

Dissidia: Final Fantasy FAQ/Walkthrough

by Blueset

Updated to v2.58 on Jan 21, 2010

Dissidia: Final Fantasy

Version 2.58

By: Fitz (Blueset)

Started: August 23, 2009

Last Updated: January 21, 2010

Email: shawnfitzwater@insightbb.com

Table of Contents

1. Introduction.....	[AA00]
1.I. Legal.....	[AA10]
1.II. Allowed Sites.....	[AA20]
2. Controls.....	[BA00]
3. Walkthrough.....	[CA00]
3.I. Prologue.....	[CA10]
3.II. Destiny Odyssey I.....	[CA20]
3.III. Destiny Odyssey II.....	[CA30]
3.IV. Destiny Odyssey III.....	[CA40]
3.V. Destiny Odyssey IV.....	[CA50]
3.VI. Destiny Odyssey V.....	[CA60]
3.VII. Destiny Odyssey VI.....	[CA70]
3.VIII. Destiny Odyssey VII.....	[CA80]
3.IX. Destiny Odyssey VIII.....	[CA90]
3.X. Destiny Odyssey IX.....	[CAA0]
3.XI. Destiny Odyssey X.....	[CAB0]
3.XII. Shade Impulse.....	[CAC0]
3.XII.i. Chapter 1.....	[CAC1]
3.XII.ii. Chapter 2.....	[CAC2]
3.XII.iii. Chapter 3.....	[CAC3]
3.XII.iv. Chapter 4.....	[CAC4]
3.XII. Distant Glory.....	[CAD0]
3.XII.i. Distant Glory: Cosmos.....	[CAD1]
3.XII.ii. Distant Glory: Chaos.....	[CAD2]
3.XIV. Inward Chaos.....	[CAE0]
4. Character Information.....	[DA00]
4.I. Cosmos.....	[DA10]
4.II. Chaos.....	[DA20]
4.III. Neutral.....	[DA30]
5. Character Skills.....	[EA00]
5.I. Cosmos.....	[EA10]
5.II. Chaos.....	[EA20]
5.III. Neutral.....	[EA30]
6. Character Stats.....	[FA00]
6.I. Cosmos.....	[FA10]
6.II. Chaos.....	[FA20]

6.III. Neutral.....	[FA30]
7. Equipment.....	[GA00]
7.I. Weapon.....	[GA10]
7.I.i. Axe.....	[GA11]
7.I.ii. Dagger.....	[GA12]
7.I.iii. Grappling.....	[GA13]
7.I.iv. Greatsword.....	[GA14]
7.I.v. Katana.....	[GA15]
7.I.vi. Rod.....	[GA16]
7.I.vii. Spear.....	[GA17]
7.I.viii. Staff.....	[GA18]
7.I.ix. Thrown.....	[GA19]
7.I.x. Exclusive.....	[GA1A]
7.I.xi. Special.....	[GA1B]
7.I.xii. Machine.....	[GA1C]
7.I.xiii. Instrument.....	[GA1D]
7.I.xiv. Sword.....	[GA1E]
7.II. Arm.....	[GA20]
7.II.i. Bangle.....	[GA21]
7.II.ii. Gauntlet.....	[GA22]
7.II.iii. Parrying.....	[GA23]
7.II.iv. Shield.....	[GA24]
7.II.v. Special.....	[GA25]
7.II.vi. Machine.....	[GA26]
7.II.vii. Exclusive.....	[GA27]
7.III. Head.....	[GA30]
7.III.i. Hairpin.....	[GA31]
7.III.ii. Hat.....	[GA32]
7.III.iii. Helm.....	[GA33]
7.III.iv. Special.....	[GA34]
7.III.v. Machine.....	[GA35]
7.III.vi. Ribbon.....	[GA36]
7.IV. Body.....	[GA40]
7.IV.i. Clothing.....	[GA41]
7.IV.ii. Light Armor.....	[GA42]
7.IV.iii. Heavy Armor.....	[GA43]
7.IV.iv. Robe.....	[GA44]
7.IV.v. Special.....	[GA45]
7.IV.vi. Machine.....	[GA46]
7.V. Accessory.....	[GA50]
7.V.i. Basic.....	[GA51]
7.V.ii. Booster.....	[GA52]
7.V.iii. Special.....	[GA53]
7.V.iv. Trade.....	[GA54]
7.VI. ETC.....	[GA60]
8. Battlegen.....	[HA00]
9. Accomplishments.....	[IA00]
10. Equipment Combo.....	[JA00]
11. Version History.....	[KA00]
12. Thanks.....	[LA00]
13. FAQ.....	[MA00]

* 1. Introduction [AA00] *

Welcome to the new game from Square Enix, Dissidia: Final Fantasy. This is the first Square Enix game that has all the main hero and villains from all ten main games with special guest characters from XI and XII. These

characters are hidden characters that need to be unlocked in order to be played.

This game is an all out melee of any and every fan favorite and fan dream battles. You can finally see if Squall is stronger than Sephiroth. With every possible battle combination, only you can choose who will win.

I will formally announce that this guide and walkthrough shall only be used at GameFAQs. You must notify me if you wish to use this guide elsewhere other than GameFAQs.

The following sites is the sites allowed to be posted.

GameFAQs.com (For original site posted)
NeoSeeker.com
SuperCheats.com

Also note that this guide is made by the NA Dissidia: Final Fantasy which will be released in stores on Aug 25, 2009. Please do not send me email asking me how I managed to get this. I will never tell and I will never respond.

Due to the fact that this is incomplete, this will be updated with more character skills, information, and additions to the guide to add more sections if need be.

o=====o
| 1.I. Legal [AA10] |
o=====o

The following guide is to be recognized as the work of Blueset (ME!) Any attempt to post this any website without my knowledge and permission will be dealt with by both me and the website that was being posted.

Any website were to get this guide as a submission other than by Blueset shall email me by the email provided here on this guide.

If given permission by me to be submitted, this guide must remain unaltered, unchanged and no ads.

The following content of this guide is, and has been, copyrighted to SQUARE ENIX. Under no condition do I take credit of this game or its content to be my original thought and idea.

o=====o
| 1.II. Allowed Sites [AA20] |
o=====o

I will formally announce that this guide and walkthrough shall only be used at GameFAQs. You must notify me if you wish to use this guide elsewhere other than GameFAQs.

The following sites is the sites allowed to be posted.

GameFAQs.com (For original site posted)
Neoseeker.com
SuperCheats.com

* 2. Controls [BA00] *

The following is directly from the games manual that comes with the game. The controls will also be shown and explained during the tutorial when you start a new game.

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

* 3. Walkthrough [CA00] *

Story Mode lets you advance in the game and opens more options that can be used after you meet the unknown requirements. When completing Prologue, you will unlock the rest of the game of Story Mode and be able to unlock more that before.

Prologue is the only tutorial you will get from the game. It will show you how to move around on a chess-like map on a 8x5 area. When you move around the map, you will use up 1 DP (Destiny Point). Now when you do move about, the enemy will not move on the area. However, that doesn't mean that they can become aggressive.

When a piece becomes aggressive, it will turn red. It will attack when you are near that piece and you are forced into a battle. There will be some fights that you have to retry in order to win.

Stage 1

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

S = Start
G = Goal

DP Start: 1

DP End: 0

In this stage the only piece you will see is the Stigma of Chaos. This is your goal. You need to move next to it and have your pointer on it. Press x to interact with it. When you do it will shatter and you will move on to the next stage.

Stage 2

Forces forged of darkness stand in the warrior's way. What, then, drives this soulless legion?

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

S = Start
G = Goal
P = Potion
1 = Enemy: False Hero Lv.1

DP Start: 3

DP End: 0

This is the first sight of the enemy piece, remember that the enemy does not take turns in this. Only you the player can move. The icon you will see on the enemy will be a helmet. This indicates a Normal Battle.

When fighting an enemy you will see what equipment the enemy has before you

start the fight. This will show you what the enemy has and how you can plan your fight.

Attack and defeat the enemy, take the potion in front of the Stigma to continue onward to the next stage.

Stage 3

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

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

S = Start
G = Goal
C = Chest (Broadsword)
1 = DP Enemy (Normal): False Hero Lv.1 DP +1

DP Start: 3

DP Possible End: 1-0

In this stage, you will learn about skills. The skills you will learn in the beginning of each Odyssey will be different for each character. Also in this stage you will face your first DP Enemy. Each DP Enemy has a requirement that must be met in order to gain the amount of DP they reward.

This DP Enemy must be defeated in 10 seconds in order to gain 1 DP. But do not go EX Mode to win in 10 seconds.

When you open the chest you will gain a Broadsword. By doing so you will unlock the Shop in the Customization window. Right now you don't have enough gil to make the purchases to make your character better right now. Just equip the Broadsword and continue onward to the next stage.

Stage 4

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

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

S = Start
G = Goal
1 = DP Enemy (Normal): False Hero Lv.1 DP +1
2 = DP Enemy (Normal): False Hero Lv.1 DP +1

DP Start: 2

DP Possible End: 2-0

In this stage you are confronted with 2 enemies on both sides. The amount of

DP you can win at the end of this stage is 2-0. Do your best on both.

Stage 5

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

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

S = Start
C = Chest (Power Ring Rank B)
B = Boss: False Stalwart Lv.1

DP Start: 2

DP End: 0

This is the last stage that you will always have a boss on Stage 5. In some Odyssey you will fight multiple bosses in one Odyssey. But this boss fight will be easy, so don't worry too much.

From here on out, I will only give advice on opponents and boss that will be trouble for anyone.

o=====o
| 3.II. Destiny Odyssey I [CA20] |
o=====o

[The Guiding Light]
Believing in an end, the warrior faces the darkness. This is where it all begins.
Difficulty: *****

Stage 1

[4][][]
[][][][2][][]
[S][][1][][][x][B]
[][][][3][][]
[C][]

S = Start
B = Boss
1 = False Hero Lv.1
2 = Imitation Liegeman Lv.2 (DP: Critical Hit within 10 seconds)
3 = Delusory Warlock Lv.2 Drops lock
C = Chest: Power Ring
4 = Phantasmal Harlequin Lv.1 [DP: Win within 10 seconds] (Spawn after defeating 2)

DP Start: 3

DP Possible End: 2-0

Boss: Garland Lv.6 1731/336/124/24/19/13

Stage 2

The firm convictions that lead one to battle... Can one warrior understand the reasons that burn within another's heart?

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

S = Start

1 = Ephemeral Phantom Lv.8 [DP Chance: Win without taking damage. DP +1] Drop First Bottom Lock

2 = Phantasmal Harlequin Lv.3

3 = Capricious Reaper Lv.3 Drop Top First Lock

4 = Counterfeit Youth (Gold) [DP Chance: Critical hit within 10 seconds. DP +1] Drop Top Second Lock

5 = Imitation Liegeman Lv.4 [DP Chance: BRV Break within 10 seconds. DP +1] Drop Bottom Second Lock

B = Boss

P = Potion

C = Chest: Bronze Armor

G = Gold Lock (Unlock after first play through)

s = Summonstone: Ifrit

DP Start: 4

DP Possible End: 4-0

The four blocks will disappear when you defeat the four enemies noted as 1, 3-5.

New Enemy: 1 is a helm with swords on back. 4 is Gold helm. Fight 4 with caution.

Boss: Sephiroth Lv.10 1973/341/147/25/23/15

Stage 3

In search of hope, the warrior ventures further into the darkness. What lies in wait for him is...

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

S = Start

1 = Fallacious Tree Lv.5

2 = Delusory Warlock Lv.10 [DP Chance: Win without taking damage. DP +1]

s = Summonstone: Ifrit Auto
B = Ultimecia Lv.13 [DP Chance: BRV Break within 10 seconds. DP +1]
3 = Imaginary Champion Lv.10 [DP Chance: Keep foe from getting EX Cores. DP +1]
4 = Ephemeral Phantom Lv.11 [DP Chance: Wall Rush within 10 seconds. DP +1]
Drop Second Lock
E = Ether
G = Goal
5 = Capricious Reaper Lv.6 (Spawn from 2) [DP Chance: Critical within 10 seconds. DP +1] Drop First Lock
C = Chest: In Midair B Rank (Spawn from 3)
6 = False Stalwart Lv.26 (Rare Battle Piece) [DP Chance: Win Battle. DP +2]
C = Rare Chest next to boss: Rosemary D Rank

DP Start: 5

DP Possible End: 5-0

DP Possible End Second: 7-0

On your second time through this story, a rare battle piece will spawn if you unlock it during the first time through. Fight with caution, this piece will be much more difficult than anything you will face in the game. Well, that is until you get to Shadow Impulse.

Boss: Ultimecia Lv.13 2042/344/236/27/23/16

Dodge and counter all her attacks. Block only when her attacks only send a small number towards you.

Stage 4

Those whose hearts seek the truth will never falter.

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

S = Start

1 = Transient Witch Lv.12 (Agro) [DP Chance: Win within 10 seconds. DP +1]
2 = Fallacious Tree Lv.7
C = Rare Chest: Rosetta Stone S Rank
G = Gold lock
3 = Ephemeral Phantom Lv.12 [DP Chance: Win without losing HP. DP +1] Drop Lock
4 = Counterfeit Wraith Lv.19 [DP Chance: Win battle. DP +1]
C = Blue Chest: Slasher
C = Chest: Rosetta Stone S Rank
5 = Phantasmal Harlequin Lv.6 [DP Chance: Critical hit within 10 seconds. DP +1] Drop Lock
6 = Capricious Reaper Lv.5 [DP Chance: Win without taking damage. DP +1]
B = Boss
P = Potion (Spawn from 5)

DP Start: 5

DP Possible End: 5-0

New Enemy: A new way the game shows that an enemy is stronger/player class.

It is finally time to explain the enemy unit types compared to cpu quick battle strengths. The helms is Minimal to Low(Action), helms with swords is Low(Equipment) to Average. The Gold Helm is Average to High(Action). The Armored is that of High(Action) to High(Equipment). The Rare Battle Piece looks like the Armored, only with spikes/weapons attached. They are equivalent to that of High(Equipment) to Maximum.

These rare piece will be, and I do mean will be, stronger than bosses that you will ever face in the game.

The lock on this stage will be dropped when ever you defeat 3 enemies.

Boss: The Emperor Lv.15 2101/347/280/33/27/17

Stage 5

Hearts bound by a solemn oath... From the brilliance of his will, comes the crystal...

[C] [C]
[3][][4][][]
[B][x][][2][][1][][S]
[5][][7][][6]
[C] [P]

S = Start

1 = Delusory Warlock Lv.9 [DP Chance: BRV Break within 10 seconds. DP +1]

2 = Imitation Despot Lv.14 [DP Chance: Keep foe from getting EX Cores. DP +1]

Drop lock

C = Chest: ???

3 = Imaginary Champion Lv.8 (Spawn from chest)

4 = Fallacious Tree Lv.8 (Spawn from chest)

5 = Transient Witch Lv.9 [DP Chance: Win without taking damage. DP +1] (Spawn from 2, Agro)

P = Potion (Spawn from 5)

6 = Counterfeit Youth Lv.15 (Gold) [DP Chance: EX Burst within 10 seconds. DP +1] (Spawn from 1)

C = Chest: Guard Ring A Rank (Spawn from 6)

B = Garland

C = Rare Chest: Mythril

7 = False Hero Lv.30 (Rare Battle Piece) [DP Chance: Win Battle. DP +2]

DP Start: 4

DP Possible End: 4-0

DP Possible End Second: 6-0

For the record, I didn't get a chance to get the item down on the chest near 2. Please send me an email on what this item is, thanks.

Boss: Garland Lv.18 2640/350/234/41/35/19

o=====o

o=====o

[The Unending Dream]

Separated from his sworn comrades, he must pursue his own future...

Difficulty: **

Stage 1

```

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

```

S = Start

1 = Imitation Liegeman Lv.1

2 = Ephemeral Vision Lv.1 [DP Chance: Win without taking damage. DP +1]

3 = False Hero Lv.1

4 = Transient Lion Lv.1 [DP Chance: BRV Break within 10 seconds. DP +1]

5 = Fallacious Wanderer Lv.2

6 = Goal

C = Chest: Spear

DP Start: 4

DP Possible End: 3-0

Stage 2

Never abandon a dream. There is always a path so long as one doesn't give up.

```

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

```

S = Start

1 = Counterfeit Youth Lv.1 [DP Chance: Critical hit within 10 seconds. DP +1]

P = Potion

2 = Imitation Despot Lv.4

3 = Phantasmal Girl Lv.1 [DP Chance: Win within 10 seconds. DP +1]

4 = Ephemeral Vision Lv.4 [DP Chance: EX Burst within 10 seconds. DP +1] Drop
Lock

5 = Imaginary Soldier Lv.4

C = Chest: Leather Armor

G = Gold Lock

S = Summonstone: Shiva

B = Boss

DP Start: 4

DP Possible End: 4-0

Boss: Ject Lv.6 1671/336/147/22/18/13

Stage 3

The empress of the frozen wastes... Her strength calls forth a new source of courage in the warrior.

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

S = Start

1 = Imitation Despot Lv.7 [DP Chance: Win within 10 seconds. DP +1]

2 = Transient Lion Lv.6

3 = Fallacious Tree Lv.15 [DP Chance: Win battle. DP +1]

4 = Phantasmal Girl Lv.2 [DP Chance: Win without taking damage. DP +1]

5 = Delusory Warlock Lv.6 [DP Chance: BRV Break within 10 seconds. DP +1]

Drop Lock

s = Summonstone: Shiva AUTO

C = Chest: 495 gil

C = Blue chest: Scorpion

E = Elixir

P = Potion

B = Boss

DP Start: 5

DP Possible End: 5-0

Boss: Ultimecia Lv.9 1800/339/164/23/19/14

Stage 4

A sweet dream for the wisher, a trial of thorns for the seeker. Not unlike the rose itself...

[S][][][] [C][G][]
[1][][][g][5]
[6][][][2][][x][][]
[C][][][4]
[][][][3][][C][]

S = Start

1 = False Hero Lv.8 [DP Chance: Critical Hit within 10 seconds. DP +1] Drop Lock

2 = Counterfeit Youth Lv.3 [DP Chance: Win within 10 seconds. DP +1]

C = Chest: Kunai

3 = Imitation Despot Lv.9

4 = False Stalwart Lv.3 [DP Chance: Win without taking damage. DP +1]

5 = Capricious Reaper Lv.9 [DP Chance: Keep foe from getting EX Cores. DP +1]

g = Gold Lock

C = Rare Chest: Rosetta Stone

G = Goal

6 = Imitation Despot Lv.24 (Rare) [DP Chance: Win Battle. DP +2]

C = Rare Chest: Bergamot

DP Start: 5

DP Possible End: 5-0

DP Possible End Second: 7-0

Stage 5

Will the dream be left a fantasy? Or a glimmer of hope for the future? Light shines on the determination of a warrior...

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

S = Start

1 = Delusory Warlock Lv.5 [DP Chance: Critical hit within 10 seconds. DP +1]
Drop first lock

2 = Imaginary Soldier Lv.10 [DP Chance: EX Burst within 10 seconds. DP +1]

3 = Fallacious Wanderer Lv.10

C = Chest: Orange Drop

4 = False Stalwart Lv.4 [DP Chance: Win within 10 seconds. DP +1]

5 = Capricious Reaper Lv.11 [DP Chance: Win without taking damage. DP +1]
Drop Second Lock

B = The Emperor Lv.13

C = Chest: Rosetta Stone (Spawn from 2)

P = Potion (Spawn from 4)

6 = Imitation Liegeman Lv.27 (Rare) [DP Chance: Win Battle. DP +2]

C = Rare Chest: Mythril

DP Start: 5

DP Possible End: 5-0

DP Possible End Second: 7-0

Boss: The Emperor Lv.13 2042/344/269/31/29/16

o=====o
| 3.IV. Destiny Odyssey III [CA40] |
o=====o

[The Pride of Youth]
The boy and girl are swept into battle, not knowing the true meaning of strength.
Difficulty: ****

Stage 1

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

[][][1][][][?5]
[?4]

S = Start
1 = Counterfeit Youth Lv.1
?1 = Delusory Knight Lv.1
C = Chest: Red Drop
?2 = Counterfeit Wraith Lv.2
?3 = False Stalwart Lv.2 (Agro)
?4 = Ephemeral Vision Lv.1 [DP Chance: BRV Break within 10 seconds DP +1]
?5 = Imaginary Soldier Lv.1 [DP Chance: Win without taking damage. DP +1]
G = Goal

DP Start: 4

DP Possible End: 3-0

Stage 2

His greatest skills, intelligence and luck... For one clever enough to anticipate traps, even the toughest trials are treated as sport.

[S][][] [2][][?4]
[] [1][][] []
[?1][][] [?3][][?5][G]
[] [?2][][] []
[][][] [][][xx][s]

S = Start
1 = Ephemeral Vision Lv.6 [DP Chance: Win without losing HP. DP +1]
?1 = Phantasmal Harlequin Lv.1
?2 = Potion
?3 = Delusory Warlock Lv.5 [DP Chance: Win within 10 seconds. DP +1]
2 = Capricious Thief Lv.7 (Gold)
?4 = Chest: Yellow Drop
?5 = Counterfeit Wraith Lv.6 [DP Chance: BRV Break within 10 seconds. DP +1]
G = Goal
s = Summonstone: Phoenix

DP Start: 5

DP Possible End: 4-0

Stage 3

Overconfidence and curiosity... The naïve youth has yet to learn what's caused the severe mistake he has made.

[?3][][][][?4][][][s]
[][?2] [C] [?5][]
[?1][] [][B] [E][]
[][] [xx] [2][]
[S][][][][1][][][?6]

S = Start
?1 = Imaginary Champion Lv.4 [DP Chance: EX Burst within 10 seconds. DP +1]

?2 = Counterfeit Wraith Lv.7 [DP Chance: Win within 10 seconds. DP +1]
?3 = Chest: Hide Armlet
?4 = Imitation Despot Lv.16 [DP Chance: Win battle. DP +1]
?5 = Imaginary Soldier Lv.9
?6 = Delusory Warlock Lv.3 (Agro) [DP Chance: Win without taking damage. DP +1]
1 = Delusory Knight Lv.3
E = Ether
s = Summonstone: Phoenix AUTO
C = Blue Chest: Full Metal Staff
B = ???
2 = Counterfeit Wraith Lv.26 (Rare) [DP Chance: Win Battle. DP +2]

DP Start: 5

DP Possible End: 4-0

DP Possible End Second: 6-0

This level needs to have 4 enemies defeated in order to unlock the lock.

Stage 4

Ingenuity and intelligence are not infallible, but misfortune is never far away. Is the youth worthy of his title?

[][][?1] [C] [B]
[] [][][2][] []
[][1][][?2] [][?3][]
[S] [][][?4] []
[C][xx] [][][?5]

S = Start

1 = Ephemeral Vision Lv.9 [DP Chance: Win within 10 seconds. DP +1]
?1 = False Stalwart Lv.5
?2 = Phantasmal Harlequin Lv.5 [DP Chance: Win within 10 seconds. DP +1]
2 = Capricious Thief Lv.10 (Gold) [DP Chance: Critical hit within 10 seconds. DP +1]
?3 = Counterfeit Wraith Lv.10 [DP Chance: Win without losing HP. DP +1]
?4 = Chest: Rosetta Stone
?5 = Potion
B = ???
C = Rare Chest: Rosetta Stone
C = Rare Chest: Tea Tree

DP Start: 5

DP Possible End: 5-0

Boss: Terra Lv.11 1859/342/187/25/21/15

Stage 5

By understanding himself, and acknowledging others, the youth may recover a light brighter than any he's yet known...

[C] [?4][?3]
[][x1][][][1][][]
[x3][B] [C][][?1][][S]
[] [3][][?2][][]
[P][x2][][2]

S = Start

1 = Imaginary Champion Lv.8 [DP Chance: Wall Rush within 10 seconds. DP +1]
Drop Lock 2

?1 = Delusory Warlock Lv.7 [DP Chance: BRV Break within 10 seconds. DP +1]

?2 = False Stalwart Lv.6 [DP Chance: Win within 10 seconds. DP +1]

2 = Imitation Despot Lv.12 [DP Chance: Win without taking damage. DP +1] Drop
Lock 1

?3 = Chest: White Drop

?4 = Capricious Reaper Lv.7 Drop Lock 3

C = Chest: Guard Stick

P = Potion

B = Cloud of Darkness Lv.15

3 = Counterfeit Youth Lv.29 (Rare) [DP Chance: Win battle. DP +2]

C = Rare Chest: Mythril

DP Start: 4

DP Possible End: 5-0

DP Possible End Second: 7-0

Boss: Cloud of Darkness Lv.15 2004/364/139/32/26/17

o=====o
| 3.V. Destiny Odyssey IV [CA50] |
o=====o

[Moonlit Knights]

As a friend heads down his destined path, the knight is tested by new
bonds...

Difficulty: *

Stage 1

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

S = Start

1 = Delusory Knight Lv.1

2 = Transient Lion Lv.1

C = Chest: Dark Sword

3 = Capricious Thief Lv.1 [DP Chance: Critical hit within 10 seconds. DP +1]

4 = Imaginary Soldier Lv.1 [DP Chance: Win without taking damage. DP +1]

G = Goal

DP Start: 4

DP Possible End: 3-0

Stage 2

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 = Imitation Liegeman Lv.1 [DP Chance: BRV Break within 10 seconds. DP +1]

2 = Phantasmal Girl Lv.1

P = Potion

3 = Delusory Warlock Lv.3 [DP Chance: Win within 10 seconds. DP +1]

4 = Capricious Thief Lv.1 [DP Chance: Win without losing HP. DP +1]

C = Chest: Dark Armor

5 = Counterfeit Youth Lv.3

G = Goal

s = Summonstone: Carbuncle

DP Start: 4

DP Possible End: 4-0

Stage 3

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]
```

S = Start

1 = Transient Lion Lv.1 [DP Chance: Win without taking damage. DP +1]

2 = Counterfeit Youth Lv.5 Drop Lock

3 = Counterfeit Wraith Lv.1 [DP Chance: Win within 10 seconds. DP +1]

4 = Ephemeral Vision Lv.5 (Gold) [DP Chance: Critical hit within 10 seconds. DP +1]

s = Summonstone: Carbuncle AUTO

C = Chest: Dark Shield

E = Elixir

5 = Delusory Warlock Lv.4 [DP Chance: EX Burst within 10 seconds. DP +1]

B = ???

P = Potion (Spawn from 5)

6 = Delusory Warlock Lv.23 (Rare) [DP Chance: Win battle. DP +2]

C = Rare Chest: Ylang Ylang

DP Start: 6

DP Possible End: 5-0

DP Possible End Second: 7-0

Boss: Exdeath Lv.7 1792/356/141/20/20/13

Stage 4

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 = Phantasmal Girl Lv.2 [DP Chance: BRV Break within 10 seconds. DP +1]
2 = Imaginary Soldier Lv.7 [DP Chance: Win within 10 seconds. DP +1]
3 = Transient Witch Lv.2 [DP Chance: Win without taking damage. DP +1]
4 = Delusory Warlock Lv.8
5 = Imaginary Champion Lv.15 [DP Chance: Win battle. DP +1]
C = Blue Chest: Shell Armor
G = Goal
C = Rare Chest: Rosetta Stone

DP Start: 5

DP Possible End: 5-0

Stage 5

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]

S = Start
1 = Imitation Liegeman Lv.3
C = Chest: Guard Ring
2 = Counterfeit Wraith Lv.3 [DP Chance: Win without taking damage. DP +1]
Drop Lock
3 = Transient Witch Lv.9 [DP Chance: BRV Break within 10 seconds. DP +1] Drop
Lock
4 = Ephemeral Vision Lv.9 (Gold)
5 = Delusory Knight Lv.3 [DP Chance: Win within 10 seconds. DP +1]
P = Potion
B = Golbez Lv.12
C = Chest: Rosetta Stone (Spawn from 4)
6 = Delusory Knight Lv.27 (Rare) [DP Chance: Win battle. DP +2]
C = Rare Chest: Mythril

DP Start: 6

DP Possible End: 5-0

DP Possible End: 7-0

```

=====O
| 3.VI.                               Destiny Odyssey V                       [CA60] |
=====O

```

[Journey, Courage, Friends]

The wanderer sought treasure. Yet, in the hands of the enemy, he finds...

Difficulty: ****

Stage 1

```

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

```

S = Start

1 = Imaginary Soldier Lv.2 Drop Lock

2 = Fallacious Wanderer Lv.1

3 = Phantasmal Girl Lv.2 [DP Chance: BRV Break within 10 seconds. DP +1]

4 = Phantasmal Harlequin Lv.1

5 = Fallacious Tree Lv.2 [DP Chance: Win within 10 seconds. DP +1]

C = Chest: Longsword

G = Goal

DP Start: 4

DP Possible End: 2-0

Stage 2

The wandering wind... But, since time immemorial, such travels quickly come across trouble...

```

[G][ ][6][ ][x][ ][4][ ]
[g][ ][ ][5] [ ][ ][C]
[s] [x] [ ][ ][ ]
      [ ][ ][2][ ] [3][ ]
[S][ ][1][ ][ ][ ][ ][P]

```

S = Start

1 = Counterfeit Wraith Lv.1

2 = Transient Lion Lv.5 [DP Chance: Win without losing HP. DP +1]

3 = Imaginary Champion Lv.2 [DP Chance: EX Burst within 10 seconds. DP +2]
Drop West Lock

C = Chest: 740 gil

4 = Phantasmal Girl Lv.5 Drop South Lock

5 = False Stalwart Lv.1

6 = Fallacious Tree Lv.6 [DP Chance: EX Burst within 10 seconds. DP +1]

G = Goal
s = Summonstone: Leviathan
P = Potion (Spawn from 2)

DP Start: 5

DP Possible End: 4-0

Stage 3

The sea dragon, ruler of the watery depths... His strength calls forth a new source of courage in the warrior.

[][s] [4][][][C]
[][][3][][][5][]
[][][][2] [][B]
[][][][1][][P][]
[S][][E] [7][][6][C]

S = Start
E = Elixir
1 = Transient Lion Lv.3 [DP Chance: BRV Break within 10 seconds. DP +1]
2 = Imaginary Soldier Lv.3 [DP Chance: Win within 10 seconds. DP +1]
s = Summonstone: Leviathan AUTO
3 = Phantasmal Harlequin Lv.7 [DP Chance: Win without taking damage. DP +1]
4 = Fallacious Tree Lv.8 (Agro) [DP Chance: Critical hit within 10 seconds. DP +1]
5 = Imitation Liegeman Lv.8
6 = Capricious Reaper Lv.16 (Agro) [DP Chance: Win battle. DP +1]
C = Blue Chest: Shell Shield
B = ???
C = Chest: Rosetta Stone (Spawn from 4)
P = Potion (Spawn from 6)
7 = Fallacious Tree Lv.26 (Rare) [DP Chance: Win battle. DP +2]

DP Start: 4

DP Possible End: 5-0

DP Possible End Second: 7-0

Boss: Golbez Lv.10 2035/341/147/23/23/15

Stage 4

Neither sight nor feel gives any clue to its true identity. Can the wind reveal the truth?

[][2][][][3][][4][]
[] [] [] []
[S][] [6] [][x][C]
[] [][][5] []
[][1][][C] [x][C][G]

S = Start
1 = Imitation Liegeman Lv.8 (Gold)

- 2 = Fallacious Tree Lv.10 [DP Chance: Win without taking damage. DP +1]
- 3 = Phantasmal Girl Lv.5 [DP Chance: Critical hit within 10 seconds. DP +1]
- 4 = Imaginary Champion Lv.11 [DP Chance: BRV Break within 10 seconds. DP +1]
- 5 = False Stalwart Lv.10 [DP Chance: Win without losing HP. DP +1]
- 6 = Counterfeit Wraith Lv.4 [DP Chance: Win within 10 seconds. DP +1] Drop
Lock
- C = Chest: Buckler
- G = Goal
- C = Rare Chest: Rosetta Stone
- C = Rare Chest: Eucalyptus

DP Start: 5

DP Possible End: 5-0

 Stage 5

The wandering wind... Thoughts of his friends return, as surely as the dawn
 breaks on a new day.

[][][6][C] [C][]
 [] [][][][1][]
 [B][][4][][8][2][][]
 [] [][3][] [][]
 [][7][][][5][][P][S]

- S = Start
- 1 = Imitation Despot Lv.6 [DP Chance: Win within 10 seconds. DP +1]
- 2 = Counterfeit Wraith Lv.7 [DP Chance: Critical hit within 10 seconds. DP
+1]
- C = Chest: White Drop
- 3 = Phantasmal Harlequin Lv.12 (Agro) [DP Chance: Keep foe from getting EX
Cores. DP +1]
- 4 = False Stalwart Lv.7 [DP Chance: EX Burst within 10 seconds. DP +1]
- 5 = Transient Lion Lv.7
- 6 = Imaginary Champion Lv.13
- 7 = Delusory Warlock Lv.12
- B = Exdeath Lv.15
- P = Potion (Spawn from 3)
- C = Chest: Cyan Drop (Spawn from 7)
- 8 = Fallacious Wanderer Lv.29 (Rare) [DP Chance: Win battle. DP +2]
- C = Rare Chest: Mythril

DP Start: 4

DP Possible End: 5-0

DP Possible End Second: 7-0

Boss: Exdeath Lv.15 2458/364/230/33/29/17

o=====o
 | 3.VII. Destiny Odyssey VI [CA70] |
 o=====o

[Strength for Whom?]
 Her powers puzzle herself most of all... All she wants is to understand what

she is.

Difficulty: *****

Stage 1

```
[S][ ][1][ ][7][ ][C]
[ ][2][ ][ ][ ][ ]
  [ ]      [ ]
[3][ ][4]  [5][ ][ ][G]
[ ][ ][ ][ ][ ][6][ ]
```

S = Start

1 = Delusory Knight Lv.2

2 = Phantasmal Girl Lv.1

3 = False Hero Lv.2

4 = Phantasmal Harlequin Lv.3 (Agro) [DP Chance: Win within 10 seconds. DP +1]

5 = Imitation Despot Lv.3

6 = Ephemeral Phantom Lv.2 [DP Chance: BRV Break within 10 seconds. DP +1]

7 = Counterfeit Wraith Lv.2

C = Chest:

G = Goal

DP Start: 5

DP Possible End: 3-0

Stage 2

A fearsome strength of unknown depth. And a girl toyed by fate...

