

Dissidia: Final Fantasy FAQ/Walkthrough

by Blitzler135

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Dissidia: Final Fantasy

Version 1.0

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	Introduction	[INTRO01]	
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Dissidia: Final fantasy is hopefully the first game of many which involves many characters of the Final Fantasy universe, with a hero and villian from each of the games from I up to X, and also has a character from XI and XII.

o=====o

	Legal	[INTRO02]	
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www.supercheats.com
Www.Gamefaqs.com

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	Controls	[INTRO03]	
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The controls shown here are taken directly from the instruction manual that comes with the game, and is further explained in the tutorial/prologue.

- L Button: Switch menu items
 - Lock/Unlock target
- R Button: Switch menu items
 - Scan mode
 - Block

R + Square: Activate EX Mode (when EX Gauge is full)

R + X: Dodge

R + Circle: Summon

D-Pad: Select menu items
Move player piece
Control camera

Analog stick: Move character

HOME button: Quit game

SELECT button: Switch between customization sets
Reset camera position

Triangle button: Customize
Customize
Quickmove

Square button: Read letter/
Show calendar
Skill
HP attack

Circle button: Cancel
Bravery attacks

X button: Confirm
Confirm
Jump/Recovery/
Escape banish trap/
Chase (when shown on-screen)/
Dodge chase attack

o=====o
| Walkthrough [WLKTH01]|
o=====o

Completing the story mode will let you advance through the game and will open up more content that will often have unknown requirements. After completing the prologue you will unlock the rest of the story mode, which upon completing will unlock more content.

o=====o
| Prologue [PRLOG01]|
o=====o

The prologue is the only tutorial that you will get in the game. It shows you how to move around the chess-like stages, which is based on an 8x5 area. When you move from your home spot, you will use up 1 DP (which stands for Destiny Point). When you move about the map your enemies will not move with you, which means that you can plan ahead on what you're going to do.

However, just because the pieces don't move, it doesn't mean that they won't be aggressive. You can tell if an enemy is aggressive or not because an aggressive opponent will be red. If the piece is aggressive then they will attack you, forcing you into a battle. If you're surrounded your enemies will become aggressive, which is a great way to save on DP.

```
o=====o
|Stage 1|
o=====o
```

```
[ ][ ][ ][ ][ ]
[S][ ][ ][ ][ ][G]
[ ][ ][ ][ ][ ]
```

```
o====o
|Key|
o====o
```

```
S = Start
G = Goal
```

```
DP start = 1
```

```
DP end = 0
```

On this stage, the only piece that you will see is the Stigma of Chaos. This is your goal. You need to move over to it and highlight it with your pointer. When you have pressed the X button to interact with it. When you do this, it will shatter and you will move on to the next stage.

```
o=====o
|Stage 2|
o=====o
```

Forces forged of darkness
stand in the warrior's way.

What, then, drives this soulless legion?

```
[ ][ ] [ ][ ]
[S][ ][ ][1][ ][P][G]
[ ][ ] [ ][ ]
```

```
o====o
|Key|
o====o
```

```
S = Start
G = Goal
P = Potion
1 = Enemy: False Hero, Lvl 1
```

```
DP Start = 3
```

```
Dp end = 0
```

On this stage we see our first enemy piece. Remember that these pieces don't have a turn, unlike chess. In this game the only piece that can move is you, the player. This allows us to plan a strategy later on in the game.

The enemy here is just a helmet, which means that this is an easy enemy for where you should be in the game.

On the loading screen of a battle you can see what equipment the enemy is using, which allows you to plan on how to take them on. For this battle all you need to do is attack like you did in the training at the very start

of the game.

When you've won the battle, go forwards and pick up the potion that is in front of you and again, interact with the stigma to destroy it and advance to the next stage.

```
o====o
|Stage 3|
o====o
```

Only those with the courage and
wisdom to know their own strength
can triumph over the greatest of foes...

```
  [ ][ ][ ]
[S][ ][1][ ][C][ ][G]
  [ ][ ][ ]
```

```
o===o
|Key|
o===o
```

S = Start
G = Goal
C = Chest (Broadsword)
1 = Enemy: False hero, Lvl 1 (DP+1)

DP start = 3

DP end = 1-0

OK for this stage we will be introduced to 2 new aspects of the game. The first are skills, which will give you a boost on the field. The first skill that you get is Maser Eye, which will decrease the HP of an opponent by 10%. As you proceed through the story you will obtain more skills.

