM 200)	
-----	Prominence	(A) (ILU 100)	
Thunder Rod	Thundara	(A) (BLK 200)	
-----	Reflect	(A) (TIM 300)	
-----	Tempest	(A) (ILU 100)	
Sleet Rod	Blizzara	(A) (BLK 200)	
-----	Silence	(A) (TIM 200)	
-----	Freezeblink	(A) (ILU 100)	
Terre Rod	Slow	(A) (TIM 200)	
-----	Soil Evidence	(A) (ILU 200)	
Force Rod	Quarter	(A) (TIM 200)	
Flame Rod	Firaga	(A) (BLK 300)	-NOT VERIFIED-
Thor Rod	Thundaga	(A) (BLK 300)	
-----	Quicken	(A) (TIM 300)	
-----	Wild Tornado	(A) (ILU 200)	
Chill Rod	Blizzaga	(A) (BLK 300)	-NOT VERIFIED-
-----	Stop	(A) (TIM 300)	-NOT VERIFIED-
-----	Deluge	(A) (ILU 300)	-NOT VERIFIED-
Stardust Rod	Demi	(A) (TIM 300)	-NOT VERIFIED-
-----	Stardust	(A) (ILU 300)	-NOT VERIFIED-
Princess Rod	Star Cross	(A) (ILU 300)	
Mythril Rod	Black Combo	(A) (BLK 100)	
-----	Time Combo	(A) (TIM 100)	
-----	Spell Combo	(A) (ILU 100)	
Heretic Rod	none		
Sapere Aude	none		-NOT VERIFIED-

 1.12 Maces 1-handed (ALC/SAG) [WEAPMACE]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Battle Mace	31	0	0	0	0	0	0	0	none	none
Energy Mace	29	0	2	5	0	0	0	0	none	none
Druid Mace	33	0	3	5	0	0	0	0	none	none
Sage Crosier	31	0	8	8	0	0	0	0	none	none
Morning Star	33	0	2	5	0	0	0	0	none	none
Mandragora	37	0	2	5	0	0	0	0	Earth	[absb]Earth -
-----	--	-	-	-	-	-	-	-	-----	[null]Poison -
Life Crosier	35	0	2	10	0	0	0	0	none	none
Lotus Mace	37	0	2	5	0	0	0	0	Fire	[enhn]Fire
Scorpion Tail	38	0	2	5	0	0	0	0	none	none
Zeus Mace	15	0	5	5	0	0	0	0	none	none -
Mythril Mace	32	0	2	5	0	0	1	0	none	none
Cactus Stick	62	0	2	5	0	0	0	0	none	none
Vesper	39	0	2	5	0	0	0	0	none	none

Abilities:

Battle Mace	Water	(A)	(SAG 200)	
-----	Aero	(A)	(SAG 200)	
Energy Mace	Drain	(A)	(SAG 100)	
-----	Rasp	(A)	(ALC 100)	
Druid Mace	Blind	(A)	(SAG 100)	
-----	Poison	(A)	(ALC 100)	
Sage Crosier	Astra	(A)	(ALC 200)	
Morning Star	Magic Pow+	(S)	(ALC 300)	
Mandragora	Bio	(A)	(SAG 300)	-NOT VERIFIED-
-----	Toad	(A)	(ALC 300)	-NOT VERIFIED-
Life Crosier	Raise	(A)	(SAG 300)	
-----	Death	(A)	(ALC 300)	
Lotus Mace	Giga Flare	(A)	(SAG 300)	
-----	Flare	(A)	(ALC 300)	
Scorpion Tail	Meteor	(A)	(ALC 300)	
Zeus Mace	Ultima Blow	(A)	(SAG 999)	-NOT VERIFIED-
Mythril Mace	Gold Combo	(C)	(ALC 100)	
-----	Wise Combo	(C)	(SAG 100)	
Cactus Stick	none			
Vesper	none			

 1.13 Bows 2-handed (ARC) [WEAPBOWS]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Longbow	19	0	0	0	0	0	0	0	none	Range: 5
Char Bow	21	0	0	0	0	0	0	0	none	Range: 5
Thorn Bow	25	0	0	0	0	0	0	0	none	Range: 5
Nail Bow	29	0	0	0	0	0	0	0	none	Range: 5
Silver Bow	23	0	0	0	0	0	0	0	none	Range: 6

Artemis Bow	27	0	0	0	0	0	0	0	none	Range: 7
Yoichi Bow	33	0	0	0	0	0	0	0	none	Range: 5
Target Bow	35	0	0	0	0	0	0	5	none	Range: 5
Perseus Bow	42	0	0	0	0	0	0	2	none	Range: 6 -
Mythril Bow	32	0	0	0	0	0	1	0	none	Range: 5 -
Crescent Bow	45	0	0	0	0	0	0	0	none	Range: 5
Malbow	55	0	0	0	0	0	0	0	none	Range: 5 -

Abilities:

Longbow	Boost	(A)	(ARC 100)	
Char Bow	Blackout	(A)	(ARC 200)	
Thorn Bow	Aim: Legs	(A)	(ARC 200)	
Nail Bow	Aim: Arm	(A)	(ARC 200)	
Silver Bow	Burial	(A)	(ARC 300)	
Artemis Bow	Cupid	(A)	(ARC 200)	
Yoichi Bow	Take Aim	(A)	(ARC 300)	
Target Bow	Concentrate	(S)	(ARC 300)	
Perseus Bow	Faster	(A)	(ARC 300)	-NOT VERIFIED-
Mythril Bow	Bow Combo	(C)	(ARC 100)	-NOT VERIFIED-
Crescent Bow	none			
Malbow	none			-NOT VERIFIED-

1.14 Greatbows 2-handed (HNT/ASN/SNP) [WEAPGBOW]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Windsplash Bow	25	0	0	0	0	0	0	2	Wind	Range: 5
Ranger Bow	23	0	0	0	0	0	0	0	Earth	Range: 5
Cranequin	29	0	0	0	0	0	0	0	none	Range: 5
Twin Bow	31	0	0	0	0	0	0	0	none	Range: 5
Hunt Bow	33	0	0	0	0	0	0	0	none	Range: 5
Fey Bow	31	0	0	0	0	0	0	2	Wind	Range: 6 -
Hades Bow	33	0	0	0	0	0	0	0	Dark	Range: 5
Nike Bow	37	5	0	0	0	0	0	0	Lightng	Range: 5
Master Bow	41	0	0	0	0	0	0	2	none	Range: 5 -
Max's Oathbow	61	0	2	0	0	0	0	0	Dark	Range: 6 -
Seventh Heaven	15	0	0	0	0	0	0	5	Holy	Range: 5 -
Mythril Shot	32	0	0	0	0	0	1	0	none	Range: 5
Marduk Bow	39	0	0	0	0	0	0	0	none	Range: 7
Arbalest	42	0	0	0	0	0	0	0	Earth	Range: 7 -
Gastra Bow	51	0	0	0	0	0	0	0	none	Range: 7

Abilities:

Windsplash Bow	Oust	(A)	(HNT 200)
-----	Conceal	(A)	(SNP 100)
Ranger Bow	Capture	(A)	(HNT 200)
-----	Ague	(A)	(ASN 200)
Cranequin	Sonic Boom	(A)	(HNT 200)
-----	Beso Toxic	(A)	(SNP 200)
Twin Bow	Advice	(A)	(HNT 100)
-----	Doubleshot	(A)	(SNP 300)

Hunt Bow	Hunting	(A)	(HNT 300)	
-----	Aim: Wallet	(A)	(SNP 200)	
Fey Bow	Aim: Vitals	(A)	(HNT 300)	-NOT VERIFIED-
--- ---	Aim: Armor	(A)	(SNP 300)	-NOT VERIFIED-
--- ---	Shadowbind	(A)	(ASN 300)	-NOT VERIFIED-
Hades Bow	Sidewinder	(A)	(HNT 300)	
-----	Death Sickel	(A)	(SNP 300)	
Nike Bow	Weapon Atk+	(S)	(HNT 300)	
Master Bow	Addle	(A)	(HNT 300)	-NOT VERIFIED-
----- ---	Aim: Weapon	(A)	(SNP 300)	-NOT VERIFIED-
Max's Oathbow	Doom Archer	(A)	(SNP 300)	-NOT VERIFIED-
Seventh Heaven	Ultima Shot	(A)	(HNT 999)	-NOT VERIFIED-
Mythril Shot	Hunt Combo	(C)	(HNT 100)	
-----	Sniper Combo	(C)	(SNP 100)	
Marduk Bow	none			
Arbalest	none			-NOT VERIFIED-
Gastra Bow	none			

1.15 Spears 1-handed (DRG/TEM) [WEAPSPER]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Javelin	31	0	0	0	0	0	0	0	none	Pierce: 2
Lava Spear	33	0	0	0	0	0	0	0	Fire	Pierce: 2
Gae Bolg	39	0	0	0	0	0	0	0	Lightng	Pierce: 2
Ice Lance	35	0	0	0	0	0	0	0	Ice	Pierce: 2
Partisan	42	0	0	0	0	0	1	0	none	Pierce: 2
Kain's Lance	47	0	0	0	0	0	1	0	none	Pierce: 2
Trident	50	0	2	0	0	0	1	0	none	Pierce: 2
Dragon Whisker	45	0	0	0	0	0	1	0	none	Pierce: 2
Mythril Spear	32	0	0	0	0	0	2	0	none	Pierce: 2 -
Odin Lance	55	0	0	0	0	0	0	0	none	Pierce: 2 -
Beastspear	51	10	0	0	0	0	0	0	none	Pierce: 2
Bangaa Spike	53	5	2	5	0	0	0	0	none	Pierce: 2

Abilities:

Javelin	Warcry	(A)	(TEM 300)	
-----	Jump	(A)	(DRG 100)	
Lava Spear	Fire Breath	(A)	(DRG 300)	
Gae Bolg	Bolt Breath	(A)	(DRG 300)	
Ice Lance	Ice Breath	(A)	(DRG 300)	
Partisan	Cheer	(A)	(TEM 100)	
Kain's Lance	Lifebreak	(A)	(TEM 300)	
Trident	Weapon ATk+	(S)	(TEM 300)	
Dragon Whisker	Bangaa Cry	(A)	(DRG 200)	
Mythril Spear	Dragon Combo	(C)	(DRG 100)	-NOT VERIFIED-
Odin Lance	none			-NOT VERIFIED-
Beastspear	none			
Bangaa Spike	none			

1.16 Instruments 1-handed (BST/ANM) [WEAPINMT]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jump	Evd	ELEMENT	SPECIAL-EFFECTS
Demon Bell	22	0	0	0	0	0	0	0	none	none
Glass Bell	25	0	0	1	0	0	0	0	none	[null]Sleep
War Trumpet	25	0	0	0	0	0	0	1	none	none
Conch Shell	31	2	0	0	0	0	0	0	none	none
Earth Bell	31	3	0	0	0	0	0	0	Earth	[absb]Earth
Black Quena	33	0	2	0	0	0	0	0	Dark	none
Satyr Flute	35	0	0	0	0	0	0	1	none	[null]Charm
Fairy Harp	29	0	2	0	0	0	0	0	none	none -
Aona Flute	32	0	0	2	0	0	0	0	none	[null]Poison
Heal Chime	39	0	0	0	0	0	0	1	Holy	[null]Doom
Blood Strings	22	0	0	0	0	0	0	1	none	Absb HP on Hit
Mythril Bell	32	0	0	0	0	0	1	0	none	none
Dark Fiddle	45	0	0	0	0	0	0	0	Dark	[null]Silence -
Fell Castanets	47	0	0	0	0	0	0	0	Dark	none -

Abilities:

Demon Bell	Goblin	(A)	(BST 200)							
-----	Flan	(A)	(BST 200)							
-----	Bomb	(A)	(BST 200)							
Glass Bell	Lamia	(A)	(BST 200)							
-----	Flan	(A)	(BST 200)							
-----	Sheep Count	(A)	(ANM 100)							
War Trumpet	Panther	(A)	(BST 200)							
-----	Goblin	(A)	(BST 200)							
-----	Catnip	(A)	(ANM 100)							
Conch Shell	Rockbeast	(A)	(BST 200)							
Earth Bell	Dragon	(A)	(BST 200)							
-----	100% Wool	(A)	(ANM 200)							
Black Quena	Floateye	(A)	(BST 200)							
-----	Undead	(A)	(BST 200)							
Satyr Flute	Chocobo Rush	(A)	(ANM 300)							
Fairy Harp	Fairy	(A)	(BST 200)							-NOT VERIFIED-
-----	Bug	(A)	(BST 200)							-NOT VERIFIED-
-----	Tail Wag	(A)	(ANM 200)							-NOT VERIFIED-
Aona Flute	Malboro	(A)	(BST 200)							
-----	Bomb	(A)	(BST 200)							
-----	Frogsong	(A)	(ANM 200)							
Heal Chime	Cuisine	(A)	(ANM 300)							
Blood Strings	Tonberry	(A)	(BST 200)							
-----	Friend	(A)	(ANM 300)							
Mythril Bell	Beast Combo	(C)	(BST 100)							
-----	Animal Combo	(C)	(ANM 100)							
Dark Fiddle	none									-NOT VERIFIED-
Fell Castanets	none									-NOT VERIFIED-

1.17 Knuckles 1-handed (MNK/GDT) [WEAPKNKL]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jump	Evd	ELEMENT	SPECIAL-EFFECTS
Hard Knuckles	29	0	0	0	0	0	0	1	none	none

Rising Sun	31	0	0	0	0	0	0	1	Fire	none
Sick Knuckles	35	0	0	0	0	0	0	1	none	none
Dream Claws	39	0	0	0	0	0	0	1	none	none
Kaiser Knuckles	42	0	0	0	0	0	0	1	none	none
Cat Claws	35	0	0	0	2	0	0	1	none	none
Survivor	37	2	0	0	0	0	0	2	none	none
White Fang	39	0	0	0	0	0	0	1	Ice	none
Godhand	39	0	3	0	1	0	0	5	Holy	none
Tiger Fangs	41	0	0	0	0	0	0	2	Lightng	none
Death Claws	43	0	0	0	0	0	0	1	Dark	none -
Mythril Claws	32	0	0	0	0	0	1	1	none	none -
Greasebust	59	0	0	0	0	0	0	1	none	none -
Magic Hands	52	0	0	0	0	0	0	1	none	none -