```
[G][g][s]  [S][ ][6][ ]
[ ][x]  [ ]  [ ][ ][P]
  [ ][ ][3]  [ ]
[5][ ]  [ ][x][ ][1][ ]
[C][4][ ][ ]  [ ][ ][2]
```

S = Start

P = Potion

1 = Capricious Reaper Lv.2

2 = Phantasmal Harlequin Lv.7 [DP Chance: Win within 10 seconds. DP +1] Drop
First Lock

3 = Transient Lion Lv.8 (Gold)

4 = Delusory Knight Lv.3 [DP Chance: Critical hit within 10 seconds. DP +1]

5 = Fallacious Tree Lv.8 [DP Chance: Win without taking damage. DP +1] Drop
Second Lock

C = Chest: Robe

G = Goal

s = Summonstone: Demon Wall

6 = False Stalwart Lv.2 (Spawn from Potion)

DP Start: 5

DP Possible End: 4-0

Stage 3

An impenetrable wall... Its strength calls forth a new source of courage in the girl.

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

S = Start

1 = Delusory Warlock Lv.6 [DP Chance: Keep foe from getting EX Cores. DP +1]

2 = Ephemeral Phantom Lv.10 [DP Chance: Win without taking damage. DP +1]
Drop Lock

3 = Fallacious Tree Lv.5

C = Chest: Power Ring

4 = Phantasmal Harlequin Lv.8 [DP Chance: Win without 10 seconds. DP +1]

5 = Capricious Reaper Lv.10 [DP Chance: BRV Break within 10 seconds. DP +1]

E = Ether

6 = Transient Witch Lv.18 [DP Chance: Win battle. DP +1]

C = Blue Chest: Mage's Staff

s = Summonstone: Demon Wall AUTO

B = ???

P = Potion (Spawn from 6)

DP Start: 5

DP Possible End: 5-0

Boss: Cloud Lv.12 2035/343/159/27/24/16

Stage 4

Hope does not illuminate only one. If shines light on all those around...

```
[ ][ ][C][g][C]
[ ][ ][2][5]
[S][ ][1][ ][4][ ][G]
[ ][ ][3][6]
[7][ ][C][ ]
```

S = Start

1 = Transient Lion Lv.11 [DP Chance: Critical hit within 10 seconds. DP +1]

2 = Counterfeit Wraith Lv.6 [DP Chance: EX Burst within 10 seconds. DP +1]

3 = Imitation Despot Lv.6 [DP Chance: Wall Rush within 10 seconds. DP +1]

4 = Phantasmal Harlequin Lv.12 [DP Chance: Win within 10 seconds. DP +1]

5 = False Stalwart Lv.12

C = Chest: 465 gil

6 = False Hero Lv.7

G = Goal

C = Rare Chest: Rosetta Stone

7 = Phantasmal Harlequin Lv.27 (Rare) [DP Chance: Win battle. DP +2]

C = Rare Chest: Clary Sage

DP Start: 4

DP Possible End: 5-0

DP Possible End Seconds: 8-0

Stage 5

She has long questioned what she is. By following the strongest feeling in her heart, perhaps she can find the answer...

[][] [P][][7][]
[][5][][1][8][][2]
[S][][] [C][] [B]
[4][] [][6] []
[][C] [C][][][3]

- S = Start
- C = Chest: EX Mode Accessory
- 1 = Imitation Despot Lv.13 [DP Chance: Win without taking damage. DP +1]
- C = Chest: Rosetta Stone
- 2 = Transient Lion Lv.14 (Gold) [DP Chance: Critical hit within 10 seconds. DP +1]
- 3 = False Stalwart Lv.14
- B = Kefka Lv.17
- 4 = Ephemeral Phantom Lv.9 (Spawn from Chest)
- 5 = Fallacious Tree Lv.9 (Spawn from 1) [DP Chance: BRV Break within 10 seconds. DP +1]
- 6 = Capricious Reaper Lv.8 (Spawn from Chest)
- 7 = Delusory Warlock Lv.9 (Spawn from 2) [DP Chance: Wall Rush within 10 seconds. DP +1]
- P = Potion (Spawn from 7)
- 8 = Phantasmal Girl Lv.30 (Rare) [DP Chance: Win battle. DP +2]
- C = Rare Chest: Mythril

DP Start: 4

DP Possible End: 5-0

DP Possible End Second: 7-0

Boss: Kefka Lv.17 2450/366/283/36/28/18

o=====o
| 3.VIII. Destiny Odyssey VII [CA80] |
o=====o

[Fate]
Even surrounded by allies, he feels unease. Soon, creeping shadows bring his trial...
Difficult: *

Stage 1

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

[][2][]
[]

S = Start
1 = Imaginary Soldier Lv.1
2 = Capricious Thief Lv.1 Drop Lock
3 = False Hero Lv.1 [DP Chance: Win within 10 seconds. DP +1]
4 = Imaginary Champion Lv.1 [DP Chance: Win without taking damage. DP +1]
C = Chest: Buster Sword
G = Goal

DP Start: 5

DP possible End: 3-0

Stage 2

Why does one fight? The warrior quietly continues to ponder within himself...

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

S = Start
1 = Ephemeral Vision Lv.1 [DP Chance: BRV Break within 10 seconds. DP +1]
2 = Delusory Knight Lv.3 [DP Chance: Win without taking damage. DP +1] Drop
 Lock
3 = Phantasmal Girl Lv.3 (Gold)
C = Chest: Bronze Bangle
4 = False Stalwart Lv.1 [DP Chance: Critical hit within 10 seconds. DP +1]
5 = Imaginary Champion Lv.4 [DP Chance: Win without taking damage. DP +1]
P = Potion
G = Goal
s = Summonstone: Magic Pot

DP Start: 4

DP Possible End: 5-0

Stage 3

A darkness, searching from within a shell... That strength calls forth a new source of courage in the warrior.

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

S = Start
1 = Capricious Thief Lv.1 [DP Chance: Win without taking damage. DP +1] Drop
 Bottom Lock
2 = Delusory Knight Lv.1 [DP Chance: BRV Break within 10 seconds. DP +1]

3 = Ephemeral Phantom Lv.13 [DP Chance: Win battle. DP +1] Drop Top Lock
C = Blue Chest: Hardedge
E = Ether
4 = Imaginary Champion Lv.5 [DP Chance: EX Burst within 10 seconds. DP +1]
s = Summonstone: Magic Pot AUTO
5 = Ephemeral Vision Lv.5
C = Chest: Power Ring
P = Potion
B = ???

DP Start: 4

DP Possible End: 4-0

Boss: Firion Lv.7 1732/337/130/23/18/13

Stage 4

The wishes of the living... The suffering of those who grant them... Dreams
are the great equalizer.

[C][g] [C]
[][1] [3][][x][][6]
[S][][x][][7] [G]
[][2] [4][][x][5][]
[C] [C]

S = Start
1 = False Hero Lv.2
2 = Phantasmal Harlequin Lv.2 [DP Chance: BRV Break within 10 seconds. DP +1]
Drop First Lock
3 = Imitation Liegeman Lv.7 [DP Chance: Keep foe from getting EX Cores. DP
+1] Drop Second Bottom Lock
4 = Fallacious Wanderer Lv.2 [DP Chance: Win within 10 seconds. DP +1] Drop
Second Top Lock
C = Chest: Leather Armor
5 = Imaginary Champion Lv.8
C = Chest: Bronze Helm
6 = Phantasmal Harlequin Lv.8 [DP Chance: Wall Rush within 10 seconds. DP +1]
G = Goal
C = Rare Chest: Rosetta Stone
7 = Imaginary Champion Lv.23 (Rare) [DP Chance: Win battle. DP +2]
C = Rare Chest: Lemongrass

DP Start: 5

DP Possible End: 5-0

DP Possible End Second: 7-0

Stage 5

Why does one fight? The questioning warrior has been given many reasons...
Who will decide which is for him?

[][3][][4][] [C]

[S] [] [] [][]
[] [1] [][x][x][B]
[][P][][2][C] [][]
[5]

S = Start

1 = False Stalwart Lv.3 [DP Chance: Win within 10 seconds. DP +1] Drop First Lock

2 = Phantasmal Girl Lv.10 (Gold) [DP Chance: BRV Break within 10 seconds. DP +1]

3 = Imitation Liegeman Lv.3 [DP Chance: Win without taking damage. DP +1]

4 = Fallacious Wanderer Lv.10 [DP Chance: Win without taking damage. DP +1] Drop Second Lock

C = Chest: Rosetta Stone

B = Sephiroth Lv.12

P = Potion (Spawn from 3 or 4)

5 = Imaginary Soldier Lv.27 (Rare) [DP Chance: Win battle. DP +2]

C = Rare Chest: Mythril

DP Start: 4

DP Possible End: 5-0

DP Possible End Second: 7-0

Boss: Sephiroth Lv.12 2095/343/184/27/24/16

o=====o
| 3.IX. Destiny Odyssey VIII [CA90] |
o=====o

[The Lion Stalks the Savannah]

A lone soldier, devoted only to duty. But there are several lights that guide him...

Difficulty: ***

Stage 1

[2][][6]
[][][][]
[S][][1] [][5][x][G]
[][]
[3][][4][C]

S = Start

1 = Transient Lion Lv.1

G = Goal

2 = Delusory Knight Lv.2 (Spawn from 1)

3 = Ephemeral Vision Lv.1 (Spawn from 1)

C = Chest: Revolver (Spawn from 1)

4 = Transient Witch Lv.2 (Spawn from 3)

5 = Capricious Thief Lv.2 (Spawn from 4) [DP Chance: Win without taking damage. DP +1] Drop Lock

6 = Phantasmal Girl Lv.2 (Spawn from 2) [DP Chance: BRV Break within 10 seconds. DP +1]

DP Start: 5

DP Possible End: 2-0

Stage 2

No matter how faint, when given a small clue... There is nothing to do but accept one's fate.

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

S = Start
1 = Fallacious Tree Lv.1
P = Potion
G = Goal
s = Summonstone: Bahamut
2 = Capricious Thief Lv.4 (Spawn from 1) [DP Chance: Win within 10 seconds. DP +1]
3 = Delusory Knight Lv.1 (Spawn from 2) [DP Chance: Keep foe from getting EX Cores. DP +1]
4 = Fallacious Wanderer Lv.5 (Spawn from 2) [DP Chance: Critical hit within 10 seconds. DP +1]
5 = Transient Witch Lv.5 (Spawn from 3) Drop Lock
C = Chest: ??? (Spawn from 4) [Didn't get this from last time. Need info on this item]

DP Start: 5

DP Possible End: 4-0

Stage 3

A grand dragon perched on a lofty summit... Its strength calls forth a new source of courage in the warrior.

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

S = Start
1 = Ephemeral Vision Lv.6 [DP Chance: Win without taking damage. DP +1]
2 = Delusory Knight Lv.2 [DP Chance: BRV Break within 10 seconds. DP +1]
s = Summonstone: Bahamut AUTO
C = Chest: Bronze Bangle
E = Ether
B = ???
3 = Imaginary Champion Lv.2 (Spawn from 1)
4 = Fallacious Wanderer Lv.7 (Spawn from 2) (Gold) [DP Chance: Win within 10 seconds. DP +1]
5 = Phantasmal Harlequin Lv.7 (Spawn from 4) [DP Chance: EX Burst within 10 seconds. DP +1] Drop Bottom Lock

6 = Transient Witch Lv.7 (Spawn from 3) Drop Top Lock
P = Potion (Spawn from 3)

DP Start: 6

DP Possible End: 5-0

Boss: Kuja Lv.9 1800/339/164/21/21/14

Stage 4

To others, the bonds of friendship are light as feathers. But he knows the weight of those chains...

[C][g][2][][8][][x][C]
 [P][] []
 [1][][4][][6][x][B]
[S][] [][C][]
 [][3][][7][5][C]

S = Start

1 = Capricious Thief Lv.4 [DP Chance: Keep foe from getting EX Cores. DP +1]

C = Blue Chest: Sun Blade

B = ???

2 = Fallacious Tree Lv.8 (Spawn from 1)

3 = Phantasmal Harlequin Lv.4 (Spawn from 1) [DP Chance: Win within 10 seconds. DP +1]

4 = False Stalwart Lv.17 (Spawn from 2 or 3) [DP Chance: Win battle. DP +1]
Drop Top Lock

5 = Ephemeral Phantom Lv.3 (Spawn from 3)

C = Chest: Leather Hat (Spawn from 3)

6 = Transient Witch Lv.9 (Spawn from 4 or 8) [DP Chance: Critical hit within 10 seconds. DP +1] Drop Middle Lock

P = Potion (Spawn from 4)

C = Rare Chest: Rosetta Stone

7 = Transient Witch Lv.25 (Rare) [DP Chance: Win battle. DP +2]

8 = Phantasmal Girl Lv.9 (Spawn from 2)

C = Rare Chest: Geranium

DP Start: 5

DP Possible End: 5-0

DP Possible End Second: 7-0

Boss: Warrior of Light Lv.11 2034/342/178/25/25/15

Stage 5

A prideful will... Even if his words withhold the truth, a warrior shows his light through his actions.

[C][x][][C][][][1]
[] [3][][7] []
[x][B][x][4] [][S]
[] [6][][C] []

[P][x][][][5][][2]

S = Start

1 = Imaginary Champion Lv.6 [DP Chance: Win without taking damage. DP +1]

2 = Fallacious Wanderer Lv.11 (Gold) [DP Chance: Critical hit within 10 seconds. DP +1] Drop Bottom Lock

C = Chest: Guard Ring

C = Chest: Rosetta Stone

P = Potion

B = Ultimecia Lv.14

3 = Phantasmal Harlequin Lv.12 (Spawn from 1) [DP Chance: EX Burst within 10 seconds. DP +1] Drop Far Left Lock

4 = Ephemeral Phantom Lv.6 (Spawn from 1) [DP Chance: Win within 10 seconds. DP +1]

5 = Phantasmal Girl Lv.5 (Spawn from 2) Drop Left Lock

6 = Fallacious Tree Lv.11 (Spawn from 5) Drop Top Lock

7 = Transient Lion Lv.28 (Rare) [DP Chance: Win battle. DP +2]

C = Rare Chest: Mythril

DP Start: 5

DP Possible End: 5-0

DP Possible End Second: 7-0

Boss: Ultimecia Lv.14 2171/345/280/33/24/17

```

o=====o
| 3.X.                               Destiny Odyssey IX                       [CAA0] |
o=====o

```

[Melodies of Life]

Separated from the wanderer and the lion, what can the thief steal from the world?

Difficulty: ***

Stage 1

```

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

```

S = Start

1 = Fallacious Wanderer Lv.1 Drop Lock

2 = Capricious Thief Lv.1

C = Chest: Knife

3 = Capricious Reaper Lv.2 [DP Chance: Critical hit within 10 seconds. DP +1]

G = Goal

4 = False Hero Lv.2 (Spawn from Chest)

5 = Counterfeit Youth Lv.1 (Spawn from 2) [DP Chance: BRV Break within 10 seconds. DP +1]

DP Start: 5

DP Possible End: 3-0

Stage 2

Only those who understand how difficult it is to face consequences can overcome a crisis...

[][][][1][][][C]
[][][2][C][][][B]
[S] [][4][3][][]
[s][g][][P][][][]

S = Start

1 = Fallacious Wanderer Lv.1 [DP Chance: Critical hit within 10 seconds. DP +1]

2 = Counterfeit Youth Lv.4 [DP Chance: Win without taking damage. DP +1]

C = Chest: Leather Hat

B = ???

s = Summonstone: Alexander

P = Potion (Spawn from 1)

3 = Capricious Reaper Lv.5 (Spawn from 2) (Agro) [DP Chance: Win within 10 seconds. DP +1]

4 = Delusory Knight Lv.4 (Gold) (Spawn from Chest)

C = Rare Chest: Chamomile

DP Start: 4

DP Possible End: 4-0

Boss: Kefka Lv.7 1679/356/153/21/18/13

Stage 3

A castle towering above the heavens... Its strength calls forth a new source of courage in the warrior.

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

S = Start

1 = False Hero Lv.3 [DP Chance: Wall Rush within 10 seconds. DP +1] Drop Top Lock

E = Ether

2 = Imitation Despot Lv.7 [DP Chance: BRV Break within 10 seconds. DP +1] Drop Left Lock

3 = Capricious Reaper Lv.8 Drop Right Lock

4 = Delusory Warlock Lv.15 [DP Chance: Win battle. DP +1]

C = Blue Chest: Triton's Dagger

5 = Transient Lion Lv.2 [DP Chance: Win within 10 seconds. DP +1] Drop Bottom Lock

s = Summonstone: Alexander AUTO

C = Chest: Green Drop

B = ???

P = Potion (Spawn from 4)

DP Start: 6

DP Possible End: 5-0

Boss: Garland Lv.9 1913/339/141/32/20/14

Stage 4

A moment of negligence commands the warrior to a solo performance. Thus is the nature of battle.

```
[S][ ][6][ ][ ][C][ ]
  [ ][ ][ ][1][ ][2][C]
    [3]      [x]
[G][x][ ][5][ ][ ][ ]
  [ ][4][ ][ ][P][g][C]
```

S = Start
1 = Transient Witch Lv.9
C = Chest: Leather Clothing
2 = Fallacious Tree Lv.9 [DP Chance: Keep foe from getting EX Cores. DP +1]
Drop Left Lock
3 = Transient Lion Lv.9 [DP Chance: Win without taking damage. DP +1] Drop
Right Lock
P = Potion
G = Goal
C = Rare Chest: Rosetta Stone
4 = Capricious Reaper Lv.11 (Agro) (Spawn from Chest) [DP Chance: EX Burst
within 10 seconds. DP +1]
5 = Ephemeral Phantom Lv.4 (Spawn from 1) [DP Chance: Win within 10 seconds.
DP +1]
6 = Capricious Reaper Lv.25 (Rare) [DP Chance: Win battle. DP +2]
C = Rare Chest: Mythril

DP Start: 5

DP Possible End: 4-0

DP Possible End Second: 6-0

Stage 5

He cannot stop going forward. Because he knows, someday he will return to that place...

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

S = Start
1 = Counterfeit Wraith Lv.5 [DP Chance: Win within 10 seconds. DP +1] Drop
Lock 3
2 = Ephemeral Phantom Lv.6 [DP Chance: Keep foe from getting EX Cores. DP +1]

Drop Lock 4
 3 = Imitation Despot Lv.10 [DP Chance: Win without taking damage. DP +1] Drop
 Lock 2
 4 = Fallacious Tree Lv.11 [DP Chance: BRV Break within 10 seconds. DP +1]
 5 = Delusory Knight Lv.6 [DP Chance: Critical hit within 10 seconds. DP +1]
 Drop Lock 1
 C = Chest: Rosetta Stone
 B = Kuja Lv.14
 C = Chest: 740 gil (Spawn from 4)
 6 = Capricious Thief Lv.28 (Rare) [DP Chance: Win battle. DP +2]

DP Start: 5

DP Possible End: 5-0

DP Possible End Second: 7-0

Boss: Kuja Lv.14 2268/345/265/31/26/17

This map I will reference the four locks on a 1 to 4. In a grid of left to
 right is A to H, and Up to Down is 1 to 5. Lock 1 is G1, Lock 2 is E4, Lock 3
 is G5 and Lock 4 is D5.

```

o=====o
| 3.XI.                               Destiny Odyssey X                               [CAB0] |
o=====o
  
```

[The Road to Tomorrow]
 Different from bonds and dreams, there is only one reason he fights...
 Difficulty: **

 Stage 1

```

      [ ][4][ ][5][C]
     [ ][ ][3]      [ ]
[S][ ][1][C]      [G]
     [ ][ ][2]      [ ]
      [ ][P][ ][6][ ]
  
```

S = Start
 1 = Ephemeral Vision Lv.1
 2 = Fallacious Wanderer Lv.1 [DP Chance: Wall Rush within 10 seconds. DP +1]
 C = Chest: Official Ball
 3 = Counterfeit Youth Lv.1
 4 = Imaginary Soldier Lv.2
 5 = False Hero Lv.1
 C = Chest: 495 gil
 P = Potion
 6 = Ephemeral Phantom Lv.1 [DP Chance: EX Burst within 10 seconds. DP +1]
 G = Goal

DP Start: 5

DP Possible End: 3-0

Unlike most Odyssey that you, the player, have played this one forces the
 player to chose a path to clear it. This is where it stops being a straight

forward game for this one. I will be showing you the most possible amount of DP when you clear the stage.

Stage 2

Because he's so close—because he's so important—he is all the harder to overcome...

[][4][][G][][8][C]
[3][] [][7]
[][C] [s][g][][]
[2][] [5][6]
[][1][][S][][][]

S = Start
1 = Capricious Thief Lv.1
2 = Imaginary Soldier Lv.4 [DP Chance: Win without losing HP. DP +1]
C = Chest: Leather Armor
3 = Fallacious Wanderer Lv.1
4 = Ephemeral Phantom Lv.4 [DP Chance: Wall Rush within 10 seconds. DP +1]
5 = False Stalwart Lv.1
6 = False Hero Lv.5 (Gold) [DP Chance: Critical hit within 10 seconds. DP +1]
7 = Imitation Liegeman Lv.1 [DP Chance: Win within 10 seconds. DP +1]
8 = Counterfeit Youth Lv.4 [DP Chance: Win without taking damage. DP +1]
C = Chest: Bronze Helm
G = Goal
s = Summonstone: Magus Sisters

DP Start: 4

DP Possible End: 4-0

The right path gives the player the most possible DP.

Stage 3

Sisters with a powerful bond... Their strength calls forth a new source of courage in the warrior.

[][1][][2][][C][3][P]
[] [] []
[S] [E] [][B]
[] [] [s][4][]
[][5][][6][][][7][C]

S = Start
1 = Capricious Thief Lv.5
2 = Counterfeit Wraith Lv.2
E = Ether
C = Chest: Buckler
3 = Ephemeral Phantom Lv.6 [DP Chance: Wall Rush within 10 seconds. DP +1]
s = Summonstone: Magus Sisters AUTO
P = Potion
4 = Transient Witch Lv.6 [DP Chance: EX Burst within 10 seconds. DP +1]
5 = Fallacious Wanderer Lv.2 [DP Chance: BRV Break within 10 seconds. DP +1]
6 = Imaginary Soldier Lv.3 [DP Chance: Critical hit within 10 seconds. DP +1]

7 = Phantasmal Harlequin Lv.14 [DP Chance: Win battle. DP +1]
C = Blue Chest: Healing Helm
B = ???

DP Start: 5

DP Possible End: 5-0

Boss: The Emperor Lv.8 1739/338/159/21/21/14

The bottom route gives the most DP.

Stage 4

While in pursuit of a dream, the path one must take is clear. But when the dream is achieved...

[][][6][][C][7][][G]
[][5][][8][][] []
[][] [3][][C]
[] [1][][][][4][g]
[S][][][2][C][9] [C]

S = Start

1 = Counterfeit Youth Lv.2 [DP Chance: Win within 10 seconds. DP +1]
2 = False Hero Lv.9 (Gold) [DP Chance: Wall Rush within 10 seconds. DP +1]
C = Chest: 740 gil
3 = Imitation Liegeman Lv.4 [DP Chance: Win without taking damage. DP +1]
4 = Ephemeral Phantom Lv.9 [DP Chance: EX Burst within 10 seconds. DP +1]
5 = Counterfeit Wraith Lv.3
6 = Delusory Warlock Lv.7 [DP Chance: BRV Break within 10 seconds. DP +1]
C = Chest: Blue Drop
7 = Transient Witch Lv.3
G = Goal
C = Rare Chest: Rosetta Stone
8 = Capricious Thief Lv.3 (Spawn from Chest)
9 = Ephemeral Phantom Lv.24 (Rare) [DP Chance: Win battle. DP +2]
C = Rare Chest: Bergamot

DP Start: 4

DP Possible End: 5-0

DP Possible End Second: 7-0

Bottom give better DP but it is possible to defeat all enemies on this stage.

Stage 5

Infinite potential... Recognizing the challenge of making it a reality is the trademark of an ace.

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

2 = Phantasmal Girl Lv.15 [DP Chance: Win without losing HP. DP +1]
3 = Delusory Knight Lv.9 [DP Chance: Win without taking damage. DP +1]
4 = Imaginary Champion Lv.14
5 = False Stalwart Lv.26
C = Chest: Valor Incense
G = Goal (Spawn by defeating 2 enemies)
6 = Transient Lion Lv.27 (Spawn from 5) [DP Chance: Critical hit within 10 seconds. DP +1]
C = Chest: Gold (Defeat all enemies)

DP Start: 2

DP Possible End: 2-0

Stage 2

Souls who press for destruction to the very end make a farce of the coming calamity...

[S][][][1][][2][g][s]
[] [3]
[4][][5][][B][C][][]
[x] []
[P][][][6][][7][][G]

S = Start
1 = Fallacious Tree Lv.15 [DP Chance: Win within 20 seconds. DP +1] Drop Lock
2 = Ephemeral Phantom Lv.29 [DP Chance: EX Burst within 10 seconds. DP +1]
s = Summonstone: Scarmiglione
3 = Delusory Knight Lv.28 [DP Chance: Wall Rush within 10 seconds. DP +1]
4 = Counterfeit Youth Lv.9
5 = Ephemeral Vision Lv.16 (Gold)
B = Kefka Lv.18 [DP Chance: Win battle. DP +2]
C = Chest: Mythril
6 = Capricious Thief Lv.9
7 = Capricious Reaper Lv.16 [DP Chance: Win without taking damage. DP +1]
G = Goal
P = Potion (Spawn from B)

DP Start: 5

DP Possible End: 2-0

DP Possible End Second: 4-0

Boss: Kefka Lv.18 2762/367/296/41/42/19

Stage 3

A knight with a crushing strike... His strength calls forth a new source of courage in the warrior.

[S][][?1][][xx][][][s]
[] [] [] []
[1][][?2][][?3][][2][GG]
[] [][4][] []

[3][][?4][][xx][][?5][C]

S = Start

1 = Phantasmal Girl Lv.10 [DP Chance: BRV Break within 10 seconds. DP +1]

?1 = Fallacious Wanderer Lv.10 Drop Bottom Lock

?2 = Transient Witch Lv.32 [DP Chance: Win within 20 seconds. DP +1]

?3 = Imitation Liegeman Lv.12 [DP Chance: Battlegen within 10 seconds. DP +1]

2 = Ephemeral Phantom Lv.19 [DP Chance: Keep foe from getting EX Cores. DP +1]

s = Summonstone: Odin AUTO

3 = Counterfeit Wraith Lv.18 Drop Top Lock

?4 = Ether

?5 = Imitation Despot Lv.31

G = Goal

4 = False Hero Lv.78 (Rare) [DP Chance: Win battle. DP +2]

C = Rare Chest: Gold

DP Start: 6

DP Possible End: 5-0

DP Possible End Second: 7-0

Stage 4

The spirit can be passed on even if its wishes go unanswered...

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

S = Start

1 = Ephemeral Vision Lv.33 [DP Chance: Booster acc. Multiplier greater or equal to 8x. DP +1]

2 = Imaginary Soldier Lv.11 Drop Front Lock

3 = Capricious Reaper Lv.9 [DP Chance: Battlegen within 10 seconds. DP +1]
Drop Middle Lock

4 = Phantasmal Girl Lv.20 [DP Chance: Critical hit within 10 seconds. DP +1]
Drop Top Lock

5 = Imaginary Champion Lv.19 [DP Chance: Win without taking damage. DP +1]
Drop Bottom Lock

6 = False Stalwart Lv.34

B = Jecht Lv.22 [DP Chance: Win battle. DP +2]

C = Chest: Rosetta Stone

G = Goal

C = Blue Chest: Diamond

P = Potion (Spawn from 1)

DP Start: 4

DP Possible End: 5-0

Boss: Jecht Lv.22 3241/355/308/52/48/21

Stage 5

Before all returns to nothingness, there is a task that must be done...

[][1][] [C] [P][]
[][][2][][5][][]
[S] [][7][] [][B]
[][][4][][] [][]
[][3][][C][6][][][]

S = Start
1 = Delusory Warlock Lv.9 [DP Chance: Win within 10 seconds. DP +1]
2 = Phantasmal Harlequin Lv.12 [DP Chance: Critical hit within 10 seconds. DP +1]
3 = Ephemeral Phantom Lv.36 [DP Chance: Keep foe from getting EX Cores. DP +1]
4 = False Hero Lv.22 (Gold) [DP Chance: Wall Rush within 10 seconds. DP +1]
5 = Transient Witch Lv.37 [DP Chance: Win without losing HP. DP +1]
C = Chest: Ivory Choker
6 = Counterfeit Youth Lv.21
B = Exdeath Lv.24
P = Potion (Spawn from 3)
7 = False Stalwart Lv.81 (Rare) [DP Chance: Win battle. DP +2]
C = Rare Chest: Gold

DP Start: 4

DP possible End: 5-0

DP Possible End Second: 7-0

Boss: Exdeath Lv.24 3301/373/301/51/53/22

-----o
| 3.XII.ii. Chapter Two [CAC2] |
-----o

[The Schemers]
As the true meaning of the crystals is realized, a new danger reveals itself...
Difficulty: *****

Stage 1

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

S = Start
1 = Ephemeral Phantom Lv.9
2 = Delusory Knight Lv.9
3 = Fallacious Wanderer Lv.39 [DP Chance: Win without losing HP. DP +1] Drop Bottom Lock
4 = Imaginary Soldier Lv.23 (Gold) Drop Top Lock
5 = Capricious Thief Lv.24 (Spawn from 2)

6 = Imitation Liegeman Lv.25 (Spawn from 1) [DP Chance: Battlegen within 10 seconds. DP +1]

B = Kuja Lv.27 [DP Chance: Win battle. DP +2]

C = Chest: Mythril

G = Goal

C = Chest: Gold (Spawn from B)

DP Start: 4

DP Possible End: 3-0

Boss: Kuja Lv.27 3366/361/388/53/51/23

Stage 2

A place untouched by light... A truth, spoken within the darkness...

[][][][2][][4][C]

[][][1][][3][]

[S] [][][G]

[][?1][][?3][][?5]

[][?2][][?4][][?6][g][s]

S = Start

1 = False Hero Lv.11

2 = Counterfeit Wraith Lv.28 [DP Chance: Wall Rush within 10 seconds. DP +1]

3 = Fallacious Wanderer Lv.27 (Gold) [DP Chance: Critical hit within 10 seconds. DP +1]

4 = False Stalwart Lv.42 [DP Chance: BRV Break within 10 seconds. DP +1]

?1 = Transient Witch Lv.27

?2 = Delusory Warlock Lv.11

?3 = Counterfeit Wraith Lv.13

?4 = Ephemeral Vision Lv.41 [DP Chance: Keep foe from getting EX Cores. DP +1]

?5 = Transient Lion Lv.27 [DP Chance: Win within 10 seconds. DP +1]

?6 = Imaginary Champion Lv.42

C = Chest: Rosetta Stone

G = Goal

s = Summonstone: Cagnazzo

DP Start: 4

DP Possible End: 4-0

Stage 3

Hopes and dreams are not limited to the light. Hope blossoms in the darkness as well...

[S][][][?1][][?2][][s]

[][][][][1][]

[][?3][][?4][][?5][][?6]

[][][][] []

[C][?7][][?8][][?9][][G]

S = Start

?1 = Fallacious Tree Lv.11
?2 = Ephemeral Vision Lv.44 (Agro) [DP Chance: Win within 20 seconds. DP +1]
s = Summonstone: Odin
?3 = Ephemeral Phantom Lv.13 [DP Chance: Win without taking damage. DP +1]
?4 = Counterfeit Youth Lv.28 (Agro) [DP Chance: Battlegen within 10 seconds.
DP +1]
?5 = Capricious Reaper Lv.45
?6 = Ether
?7 = Cloud of Darkness Lv.31 [DP Chance: Win battle. DP +2]
?8 = Imaginary Soldier Lv.14
?9 = Phantasmal Harlequin Lv.29 [DP Chance: Booster acc. multiplier > 8x. DP
+1]
G = Goal
1 = False Hero Lv.86 (Rare) [DP Chance: Win battle. DP +2]
C = Rare Chest: Gold

DP Start: 4

DP Possible End: 5-0

DP Possible End Second: 7-0

Boss: Cloud of Darkness Lv.31 3729/380/415/61/60/25

Stage 4

Perhaps if a land is free of conspiracy, it is only due to fortune's
blessing.

[1][][][2][][7][][B]
[] []
[S][][3][][][6][][]
[4] [G]
[C][][5][][P][g][C]

S = Start

1 = Phantasmal Girl Lv.13
2 = Ephemeral Vision Lv.11 (Spawn from 1)
3 = Delusory Knight Lv.31 [DP Chance: Win within 10 seconds. DP +1]
4 = False Stalwart Lv.15 (Spawn from 2)
5 = Transient Witch Lv.46 (Spawn from 3) [DP Chance: EX Burst within 10
seconds. DP +1]
C = Chest: Phoenix Pinion
P = Potion
6 = False Hero Lv.31 (Spawn from 4) [DP Chance: Win without taking damage. DP
+1]
7 = Imaginary Champion Lv.47 (Spawn from 5) [DP Chance: Keep foe from getting
EX Cores. DP +1]
B = Golbez Lv.33 (Spawn from 4) [DP Chance: Win battle. DP +2]
G = Goal (Defeat 4 enemies)
C = Blue Chest: Diamond

DP Start: 6

DP Possible End: 3-0

Boss: Golbez Lv.33 3811/368/386/66/63/26

Stage 5

An emissary resurrected from hell... Nothing can douse his ruthless ambition.