The second is a DP enemy. DP Enemies will give you DP if you manage to meet their battle objective. In this battle you need to defeat the enemy within 10 seconds.

To do this use O attacks (Bravery) until they have nothing left and then use a [] (HP) attack to finish the Maniquin off. Whatever you do, do not use your EX mode as it will go over the time limit.

After this battle open the chest. The chest contains a Broadsword, which you should equip now by pressing the triangle button and selecting equipment and optimise. After doing so head on to the Stigma and destroy it, advancing to the fourth stage.

```
o====o
|Stage 4|
o====o
```

Battle follows upon battle,
yet the power to overcome
countless foes is within reach...

```
  [1][ ][ ]
[S][ ][ ][ ] [G]
  [2][ ][ ]
```

o===o

|Key|

o===o

S = Start

G = Goal

1 = Enemy: False Hero, Lvl 1 (DP+1)

2 = Enemy: False Hero, Lvl 1 (DP+1)

DP start = 2

DP end = 2-0

If you were able to get the 300 gil reward in the prrevious stage, you will be able to afford some new equipment, but sadly, Warrior of light can't equip any of it.

In this stage you will fight two enemies, which surround you. This will be your first time with an enemy that goes agrrivated on you.

When I played this stage, I personally took on the top enemy [1] first. In this battle make sure to use the EX mode straight away, as your given a full core to start the battle off with, allowing you to get the DP.

In the next battle, again ativate EX burst, but continually use Bravery attacks and you will get a critical hit with in the time limit. After the battles, head to the Stigma and advance to the final stage of the Prologue.

o=====o

|Stage 5|

o=====o

Only those whose will to overcome
all trials never falters may secure
a brighter future...

[][][] [][]

[S][][C][][][B]

[][][] [][]

S = Start

C = Chest (Power Ring)

B = Boss: False Stalwart, Lvl 1

DP start = 2

DP end = 0

Ok so this is the final stage of this part of the story. On all of the final stages you will take part in a boss battle. in some odysseys you will have to fight more than one boss. Thankfully this boss is that tough, in fact, I would say is just as easy as the normal battles.

Open the chest to get a Power Ring which will add 5% to your damage. Equip this in the accessories option on the customisation menu and carry on to the boss.

After deafeating the boss you will have completed the first part of the story. For doing so you will obtain cure as a skill and unlock the Destiny

Odyessys to play and the PP catalogue.

```

o=====o
|                               Destiny Odyessy                               [DSTOD00]|
o=====o

```

Now that we have unlocked the next part of the story line, we have a choice to make. We have to choose which storyline that we want to follow. I will update them in order of difficulty and then I through to X. However they will be ordered I through to X in the guide.

Now for that choice, it might be easier to choose if you know that characters and the villians for each story first.

- Destiny Oddyessy I - Warrior of Light - Garland
- Destiny Oddyessy II - Firion - The Emperour
- Destiny Oddyessy III - Onion Knight - Clod of Darkness
- Destiny Oddyessy IV - Cecil - Golbez
- Destiny Oddyessy V - Bartz - Exdeath
- Destiny Oddyessy VI - Terra - Kefka
- Destiny Oddyessy VII - Cloud - Sephiroth
- Destiny Oddyessy VIII - Squall - Ultimecia
- Destiny Oddyessy IX - Zidane - Kuja
- Destiny Oddyessy X - Tidus - Jecht

```

o=====o
|                               Destiny Odyessy IV                               [DSTOD04]|
o=====o

```

```

|Moonlit Knights|
o=====o
[*]

```

```

o=====o
|As a friend heas dow his destined path, the knight is tested by new bonds|
o=====o

```

Stage Completion Rewards:

DP:	Reward (1st Time):	Reward (2nd Time):
0	100 Gil	10 PP
1	300 Gil	20 PP
2	600 Gil	30 PP
3	1000 Gil	50 PP
4	Bomb (Summon)	80 PP
5	Flame Armor	120 PP
6	Ice Armor	200 PP
7	Rosetta Stone	300 PP

```

o=====o
|Stage 1|
o=====o