Abilities:

Hard Knuckles	Whirlwind	(A)	(MNK 100)	
-----	Silver Disc	(A)	(GDT 200)	
Rising Sun	Exorcise	(A)	(MNK 300)	
-----	Red Spring	(A)	(GDT 200)	
Sick Knuckles	Green Gear	(A)	(GDT 200)	
Dream Claws	Chroma Gem	(A)	(GDT 200)	
Kaiser Knuckles	Air Render	(A)	(MNK 200)	
Cat Claws	Chakra	(A)	(MNK 200)	
-----	Gold Battery	(A)	(GDT 200)	
Survivor	Revive	(A)	(MNK 300)	
-----	Yellow Spring	(A)	(GDT 200)	
White Fang	Holy Sign	(A)	(MNK 200)	
-----	Blue Screw	(A)	(GDT 200)	
Godhand	Far Fist	(A)	(MNK 200)	
Tiger Fangs	Earth Render	(A)	(MNK 200)	
Death Claws	Black Ingot	(A)	(GDT 200)	-NOT VERIFIED-
Mythril Claws	Monk Combo	(C)	(MNK 100)	-NOT VERIFIED-
-----	Gadget Combo	(C)	(GDT 100)	-NOT VERIFIED-
Greasebust	none			-NOT VERIFIED-
Magic Hands	none			-NOT VERIFIED-

1.18 Souls 1-handed (MOR) [WEAPSOUL]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Goblin Soul	32	0	2	0	0	0	0	1	none	[half]Ice -
Flan Soul	34	10	2	0	0	0	0	0	none	[half]Lightning
Bomb Soul	36	0	2	0	0	0	0	0	Fire	[half]Fire
Dragon Soul	43	5	2	0	0	0	0	0	none	[absb]Earth
Lamia Soul	41	0	2	0	0	0	0	0	Water	[null]Sleep
Bug Soul	39	2	2	0	0	0	0	0	Earth	[null]Dark
Panther Soul	39	0	2	0	0	0	0	2	none	[null]Berserk -
Malboro Soul	47	0	2	2	0	0	0	0	none	[null]Poison
Eye Soul	45	0	2	0	0	0	0	0	Dark	[null]Doom
Mythril Soul	32	0	2	0	0	0	1	0	none	none
Dread Soul	49	0	2	0	0	0	0	0	none	none -
Rukavi Soul	67	0	2	0	0	0	0	0	none	none -

Abilities:

Goblin Soul	Goblin	(A)	(MOR 200)	-NOT VERIFIED-
Flan Soul	Flan	(A)	(MOR 200)	
Bomb Soul	Bomb	(A)	(MOR 200)	
Dragon Soul	Dragon	(A)	(MOR 200)	
Lamia Soul	Lamia	(A)	(MOR 200)	
Bug Soul	Bug	(A)	(MOR 200)	
Panther Soul	Panther	(A)	(MOR 200)	-NOT VERIFIED-
Malboro Soul	Malboro	(A)	(MOR 200)	
Eye Soul	Floateye	(A)	(MOR 200)	
Mythril Soul	Morph Combo	(C)	(MOR 100)	
Dread Soul	none			-NOT VERIFIED-
Rukavi Soul	none			-NOT VERIFIED-

1.19 Guns 1-handed (GUN) [WEAPGUNS]

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Aiot Gun	27	0	0	0	0	0	0	0	none	Range: 8
Silver Cannon	31	0	0	0	0	0	0	0	none	Range: 7
Riot Gun	31	0	0	0	0	0	0	0	none	Range: 8
Chaos Rifle	33	0	0	0	0	0	0	0	none	Range: 8
Lost Gun	31	0	0	0	0	0	0	0	none	Range: 8
Peacemaker	33	0	0	0	0	0	0	0	none	Range: 8
Giot Gun	37	0	0	0	0	0	0	0	none	Range: 8
Longbarrel	39	0	0	0	0	0	0	0	none	Range: 8
Outsider	41	0	0	0	0	0	0	0	none	Range: 9
Mythril Gun	32	0	0	0	0	0	1	0	none	Range: 8
Blindsnipe	47	0	0	0	0	0	0	0	none	Range: 8 -
Calling Gun	59	0	0	0	0	0	0	0	none	Range: 8 -

Abilities:

Aiot Gun	Fireshot	(A)	(GUN 100)	
Silver Cannon	Blindshot	(A)	(GUN 100)	
Riot Gun	Boltshot	(A)	(GUN 100)	
Chaos Rifle	Confushot	(A)	(GUN 200)	
Lost Gun	Silenshot	(A)	(GUN 200)	
Peacemaker	Charmshot	(A)	(GUN 300)	
Giot Gun	Iceshot	(A)	(GUN 100)	
Longbarrel	Concentrate	(S)	(GUN 300)	
Outsider	Stopshot	(A)	(GUN 300)	
Mythril Gun	Gun Combo	(C)	(GUN 100)	
Blindsnipe	none			-NOT VERIFIED-
Calling Gun	none			-NOT VERIFIED-

 2.01 Alchemist - Maces [CLASSALC]

- Maces - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Zeus Mace	15	0	5	5	0	0	0	0	none	none -
Energy Mace	29	0	2	5	0	0	0	0	none	none
Battle Mace	31	0	0	0	0	0	0	0	none	none
Sage Crosier	31	0	8	8	0	0	0	0	none	none
Mythril Mace	32	0	2	5	0	0	1	0	none	none
Morning Star	33	0	2	5	0	0	0	0	none	none
Druid Mace	33	0	3	5	0	0	0	0	none	none
Life Crosier	35	0	2	10	0	0	0	0	none	none
Lotus Mace	37	0	2	5	0	0	0	0	Fire	[enhn]Fire
Mandragora	37	0	2	5	0	0	0	0	Earth	[absb]Earth
-----	--	-	-	-	-	-	-	-	-----	[null]Poison
Scorpion Tail	38	0	2	5	0	0	0	0	none	none
Vesper	39	0	2	5	0	0	0	0	none	none
Cactus Stick	62	0	2	5	0	0	0	0	none	none

 /Abilities:\

Name	Type	AP to master	learn from
Poison	Action	100	Druid Mace
Rasp	Action	100	Energy Mace
Astra	Action	200	Sage Crosier
Flare	Action	300	Lotus Mace
Death	Action	300	Life Crosier
Meteor	Action	300	Scorpion Tail
Toad	Action	300	Mandragora
Magic Pow+	Support	300	Morning Star
Gold Combo	Combo	100	Mythril Mace

 2.02 Animist - Instruments [CLASSANM]

- Instruments - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Demon Bell	22	0	0	0	0	0	0	0	none	none
Blood Strings	22	0	0	0	0	0	0	1	none	Absb HP on Hit
War Trumpet	25	0	0	0	0	0	0	1	none	none
Glass Bell	25	0	0	1	0	0	0	0	none	[null]Sleep
Fairy Harp	29	0	2	0	0	0	0	0	none	none -
Conch Shell	31	2	0	0	0	0	0	0	none	none
Earth Bell	31	3	0	0	0	0	0	0	Earth	[absb]Earth
Mythril Bell	32	0	0	0	0	0	1	0	none	none
Aona Flute	32	0	0	2	0	0	0	0	none	[null]Poison
Black Quena	33	0	2	0	0	0	0	0	Dark	none
Satyr Flute	35	0	0	0	0	0	0	1	none	[null]Charm
Heal Chime	39	0	0	0	0	0	0	1	Holy	[null]Doom
Dark Fiddle	45	0	0	0	0	0	0	0	Dark	[null]Silence -

/Abilities:\

Name	Type	AP to master	learn from
Catnip	Action	100	War Trumpet
Sheep Count	Action	100	Glass Bell
100% Wool	Action	200	Earth Bell
Frogsong	Action	200	Aona Flute
Tail Wag	Action	200	Fairy Harp
Chocobo Rush	Action	300	Satyr Flute
Cuisine	Action	300	Heal Chime
Friend	Action	300	Blood Strings

2.03 Archer - Bows [CLASSARC]

- Bows - 2-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Longbow	19	0	0	0	0	0	0	0	none	Range: 5
Char Bow	21	0	0	0	0	0	0	0	none	Range: 5
Silver Bow	23	0	0	0	0	0	0	0	none	Range: 6
Thorn Bow	25	0	0	0	0	0	0	0	none	Range: 5
Artemis Bow	27	0	0	0	0	0	0	0	none	Range: 7
Nail Bow	29	0	0	0	0	0	0	0	none	Range: 5
Mythril Bow	32	0	0	0	0	0	1	0	none	Range: 5 -
Yoichi Bow	33	0	0	0	0	0	0	0	none	Range: 5
Target Bow	35	0	0	0	0	0	0	5	none	Range: 5
Perseus Bow	42	0	0	0	0	0	0	2	none	Range: 6 -
Crescent Bow	45	0	0	0	0	0	0	0	none	Range: 5
Malbow	55	0	0	0	0	0	0	0	none	Range: 5 -

/Abilities:\

Name	Type	AP to master	learn from
Boost	Action	100	Longbow
Aim: Arm	Action	200	Nail Bow
Aim: Legs	Action	200	Thorn Bow
Blackout	Action	200	Char Bow
Cupid	Action	200	Artemis Bow
Burial	Action	300	Silver Bow
Faster	Action	300	Perseus Bow
Take Aim	Action	300	Yoichi Bow
Concentrate	Support	300	Target Bow
Bow Combo	Combo	100	Mythril Bow

2.04 Assassin - Katanas & Greatbows [CLASSASN]

- Katanas - 1-handed, WAtt weak ->strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Zanmato	22	0	2	0	0	0	0	0	none	none -
Ninja Knife	31	0	0	0	0	0	0	0	none	none
Murasame	31	0	0	0	0	0	0	0	Water	none
Mythril Epee	32	0	0	0	0	0	1	0	none	none
Ashura	33	0	0	0	0	0	0	0	Fire	none
Petalchaser	34	0	0	0	0	0	0	0	none	none
Osafune	35	5	0	0	0	0	0	0	none	none
Kotetsu	37	0	0	0	0	0	0	0	none	none
Heaven's Cloud	39	0	0	5	0	0	0	0	Holy	[absb]Holy
Kikuichimonji	40	0	0	5	0	0	0	0	none	none
Nosada	42	0	0	0	0	0	0	0	none	none
Charfire	47	0	0	0	2	0	0	0	none	none
Silkmoon	55	0	0	0	0	0	0	2	none	none -
Masamune	65	0	0	0	0	0	0	0	none	none -
Masamune 100	79	0	5	0	0	0	0	0	none	none -

- Greatbows - 2-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Seventh Heaven	15	0	0	0	0	0	0	5	Holy	Range: 5 -
Ranger Bow	23	0	0	0	0	0	0	0	Earth	Range: 5
Windslash Bow	25	0	0	0	0	0	0	2	Wind	Range: 5
Cranequin	29	0	0	0	0	0	0	0	none	Range: 5
Twin Bow	31	0	0	0	0	0	0	0	none	Range: 5
Fey Bow	31	0	0	0	0	0	0	2	Wind	Range: 6 -
Mythril Shot	32	0	0	0	0	0	1	0	none	Range: 5
Hunt Bow	33	0	0	0	0	0	0	0	none	Range: 5
Hades Bow	33	0	0	0	0	0	0	0	Dark	Range: 5
Nike Bow	37	5	0	0	0	0	0	0	Lightng	Range: 5
Marduk Bow	39	0	0	0	0	0	0	0	none	Range: 7
Master Bow	41	0	0	0	0	0	0	2	none	Range: 5 -
Arbalest	42	0	0	0	0	0	0	0	Earth	Range: 7 -
Gastra Bow	51	0	0	0	0	0	0	0	none	Range: 7
Max's Oathbow	61	0	2	0	0	0	0	0	Dark	Range: 6 -

/Abilities:\

Name	Type	AP to master	learn from
Ague	Action	200	Ranger Bow
Aphonia	Action	200	Murasame
Last Breath	Action	300	Petalchaser
Nightmare	Action	300	Kikuichimonji
Oblivion	Action	300	Masamune
Rockseal	Action	300	Kotetsu
Shadowbind	Action	300	Fey Bow
Ultima Masher	Action	999	Zanmato
Killer Combo	Combo	100	Mythril Epee

- Instruments - 1-handed, WAtt weak ->strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Demon Bell	22	0	0	0	0	0	0	0	none	none
Blood Strings	22	0	0	0	0	0	0	1	none	Absb HP on Hit
War Trumpet	25	0	0	0	0	0	0	1	none	none
Glass Bell	25	0	0	1	0	0	0	0	none	[null]Sleep
Fairy Harp	29	0	2	0	0	0	0	0	none	none -
Conch Shell	31	2	0	0	0	0	0	0	none	none
Earth Bell	31	3	0	0	0	0	0	0	Earth	[absb]Earth
Mythril Bell	32	0	0	0	0	0	1	0	none	none
Aona Flute	32	0	0	2	0	0	0	0	none	[null]Poison
Black Quena	33	0	2	0	0	0	0	0	Dark	none
Satyr Flute	35	0	0	0	0	0	0	1	none	[null]Charm
Heal Chime	39	0	0	0	0	0	0	1	Holy	[null]Doom
Dark Fiddle	45	0	0	0	0	0	0	0	Dark	[null]Silence -
Fell Castanets	47	0	0	0	0	0	0	0	Dark	none -