```

    [ C]      [ ][ ][ P]    [ B]
[ ][ 3][ ][ 4]    [ ][ ][ ]
[ ][ 2][ ][ 5][ ][ 7]    [ ]
[ ][ 1][10][ 6][ ][ 8][ ][ 9]
[ S]                [ C]
```

S = Start

1 = Imitation Despot Lv.16

2 = Imaginary Soldier Lv.33 [DP Chance: Win within 10 seconds. DP +1]

3 = Capricious Reaper Lv.50 [DP Chance: BRV Break within 10 seconds. DP +1]

4 = Delusory Warlock Lv.51 (Spawn from first set)

5 = Phantasmal Harlequin Lv.34 (Spawn first set) [DP Chance: Win without taking damage. DP +1]

6 = Transient Lion Lv.14 (Spawn first set)

P = Potion

7 = Counterfeit Youth Lv.35 (Spawn from second set) [DP Chance: Booster acc. multiplier > 8x. DP +1]

8 = Ephemeral Phantom Lv.15 (Spawn from second set)

C = Chest: Pretty Orb

9 = Delusory Knight Lv.34 (Gold) (Spawn from second set)

B = The Emperor Lv.37

10 = False Stalwart Lv.90 (Rare) [DP Chance: win battle. DP +2]

C = Rare Chest: Gold

DP Start: 5

DP Possible End: 5-0

DP Possible End Second: 7-0

Boss: The Emperor Lv.37 4153/373/512/73/71/28

```

o-----o
| 3.XII.iii.                Chapter Three                [CAC3] |
o-----o
```

[While Time Grows Short]

Only a cruelly short time remains for the world. The day of reckoning quickly approaches...

Difficulty: *****

Stage 1

```

    [4][C][ ]
    [ ][ ][2][ ][ ]
[S][ ][1][ ][5][ ][G]
    [ ][ ][3][ ][ ]
    [6][C][ ]
```

S = Start

1 = Transient Witch Lv.18

2 = Counterfeit Wraith Lv.19 [DP Chance: Win within 10 seconds. DP +1]
3 = Imaginary Soldier Lv.37 [DP Chance: Win without taking damage. DP +1]
4 = Fallacious Wanderer Lv.38
C = Chest: Gold
5 = Imaginary Champion Lv.37 [DP Chance: Booster acc. multiplier > 8x. DP +1]
6 = Capricious Thief Lv.53 [DP Chance: Win within 20 seconds. DP +1]
C = Chest: Diamond (Spawn when all enemies are defeated)
G = Goal

DP Start: 3

DP Possible End: 3-0

Stage 2

With borders and principles no longer defined, a world without harmony can only move towards destruction...

[] [][][6] [G]
[][][1][][5][x][]
[B] [][S][] [7]
[g] [2][][4] []
[s] [P][3][][C][]

S = Start

1 = Fallacious Tree Lv.18
2 = Ephemeral Phantom Lv.19 [DP Chance: Win within 10 seconds. DP +1]
3 = Counterfeit Youth Lv.38 [DP Chance: Win without taking damage. DP +1]
P = Potion
4 = Phantasmal Harlequin Lv.54
C = Chest: Phoenix Down
B = Ultimecia Lv.40 [DP Chance: Win battle. DP +2]
5 = False Stalwart Lv.38
6 = False Hero Lv.55 [DP Chance: Win within 20 seconds. DP +1] Drop Lock
7 = Phantasmal Girl Lv.39 [DP Chance: Win without taking damage. DP +1]
G = Goal
s = Summonstone: Rubicante

DP Start: 4

DP Possible End: 5-0

Boss: Ultimecia Lv.40 4335/377/506/72/72/30

Stage 3

An unimaginable sorrow. To the idols of yore, that sadness is deep and wide...

[?1] [?2] [s]
[1] [3] [5] [G]
[][][][][][][][][][]
[S] [2] [4] [6]
[s] [?3] [C]

S = Start

1 = Transient Lion Lv.57 [DP Chance: Win without taking damage. DP +2]
?1 = Chest: Attractorb
2 = Imitation Liegeman Lv.55 [DP Chance: Win within 20 seconds. DP +2]
s = Summonstone: Ramuh AUTO
3 = Imaginary Champion Lv.41 [DP Chance: Win within 10 seconds. DP +1]
?2 = Delusory Knight Lv.59
4 = Imitation Despot Lv.56 [DP Chance: Win without taking damage. DP +2]
?3 = Ether
5 = Delusory Warlock Lv.58 [DP Chance: Win within 20 seconds. DP +2]
s = Summonstone: Barbariccia
G = Goal
6 = False Hero Lv.94 (Rare) [DP Chance: Win battle. DP +3]
C = Rare Chest: Diamond

DP Start: 2

DP Possible End: 5-0

DP Possible End Second: 7-0

Stage 4

What burden does the deadly star bear? What does it bring? For now, he rests within the planet's core...

[S][][?1][][?3][][?5][C]
 [][?2][][?4][][][?6]
[C] [] [P][]
[g] [G][][?9][] []
[B][][][][?8][][][?7]

S = Start

?1 = Counterfeit Youth Lv.41 (Gold)
?2 = Phantasmal Harlequin Lv.62 [DP Chance: Win within 20 seconds. DP +1]
?3 = Capricious Thief Lv.41 (Gold)
?4 = False Stalwart Lv.63 [DP Chance: Win within 10 seconds. DP +1]
?5 = Counterfeit Wraith Lv.63 [DP Chance: Win without taking damage. DP +1]
C = Chest: Rosetta Stone
?6 = Capricious Reaper Lv.64 [DP Chance: Win within 20 seconds. DP +1]
P = Potion (Spawn from ?6)
?7 = Imitation Liegeman Lv.42 (Gold)
?8 = Transient Lion Lv.42 (Gold)
?9 = Transient Witch Lv.65 [DP Chance: Win within 20 seconds. DP +1]
B = Sephiroth Lv.44 [DP Chance: Win battle. DP +2]
G = Goal
C = Blue Chest: Gold

DP Start: 5

DP Possible End: 6-0

Boss: Sephiroth Lv.63 4942/382/447/86/88/32

Stage 5

As told by the storyteller of yore, you are here to free the world from an

endless cycle of death and rebirth...

[S][] [] [C][6][]
[][1][][3][][5][][]
[][][C][][7][][][B]
[][2][][4][][][][]
[] [C] [][P][][]

- S = Start
- C = Chest: Arcane Incense
- 1 = Counterfeit Youth Lv.66 (Spawn from Chest) [DP Chance: Win without taking damage. DP +1]
- 2 = Imitation Despot Lv.67 (Spawn from Chest) [DP Chance: Win without taking damage. DP +1]
- 3 = Phantasmal Girl Lv.68 (Spawn from Chest) [DP Chance: Win without losing HP. DP +1]
- 4 = Fallacious Tree Lv.69 (Spawn from Chest) [DP Chance: Win without taking damage. DP +1]
- 5 = False Stalwart Lv.71 (Spawn from 4) [DP Chance: Win without taking damage. DP +1]
- 6 = Delusory Warlock Lv.70 (Spawn from 4) [DP Chance: Win without losing HP. DP +1]
- C = Chest: Gold (Spawn from 4)
- P = Potion (Spawn from 4)
- B = Garland Lv.45
- 7 = False Stalwart Lv.99 (Rare) [DP Chance: Win battle. DP +3]
- C = Rare Chest: Diamond

DP Start: 2

DP Possible End: 4-0

DP Possible End Second: 7-0

Boss: Garland Lv.45 5041/383/470/90/89/32

o-----o
 | 3.XII.iv. Chapter Four [CAC4] |
 o-----o

[The Decisive Battle]

A nothingness beyond death approaches... At chaos's end lies the answer they have sought.

Difficulty: *****

Stage 1

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

- S = Start
- 1 = Phantasmal Harlequin Lv.29
- 2 = Transient Witch Lv.29
- 3 = Imaginary Champion Lv.31

P = Potion
4 = Capricious Reaper Lv.28
5 = Ephemeral Phantom Lv.31
s = Summonstone: Ramuh
G = Goal

DP Start: 0

Stage 2

The ultimate chaos has almost been achieved. Everyone's role is set. The final fantasy begins...

```

          [s][4]
        [ ][1]  [ ][ ][ ]
[S][ ][ ][ ][3][ ][ ][B]
        [ ][2]  [ ][ ][ ]
          [P][5]
```

S = Start
1 = Fallacious Tree Lv.32
2 = Delusory Warlock Lv.33
3 = Counterfeit Wraith Lv.34
4 = False Stalwart Lv.35
s = Summonstone: Tiamat
5 = Imitation Despot Lv.35
P = Potion
B = Chaos Lv.48

DP Start: 0

Boss: Chaos Lv.48 5497/387/549/95/99/34

Strategy: Ok, here will be some personal strategy, but it may not help. However, it will get you to defeat him in one go. Best level to beat him is not a factor. However, being high level does give you a better chance at beating him. If you started your best/favored character at level 50+ and worked on it from there, you will most likely be around level 60-70. That's it.

Not too helpful am I? Then how about this, I will give you a link that will help you beat Chaos on any type of game. And I do mean Inward Chaos.

The link is here: <http://www.gamefaqs.com/portable/psp/file/939394/57882>

This link will help you. I will not take credit on the FAQ there, however, this is the best I am ever going to give you on this one. Don't give up.

```

=====
| 3.XIII.                Distant Glory                [CAD0] |
=====
```

```

-----
| 3.XIII.i              Distant Glory (Cosmos)        [CAD1] |
-----
```

[The Lady of Legend]

Perhaps her high-pitched laugh is proof of an ancient, unmatched strength...

Difficulty: *****

This section is unlocked when you have completed Shadow Impulse, and 2 of the Destiny Odyssey.

Stage 1

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

S = Start

1 = False Hero Lv.34

2 = Lady of Antiquity Lv.43

3 = Imitation Liegeman Lv.35

4 = Warrior of Light Lv.49 (Spawn from 1) [DP Chance: Win without losing HP.
DP +1]

5 = Firion Lv.50 (Spawn from 3) [DP Chance: Win without losing HP. DP +1]

C = Chest: White Mage Lore (Spawn from 2)

G = Goal (Spawn by defeating all enemies)

DP Start: 4

DP Possible End: 1-0

Stage 2

Another time...another place... A lady makes a grand proclamation.

[][][g][s] [][]
[][1] [3][][]
[2][][][S][][][]
[][5] [4][][G]
[C][] [][]

S = Start

1 = Counterfeit Youth Lv.36

2 = Lady of Antiquity Lv.45 [DP Chance: Win without taking damage. DP +1]

3 = Delusory Knight Lv.36

4 = Onion Knight Lv.51 (Spawn from 1) [DP Chance: Wall Rush within 10
seconds. DP +1]

5 = Cecil Lv.52 (Spawn from 3) [DP Chance: Wall Rush within 10 seconds. DP
+1]

C = Chest: Phoenix Down (Spawn from 2)

G = Goal (Spawn by defeating all enemies)

s = Summonstone: Atomos

DP Start: 4

DP Possible End: 3-0

Stage 3

So long as a pure future exists, one's choices are unlimited and everlasting...

```
[s][ ][4]   [ ][ ][3]
[ ][G][ ][E][ ][ ][ ][ ]
[ ]         [ ][ ]   [ ][C]
[ ][ ][1][ ]   [C][6][ ]
[2]   [ ][ ][S]   [ ][5]
```

S = Start

1 = Lady of Antiquity Lv.47 [DP Chance: Win without taking damage. DP +1]

2 = Phantasmal Girl Lv.39 [DP Chance: Critical hit within 10 seconds. DP +1]

E = Ether

3 = Fallacious Wanderer Lv.38 [DP Chance: Critical hit within 10 seconds. DP +1]

4 = Terra Lv.54 (Spawn from 2) [DP Chance: Critical hit within 10 seconds. DP +1]

C = Chest: Black Mage Lore (Spawn from 1)

5 = Bartz Lv.53 (Spawn from 3) [DP Chance: Critical hit within 10 seconds. DP +1]

s = Summonstone: Titan

G = Goal

6 = Lady Antiquity Lv.79 (Rare) [DP Chance: Win battle. DP +2]

C = Rare Chest: Bard Lore

DP Start: 5

DP Possible End: 4-0

DP Possible End Second: 7-0

Stage 4

Thou art but a single person in time. Yet time is made of more than one person. Go together, with friends that can shape the future...

```
[S][ ][ ]
      [C]
[5][ ][1][ ][4][3][g][C]
      [ ]
      [2][ ][G]
```

S = Start

1 = Transient Lion Lv.40 [DP Chance: BRV Break within 10 seconds. DP +1]

2 = Imaginary Soldier Lv.39 [DP Chance: BRV Break within 10 seconds. DP +1]

3 = Lady of Antiquity Lv.59 [DP Chance: Win without taking damage. DP +1]

4 = Cloud Lv.55 (Spawn from 2) [DP Chance: BRV Break within 10 seconds. DP +1]

C = Chest: Phoenix Pinion (Spawn from 3)

5 = Squall Lv.56 (Spawn from 1) [DP Chance: BRV Break within 10 seconds. DP +1]

G = Goal

C = Blue Chest: Thief Lore

DP Start: 5

DP Possible End: 5-0

Stage 5

To grant the lady's wish... That which bridges worlds lies at the end of the light's path.

```
      [C]   [C]
     [1][ ][5][ ][ ]
    [S][ ][4][ ][2][3][ ][B]
     [ ][ ][P][ ][ ]
```

S = Start

1 = Capricious Thief Lv.42 [DP Chance: EX Burst within 10 seconds. DP +1]

2 = Ephemeral Vision Lv.43 [DP Chance: EX Burst within 10 seconds. DP +1]

P = Potion

3 = Zidane Lv.57 (Spawn from 1) [DP Chance: EX Burst within 10 seconds. DP +1]

4 = Tidus Lv.58 (Spawn from 2) [DP Chance: EX Burst within 10 seconds. DP +1]

C = Chest: Black Belt Lore (Spawn from 1)

B = Shantotto Lv.60 (Spawn by defeating all enemies)

5 = Warrior of Antiquity Lv.82 (Rare) [DP Chance: Win battle. DP +2]

C = Rare Chest: Dancer Lore

DP Start: 5

DP Possible End: 5-0

DP Possible End Second: 8-0

Boss: Shantotto Lv.60 6153/430/841/107/110/40

I do understand that this stage is really impossible to get 5 DP on the end. However, it is still possible non the less.

However, A.Culp has given a way to get 5 DP the first time and 8 on the second.

"There is a way actually, though it's a bit expensive. Obviously it's difficult since you need to land an EX Burst in the first ten seconds. For that I used the Arcane Resin Accessory. They can be bought in the shop for 2000 gil, three Moon Stones, and one each Amplification Powder and Bergamo. Arcane Resin breaks after each battle but gives you a full EX Gauge at the start. I bought several of them, let them break and replace themselves every battle, and was able to get all the DP Chances.

This is the diagram you used.

```
      [C]   [C]
     [1][ ][5][ ][ ]
    [S][ ][4][ ][2][3][ ][B]
     [ ][ ][P][ ][ ]
```

I chained 1 and 5, then 2 and 4, then beat 3 and went to the Boss to finish with 7 DP. Also, though it isn't needed since you only need 7 DP for the Rosetta Stone, if you have the Jump skill, you can jump over 3 and then finish with 8 DP."

5 = Golbez Lv.63 (Spawn from 3) [DP Chance: Win within 30 seconds. DP +1]

G = Goal

s = Summonstone: Gilgamesh

DP Start: 4

DP Possible End: 4-0

Stage 3

A past that can never be undone... A title bought with betrayal... The warrior suffers from the weight of that sin.

[][C][][][][s][]
[C][6][][4] [3][][]
[S] [G]
[][][1] [5][][]
[E][][][][][2][]

S = Start

1 = Phantasmal Harlequin Lv.49 [DP Chance: Critical hit within 10 seconds. DP +1]

2 = Warrior of Antiquity Lv.57 [DP Chance: Win without taking damage. DP +1]

3 = Fallacious Tree Lv.49 [DP Chance: Critical hit within 10 seconds. DP +1]

E = Ether

s = Summonstone: Iron Giant

C = Chest: Knight Lore (Spawn from 2)

4 = Exdeath Lv.64 (Spawn from 3) [DP Chance: Booster acc. multiplier > 8x. DP +1]

5 = Kefka Lv.65 (Spawn from 1) [DP Chance: Booster acc. multiplier > 8x. DP +1]

G = Goal

6 = Lady of Antiquity Lv.87 (Rare) [DP Chance: Win battle. DP +2]

C = Rare Chest: Ninja Lore

DP Start: 5

DP Possible End: 5-0

DP Possible End Second: 7-0

Stage 4

Tortured by the past, trapped by the past, lining in the past. Yet, if there were a way out, then...

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

S = Start

1 = Transient Witch Lv.52 [DP Chance: Keep foe from getting EX Cores. DP +1]

2 = Imaginary Champion Lv.51 [DP Chance: Keep foe from getting EX Cores. DP +1]

This section of the game has to be, and I do mean has to be, played with Lv.100 characters. You can use any character, any Cosmos character, any Chaos character.

This is the hardest section of the game. I will be posting videos of the battles on Youtube.com when ever I get to this section.

Update: As it turns out that the battles here is simple and similar to that of Quick Battle. However, when I do manage to get a video of the Lv.110 Chaos battle, I will add it to Youtube.com. Till then, you will have to relay on Youtube.com to see Lv.100 Chaos Battles.

Stage 1

```
[ ][1][ ][3][ ][ ]
[S][ ][ ][P] [M][G]
[ ][2][ ][4][ ][ ]
```

S = Start
1 = Warrior of Light Lv.92 [DP Chance: Win battle. DP +1]
2 = Firion Lv.93 [DP Chance: Win battle. DP +1]
P = Potion
3 = Onion Knight Lv.94 [DP Chance: Win battle. DP +1]
4 = Cecil Lv.95 [DP Chance: Won battle. DP +1]
M = Moogle
G = Goal

DP Start: 1

DP Possible End: 1-0

Stage 2

An unending dream...

```
[ ][1][ ][2][ ][ ][P]
[ ] [ ] [ ] [ ]
[S] [C] [s] [ ][G]
[ ] [ ] [ ] [ ]
[ ][3][ ][4][ ][ ][ ]
```

S = Start
1 = Bartz Lv.96 [DP Chance: Win battle. DP +1]
2 = Terra Lv.97 [DP Chance: Win battle. DP +1]
3 = Cloud Lv.98 [DP Chance: Win battle. DP +1]
4 = Squall Lv.99 [DP Chance: Win battle. DP +1]
s = Summonstone: Omega
P = Potion
G = Goal
C = Chest: Lifestone (Spawn by defeating all enemies)

DP Start: 1

DP Possible End: 1-0

Stage 3

A hope for the future...

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

S = Start
1 = Zidane Lv.100 [DP Chance: Win battle. DP +1]
2 = Tidus Lv.101 [DP Chance: Win battle. DP +1]
3 = Shantotto Lv.102 [DP Chance: Win battle. DP +1]
P = Potion
4 = Garland Lv.103 [DP Chance: Win battle. DP +1]
5 = The Emperor Lv.104 [DP Chance: Win battle. DP +1]
G = Goal
C = Chest: Lifestone (Spawn by defeating all enemies)

DP Start: 1

DP Possible End: 2-0

Stage 4

An unflinching courage...

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

S = Start
1 = Cloud of Darkness Lv.105 [DP Chance: Win battle. DP +1]
2 = Golbez Lv.106 [DP Chance: Win battle. DP +1]
3 = Exdeath Lv.107 [DP Chance: Win battle. DP +1]
4 = Kefka Lv.108 [DP Chance: Win battle. DP +1]
5 = Sephiroth Lv.109 [DP Chance: Win battle. DP +1]
P = Potion
G = Goal
C = Chest: Lifestone (Spawn by defeating all enemies)

DP Start: 1

DP Possible End: 2-0

Stage 5

The fantasy will repeat once again. The crystals shall eternally bring light...

[][1][][][][][3]
[] []
[S][C][][][B][][][]

[] []
[P][2][][][][][4]

S = Start
1 = Ultimecia Lv.110 [DP Chance: Win battle. DP +1]
2 = Kuja Lv.110 [DP Chance: Win battle. DP +1]
P = Potion
3 = Jecht Lv.110 [DP Chance: Win battle. DP +1]
4 = Gabranth Lv.110 [DP Chance: Win battle. DP +1]
B = Chaos Lv.110 (Spawn by defeating all enemies)
C = Chest: Chemist Lore (Spawn by defeating all enemies)

DP Start: 1

DP Possible End: 0

Boss: Chaos Lv.110 9999/462/1809/196/202/65 [Bravery Bonus: 10 (BRV +724)]

Same link will be used to help all who wishes it and it will help non the less.

<http://www.gamefaqs.com/portable/psp/file/939394/57882>

Now I know that if you, the player, have only faced Chaos only once in Shade Impulse then the link will greatly help. Now I do recommend the link for anyone who has only faced Chaos when he was at Lv.48 because he will get more cheap and much quicker on his dodges and blocks.

On a personal note, it took me about more than 10 retries to beat Chaos with WoL. But it was worth it. By beating this for the first time, you unlock Colosseum - Blackjack Course and the Genji Series in the Item Shop. Go ahead and unlock them in the PP Catalog, you deserve it for going through the whole thing.

It is now safe to say that you, the player, have beaten the game. But is this truly the end? Nope, there is a lot more to do. More stuff to complete, more stuff to unlock, and more stuff to gain and master. The Colosseum will help players unlock items that only Ghost Friends had. There is also your friends to beat in the game.

Remember, there will always be a Final Fantasy.

* 4. Character Information [DA00] *

In Dissidia: Final Fantasy you have control of the 10 main characters from the 10 main Final Fantasy games. The information will give you, the player the insight your need to know about the character your playing, and what equipment they can equip.

o=====o
| 4.I. Cosmos [DA10] |
o=====o

Final Fantasy I

o-----o
| Warrior of Light |

|
| A legendary warrior blessed by light. Bearing sword and shield, he is
| skilled in all aspects of combat.
|

| In the original game, the Warrior set out to rescue Princess Sarah of
| Cornelia, and ended up saving the world.
|

| His origins, his destination, his goals and motives are unknown—even to
| him.
|

| Weapon: Sword, Greatsword, Axe

| Arm: Shield, Gauntlet

| Head: Helm

Body: Light Armor, Heavy Armor

Final Fantasy II

| Firion

| A young warrior skilled in many types of weaponry. He is hot-blooded,
| with a strong sense of duty.
|

| In the original Game, his hometown of Fynn was invaded by the Empire of
| Palamecia, killing his parents and severely wounding him.
|

| Later he joined a resistance group identifying themselves by the
| watchword "Wild Rose." This reference to his hometown holds deep meaning
| for him, but he is reluctant to speak it aloud for fear of attracting
| imperial soldiers.
|

| Weapon: All

| Arm: All

| Head: Hat, Helm

Body: Clothing, Light Armor

Final Fantasy III

| Onion Knight

| A youth bearing the title of Onion Knight. Intelligent and mischievous,
| he unquestionably believes there's nothing he can't do.
|

| In the original game, he was an orphan raised by the Ur village elder,
| Topapa. After a sudden earthquake opened a cavern in the ground, the boy
| and his friends went to investigate and fell into the Altar Cave.
| Eventually they were chosen as Warriors of the Light by the Wind Crystal.
|

| Weapon: Sword, Dagger, Rod, Staff, Thrown

| Arm: Parrying, Bangle, Gauntlet

| Head: Hat, Hairpin

Body: Clothing, Light Armor

Final Fantasy IV

| Cecil Harvey

| A kind-hearted knight that wields the accursed power of darkness.

| In the original game, he was Lord Captain of Baron's airship force, the Red Wings, until circumstances led to his dismissal and embarkation on a journey of self-discovery. Eventually he was able to overcome his dark past and start down the path of a paladin.

| He is gentle and humble towards everyone, including children such as Porom and Palom.

| Weapon: Sword, Greatsword, Axe

| Arm: Shield, Gauntlet

| Head: Helm

| Body: Light Armor, Heavy Armor

Final Fantasy V

| Bartz Klauser

| A cheerful man with a strong sense of justice and the inability to ignore those in trouble.

| In the original game, at his father's dying wish, he traveled the world along with his chocobo, Boko.

| Free-spirited and spunky, one would never know that a childhood trauma left him with a paralyzing fear of high places. For good or ill, this too is part of his innocent, youthful personality.

| Weapon: All

| Arm: All

| Head: All

| Body: All

Final Fantasy VI

| Terra Branford

| A pure, innocent girl born with the power of magic.

| In the original game, she was a soldier for the Gestahlian Empire, which aimed to take over the world. In reality, her mind and actions were controlled by a hypnotic device. Upon traveling to the snow-covered mining town of Narshe, she met a man named Locke and was stolen away to the resistance group, the Returners.

| She has a fondness for moogles and enjoy fluffing their fur, especially as she drifts off to sleep.

| Weapon: Dagger, Rod, Staff

| Arm: Bangle

| Head: Hat, Hairpin

| Body: Clothing, Robe

Final Fantasy VII

-----o

| Cloud Strife |

| |

| An acerbic young swordsman with glowing eyes who wields a blade as large |

| as he is. |

| |

| In the original game, after leaving the Shinra Company, he started |

| working as a jack-of-all-trades in the city of Midgar. After joining the |

| anti-Shinra group Avalanche, he became entangled in a battle for the |

| future of the planet. |

| |

| On the surface he looks disaffected with most everything, but he is quite |

| a fan of extreme sports such as snowboarding, motorcycling, and chocobo |

| riding. |

| |

| Weapon: Sword, Greatsword |

| Arm: Shield, Bangle |

| Head: Hat, Helm |

| Body: Clothing, Light Armor |

-----o

Final Fantasy VIII

-----o

| Squall Leonhart |

| |

| A cold, taciturn youth who wields a gunblade, a weapon part sword, part |

| gun. |

| |

| In the original game, he was raised as a mercenary at the Balamb Garden |

| Military Academy, and belonged to the special military force, SeeD. |

| |

| It is arguable whether his decision to train with the old-fashioned and |

| notoriously difficult to master gunblade is more a show of strength or of |

| stubbornness. |

| |

| Weapon: Sword, Thrown |

| Arm: Shield, Bangle |

| Head: Hat, Helm |

| Body: Clothing, Light Armor |

-----o

Final Fantasy IX

-----o

| Zidane Tribal |

| |

| A thief with great energy and a sharp wit, though all is lost when it |

| comes to women. |

| |

| In the original game, he was a member of Tantalus, a gang of thieves |

| masquerading as a traveling theater group. After kidnapping the beguiling |

| Princess Garnet, he was drawn into a conflict that concerned his very |

| birth. |

| |

| While usually cheerful and waggish, he does have bouts of despair. |

| However, this may be another part of his charm. |

|
| Weapon: Dagger, Thrown
| Arm: Parrying, Bangle, Gauntlet
| Head: Hat, Hairpin
Body: Clothing, Light Armor

Final Fantasy X
|-----|

| Tidus
|
| A light-hearted, cheerful youth able to calm others even through the most
| trying of situations.
|
| In the original game, he was an ace blitzball player for the Zanarkand
| Abes.
|
| After an assault from the monster Sin, he found himself in a world called
| Spira and began traveling with a summoner, Yuna.
|
| Weapon: Sword, Grappling
| Arm: Shield, Bangle
| Head: Hat, Helm
Body: Clothing, Light Armor

|-----|
4.II. Chaos [DA20]

Final Fantasy I
|-----|

| Garland
|
| A knight sworn to face the Warrior of Light. He wields a powerful,
| adaptive weapon.
|
| In the original game, he was famed knight of Cornelia when he suddenly
| went rogue, kidnapping the princess of Cornelia and taking her to the
| ruins of the Chaos Shrine.
|
| Just before dying, he was transported 2000 years into the past, where he
| robbed the future of its strength as he survived in solitude. Chained by
| time and growing ever-more hateful, one can only imagine what sort of
| eternity he dreams of...
|
| Weapon: Greatsword, Katana, Spear, Axe
| Arm: Shield, Gauntlet
| Head: Helm
Body: Light Armor, Heavy Armor

Final Fantasy II
|-----|

| The Emperor
|

| A ruthless, single-minded man with an insatiable lust for power. |
|
| In the original game, he led the military empire of Palamecia, bringing |
| country after country under his heel. With his incredible sorcery, he was |
| even able to command demons and the Cyclone. |
|
| He will do anything for power—including selling his soul. His pride is |
| almost fearsome in its intensity. |
|
| Weapon: Sword, Dagger, Rod, Staff |
| Arm: Bangle |
| Head: Hat, Hairpin |
| Body: Clothing, Robe |
○-----○

Final Fantasy III

○-----○
| Cloud of Darkness |
|
| An existence that wishes for all to return to nothingness. She has |
| transcended the abstract and is the embodiment of fear. |
|
| In the original game, she had been defeated by a flood of light 1000 |
| years previous. However, a flood of darkness created by Master Xande |
| allowed her to return. Seeing the imbalances of light and darkness in the |
| world, she decided to destroy all existence. |
|
| The two tentacles at her right and left have differing special abilities. |
| It is rumored their personalities are different as well. |
|
| Weapon: Rod, Staff |
| Arm: Bangle |
| Head: Hat, Hairpin |
| Body: Clothing, Robe |
○-----○

Final Fantasy IV

○-----○
| Golbez |
|
| A figure clad in armor of deepest night who walks the path of darkness. |
|
| In the original game, he commanded the four elemental archfiends and took |
| control of the Red Wings after Cecil's departure. |
|
| He resents that evil was able to cloud his soul, despite being of the |
| same pure Lunarian blood as Cecil. |
|
| Weapon: Greatsword, Spear, Axe, Rod |
| Arm: Shield, Gauntlet |
| Head: Helm |
| Body: Light Armor, Heavy Armor |
○-----○

Final Fantasy V

○-----○
| Exdeath |

|
| A magus of supreme darkness, born from a great evil sealed into a tree. |
|
| In the original game, his soul was sealed away by the sage Ghido and the |
| four Dawn Warriors, but he was still able to use the power of darkness to |
| be reborn. |
|
| By joining the world's two dimensions into one, he desired to gain the |
| power of the Void. |
|
| Weapon: Rod, Staff |
| Arm: Shield, Gauntlet |
| Head: Helm |
| Body: Light Armor, Heavy Armor |
○-----○

Final Fantasy VI

○-----○
| Kefka Palazzo |
|
| A mage who finds no greater joy than in destruction. |
|
| In the original game, he was the right hand of Emperor Gestahi. A proven |
| military strategist, he favored effective, if inhumane, methods that |
| caused countless casualties. His pushy methods left him disliked by |
| anyone unlucky enough to work under him. |
|
| Infusions of Magitek power have caused him to lose his grip on sanity. |
| Thirty-five years old, he is known for his high, lingering laugh. |
|
| Weapon: Rod, Staff |
| Arm: Bangle |
| Head: Hat, Hairpin, Ribbon |
| Body: Clothing, Robe |
○-----○

Final Fantasy VII

○-----○
| Sephiroth |
|
| A legendary member of SOLDIER once revered as a hero. |
|
| In the original game, after learning that he was the product of genetic |
| experimentation, he decided he was fated to destroy the planet—and he had |
| more than enough power to do so. |
|
| During his stint in SOLDIER, he learned well how to slash enemies with an |
| impossibly-long sword. His fighting prowess is perhaps the only thing he |
| values from the time he considered himself to be human. |
|
| Weapon: Katana, Spear |
| Arm: Shield, Gauntlet |
| Head: Helm |
| Body: Light Armor, Heavy Armor |
○-----○

Final Fantasy VIII

| Ultimecia
|
| A powerful sorceress possessing a deep-seated rage and the ability to
| control space and time.
|
| In the original game, she reigned over the far future. Using time
| compression magic, she aimed to create a world where the past, present
| and future were one, and only she might exist.
|
| Weapon: Dagger, Rod, Staff, Instrument
| Arm: Bangle
| Head: Hat, Hairpin
Body: Clothing, Robe

Final Fantasy IX

| Kuja
|
| A sadistic, narcissistic silver-haired man of a delicate, epicene beauty.
|
| In the original game, he threw the continent into disarray by providing
| black mages, mass-produced soldiers created from Mist, to Alexandria's
| Queen Brahne.
|
| Born from the stage, he has tendency to get carried away with his own
| flowery speech. On the other hand, those who get on this bad side are
| treated with bitter venom.
|
| Weapon: Dagger, Rod, Staff
| Arm: Bangle
| Head: Hat, Hairpin
Body: Clothing, Robe

Final Fantasy X

| Jecht
|
| A former blitzball star, and Tidus's father. His surly and rough-spoken
| nature belie a much gentler heart.
|
| In the original game, he accidentally came into contact with Sin while
| training out at sea—an event which doomed him for eternity.
|
| Tidus's signature move, the Jecht Shot, was originally named the
| "Sublimely Magnificent Jecht Shot Mark III." Until Tidus, no one else
| could successfully perform it.
|
| Weapon: Greatsword, Axe, Grappling
| Arm: Shield, Bangle
| Head: Hat, Helm
Body: Clothing, Light Armor

=====

o=====o

Final Fantasy XI

o-----o

| Shantotto |

| |

| A war hero with immeasurable magical power. |

| |

| Former minister of the Orastery, then head of the Parliament of |

| Patriarchs, in the original game, Shantotto was one of the top minds in |

| the Federation of Windurst. |

| |

| It's said her pride is higher than the pinnacles of the Gustaberg range, |

| and her temper hotter than the magma flowing forth from the mighty Mount |

| Yuhtunga. Her age is unknown, and having thus far neglected to marry |

| seems to be her only regret in life. |

| |

| Weapon: Rod, Staff |

| Arm: Bangle |

| Head: Hat, Hairpin, Ribbon |

| Body: Clothing, Robe |

o-----o

Final Fantasy XII

o-----o

| Gabranth |

| |

| A warrior who swears his life to those he trusts. |

| |

| In the original game, he served as a Judge Magister of the Archadian |

| Empire. |

| |

| Despite being a non-native to the Empire, he advanced to the position of |

| Judge at an impressive speed. However, his heart was filled with regret |

| from being unable to protect his home country, and he despised his older |

| brother Basch for abandoning him and their mother. |

| |

| Weapon: Sword, Dagger, Greatsword |

| Arm: Shield, Gauntlet |

| Head: Helm |

| Body: Light Armor, Heavy Armor |

o-----o

* 5. Character Skill [EA00] *

Every character you play, no matter if they are good or evil, will gain levels. And it does not matter if the level gain is by Story Mode, Arcade, or even Quick Battle. At some levels the character will learn abilities to advance their fighting power and make it harder for the enemy to win against you.

When ever you master an ability, the CP will be cut in half to allow you to add more abilities. However, not all abilities will have their CP cut in half. The following skills and abilities will be listed by level, what skills

are needed to learn from mastering them, and at what Mastery Character Points (MCP) they have when mastered.