```

```

[2][ ][C]
[S][ ][1][ ][ ][4][ ][G]
[3]

```

```

o====o
|Key|

```

o====o

S = Start
1 = Enemy: Delusory Knight, Lvl 1
2 = Enemy: Transient Lion, Lvl 1
C = Chest (Dark Sword)
3 = Enemy: Capricious Thief, Lvl 1 (DP+1)
4 = Enemy: Imaginary Soldier Lvl 1 (DP+1)

DP start = 4

DP end = 3-0

The best way to do this stage is to build up you EX mode and then defeat enemy [3], which gives you 1 DP for getting a critical hit within 10 seconds. Winning this battle should trigger another one with [4], which will also give off a DP, this time for winning with out taking any damage.

While on this stage, make sure that you get the chest on your first play through so that you can get the Cecil Exclusive weapon, Dark Sword.

o====o

|Stage 2|

o====o

Even ties of blood can become frayed,
filling one with uncertainty.
Is it a sin to doubt?

[S][][][1][][P][]
[2] []
[] [s][x][5]
[] []
[C][3][][4][][][G]

S = Start
1 = Enemy: Imitation Liegeman, Lvl 1 (Dp+1)
2 = Enemy: Phantasmal Girl, Lvl 1
P = Potion
3 = Enemy: Delusory Warlock, Lvl 3 (DP+1)
4 = Enemy: Capricious Theif, Lvl 1 (DP+1)
C = Chest (Dark Armour)
G = Goal
s = Summonstone (Carbuncle)

DP Start = 4

DP end = 4-0

The best way to do this stage is to defeat [1] and [2], grab the potion and defeat [5], using the EX mode that you gained from the potion. Then swing back aound to defeat [3] and [4] and grab the Dark Armour out the chest.

Enemy [1] is a DP enemy, in which you need to bravery break within 10 seconds. While Enemy [3] needs to be defeated within 10 seconds, and [4] needs to be defeated without losing any HP.

You will need to come back at a later date so that you can get the summonstone and you also may need to get the DP off [3] when you have a higher bravery.

o=====o
|Stage 3|
o=====o

Light and darkness... Order and chaos...
What must the uncertain knight do to
find the crystal?

[S] [5][][B]
[] []
[1][x][C][P][][E]
[] [4]
[2][][][3][][C][6][s]

o===o
|Key|
o===o

S = Start
1 = Enemy: Transient Lion, Lvl 1 (Dp+1)
2 = Enemy: Counterfeit Youth, Lvl 5 (Drop lock)
3 = Enemy: Counterfeit Wraith, Lvl 1 (DP+1)
4 = Enemy: Ephemeral Vision, Lvl 5 (Gold) (DP+1)
s = Summonstone (Carbuncle AUTO)
C = Chest (Dark Sheild)
E = Elixer
5 = Enemy: Delsory Warlock, Lvl 4 (DP+1)
B = Boss: Exdeath, Lvl 7
P = Potion (Spawn from [5])
6 = Delusory Warlock (Rare) (DP+2)
C = Chest (Rare) (Ylang Ylang)

DP start = 6

DP end = 5(7)-0

Enemy [1] is and easy DP gain, simply defeat it without taking any damage.
Enemy [3] is another easyish gain, which is aquired by winning within 10
seconds of starting the fight. If you can't do it, then come back at a later
time. Grab the Summonstone and equip it. Enemy [4] will give you one DP for
landing a critical hit in the first ten seconds. Enemy [5] will give you an
extra DP if you EX burst in ten seconds of starting the match.

o=====o
|Stage 4|
o=====o

There is no sin in questioning oneself.
Failure, once overcome, bring forth hope—
so long as he continues to move forward...