/Abilities:\

Name	Type	AP to master	learn from
Bomb	Action	200	Demon Bell & Aona Flute
Bug	Action	200	Fairy Harp
Dragon	Action	200	Earth Bell
Fairy	Action	200	Fairy Harp
Flan	Action	200	Demon Bell & Glass Bell
Floateye	Action	200	Black Quena
Goblin	Action	200	Demon Bell & War Trumpet
Lamia	Action	200	Glass Bell
Malboro	Action	200	Aona Flute
Panther	Action	200	War Trumpet
Rockbeast	Action	200	Conch Shell
Tonberry	Action	200	Blood Strings
Undead	Action	200	Black Quena

2.06 Bishop - Staves [CLASSBIS]

- Staves - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
White Staff	19	0	0	5	0	0	0	0	none	Hit cures Doom
Guard Staff	21	5	0	5	0	0	0	0	none	none
Judge Staff	21	0	3	5	0	0	0	0	Lightng	none
Pure Staff	23	0	0	5	0	0	0	0	none	none
Bless Staff	23	0	0	5	0	0	0	0	none	none
Spring Staff	28	0	0	5	0	0	0	0	Water	[null]Water
Snake Staff	29	0	0	5	0	0	0	0	none	[null]Petrify
Cure Staff	29	0	0	5	0	0	0	0	none	Hit heals HP
Garnet Staff	31	5	0	5	0	0	0	0	none	none

Cheer Staff	32	0	0	5	0	0	0	2	none	none
Mythril Staff	32	0	0	5	0	0	1	0	none	none
Nirvana Staff	34	0	0	10	0	0	0	0	Holy	none -
Dream Watcher	43	0	10	15	0	0	0	0	none	none -
Power Staff	45	6	0	5	0	0	0	0	none	none -

/Abilities:\

Name	Type	AP to master	learn from
Aero	Action	200	Judge Staff
Break	Action	200	Snake Staff
Cura	Action	200	Cure Staff
Dispel	Action	200	Bless Staff
Water	Action	200	Spring Staff
Barrier	Action	300	Garnet Staff
Holy	Action	300	Nirvana Staff
Judge	Action	300	Cheer Staff
Bishop Combo	Combo	100	Mythril Staff

2.07 Black Mage - Rods [CLASSBLK]

- Rods - 1-handed, MPow weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Stardust Rod	29	5	0	0	0	0	0	0	none	none -
Rod	18	0	2	0	0	0	0	0	none	none
Firewheel Rod	21	0	2	0	0	0	0	0	Fire	none
Sleet Rod	21	0	2	0	0	0	0	0	Ice	none
Thunder Rod	21	0	2	0	0	0	0	0	Lightng	none
Terre Rod	23	0	2	0	0	0	0	0	Earth	[enhn]Earth
Chill Rod	27	0	2	0	0	0	0	0	Ice	[enhn]Ice -
Flame Rod	27	0	2	0	0	0	0	0	Fire	[enhn]Fire -
Thor Rod	27	0	2	0	0	0	0	0	Lightng	[enhn]Lightning
Mythril Rod	32	0	2	0	0	0	1	0	none	none
Princess Rod	35	5	2	5	0	0	0	0	none	[enhn]Wind &
-----	--	-	-	-	-	-	-	-	----	Earth & Water
Force Rod	25	0	5	0	0	0	0	0	none	none
Sapere Aude*	18	2	5	2	2	1	1	2	none	MPow growth
Heretic Rod	31	0	20	0	0	0	0	0	Dark	none

*Sapere Aude:

Each time you get this weapon, insted of adding another MPow grows by 1

/Abilities:\

Name	Type	AP to master	learn from
Blizzard	Action	100	Rod
Fire	Action	100	Rod
Thunder	Action	100	Rod
Blizzara	Action	200	Sleet Rod
Fira	Action	200	Firewheel Rod
Thundara	Action	200	Thunder Rod
Blizzaga	Action	300	Chill Rod

Firaga	Action	300	Flame Rod	
Thundaga	Action	300	Thor Rod	
Black Combo	Combo	100	Mythril Rod	
+-----+-----+-----+-----+-----+				

2.08 Blue Mage - Sabers [CLASSBLU]

- Sabers - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Blue Saber	25	0	0	0	2	0	0	0	none	none
Shamshir	31	0	0	0	0	0	0	2	none	none
Mythril Saber	32	0	0	0	0	0	1	0	none	none
Aqua Saber	36	0	0	0	0	0	0	6	Water	none
Soulsaber	39	0	0	10	0	0	0	5	Fire	none
Harpe	42	0	5	0	0	0	0	0	none	none
Manganese	47	0	10	0	0	0	0	3	none	none
Tulwar	55	10	0	10	2	0	0	0	none	none -

/Abilities:\

Name	Type	AP to master	learn from
Learning	Support	400	Blue Saber
Blue Combo	Combo	100	Mythril Saber

2.09 Defender - Knightswords/Broadswords [CLASSDEF]

- Knightswords - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Mythril Brand	32	0	0	0	0	0	1	0	none	none -
Apocalypse	32	0	0	0	0	0	0	0	Dark	none
Sequence*	32	2	5	2	2	1	1	2	none	WAtt growth
Lionheart	34	2	0	1	0	0	0	0	none	none
Ragnarok	36	0	5	0	0	0	0	0	none	none
Defender	37	0	0	0	0	0	0	0	none	none
SaveTheQueen	45	3	0	3	0	0	0	5	Holy	[enhn]Holy
Lohengrin	46	0	0	0	0	0	0	0	none	none
Excalibur	47	0	2	0	1	0	0	5	Holy	[enhn]Holy
-----	--	-	-	-	-	-	-	-	----	[absb]Holy
Arch Sword	48	0	0	0	0	0	0	0	none	none
Nagrarak	75	0	0	0	6	1	0	0	none	none -
Excalibur2	87	0	3	0	4	0	0	5	none	none -

*Sequence:

Each time you get this weapon, insted of adding another WAtt grows by 1

- Broadswords - 2-handed, WAtt weak -> strong

/Abilities:\

Name	Type	AP to master	learn from
Hibernate	Action	100	Defender
Tremor	Action	100	El Cid Sword
Defense	Action	200	Lionheart
Drop Weapon	Action	200	Ragnarok
Meltdown	Action	200	Vajra
Mow Down	Action	200	Predator
Aura	Action	300	Lohengrin
Expert Guard	Action	300	SaveTheQueen
Last Berserk	Support	300	Predator
Defend Combo	Combo	100	Mythril Brand

 2.10 Dragoon - Swords & Spears [CLASSDRG]

- Swords & Spears - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jump	Evd	ELEMENT	SPECIAL-EFFECTS
Blood Sword	18	0	0	0	0	0	0	0	none	Drain's HP
Shortsword	25	0	0	0	0	0	0	0	none	none
Onion Sword	29	5	0	5	0	0	0	10	none	none
Silver Sword	30	0	0	0	2	0	0	2	none	none
Javelin	31	0	0	0	0	0	0	0	none	Pierce: 2
Mythril Sword	32	0	0	0	0	0	1	0	none	none
Mythril Spear	32	0	0	0	0	0	2	0	none	Pierce: 2 -
Victor Sword	33	10	0	10	0	0	0	0	none	none
Lava Spear	33	0	0	0	0	0	0	0	Fire	Pierce: 2
Buster Sword	35	5	0	0	0	0	0	0	none	none
Ice Lance	35	0	0	0	0	0	0	0	Ice	Pierce: 2
Gale Sword	36	0	0	0	1	0	0	0	Wind	none
Vitanova	38	0	2	0	0	0	0	2	Holy	[absb]Holy
Burglar Sword	39	0	0	0	0	0	0	0	none	none
Gae Bolg	39	0	0	0	0	0	0	0	Lightng	Pierce: 2
Restorer	40	0	5	5	0	0	0	0	none	none
Laglace Sword	41	0	5	0	0	0	0	0	Ice	none
Partisan	42	0	0	0	0	0	1	0	none	Pierce: 2
Dragon Whisker	45	0	0	0	0	0	1	0	none	Pierce: 2
Kain's Lance	47	0	0	0	0	0	1	0	none	Pierce: 2
Trident	50	0	2	0	0	0	1	0	none	Pierce: 2
Beastspear	51	10	0	0	0	0	0	0	none	Pierce: 2
Bangaa Spike	53	5	2	5	0	0	0	0	none	Pierce: 2
Odin Lance	55	0	0	0	0	0	0	0	none	Pierce: 2 -
Chirirjiraden	65	0	0	0	0	0	0	0	none	none

/Abilities:\

Name	Type	AP to master	learn from
Jump	Action	100	Javelin
Bangaa Cry	Action	200	Dragon Whisker
Wyrmtamer	Action	200	Buster Sword
Bolt Breath	Action	300	Gae Bolg

Fire Breath	Action	300	Lava Spear	
Ice Breath	Action	300	Ice Lance	
Lancet	Action	300	Restorer	
Wyrmslayer	Action	300	Blood Sword	
Dragonheart	Reaction	300	Vitanova	
Dragon Combo	Combo	100	Mythril Spear	

2.11 Elementalist - Rapiers [CLASSEMT]

- Rapiers - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Stinger	25	0	0	0	2	0	0	0	none	none
Fleuret	27	0	0	0	2	0	0	0	none	none
Scarlette	27	0	2	0	2	0	0	0	Fire	none
Estoc	32	0	0	0	2	0	0	0	none	none
Mythril Rapier	32	0	0	0	2	0	1	0	none	none
Madu	33	0	0	0	2	0	0	0	none	none -
Mage Masher	34	0	5	10	2	0	0	0	none	none
Djinn Flyssa	34	0	2	0	2	0	0	2	Wind	[enhn]Wind
-----	--	-	-	-	-	-	-	-	----	[null]Wind
Silver Rapier	35	0	0	0	2	0	0	0	none	none
Flamberge	35	5	0	0	2	0	0	0	none	none
Colichemarde	36	0	0	0	2	0	0	0	none	[null]Berserk
Joyeuse	37	0	0	5	2	0	0	0	none	none
Epeprism	37	0	0	0	2	0	1	0	none	[half]Holy/Dark -
Gupti Aga	38	0	0	0	2	0	0	0	none	none
Diabolique	41	0	0	5	2	0	0	0	Dark	[null]Dark -
Aerial Hole	43	0	8	0	2	0	0	0	Wind	none
Last Letter	45	0	0	0	2	0	0	3	none	none
Femme Fatale	49	0	0	0	2	0	0	0	none	[null]Doom -

/Abilities:\

Name	Type	AP to master	learn from
Fire Whip	Action	100	Scarlette
White Flame	Action	100	Flamberge
Earth Heal	Action	200	Fleuret
Heavy Dust	Action	200	Estoc
Shining Air	Action	200	Djinn Flyssa
Sliprain	Action	200	Silver Rapier
ElementalShift	Action	300	Epeprism
Evil Gaze	Action	300	Joyeuse
Spirit Combo	Combo	100	Mythril Rapier

2.12 Fencer - Rapiers [CLASSFEN]

- Rapiers - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
------	------	------	------	------	-----	-----	-----	-----	---------	-----------------

Stinger	25	0	0	0	2	0	0	0	none	none
Fleuret	27	0	0	0	2	0	0	0	none	none
Scarlette	27	0	2	0	2	0	0	0	Fire	none
Estoc	32	0	0	0	2	0	0	0	none	none
Mythril Rapier	32	0	0	0	2	0	1	0	none	none
Madu	33	0	0	0	2	0	0	0	none	none -
Mage Masher	34	0	5	10	2	0	0	0	none	none
Djinn Flyssa	34	0	2	0	2	0	0	2	Wind	[enhn]Wind
-----	--	-	-	-	-	-	-	-	----	[null]Wind
Silver Rapier	35	0	0	0	2	0	0	0	none	none
Flamberge	35	5	0	0	2	0	0	0	none	none
Colichemarde	36	0	0	0	2	0	0	0	none	[null]Berserk
Joyeuse	37	0	0	5	2	0	0	0	none	none
Epeprism	37	0	0	0	2	0	1	0	none	[half]Holy/Dark -
Gupti Aga	38	0	0	0	2	0	0	0	none	none
Diabolique	41	0	0	5	2	0	0	0	Dark	[null]Dark -
Aerial Hole	43	0	8	0	2	0	0	0	Wind	none
Last Letter	45	0	0	0	2	0	0	3	none	none
Femme Fatale	49	0	0	0	2	0	0	0	none	[null]Doom -

/Abilities:\

Name	Type	AP to master	learn from
Swarmstrike	Action	100	Stinger
Featherblow	Action	200	Estoc
Nighthawk	Action	200	Joyeuse
Piercethrough	Action	200	Flamberge
Shadowstick	Action	200	Silver Rapier
Checkmate	Action	300	Gupti Aga
Manastrike	Action	300	Mage Masher
Swallowtail	Action	300	Djinn Flyssa
Lunge Combo	Combo	100	Mythril Rapier

2.13 Fighter - Blades [CLASSFGT]

- Blades - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Materia Blade	17	0	15	10	0	0	0	0	none	none -
Sweep Blade	28	0	0	0	0	0	0	0	none	none
Shadow Blade	32	0	0	0	0	0	0	2	none	none
Mythril Blade	32	0	0	0	0	0	1	0	none	none
Paraiba Blade	33	0	10	0	0	0	0	2	none	none
Atmos Blade	36	0	0	0	0	0	0	0	Lightng	none
Sun Blade	37	0	0	0	2	0	0	0	none	none
Flametongue	38	0	0	0	0	0	0	0	Fire	none
Kwigoon Blade	40	3	0	3	0	0	0	0	none	none
Air Blade	40	0	0	0	0	0	0	0	Wind	[null]Wind
Ogun Blade	42	0	2	0	0	0	0	0	none	none
Icebrand	42	0	0	0	0	0	0	0	Ice	none
Venus Blade	45	0	2	0	2	0	0	0	Fire	[absb]Fire
-----	--	-	-	-	-	-	-	-	----	[half]Water
Pearl Blade	46	0	0	0	0	0	0	0	none	none