```

=====
| 5.I                               Cosmos                               [EA10] |
=====

```

Warrior of Light

Bravery Attack

Name	Level	Type	AP	CP	MCP	Other
Dayflash	1	Land	90	30	15	
Red Fang	1	Land	120	20	10	
Sword Thrust	3	Land	180	30	15	
Blue Fang	19	Land	120	20	10	
White Fang	24	Land	120	20	10	
Ascension	30	Land	90	30	15	*
Crossover	1	Air	120	30	15	*
Rising Buckler	9	Air	120	30	15	*
Shield Strike	13	Air	120	30	15	*

HP Attack

Name	Level	Type	AP	CP	MCP	Other
Shield of Light	1	Land	180	40	20	
Shining Wave	1	Land	180	40	20	
Shield of Light	1	Air	180	40	20	
Radiant Sword	38	Air	180	40	20	

Chained Attacks

Name	Type	AP	CP	MCP	Other
Rune Saber	Land	300	40	20	Master Ascension
Rune Saber	Air	300	40	20	Master Crossover
Bitter End A	Air	300	40	20	Master Rising Buckler
Bitter End S	Air	300	40	20	Master Shield Strike

Basic Abilities

Name	Level	Type	AP	CP	MCP	Other
Ground Evasion	1	Action	60	10	5	
Midair Evasion	1	Action	60	10	5	
Ground Block	1	Action	40	10	5	
Midair Block	1	Action	40	10	5	
Aerial Recovery	1	Action	80	10	5	
Free Air Dash	1	Action	200	30	15	
Air Dash	4	Action	100	10	5	
Jump Boost	7	Action	150	10	5	
Jump Boost +	Learn	Action	150	20	10	Master Jump Boost
Jump Boost ++	Learn	Action	150	40	20	Master Jump Boost

							Boost +	
Reverse Air Dash	18	Action	100	10	5			
Speed Boost	21	Action	150	20	10			
Speed Boost +	Learn	Action	150	40	20		Master Speed	
							Boost	
Speed Boost ++	Learn	Action	150	70	35		Master Speed	
							Boost +	
Reverse Free Air Dash	29	Action	200	30	15			
Recovery Attack	32	Action	120	20	10			
Controlled Recovery	32	Action	120	10	5			
Jump Times Boost	39	Action	150	20	10			
Jump Times Boost +	Learn	Action	150	40	20		Master Jump	
							Times Boost	
Jump Times Boost ++	Learn	Action	150	70	30		Master Jump	
							Times Boost +	
Omni Air Dash	40	Action	300	40	20			
Multi-Air Slide	53	Action	250	10	5			
Multi-Air Slide +	Learn	Action	300	30	15		Master Multi-	
							Air Slide	
Midair Evasion Boost	57	Action	150	20	10			
Always Target	1	Support	30	10	5			
Indicator								
EX Core Lock On	1	Support	50	10	5			
Auto Chase	11	Support	250	20	5			
Auto Recovery	11	Support	250	20	5			
Auto EX Burst	15	Support	150	20	5			
Auto EX Command	15	Support	300	30	10		*	
Auto EX Command Omega	Learn	Support	600	40	20		Master Auto EX	
							Command	
Auto EX Defense	26	Support	300	30	10		*	
Auto EX Defense Omega	Learn	Support	600	40	20		Master Auto EX	
							Defense	
Evasion Time Boost	64	Support	220	20	10			
Command Battle Boost	Shop	Support	220	20	10		*	
Command Battle Boost	Learn	Support	220	40	20		Master Command	
+							Battle Boost	
Command Battle Boost	Learn	Support	220	60	30		Master Command	
++							Battle Boost +	
EX Critical Boost	25	Extra	300	45	40		*	
Disable EX Critical	Learn	Extra	300	20	10		Master EX	
Boost							Critical Boost	
Riposte	35	Extra	300	45	40		*	
Disable Riposte	Learn	Extra	300	20	10		Master Riposte	
Sneak Attack	43	Extra	360	50	45		*	
Disable Sneak Attack	Learn	Extra	360	30	15		Master Sneak	
							Attack	
Physical Shield	47	Extra	280	20	10			
Magic Shield	50	Extra	280	20	10			
Bravery Regen	60	Extra	280	20	10			
First Strike	67	Extra	360	40	35		*	
Disable First Strike	Learn	Extra	360	20	10		Master First	
							Strike	
Concentration	71	Extra	250	30	15		*	
Concentration +	Learn	Extra	250	60	30		Master	
							Concentration	
Concentration ++	Learn	Extra	250	100	50		Master	
							Concentration +	
Cat Nip	74	Extra	300	30	25		*	
Disable Cat Nip	Learn	Extra	300	20	10		Master Cat Nip	
Anti-EX	78	Extra	300	30	20		*	

Disable Anti-EX	Learn	Extra	300	20	10	Master Anti-EX	
Achy	81	Extra	250	30	15	*	
Achy +	Learn	Extra	250	60	30	Master Achy	
Counterattack	85	Extra	360	50	45	*	
Disable Counterattack	Learn	Extra	360	30	15	Master	
						Counterattack	
Gambler's Spirit	88	Extra	300	30	15	*	
Disable Gambler's	Learn	Extra	300	20	10	Master	
Spirit						Gambler's	
						Spirit	
Back to the Wall	92	Extra	300	30	25	*	
Disable Back to the	Learn	Extra	300	20	10	Master Back to	
Wall						the Wall	
Precision Jump	95	Extra	180	10	5		
Snooze and Lose	98	Extra	250	100	50		
EXP to HP	100	Extra	500	20	0		
EXP to Bravery	100	Extra	500	20	0		
EXP to EX Force	100	Extra	500	20	0		
Equip Sword	Shop	Extra	500	20	10	*	
Equip Daggers	Shop	Extra	500	20	10		
Equip Greatswords	Shop						
Equip Katana	Shop						
Equip Spears	Shop						
Equip Axes	Shop						
Equip Rods	Shop						
Equip Staves	Shop						
Equip Thrown Weapons	Shop						
Equip Grappling	Shop						
Weapons							
Equip Instruments	Shop						
Equip Parrying	Shop						
Weapons							
Equip Shields	Shop						
Equip Bangles	Shop						
Equip Gauntlets	Shop						
Equip Hats	Shop						
Equip Hairpins	Shop						
Equip Helms	Shop						
Equip Ribbons	Shop						
Equip Clothing	Shop						
Equip Robes	Shop						
Equip Light Armor	Shop						
Equip Heavy Armor	Shop						
Equip Machines	Shop						
Sword Adept	Learn	Extra	240	20	10	Master Equip	
Dagger Adept							
Greatsword Adept							
Katana Adept							
Spear Adept							
Axe Adept							
Rod Adept							
Staff Adept							
Thrown Adept							
Grappling Adept							
Instrument Adept							
Parrying Adept							
Shield Adept							
Bangle Adept							
Gauntlet Adept							
Hat Adept							

Hairpin Adept							
Helm Adept							
Ribbon Adept							
Machine Adept							
Clothing Adept							
Robe Adept							
Light Armor Adept							
Heavy Armor Adept							

Firion

Bravery Attacks							

Name	Level	Type	AP	CP	MCP	Other	

Rope Knife	1	Land	90	30	15	*	
Reel Axe	1	Land	90	30	15	*	
Lance Combo	3	Land	90	30	15	*	
Swordsflash	9	Land	120	20			
Blizzard	1	Air	120	20	10		
Fire	1	Air	120	20	10		
Thunder	16	Air	120	20	10		
Swordsflash	23	Air	80	20			

HP Attacks							

Name	Level	Type	AP	CP	MCP	Other	

Straightarrow	1	Land	180	40	20		
Shield Bash	30	Land	180	40	20		
Straightarrow	1	Air	180	40	20		
Weaponsmaster	38	Air	300	40	20		

Combo Attacks							

Name	Type	AP	CP	MCP	Other		

Double Trouble S	Land	300	40	20	Master Rope Knife		
Double Trouble A	Land	300	40	20	Master Lance Combo		
Double Trouble C	Land	300	40	20	Master Reel Axe		

Onion Knight

Bravery Attacks							

Name	Level	Type	AP	CP	MCP	Other	

Multi-Hit	1	Land	60	30	15	**	
Blizzard	1	Land	30	20	10	*	
Turbo-Hit	1	Air	15	30	15	*	
Thunder	1	Air	60	20	10	**	

HP Attacks							

Name	Level	Type	AP	CP	MCP	Other
Blade Torrent	1	Land	180	40	20	
Firaga	13	Land	180	40	20	
Comet	1	Air	180	40	20	
Wind Shear	28	Air	180	40	20	

Chained Attacks

Bravery

Name	Level	Type	AP	CP	MCP	Other
Extra Slice	1	Land	90	30	15	Branching from Multi-Hit
Bizzaga	Learn	Land	120	30	15	Master Blizzard *
Thundaga	1	Air	180	30	15	Branching from Thunder *
Extra Lunge	Learn	Air	120	30	15	Master Turbo-Hit *

HP

Name	Level	Type	AP	CP	MCP	Other
Swordshower	Learn	Land	300	40	20	Master Multi-Hit
Quake	Learn	Land	300	40	20	Master Thundaga
Flare	Learn	Air	300	40	20	Master Thunder
Guiding Swipe	Learn	Air	300	40	20	Master Extra Lunge

Cecil

Bravery Attacks

Dark knight

Name	Level	Type	AP	CP	MCP	Other
Valiant Blow	1	Land	140	20	10	
Dark Cannon	1	Land	180	20	10	
Shadow Lance	3	Land	90	20	10	
Gravity Ball	1	Air	140	20	10	
Nightfall	13	Air	180	20	10	
Paladin Arts	38	Air	300	30	15	

Paladin

Name	Level	Type	AP	CP	MCP	Other
Slash	1	Land	180	20	10	
Lightning Rise	27	Land	180	20	10	
Dark Step	44	Land	200	30	15	
Radiant Wings	1	Air	120	20	10	
Sacred Cross	8	Air	120	20	10	
Searchlight	17	Air	90	20	10	

HP Attacks

Name	Level	Type	AP	CP	MCP	Other
Soul Eater	1	Land	360	40	20	
Dark Flame	22	Land	360	40	20	

Saint's Fall	1	Air	360	40	20		
Paladin Force	33	Air	360	40	20		

Bartz

Bravery Attacks							
Name	Level	Type	AP	CP	MCP	Other	
Ascendent Lance	1	Land	120	35	15		
Reel Impulse	1	Land	120	35	15		
Climbarrel	3	Land	120	35	20		
Solid Ascension	10	Land	120	35	20		
Storm Shot	1	Air	180	35	15		
Holy	1	Air	120	25	10	*	
Slidehazzard	28	Air	180	35	15		

HP Attacks							
Name	Level	Type	AP	CP	MCP	Other	
Soul Eater	1	Land	180	45	25		
Flood	19	Land	180	45	25		
Wind Shear	1	Air	300	45	25		
Paladin Force	38	Air	180	45	25		

Chain Attacks							
Name	Level	Type	AP	CP	MCP	Other	
Flare	Learn	Air	300	45	25	Master Holy	

Terra

Bravery Attacks							
Name	Level	Type	AP	CP	MCP	Other	
Blizzard Combo	1	Land	180	30	15		
Fire	1	Land	120	20	10		
Blizzara	3	Land	180	30	15		
Graviga	24	Land	180	30	15		
Meteor	29	Land	180	30	15		
Blizzara	1	Air	140	30	15		
Thundara	1	Air	90	20	10		
Blizzard Combo	6	Air	140	30	15		
Holy	10	Air	140	20	10		
Holy Combo	19	Air	200	30	15	*	

HP Attacks							
Name	Level	Type	AP	CP	MCP	Other	

Flood	1	Land	180	40	20		
Tornado	14	Land	180	40	20		
Tornado	1	Air	180	40	20		
Meltdown	38	Air	300	40	20		

Chain Attacks							
Name	Level	Type	AP	CP	MCP	Other	
Ultima	Learn	Air	300	40	20	Master Holy Combo	

Basic Abilities							
Name	Level	Type	AP	CP	MCP	Other	
Glide Boost	60	Action	150	20	10		

Cloud

Bravery Attacks							
Name	Level	Type	AP	CP	MCP	Other	
Double Cut	1	Land	120	30			
Climhazzard	1	Land	120	30			
Fire	1	Land	90	20			
Sonic Break	3	Land	180	30			
Fira	8	Land	90	20			
Firaga	23	Land	120	30			
Blade Beam	30	Land	120	30			
Slashing Blow	1	Air	300	30			
Aerial Fang	13	Air	140	30			
Rising Fang	17	Air	140	30			

HP Attacks							
Name	Level	Type	AP	CP	MCP	Other	
Cross-Slash	1	Land	180	40			
Meteorain	38	Land	300	40			
Braver	1	Air	180	40			

=====○
| 5.II Chaos [EA20] |
○=====○

Garland

Bravery Attacks							
Name	Level	Type	AP	CP	Other		
Round Edge	1	Land	120	30			

Deathblow	1	Land	90	20	
Twin Swords	1	Air	180	30	
Chain Cast	1	Air	180	30	

HP Attacks					
Name	Level	Type	AP	CP	Other
Earthquake	1	Land	180	40	
Blaze	1	Air	180	40	

The Emperor

Bravery Attacks						
Name	Level	Type	AP	CP	MCP	Other
Landmine	1	Land	90	20	10	
Thunder Crest	1	Land	120	30	15	
Bombard	3	Land	120	30	15	
Dynamite	8	Land	120	30	15	
Light Crest	14	Land	120	30	15	
Mine	1	Air	90	20	10	
Light Crest	1	Air	180	30	15	
Dynamite	28	Air	180	30	15	

HP Attacks						
Name	Level	Type	AP	CP	MCP	Other
Flare	1	Land	180	40	20	
Starfall	20	Land	300	40	20	
Flare	1	Air	180	40	20	
Starfall	38	Air	300	40	20	

Cloud of Darkness

Bravery Attacks						
Name	Level	Type	AP	CP	MCP	Other
Tentacle of Pain	1	Land	140	45	25	
Tentacle of Suffering	1	Air	120	45	25	

HP Attacks						
Name	Level	Type	AP	CP	MCP	Other
[Anti-air] Particle Beam	1	Land	180	40	20	
[Lang-Range] Particle Beam	1	Land	300	40	20	
[Wide-Angle] Particle Beam	6	Land	180	40	20	
[Wrath] Particle Beam	12	Land	180	40	20	
[Feint] Particle Beam	24	Land	180	40	20	

Aura Ball		1		Air		180		40		20		
[Wrath] Particle Beam		1		Air		180		40		20		
[Fusillade] Particle Beam		17		Air		180		40		20		
[0-form] Particle Beam		38		Air		300		40		20		

Golbez

Bravery Attacks												

Name	Level	Type	AP	CP	MCP	Other						

Rising Wave		1		Land		180		30		15		*
Attack System		1		Land		180		30		15		
Glare Hand		33		Land		180		30		15		*
Gravity Force		1		Air		120		30		15		
Float System		8		Air		120		30		15		*
Gravity System		13		Air		120		30		15		*

HP Attacks												

Name	Level	Type	AP	CP	MCP	Other						

Nightglow		1		Land		180		40		20		
Genesis Rock		1		Air		180		40		20		

Chain Attacks												

Name	Level	Type	AP	CP	MCP	Other						

Cosmic Ray A		Learn		Land		300		40		20		Master Rising Wave
Cosmic Ray G		Learn		Land		300		40		20		Master Glare Hand
Cosmic Ray C		Learn		Air		300		40		20		Master Gravity System
Cosmic Ray D		Learn		Air		300		40		20		Master Float System

Exdeath

Bravery Attacks												

Name	Level	Type	AP	CP	MCP	Other						

Reverse Polarity		1		Land		180		30		15		
Black Hole		1		Land		180		30		15		
Vacuum Wave		1		Land		180		30		15		
Sword Dance		3		Land		120		20		10		
Hurricane		12		Land		180		30		15		
Low Block		20		Land		120		20		10		
Mid Block		24		Land		120		20		10		
High Block		30		Land		120		20		10		
Omni Block		38		Land		180		30		15		
Reverse Polarity		1		Air		140		30		15		
Low Block		1		Air		90		20		10		
Mid Block		1		Air		90		20		10		
High Block		3		Air		90		20		10		
Omni Block		12		Air		140		30		15		

Black Hole	16	Air	140	30	15		
Sword Dance	20	Air	90	20	10		
Vacuum Wave	24	Air	140	30	15		
Hurricane	34	Air	140	30	15		

HP Attacks							

Name	Level	Type	AP	CP	MCP	Other	

Delta Attack	1	Land	180	40	20		
Almagest	8	Land	300	40	20		
Grand Cross	16	Land	300	40	20		
Delta Attack	1	Air	180	40	20		
Almagest	30	Air	300	40	20		
Grand Cross	38	Air	300	40	20		

Kefka

Bravery Attacks							

Name	Level	Type	AP	CP	MCP	Other	

Twisty-Turny Blizzaga	1	Land	180	30	15		
Lickety-Split Thundaga	1	Land	90	20	10		
Waggle-Wobbly Firaga	3	Land	140	20	10		
Extra-Crispy Firaga	6	Land	180	30	15		
Scatter Spray Blizzaga	9	Land	180	30	15		
Zap-Trap Thundaga	16	Land	180	30	15		
Ultima	28	Land	180	30	15		
Meteor	31	Land	180	30	15		
Waggle-Wobbly Firaga	1	Air	90	20	10		
Zap-Trap Thundaga	1	Air	120	30	15		
Extra-Crispy Firaga	3	Air	120	30	15		
Scatter Spray Blizzaga	6	Air	120	30	15		
Lickety-Split Thundaga	16	Air	180	20	10		
Twisty-Turny Blizzaga	24	Air	120	30	15		
Ultima	28	Air	120	30	15		
Meteor	31	Air	120	30	15		

HP Attacks							

Name	Level	Type	AP	CP	MCP	Other	

Havoc Wing	1	Land	180	40	20		
Trine	12	Land	180	40	20		
Hyperdrive	34	Land	300	40	20		
Forsaken	38	Land	300	40	20		
Trine	1	Air	180	40	20		
Havoc Wing	20	Air	180	40	20		
Forsaken	38	Air	300	40	20		

Basic Abilities							

Name	Level	Type	AP	CP	MCP	Other	

| Glide Boost | 60 | Action | 150 | 20 | 10 | |

Sephiroth

Bravery Attacks						
Name	Level	Type	AP	CP	Other	
Reaper	1	Land	120	30		
Shadow Flare	1	Land	120	30		
Sudden Cruelty	1	Air	180	30		

HP Attacks						
Name	Level	Type	AP	CP	Other	
Octaslash	1	Land	300	40		
Scintilla	1	Land	300	40		
Hell's Gate	1	Air	300	40		

Ultimecia

Bravery Attacks							
Name	Level	Type	AP	CP	MCP	Other	
Knight's Blade	1	Land	120	20	10		
Knight's Arrow	1	Land	180	30	15		
Knight's Axe	12	Land	180	30	15		
Knight's Axe	1	Air	140	30	15		
Knight's Arrow	1	Air	140	30	15		
Knight's Blade	6	Air	90	20	10		

HP Attacks							
Name	Level	Type	AP	CP	MCP	Other	
Shockwave Pulsar	1	Land	180	40	20		
Great Attractor	17	Land	180	40	20		
Apocalypse	23	Land	300	40	20		
Great Attractor	1	Air	180	40	20		
Shockwave Pulsar	29	Air	180	40	20		
Apocalypse	38	Air	300	40	20		

Kuja

Bravery Attacks						
Name	Level	Type	AP	CP	MCP	Other
Strike Energy	1	Land	180	30	15	
Remote Flare	1	Land	180	30	15	
Snatch Blow	3	Land	180	30	15	

Snatch Shot	12	Land	180	30	15		
Burst Energy	29	Land	180	30	15		
Ring Holy	33	Land	120	20	10		
Snatch Shot	1	Air	120	30	15		
Ring Holy	1	Air	90	20	15		
Strike Energy	6	Air	120	30	15		
Burst Energy	16	Air	120	30	15		
Snatch Blow	20	Air	120	30	15		
Remote Flare	33	Air	120	30	15		

HP Attacks							

Name	Level	Type	AP	CP	MCP	Other	

Seraphic Star	1	Land	180	40	20		
Flare Star	24	Land	180	40	20		
Ultima	38	Land	300	40	20		
Flare Star	1	Air	180	40	20		
Seraphic Star	9	Air	180	40	20		
Ultima	44	Air	300	40	20		

Basic Abilities							

Name	Level	Type	AP	CP	MCP	Other	

Glide	1	Action	100	10	5		
EX Glide Boost	21	Action	200	20	10		
Glide Boost	60	Action	150	20	10		

Jecht

Bravery Attacks							

Name	Level	Type	AP	CP	MCP	Other	

Jecht Rush	1	Land	90	45	25		
Jecht Block	5	Land	120	30	15		
Jecht Stream	1	Air	180	45	25		
Jecht Block	12	Air	120	30	15		

HP Attacks							

Name	Level	Type	AP	CP	MCP	Other	

Jecht Blade	1	Land	180	40	20		
Ultimate Jecht Shot	38	Land	300	40	20		
Triumphant Grasp	1	Air	180	40	20		
Jecht Blade	23	Air	180	40	20		

Shantotto

Bravery Attacks							
Name	Level	Type	AP	CP	MCP	Other	
A Couple Attacks	1	Land	90	30	15		
Bio	3	Land	120	30	15		
Bind	13	Land	120	20	10		
Stun	29	Land	120	20	10		
Retribution	1	Air	180	30	15		
Bio	3	Air	120	30	15		
Bind	13	Air	120	20	10		
Stun	29	Air	120	20	10		

HP Attacks							
Name	Level	Type	AP	CP	MCP	Other	
Spirit Magic: Fire	1	Land	260	40	20		
Spirit Magic: Earth	1	Land	200	40	20		
Spirit Magic: Thunder	1	Land	300	40	20		
Spirit Magic: Ice	1	Air	280	40	20		
Spirit Magic: Air	1	Air	240	40	20		
Spirit Magic: Water	1	Air	220	40	20		

Gabranth

Bravery Attacks (Normal)							
Name	Level	Type	AP	CP	MCP	Other	
Sentence	1	Land	120	20	10		
Lunge	3	Land	120	20	10		
Circle of Judgment	1	Air	180	20	10		
Sentence	6	Air	180	20	10		

Bravery Attacks (EX Mode)							
Name	Level	Type	AP	CP	MCP	Other	
Enrage	1	Land	140	30	15		
Aero	1	Land	140	20	10		
Relentless Lunge	21	Land	140	30	15		
Vortex of Judgment	1	Air	140	30	15		
Aero	1	Air	140	20	10		
Rupture	10	Air	140	30	15		
Dual Rend	30	Air	140	30	15		

HP Attacks (Normal)							
Name	Level	Type	AP	CP	MCP	Other	
EX Charge	1	Land	300	20	10		

EX Charge	1	Land	300	20	10		

HP Attacks (EX Mode)							

Name	Level	Type	AP	CP	MCP	Other	

Innocence	1	Land	180	40	20		
Guilt	38	Land	300	40	20		
Hatred	1	Air	180	40	20		
Innocence	23	Air	180	40	20		

* 6. Character Stats [FA00] *

I have realized while making this guide that not all characters will get the same stats on the same level. However, all characters will get the max amount at Lv.100.

The current max amount that any character can have with out equipment and accessories that increases their stats is the following:

HP: 6999
CP: 450
BRV: 667
LUK: 60

However, the stats that matter like ATK and DEF is different to each character.

The following section will show each and every characters stats and what skills they learn it from Lv.1 to 100. To ease my mind and the guide, the Lv.1 skills will only be shown in the Character Skill section.

o=====o
| 6.I Cosmos [FA10] |
o=====o

Warrior of Light

LV.	HP	CP	BRV	ATK	DEF	LUK	Skill

1	1000	330	95	11	14	10	
2	1061	331	101	12	15	11	
3	1121	332	107	13	16	11	Sword Thrust
4	1182	333	113	14	17	12	Air Dash
5	1242	335	118	15	18	12	
6	1303	336	124	16	19	13	
7	1364	337	130	17	20	13	Jump Boost
8	1424	338	136	18	21	14	
9	1485	339	141	19	22	14	Rising Buckler
10	1545	341	147	20	23	15	
11	1606	342	153	21	24	15	Auto Recovery, Auto Chase
12	1667	343	159	22	25	16	
13	1727	344	165	23	26	16	Shield Strike
14	1788	345	170	24	27	17	

15	1848	347	176	25	28	17	Auto EX Burst, Auto EX Command
16	1909	348	182	26	29	18	
17	1970	349	188	27	30	18	
18	2030	350	193	28	31	19	Reverse Air Dash
19	2091	351	199	29	32	19	Blue Fang
20	2151	353	205	30	33	20	
21	2212	354	211	31	34	20	Speed Boost
22	2272	355	216	32	35	21	
23	2333	356	222	33	36	21	
24	2394	358	228	34	37	22	White Fang
25	2454	359	234	35	38	22	EX Critical Boost
26	2515	360	240	36	39	23	Auto EX Defense
27	2575	361	245	37	40	23	
28	2636	362	251	38	41	24	
29	2697	364	256	39	42	24	Reverse Free Air Dash
30	2757	365	263	40	43	25	Ascension
31	2818	366	268	41	44	25	
32	2878	367	274	42	45	26	Recovery Attack, Controlled Recovery
33	2939	368	280	43	46	26	
34	3000	370	286	44	47	27	
35	3060	371	291	45	48	27	Riposte
36	3121	372	297	46	49	28	
37	3181	373	303	47	50	28	
38	3242	374	309	48	51	29	Radiant Sword
39	3303	376	315	49	52	29	Jump Times Boost
40	3363	377	320	50	53	30	Omni Air Dash
41	3424	378	326	51	54	30	
42	3484	379	332	52	55	31	
43	3545	381	338	53	56	31	Sneak Attack
44	3605	382	343	54	57	32	
45	3666	383	349	55	58	32	
46	3727	384	355	56	59	33	
47	3787	385	361	57	60	33	Physical Shield
48	3848	387	366	58	61	34	
49	3908	388	372	59	62	34	
50	3969	389	378	60	63	35	Magic Shield

 ○=====○
 | 6.II Chaos [FA20] |
 ○=====○

Kuja

Lv.	HP	CP	BRV	ATK	DEF	LUK	Skill
1	1000	330	95	10	12	10	
2	1061	331	101	11	13	11	Reverse Free Air Dash
3	1121	332	107	12	14	11	Snatch Blow (Ground)
4	1182	333	113	13	15	12	Air Dash
5	1242	335	118	14	16	12	
6	1303	336	124	15	17	13	Strike Energy (Midair)
7	1364	337	130	16	18	13	Jump Boost
8	1424	338	136	17	19	14	
9	1485	339	141	18	20	14	Seraphic Star (Midair)
10	1545	341	147	19	21	15	
11	1606	342	153	20	22	15	Auto Recovery, Auto Chase

12	1667	343	159	21	23	16	Snatch Shot (Ground)	
13	1727	344	165	22	24	16		
14	1788	345	170	23	25	17		
15	1848	347	176	24	26	17	Auto EX Burst, Auto EX Command	
16	1909	348	182	25	27	18	Burst Energy (Midair)	
17	1970	349	188	26	28	18		
18	2030	350	193	27	29	19	Reverse Air Dash	
19	2091	351	199	28	30	19		
20	2151	353	205	29	31	20	Snatch Blow (Midair)	
21	2212	354	211	30	32	20	Speed Boost, EX Glide Boost	
22	2272	355	216	31	33	21		
23	2333	356	222	32	34	21		
24	2394	358	228	33	35	22	Flare Star (Ground)	
25	2454	359	234	34	36	22	EX Critical Boost	
26	2515	360	240	35	37	23	Auto EX Defense	
27	2575	361	245	36	38	23		
28	2636	362	251	37	39	24		
29	2697	364	257	38	40	24	Burst Energy (Ground)	
30	2757	365	263	39	41	25		
31	2818	366	268	40	42	25		
32	2878	367	274	41	43	26	Recovery Attack, Controlled	
							Recovery	
33	2939	368	280	42	44	26	Ring Holy (Ground), Remote	
							Flare (Midair)	
34	3000	370	289	43	45	27		
35	3060	371	291	44	46	27	Riposte	
36	3121	372	297	45	47	28		
37	3181	373	303	46	48	28		
38	3242	374	309	47	49	29	Ultima (Ground)	
39	3303	376	315	48	50	29	Jump Times Boost	
40	3363	377	320	49	51	30	Omni Air Dash	
41	3424	378	326	50	52	30		
42	3484	379	332	51	53	31		
43	3545	381	338	52	54	31	Sneak Attack	
44	3605	382	343	53	55	32	Ultima (Midair)	
45	3666	383	349	54	56	32		
46	3727	384	355	55	57	33		
47	3787	385	361	56	58	33	Physical Shield	
48	3848	387	366	57	59	34		
49	3908	388	372	58	60	34		
50	3969	389	378	59	61	35	Magic Shield	
51	4030	390	384	60	62	35		
52	4090	391	390	61	63	36		
53	4151	393	395	62	64	36	Mid-Air Slide	
54	4211	394	401	63	65	37		
55	4272	395	407	64	66	37		
56	4333	396	413	65	67	38		
57	4393	398	418	66	68	38	Mid-air Evasion Boost	
58	4454	399	424	67	69	39		
59	4514	400	430	68	70	39		
60	4575	401	436	69	71	40	Bravery Regen, Glide Boost	
61	4635	402	441	70	72	40		
62	4696	404	447	71	73	41		
63	4757	405	453	72	74	41		
64	4817	406	459	73	75	42	Evasion Time Boost	
65	4878	407	465	74	76	42		
66	4938	408	470	75	77	43		
67	4999	410	476	76	78	43	First Strike	
68	5060	411	482	77	79	44		
69	5120	412	488	78	80	44		

70	5181	413	493	79	81	45	
71	5241	414	499	80	82	45	Concentration
72	5302	416	505	81	83	46	
73	5363	417	511	82	84	46	
74	5423	418	516	83	85	47	Cat Nip
75	5484	419	522	84	86	47	
76	5544	420	528	85	87	48	
77	5605	422	534	86	88	48	
78	5666	423	540	87	89	49	Anti-EX
79	5726	424	545	88	90	49	
80	5787	425	551	89	91	50	
81	5847	427	557	90	92	50	Achy
82	5908	428	563	91	93	51	
83	5968	429	568	92	94	51	
84	6029	430	574	93	95	52	
85	6090	431	580	94	96	52	Counterattack
86	6150	432	586	95	97	53	
87	6211	434	591	96	98	53	
88	6271	435	597	97	99	54	Gambler's Spirit
89	6332	436	603	98	100	54	
90	6363	438	609	99	101	55	
91	6453	439	615	100	102	55	
92	6514	440	620	101	103	56	Back to the Wall
93	6574	441	626	102	104	56	
94	6635	442	632	103	105	57	
95	6696	443	638	104	106	57	Precision Jump
96	6756	445	643	105	107	58	
97	6817	446	649	106	108	58	
98	6877	447	655	107	109	59	Snooze and Lose
99	6938	448	661	108	110	59	
100	6999	450	667	109	111	60	EXP to HP, EXP to Bravery, EXP to EX Force

Jecht

Lv.	HP	CP	BRV	ATK	DEF	LUK	Skill
1	1000	330	95	13	13	10	
2	1061	331	101	14	14	11	
3	1121	332	107	15	15	11	
4	1182	333	113	16	16	12	Air Dash
5	1242	335	118	17	17	12	Jecht Block (Ground)
6	1303	336	124	18	18	13	
7	1364	337	130	19	19	13	Speed Boost
8	1424	338	136	20	20	14	
9	1485	339	141	21	21	14	
10	1545	341	147	22	22	15	
11	1606	342	153	23	23	15	Auto Recovery, Auto Chase
12	1667	343	159	24	24	16	Jecht Block (Midair)
13	1727	344	165	25	25	16	
14	1788	345	170	26	26	17	
15	1848	347	176	27	27	17	Auto EX Burst, Auto EX Command
16	1909	348	182	28	28	18	
17	1970	349	188	29	29	18	
18	2030	350	193	30	30	19	Reverse Air Dash
19	2091	351	199	31	31	19	
20	2151	353	205	32	32	20	
21	2212	354	211	33	33	20	Jump Boost

22	2272	355	216	34	34	21	
23	2333	356	222	35	35	21	Jecht Blade (Midair)
24	2394	358	228	36	36	22	
25	2454	359	234	37	37	22	EX Critical Boost
26	2515	360	240	38	38	23	Auto EX Defense
27	2575	361	245	39	39	23	
28	2636	362	251	40	40	24	
29	2697	364	257	41	41	24	Reverse Free Air Dash
30	2757	365	263	42	42	25	
31	2818	366	268	43	43	25	
32	2878	367	274	44	44	26	Recovery Attack, Controlled
							Recovery
33	2939	368	280	45	45	26	
34	3000	370	286	46	46	27	
35	3060	371	291	47	47	27	Riposte
36	3121	372	297	48	48	28	
37	3181	373	303	49	49	28	
38	3242	375	309	50	50	29	Ultimate Jecht Shot
39	3303	376	315	51	51	29	Jump Time Boost
40	3363	377	320	52	52	30	Omni Air Dash
41	3424	378	326	53	53	30	
42	3424	379	332	54	54	31	
43	3545	381	338	55	55	31	Sneak Attack
44	3605	382	343	56	56	32	
45	3666	383	349	57	57	32	
46	3727	384	355	58	58	33	
47	3787	385	361	59	59	33	Physical Shield
48	3848	387	366	60	60	34	
49	3908	388	372	61	61	34	
50	3969	389	378	62	62	35	Magic Shield
51	4030	390	384	63	63	35	
52	4090	391	390	64	64	36	
53	4151	393	395	65	65	36	Mid-Air Slide
54	4211	394	401	66	66	37	
55	4272	395	407	67	67	37	
56	4333	396	413	68	68	38	
57	4393	397	418	69	69	38	Midair Evasion Boost
58	4454	399	424	70	70	39	
59	4514	400	430	71	71	39	
60	4575	401	436	72	72	40	Bravery Regen
61	4635	402	441	73	73	40	
62	4696	404	447	74	74	41	
63	4757	405	453	75	75	41	
64	4817	406	459	76	76	42	Evasion Time Boost
65	4878	407	465	77	77	42	
66	4938	408	470	78	78	43	
67	4999	410	476	79	79	43	First Strike
68	5060	411	482	80	80	44	
69	5120	412	488	81	81	44	
70	5181	413	493	82	82	45	
71	5241	414	499	83	83	45	Concentration
72	5302	416	505	84	84	46	
73	5363	417	511	85	85	46	
74	5423	418	516	86	86	47	Cat Nip
75	5484	419	522	87	87	47	
76	5544	420	528	88	88	48	
77	5605	422	534	89	89	48	
78	5666	423	540	90	90	49	Anti-EX
79	5726	424	545	91	91	49	
80	5787	425	551	92	92	50	

81	5847	427	557	93	93	50	Achy	
82	5908	428	563	94	94	51		
83	5968	429	568	95	95	51		
84	6029	430	574	96	96	52		
85	6090	431	580	97	97	52	Counterattack	
86	6150	433	586	98	98	53		
87	6211	434	591	99	99	53		
88	6271	435	597	100	100	54	Gambler's Spirit	
89	6332	436	603	101	101	54		
90	6393	437	609	102	102	55		
91	6453	439	615	103	103	55		
92	6514	440	620	104	104	56	Back to the Wall	
93	6574	441	626	105	105	56		
94	6635	442	632	106	106	57		
95	6696	443	638	107	107	57	Precision Jump	
96	6756	445	643	108	108	58		
97	6817	446	649	109	109	58		
98	6877	447	655	110	110	59	Snooze and Lose	
99	6938	448	661	111	111	59		
100	6999	450	667	112	112	60	EXP to HP, EXP to Bravery, EXP	
							to EX Force	

o=====o
| 6.III Neutral [FA30] |
o=====o

Shantotto

Lv.	HP	CP	BRV	ATK	DEF	LUK	Skill
1	1000	400	95	13	10	10	
2	1061	401	101	14	11	11	Reverse Free Air Dash
3	1121	401	107	15	12	11	Bio(Ground), Bio(Midair)
4	1182	402	113	16	13	12	Air Dash
5	1242	402	118	17	14	12	
6	1303	403	124	18	15	13	
7	1364	403	130	19	16	13	Jump Boost
8	1424	404	136	20	17	14	
9	1485	404	141	21	18	14	
10	1545	405	147	22	19	15	
11	1606	405	153	23	20	15	Auto Recover, Auto Chase
12	1667	406	159	24	21	16	
13	1727	406	165	25	22	16	Bind(Ground), Bind(Midair)
14	1788	407	170	26	23	17	
15	1848	407	176	27	24	17	Auto EX Burst, Auto EX Command
16	1909	408	182	28	25	18	
17	1970	408	188	29	26	18	
18	2030	409	193	30	27	19	Reverse Air Dash
19	2091	409	199	31	28	19	
20	2151	410	205	32	29	20	
21	2212	410	211	33	30	20	Speed Boost
22	2272	411	217	34	31	21	
23	2333	411	223	35	32	21	
24	2394	412	228	36	33	22	
25	2454	412	234	37	34	22	EX Critical Boost
26	2515	413	240	38	35	23	Auto EX Defense
27	2575	413	245	39	36	23	

28	2636	414	251	40	37	24	
29	2697	414	257	41	38	24	Stun(Ground), Stun(Midair)
30	2757	415	263	42	39	25	
31	2818	415	268	43	40	25	
32	2878	415	274	44	41	26	Recovery Attack, Controlled
							Recovery
33	2939	416	280	45	42	26	
34	3000	416	286	46	43	27	
35	3060	417	291	47	44	27	Riposte
36	3121	417	297	48	45	28	
37	3181	418	303	49	46	28	
38	3242	419	309	50	47	29	
39	3303	419	315	51	48	29	Jump Times Boost
40	3363	420	320	52	49	30	Omi Air Dash
41	3424	420	326	53	50	30	
42	3484	421	333	54	51	31	
43	3545	421	338	55	52	31	Sneak Attack
44	3605	422	343	56	53	32	
45	3666	422	349	57	54	32	
46	3727	423	355	58	55	33	
47	3787	423	361	59	56	33	Physical Shield
48	3848	424	366	60	57	34	
49	3908	424	372	61	58	34	
50	3969	425	378	62	59	35	Magic Shield
51	4030	425	384	63	60	35	
52	4090	426	390	64	61	36	
53	4151	426	395	65	62	36	Multi-Air Slide
54	4211	427	401	66	63	37	
55	4272	427	407	67	64	37	
56	4333	428	413	68	65	38	
57	4393	428	418	69	66	38	Midair Evasion Boost
58	4454	429	424	70	67	39	
59	4514	429	430	71	68	39	
60	4575	430	436	72	69	40	Bravery Regen
61	4635	430	441	73	70	40	
62	4696	431	447	74	71	41	
63	4757	431	453	75	72	41	
64	4817	432	459	76	73	42	Evasion Time Boost
65	4878	432	465	77	74	42	
66	4938	433	470	78	75	43	
67	4999	433	476	79	76	43	First Strike
68	5060	434	482	80	77	44	
69	5120	434	488	81	78	44	
70	5181	435	493	82	79	45	
71	5241	435	499	83	80	45	Concentration
72	5302	436	505	84	81	46	
73	5363	436	511	85	82	46	
74	5423	437	516	86	83	47	Cat Nip
75	5484	437	522	87	84	47	
76	5544	438	528	88	85	48	
77	5605	438	534	89	86	48	
78	5666	439	540	90	87	49	Anti-EX
79	5726	439	545	91	88	49	
80	5787	440	551	92	89	50	
81	5847	440	557	93	90	50	Achy
82	5908	441	563	94	91	51	
83	5968	441	568	95	92	51	
84	6029	442	574	96	93	52	
85	6090	442	580	97	94	52	Counterattack
86	6150	443	586	98	95	53	

87	6211	443	591	99	96	53	
88	6271	444	597	100	97	54	Gambler's Spirit
89	6332	444	603	101	98	54	
90	6393	445	609	102	99	55	
91	6453	445	615	103	100	55	
92	6514	446	620	104	101	56	Back to the Wall
93	6574	446	626	105	102	56	
94	6635	447	632	106	103	57	
95	6696	447	638	107	104	57	Precise Jump
96	6756	448	643	108	105	58	
97	6817	448	649	109	106	58	
98	6877	449	655	110	107	59	Snooze and Lose
99	6938	449	661	111	108	59	
100	6999	450	667	112	109	60	EXP to HP, EXP to Bravery, EXP
							EX Force

Gabranth

Lv.	HP	CP	BRV	ATK	DEF	LUK	Skill
1	1000	360	95	9	10	10	
2	1061	361	101	10	11	11	
3	1121	362	107	11	12	11	Lunge
4	1182	363	113	12	13	12	Air Dash
5	1242	364	118	13	14	12	
6	1303	365	124	14	15	13	Sentence (Midair)
7	1364	366	130	15	16	13	Speed Boost
8	1424	367	136	16	17	14	
9	1485	368	141	17	18	14	
10	1545	369	147	18	19	15	Rupture
11	1606	369	153	19	20	15	Auto Recovery, Auto Chase
12	1667	370	159	20	21	16	
13	1727	371	165	21	22	16	
14	1788	372	170	22	23	17	
15	1848	373	176	23	24	17	Auto EX Burst, Auto EX Command
16	1909	374	182	24	25	18	Relentless Lunge
17	1970	375	188	25	26	18	
18	2030	376	193	26	27	19	Reverse Air Dash
19	2091	377	199	27	28	19	
20	2151	378	205	28	29	20	
21	2212	378	211	29	30	20	Jump Boost
22	2272	379	216	30	31	21	
23	2333	380	222	31	32	21	Innocence (Midair)
24	2394	381	228	32	33	22	
25	2454	382	234	33	34	22	EX Critical Boost
26	2515	383	240	34	35	23	Auto EX Defense
27	2575	384	245	35	36	23	
28	2636	385	251	36	37	24	
29	2697	386	257	37	38	24	Reverse Free Air Dash
30	2757	387	263	38	39	25	Dual Rend
31	2818	387	268	39	40	25	
32	2878	388	274	40	41	26	Recovery Attack, Controlled
							Recovery
33	2939	389	280	41	42	26	
34	3000	390	286	42	43	27	
35	3060	391	291	43	44	27	Riposte
36	3121	392	297	44	45	28	
37	3181	393	303	45	46	28	

38	3242	394	309	46	47	29	Guilt	
39	3303	395	315	47	48	29	Jump Times Boost	
40	3363	396	320	48	49	30	Omni Air Dash	
41	3424	396	326	49	50	30		
42	3484	397	332	50	51	31		
43	3545	398	338	51	52	31	Sneak Attack	
44	3605	399	343	52	53	32		
45	3666	400	349	53	54	32		
46	3727	401	355	54	55	33		
47	3787	402	361	55	56	33	Physical Shield	
48	3848	403	366	56	57	34		
49	3908	404	372	57	58	34		
50	3969	405	378	58	59	35	Magic Shield	
51	4030	405	384	59	60	35		
52	4090	406	390	60	61	36		
53	4151	407	395	61	62	36	Multi-Air Slide	
54	4211	408	401	62	63	37		
55	4272	409	407	63	64	37		
56	4333	410	413	64	65	38		
57	4393	411	418	65	66	38	Midair Evasion Boost	
58	4454	412	424	66	67	39		
59	4514	413	430	67	68	39		
60	4575	414	436	68	69	40	Bravery Regen	
61	4635	414	441	69	70	40		
62	4696	415	447	70	71	41		
63	4757	416	453	71	72	41		
64	4817	417	459	72	73	42	Evasion Time Boost	
65	4878	418	465	73	74	42		
66	4938	419	470	74	75	43		
67	4999	420	476	75	76	43	First Strike	
68	5060	421	482	76	77	44		
69	5120	422	488	77	78	44		
70	5181	423	493	78	79	45		
71	5241	423	499	79	80	45	Concentration	
72	5302	424	505	80	81	46		
73	5363	425	511	81	82	46		
74	5423	426	516	82	83	47	Cat Nip	
75	5484	427	522	83	84	47		
76	5544	428	528	84	85	48		
77	5605	429	534	85	86	48		
78	5666	430	540	86	87	49	Anti-EX	
79	5726	431	545	87	88	49		
80	5787	432	551	88	89	50		
81	5847	432	557	89	90	50	Achy	
82	5908	433	563	90	91	51		
83	5968	434	568	91	92	51		
84	6029	435	574	92	93	52		
85	6090	436	580	93	94	52	Counterattack	
86	6150	437	586	94	95	53		
87	6211	438	591	95	96	53		
88	6271	439	597	96	97	54	Gambler's Spirit	
89	6332	440	603	97	98	54		
90	6393	441	609	98	99	55		
91	6453	441	615	99	100	55		
92	6514	442	620	100	101	56	Back to the Wall	
93	6574	443	626	101	102	56		
94	6635	444	632	102	103	57		
95	6696	445	638	103	104	57	Precision Jump	
96	6756	446	643	104	105	58		
97	6817	447	649	105	106	58		