[][][][C][][5][C]
[] [1] []
[S] [] [][][G]
[] [] [4]
[][2][][3][][][x][C]

S = Start
C = Chest (Dark Helm)
1 = Enemy: Phantasmal Girl, Lv2 (DP+1)

2 = Enemy: Imaginary Soldier, lvl 7 (DP+1)
3 = Enemy: Transient Witch. Lvl 2 (DP+1)
4 = Enemy: Delusory Warlock, Lvl 8
5 = Enemy: Imaginary Champion, Lvl 15 (DP+1)
c = Blue chest (Shell Armour)
G = Goal
C = Chest (Rare) (Rosetta Stone)

DP start = 5

DP end = 5-0

Grab the helm from the chest and defeat [1] getting a BRV break within 10 seconds to gain some DP. Head down and defeat enemies[2] and [3]. [2] must be defeated in 10 seconds and [3] must be defeated without taking damage. I strongly advise against fighting [5] because of its high level, although when you do defeat it you will get a DP.

o=====o
|Stage 5|
o=====o

What must one beset by hesitation and doubt do?
The knight has finally found his answer
and, with it, wields his blade to prove himself.

[C] [4] [P]
[1] [] []
[S][][x][][x][][5][B]
[] [3] [6]
[2] [C] [C]

o====o
|Key|
o====o

S = Start
1 = Enemy: Imitation Liegeman, Lvl 3
C = Chest (Guard Ring)
2 = Enemy: Counterfiet Wraith, Lvl 3 (Drop Lock) (DP+1)
3 = Enemy: Transient Witch, Lvl 9 (Drop Lock) (Dp+1)
4 = Enemy: Ephemeral Vision, Lvl 9 (Gold)
5 = Enemy: Delusory Knight, Lvl 3 (DP+1)
P = Potion
B = Boss: Golbez, Lvl 12
C = Chest: Rosetta Stone (Spawn from [4])
6 = Enemy: Delusory Knight, lvl 27 (Rare) (DP+2)
C = Chest (Rare) (Mythril)

DP start = 6

Dp end = 5(7)-0

Finally, the last stage od this odyessy, and with it the big boss, Golbez.

In this stage you need to defeat everything. Enemy [2] will give you a DP for defeating it with out taking any damage. [3] will also give you a DP if you BRV break within ten seconds. [5] will give you a DP if you win the fight within 10 seconds. Before you battle Golbez, I suggest that you use the potion to get your EX mode ready.

After completeing this DO, you will obtain scan.

```
o=====o
|                               Equipment                               [EQUIP01]|
o=====o
```

Here is a list of the equipment that I have in the shop at each version of the guide.

The table below show the format that I have used for the equipment. When the equipment is exclusive I have changed type to characeter so that you know who can equip it.

```
o=====o
|Name                               |Type                               |Level                               |
o-----o-----o-----o-----o
|Cost                               |Recipe                             |
o-----o-----o-----o-----o
|Stats                               |Effects                             |
o=====o
```

```
o=====o
|                               Weapons                               [EQUIP02]|
o=====o
```

The weapons increase the amount of damage that you do to the bravery of your enemy.

```
o=====o
|                               Swords                               [WEAPN01]|
o=====o
```

```
o=====o
|Broadsword                         |Sword                             |Lvl 1                             |
o-----o-----o-----o-----o
|1000                               |                                   |
o-----o-----o-----o-----o
|Atk +4                             |                                   |
o=====o
```

```
o=====o
|Iron Sword                         |Sword                             |Lvl 9                             |
o-----o-----o-----o-----o
|2000                               |                                   |
o-----o-----o-----o-----o
|Atk +9                             |                                   |
o=====o
```

```
o=====o
|Serpent Sword                     |Sword                             |Lvl 15                            |
o-----o-----o-----o-----o
|3700                               |                                   |
o-----o-----o-----o-----o
|Atk +13                            |                                   |
o=====o
```

```
o=====o
|                               Greatswords                         [WEAPN02]|
o=====o
```

```

=====
|Longsword                |Greatsword    |Lvl 1        |
|-----|-----|-----|
|1830          |                |              |
|-----|-----|-----|
|Atk +5        |                |              |
=====

```

```

=====
|Greatsword                |Greatsword    |Lvl 8        |
|-----|-----|-----|
|2830          |                |              |
|-----|-----|-----|
|Atk +10       |                |              |
=====

```

```

=====
|                |Axe                | [WEAPN03] |
=====

```

```

=====
|Axe                |Axe            |Lvl 1        |
|-----|-----|-----|
|1000          |                |              |
|-----|-----|-----|
|Atk +6        |                |              |
|Def -2        |                |              |
=====