Ayvuir Blue	51	0	0	10	0	0	0	2	none	none
Ayvuir Red	62	10	0	0	2	0	0	0	none	none
Adaman Blade	65	15	0	0	0	0	0	0	none	none -
Ebon Blade	84	5	0	0	0	0	0	0	Dark	none -

/Abilities:\

Name	Type	AP to master	learn from
Rush	Action	100	Sweep Blade
Air Render	Action	200	Atmos Blade
Beatdown	Action	200	Shadow Blade
Blitz	Action	200	Sun Blade
Far Fist	Action	200	Kwigon Blade
Wild Swing	Action	200	Ogun Blade
Air Blast	Action	300	Air Blade
Backdraft	Action	300	Flametongue
Doublehand	Support	300	Venus Blade
Fight Combo	Combo	100	Mythril Blade

2.14 Gadgeteer - Knuckles [CLASSGDT]

- Knuckles - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Hard Knuckles	29	0	0	0	0	0	0	1	none	none
Rising Sun	31	0	0	0	0	0	0	1	Fire	none
Mythril Claws	32	0	0	0	0	0	1	1	none	none -
Sick Knuckles	35	0	0	0	0	0	0	1	none	none
Dream Claws	39	0	0	0	0	0	0	1	none	none
Cat Claws	35	0	0	0	2	0	0	1	none	none
Survivor	37	2	0	0	0	0	0	2	none	none
White Fang	39	0	0	0	0	0	0	1	Ice	none
Godhand	39	0	3	0	1	0	0	5	Holy	none
Tiger Fangs	41	0	0	0	0	0	0	2	Lightng	none
Kaiser Knuckles	42	0	0	0	0	0	0	1	none	none
Death Claws	43	0	0	0	0	0	0	1	Dark	none -
Magic Hands	52	0	0	0	0	0	0	1	none	none -
Greasebust	59	0	0	0	0	0	0	1	none	none -

/Abilities:\

Name	Type	AP to master	learn from
Black Ingot	Action	200	Death Claws
Blue Screw	Action	200	White Fang
Chroma Gem	Action	200	Dream Claws
Gold Battery	Action	200	Cat Claws
Green Gear	Action	200	Sick Knuckles
Red Spring	Action	200	Rising Sun
Silver Disc	Action	200	Hard Knuckles
Yellow Spring	Action	200	Survivor
Gadget Combo	Combo	100	Mythril Claws

 2.15 Gladiator - Blades [CLASSGLD]

- Blades - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Materia Blade	17	0	15	10	0	0	0	0	none	none -
Sweep Blade	28	0	0	0	0	0	0	0	none	none
Shadow Blade	32	0	0	0	0	0	0	2	none	none
Mythril Blade	32	0	0	0	0	0	1	0	none	none
Paraiba Blade	33	0	10	0	0	0	0	2	none	none
Atmos Blade	36	0	0	0	0	0	0	0	Lightng	none
Sun Blade	37	0	0	0	2	0	0	0	none	none
Flametongue	38	0	0	0	0	0	0	0	Fire	none
Kwigon Blade	40	3	0	3	0	0	0	0	none	none
Air Blade	40	0	0	0	0	0	0	0	Wind	[null]Wind
Ogun Blade	42	0	2	0	0	0	0	0	none	none
Icebrand	42	0	0	0	0	0	0	0	Ice	none
Venus Blade	45	0	2	0	2	0	0	0	Fire	[absb]Fire
-----	--	-	-	-	-	-	-	-	----	[half]Water
Pearl Blade	46	0	0	0	0	0	0	0	none	none
Ayvuir Blue	51	0	0	10	0	0	0	2	none	none
Ayvuir Red	62	10	0	0	2	0	0	0	none	none
Adaman Blade	65	15	0	0	0	0	0	0	none	none -
Ebon Blade	84	5	0	0	0	0	0	0	Dark	none -

/Abilities:\

Name	Type	AP to master	learn from
Rush	Action	100	Sweep Blade
Beatdown	Action	200	Shadow Blade
Blitz	Action	200	Sun Blade
Bolt Sword	Action	200	Air Blade
Fire Sword	Action	200	Flametongue
Ice Sword	Action	200	Icebrand
Wild Swing	Action	200	Ogun Blade
Doublehand	Support	300	Venus Blade
Fight Combo	Combo	100	Mythril Blade

 2.16 Gunner - Guns [CLASSGUN]

- Guns - 1-handed, WAtt/Range weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Aiot Gun	27	0	0	0	0	0	0	0	none	Range: 8
Silver Cannon	31	0	0	0	0	0	0	0	none	Range: 7
Lost Gun	31	0	0	0	0	0	0	0	none	Range: 8
Riot Gun	31	0	0	0	0	0	0	0	none	Range: 8
Mythril Gun	32	0	0	0	0	0	1	0	none	Range: 8
Chaos Rifle	33	0	0	0	0	0	0	0	none	Range: 8
Peacemaker	33	0	0	0	0	0	0	0	none	Range: 8

Giot Gun	37	0	0	0	0	0	0	0	0	none	Range: 8
Longbarrel	39	0	0	0	0	0	0	0	0	none	Range: 8
Outsider	41	0	0	0	0	0	0	0	0	none	Range: 9
Blindsnipe	47	0	0	0	0	0	0	0	0	none	Range: 8 -
Calling Gun	59	0	0	0	0	0	0	0	0	none	Range: 8 -

/Abilities:\

Name	Type	AP to master	learn from
Blindshot	Action	100	Silver Cannon
Boltshot	Action	100	Riot Gun
Fireshot	Action	100	Aiot Gun
Iceshot	Action	100	Giot Gun
Confushot	Action	200	Chaos Rifle
Silentshot	Action	200	Lost Gun
Charmshot	Action	300	Peacemaker
Stopshot	Action	300	Outsider
Concentrate	Support	300	Longbarrel
Gun Combo	Combo	100	Mythril Gun

2.17 Hunter - Greatbows [CLASSHNT]

- Greatbows - 2-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Seventh Heaven	15	0	0	0	0	0	0	5	Holy	Range: 5 -
Ranger Bow	23	0	0	0	0	0	0	0	Earth	Range: 5
Windsplash Bow	25	0	0	0	0	0	0	2	Wind	Range: 5
Cranequin	29	0	0	0	0	0	0	0	none	Range: 5
Twin Bow	31	0	0	0	0	0	0	0	none	Range: 5
Fey Bow	31	0	0	0	0	0	0	2	Wind	Range: 6 -
Mythril Shot	32	0	0	0	0	0	1	0	none	Range: 5
Hunt Bow	33	0	0	0	0	0	0	0	none	Range: 5
Hades Bow	33	0	0	0	0	0	0	0	Dark	Range: 5
Nike Bow	37	5	0	0	0	0	0	0	Lightng	Range: 5
Marduk Bow	39	0	0	0	0	0	0	0	none	Range: 7
Master Bow	41	0	0	0	0	0	0	2	none	Range: 5 -
Arbalest	42	0	0	0	0	0	0	0	Earth	Range: 7 -
Gastra Bow	51	0	0	0	0	0	0	0	none	Range: 7
Max's Oathbow	61	0	2	0	0	0	0	0	Dark	Range: 6 -

/Abilities:\

Name	Type	AP to master	learn from
Advice	Action	100	Twin Bow
Capture	Action	200	Ranger Bow
Oust	Action	200	Windsplash Bow
Sonic Boom	Action	200	Cranequin
Addle	Action	300	Master Bow
Aim: Vitals	Action	300	Fey Bow
Hunting	Action	300	Hunt Bow
Sidewinder	Action	300	Hades Bow
Ultima Shot	Action	999	Seventh Heaven

Weapon Atk+	Support	300	Nike Bow	
Hunt Combo	Combo	100	Mythril Shot	
+-----+-----+-----+-----+				

2.18 Illusionist - Rods [CLASSILU]

- Rods - 1-handed, MPow weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Stardust Rod	29	5	0	0	0	0	0	0	none	none -
Rod	18	0	2	0	0	0	0	0	none	none
Firewheel Rod	21	0	2	0	0	0	0	0	Fire	none
Sleet Rod	21	0	2	0	0	0	0	0	Ice	none
Thunder Rod	21	0	2	0	0	0	0	0	Lightng	none
Terre Rod	23	0	2	0	0	0	0	0	Earth	[enhn]Earth
Chill Rod	27	0	2	0	0	0	0	0	Ice	[enhn]Ice -
Flame Rod	27	0	2	0	0	0	0	0	Fire	[enhn]Fire -
Thor Rod	27	0	2	0	0	0	0	0	Lightng	[enhn]Lightning
Mythril Rod	32	0	2	0	0	0	1	0	none	none
Princess Rod	35	5	2	5	0	0	0	0	none	[enhn]Wind &
-----	--	-	-	-	-	-	-	-	----	Earth & Water
Force Rod	25	0	5	0	0	0	0	0	none	none
Sapere Aude*	18	2	5	2	2	1	1	2	none	MPow growth
Heretic Rod	31	0	20	0	0	0	0	0	Dark	none

*Sapere Aude:

Each time you get this weapon, insted of adding another MPow grows by 1

/Abilities:\

Name	Type	AP to master	learn from
Freezeblink	Action	100	Sleet Rod
Prominence	Action	100	Firewheel Rod
Tempest	Action	100	Thunder Rod
Soil Evidence	Action	200	Terre Rod
Wild Tornado	Action	200	Thor Rod
Deluge	Action	300	Chill Rod
Star Cross	Action	300	Princess Rod
Stardust	Action	300	Stardust Rod
Spell Combo	Combo	100	Mythril Rod

2.19 Juggler - Knives [CLASSJGL]

- Knives - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Jack Knife	22	0	0	0	0	0	0	1	none	none
Scramasax	29	0	0	0	0	0	0	1	none	none
Kris Knife	30	0	0	5	0	0	0	1	none	none
Jambiya	31	0	2	0	0	0	0	1	none	none

Rondell Dagger	33	0	0	0	0	0	0	1	none	[null]Immobilize
-----	--	-	-	-	-	-	-	-	----	[null]Disable
Kard	35	0	0	0	0	0	0	2	none	none
Tiptaptwo	35	0	0	9	15	0	0	0	none	none -
Khukuri	37	0	0	0	2	0	0	1	none	none
Tonberrian	37	0	0	0	10	0	0	0	none	none
Zorlin Shape	38	0	0	0	1	0	0	1	none	none
Sword Breaker	39	0	0	0	0	0	0	2	none	none
Cinquedea	57	0	0	0	5	0	0	2	none	none
Orichalcum	60	0	2	0	0	0	0	1	none	none

/Abilities:\

Name	Type	AP to master	learn from
Gil Toss	Action	100	Jack Knife
Hurl	Action	100	Kris Knife
Ball	Action	200	Scramasax
Ring	Action	200	Rondell Dagger
Dagger	Action	300	Jambiya
Firebomb	Action	300	Khukuri
Smile	Action	300	Orichalcum

2.20 Mog Knight - Blades [CLASSMOG]

- Blades - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Materia Blade	17	0	15	10	0	0	0	0	none	none -
Sweep Blade	28	0	0	0	0	0	0	0	none	none
Shadow Blade	32	0	0	0	0	0	0	2	none	none
Mythril Blade	32	0	0	0	0	0	1	0	none	none
Paraiba Blade	33	0	10	0	0	0	0	2	none	none
Atmos Blade	36	0	0	0	0	0	0	0	Lightng	none
Sun Blade	37	0	0	0	2	0	0	0	none	none
Flametongue	38	0	0	0	0	0	0	0	Fire	none
Kwigoon Blade	40	3	0	3	0	0	0	0	none	none
Air Blade	40	0	0	0	0	0	0	0	Wind	[null]Wind
Ogun Blade	42	0	2	0	0	0	0	0	none	none
Icebrand	42	0	0	0	0	0	0	0	Ice	none
Venus Blade	45	0	2	0	2	0	0	0	Fire	[absb]Fire
-----	--	-	-	-	-	-	-	-	----	[half]Water
Pearl Blade	46	0	0	0	0	0	0	0	none	none
Ayvuir Blue	51	0	0	10	0	0	0	2	none	none
Ayvuir Red	62	10	0	0	2	0	0	0	none	none
Adaman Blade	65	15	0	0	0	0	0	0	none	none -
Ebon Blade	84	5	0	0	0	0	0	0	Dark	none -

/Abilities:\

Name	Type	AP to master	learn from
Mog Attack	Action	100	Flametongue
Mog Guard	Action	200	Kwigoon Blade
Mog Lance	Action	200	Atmos Blade

Mog Rush	Action	200	Shadow Blade	
Mog Aid	Action	300	Icebrand	
Mog Peek	Action	300	Paraiba Blade	
Mog Shield	Action	300	Pearl Blade	
Ultima Charge	Action	999	Materia Blade	
Fight Combo	Combo	100	Mythril Blade	
+-----+-----+-----+-----+				

2.21 Morpher - Souls [CLASSMOR]

- Souls - 1-handed, Watt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Mythril Soul	32	0	2	0	0	0	1	0	none	none
Goblin Soul	32	0	2	0	0	0	0	1	none	[half]Ice -
Flan Soul	34	10	2	0	0	0	0	0	none	[half]Lightning
Bomb Soul	36	0	2	0	0	0	0	0	Fire	[half]Fire
Panther Soul	39	0	2	0	0	0	0	2	none	[null]Berserk -
Bug Soul	39	2	2	0	0	0	0	0	Earth	[null]Dark
Lamia Soul	41	0	2	0	0	0	0	0	Water	[null]Sleep
Dragon Soul	43	5	2	0	0	0	0	0	none	[absb]Earth
Eye Soul	45	0	2	0	0	0	0	0	Dark	[null]Doom
Malboro Soul	47	0	2	2	0	0	0	0	none	[null]Poison
Dread Soul	49	0	2	0	0	0	0	0	none	none -
Rukavi Soul	67	0	2	0	0	0	0	0	none	none -