```

| 98 | 6877 | 448 | 655 | 106 | 107 | 59 | Snooze and Lose |
| 99 | 6938 | 449 | 661 | 107 | 108 | 59 | |
| 100 | 6999 | 450 | 667 | 108 | 109 | 60 | EXP to HP, EXP to Bravery, EXP |
| | | | | | | | to EX Force |
-----

```

```

*****
* 7.                               Equipment                               [GA00] *
*****

```

As you, the player, progress through the game and gain levels, you will gain equipment to buy from the shop. Not every last character can use all the items that's there but in later part of the game with the bonus to Gil, EXP, AP, and PP from the calendar.

The following equipment will be shown from lowest to highest level in the Item Shop. Also note that when looking at the "Can be equipped by", the top is for Cosmos and bottom is for Chaos.

```

o=====o
| 7.I                               Weapon                               [GA10] |
o=====o

```

```

o-----o
| 7.I.i                             Axe                               [GA11] |
o-----o

```

```

-----
| Axe           Equip Level 1+ | Can be equipped by           | Price |
-----
| ATK+6 DEF-2           | I II   IV V           | 1000 |
|                       | I       IV           X   |      |
-----

```

```

-----
| Slasher           Equip Level 1+ | Can be equipped by           | Price |
-----
| ATK+6 DEF-2           | I II   IV V           | 1000 |
| Wall Rush HP Damage+5% | I       IV           X   |      |
-----

```

```

| Trade: Axe x1, Protect Shard x1, Transmogridust x2 |
-----

```

```

-----
| Light Axe           Equip Level 8+ | Can be equipped by           | Price |
-----
| ATK+11 DEF-2           | I II   IV V           | 2000 |
|                       | I       IV           X   |      |
-----

```