```

```

=====
|Light Axe            |Axe            |Lvl 8        |
|-----|-----|-----|
|2000          |                |              |
|-----|-----|-----|
|Atk +11       |                |              |
|Def -2        |                |              |
=====

```

```

=====
|battle Axe          |Axe            |Lvl 15       |
|-----|-----|-----|
|3700          |                |              |
|-----|-----|-----|
|Atk +15       |                |              |
|Def -2        |                |              |
=====

```

```

=====
|                |Dagger          | [WEAPN04] |
=====

```

```

=====
|Knife                |Dagger         |Lvl 1        |
|-----|-----|-----|
|450          |                |              |
|-----|-----|-----|
|Atk +3        |                |              |
=====

```

```

=====
|                               Katana                               [WEAPN05] |
=====
|Katana                         |Katana                         |Lvl 1                         |
|-----|-----|-----|
|1000                            |                            |                            |
|-----|-----|-----|
|Atk +5                          |                            |                            |
=====

```

```

=====
|                               Spear                               [WEAPN06] |
=====
|Spear                          |Spear                          |Lvl 1                         |
|-----|-----|-----|
|1000                            |                            |                            |
|-----|-----|-----|
|Atk +5                          |                            |                            |
|Def -1                          |                            |                            |
=====

```

```

=====
|                               Rod                               [WEAPN07] |
=====
|Rod                             |Rod                             |Lvl 1                         |
|-----|-----|-----|
|1000                            |                            |                            |
|-----|-----|-----|
|HP +62                          |                            |                            |
|Atk +3                          |                            |                            |
|Def +1                          |                            |                            |
=====

```

```

=====
|                               Staff                               [WEAPN08] |
=====
|Staff                           |Staff                           |Lvl 1                         |
|-----|-----|-----|
|1000                            |                            |                            |
|-----|-----|-----|
|BRV +11                         |                            |                            |
|Atk +3                          |                            |                            |
=====

```

```

=====
|                               Grappling                          [WEAPN09] |
=====
|Leather Gloves                  |Grappling                      |Lvl 1                         |
|-----|-----|-----|

```

|1550 |

o-----o-----o-----o-----o

|BRV +23 |

|Atk +4 |

o=====o

o=====o

| Throwing [WEAPN10] |

o=====o

o=====o

| Instrument [WEAPN11] |

o=====o

o=====o

| Machine [WEAPN12] |

o=====o

o=====o

| Specail [WEAPN13] |

o=====o

o=====o

| Exclusive [WEAPN14] |

o=====o

o=====o-----o-----o-----o

|Dark Sword |Cecil |Lvl 1 |

o-----o-----o-----o

|N/A |

o-----o-----o-----o

|Atk +4 |Power of Darkness (1/3) |

o=====o

o=====o

| Arm [EQUIP03] |

o=====o

Arm based armour increases your defense against Bravery attacks.

o=====o

| Shield [SHELD01] |

o=====o

o=====o-----o-----o-----o

|Buckler |Shield |Lvl 1 |

o-----o-----o-----o

|1000 |

o-----o-----o-----o

|Def +5 |

o=====o

o=====o-----o-----o-----o

|Iron Shield |Shield |Lvl 8 |

o-----o-----o-----o

|2000 |

o-----o-----o-----o

|Def +10 |

o=====o

o=====o-----o-----o-----o

```
|Knight's Shield                |Shield                |Lvl 15                |
O-----O-----O-----O-----O
|3700                          |                      |                      |
O-----O-----O-----O-----O
|Def +14                       |                      |                      |
O=====O
```

```
O=====O
|                                Gauntlet                [SHELD02]|
O=====O
```

```
O-----O-----O-----O-----O
|Hide Armlet                    |Gauntlet              |Lvl 1                  |
O-----O-----O-----O-----O
|1000                          |                      |                      |
O-----O-----O-----O-----O
|BRV +11                       |                      |                      |
|Def +4                        |                      |                      |
O=====O
```

```
O-----O-----O-----O-----O
|Iron Armlet                    |Gauntlet              |Lvl 8                  |
O-----O-----O-----O-----O
|2000                          |                      |                      |
O-----O-----O-----O-----O
|BRV +13                       |                      |                      |
|Def +9                        |                      |                      |
O=====O
```

```
O=====O
|                                Parrying                [SHELD03]|
O=====O
```

```
O-----O-----O-----O-----O
|Kunai                          |Parrying              |Lvl 1                  |
O-----O-----O-----O-----O
|1830                          |                      |                      |
O-----O-----O-----O-----O
|Atk +1                        |                      |                      |
|Def +4                        |                      |                      |
O=====O
```

```
O=====O
|                                Bangle                [SHELD04]|
O=====O
```

```
O-----O-----O-----O-----O
|Bronze Bangle                  |Bangle                |Lvl 1                  |
O-----O-----O-----O-----O
|1000                          |                      |                      |
O-----O-----O-----O-----O
|Atk +1                        |                      |                      |
|Def +4                        |                      |                      |
O=====O
```

```
O=====O
|                                Machine                [SHELD05]|
O=====O
```

```
O=====O
```