/Abilities:\

Name	Type	AP to master	learn from
Bomb	Action	200	Bomb Soul
Bug	Action	200	Bug Soul
Dragon	Action	200	Dragon Soul
Flan	Action	200	Flan Soul
Floateye	Action	200	Eye Soul
Goblin	Action	200	Goblin Soul
Lamia	Action	200	Lamia Soul
Malboro	Action	200	Malboro Soul
Panther	Action	200	Panther Soul
Morph Combo	Combo	100	Mythril Soul

2.22 Ninja - Katanas [CLASSNIN]

- Katanas - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Zanmato	22	0	2	0	0	0	0	0	none	none -
Ninja Knife	31	0	0	0	0	0	0	0	none	none
Murasame	31	0	0	0	0	0	0	0	Water	none
Mythril Epee	32	0	0	0	0	0	1	0	none	none
Ashura	33	0	0	0	0	0	0	0	Fire	none

Petalchaser	34	0	0	0	0	0	0	0	none	none
Osafune	35	5	0	0	0	0	0	0	none	none
Kotetsu	37	0	0	0	0	0	0	0	none	none
Heaven's Cloud	39	0	0	5	0	0	0	0	Holy	[absb]Holy
Kikuichimonji	40	0	0	5	0	0	0	0	none	none
Nosada	42	0	0	0	0	0	0	0	none	none
Charfire	47	0	0	0	2	0	0	0	none	none
Silkmoon	55	0	0	0	0	0	0	2	none	none -
Masamune	65	0	0	0	0	0	0	0	none	none -
Masamune 100	79	0	5	0	0	0	0	0	none	none -

/Abilities:\

Name	Type	AP to master	learn from
Throw	Action	100	Ninja Knife
Earth Veil	Action	200	Osafune
Fire Veil	Action	200	Ashura
Metal Veil	Action	200	Kikuichimonji
Water Veil	Action	200	Murasame
Wood Veil	Action	200	Kotetsu
Oblivion	Action	300	Masamune
Unspell	Action	300	Heaven's Cloud
Double Sword	Support	999	Nosada
Ninja Combo	Combo	100	Mythril Epee

2.23 Paladin - Knightswords&Greatswords [CLASSPAL]

- Knightswords - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Mythril Brand	32	0	0	0	0	0	1	0	none	none -
Apocalypse	32	0	0	0	0	0	0	0	Dark	none
Sequence*	32	2	5	2	2	1	1	2	none	WAtt growth
Lionheart	34	2	0	1	0	0	0	0	none	none
Ragnarok	36	0	5	0	0	0	0	0	none	none
Defender	37	0	0	0	0	0	0	0	none	none
SaveTheQueen	45	3	0	3	0	0	0	5	Holy	[enhn]Holy
Lohengrin	46	0	0	0	0	0	0	0	none	none
Excalibur	47	0	2	0	1	0	0	5	Holy	[enhn]Holy
-----	--	-	-	-	-	-	-	-	----	[absb]Holy
Arch Sword	48	0	0	0	0	0	0	0	none	none
Nagrarak	75	0	0	0	6	1	0	0	none	none -
Excalibur2	87	0	3	0	4	0	0	5	none	none -

*Sequence:

Each time you get this weapon, insted of adding another WAtt grows by 1

- Greatswords - 2-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Barong	30	0	0	0	0	0	0	0	none	none
Ancient Sword	32	0	0	0	0	0	0	0	none	[null]Petrify

Diamond sword	32	0	0	0	0	0	0	0	none	[null]Slow -
Vigilante	37	0	0	0	0	0	0	0	none	[null]Confusion
Hardedge	42	0	0	0	0	0	0	0	none	[null]Doom
Iceprism	45	0	0	0	0	0	0	0	Ice	[null]Fire/Ice -
Oblige	48	0	0	0	0	0	0	0	none	[null]Charm -
Zankplus	49	0	0	0	0	0	0	0	none	[null]Poison -
Lurebreaker	51	0	0	0	0	0	0	0	none	[null]Sleep -
Master Sword	59	0	0	0	0	0	0	0	none	[null]KO -

/Abilities:\

Name	Type	AP to master	learn from
Nurse	Action	100	Defender
Cover	Action	200	SaveTheQueen
Defense	Action	200	Lionheart
Drop Weapon	Action	200	Ragnarok
Parley	Action	200	Barong
Subdue	Action	200	Ancient Sword
Holy Blade	Action	300	Excalibur
Saint Cross	Action	300	Arch Sword
Knight Combo	Combo	100	Mythril Brand

2.24 Red Mage - Rapiers

[CLASSRED]

- Rapiers - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jump	Evd	ELEMENT	SPECIAL-EFFECTS
Stinger	25	0	0	0	2	0	0	0	none	none
Fleuret	27	0	0	0	2	0	0	0	none	none
Scarlette	27	0	2	0	2	0	0	0	Fire	none
Estoc	32	0	0	0	2	0	0	0	none	none
Mythril Rapier	32	0	0	0	2	0	1	0	none	none
Madu	33	0	0	0	2	0	0	0	none	none -
Mage Masher	34	0	5	10	2	0	0	0	none	none
Djinn Flyssa	34	0	2	0	2	0	0	2	Wind	[enhn]Wind
-----	--	-	-	-	-	-	-	-	----	[null]Wind
Silver Rapier	35	0	0	0	2	0	0	0	none	none
Flamberge	35	5	0	0	2	0	0	0	none	none
Colichemarde	36	0	0	0	2	0	0	0	none	[null]Berserk
Joyeuse	37	0	0	5	2	0	0	0	none	none
Epeprism	37	0	0	0	2	0	1	0	none	[half]Holy/Dark -
Gupti Aga	38	0	0	0	2	0	0	0	none	none
Diabolique	41	0	0	5	2	0	0	0	Dark	[null]Dark -
Aerial Hole	43	0	8	0	2	0	0	0	Wind	none
Last Letter	45	0	0	0	2	0	0	3	none	none
Femme Fatale	49	0	0	0	2	0	0	0	none	[null]Doom -

/Abilities:\

Name	Type	AP to master	learn from
Blizzard	Action	100	Flamberge
Cure	Action	100	Fleuret
Fire	Action	100	Scarlette

Poison	Action	100	Silver Rapier	
Thunder	Action	100	Stinger	
Sleep	Action	200	Estoc	
Barrier	Action	300	Mage Masher	
Doublecast	Action	999	Madu	
Magic Pow+	Support	300	Colichemarde	
Red Combo	Combo	100	Mythril Rapier	
+-----+-----+-----+-----+				

2.25 Sage - Maces [CLASSSSAG]

- Maces - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Zeus Mace	15	0	5	5	0	0	0	0	none	none -
Energy Mace	29	0	2	5	0	0	0	0	none	none
Battle Mace	31	0	0	0	0	0	0	0	none	none
Sage Crosier	31	0	8	8	0	0	0	0	none	none
Mythril Mace	32	0	2	5	0	0	1	0	none	none
Morning Star	33	0	2	5	0	0	0	0	none	none
Druid Mace	33	0	3	5	0	0	0	0	none	none
Life Crosier	35	0	2	10	0	0	0	0	none	none
Lotus Mace	37	0	2	5	0	0	0	0	Fire	[enhn]Fire
Mandragora	37	0	2	5	0	0	0	0	Earth	[absb]Earth -
-----	--	-	-	-	-	-	-	-	-----	[null]Poison -
Vesper	39	0	2	5	0	0	0	0	none	none
Cactus Stick	62	0	2	5	0	0	0	0	none	none

/Abilities:\

Name	Type	AP to master	learn from
Blind	Action	100	Druid Mace
Drain	Action	100	Energy Mace
Aero	Action	200	Battle Mace
Water	Action	200	Battle Mace
Bio	Action	300	Mandragora
Giga Flare	Action	300	Lotus Mace
Raise	Action	300	Life Crosier
Ultima Blow	Action	999	Zeus Mace
Wise Combo	Combo	100	Mythril Mace
+-----+-----+-----+-----+			

2.26 Sniper - Greatbows [CLASSSSNP]

- Greatbows - 2-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Seventh Heaven	15	0	0	0	0	0	0	5	Holy	Range: 5 -
Ranger Bow	23	0	0	0	0	0	0	0	Earth	Range: 5
Windslash Bow	25	0	0	0	0	0	0	2	Wind	Range: 5

Cranequin	29	0	0	0	0	0	0	0	none	Range: 5
Twin Bow	31	0	0	0	0	0	0	0	none	Range: 5
Fey Bow	31	0	0	0	0	0	0	2	Wind	Range: 6 -
Mythril Shot	32	0	0	0	0	0	1	0	none	Range: 5
Hunt Bow	33	0	0	0	0	0	0	0	none	Range: 5
Hades Bow	33	0	0	0	0	0	0	0	Dark	Range: 5
Nike Bow	37	5	0	0	0	0	0	0	Lightng	Range: 5
Marduk Bow	39	0	0	0	0	0	0	0	none	Range: 7
Master Bow	41	0	0	0	0	0	0	2	none	Range: 5 -
Arbalest	42	0	0	0	0	0	0	0	Earth	Range: 7 -
Gastra Bow	51	0	0	0	0	0	0	0	none	Range: 7
Max's Oathbow	61	0	2	0	0	0	0	0	Dark	Range: 6 -

/Abilities:\

Name	Type	AP to master	learn from
Conceal	Action	100	Windsplash Bow
Aim: Wallet	Action	200	Hunt Bow
Beso Toxic	Action	200	Cranequin
Aim: Armor	Action	300	Fey Bow
Aim: Weapon	Action	300	Master Bow
Doom Archer	Action	300	Max's Oathbow
Death Sickel	Action	300	Hades Bow
Doubleshot	Action	300	Twin Bow
Sniper Combo	Combo	100	Mythril Shot

2.27 Soldier - Sword & Greatswords [CLASSSLD]

- Swords - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Blood Sword	18	0	0	0	0	0	0	0	none	Drain's HP
Shortsword	25	0	0	0	0	0	0	0	none	none
Onion Sword	29	5	0	5	0	0	0	10	none	none
Silver Sword	30	0	0	0	2	0	0	2	none	none
Mythril Sword	32	0	0	0	0	0	1	0	none	none
Victor Sword	33	10	0	10	0	0	0	0	none	none
Buster Sword	35	5	0	0	0	0	0	0	none	none
Gale Sword	36	0	0	0	1	0	0	0	Wind	none
Vitanova	38	0	2	0	0	0	0	2	Holy	[absb]Holy
Burglar Sword	39	0	0	0	0	0	0	0	none	none
Restorer	40	0	5	5	0	0	0	0	none	none
Laglace Sword	41	0	5	0	0	0	0	0	Ice	none
Chirirjiraden	65	0	0	0	0	0	0	0	none	none

- Greatswords - 2-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Barong	30	0	0	0	0	0	0	0	none	none
Ancient Sword	32	0	0	0	0	0	0	0	none	[null]Petrify
Diamond sword	32	0	0	0	0	0	0	0	none	[null]Slow -
Vigilante	37	0	0	0	0	0	0	0	none	[null]Confusion
Hardedge	42	0	0	0	0	0	0	0	none	[null]Doom

Iceprism	45	0	0	0	0	0	0	0	0	Ice	[null]Fire/Ice -
Oblige	48	0	0	0	0	0	0	0	0	none	[null]Charm -
Zankplus	49	0	0	0	0	0	0	0	0	none	[null]Poison -
Lurebreaker	51	0	0	0	0	0	0	0	0	none	[null]Sleep -
Master Sword	59	0	0	0	0	0	0	0	0	none	[null]KO -

/Abilities:\

Name	Type	AP to master	learn from
First Aid	Action	100	Shortsword
Magicbreak	Action	200	Ancient Sword
Mindbreak	Action	200	Buster Sword
Powerbreak	Action	200	Barong
Speedbreak	Action	200	Silver Sword
Mug	Action	300	Diamond Sword
Provoke	Action	300	Blood Sword
Sensor	Action	300	Burglar Sword
Monkey Grip	Support	300	Vigilante
Combat Combo	Combo	100	Mythril Sword

2.28 Summoner - Staves [CLASSSUM]

- Staves - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
White Staff	19	0	0	5	0	0	0	0	none	Hit cures Doom
Guard Staff	21	5	0	5	0	0	0	0	none	none
Judge Staff	21	0	3	5	0	0	0	0	Lightng	none
Pure Staff	23	0	0	5	0	0	0	0	none	none
Bless Staff	23	0	0	5	0	0	0	0	none	none
Spring Staff	28	0	0	5	0	0	0	0	Water	[null]Water
Snake Staff	29	0	0	5	0	0	0	0	none	[null]Petrify
Cure Staff	29	0	0	5	0	0	0	0	none	Hit heals HP
Garnet Staff	31	5	0	5	0	0	0	0	none	none
Cheer Staff	32	0	0	5	0	0	0	2	none	none
Mythril Staff	32	0	0	5	0	0	1	0	none	none
Nirvana Staff	34	0	0	10	0	0	0	0	Holy	none -
Dream Watcher	43	0	10	15	0	0	0	0	none	none -
Power Staff	45	6	0	5	0	0	0	0	none	none -

/Abilities:\

Name	Type	AP to master	learn from
Carbuncle	Action	200	Garnet Staff
Ifrit	Action	200	Guard Staff
Kirirn	Action	200	Cure Staff
Madeen	Action	200	Cheer Staff
Ramuh	Action	200	Judge Staff
Shiva	Action	200	Snake Staff
Unicorn	Action	200	Pure Staff
Phoenix	Action	300	Nirvana Staff
Summon Combo	Combo	100	Mythril Staff