```

-----
| Mythril Axe + Equip Level 8+ | Can be equipped by           | Price |
-----
| ATK+20 DEF-2           | I II   IV V           | 6050 |
| Mystic Mythril (1/3)   | I       IV           X   |      |
-----

```

Trade: Mythril Axe x1, Rosemary x1, Transmogridust x2

| Battle Axe Equip Level 15+ | Can be equipped by | Price |

| ATK+15 DEF-2 | I II IV V | 3700 |
| | I IV X | |

| Tomahawk Equip Level 15+ | Can be equipped by | Price |

| ATK+15 DEF-2 | I II IV V | 3700 |
| Wall Rush HP Damage+5% | I Iv X | |

Trade: Axe x1, Protect Shard x1, Transmogridust x2

| Mythril Axe Equip Level 22+ | Can be equipped by | Price |

| ATK+20 DEF-2 | I II IV V | 6050 |
| Mystic Mythril (1/3) | I IV X | |

Trade: Light Axe x1, Mythril x2

| Dwarven Axe Equip Level 22+ | Can be equipped by | Price |

| ATK+20 DEF-2 | I II IV V | 6050 |
| Wall Rush HP Damage+5% | I IV X | |

Trade: Light Axe x1, Strength Shard x1, Transmogridust x8

| Death Sickle Equip Level 36+ | Can be equipped by | Price |

| ATK+29 DEF-2 | I II IV V | 10750 |
| Wall Rush HP Damage+5% | I IV X | |

Trade: Slasher x1, Unknown Bone x1

| Francisca Equip Level 43+ | Can be equipped by | Price |

| ATK+33 DEF-2 | I II IV V | 13100 |
| | I IV X | |

Rune Axe	Equip Level 57+	Can be equipped by	Price
ATK+42 DEF-2		I II IV V	17810
Wall Rush HP Damage+10%		I IV X	
Trade: Tomahawk x1, Ancient Bone x1, Nue Bone x2			

Giant's Axe	Equip Level 85+	Can be equipped by	Price
ATK+60 DEF-2		I II IV V	27220
Wall Rush HP Damage+20%		I IV X	
Pride of the Titans (1/3)			
Trade: Dwarven Axe x1, Saint's Bone x4, Cyan Gem x1			

Earthbreaker	Equip Level 99+	Can be equipped by	Price
ATK+69 DEF-2		I II IV V	31920
Wall Rush HP Damage+30%		I IV X	
Trade: Giant's Axe x1, Hero's Bone x5			

7.I.ii Dagger [GA12]

Knife	Equip Level 1+	Can be equipped by	Price
ATK+3		II III V VI IX X	450
		II VIII IX XII	

Triton's Dagger	Equip Level 1+	Can be equipped by	Price
ATK+3		II III I VI IX X	450
Initial EX Force+15%		II VIII IX XII	
Trade: Knife x1, Power Shard x1, Transmogridust x2			

Dagger	Equip Level 8+	Can be equipped by	Price
ATK+8		II III V VI IX	1450

| | II VIII IX XII | |

| Khukuri Equip Level 15+ | Can be equipped by | Price |

| ATK+12 | II III V VI IX | 3150 |
| | II VIII IX XII | |

| Main Gauche Equip Level 15+ | Can be equipped by | Price |

| ATK+12 | II III V VI IX | 3150 |
| Initial EX Force+15% | II VIII IX XII | |

| Trade: Knife x1, Power Shade x1, Transmogridust x4 | |

| Mage Masher Equip Level 22+ | Can be equipped by | Price |

| ATK+17 | II III V VI IX | 5500 |
| Initial EX Force+15% | II VIII IX XII | |

| Trade: Dagger x1, Resilience Shard x1, Transmogridust x8 | |

| Piercing Equip Level 36+ | Can be equipped by | Price |

| Dagger | | |

| ATK+26 | II III V VI IX | 10200 |
| | II VIII IX XII | |

| Man-Eater Equip Level 36+ | Can be equipped by | Price |

| ATK+26 | II III V VI IX | 10200 |
| Initial EX Force+15% | II VIII IX XII | |

| Trade: Triton's Dagger x1, Black Tiger Fang x1 | |

| Air Knife Equip Level 50+ | Can be equipped by | Price |

| ATK+35 | II III V VI IX | 14910 |
| Initial EX Force+15% | II VIII IX XII | |

| Trade: Piercing Dagger x1, Great Serpent's Fang x1, Transmogridust x1 | |

Assassin's Dagger	Equip Level 64+	Can be equipped by	Price
ATK+43		II III V VI IX	19610
Initial EX Force+20%		II VIII IX XII	
Trade: Main Gauche x1, Mammoth Tusk x3, Transmogridust x4			

Orichalcum Dirk	Equip Level 71+	Can be equipped by	Price
ATK+48		II III V VI IX	21960
Initial EX Force+20%		II VIII IX XII	
Trade: Air Knife x1, Mammoth Tusk x6, Orange Gem x1			

Valiant Knife	Equip Level 78+	Can be equipped by	Price
ATK+53		II III V VI IX	29310
		II VIII IX XII	

Gladius	Equip Level 92+	Can be equipped by	Price
ATK+61		II III V VI IX	29020
Initial EX Force+25%		II VIII IX XII	
Trade: Mage Masher x1, Beastlord Fang x5, Orange Gem x1			

Zwill Crossblade	Equip Level 99+	Can be equipped by	Price
ATK+66		II III V VI IX	31370
Initial EX Force+30%		II VIII IX XII	
Trade: Air Knife x1, Maduin's Fang x5			

Adamant Knife	Equip Level 99+	Can be equipped by	Price
ATK+66		II III V VI IX	31370
Initial EX Force+30%		II VIII IX XII	
Adamant Chains (1/3)			

Trade: Orichalcum Dirk x1, Adamantite x1

| Chicken Equip Level 99+ | Can be equipped by | Price |
| Knife | | | |

| ATK+66 | II III V VI IX | 31370 |
| BRV Boost on Quickmove+2% | II VIII IX XII | |

Trade: Libra Recipe x1, Omega Badge x1, Sphere x1

○-----○
| 7.I.iii Grappling [GA13] |
○-----○

| Leather Equip Level 1+ | Can be equipped by | Price |
| Gloves | | | |

| BRV+23 ATK+4 | II V X | 1550 |
| | | X | |

| Mythril Equip Level 8+ | Can be equipped by | Price |
| Claw + | | | |

| BRV+35 ATK+18 | II V X | 6600 |
| Mystic Mythril (1/3) | | X | |

Trade: Mythril Claw x1, Ylang Ylang x1, Transmogridust x2

| Metal Equip Level 15+ | Can be equipped by | Price |
| Knuckles | | | |

| BRV+31 ATK+13 | II V X | 4250 |
| | | X | |

| Mythril Claw Equip Level 22+ | Can be equipped by | Price |

| BRV+35 ATK+18 | II V X | 6600 |
| Mystic Mythril (1/3) | | X | |

Trade: Metal Knuckles x1, Mythril x1

| Darksteel Equip Level 22+ | Can be equipped by | Price |
| Claws | | |

| BRV+35 ATK+18 | II V X | 6600 |
| Chase BRV Damage+20% | X | |

| Trade: Metal Knuckles x1, Iron Carapace x1 |

| Sonic Equip Level 36+ | Can be equipped by | Price |
| Knuckles | | |

| BRV+44 ATK+27 | II V X | 11300 |
| | X | |

| Tigerfangs Equip Level 57+ | Can be equipped by | Price |

| BRV+56 ATK+40 | II V X | 18360 |
| Chase BRV Damage+30% | X | |

| Trade: Sonic Knuckles x1, Destrier Barding x1, Wormskin x2 |

| Cat Claws Equip Level 64+ | Can be equipped by | Price |

| BRV+60 ATK+45 | II V X | 20710 |
| Chase BRV Damage+30% | X | |

| Trade: Tigerfangs x1, Giant Turtleshell x3, Transmogridust x5 |

| Godhand Equip Level 92+ | Can be equipped by | Price |

| BRV+77 ATK+63 | II V X | 30120 |
| Chase BRV Damage+40% | X | |

| Trade: Cat Claws x1, Aged Turtle Shell x5, Blue Gem x1 |

| Premium Equip Level 99+ | Can be Equipped by | Price |
| Heart | | |

| BRV+81 ATK+67 | II V X | 32470 |
| Chase BRV Damage+50% | X | |

| Trade: God Hand x1, Ancient Turtle Shell x5 |

| Inferno Equip Level 36+ | Can be equipped by | Price |
| Sword | | |

| ATK+28 | I II IV V VII | 11580 |
| Physical Damage+10% | I IV X XII | |

| Trade: Hardedge x1, Unknown's Bone x1 | |

| Ogrenix Equip Level 50+ | Can be equipped by | Price |

| ATK+37 | I II IV V VII | 16280 |
| Physical Damage+10% | I IV X XII | |

| Trade: Zweihander x1, Gigas Bone x1, Transmogridust x1 | |

| Apocalypse Equip Level 71+ | Can be equipped by | Price |

| ATK+50 | I II IV V VII | 23340 |
| Physical Damage+15% | I IV X XII | |

| Trade: Flamberge x1, Wargod Bone x3, Yellow Gem x1 | |

| Royal Equip Level 78+ | Can be equipped by | Price |
| Swordsman's Blade | | |

| ATK+55 | I II IV V VII | 35310 |
| | I IV X XII | |

| Ragnarok Equip Level 99+ | Can be equipped by | Price |

| ATK+68 | I II IV V VII | 32750 |
| Physical Damage+25% | I IV X XII | |

| Trade: Apocalypse x1, Hero's Bone x5 | |

○-----○
| 7.I.v Katana [GA15] |

| Katana Equip Level 1+ | Can be equipped by | Price |

| ATK+5 | II V | 1000 |
| | I VII | |

Nodachi		Equip Level 24+	Can be equipped by	Price
ATK+19			II V	6050
EX Intake Range+2m			I VII	
Trade: Katana x1, Long Horn x1				

Uchigatana		Equip Level 31+	Can be equipped by	Price
ATK+23			II V	8400
			I VII	

Kiku-ichimonji		Equip Level 53+	Can be equipped by	Price
ATK+37			II V	15460
EX Intake Range+2m			I VII	
Trade: Uchigatana x1, Wyvern Horn x1, Transmogradust x1				

Murasame		Equip Level 60+	Can be equipped by	Price
ATK+41			II V	17810
EX Intake Range+3m			I VII	
Trade: Kiku-ichimonji x1, Lizard Horn x1, Taurus Horn x1				

Kazekiri		Equip Level 88+	Can be equipped by	Price
ATK+59			II V	27220
EX Intake Range+4m			I VII	
Trade: Murasame x1, Unicorn Horn x4, Orange Gem x1				

Heaven's Cloud		Equip Level 100+	Can be equipped by	Price
ATK+68			II V	31920
EX Intake Range+6m			I VII	
Trade: Kazekiri x1, Behemoth Horn x5				

Piggy's Stick	Equip Level 100+	Can be equipped by	Price
---------------	------------------	--------------------	-------

BRV+200 ATK+68	II	V	31920
BRV Recovery-80%	I	VII	

Trade: Capricorn Recipe x1, Tintinnabulum x1, Strategy Guide x1

Genji Blade	Equip Level 100+	Can be equipped by	Price
-------------	------------------	--------------------	-------

ATK+68	II	V	31920
Soul of Yamato (1/3)	I	VII	

Trade: Heike's Blade x1, Behemoth Horn x5, Titan Crystal x5

7.I.vi	Rod	[GA16]
--------	-----	--------

Rod	Equip Level 3+	Can be equipped by	Price
-----	----------------	--------------------	-------

HP+62 ATK+3 DEF+1	II III	V VI	XI	1000
	II III IV V VI	VIII IX		

Full Metal Staff	Equip Level 3+	Can be equipped by	Price
------------------	----------------	--------------------	-------

HP+62 ATK+3 DEF+1	II III	V VI	XI	1000
Magic Damage+10%	II III IV V VI	VIII IX		

Trade: Rod x1, Recovery Shard x1, Transmogridust x2

Guard Stick	Equip Level 10+	Can be equipped by	Price
-------------	-----------------	--------------------	-------

HP+80 ATK+8 DEF+1	II III	V VI	XI	2000
	II III IV V VI	VIII IX		

Mythril Rod +	Equip Level 10+	Can be equipped by	Price
---------------	-----------------	--------------------	-------

HP+115 ATK+17 DEF+1	II III V VI	XI	6050
Mystic Mythril (1/3)	II III IV V VI VIII IX		

Trade: Mythril Rod x1, Tea Tree x1, Transmogridust x2

Healing Rod Equip Level 17+	Can be equipped by	Price
-----------------------------	--------------------	-------

HP+97 ATK+12 DEF+1	II III V VI	XI	3700
	II III IV V VI VIII IX		

Flame Rod Equip Level 17+	Can be equipped by	Price
---------------------------	--------------------	-------

HP+97 ATK+12 DEF+1	II III V VI	XI	3700
Magic Damage+10%	II III IV V VI VIII IX		

Trade: Rod x1, Recovery Shard x1, Transmogridust x4

Mythril Rod Equip Level 24+	Can be equipped by	Price
-----------------------------	--------------------	-------

HP+115 ATK+17 DEF+1	II III V VI	XI	6050
Mystic Mythril (1/3)	II III IV V VI VIII IX		

Trade: Guard Stick x1, Mythril x1

Rod of Wisdom Equip Level 31+	Can be equipped by	Price
-------------------------------	--------------------	-------

HP+132 ATK+21 DEF+1	II III V VI	XI	8400
	II III IV V VI VIII IX		

Faerie Rod Equip Level 38+	Can be equipped by	Price
----------------------------	--------------------	-------

HP+150 ATK+26 DEF+1	II III V VI	XI	10750
Magic Damage+10%	II III IV V VI VIII IX		

Trade: Full Metal Staff x1, Moonstone x1

Wizard's Rod Equip Level 45+	Can be equipped by	Price
------------------------------	--------------------	-------

HP+167 ATK+30 DEF+1	II III V VI	XI	13100
	II III IV V VI VIII IX		

Crown Scepter	Equip Level 67+	Can be equipped by	Price
HP+200 ATK+44 DEF+1		II III V VI XI	20160
Magic Damage+15%		II III IV V VI VIII IX	

Trade: Flame Rod x1, Opal x3, Purple Gem x1

Holy Rod	Equip Level 88+	Can be equipped by	Price
HP+272 ATK+57 DEF+1		II III V VI XI	27220
Magic Damage+20%		II III IV V VI VIII IX	

Trade: Ice Rod x1, Holystone x4, Purple Gem x1

Stardust Rod	Equip Level 100+	Can be equipped by	Price
HP+307 ATK+66 DEF+1		II III V VI XI	31920
Magic Damage+25%		II III IV V VI VIII IX	

Trade: Holy Rod x1, Sky Jewel x5

7.I.vii Spear [GA17]

Spear	Equip Level 2+	Can be equipped by	Price
ATK+5 DEF-1		II V	1000
		I IV VII	

Scorpion	Equip Level 2+	Can be equipped by	Price
ATK+5 DEF-1		II V	1000
Wall Rush BRV Damage+20%		I IV VII	

Trade: Spear x1, Magnet Shard x1, Transmogradust x2

Javelin	Equip Level 9+	Can be equipped by	Price
---------	----------------	--------------------	-------

ATK+10 DEF-1	II	V	2000
	I	IV VII	

Mythril Equip Level 9+ Can be equipped by	Price
Spear +	

ATK+20 DEF-1	II	V	6050
Mystic Mythril (1/3)	I	IV VII	

Trade: Mythril Spear x1, Bergamot x1, Transmogridust x2

Heavy Lance Equip Level 16+ Can be equipped by	Price
--	-------

ATK+14 DEF-1	II	V	3700
	I	IV VII	

Flame Lance Equip Level 16+ Can be equipped by	Price
--	-------

ATK+14 DEF-1	II	V	3700
Wall Rush BRV Damage+20%	I	IV VII	

Trade: Spear x1, Magnet Shard x1, Transmogridust x4

Ice Lance Equip Level 16+ Can be equipped by	Price
--	-------

ATK+19 DEF-1	II	V	6050
Wall Rush BRV Damage+20%	I	IV VII	

Trade: Javelin x1, Healing Shard x1, Transmogridust x8

Mythril Equip Level 23+ Can be equipped by	Price
Spear	

ATK+19 DEF-1	II	V	6050
Mystic Mythril (1/3)	I	IV VII	

Trade: Javelin x1, Mythril x1

Obelisk Equip Level 37+ Can be equipped by	Price
--	-------

ATK+28 DEF-1	II	V	10750
	I	IV VII	

Wind Spear	Equip Level 37+	Can be equipped by	Price
ATK+28 DEF-1		II V	10750
Wall Rush BRV Damage+20%		I IV VII	
Trade: Scorpion x1, Summoner's Horn x1			

Partisan	Equip Level 44+	Can be equipped by	Price
ATK+32 DEF-1		II V	13100
		I IV VII	

Crystal Lance	Equip Level 65+	Can be equipped by	Price
ATK+46 DEF-1		II V	20160
Blessed Crystal (1/3)		I IV VII	
Trade: Obelisk x1, Crystal x1, Humbaba's Horn x3			

Trident	Equip Level 72+	Can be equipped by	Price
ATK+50 DEF-1		II V	22510
Wall Rush BRV Damage+30%		I IV VII	
Trade: Partisan x1, Ixion Horn x3, Blue Gem x1			

Radiant Lance	Equip Level 79+	Can be equipped by	Price
ATK+55 DEF-1		II V	32310
		I IV VII	

Wyvern Lance	Equip Level 79+	Can be equipped by	Price
ATK+55 DEF-1		II V	24860
Wall Rush BRV Damage+30%		I IV VII	
Whisper of the Wyrn (1/3)			
Trade: Flame Lance x1, Wind Drake Horn x3, Recovery Shard x1			

Holy Lance	Equip Level 86+	Can be equipped by	Price
ATK+59 DEF-1		II V	27220
Wall Rush BRV Damage+40%		I IV VII	
Trade: Crystal Lance x1, Unicorn Horn x3, Titan Shard x1			

Gae Bolg	Equip Level 93+	Can be equipped by	Price
ATK+64 DEF-1		II V	29570
Wall Rush BRV Damage+40%		I IV VII	
Trade: Ice Lance x1, Beastlord Horn x5, Yellow Gem x1			

Gungnir	Equip level 100+	Can be equipped by	Price
ATK+68 DEF-1		II V	31920
Wall Rush BRV Damage+50%		I IV VII	
Trade: Holy Lance x1, Behemoth Horn x5			

7.I.viii	Staff	[GA18]
----------	-------	--------

Staff	Equip Level 1+	Can be equipped by	Price
BRV+11 ATK+3		II III V VI XI	1000
		II III V VI VIII IX	

Mage's Staff	Equip Level 1+	Can be equipped by	Price
BRV+11 ATK+3		II III V VI XI	1000
EX Mode Duration+20%		II III V VI VIII IX	
Trade: Staff x1, Amplification Shard x1, Transmogridust x2			

Oak Staff	Equip Level 8+	Can be equipped by	Price
BRV+13 ATK+8		II III V VI XI	2000
		II III V VI VIII IX	

| Healing Equip Level 15+ | Can be equipped by | Price |
| Staff | | |

| BRV+15 ATK+12 | II III V VI XI | 3700 |
| | II III V VI VIII IX | |

| Flamescepter Equip Level 15+ | Can be equipped by | Price |

| BRV+15 ATK+12 | II III V VI XI | 3700 |
| EX Mode Duration+10% | II III V VI VIII IX | |

| Trade: Staff x1, Amplification Shard x1, Transmogridust x4 |

| Power Staff Equip Level 22+ | Can be equipped by | Price |

| BRV+17 ATK+17 | II III V VI XI | 6050 |
| EX Mode Duration+10% | II III V VI VIII IX | |

| Trade: Staff x1, Strength Powder x3 |

| Golden Equip Level 22+ | Can be equipped by | Price |
| Staff + | | |

| BRV+22 ATK+26 | II III V VI XI | 10750 |
| Glorious Gold (1/3) | II III V VI VIII IX | |

| Trade: Golden Staff x1, Splinter x1, Transmogridust x3 |

| Golden Staff Equip Level 36+ | Can be equipped by | Price |

| BRV+22 ATK+26 | II III V VI XI | 10750 |
| Glorious Gold (1/3) | II III V VI VIII IX | |

| Trade: Oak Staff x1, Gold x1 |

| Elder Staff Equip Level 36+ | Can be equipped by | Price |

| BRV+22 ATK+26 | II III V VI XI | 10750 |
| EX Mode Duration+10% | II III V VI VIII IX | |

| Trade: Mage's Staff x1, Lumber x1 |

Rune Staff	Equip Level 50+	Can be equipped by	Price
BRV+26 ATK+35		II III V VI XI	15460
EX Mode Duration+10%		II III V VI VIII IX	

Trade: Healing Staff x1, Thorny Lumber x1, Transmogridust x1

Judicer's Staff	Equip Level 57+	Can be equipped by	Price
BRV+28 ATK+39		II III V VI XI	17810
EX Mode Duration+20%		II III V VI VIII IX	

Trade: Flamescepter x1, Mistletoe x1, Quality Lumber x2

Staff of the Magi	Equip Level 71+	Can be equipped by	Price
BRV+32 ATK+48		II III V VI XI	22510
EX Mode Duration+20%		II III V VI VIII IX	

Trade: Rune Staff x1, Spiritwood x1, White Gem x1

Eight-fluted Pole	Equip Level 78+	Can be equipped by	Price
BRV+34 ATK+53		II III V VI XI	32310
		II III V VI VIII IX	

Staff of Light	Equip Level 78+	Can be equipped by	Price
BRV+34 ATK+53		II III V VI XI	24860
EX Mode Duration+20%		II III V VI VIII IX	

Trade: Snowscepter x1, Dragonwood x3, Luck Shard x1

Zeus Mace	Equip Level 92+	Can be equipped by	Price
BRV+38 ATK+62		II III V VI XI	29570
EX Mode Duration+30%		II III V VI VIII IX	

Trade: Staff of the Magi x1, Revival Tree x5, Green Gem x1

| Nirvana Equip Level 99+ | Can be equipped by | Price |

| BRV+40 ATK+66 | II III V VI XI | 31920 |
| EX Mode Duration+40% | II III V VI VIII IX | |

Trade: Staff of Light x1, Iifa Tree x5

o-----o
| 7.I.ix Thrown [GA19] |
o-----o

Only used by Cosmos Characters. Pay 1000 in shop for everyone else to use.

| Juji Equip Level 15+ | Can be equipped by | Price |

| Shuriken | | |

| BRV-15 ATK+14 | II III V VIII IX | 3700 |

| Boomerang Equip Level 22+ | Can be equipped by | Price |

| BRV-17 ATK+19 | II III V VIII IX | 6050 |

| Chakram Equip Level 22+ | Can be equipped by | Price |

| BRV-17 ATK+19 | II III V VIII IX | 6050 |
| EX Force Absorption+10% | | |

Trade: Boomerang x1, Large Fang x1

| Pinwheel Equip Level 29+ | Can be equipped by | Price |

| BRV-19 ATK+23 | II III V VIII IX | 8400 |

| Moonring Equip Level 43+ | Can be equipped by | Price |

| Blade | | |

| BRV-24 ATK+32 | II III V VIII IX | 13100 |

Item Name	Equip Level	Can be equipped by	Price
Rising Sun	57+		
BRV-28 ATK+41		II III V VIII IX	17810
EX Force Absorption+15%			
Trade: Pinwheel x1, Throat Wolf Fang x1, Chimera Fang x2			

Item Name	Equip Level	Can be equipped by	Price
Fuma Shuriken	85+		
BRV-36 ATK+59		II III V VIII IX	27220
EX Force Absorption+20%			
Trade: Rising Sun x1, Holy Fang x4, Red Gem x1			

Item Name	Equip Level	Can be equipped by	Price
Cleaver	99+		
BRV-40 ATK+68		II III V VIII IX	31920
EX Force Absorption+30%			
Trade: Fuma Shuriken x1, Beastlord Fang x5			

○-----○
 | 7.I.x Exclusive [GA1A] |
 ○-----○

Item Name	Equip Level	Can be equipped by	Price
Flame Sword	50+		
ATK+36		I	15460
Defense+5%			
Trade: Rapier x1, Spirit Stone x3, Protect Shard x2			

Item Name	Equip Level	Can be equipped by	Price
Tyrfing	50+		
ATK+36		III	15460
Damage+5%			
Trade: Rapier x1, Spirit Stone x3, Recovery Shard x2			

Item Name	Equip Level	Can be equipped by	Price
Mythgraven Sword	50+		

| ATK+37 | IV | 16280 |
| When Paladin: DEF+1 | | |

Trade: Dark Sword x1, Gigas Bone x3, Titan Shard x2

| Chocoblade Equip Level 50+ | Can be equipped by | Price |

| ATK+36 | V | 15460 |
| Regen+30% | | |

Trade: Rapier x1, Spirit Stone x3, Luck Shard x2

| Chain Flail Equip Level 50+ | Can be equipped by | Price |

| BRV+26 ATK+35 | VI | 15460 |
| Magic Defense+30% | | |

Trade: Healing Staff x1, Thorny Lumber x3, Amplification Shard x2

| Force Equip Level 50+ | Can be equipped by | Price |
| Stealer | | |

| ATK+37 | VII | 16280 |
| Wall Rush HP Damage+10% | | |

Trade: Buster Sword x1, Gigas Bone x3, Gale Shard x2

| Twin Lance Equip Level 50+ | Can be equipped by | Price |

| ATK+36 | VIII | 15460 |
| EX Core Absorption+15% | | |

Trade: Revolver x1, Spirit Stone x3, Bless Shard x2

| Sargatanas Equip Level 50+ | Can be equipped by | Price |

| ATK+35 | IX | 14910 |
| BRV Boost on Dodge+10% | | |

Trade: Pinwheel x1, Great Serpent's Fang x3, Power Shard x2

| Striker Equip Level 50+ | Can be equipped by | Price |

| BRV-50 ATK+37 | | X | 15460 |

| Brave Boost on Dodge+10% | | | |

| Trade: Official Ball x1, Great Serpent's Fang x3, Guts Shard x2 |

| Jupiter's Equip Level 50+ | Can be equipped by | Price |

| Staff | | | |

| BRV+26 ATK+35 | | XI | 15460 |

| Initial BRV+20% | | | |

| Trade: Healing Staff x1, Thorny Lumber x3, Quickstrike Shard x2 |

| OGREKILLER Equip Level 50+ | Can be equipped by | Price |

| ATK+38 DEF-2 | | | 15460 |

| EX Force Absorption+15% | | I | |

| Trade: Francisca x1, Gigas Bone x3, Strength Shard x2 |

| Calcite Equip Level 50+ | Can be equipped by | Price |

| Staff | | | |

| BRV+26 ATK+35 | | | 15460 |

| BRV Recovery+50% | | III | |

| Trade: Healing Staff x1, Thorny Lumber x3, Mana Shard x2 |

| Ghido's Equip Level 50+ | Can be equipped by | Price |

| Whisker | | | |

| BRV+26 ATK+35 | | | 15460 |

| BRV Boost on Block+10% | | V | |

| Trade: Healing Staff x1, Thorny Lumber x3, Reflex Shard x2 |

| Lamia's Equip Level 50+ | Can be equipped by | Price |

| Flute | | | |

| ATK+34 DEF+2 | | | 15460 |

| Initial EX Force+15% | | VI | |

| Trade: Diamond Bell x1, Thorny Lumber x3, Allure Shard x2 |

Kaiser Knuckles	Equip Level 50+	Can be equipped by	Price
BRV+52 ATK+36			16010
Wall Rush HP Damage+50%		X	
Trade: Sonic Knuckles x1, Great Serpentskin x3, Crimson Shard x2			

Demonsbane	Equip Level 50+	Can be equipped by	Price
ATK+36			15460
EX Mode Duration+20%		XII	
Trade: Rapier x1, Spirit Stone x3, Time Shard x2			

Abel's Lance	Equip Level 51+	Can be equipped by	Price
ATK+37 DEF-1		II	15460
Extra HP to BRV			
Trade: Partisan x1, Wyvern Horn x3, Magnet Shard x2			

Diamond Mace	Equip Level 53+	Can be equipped by	Price
HP+185 ATK+35 DEF+1			15460
EX Intake Range+2m		II	
Trade: Wizard's Rod x1, Ruby x3, Healing Shard x2			

Lilith Rod	Equip Level 53+	Can be equipped by	Price
HP+185 ATK+34			15460
Damage+5%		IV	
Trade: Wizard's Rod x1, Ruby x3, Destruction Shard x2			

Masamune	Equip Level 53+	Can be equipped by	Price
Blade			
ATK+37			15460
Damage+5%		VII	

Trade: Uchigatana x1, Wyvern Horn x3, Oath Shard x2

| Valkyrie Equip Level 53+ | Can be equipped by | Price |

| HP+185 ATK+35 DEF+1 | | 15460 |
| EX Force Absorption+15% | VIII | |

Trade: Pinwheel x1, Ruby x3, Lithe Shard x2

| Punisher Equip Level 53+ | Can be equipped by | Price |

| HP+185 ATK+35 DEF+1 | | 15460 |
| EX Force Absorption+15% | IX | |

Trade: Wizard's Rod x1, Ruby x3, Resilience Shard x2

| Braveheart Equip Level 92+ | Can be equipped by | Price |

| ATK+63 | I | 29570 |
| Damage+10% | | |

Trade: Flame Sword x1, Goddess's Magicite x5, Protect Crystal x3

| Royal Sword Equip Level 92+ | Can be equipped by | Price |

| ATK+63 | III | 29570 |
| Damage+10% | | |

Trade: Tyrfing x1, Goddess's Magicite x5, Recovery Crystal x3

| Lustrous Equip Level 92+ | Can be equipped by | Price |
| Sword | | |

ATK+65	IV	30390
Physical Damage+15%		
When Paladin: ATK+2		

Trade: Mythgraven Blade x1, Blood-Darkened Bone x5, Titan Crystal x3

| Dayspring Equip Level 92+ | Can be equipped by | Price |

ATK+63	V	29570
Regen+40%		

Trade: Chocoblade x1, Goddess's Magicite x5, Luck Crystal x3

Morning Star Equip Level 92+	Can be equipped by	Price
------------------------------	--------------------	-------

MRV+38 ATK+61	VI	29750
Magic Defense+40%		

Trade: Chain Flail x1, Revival Tree x5, Amplification Crystal x3

Butterfly Equip Level 92+	Can be equipped by	Price
Edge		

ATK+64	VII	30390
Wall Rush HP Damage+20%		

Trade: Force Stealer x1, Blood-Darkened Bone x5, Gale Crystal x3

Punishment Equip Level 92+	Can be equipped by	Price
----------------------------	--------------------	-------

ATK+63	VIII	29570
EX Core Absorption+20%		

Trade: Twin Lance x1, Goddess's Magicite x5, Bless Crystal x3

The Tower Equip Level 92+	Can be equipped by	Price
---------------------------	--------------------	-------

ATK+62	IX	29020
BRV Boost on Dodge+15%		

Trade: Sargatanas x1, Beastlord Fang x5, Power Crystal x3

Grand Slam Equip Level 92+	Can be equipped by	Price
----------------------------	--------------------	-------

BRV-38 ATK+64	X	29570
BRV Boost on Dodge+15%		

Trade: Striker x1, Beastlord Fang x5, Guts Crystal x3

Laevateinn Equip Level 92+	Can be equipped by	Price
----------------------------	--------------------	-------

BRV+38 ATK+62		XI	29570	
Initial BRV+30%				

| Trade: Jupiter's Staff x1, Revival Tree x5, Quickstrike Crystal x3 |

Viking Axe	Equip Level 92+	Can be equipped by	Price	
------------	-----------------	--------------------	-------	--

ATK+65 DEF-2		29570	
EX Force Absorption+20%	I		

| Trade: Ogrekiller x1, Blood-Darkened Bone x5, Strength Crystal x3 |

Bizarre	Equip Level 92+	Can be equipped by	Price	
Staff				

BRV+38 ATK+62		29570	
BRV Recovery+75%	III		

| Trade: Calcite Staff x1, Revival Tree x5, Mana Crystal x3 |

Moore Branch	Equip Level 92+	Can be equipped by	Price	
--------------	-----------------	--------------------	-------	--

BRV+38 ATK+62		29570	
BRV Boost on Block+15%	V		

| Trade: Ghido's Whisker x1, Revival Tree x5, Reflex Crystal x3 |

Neohilim	Equip Level 92+	Can be equipped by	Price	
Flute				

ATK+61 DEF+2		29570	
Initial EX Force+20%	VI		

| Trade: Lamia's Flute x1, Revival Tree x5, Allure Crystal x3 |

Sin's Talon	Equip Level 92+	Can be equipped by	Price	
-------------	-----------------	--------------------	-------	--

BRV+77 ATK+63		30120	
Wall Rush HP Damage+50%	X		

| Trade: Kaiser Knuckles x1, Aged Turtle Shell x5, Crimson Crystal x3 |

Deathbringer Equip Level 92+	Can be equipped by	Price
ATK+63		29570
EX Mode Duration+30%	XII	
Trade: Demonsbane x1, Goddess's Magicite x5, Time Crystal x3		

Longinus Equip Level 93+	Can be equipped by	Price
ATK+64 DEF-1	II	29570
Extra HP to BRV		
Trade: Abel's Lance x1, Beastlord Horn x5, Magnet Crystal x3		

Demon's Rod Equip Level 95+	Can be equipped by	Price
HP+290 ATK+62 DEF+1		29570
EX Intake Range+4m	II	
Trade: Diamond Mace x1, Lapis Lazuli x5, Healing Crystal x3		

Asura's Rod Equip Level 95+	Can be equipped by	Price
HP+290 ATK+62 DEF+1		29570
Damage+10%	IV	
Trade: Lilith Rod x1, Lapis Lazuli x5, Destruction Crystal x3		

Masamune Equip Level 95+	Can be equipped by	Price
ATK+64		29570
Damage+10%	VII	
Trade: Masamune Blade x1, Beastlord Horn x5, Oath Crystal x3		

Cardinal Equip Level 95+	Can be equipped by	Price
HP+290 ATK+62 DEF+1		29570
EX Force Absorption+20%	VIII	
Trade: Valkyrie x1, Lapis Lazuli x5, Lithe Crystal x3		

Whale Whisker	Equip Level 95+	Can be equipped by	Price
HP+290 ATK+62 DEF+1			29570
EX Force Absorption+20%		IX	
Trade: Punisher x1, Lapis Lazuli x5, Resilience Crystal x3			

Barbarian's Sword	Equip Level 100+	Can be equipped by	Price
ATK+68		I	31920
Defense+15%			
Minor Counterattack Effect			
Trade: Breaveheart x1, Guiding Light x5, Protect Orb x5			

Wild Rose	Equip Level 100+	Can be equipped by	Price
ATK+69 DEF-1		II	31920
Extra HP to BRV			
Minor Counterattack Effect			
Trade: Longinus x1, The Youth's Dream x5, Magnet Orb x5			

Onion Sword	Equip Level 100+	Can be equipped by	Price
ATK+68		III	31920
Damage+15%			
Major Gambler's Spirit Effect			
Trade: Royal Sword x1, Onion x5, Recovery Orb x5			

Lightbringer	Equip Level 100+	Can be equipped by	Price
ATK+69		IV	32750
When Paladin: DEF+2			
Minor Sneak Attack Effect			
Trade: Lustrous Sword x1, Twin Form x5, Titan Orb x5			

Cimmerian	Equip Level 100+	Can be equipped by	Price
-----------	------------------	--------------------	-------

Blade			