| Special [SHELD06] |
o=====o

o=====o
| Exclusive [SHELD07] |
o=====o

o=====o
| Dark Shield | Cecil | Lvl 1 |
o-----o-----o-----o
| N/A | | |
o-----o-----o-----o
| Def +5 | Power of Darkness (1/3) | |
o=====o

o=====o
| Head [Equip04] |
o=====o

Head based armour increase the amount of bravery you have, meaning that you do more damage to the enemies HP.

o=====o
| Helm [HELMT01] |
o=====o

o=====o
| Bronze Helm | Helm | Lvl 1 |
o-----o-----o-----o
| 780 | | |
o-----o-----o-----o
| BRV +25 | | |
| Def +1 | | |
o=====o

o=====o
| Iron Helm | Helm | Lvl 8 |
o-----o-----o-----o
| 1280 | | |
o-----o-----o-----o
| BRV +41 | | |
| Def +1 | | |
o=====o

o=====o
| Knight's Helm | Helm | Lvl 15 |
o-----o-----o-----o
| 2120 | | |
o-----o-----o-----o
| BRV +57 | | |
o=====o

o=====o
| Hat [HELMT02] |
o=====o

o=====o
| Leather Hat | Hat | Lvl 1 |
o-----o-----o-----o
| 500 | | |

-----o-----o-----o-----o-----o
|BRV +48 | | |
=====o=====

=====o=====o=====o=====o=====o
|Plumed Hat |Hat |Lvl 8 |
-----o-----o-----o-----o-----o
|1000 | | |
-----o-----o-----o-----o-----o
|BRV +68 | | |
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=====o=====o=====o=====o=====o
| |Hairpin | [HELMT03] |
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=====o=====o=====o=====o=====o
| |Ribbon | [HELMT04] |
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| |Special | [HELMT05] |
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| |Machine | [HELMT06] |
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| |Exclusive | [HELMT07] |
=====o=====

=====o=====o=====o=====o=====o
|Dark Helm |Cecil |Lvl 1 |
-----o-----o-----o-----o-----o
|N/A | | |
-----o-----o-----o-----o-----o
|BRV +25 |Power of Darkness (1/3) |
|Def +1 | | |
=====o=====

=====o=====o=====o=====o=====o
| |Body | [Equip05] |
=====o=====

Body based armour increases the maximum amount of HP that you have.

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| |Clothing | [ARMOR01] |
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=====o=====o=====o=====o=====o
|Leather Clothing |Clothing |Lvl 1 |
-----o-----o-----o-----o-----o
|400 | | |
-----o-----o-----o-----o-----o
|HP +313 | | |
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| Light Armour [ARMOR02] |

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|Leather Armour |Light Armour |Lvl 1 |

|750 | |

|HP +368 | |

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|Chainmail |Light Armour |Lvl 8 |

|1500 | |

|HP +536 | |

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|Mythril Armour |Light Armour |Lvl 22 |

|4540 |Leather Armour |

| |Mythril |

|HP +872 |Mystic Mythril (1/3) |

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| Heavy Armour [ARMOR03] |

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|Bronze Armour |Heavy Armour |Lvl 1 |

|1200 | |

|HP +428 | |

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|Iron Armour |Heavy Armour |Lvl 8 |

|1950 | |

|HP +610 | |

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=====

|Knight's Armour |Heavy Armour |Lvl 16 |

|3220 | |

|HP +792 | |

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| Robe [ARMOR04] |

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