 2.29 Templar - Knightswords & Spears [CLASSTEM]

- Knightswords & - 1-handed, WAtt weak -> strong
 - Spears -

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jump	Evd	ELEMENT	SPECIAL-EFFECTS
Javelin	31	0	0	0	0	0	0	0	none	Pierce: 2
Mythril Brand	32	0	0	0	0	0	1	0	none	none -
Mythril Spear	32	0	0	0	0	0	2	0	none	Pierce: 2 -
Apocalypse	32	0	0	0	0	0	0	0	Dark	none
Sequence*	32	2	5	2	2	1	1	2	none	WAtt growth
Lava Spear	33	0	0	0	0	0	0	0	Fire	Pierce: 2
Lionheart	34	2	0	1	0	0	0	0	none	none
Ice Lance	35	0	0	0	0	0	0	0	Ice	Pierce: 2
Ragnarok	36	0	5	0	0	0	0	0	none	none
Defender	37	0	0	0	0	0	0	0	none	none
Gae Bolg	39	0	0	0	0	0	0	0	Lightng	Pierce: 2
Partisan	42	0	0	0	0	0	1	0	none	Pierce: 2
Dragon Whisker	45	0	0	0	0	0	1	0	none	Pierce: 2
SaveTheQueen	45	3	0	3	0	0	0	5	Holy	[enhn]Holy
Lohengrin	46	0	0	0	0	0	0	0	none	none
Kain's Lance	47	0	0	0	0	0	1	0	none	Pierce: 2
Excalibur	47	0	2	0	1	0	0	5	Holy	[enhn]Holy
-----	--	-	-	-	-	-	-	-	----	[absb]Holy
Arch Sword	48	0	0	0	0	0	0	0	none	none
Trident	50	0	2	0	0	0	1	0	none	Pierce: 2
Beastspear	51	10	0	0	0	0	0	0	none	Pierce: 2
Bangaa Spike	53	5	2	5	0	0	0	0	none	Pierce: 2
Odin Lance	55	0	0	0	0	0	0	0	none	Pierce: 2 -
Nagrarak	75	0	0	0	6	1	0	0	none	none -
Excalibur2	87	0	3	0	4	0	0	5	none	none -

*Sequence:

Each time you get this weapon, insted of adding another WAtt grows by 1

 /Abilities:\

Name	Type	AP to master	learn from
Cheer	Action	100	Partisan
Rasp	Action	100	Apocalypse
Astra	Action	200	SaveTheQueen
Haste	Action	200	Lohengrin
Lifebreak	Action	300	Kain's Lance
Silence	Action	300	Ragnarok
Soul Sphere	Action	300	Arch Sword
Warcry	Action	300	Javelin
Weapon Atk+	Support	300	Trident
Sacred Combo	Combo	100	Mythril Brand

 2.30 Thief - Knives [CLASSTHF]

- Knives - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Jack Knife	22	0	0	0	0	0	0	1	none	none
Scramasax	29	0	0	0	0	0	0	1	none	none
Kris Knife	30	0	0	5	0	0	0	1	none	none
Jambiya	31	0	2	0	0	0	0	1	none	none
Mythril Knife	32	0	0	0	0	0	1	1	none	none
Rondell Dagger	33	0	0	0	0	0	0	1	none	[null]Immobilize
-----	--	-	-	-	-	-	-	-	----	[null]Disable
Kard	35	0	0	0	0	0	0	2	none	none
Tiptaptwo	35	0	0	9	15	0	0	0	none	none -
Khukuri	37	0	0	0	2	0	0	1	none	none
Tonberrian	37	0	0	0	10	0	0	0	none	none
Zorlin Shape	38	0	0	0	1	0	0	1	none	none
Sword Breaker	39	0	0	0	0	0	0	2	none	none
Cinquedea	57	0	0	0	5	0	0	2	none	none
Orichalcum	60	0	2	0	0	0	0	1	none	none

/Abilities:\

Name	Type	AP to master	learn from
Steel: EXP	Action	100	Khukuri
Steel: Gil	Action	100	Jack Knife
Steal: JP	Action	200	Orichalcum
Steal: Shield	Action	200	Scramasax
Steal: Ability	Action	300	Cinqueda
Steal: Access.	Action	300	Jambiya
Steal: Armor	Action	300	Rondell Dagger
Steal: Helm	Action	300	Kard
Steal: Weapon	Action	300	Sword Breaker
Thief Combo	Combo	100	Mythril Knife

2.31 Time Mage - Rod [CLASSTIM]

- Rods - 1-handed, MPow weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Stardust Rod	29	5	0	0	0	0	0	0	none	none -
Rod	18	0	2	0	0	0	0	0	none	none
Firewheel Rod	21	0	2	0	0	0	0	0	Fire	none
Sleet Rod	21	0	2	0	0	0	0	0	Ice	none
Thunder Rod	21	0	2	0	0	0	0	0	Lightng	none
Terre Rod	23	0	2	0	0	0	0	0	Earth	[enhn]Earth
Chill Rod	27	0	2	0	0	0	0	0	Ice	[enhn]Ice -
Flame Rod	27	0	2	0	0	0	0	0	Fire	[enhn]Fire -
Thor Rod	27	0	2	0	0	0	0	0	Lightng	[enhn]Lightning
Mythril Rod	32	0	2	0	0	0	1	0	none	none
Princess Rod	35	5	2	5	0	0	0	0	none	[enhn]Wind &
-----	--	-	-	-	-	-	-	-	----	Earth & Water
Force Rod	25	0	5	0	0	0	0	0	none	none
Sapere Aude*	18	2	5	2	2	1	1	2	none	MPow growth

Heretic Rod 31 0 20 0 0 0 0 0 0 Dark none

*Sapere Aude:

Each time you get this weapon, insted of adding another MPow grows by 1

/Abilities:\

Name	Type	AP to master	learn from
Quarter	Action	200	Force Rod
Haste	Action	200	Firewheel Rod
Silence	Action	200	Sleet Rod
Slow	Action	200	Terre Rod
Demi	Action	300	Stardust Rod
Quicken	Action	300	Thor Rod
Reflect	Action	300	Thunder Rod
Stop	Action	300	Chill Rod
Time Combo	Combo	300	Mythril Rod

2.32 Warrior - Swords & Broadswords [CLASSWAR]

- Swords - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Blood Sword	18	0	0	0	0	0	0	0	none	Drain's HP
Shortsword	25	0	0	0	0	0	0	0	none	none
Onion Sword	29	5	0	5	0	0	0	10	none	none
Silver Sword	30	0	0	0	2	0	0	2	none	none
Mythril Sword	32	0	0	0	0	0	1	0	none	none
Victor Sword	33	10	0	10	0	0	0	0	none	none
Buster Sword	35	5	0	0	0	0	0	0	none	none
Gale Sword	36	0	0	0	1	0	0	0	Wind	none
Vitanova	38	0	2	0	0	0	0	2	Holy	[absb]Holy
Burglar Sword	39	0	0	0	0	0	0	0	none	none
Restorer	40	0	5	5	0	0	0	0	none	none
Laglace Sword	41	0	5	0	0	0	0	0	Ice	none
Chirirjiraden	65	0	0	0	0	0	0	0	none	none

- Broadswords - 2-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Falchion	27	5	0	0	0	0	0	0	none	none
Samson Sword	32	5	0	0	0	0	0	0	Earth	none
Striborg	33	5	0	0	0	0	0	0	none	none
Predator	37	5	0	0	0	0	0	0	none	none
Vajra	45	5	0	5	0	0	0	0	Lightng	[enhn]Lightning
Tabarise	47	5	0	0	2	0	0	2	none	none -
El Cid Sword	47	10	0	0	0	0	0	0	none	none
Claymore	49	5	0	0	0	0	0	0	none	none
Beastsword	50	5	0	0	0	0	0	0	none	none -
Rhomphia	57	5	0	0	0	0	0	0	none	none -
Eclipse	76	5	5	0	0	0	0	0	none	none -
Estreledge	77	5	0	5	0	0	0	0	none	none -

/Abilities:\

Name	Type	AP to master	learn from
Shortsword	Action	100	First Aid
Magicbreak	Action	200	Falchion
Mindbreak	Action	200	Buster Sword
Powerbreak	Action	200	Samson Sword
Speedbreak	Action	200	Silver Sword
Body Slam	Action	300	Striborg
Downsize	Action	300	Restorer
Greased Bolt	Action	300	Gale Sword
Monkey Grip	Support	300	Claymore
Combat Combo	Combo	100	Mythril Sword

 2.33 White Mage - Staves [CLASSWHT]

- Staves - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
White Staff	19	0	0	5	0	0	0	0	none	Hit cures Doom
Guard Staff	21	5	0	5	0	0	0	0	none	none
Judge Staff	21	0	3	5	0	0	0	0	Lightng	none
Pure Staff	23	0	0	5	0	0	0	0	none	none
Bless Staff	23	0	0	5	0	0	0	0	none	none
Spring Staff	28	0	0	5	0	0	0	0	Water	[null]Water
Snake Staff	29	0	0	5	0	0	0	0	none	[null]Petrify
Cure Staff	29	0	0	5	0	0	0	0	none	Hit heals HP
Garnet Staff	31	5	0	5	0	0	0	0	none	none
Cheer Staff	32	0	0	5	0	0	0	2	none	none
Mythril Staff	32	0	0	5	0	0	1	0	none	none
Nirvana Staff	34	0	0	10	0	0	0	0	Holy	none -
Dream Watcher	43	0	10	15	0	0	0	0	none	none -
Power Staff	45	6	0	5	0	0	0	0	none	none -

/Abilities:\

Name	Type	AP to master	learn from
Cure	Action	100	White Staff
Protect	Action	100	Guard Staff
Shell	Action	100	Judge Staff
Auto-Life	Action	200	Cheer Staff
Esuna	Action	200	Pure Staff
Cura	Action	200	Cure Staff
Life	Action	200	Bless Staff
Curaga	Action	300	Spring Staff
Full-Life	Action	300	Nirvana Staff
White Combo	Action	100	Mythril Staff

 2.34 White Monk - Knuckles [CLASSMNK]

- Knuckles - 1-handed, WAtt weak -> strong

Name	WAtt	WDef	MPow	MRes	Spd	Mov	Jmp	Evd	ELEMENT	SPECIAL-EFFECTS
Hard Knuckles	29	0	0	0	0	0	0	1	none	none
Rising Sun	31	0	0	0	0	0	0	1	Fire	none
Mythril Claws	32	0	0	0	0	0	1	1	none	none -
Sick Knuckles	35	0	0	0	0	0	0	1	none	none
Dream Claws	39	0	0	0	0	0	0	1	none	none
Cat Claws	35	0	0	0	2	0	0	1	none	none
Survivor	37	2	0	0	0	0	0	2	none	none
White Fang	39	0	0	0	0	0	0	1	Ice	none
Godhand	39	0	3	0	1	0	0	5	Holy	none
Tiger Fangs	41	0	0	0	0	0	0	2	Lightng	none
Kaiser Knuckles	42	0	0	0	0	0	0	1	none	none
Death Claws	43	0	0	0	0	0	0	1	Dark	none -
Magic Hands	52	0	0	0	0	0	0	1	none	none -
Greasebust	59	0	0	0	0	0	0	1	none	none -

/Abilities:\

Name	Type	AP to master	learn from
Whirlwind	Action	100	Hard Knuckles
Air Render	Action	200	Kaiser Knuckles
Chakra	Action	200	Cat Claws
Earth Render	Action	200	Tinger Fangs
Far Fist	Action	200	Godhand
Holy Sign	Action	200	White Fang
Exorcise	Action	300	Rising Sun
Revive	Action	300	Survivor
Monk Combo	Combo	100	Mythril Claws

- 3. Where to find... -

Because I often get asked where to find certain weapons I will add a listing containing the places/missions where you can find them,

BUT I NEED YOUR HELP!

I don't have the time to search for all those weapons so I need YOU to mail me the specifications. I'll add what I can as a start but many things will be missing. They will be listed with a certain place and/or "Mission Name". Thanks for your help in advance!!!

INFO

Some missions have not a certain item, but an item class/type (such as a low-level sword) as reward. Josh Bauer spend his precious free time in writing down these "Mission Sets", so the credit for those sets is his and his alone.

Mission Sets:

Mission Set 1:

- Chocobo Help!
- Materite
- Swords in Cyril
- Lutia Pass (Help dispatch)
- Giza Plains
- Girl in Love

Mission Set 2:

- Metal Hunt
- Wormhole
- Seeking Silver
- The Nubswood (Help dispatch)
- Eluut Sands

Mission Set 3:

- Into the Wood
- Sprohm Meet
- Malboro Hunt
- Magic Cloth
- Aisenfield (Help dispatch)
- Roda Vulcano

Mission Set 4:

- Battle Tourney
- Prison Break
- Water City
- One More Tail
- A Barren Land

Mission Set 5:

- Mage Tourney
- For a Flower
- Dig Dig Dig
- Jeraw Sands (Help dispatch)
- Uladon Bog
- Nargai Cave

Mission Set 6:

- Swimming Meet
- Chocobo Work
- Cadoan Meet
- Ruins Survey
- Magic Vellum
- Gotor Sands (Help dispatch)
- The Salikawood

Mission Set 7:

- Clan League
- Mirage Tower
- Gulug Ghost

Rewards:

Set 1: Barong, Burglar Sword, Wizard Hat, Blaze Robe, Battle Boots, Falchion, Atmos Blade, Kaiser Knuckles, Fortune Ring, Pure Staff, Char Bow, Javelin, Kris Knife, Ninja Knife, Conch Shell, Ice Shield, Silver Rapier, Buster Sword, Thunder Rod, Firewheel Rod

Set 2: Flametongue, Thunder Robe, Black Quena, Cross Helm, Djinn Flyssa, Gale Sword, Lava Spear, Samson Sword, Diamond Armor, Magic Ring, Kotetsu, Spiked Boots, Shamshir, Cat Claws, Terre Rod, Sleet Rod, Bless Staff, Thorn Bow, Ancient Sword, Khukuri

Set 3: Artemis Bow, Diamond Sword, Partisan, Twin Bow, Opal Armor, Blood Sword, Gaia Gear, Flurry Robe, Kikuichimonji, Survivor, Force Rod, Predator, Flame Shield, Lost Gun, Cure Staff, Morning Star, Gold Hairpin, Thief Armlets, Joyeuse, Defender

Set 4: Sword Breaker, Kain's Lance, Heal Chime, Chill Rod, Nosada, Arch Sword, Cheer Staff, Nike Bow, Tiger Fangs, Lotus Mace, Gupti Aga, Perseus Bow, Claymore, Harpe, Pearl Blade, Longbarrel, Germinas, Mirage Vest, Light Robe, Dragon Mail

Set 5: Spring Staff, Colichemarde, Aona Flute, Hades Bow, Zorlin Shape, Giot Gun, Target Bow, Life Crosier, El Cid Sword, Vitanova, Vigilante, Petalchaser, SaveTheQueen, Godhand, Thor Rod, Black RObe, Mirror Mail, Ninja Gear, Feather Boots, Thief Hat

Set 6: Mandragora, Yoichi Bow, Fey Bow, Fairy Harp, Air Blade, Peacemaker,

Flame Rod, Rondell Dagger, White Fangs, Mage Masher, Lohengrin,
Snake Staff, Restorer, Heaven's Cloud, Hardedge, Red Boots,
Carabini Mail, White Robe, Diamond Helm, Minerva Plate

Set 7: Blood Strings, Orichalcum, Death Claws, Nirvana Staff, Masamune,
Venus Blade, Trident, Epeprism, Excalibur, Scorpion Tail, Master Bow,
Outsider, Stardust Rod, Scarab, Bone Plate, Aegis Shield, Sacri Shield,
Maximillian, Lordly Robe, Fairy Shoes

All Mythril weapons are either rewards from random
encounters or can be found in Nono's shop.