ATK+69		IV	32750
When Dark Knight: ATK+2			
Minor Counterattack Effect			

| Trade: Lustrous Sword x1, Twin Form x5, Titan Orb x5 |

Dorgann's	Equip Level 100+	Can be equipped by	Price
Blade			
ATK+68		V	31920
Regen+50%			
Cat Nip Effect			

| Trade: Dayspring x1, Splendor of the World x5, Luck Orb x5 |

Maduin's	Equip Level 100+	Can be equipped by	Price
Horn			
BRV+40 ATK+67		VI	31920
Magic Defense+50%			
Minor Anti-EX Effect			

| Trade: Morning Star x1, Veiled Magic x5, Amplification Orb x5 |

Fenrir	Equip Level 100+	Can be equipped by	Price
ATK+69		VII	32750
Wall Rush HP Damage+30%			
Minor Sneak Attack Effect			

| Trade: Butterfly Edge x1, True Past x5, Gale Orb x5 |

Lionheart	Equip Level 100+	Can be equipped by	Price
ATK+68		VIII	31920
EX Core Absorption+30%			
Minor Sneak Attack Effect			

| Trade: Punishment x1, Unshelled Bullet x5, Bless Orb x5 |

Ozma's	Equip Level 100+	Can be equipped by	Price
Splinter			

ATK+67		IX	31370
BRV Boost on Dodge+25%			
Major Gambler's Spirit			
Effect			

Trade: The Tower x1, Theater Ticket x5, Power Orb x5

World	Equip Level 100+	Can be equipped by	Price
Champion			

BRV-40 ATK+69		X	31920
BRV Boost on Dodge+20%			
Cat Nip Effect			

Trade: Grand Slam x1, Fayth's Dream x5, Guts Orb x5

Claustrum	Equip Level 100+	Can be equipped by	Price

BRV+40 ATK+67		XI	31920
Initial Bravery+40%			
Major Gambler's Spirit			
Effect			

Trade: Laevateinn x1, Boiling Blood x5, Quickstrike Orb x5

Gigant Axe	Equip Level 100+	Can be equipped by	Price

ATK+70 DEF-2			31920
EX Force Absorption+30%	I		
Minor Anti-EX Effect			

Trade: Viking Axe x1, Wheel of Darkness x5, Strength Orb x5

Mateus's	Equip Level 100+	Can be equipped by	Price
Malice			

HP+307 ATK+67 DEF+1			31920
EX Intake Range+6m	II		
Minor Anti-EX Effect			

Trade: Demon's Rod x1, Lust for Power x5, Healing Orb x5

Everdark	Equip Level 100+	Can be equipped by	Price

BRV+40 ATK+67			31920
---------------	--	--	-------

BRV Recovery+100%		III		
Major Gambler's Spirit				
Effect				

Trade: Bizarre Staff x1, Roaming Darkness x5, Mana Orb x5

Zeromus Equip Level 100+	Can be equipped by	Price
Shard		

HP+307 ATK+67 DEF+1		31920
Damage+15%	IV	
Back to the Wall Effect		

Trade: Asura's Rod x1, Lone Heart x5, Destruction Orb x5

Enuo's Equip Level 100+	Can be equipped by	Price
Scourge		

BRV+40 ATK+67		31920
BRV Boost on Block+20%	V	
Riposte Effect		

Trade: Moore Branch x1, Power of the Void x5, Reflex Orb x5

Dancing Mad Equip Level 100+	Can be equipped by	Price
------------------------------	--------------------	-------

ATK+66 DEF+2		31920
Initial EX Force+25%	VI	
Back to the Wall Effect		

Trade: Nephilim Flute x1, Fanatic's Leer x5, Allure Orb x5

One-Winged Equip Level 100+	Can be equipped by	Price
Angel		

ATK+69		31920
Damage+15%	VII	
Minor Sneak Attack Effect		

Trade: Masamune x1, Life of the Planet x5, Oath Orb x5

Shooting Equip Level 100+	Can be equipped by	Price
Star		

HP+307 ATK+67 DEF+1		31920
---------------------	--	-------

EX Force Absorption+30%		VIII		
Back to the Wall Effect				

Trade: Cardinal x1, Gears of Time x5, Lithe Orb x5

Terra's Equip Level 100+	Can be equipped by	Price
Legacy		

HP+307 ATK+67 DEF+1			31920
EX Force Absorption+30%		IX	
Back to the Wall Effect			

Trade: Whale Whisker x1, God of Destruction x5, Resilience Orb x5

Sin's Fang Equip Level 100+	Can be equipped by	Price
-----------------------------	--------------------	-------

BRV+81 ATK+68			32470
Wall Rush HP Damage+75		X	
Minor Sneak Attack Effect			

Trade: Sin's Talon x1, Medal of Honor x5, Crimson Orb x5

Chaos Blade Equip Level 100+	Can equipped by	Price
------------------------------	-----------------	-------

ATK+68			31920
EX Mode Duration+40%		XII	
Minor Counterattack Effect			

Trade: Deathbringer x1, Gates of Judgment x5, Time Orb x5

○-----○
| 7.I.xi Special [GA1B] |
○-----○

Sexy Cologne Equip Level 43+	Can be equipped by	Price
------------------------------	--------------------	-------

ATK+31		VI VII	XI	13100
Allure of Honey (1/4)		III VI VIII		

Trade: Spirit Stone x5, Gale Shard x2

Ultima Equip Level 99+	Can be equipped by	Price
Weapon		

| ATK+68 | I II III IV V VI VII VIII IX X XI | 31920 |
| More powerful when full HP | I II III IV V VI VII VIII IX X XII | |

| Trade: Pisces Recipe x1, Noah's Lute x1, Whisperweed x1 | |

○-----○
| 7.I.xii | Machine | [GA1C] |
○-----○

| Machine Gun Equip Level 96+ | Can be equipped by | Price |

HP-307 BRV+81 ATK+67	Must equip 'Use Machine'	31920
Accessory Breakability+5%		
Wall Rush BRV Damage+30%		

| Trade: Mallet x1, Supreme Gem x5 | |

○-----○
| 7.I.xiii | Instrument | [GA1D] |
○-----○

| Diamond Bell Equip Level 22+ | Can be equipped by | Price |

| ATK+16 DEF+2 | II V | 6050 |
| | VI VIII | |

| Gaia Bell Equip Level 22+ | Can be equipped by | Price |

| ATK+16 DEF+2 | II V | 6050 |
| EX Core Absorption+10% | VI VIII | |

| Trade: Diamond Bell x1, Quality Branch x1 | |

| Rune Bell Equip Level 50+ | Can be equipped by | Price |

| ATK+34 DEF+2 | II V | 15460 |
| EX Core Absorption+10% | VI VIII | |

| Trade: Diamond Bell x1, Thorny Lumber x1, Transmogridust x1 | |

| Dream Harp Equip Level 64+ | Can be equipped by | Price |

| ATK+43 DEF+2 | II V | 20160 |

| EX Core Absorption+15% | VI VIII | |

| Trade: Rune Bell x1, Big Tree x3, Transmogridust x5 |

| Lamia Harp Equip Level 78+ | Can be equipped by | Price |

| ATK+52 DEF+2 | II V | 24860 |

| EX Core Absorption+15% | VI VIII | |

| Trade: Dream Harp x1, Dragonwood x3, Amplification Shard x1 |

| Apollo's Harp Equip Level 92+ | Can be equipped by | Price |

| ATK+61 DEF+2 | II V | 29570 |

| EX Core Absorption+20% | VI VIII | |

| Trade: Lamia Harp x1, Revival Tree x5, Cyan Gem x1 |

| Loki's Harp Equip Level 99+ | Can be equipped by | Price |

| ATK+65 DEF+2 | II V | 31920 |

| EX Core Absorption+30% | VI VIII | |

| Trade: Apollo's Harp x1, Iifa Tree x5 |

○-----○
| 7.I.xiv. Sword [GA1E] |

| Broadsword Equip Level 1+ | Can be equipped by | Price |

| ATK +4 | I II III IV V VII VIII X | 1000 |

| | II XII | |

| Sun Blade Equip Level 1+ | Can be equipped by | Price |

| ATK +4 | I II III IV V VII VIII X | 1000 |

| Initial Bravery +20% | II XII | |

| Trade: Broadsword x1, Bless Shard x1, Transmogridust x2 |

| Iron Sword Equip Level 6+ | Can be equipped by | Price |

| ATK +9 | I II III IV V VII VIII X | 2000 |
| | II XII |

| Serpent Equip Level 15+ | Can be equipped by | Price |
| Sword | |

| ATK +13 | I II III IV V VII VIII X | 3700 |
| | II XII |

| Flametongue Equip Level 15+ | Can be equipped by | Price |

| ATK +13 | I II III IV V VII VIII X | 3700 |
| Initial Bravery +20% | II XII |

| Trade: Broadsword x1, Bless Shard x1, Transmogridust x4 |

| Mythril Equip Level 22+ | Can be equipped by | Price |
| Sword | |

| ATK +18 | I II III IV V VII VIII X | 6050 |
| Mystic Mythril (1/3) | II XII |

| Trade: Iron Sword x1, Mythril x1 |

| Icebrand Equip Level 22+ | Can be equipped by | Price |

| ATK +18 | I II III IV V VII VIII X | 6050 |
| Initial Bravery +20% | II XII |

| Trade: Iron Sword x1, Lithe Shard x1, Transmogridust x8 |

| Gold Sword + Equip Level 22+ | Can be equipped by | Price |

| ATK+27 | I II III IV V VII VIII X | 10750 |
| Glorious Gold (1/3) | II XII |

| Trade: Gold Sword x1, White Stone x1, Transmogridust x3 |

| Saber Equip Level 29+ | Can be equipped by | Price |

ATK+22	I II III IV V VII VIII X	8400
	II XII	

Rapier	Equip Level 36+	Can be equipped by	Price
--------	-----------------	--------------------	-------

ATK+27	I II III IV V VII VIII X	10750
	II XII	

Gold Sword	Equip Level 36+	Can be equipped by	Price
------------	-----------------	--------------------	-------

ATK+27	I II III IV V VII VIII X	10750
Glorious Gold (1/3)	II XII	

Trade: Saber x1, Gold x1

Ancient Sword	Equip Level 36+	Can be equipped by	Price
---------------	-----------------	--------------------	-------

ATK+27	I II III IV V VII VIII X	10750
Initial Bravery +20%	II XII	

Trade: Sun Blade x1, Black Stone x1

Diamond Sword +	Equip Level 36+	Can be equipped by	Price
-----------------	-----------------	--------------------	-------

ATK+36	I II III IV V VII VIII X	15460
Dazzling Diamond (1/3)	II XII	

Trade: Diamond Sword x1, Black Stone x1, Transmogridust x4

Estoc	Equip Level 43+	Can be equipped by	Price
-------	-----------------	--------------------	-------

ATK+31	I II III IV V VII VIII X	13100
	II XII	

Diamond Sword	Equip Level 50+	Can be equipped by	Price
---------------	-----------------	--------------------	-------

ATK+36	I II III IV V VII VIII X	15460
Dazzling Diamond (1/3)	II XII	

Trade: Rapier x1, Diamond x1

Item	Equip Level	Can be equipped by	Price
Coral Sword	50+		
ATK+36		I II III IV V VII VIII X	15460
Initial Bravery+20%		II XII	

| Trade: Rapier x1, Spirit Stone x1, Transmogridust x1 |

Item	Equip Level	Can be equipped by	Price
Rune Blade	57+		
ATK+40		I II III IV V VII VIII X	17810
Initial Bravery+30%		II XII	

| Trade: Estoc x1, Levystone x1, Mako Stone x2 |

Item	Equip Level	Can be equipped by	Price
Defender	57+		
ATK+40		I II III IV V VII VIII X	20160
Initial Bravery+30%		II XII	

| Trade: Coral Sword x1, Dewdrop Pebble x3, Transmogridust x4 |

Item	Equip Level	Can be equipped by	Price
Crystal Sword	64+		
ATK+45		I II III IV V VII VIII X	20160
Blessed Crystal (1/3)		II XII	

| Trade: Diamond Sword x1, Crystal x1, Dewdrop Pebble x3 |

Item	Equip Level	Can be equipped by	Price
Enhancer	71+		
ATK+49		I II III IV V VII VIII X	22510
Initial Bravery+30%		II XII	

| Trade: Rune Blade x1, Stone of the Condemner x3, Crimson Powder x4 |

Item	Equip Level	Can be equipped by	Price
Falchion	78+		
ATK+54		I II III IV V VII VIII X	32310
		II XII	

| Dragon Equip Level 78+ | Can be equipped by | Price |
| Slayer | | |

ATK+54	I II III IV V VII VIII X	24860
Initial Bravery+30%	II XII	
Whisper of the Wyrm (1/3)		

| Trade: Flametongue x1, Wyrmstone x3, Protect Shard x3 |

| Save the Equip Level 85+ | Can be equipped by | Price |
| Queen | | |

| ATK+58 | I II III IV V VII VIII X | 27220 |
| Initial Bravery+40% | II XII | |

| Trade: Enhancer x1, Blessed Gem x4, Magnet Shard x1 |

| Brave Blade Equip Level 92+ | Can be equipped by | Price |

| ATK+63 | I II III IV V VII VIII X | 29570 |
| Initial Bravery+40% | II XII | |

| Trade: Ice Blade x1, Goddess's Magicite x5, Red Gem x1 |

| Excalibur Equip Level 99+ | Can be equipped by | Price |

| ATK+67 | I II III IV V VII VIII X | 31920 |
| Initial Bravery+50% | II XII | |

| Trade: Save the Queen x1, Supreme Gem x5 |

| Excalipoor Equip Level 99+ | Can be equipped by | Price |

| ATK+68 | I II III IV V VII VIII X | 31920 |
| Physical Damage-100% | II XII | |

| Trade: Cancer Recipe x1, Dragon Seal x1, Chocograph x1 |

| Wyrmhero Equip Level 99+ | Can be equipped by | Price |
| Blade | | |

| ATK+67 | I II III IV V VII VIII X | 31920 |

| Legendary blade held by many | II XII |

| Trade: Aquarius Recipe x1, Crystal Eye x1, Al Bhed Primer x1 |

=====O
| 7.II Arm [GA20] |
=====O

-----O
| 7.II.i Bangle [GA21] |
-----O

| Bronze Bangle Equip Level 1+ | Can be equipped by | Price |

| HP+62 DEF+4 | II III V VI VII VIII IX X XI | 1000 |
| | II III VI VIII IX X | |

| Power Armlet Equip Level 8+ | Can be equipped by | Price |

| HP+80 DEF+9 | II III V VI VII VIII IX X XI | 2000 |
| | II III VI VIII IX X | |

| Mythril Equip Level 8+ | Can be equipped by | Price |
| Bangle + | | |

| HP+117 DEF+17 | II III V VI VII VIII IX X XI | 6050 |
| Mystic Mythril (1/3) | II III VI VIII IX X | |

| Trade: Mythril Bangle x1, Tea Tree x1, Transmogridust x2 |

| Silver Equip Level 15+ | Can be equipped by | Price |
| Bangles | | |

| HP+97 DEF+13 | II III V VI VII VIII IX X XI | 3700 |
| | II III VI VIII IX X | |

| Mythril Equip Level 22+ | Can be equipped by | Price |
| Bangle | | |

| HP+115 DEF+17 | II III V VI VII VIII IX X XI | 6050 |
| Mystic Mythril (1/3) | II III VI VIII IX X | |

| Trade: Power Armlet x1, Mythril x1 |

Equip Level 22+	Can be equipped by	Price
Chocobracelet		

HP+115 DEF+17	II III	V VI VII VIII IX X XI	6050
Regen+25%	II III	VI VIII IX X	

Trade: Silver Bangles x1, Aquamarine x1

Gold Bangle+ Equip Level 22+	Can be equipped by	Price
------------------------------	--------------------	-------

HP+150 DEF+26	II III	V VI VII VIII IX X XI	10750
Glorious Gold (1/3)	II III	VI VIII IX X	

Trade: Gold Bangle x1, Emerald x1, Transmogridust x3

Hyper Wrist Equip Level 29+	Can be equipped by	Price
-----------------------------	--------------------	-------

HP+132 DEF+22	II III	V VI VII VIII IX X XI	8400
	II III	VI VIII IX X	

Gold Bangle Equip Level 36+	Can be equipped by	Price
-----------------------------	--------------------	-------

HP+150 DEF+26	II III	V VI VII VIII IX X XI	10750
Glorious Gold (1/3)	II III	VI VIII IX X	

Trade: Silver Bangles x1, Gold x1

Diamond Equip Level 36+	Can be equipped by	Price
Cuff +		

HP+185 DEF+35	II III	V VI VII VIII IX X XI	15460
Dazzling Diamond (1/3)	II III	VI VIII IX X	

Trade: Diamond Cuff x1, Moonstone x1, Transmogridust x4

Precious Equip Level 43+	Can be equipped by	Price
Watch		

HP+167 DEF+31	II III	V VI VII VIII IX X XI	13100
	II III	VI VIII IX X	

Diamond Cuff Equip Level 50+	Can be equipped by	Price
HP+187 DEF+35	II III V VI VII VIII IX X XI	15460
Dazzling Diamond (1/3)	II III VI VIII IX X	
Trade: Hyper Wrist x1, Diamond x1		

Rune Armlet Equip Level 57+	Can be equipped by	Price
HP+202 DEF+41	II III V VI VII VIII IX X XI	17810
	II III VI VIII IX X	
Trade: Hyper Wrist x1, Sapphire x1, Peridot x2		

Crystal Equip Level 64+	Can be equipped by	Price
Bangle		
HP+220 DEF+45	II III V VI VII VIII IX X XI	20160
Blessed Crystal (1/3)	II III VI VIII IX X	
Trade: Precious Watch x1, Crystal x1, Opal x3		

Imperial Equip Level 71+	Can be equipped by	Price
Guard		
HP+237 DEF+51	II III V VI VII VIII IX X XI	22510
	II III VI VIII IX X	
Trade: Precious Watch x1, Topaz x3, Recovery Powder x1		

Dragon Equip Level 78+	Can be equipped by	Price
Amulet		
HP+255 DEF+55	II III V VI VII VIII IX X XI	24860
Whisper of the Wyrn (1/3)	II III VI VIII IX X	
Trade: Rune Amulet x1, Dragonstone x3, Power Shard x1		

Protective Equip Level 85+	Can be equipped by	Price
Amulet		
HP+272 DEF+61	II III V VI VII VIII IX X XI	27220

| II III VI VIII IX X |

| Trade: Imperial Guard x1, Holystone x3, Guts Shard x1 |

| Mystile Equip Level 92+ | Can be equipped by | Price |

| HP+290 DEF+66 | II III V VI VII VIII IX X XI | 29570 |

| | II III VI VIII IX X | |

| Trade: Dragon Armlet x1, Lapis Lazuli x5, White Gem x1 |

| Seyditz Equip Level 99+ | Can be equipped by | Price |

| HP+307 DEF+72 | II III V VI VII VIII IX X XI | 31920 |

| | II III VI VIII IX X | |

| Trade: Protective Armlet x1, Sky Jewel x5 |

○-----○
| 7.II.ii Gauntlet [GA22] |

| Hide Armlet Equip Level 1+ | Can be equipped by | Price |

| BRV+11 DEF+4 | I III IV V IX | 1000 |

| | I IV V VII XII | |

| Iron Armlet Equip Level 8+ | Can be equipped by | Price |

| BRV+13 DEF+9 | I III IV V IX | 2000 |

| | I IV V VII XII | |

| Gauntlets Equip Level 22+ | Can be equipped by | Price |

| BRV+17 DEF+17 | I III IV V IX | 6050 |

| | I IV V VII XII | |

| Battle Equip Level 22+ | Can be equipped by | Price |

| Gloves | | |

| BRV+17 DEF+17 | I III IV V IX | 6050 |

| Magic Counter Strength+20% | I IV V VII XII |

| Trade: Gauntlets x1, Iron Carapace x1 |

| Gold Equip Level 22+ | Can be equipped by | Price |
| Armlet + | | |

| BRV+22 DEF+25 | I III IV V IX | 10750 |
| Glorious Gold (1/3) | I IV V VII XII |

| Trade: Gold Armlet x1, Charger Barding x1, Transmogridust x3 |

| Gold Armlet Equip Level 36+ | Can be equipped by | Price |

| BRV+22 DEF+25 | I III IV V IX | 10750 |
| Glorious Gold (1/3) | I IV V VII XII |

| Trade: Gauntlets x1, Gold x1 |

| Demon Gloves Equip Level 57+ | Can be equipped by | Price |

| BRV+28 DEF+41 | I III IV V IX | 17810 |
| | I IV V VII XII |

| Trade: Gauntlets x1, Destrier Barding x1, Wormskin x2 |

| Thief Gloves Equip Level 71+ | Can be equipped by | Price |

| BRV+32 DEF+51 | I III IV V IX | 22510 |
| Drop Rate x 1.2 | I IV V VII XII |

| Trade: Demon Gloves x1, Giant Turtleshell x3, Titan Powder x4 |

| Dragon Equip Level 78+ | Can be equipped by | Price |
| Gloves | | |

| BRV+34 DEF+55 | I III IV V IX | 24860 |
| Whisper of the Wurm (1/3) | I IV V VII XII |

| Trade: Thief Gloves x1, Wurm Carapace x3, Quickstrike Crystal x1 |

| Giant's Equip Level 85+ | Can be equipped by | Price |

Gloves			
BRV+36 DEF+61	I	III IV V	IX 27220
Pride of the Titans (1/3)	I	IV V VII	XII
Trade: Dragon Gloves x1, Blessed Barding x4, Purple Gem x1			

Borghertz's Equip Level 99+	Can be equipped by	Price	
Gloves			
BRV+40 DEF+72	I	III IV V	IX 31920
	I	IV V VII	XII
Trade: Giant's Gloves x1, Ancient Turtle Shell x5			

○-----○
| 7.II.iii Parrying [GA23] |
○-----○

Kunai Equip Level 1+	Can be equipped by	Price
ATK+1 DEF+4	II III	V IX 1830

Wakizashi Equip Level 8+	Can be equipped by	Price
ATK+1 DEF+9	II III	V IX 2830

Kodachi Equip Level 22+	Can be equipped by	Price
ATK+1 DEF+17	II III	V IX 6870

Sakura Equip Level 22+	Can be equipped by	Price
ATK+1 DEF+17	II III	V IX 6870
BRV Boost on Block+5%		
Trade: Kodachi x1, Large Fang x1		

Shinobi- Equip Level 36+	Can be equipped by	Price
Gatana		

| ATK+1 DEF+26 | II III V IX | 11580 |

| Sasuke Equip Level 57+ | Can be equipped by | Price |

| ATK+1 DEF+41 | II III V IX | 18630 |

| BRV Boost on Block+10% | | |

| Trade: Shinobi-Gatana x1, Throat Wolf Fang x1, Chimera Fang x2 |

| Kagenui Equip Level 85+ | Can be equipped by | Price |

| ATK+1 DEF+61 | II III V IX | 28040 |

| BRV Boost on Block+15% | | |

| Trade: Sasuke x1, Holy Fang x4, Green Gem x1 |

| Blurry Moon Equip Level 99+ | Can be equipped by | Price |

| ATK+1 DEF+72 | II III V IX | 32750 |

| Trade: Kagenui x1, Maduin's Fang x5 |

○-----○
| 7.II.iv Shield [GA24] |
○-----○

| Buckler Equip Level 1+ | Can be equipped by | Price |

| DEF+5 | I III IV V VII VIII X | 1000 |

| | I IV V VII X XII | |

| Shell Shield Equip Level 1+ | Can be equipped by | Price |

| DEF+5 | I II IV V VII VIII X | 1000 |

| Wall Rush HP Defense+20% | I IV V VII X XII | |

| Trade: Buckler x1, Luck Shard x1, Transmogradust x2 |

| Iron Shield Equip Level 8+ | Can be equipped by | Price |

| DEF+9 | I II IV V VII VIII X | 2000 |

	I	IV V	VII	X XII	Price
Mythril Equip Level 8+ Shield+					
DEF+18	I II	IV V	VII VIII	X	6050
Mystic Mythril (1/3)	I	IV V	VII	X XII	
Trade: Mythril Shield x1, Eucalyptus x1, Transmogridust x2					

	I II	IV V	VII VIII	X	Price
Knight Equip Level 15+ Shield					
DEF+14	I II	IV V	VII VIII	X	3700
	I	IV V	VII	X XII	

	I II	IV V	VII VIII	X	Price
Flame Shield Equip Level 15+					
DEF+14	I II	IV V	VII VIII	X	3700
Wall Rush HP Defense+20%	I	IV V	VII	X XII	
Trade: Buckler x1, Luck Shard x1, Transmogridust x4					

	I II	IV V	VII VIII	X	Price
Mythril Equip Level 22+ Shield					
DEF+18	I II	IV V	VII VIII	X	6050
Mystic Mythril (1/3)	I	IV V	VII	X XII	
Trade: Iron Shield x1, Mythril x2					

	I II	IV V	VII VIII	X	Price
Ice Shield Equip Level 22+					
DEF+18	I II	IV V	VII VIII	X	6050
Wall Rush HP Defense+20%	I	IV V	VII	X XII	
Trade: Iron Shield x1, Reflex Shard x1, Transmogridust x8					

	I II	IV V	VII VIII	X	Price
Golden Equip Level 22+ Shield +					
DEF+27	I II	IV V	VII VIII	X	10750

| Glorious Gold (1/3) | I IV V VII X XII |

| Trade: Golden Shield x1, Yensa Scales x1, Transmogridust x3 |

| Heavy Shield Equip Level 29+ | Can be equipped by | Price |

| DEF+23 | I II IV V VII VIII X | 8400 |

| | I IV V VII X XII |

| Golden Equip Level 36+ | Can be equipped by | Price |

| Shield | | |

| DEF+27 | I II IV V VII VIII X | 10750 |

| Glorious Gold (1/3) | I IV V VII X XII |

| Trade: Knight Shield x1, Gold x2 |

| Demon Shield Equip Level 36+ | Can be equipped by | Price |

| DEF+27 | I II IV V VII VIII X | 10750 |

| Wall Rush HP Defense+20% | I IV V VII X XII |

| Trade: Shell Shield x1, Lamia Scales x1 |

| Diamond Equip Level 36+ | Can be equipped by | Price |

| Shield + | | |

| DEF+36 | I II IV V VII VIII X | 15460 |

| Dazzling Diamond (1/3) | I IV V VII X XII |

| Trade: Diamond Shield x1, Lamia Scales x1, Transmogridust x4 |

| Force Shield Equip Level 43+ | Can be equipped by | Price |

| DEF+32 | I II IV V VII VIII X | 13100 |

| | I IV V VII X XII |

| Diamond Equip Level 50+ | Can be equipped by | Price |

| Shield | | |

| DEF+36 | I II IV V VII VIII X | 15460 |

| Dazzling Diamond (1/3) | I IV V VII X XII |

Trade: Heavy Shield x1, Diamond x2

| Crystal Equip Level 64+ | Can be equipped by | Price |
| Shield | | |

| DEF+46 | I II IV V VII VIII X | 20160 |
| Blessed Crystal (1/3) | I IV V VII X XII | |

Trade: Force Shield x1, Crystal x2, Emperor Scales x3

| Lustrous Equip Level 71+ | Can be equipped by | Price |
| Shield | | |

| DEF+52 | I II IV V VII VIII X | 22510 |
| | I IV V VII X XII | |

Trade: Force Shield x1, Godfighter Scales x3, Blue Gem x1

| Dragon Equip Level 78+ | Can be equipped by | Price |
| Shield | | |

| DEF+56 | I II IV V VII VIII X | 24860 |
| Whisper of the Wyrn (1/3) | I IV V VII X XII | |

Trade: Flame Shield x1, Sea Serpent Scales x3, Gale Shard x1

| Thunder Equip Level 85+ | Can be equipped by | Price |
| Shield | | |

| DEF+62 | I II IV V VII VIII X | 27220 |
| | I IV V VII X XII | |

Trade: Lustrous Shield x1, Sacred Beast Scales x4, Bless Shard x1

| Aegis Shield Equip Level 92+ | Can be equipped by | Price |

| DEF+67 | I II IV V VII VIII X | 29570 |
| Magic Counter Strength+40% | I IV V VII X XII | |

Trade: Ice Shield x1, Djinn Scales x5, Purple Gem x1

Hero's Shield	Equip Level 99+	Can be equipped by	Price
---------------	-----------------	--------------------	-------

DEF+73		I II IV V VII VIII X	31920
		I IV V VII X XII	

Trade: Thunder Shield x1, Eden's Scales x5

Adamant Shield	Equip Level 99+	Can be equipped by	Price
----------------	-----------------	--------------------	-------

DEF+73		I II IV V VII VIII X	31920
Adamant Chains (1/3)		I IV V VII X XII	

Trade: Crystal Shield x1, Adamantite x1

Ensanguined Shield	Equip Level 99+	Can be equipped by	Price
--------------------	-----------------	--------------------	-------

DEF+73		I II IV V VII VIII X	31920
Initial HP-95%		I IV V VII X XII	
Initial Bravery-100%			

Trade: Taurus Recipe x1, Wyvern Egg x1, Snowboard x1

Genji Shield	Equip Level 99+	Can be equipped by	Price
--------------	-----------------	--------------------	-------

DEF+73		I II IV V VII VIII X	31920
Soul of Yamato (1/3)		I II IV V VII X XII	

Trade: Heike's Shield x1, Eden's Scales x5, Time Crystal x5

7.II.v Special [GA25]

Member's Card	Equip Level 43+	Can be equipped by	Price
---------------	-----------------	--------------------	-------

DEF+32		VI VII XI	13100
Allure of Honey (1/4)		III VI VIII	

Trade: Great Serpent's Fang x5, Amplification Shard x2

| 7.II.vi Machine [GA26] |
 ○-----○

 | Chainsaw Equip Level 96+ | Can be equipped by | Price |

HP-307 BRV+81 ATK+73	Must equip 'Use Machine'	31920
Accessory Breakability+5%		
Wall Rush HP Damage+20%		

 | Trade: Mallet x1, Eden's Scales x5 | |

○-----○
 | 7.II.vii Exclusive [GA27] |
 ○-----○

 | Highway Equip Level 100+ | Can be equipped by | Price |
 | Star | | |

 | ATK+1 DEF+72 | | 32750 |
 | EX Force Absorption+10% | XII | |

 | Trade: Deathbringer x1, Gates of Judgment x5, Time Orb x5 | |

○=====○
 | 7.III Head [GA30] |
 ○=====○

○-----○
 | 7.III.i Hairpin [GA31] |
 ○-----○

 | Hairpin Equip Level 15+ | Can be equipped by | Price |

 | HP-97 BRV+103 | III V VI IX XI | 1850 |
 | | II III VI VIII IX | |

 | Mythril Equip Level 22+ | Can be equipped by | Price |
 | Hairpin | | |

 | HP-115 BRV+125 | III V VI IX XI | 3020 |
 | Mystical Mythril (1/3) | II III VI VIII IX | |

 | Trade: Hairpin x1, Mythril x1 | |

Extension	Equip Level 22+	Can be equipped by	Price
HP-115 BRV+125		III V VI IX XI	3020
BRV Recovery+25%		II III VI VIII IX	
Trade: Hairpin x1, Aquamarine x1			

Gold	Equip Level 22+	Can be equipped by	Price
HP-150 BRV+170		III V VI IX XI	5380
Glorious Gold (1/3)		II III VI VIII IX	
Trade: Gold Hairpin x1, Emerald x1, Transmogridust x3			

Tiara	Equip Level 29+	Can be equipped by	Price
HP-132 BRV+147		III V VI IX XI	4200
		II III VI VIII IX	

Gold Hairpin	Equip Level 43+	Can be equipped by	Price
HP-167 BRV+193		III V VI IX XI	6550
Glorious Gold (1/3)		II III VI VIII IX	
Trade: Hairpin x1, Gold x1			

Diamond	Equip Level 50+	Can be equipped by	Price
HP-185 BRV+215		III V VI IX XI	7730
Dazzling Diamond (1/3)		II III VI VIII IX	
Trade: Tiara x1, Diamond x1			

Lamia Tiara	Equip Level 64+	Can be equipped by	Price
HP-220 BRV+259		III V VI IX XI	10080
BRV Recovery+50%		II III VI VIII IX	
Trade: Tiara x1, Opal x3, Transmogridust x5			

Crystal	Equip Level 64+	Can be equipped by	Price
HP-220 BRV+259		III V VI IX XI	10080
Blessed Crystal (1/3)		II III VI VIII IX	
Trade: Tiara x1, Crystal x1			

Cat-ear Hood	Equip Level 71+	Can be equipped by	Price
HP-237 BRV+281		III V VI IX XI	11260
		II III VI VIII IX	
Trade: Lamia's Tiara x1, Topaz x3, Blessed Powder x4			

Hypnocrown	Equip Level 85+	Can be equipped by	Price
HP-272 BRV+326		III V VI IX XI	13610
BRV Recovery+75%		II III VI VIII IX	
Trade: Cat-ear Hood x1, Holystone x4, Healing Shard x1			

Circlet	Equip Level 92+	Can be equipped by	Price
HP-290 BRV+348		III V VI IX XI	14780
BRV Recovery+75%		II III VI VIII IX	
Trade: Hypnocrown x1, Lapis Lazuli x5, Oath Crystal x3			

Royal Crown	Equip Level 99+	Can be equipped by	Price
HP-307 BRV+370		III V VI IX XI	15960
		II III VI VIII IX	
Trade: Circlet x1, Sky Jewel x5			

Thornlet	Equip Level 99+	Can be equipped by	Price
BRV+500		III V VI IX XI	15960
BRV Boost on Dodge-3%		II III VI VIII IX	
BRV Boost on Block-5%			
Trade: Leo Recipe x1, Delicious Fish x1, Nethicite x1			

-----o
 | 7.III.ii | Hat | [GA32] |
 -----o

 | Leather Hat Equip Level 1+ | Can be equipped by | Price |

 | BRV+48 | II III V VI VII VIII IX X XI | 500 |
 | | II III VI VIII IX X | |

 | Plumed Hat Equip Level 8+ | Can be equipped by | Price |

 | BRV+68 | II III V VI VII VIII IX X XI | 1000 |
 | | II III VI VIII IX X | |

 | Wizard's Hat Equip Level 22+ | Can be equipped by | Price |
 | Hat | | |

 | BRV+108 | II III V VI VII VIII IX X XI | 3020 |
 | | II III VI VIII IX X | |

 | Green Beret Equip Level 22+ | Can be equipped by | Price |

 | BRV+108 | II III V VI VII VIII IX X XI | 3020 |
 | BRV Boost on Dodge++5% | II III VI VIII IX X | |

 | Trade: Wizard's Hat x1, Bird Feather x1 | |

 | Beret Equip Level 36+ | Can be equipped by | Price |

 | BRV+148 | II III V VI VII VIII IX X XI | 5380 |
 | | II III VI VIII IX X | |

 | Red Cap Equip Level 50+ | Can be equipped by | Price |

 | BRV+189 | II III V VI VII VIII IX X XI | 7730 |
 | | II III VI VIII IX X | |

 | Trade: Wizard's Hat x1, Giant Feather x1, Transmogridust x1 | |

Headband	Equip Level 57+	Can be equipped by	Price
BRV+209		II III V VI VII VIII IX X XI	8900
		II III VI VIII IX X	
Trade: Beret x1, Fallen Angel Feather x1, Demon Feather x2			

Tiger Mask	Equip Level 78+	Can be equipped by	Price