3.01 Swords 1-handed (SLD/WAR/DRG) [FINDSWRD]

Name	Where to get	
Shortsword	Shop	
Silver Sword	Shop	
Buster Sword	Shop (later in story); "Snow In Lutia"; ~Set 1	-
Burglar Sword	Shop (later in story); ~Set 1	-
Gale Sword	"Newbie Hall"; ~Set 2	-
Blood Sword	~Set 3; Clan-Skill Combat 5	-
Restorer	"A Worthy Eye"; ~Set 6	
Vitanova	?	
Mythril Sword	?	
Victor Sword	"Swords of Cyril"	-
Onion Sword	"~Newbie Hall"	
Chirirjiraden	"Challengers?" (after placing Delia Dunes)	-
Laglace Sword	"Frosty Mage"	-

3.02 Blades 1-handed (FGT/GLD/MOG) [FINDBLDE]

Name	Where to get	
Sweep Blade	Shop	
Shadow Blade	Shop (later in story)	
Sun Blade	Shop (later in story)	
Atmos Blade	Shop (later in story); "Wanted! (025)"; ~Set 1	-
Flametongue	Shop (later in story); "Staring Eyes"; ~Set 2	-
Air Blade	Shop (later in story); ~Set 6	-
Icebrand	Shop (later in story)	
Kwicon Blade	Shop (later in story)	-
Ogun Blade	Shop (later in story)	
Pearl Blade	"Present Day" (Steal from Mog Knight); ~Set 4	-
Paraiba Blade	Shop (later in story)	
Venus Blade	"Fabled Sword", "Den of Evil"; ~Set 7	-
Materia Blade	"Present Day Part 1" (Steal from Mog Knight)	-
Mythril Blade	?	
Ebon Blade	"The Dark Blade"	-
Adaman Blade	"Blade & Turtle"	-
Ayvuir Red	"Salika Keep" (4th gaol mission)	-
Ayvuir Blue	"Twin Swords" (needed to unlock Gaol story)	-

3.03 Sabers 1-handed (BLU) [FINDSABR]

Name	Where to get	
Blue Saber	Shop (later in story)	
Mythril Saber	?	
Shamshir	Shop (later in story); "An Education"; ~Set 2	-
Aqua Saber	Shop (later in story)	
Harpe	"Hidden Vein"	-
Manganese	Steal from: Gertei Band's or Clan Hound's Blue Mage (hidden)	-
Tulwar	?	
Soulsaber	"Voodoo Doll"	

3.04 Knightswords 1-handed (PAL/TEM/DEF) [FINDKSWD]

Name	Where to get	
Defender	Shop (later in story); ~Set 3	-
Apocalypse	Shop (later in story)	
Lionheart	Shop (later in story)	
Ragnarok	Shop (later in story)	
Lohengrin	Shop (later in story); "My Mission"; ~Set 6	-
SaveTheQueen	Steal from Llednar, ~Set 5	-
Arch Sword	"Faceless Dolls"; ~Set 4	-
Excalibur	"Shady Deals"; ~Set 7	-
Mythril Brand	?	
Excalibur2	"Hero Blade" (after finishing Story)	-
Nagrarak	"Valuable Fake"	-
Sequence	"Battle Tourney" (Bervenja Palace)	

3.05 Greatswords 2-handed (SLD/PAL) [FINDGSWD]

Name	Where to get	
Barong	Shop; "Twisted Flow"; ~Set 1	-
Ancient Sword	Shop (later in story); "Earthly Colors"; ~Set 2	-
Diamond sword	~Set 3; Steal from: Paladin in "The Redwings"	-
Hardedge	"Inspiration"; Clan-Skill Craft 5; ~Set 6	-
Vigilante	~Set 5; Steal from: Guard Patrol's Paladin	-
Zankplus	"Weaver's War"	
Master Sword	"Fabled Sword"	-
Oblige	"Come On Out"	
Iceprism	Give 'Cyril Ice' to the fairy before the fight in the	-
-----	mission "snow fairy"	
Lurebreaker	"Refurbishing"	

3.06 Broadswords 2-handed (WAR/DEF) [FINDBSWD]

Name	Where to get
------	--------------

Samson Sword	Shop (later in story); "You, Immortal"; ~Set 2	-
Falchion	Shop; "The Cheetahs"; ~Set 1	-
Predator	Shop (later in story); ~Set 3	-
Striborg	Shop (later in story)	-
El Cid Sword	Clan-Skill Smithing 15; ~Set 5	-
Claymore	"Mirage Town"; ~Set 4	-
Vajra	Steal from: Brass Dragoon's Defender	-
Tabarise	"Stone Secret"	-
Rhomphia	"Food For Truth"	-
Beastsword	"Alba Cave"	-
Eclipse	Clan-Skill Smithing 40	-
Estreledge	Shop (after beating game)	-

3.07 Knives 1-handed (THF/JGL) [FINDKNFE]

Name	Where to get	
Jack Knife	Shop	
Kris Knife	Shop (later in story); ~Set 1	-
Khukuri	Shop (later in story); "A Challenge"; ~Set 2	-
Kard	Shop (later in story)	
Scramasax	Shop	
Rondell Dagger	Shop (later in story); ~Set 6	-
Jambiya	Shop	
Zorlin Shape	Steal from: Ramble Band's Thief	-
Sword Breaker	"The Well Maze"; ~Set 4	-
Orichalcum	Clan-Skill Negotiate 20; ~Set 7	-
Cinquedea	Clan-Skill Negotiate 30	
Mythril Knife	?	
Tonberrian	"Wanted!" (one of them); "The Performer"	-
Tiptaptwo	Shop (later in story)	-

3.08 Rapiers 1-handed (FEN/RED/EMT) [FINDRAPR]

Name	Where to get	
Stinger	Shop	
Estoc	Shop (later in story)	
Fleuret	Shop	
Scarlette	Shop	
Flamberge	Shop (later in story)	-
Silver Rapier	"Frosty Mage"; "A Challenge"; ~Set 1	-
Djinn Flyssa	"Frozen Spring"; ~Set 2	-
Joyeuse	~Set 3; Steal from: Elemental in "Materite Now!"	-
Mage Masher	Shop (later in story); "My Mission"; ~Set 6	-
Colichemarde	Clan-Skill Negotiate 20, ~Set 5	-
Gupti Aga	~Set 4; Steal from: Tubola Bandit's Red Mage,	-
-----	Clan League Brown Rabbit's Fencer	-
Madu	Clan-Skill Negotiate 40, "Materite Now!" (Steal/Red Mage)	-
Epeprism	~Set 7	-
Mythril Rapier	?	
Last Letter	"Cursed Bride"	-
Femme Fatale	"Mortal Snow" (equipped to Ritz when she joins you)	
-----	"Over The Hill" (Steal from Ritz)	

Aerial Hole	"One More Time"	-
Diabolique	Steal in "Ritz's Letter"/"Ezel's Letter"/"Cid's Letter"	-
-----	(linked missions)	-

3.09 Katanas 1-handed (NIN/ASN) [FINDKTNA]

Name	Where to get	
Ninja Knife	Shop (later in story); ~Set 1	-
Murasame	Shop (later in story)	
Ashura	Shop (later in story)	
Osafune	Shop (later in story)	
Petalchaser	Clan-Skill Smiting 10; ~Set 5	-
-----	Steal from: Ninja of Clan Belmia, Gaja Band, Ramble Band	-
Kotetsu	Shop (later in story); "Flesh & Bones"; "Twisted Flow";	
-----	"Down To Earth"; ~Set 2	-
Kikuichimonji	Shop (later in story); ~Set 3	-
Heaven's Cloud	Shop (later in story); ~Set 6	-
Nosada	"Materite Now!"; "Good Bread"; ~Set 4	-
Masamune	~Set 7; Steal from: Assassin in "Materite Now!"/"Royal Valley"	
-----	"Free Muskadet"; Muskadet Shop later in game	-
Zanmato	Steal from: Clan Belima's Assassin	-
Mythril Epee	?	
Masamune 100	"The Fey Blade" (after finishing the game)	-
Charfire	"Spring Tree"	-
Silkmoon	"Sword Stuff"	-

3.10 Staves 1-handed (WHT/BIS/SUM) [FINDSTFF]

Name	Where to get	
White Staff	Shop	
Guard Staff	Shop	
Judge Staff	Shop	
Cure Staff	Shop (later in story); ~Set 3	
Pure Staff	Shop (later in story); ~Set 1	-
Bless Staff	Shop (later in story); "Diary Dilemma"; ~Set 2	-
Snake Staff	~Set 6; Steal from: White Mage in "Den of Evil"	-
Spring Staff	~Set 5; Clan-Skill Magic 10	-
Garnet Staff	Shop (later in story)	
Cheer Staff	~Set 4; Steal from: Blue Geniuses White Mage	-
-----	Brwon Rabbits Summoner	-
Nirvana Staff	"Seven Nights"; ~Set 7	-
Mythril Staff	?	
Power Staff	"Who Am I?"	-
Dream Watcher	Clan-Skill Magic 50	-

3.11 Rods 1-handed (BLK/TIM/ILU) [FINDRODS]

Name	Where to get
------	--------------

Rod	Shop	
Firewheel Rod	Shop (later in story); "Thesis Hunt"; ~Set 1	-
Thunder Rod	Shop (later in story); "Dueling Sub"; ~Set 1	-
Sleet Rod	Shop (later in story); "Newbie Hall"; "Voodoo Doll"; ~Set 2	-
Terre Rod	Shop (later in story); "Watching You"; ~Set 2	-
Force Rod	Shop (later in story); ~Set 3	-
Flame Rod	"Inspiration"; ~Set 6	-
Thor Rod	"Coo's Break"; "Dark Armor"; "Clocktower"; ~Set 5	-
Chill Rod	"Frosty Mage" (hidden/steal from Black Mage); ~Set 4	-
Stardust Rod	~Set 7; Steal from: Time Mage, Blue Geniuses Clan League	-
Princess Rod	Shop (later in story)	-
Mythril Rod	?	
Heretic Rod	"Flan Breakout!"	-
Sapere Aude	"Mage Tourney"	

3.12 Maces 1-handed (ALC/SAG) [FINDMACE]

Name	Where to get	
Battle Mace	Shop (later in story)	
Energy Mace	Shop (later in story)	
Druid Mace	Shop (later in story)	
Sage Crosier	Shop (later in story)	
Morning Star	~Set 3; Steal from: Alchemist in "Golden Clock"	-
Mandragora	"Weaver's War", "A Worthy Eye"; ~Set 6	-
Life Crosier	"Present Day" (Steal from Alchemist); ~Set 5	-
Lotus Mace	"With Babus" (equipped to Babus when he joins you); ~Set 4	-
Scorpion Tail	"Present Day" (hidden/steal from Alchemist); ~Set 7	-
Zeus Mace	?	
Mythril Mace	?	
Cactus Stick	Clan-Skill Magic 40	-
Vesper	"Staring Eyes"	

3.13 Bows 2-handed (ARC) [FINDBOWS]

Name	Where to get	
Longbow	Shop	
Char Bow	Shop; "Wanted! (027)"; ~Set 1	-
Thorn Bow	Shop; "A Lost Ring"; "Spirited Boy"; "Come On Out"; ~Set 2	-
Nail Bow	Shop (later in story)	
Silver Bow	Shop (later in story)	
Artemis Bow	"My Mission"; ~Set 3	-
Yoichi Bow	~Set 6; Steal from: Yellow Powerz Archer	-
Target Bow	"Soldier's Wish"; ~Set 5	-
Perseus Bow	~Set 4	-
Mythril Bow	?	
Crescent Bow	"Reaper Rumors"	-
Malbow	"Carrot!"	-

3.14 Greatbows 2-handed (HNT/ASN/SNP) [FINDGBOW]

Name	Where to get	
Windsplash Bow	Shop (later in story)	
Ranger Bow	Shop (later in story)	-
Cranequin	Shop (later in story)	
Twin Bow	Shop (later in story); ~Set 3	-
Hunt Bow	Muskadet Shop (later); Steal from: Gertai Band's Sniper	-
Fey Bow	~Set 6; Steal from: Assassin in "Clan League"	-
Hades Bow	"Clocktower"; ~Set 5; Steal from: Gertai Band's Assassin	-
----- ---	Ramble Band's Assassin	-
Nike Bow	~Set 4; Steal from: Doned Faction's Sniper	-
Master Bow	~Set 7; Steal from: Tubola Bandits Hunter,	-
----- ---	Jagd Emissaries Sniper	-
Max's Oathbow	"The Brown Rabbits"-Clanfight (Steal from Sniper)	-
Seventh Heaven	"Maiden's Cry" (equipped to Shara when she joins you)	
----- -----	"Over The Hill" (Steal from Shara); Baguba Prot Shop (later)	-
Mythril Shot	?	
Marduk Bow	"Dog Days"	-
Arbalest	"Good Bread"	-
Gastra Bow	?	

3.15 Spears 1-handed (DRG/TEM) [FINDSPER]

Name	Where to get	
Javelin	Shop (later); "Fire! Fire!"; "White Flowers"; ~Set 1	-
Lava Spear	Shop (later); "Village Hunt"; "Clan Roundup"; ~Set 2	-
---- -----	"Refurbishing"	
Gae Bolg	Shop (later in story)	
Ice Lance	Shop (later in story)	
Partisan	Shop (later in story); ~Set 3	-
Kain's Lance	~Set 4	-
Trident	~Set 7; Clan-Skill Combat 25; Steal from: Dragoon in	-
-----	"A Dragon's Aid"	-
Dragon Whisker	Shop (later in story)	
Mythril Spear	?	
Odin Lance	"Stormy Night"	-
Beastspear	"S.O.S."	-
Bangaa Spike	"Sword Needed"	-

3.16 Instruments 1-handed (BST/ANM) [FINDINMT]

Name	Where to get	
Demon Bell	Shop	
Glass Bell	Shop	
War Trumpet	Shop	
Conch Shell	Shop (later in story); ~Set 1	
Earth Bell	Shop (later in story)	
Black Quena	Shop (later in story); "Oh Milese"; ~Set 2	-
Satyr Flute	Shop (later in story)	
Fairy Harp	~Set 6	-
Aona Flute	"Materite Now!"; ~Set 5	-

Heal Chime	"Mirage Town"; ~Set 4	-
Blood Strings	~Set 7; Clan-Skill Craft 25	-
Mythril Bell	?	
Dark Fiddle	"Mistrel Song"	-
Fell Castanets	"El Ritmo"	-

3.17 Knuckles 1-handed (MNK/GDT) [FINDKNKL]

Name	Where to get	
Hard Knuckles	Shop	
Rising Sun	Shop	
Sick Knuckles	Shop (later in story)	
Dream Claws	Shop (later in story)	
Kaiser Knuckles	Shop (later in story), ~Set 1	-
Cat Claws	"Goblin Town"; "Oasis Frogs"; ~Set 2	-
Survivor	Steal from Animist of Clan Banisa (hidden); ~Set 3	-
White Fangs	~Set 6; Clan-Skill Gather 20	-
Godhand	~Set 5; Steal from: White Monk in "Desert Patrol"	-
Tiger Fangs	~Set 4; Clan-Skill Gather 25	-
Death Claws	"To Father"; ~Set 7	-
Mythril Claws	?	
Greasebust	Clan-Skill Gather 40	-
Magic Hands	"Her Big Move"	

3.18 Souls 1-handed (MOR) [FINDSOUL]

Name	Where to get	
Goblin Soul	Capture Goblin	
Flan Soul	Capture Flan	
Bomb Soul	Capture Bomb	
Dragon Soul	Capture Dragonkin	
Lamia Soul	Capture Lamia	
Bug Soul	Capture Antlion/Jawbreaker	
Panther Soul	Capture Panther	
Malboro Soul	Capture Malboro	
Eye Soul	Capture Floateye	
Mythril Soul	?	
Dread Soul	"Last Stand"	-
Rukavi Soul	"Free Brevenia!" (mission is only available once!)	-

3.19 Guns 1-handed (GUN) [FINDGUNS]

Name	Where to get	
Aiot Gun	Shop	
Silver Cannon	Shop (later in story)	
Riot Gun	Shop (later in story)	
Chaos Rifle	Shop (later in story)	
Lost Gun	"Alba Cave"; ~Set 3	-
Peacemaker	~Set 6; Steal from: White Kupos Clan League Gunner	-

Giot Gun	~Set 5; Clan-Skill Appraise 15	-
Longbarrel	Shop (later in story); ~Set 4	-
Outsider	"Ghosts of War"; ~Set 7; Steal from: White Kupos CL Gunner	-
Mythril Gun	?	
Blindsnipe	"Gun Crazy"	-
Calling Gun	"Beastly Gun"	-

- 4. Version history -

Version 0.7:

Created this FAQ, still weapons missing

Version 0.7b:

- Added Artemis Bow
- Added Cinquedeia
- Added Pearl Blade
- Added Vajra
- Added Eye Soul
- Added Cheer Staff
- Added Gastra Bow
- Added Bangaa Spike
- Added Outsider
- Added Claymore
- Added Zorlin Shape
- Reworked FAQ (only 80 characters per line)

Version 0.8:

- Added Hunt Bow
- Added Manganese
- Added Lost Gun
- Added Panther Soul -NOT VERIFIED-
- Added Masamune -NOT VERIFIED-
- Added Materia Blade -NOT VERIFIED-
- Added Mythril Blade
- Added Ebon Blade -NOT VERIFIED-
- Added Adaman Blade -NOT VERIFIED-
- Added Mythril Saber
- Added Mythril Brand -NOT VERIFIED-
- Added Excalibur2 -NOT VERIFIED-
- Added Nagrarok -NOT VERIFIED-
- Added Sequence
- Added Madu -NOT VERIFIED-
- Added Epeprism -NOT VERIFIED-
- Added Mythril Rapier
- Added Diabolique -NOT VERIFIED-
- Added Femme Fatale -NOT VERIFIED-
- Added Mythril Knife
- Added Tiptaptwo -NOT VERIFIED-
- Added Tabarise -NOT VERIFIED-
- Added Rhomphia -NOT VERIFIED-

- Added Beastsword -NOT VERIFIED-
- Added Eclipse -NOT VERIFIED-
- Added Estreledge -NOT VERIFIED-
- Added Diamond sword -NOT VERIFIED-
- Added Zankplus -NOT VERIFIED-
- Added Master Sword -NOT VERIFIED-
- Added Oblige -NOT VERIFIED-
- Added Iceprism -NOT VERIFIED-
- Added Lurebreaker -NOT VERIFIED-
- Corrected minor errors
- Added "Weapons by class" - NOT COMPLETED & REWORKED!!! -

Version 0.9:

- Added Calling Gun -NOT VERIFIED-
- Minor changes & corrections
- Reworked and completed "Weapons by class"

Version 1.0:

- Added Tulwar -NOT VERIFIED-
- Added Masamune 100 -NOT VERIFIED-
- Added Silkmoon -NOT VERIFIED-
- Added Dream Watcher -NOT VERIFIED-
- Added Chill Rod -NOT VERIFIED-
- Added Mythril Bow -NOT VERIFIED-
- Added Malbow -NOT VERIFIED-
- Added Fey Bow -NOT VERIFIED-
- Added Arbalest -NOT VERIFIED-
- Added Fairy Harp -NOT VERIFIED-
- Added Odin Lance -NOT VERIFIED-
- Added Fell Castanets -NOT VERIFIED-
- Added Mythril Bell -NOT VERIFIED-
- Added Dark Fiddle -NOT VERIFIED-
- Added Mythril Claws -NOT VERIFIED-
- Added Magic Hands -NOT VERIFIED-
- Added Mythril Soul
- Added Dread Soul -NOT VERIFIED-
- Added Rukavi Soul -NOT VERIFIED-
- Added Blindsnipe -NOT VERIFIED-
- Many (minor) changes & corrections

Version 1.1:

- Added Mythril Staff
- Minor changes & corrections

Version 1.2:

- Added Zeus Mace -NOT VERIFIED-
- Minor changes & corrections
- Added "Where to find..."

Version 1.3:

- Added locations for
 - ~ Lurebreaker
 - ~ Excalibur - NOT VERIFIED-
 - ~ Avuir Red - NOT VERIFIED-
 - ~ Cinqueda
 - ~ Avuir Blue - NOT VERIFIED-
 - ~ Sword Breaker
 - ~ Tonnberian - NOT VERIFIED-
 - ~ Femme Fatale
 - ~ Sapere Aude
 - ~ Lotus Mace - NOT VERIFIED-
 - ~ Seventh Heaven
 - ~ Beastspear - NOT VERIFIED-
 - ~ Materia Blade - NOT VERIFIED-
 - ~ Sequence
 - ~ Nagrarok - NOT VERIFIED-
 - ~ Odin Lance - NOT VERIFIED-
- Minor changes & corrections

Version 1.3b:

- Added locations for
 - ~ Chirijiraden - NOT VERIFIED-
 - ~ Excalibur 2 - NOT VERIFIED-

Version 1.4:

- Minor changes & corrections
- Verified some items
- Added locations for

~ Thunder Rod	~ Silver Rapier	~ Falchion	~ Soulsaber
~ Buster Sword	~ Barong	~ Terre Rod	~ Sleet Rod
~ Char Bow	~ Kotetsu	~ Lava Spear	~ Djinn Flyssa
~ Silver Rapier	~ Thorn Bow	~ Ancient Sword	~ Bless Staff
~ Javelin	~ Kris Knife	~ Flametongue	~ Samson Sword
~ Firewheel Rod	~ Onion Sword	~ Vesper	~ Shamshir
~ Ninja Knife	~ Gale Sword	~ Khukuri	~ Oblige
~ Burglar Sword	~ Cat Claws	~ Atmos Blade	~ Black Quena
~ Colichemarde	~ Hardedge		
- Corrected location for Avuir Red & Blue

Version 1.5:

- Minor changes & corrections
- Verified some items
- Sapere Aude & Sequence stat growth explanation added
- Added locations for

~ Zankplus	~ Mandragora	~ Lohengrin	~ Sword Breaker
~ Nirvana Staff	~ Claymore	~ Flame Rod	~ Outsider
~ Excalibur	~ Seventh Heaven	~ Femme Fatal	~ Fell Castanets
~ Silkmoon	~ Madu	~ Iceprism	~ Venus Blade
~ Master Sword			

Version 1.6:

- Minor changes & corrections

- Added locations for
 - ~ Dark Fiddle ~ Tabarise ~ Bangaa Spike ~ Calling Gun
 - ~ Magic Hands ~ Marduk Bow ~ Arbalest ~ Beastsword

Version 1.7:

- Added locations for
 - ~ Madu ~ Lost Gun ~ Mandragora ~ Aerial Hole
 - ~ El Cid Sword ~ Rhomphia ~ Malbow ~ Ebon Blade
 - ~ Blindsnipe

Version 1.8:

- Added locations for
 - ~ Flamberge ~ Victor Sword ~ Ranger Bow ~ Kwigon Blade
 - ~ Princess Rod ~ Orichalcum ~ Tiptaptwo ~ SaveTheQueen
 - ~ Chill Rod ~ Max's Oathbow ~ Scorpion Tail ~ Longbarrel
 - ~ Survivor ~ Pearl Blade ~ Life Crossier

Version 1.9:

- Minor corrections
- Added "Mission Sets" for weapon locations
- Added locations for
 - ~ too many to list...

- 5. Credits / Thanks -

Created by EraDKtor

Greatings to all who know me ;)

Special Greatings to

ThreeMonkeys, Dark Guardian, TechnikMaster, agestee, lazyone
Everyone from the "Combined Operations [Mark]" Guild in Guild Wars

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- 6. Copyrights / Last Words -

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Last Words:

- 0.7: I hate disclaimers - always sounding so negative...
Well this is my first FAQ, I hope you have some use for it...
There is still stuff missing in here so don't be shy and send me some mails!
- 0.7b: I hope the rework didn't screw anything up...
anyhow: Happy Easter! 'cause that's today!
- 0.8: So many new weapons... I have to rework part 2, and it was almost finished :(...well I'm working on it and I hope that I will finish it soon (I NEED MORE TIME!)
- 0.9: At last - Part 2 is finished... I need a vacation ;)
- 1.0: Found the time to add some stuff, this FAQ should contain the most weapons now - time for a 1.0, I can make a patch if something is missing ;)
I also corrected many errors! (thanks Dark Socko)
- 1.2: Since I often get asked where to find certain weapons I will add this feature in this version. Unluckily I don't have much time for playing

anymore. I hate people who start (great) FAQs and stop updating them when they are half finished - so I will keep updating as long as I have something to write in.

- 1.3: Looks like some people still play this game... I will gladly add any new content in my spare free time. See you in the next update...
- 1.3b: Well, not much to add this time... Since I don't get any (well almost) mails about my FAQ I just have to take the time and play the game once more. Else this FAQ will NEVER be complete...
- 1.4: Finally! Took the time to start a new game. I were already able to add many new locations but many are still missing - especially from high level weapons... Some missions seem to have a random item as reward so it's quite hard to say what you can get where.
Since this stupid JSP-Project for school ate up my free time this update dosen't contain as much as it should have.
Happy Easter again! (Has it already been a year?)
- 1.5: Added a bunch of locations and the "stat growth mystery" is finally solved. Case closed. Next update will be coming soon (I hope...).
- 1.6: Since kikodude sends me quite a lot of mails the versions advance a bit faster now. Thanks alot kikodude. On a related matter, my school project is finally done so I should have time again to play myself and verfiy some items and add locations.
- 1.7: Another update. YAY! It has been some time, but mails have been seldom and I don't want to make an update for every single mail. Thanks to everyone who send me locations. Also added a new website, make shure to check it out. I deleted 2 others which seem to be offline (Webmasters: Mail me if your address has changed or your website went offline!).
- 1.8: Sorry it took me so long, but here is the next update for my FAQ. It's not dead :)
- 1.9: Again another update after a very long time... Added quite a lot this time thanks to a few contributions.

If you have any ideas, additions, corrections, declarations of war and wild, uncontrolled insults mail me!