BRV+269		II III V VI VII VIII IX X XI	12430
BRV Boost on Dodge+5%		II III VI VIII IX X	
Trade: Red Cap x1, Wyvern Wing x3, White Gem x1			

Thief's Cap	Equip Level 85+	Can be equipped by	Price
BRV+290		II III V VI VII VIII IX X XI	13810
Drop Rate x 1.2		II III VI VIII IX X	
Trade: Headband x1, Sacred Beast Wing x4, Strength Shard x1			

Black Cowl	Equip Level 92+	Can be equipped by	Price
BRV+310		II III V VI VII VIII IX X XI	14780
		II III VI VIII IX X	
Trade: Tiger Mask x1 Garuda's Wing x5, Allure Crystal x3			

Dueling Mask	Equip Level 99+	Can be equipped by	Price
BRV+330		II III V VI VII VIII IX X XI	15960
		II III VI VIII IX X	
Trade: Thief's Cap x1, Bahamut's Wing x5			

○-----○
| 7.III.iii Helm [GA33] |
○-----○

Bronze Helm	Equip Level 1+	Can be equipped by	Price
BRV+25 DEF+1		I II IV V VII VIII X	780
		I IV V VII X XII	

Healing Helm Equip Level 1+	Can be equipped by	Price
BRV+37 DEF+1	I II IV V VII VIII X	780
Chase BRV Defense+20%	I IV V VII X XII	

Trade: Bronze Helm x1, Guts Shard x1, Transmogridust x2

Iron Helm Equip Level 8+	Can be equipped by	Price
BRV+41 DEF+1	I II IV V VII VIII X	1280
	I IV V VII X XII	

Mythril Helm + Equip Level 8+	Can be equipped by	Price
BRV+73 DEF+1	I II IV V VII VIII X	3300
Mystical Mythril (1/3)	I IV V VII X XII	

Trade: Mythril Helm x1, Geranium x1, Transmogridust x2

Knight Helm Equip Level 15+	Can be equipped by	Price
BRV+57 DEF+1	I II IV V VII VIII X	2120
	I IV V VII X XII	

Barbut Equip Level 15+	Can be equipped by	Price
BRV+73 DEF+1	I II IV V VII VIII X	2120
Chase BRV Defense+20%	I IV V VII X XII	

Trade: Bronze Helm x1, Guts Shard x1, Transmogridust x4

Mythril Helm Equip Level 22+	Can be equipped by	Price
BRV+73 DEF+1	I II IV V VII VIII X	3300
Mystical Mythril (1/3)	I IV V VII X XII	

Trade: Iron Helm x1, Mythril x1

Winged Helm Equip Level 22+	Can be equipped by	Price
BRV+73 DEF+1	I II IV V VII VIII X	3300
Chase BRV Defense+20%	I IV V VII X XII	
Trade: Iron Helm x1, Crimson Shard x1, Transmogridust x8		

Golden Helm + Equip Level 22+	Can be equipped by	Price
BRV+104 DEF+1	I II IV V VII VIII X	5650
Glorious Gold (1/3)	I IV V VII X XII	
Trade: Golden Helm x1, White Stone x1, Tranmogridust x3		

Heavy Helm Equip Level 29+	Can be equipped by	Price
BRV+89 DEF+1	I II IV V VII VIII X	4480
	I IV V VII X XII	

Golden Helm Equip Level 36+	Can be equipped by	Price
BRV+104 DEF+1	I II IV V VII VIII X	5650
Glorious Gold (1/3)	I IV V VII X XII	
Trade: Knight Helm x1, Gold x1		

Burgonet Equip Level 36+	Can be equipped by	Price
BRV+104 DEF+1	I III IV V VII VIII X	5650
	I IV V VII X XII	
Trade: Healing Helm x1, Black Stone x1		

Diamond Helm + Equip Level 36+	Can be equipped by	Price
BRV+137 DEF+1	I II IV V VII VIII X	8000
Dazzling Diamond (1/3)	I IV V VII X XII	
Trade: Diamond Helm x1, Black Stone x1, Transmogridust x4		

| Sallet Equip Level 43+ | Can be equipped by | Price |

| BRV+121 DEF+1 | I II IV V VII VIII X | 6830 |
| | I IV V VII X XII | |

| Diamond Helm Equip Level 50+ | Can be equipped by | Price |

| BRV+137 DEF+1 | I II IV V VII VIII X | 8000 |
| Dazzling Diamond (1/3) | I IV V VII X XII | |

| Trade: Heavy Helm x1, Diamond x1, |

| Close Helmet Equip Level 57+ | Can be equipped by | Price |

| BRV+153 DEF+1 | I II IV V VII VIII X | 9180 |
| | I IV V VII X XII | |

| Trade: Sallet x1, Levystone x1, Mako Stone x2 |

| Crystal Helm Equip Level 64+ | Can be equipped by | Price |

| BRV+169 DEF+1 | I II IV V VII VIII X | 10360 |
| Blessed Crystal (1/3) | I IV V VII X XII | |

| Trade: Sallet x1, Crystal x1, Dewdrop Pebble x3 |

| Platinum Equip Level 71+ | Can be equipped by | Price |

| Helm | | |

| BRV+184 DEF+1 | I III IV V VII VIII X | 11530 |
| | I IV V VII X XII | |

| Trade: Barbut x1, Stone of the Condemner x3, Healing Powder x4 |

| Dragon's Equip Level 78+ | Can be equipped by | Price |

| Crest | | |

| BRV+200 DEF+1 | I II IV V VII VIII X | 12710 |
| Whisper of the Wyrn (1/3) | I IV V VII X XII | |

| Trade: Close Helmet x1, Wyrystone x3, Mana Shard x1 |

| Giant's Equip Level 85+ | Can be equipped by | Price |
| Helmet | | | |

| BRV+217 DEF+1 | I II IV V VII VIII X | 13880 |
| Pride of the Titans (1/3) | I IV V VII X XII | |

| Trade: Platinum Helm x1, Blessed Gem x4, Destruction Shard x1 |

| Kaiser Helm Equip Level 92+ | Can be equipped by | Price |

| BRV+233 DEF+1 | I II IV V VII VIII X | 15060 |
| | I IV V VII X XII | |

| Trade: Winged Helm x1, Goddess's Magicite x5, Lithe Crystal x3 |

| Grand Helm Equip Level 99+ | Can be equipped by | Price |

| BRV+249 DEF+1 | I II IV V VII VIII X | 16240 |
| | I IV V VII X XII | |

| Trade: Giant's Helm x1, Supreme Gem x5 |

| Adamant Helm Equip Level 99+ | Can be equipped by | Price |

| BRV+249 DEF+1 | I II IV V VII VIII X | 16240 |
| Adamant Chains (1/3) | I IV V VII X XII | |

| Trade: Crystal Helm x1, Adamantite x1 |

| Genji Helm Equip Level 99+ | Can be equipped by | Price |

| BRV+249 DEF+1 | I II IV V VII VIII X | 16240 |
| Soul of Yamato (1/3) | I IV V VII X XII | |

| Trade: Heike's Helm x1, Supreme Gem x5, Chaos Crystal x2 |

○-----○
| 7.III.iv Special [GA34] |
○-----○

| Blonde Wig Equip Level 43+ | Can be equipped by | Price |

| BRV+169 | VI VII XI | 6550 |
| Allure of Honey (1/4) | III VI VIII | |

Trade: Ruby x5, Allure Shard x2

○-----○
| 7.III.v Machine [GA35] |
○-----○

| Drill Equip Level 96+ | Can be equipped by | Price |

HP-307 BRV+411	Must equip 'Use Machine'	15960
Accessory Breakability +5%		
Chase BRV Damage+30%		

Trade: Mallet x1, Behemoth Horn x5

○-----○
| 7.III.vi Ribbon [GA36] |
○-----○

| Ribbon Equip Level 78+ | Can be equipped by | Price |

| HP-255 BRV+303 | V VI XI | 12430 |
| Accessory Breakability-20% | VI | |

Trade: Cat-ear Hood x1, Wyvern Wing x3, Transmogridust x16

| Super Ribbon Equip Level 99+ | Can be equipped by | Price |

| HP-307 BRV+370 | V VI XI | 15960 |
| Accessory Breakability-30% | VI | |

Trade: Ribbon x1, Bahamut's Wing x5, Transmogridust x99

=====○
| 7.IV Body [GA40] |
=====○

○-----○
| 7.IV.i Clothing [GA41] |
○-----○

| Leather Equip level 1+ | Can be equipped by | Price |
| Clothing | | |

HP+313	II III	V VI VII VIII IX X XI	400
	II III	VI VIII IX X	

Poncho	Equip Level 13+	Can be equipped by	Price
--------	-----------------	--------------------	-------

HP+635	II III	V VI VII VIII IX X XI	2420
	II III	VI VIII IX X	

Silken Shirt	Equip Level 20+	Can be equipped by	Price
--------------	-----------------	--------------------	-------

HP+796	II III	V VI VII VIII IX X XI	4190
	II III	VI VIII IX X	

Bard's Tunic	Equip Level 20+	Can be equipped by	Price
--------------	-----------------	--------------------	-------

HP+796	II III	V VI VII VIII IX X XI	4190
Stage Defense+25%	II III	VI VIII IX X	

Trade: Poncho x1, Bird Feather x1			
-----------------------------------	--	--	--

Kenpo Gi	Equip Level 27+	Can be equipped by	Price
----------	-----------------	--------------------	-------

HP+956	II III	V VI VII VIII IX X XI	5950
	II III	VI VIII IX X	

Black Belt's	Equip Level 41+	Can be equipped by	Price
Gi			

HP+1278	II III	V VI VII VIII IX X XI	9480
	II III	VI VIII IX X	

Power Vest	Equip Level 48+	Can be equipped by	Price
------------	-----------------	--------------------	-------

HP+1439	II III	V VI VII VIII IX X XI	11240
Stage Defense+25%	II III	VI VIII IX X	

Trade: Kenpo Gi x1, Giant Feather x1, Transmogridust x1			
---	--	--	--

Ninja Gear	Equip Level 62+	Can be equipped by	Price
------------	-----------------	--------------------	-------

HP+1760	II III	V VI VII VIII IX X XI	14770
	II III	VI VIII IX X	

Trade: Black Belt's Gi x1, Royal Wing x3, Transmogridust x5

Black Garb	Equip Level 69+	Can be equipped by	Price
------------	-----------------	--------------------	-------

HP+1921	II III	V VI VII VIII IX X XI	16530
	II III	VI VIII IX X	

Trade: Power Vest x1, Diablos's Wing x3, Yellow Gem x1

Red Jacket	Equip Level 83+	Can be equipped by	Price
------------	-----------------	--------------------	-------

HP+2243	II III	V VI VII VIII IX X XI	20060
	II III	VI VIII IX X	

Trade: Ninja Gear x1, Sacred Beast Wing x4, Reflex Shard x1

Brave Suit	Equip Level 96+	Can be equipped by	Price
------------	-----------------	--------------------	-------

HP+2564	II III	V VI VII VIII IX X XI	23590
Chase BRV Defense+40%	II III	VI VIII IX X	

Trade: Black Garb x1, Bahamut's Wing x5

7.IV.ii Light Armor [GA42]

Leather Armor	Equip Level 1+	Can be equipped by	Price
---------------	----------------	--------------------	-------

HP+368	I II III IV V	VII VIII IX X	750
	I	IV V VII X XII	

Chainmail	Equip Level 8+	Can be equipped by	Price
-----------	----------------	--------------------	-------

HP+536	I II III IV V	VII VIII IX X	1500
	I	IV V VII X XII	

Mythril Vest +	Equip Level 8+	Can be equipped by	Price
HP+872		I II III IV V VII VIII IX X	4540
Mystic Mythril (1/3)		I IV V VII X XII	
Trade: Mythril Vest x1, Ecalyptus x1, Transmogridust x2			

Mythril Vest	Equip Level 22+	Can be equipped by	Price
HP+872		I II III IV V VII VIII IX X	4540
Mystic Mythril (1/3)		I IV V VII X XII	
Trade: Leather Armor x1, Mythril x2			

Linen Cuirass	Equip Level 22+	Can be equipped by	Price
HP+872		I II III IV V VII VIII IX X	4540
Wall Rush BRV Defense+20%		I IV V VII X XII	
Trade: Chainmail x1, Ichthon Scales x1			

Golden Vest +	Equip Level 22+	Can be equipped by	Price
HP+1207		I II III IV V VII VIII IX X	8060
Glorious Gold (1/3)		I IV V VII X XII	
Trade: Golden Vest x1, Yensa Scales x1, Transmogridust x3			

Golden Vest	Equip Level 36+	Can be equipped by	Price
HP+1207		I II III IV V VII VIII IX X	8060
Glorious Gold (1/3)		I IV V VII X XII	
Trade: Chainmail x1, Gold x2			

Survival Vest	Equip Level 43+	Can be equipped by	Price
HP+1375		I II III IV V VII VIII IX X	9830
		I IV V VII X XII	

 | Diamond Vest Equip Level 50+ | Can be equipped by | Price |

 | HP+1543 | I II III IV V VII VIII IX X | 11590 |
 | Dazzling Diamond (1/3) | I IV V VII X XII | |

| Trade: Survival Vest x1, Diamond x2 |

 | Assassin's Vest Equip Level 57+ | Can be equipped by | Price |

 | HP+1710 | I II III IV V VII VIII IX X | 13360 |
 | | I IV V VII X XII | |

| Trade: Survival Vest x1, Leviathan Scales x1, Landshark Scales x2 |

 | Crystal Vest Equip Level 64+ | Can be equipped by | Price |

 | HP+1878 | I II III IV V VII VIII IX X | 15120 |
 | Blessed Crystal (1/3) | I IV V VII X XII | |

| Trade: Survival Vest x1, Crystal x2, Emperor Scales x3 |

 | Mirage Vest Equip Level 78+ | Can be equipped by | Price |

 | HP+2214 | I II III IV V VII VIII IX X | 18650 |
 | Wall Rush BRV Defense+30% | I IV V VII X XII | |

| Trade: Assassin's Vest x1, Sea Serpent Scales x3, Oath Powder x1 |

 | Vishnu's Vest Equip Level 92+ | Can be equipped by | Price |

 | HP+2549 | I II III IV V VII VIII IX X | 22180 |
 | | I IV V VII X XII | |

| Trade: Mirage Vest x1, Eden's Scales x5, Crimson Crystal x3 |

 | Brigandine Equip Level 99+ | Can be equipped by | Price |

 | HP+2717 | I II III IV V VII VIII IX X | 23940 |
 | Wall Rush BRV Defense+40% | I IV V VII X XII | |

| Trade: Vishnu's Vest x1, Lone Heart x5 |

Adamant Vest Equip Level 99+	Can be equipped by	Price
HP+2717	I II III IV V VII VIII IX X	23940
Adamant Chains (1/3)	I IV V VII X XII	

Trade: Crystal Vest x1, Adamantite x1

7.IV.iii Heavy Armor [GA43]

Bronze Armor Equip Level 1+	Can be equipped by	Price
HP+428	I IV V	1200
	I IV V VII XII	

Shell Armor Equip Level 2+	Can be equipped by	Price
HP+428	I IV V	1200
Physical Defense+10%	I IV V VII XII	

Trade: Bronze Armor x1, Titan Shard x1, Transmogridust x2

Iron Armor Equip Level 9+	Can be equipped by	Price
HP+610	I IV V	1950
	I IV V VII XII	

Mythril Armor Equip Level 9+	Can be equipped by	Price
HP+974	I IV V	4990
Mystic Mythril (1/3)	I IV V VII XII	

Trade: Mythril Armor x1, Rosemary x1, Transmogridust x2

Knight's Armor Equip Level 16+	Can be equipped by	Price
HP+792	I IV V	3220

| I IV V VII XII |

| Flame Armor Equip Level 16+ | Can be equipped by | Price |

| HP+792 | I IV V | 3220 |

| Physical Defense+10% | I IV V VII XII |

| Trade: Bronze Armor x1, Titan Shard x1, Transmogridust x4 |

| Golden Equip Level 23+ | Can be equipped by | Price |

| Armor + | | |

| HP+1337 | I IV V | 8510 |

| Glorious Gold (1/3) | I IV V VII XII |

| Trade: Golden Armor x1, Beast Bone x1, Transmogridust x3 |

| Mythril Equip Level 23+ | Can be equipped by | Price |

| Armor | | |

| HP+974 | I IV V | 4990 |

| Mystic Mythril (1/3) | I IV V VII XII |

| Trade: Iron Armor x1, Mythril x2 |

| Ice Armor Equip Level 23+ | Can be equipped by | Price |

| HP+974 | I IV V | 4990 |

| Physical Defense+10% | I IV V VII XII |

| Trade: Iron Armor x1, Destruction Shard x1, Transmogridust x8 |

| Heavy Armor Equip Level 30+ | Can be equipped by | Price |

| HP+1155 | I IV V | 6750 |

| | I IV V VII XII |

| Diamond Equip Level 37+ | Can be equipped by | Price |

| Armor + | | |

| HP+1701 | I IV V | 12040 |

| Dazzling Diamond (1/3) | I IV V VII XII |

Trade: Diamond Armor x1, Unknown's Bone x1, Transmogridust x4

| Golden Armor Equip Level 37+ | Can be equipped by | Price |

| HP+1337 | I IV V | 8510 |
| Glorious Gold (1/3) | I IV V VII XII | |

Trade: Knight's Armor x1, Gold x2

| Shielded Equip Level 37+ | Can be equipped by | Price |
| Armor | | |

| HP+1337 | I IV V | 8510 |
| Physical Defense+10% | I IV V VII XII | |

Trade: Shell Armor x1, Unknown's Bone x1

| Diamond Equip Level 51+ | Can be equipped by | Price |
| Armor | | |

| HP+1701 | I IV V | 12040 |
| Dazzling Diamond (1/3) | I IV V VII XII | |

Trade: Heavy Armor x1, Diamond x2

| Demon Mail Equip Level 58+ | Can be equipped by | Price |

| HP+1882 | I IV V | 13810 |
| | I IV V VII XII | |

Trade: Heavy Armor x1, Ancient Bone x1, Nue Bone x2

| Crystal Equip Level 65+ | Can be equipped by | Price |
| Armor | | |

| HP+2064 | I IV V | 15570 |
| Blessed Crystal (1/3) | I IV V VII XII | |

Trade: Survival Vest x1, Crystal x2, Shadow Bone x3

| Mirror Mail Equip Level 72+ | Can be equipped by | Price |

HP+2246	I	IV V	17330	
Magic Counter Strength+30%	I	IV V VII	XII	

| Trade: Flame Armor x1, Wargod Bone x3, Cyan Gem x1 |

Dragon Mail Equip Level 79+	Can be equipped by	Price	
-----------------------------	--------------------	-------	--

HP+2428	I	IV V	19100	
Whisper of the Wyrm (1/3)	I	IV V VII	XII	

| Trade: Demon Mail x1, Land Dragon Bone x3, Allure Shard x1 |

Giant's Equip Level 86+	Can be equipped by	Price	
Harness			

HP+2610	I	IV V	20860	
Pride of the Titan's (1/3)	I	IV V VII	XII	

| Trade: Ice Armor x1, Saint's Bone x4, Cyan Gem x1 |

Bone Mail Equip Level 100+	Can be equipped by	Price	
----------------------------	--------------------	-------	--

HP+2973	I	IV V	24390	
Cannot Take EX Core	I	IV V VII	XII	
Cannot Take EX Force				

| Trade: Scorpio Recipe x1, Wild Rose x1, GF Eden x1 |

Maximilian Equip Level 100+	Can be equipped by	Price	
-----------------------------	--------------------	-------	--

HP+2973	I	IV V	24390	
Physical Defense+20%	I	IV V VII	XII	

| Trade: Dragon Mail x1, Blood-Darkened Bone x5 |

Genji Armor Equip Level 100+	Can be equipped by	Price	
------------------------------	--------------------	-------	--

HP+2973	I	IV V	24390	
Soul of Yamato (1/3)	I	IV V VII	XII	

| Trade: Heike's Armor x1, Hero's Bone x5, Oath Crystal x5 |

○-----○
| 7.IV.iv Robe [GA44] |
○-----○

| Robe Equip Level 1+ | Can be equipped by | Price |

| HP+253 BRV+23 | V VI XI | 750 |
| | II III VI VIII IX | |

| Cotton Robes Equip Level 6+ | Can be equipped by | Price |

| HP+400 BRV+27 | V VI XI | 1500 |
| | II III VI VIII IX | |

| Silk Robes Equip Level 20+ | Can be equipped by | Price |

| HP+694 BRV+35 | V VI XI | 4540 |
| | II III VI VIII IX | |

| Sage's Equip Level 20+ | Can be equipped by | Price |
| Surplice | | |

| HP+694 BRV+35 | V VI XI | 4540 |
| Magic Defense+10% | II III VI VIII IX | |

| Trade: Silk Robes x1, Bird Feather x1 | |

| Wizard's Equip Level 27+ | Can be equipped by | Price |
| Robes | | |

| HP+840 BRV+39 | V VI XI | 6300 |
| | II III VI VIII IX | |

| Traveler's Equip Level 34+ | Can be equipped by | Price |
| Robes | | |

| HP+987 BRV+44 | V VI XI | 8060 |
| | II III VI VIII IX | |

| Gaia Gear Equip Level 55+ | Can be equipped by | Price |

| HP+1247 BRV+56 | | V VI XI | 13360 |
| Magic Defense+15% | | II III VI VIII IX | |

| Trade: Wizard's Robes x1, Fallen Angel Feather x1, Demon Feather x2 |

| Luminous Equip Level 76+ | Can be equipped by | Price |
| Robes | | | |

| HP+1868 BRV+69 | | V VI XI | 18650 |
| Magic Defense+15% | | II III VI VIII IX | |

| Trade: Traveler's Vestment x1, Wyvern Wing x3, Yellow Gem x1 |

| Lordly Robes Equip Level 90+ | Can be equipped by | Price |

| HP+2161 BRV+77 | | V VI XI | 22180 |
| | | | II III VI VIII IX | |

| Trade: Gaia Gear x1, Garuda's Wing x5, Resilience Crystal x3 |

| Rainbow Robe Equip Level 96+ | Can be equipped by | Price |

| HP+2308 BRV+81 | | V VI XI | 23940 |
| Magic Defense+20% | | II III VI VIII IX | |

| Trade: Luminous Robes x1, Bahamut's Wing x5 |

| 7.IV.v | Special | [GA45] |

| Silk Dress Equip Level 43+ | Can be equipped by | Price |

| HP+1519 | | VI VII XI | 9830 |
| Allure of Honey (1/4) | | III VI VIII | |

| Trade: Giant Feather x5, Quickstrike Shard x2 |

| 7.IV.vi | Machine | [GA46] |

Auto	Equip Level 96+	Can be equipped by	Price
Crossbow			

HP+2666 BRV+81		Must equip 'Use Machine'	23940
Accessory Breakability+5%			
Physical Damage+15%			

Trade: Mallet x1, Hero's Bone x5			

o=====o			
7.V	Accessory		[GA50]
o=====o			

The following will be shown as is if you, the player, were to look at it in the Item Shop.

o-----o			
7.V.i	Basic		[GA51]
o-----o			

Power Ring	Rank: B	Price

DMG+5%		300

Trade: Strength Powder x2, Red Drop x1		

Hyper Ring	Rank: A	Price

DMG+10%		1000

Trade: Strength Powder x3, Strength Shard x2		

Gaia Ring	Rank: S	Price

DMG+15%		1800

Trade: Strength Shard x3, Crimson Shard x2, Strength Crystal x2		

Guard Ring	Rank: A	Price

Wall Rush Defense+10%		1000

Trade: Protect Powder x2, Orange Drop x1		

| Block Ring | Rank: S | Price |

| Wall Rush Defense+20% | 1800 |

| Trade: Protect Powder x3, Protect Shard x2 |

| Guardian Bangle | Rank: S | Price |

| Defense+5% | 1800 |

| Trade: Protect Shard x3, Orange Gem x2, Protect Crystal x2 |

| Attractorb | Rank: A | Price |

| EX Intake Range+2m | 1000 |

| Trade: Magnet Powder x2 |

| Gravityorb | Rank: S | Price |

| EX Intake Range+3m | 1800 |

| Trade: Magnet Shard x3, Magnet Crystal x2, Tome of Souls x3 |

| Ivory Choker | Rank: A | Price |

| EX Force Absorption+15% | 1000 |

| Trade: Bless Powder x2 |

| Pearl Necklace | Rank: S | Price |

| EX Force Absorption+30% | 1800 |

| Trade: Bless Shard x3, Bless Crystal x2, Tome of Men x5 |

| Pretty Orb | Rank: A | Price |

| EX Core Absorption+15% | 1000 |

| Trade: Amplification Powder x2 |

Dragonfly Orb	Rank: S	Price
EX Core Absorption+30%		1800
Trade: Amplification Shard x3, Amplification Crystal x2, Tome of Silence		

Silver Hourglass	Rank: A	Price
EX Mode Duration+10%		1000
Trade: Time Shard x3		

Gold Hourglass	Rank: S	Price
EX Mode Duration+20%		1800
Trade: Time Shard x3, Time Crystal x2, Tome of the Orator x5		

Pendant	Rank: A	Price
EX Core Appearance Boost		1000
Trade: Allure Powder x2		

Victory Pendant	Rank: S	Price
Big EX Core Appearance Boost		1800
Trade: Allure Shard x3, Allure Crystal x2, Tome of the Masters		

Muscle Belt	Rank: A	Price
Physical Damage+15%		1300
Trade: Crimson Powder x2		

Champion Belt	Rank: S	Price
Physical Damage+25%		1900

Trade: Crimson Shard x3, Crimson Crystal x2, Tome of the Orator x5

| Earring | Rank: A | Price |

| Magic Damage+15% | 1300 |

Trade: Mana Powder x2

| Star Earring | Rank: S | Price |

| Magic Damage+25% | 1900 |

Trade: Mana Shard x3, Mana Crystal x2, Tome of the Masters x5

| Protect Stud | Rank: A | Price |

| Physical Defense+5% | 1300 |

Trade: Resilience Powder x2, Orange Drop x1

| Defense Cuff | Rank: S | Price |

| Physical Defense+10% | 1900 |

Trade: Resilience Shard x3, Protect Shard x2, Resilience Crystal x2

| White Cape | Rank: A | Price |

| Magic Defense+5% | 1300 |

Trade: Reflex Powder x1, Mana Powder x1

| Black Cape | Rank: S | Price |

| Magic Defense+10% | 1900 |

Trade: Resilience Powder x3, Reflex Shard x2, Mana Crystal x2

| Angel Brooch | Rank: A | Price |

| Stage Defense+20% | 1000 |

| Trade: Resilience Powder x1, Allure Powder x1 |

| Angel Wings | Rank: S | Price |

| Stage Defense+30% | 1800 |

| Trade: Resilience Shard x2, Allure Shard x2, Tome of Souls x3 |

| Zephyr Cloak | Rank: A | Price |

| BRV Boost on Dodge+3% | 1300 |

| Trade: Resilience Powder x1, Guts Powder x1 |

| Elven Mantle | Rank: S | Price |

| BRV Boost on Dodge+6% | 1900 |

| Trade: Resilience Shard x2, Guts Shard x2, Guts Crystal x1 |

| Heart's Ease | Rank: A | Price |

| BRV Boost on Block+5% | 1300 |

| Trade: Guts Powder x1, Protect Powder x1 |

| Spirit Stanchion | Rank: S | Price |

| BRV Boost on Block+10% | 1900 |

| Trade: Guts Shard x2, Protect Shard x2, Lithe Shard x1 |

| Bravery Orb | Rank: A | Price |

| BRV Recovery+20% | 1000 |

| Trade: Recovery Powder x2 |

Bravery Elemental	Rank: S	Price
BRV Recovery+40%		1800
Trade: Recovery Shard x2, Guts Shard x2, Recovery Crystal x1		

Reflect Strand	Rank: A	Price
Magic Counter Strength+20%		1000
Trade: Reflex Powder x2		

Mirrored Chain	Rank: S	Price
Magic Counter Strength+40%		1800
Trade: Reflex Shard x3, Reflex Crystal x2, Tome of Memories x5		

Booster	Rank: A	Price
Wall Rush BRV Damage+10%		1300
Trade: Gale Powder x2		

Hyperstar	Rank: S	Price
Wall Rush BRV Damage+20%		1900
Trade: Gale Shard x3, Gale Crystal x2, Tome of Shadows x4		

Sniper Eye	Rank: A	Price
Wall Rush HP Damage+10%		1300
Trade: Destruction Powder x2		

Wall Rush HP Damage+20%	Rank: S	Price
Wall Rush HP Damage+20%		1900

Trade: Destruction Shard x3, Destruction Crystal x2, Tome of Mysteries x5

| Defense Veil | Rank: A | Price |

| Wall Rush BRV Defense+20% | 1300 |

Trade: Lithe Powder x2

| Mystery Veil | Rank: S | Price |

| Wall Rush BRV Defense+30% | 1900 |

Trade: Lithe Shard x3, Lithe Crystal x2, Tome of Love x3

| Decoy | Rank: A | Price |

| Wall Rush HP Defense+20% | 1300 |

Trade: Resilience Powder x2

| Scapegoat | Rank: S | Price |

| Wall Rush HP Defense+30% | 1900 |

Trade: Resilience Shard x3, Resilience Crystal x2, Tome of Souls x3

| Jet Engine | Rank: A | Price |

| Chase BRV Damage+10% | 1300 |

Trade: Power Powder x2

| Rocket Engine | Rank: S | Price |

| Chase BRV Damage+20% | 1900 |

Trade: Power Shard x3, Power Crystal x2, Tome of Lies x5

Amulet	Rank: A	Price

Chase BRV Defense+10%		1300

Trade: Gale Powder x1, Lithe Powder x1		

Golden Amulet	Rank: S	Price

Chase BRV Defense+20%		1900

Trade: Gale Shard x2, Lithe Shard x2, Tome of Kings x3		

Mindbreak	Rank: A	Price

BRV Boost when stage elements destroyed+2%		1300

Trade: Destruction Powder x1, Gale Powder x1		

Mindcrush	Rank: S	Price

BRV boost when stage elements destroyed+4%		1900

Trade: Destruction Shard x2, Gale Shard x2, Tome of Men x5		

Angel's Bell	Rank: A	Price

Regen+10%		1000

Trade: Healing Powder x2		

Archangel's Bell	Rank: S	Price

Regen+20%		1800

Trade: Healing Shard x3, Healing Crystal x2, Tome of Shadows x4		

Sunrise	Rank: A	Price

Battlegen Rate x1.2		1000

Trade: Allure Powder x1, Luck Powder x1, Power Powder x1		

Moonrise	Rank: S	Price
Battlegen Rate x1.5		1800
Trade: Allure Shard x2, Power Shard x2, Luck Crystal x1		

Battle Chant	Rank: A	Price
Chase BRV Damage+15%		1300
Defense-10%		
Trade: Chaos Shard x2		

War Gong	Rank: S	Price
Chase BRV Damage+30%		1900
Defense-20%		
Trade: Chaos Crystal x2, Chaos Orb x2, Entropy's Birth x2		

Dismay Shock	Rank: A	Price
EX Gauge Depletion+4%		1900
Trade: Bless Crystal x2, Destruction Crystal x2, Chaos Crystal x2		

Despair Shock	Rank: S	Price
EX Gauge Depletion+8%		2000
Trade: Bless Orb x3, Destruction Orb x3, Chaos Orb x3		

Safety Bit	Rank: A	Price
Last Chance+1%		1300
Trade: Phoenix Down x3, Phoenix Pinion x3		

Safety Ring	Rank: S	Price
-------------	---------	-------

| Last Chance+2% | 1800 |

Trade: Safety Bit x1, Phoenix Down x3, Phoenix Pinion x3

| Smiting Soul | Rank: S | Price |

| Lai Strike+2% | 2000 |

| May randomly inflict Break | |

Trade: Entropy's Birth x3, Chaos Crystal x3, Chaos Orb x1

o-----o
| 7.V.ii | Booster | [GA52] |
o-----o

| Easy Come, Easy Go | Rank: S | Price |

| Right after battle starts | 2000 |

| Effect: 2.5 times | |

| After 30 seconds, 0.5 times | |

Trade: Sagittarius Recipe x1, Carnelian Signet x1, Shinra Card Key

| Strong Against Adversity | Rank: S | Price |

| HP is 1 | 2000 |

| Effect: 3 times | |

| When over 1% HP, 0.5 times | |

Trade: Virgo Recipe x1, Warp Cube x1, Occult Fan x1

o-----o
| 7.V.iii | Special | [GA53] |
o-----o

| Luck Charm | Rank: A | Price |

| LUK+4 | 1000 |

| Summon Recharge+1 | |

Trade: Yellow Drop x1, Luck Powder x2

| Rabbit's Foot | Rank: S | Price |

| LUK+8 | 1800 |

| Summon Rercharge+2 | |

| Trade: Yellow Gem x2, Luck Shard x2, Luck Crystal x1 |

| Desert Boots | Rank: A | Price |

| BRV Boost on Quickmove+1% | 1300 |

| Trade: Guts Powder x1, Quickstrike Shard x1 |

| Battle Boots | Rank: S | Price |

| BRV Boost on Quickmove+2% | 1900 |

| Trade: Guts Shard x2, Quickstrike Crystal x2, Tome of Silence x5 |

| Hero's Spirit | Rank: A | Price |

| CP+20 | 1300 |

| Trade: Lucky Charm x1, Guard Ring x1 |

| Hero's Essence | Rank: S | Price |

| CP+40 | 1600 |

| Trade: Rabbit's Foot x1, Block Ring x1 |

| Back to the Wall | Rank: S | Price |

| Initial HP-90% | 1900 |

| Trade: Life Resin x3, Mystery Resin x3 |

| Tenacious Attacker | Rank: S | Price |

| Absorb EX Force during attacks | 1900 |

| Trade: Attractorb x1, Muscle Belt x1 |

Blazing Totema	Rank: S	Price
Absorb EX Force after summoning		1900
Summon Recharge+2		

| Trade: Glutton x1, Tenacious Attacker x1 |

Growth Egg	Rank: S	Price
Experience Value+20%		1900

| Trade: Growth Seed x1, Chocobo Wing x3, Chocobo Feather x1 |

Strength Begets Courage	Rank: S	Price
Extra HP to BRV		1900

| Trade: Life Resin x3, Archangel's Bell x1, Tome of Memories x5 |

Force Begets Courage	Rank: S	Price
EX Core and EX Force to BRV		1900

| Trade: Spirit Stanchion x1, Pearl Necklace x1, Tome of Silence x5 |

Vengeful Soul	Rank: S	Price
Eye for an Eye		1900
Add bravery to damage when reflecting a magical HP attack		

| Trade: Mirrored Chain x1, Star Earring x1, Tome of Shadows x4 |

Rebellious Soul	Rank: S	Price
Bonecrusher		1900
BRV increases by 30% of max HP when near death		

| Trade: Gaia Ring x1, Rabbit's Foot x1, Tome of Memories x5 |

Final Position	Rank: S	Price
----------------	---------	-------

BRV Last Chance	1900
Can endure one attack that would inflict Break within 0 BRV	

Trade: Guts Crystal x1, Luck Shard x3, Moonflow x3	
--	--

Final Decision	Rank: S	Price
----------------	---------	-------

BRV Combo Chance	1900
Can endure one combo that would inflict Break within 0 BRV	

Trade: Guts Crystal x1, Power Shard x3, Moonflow x3	
---	--

Destroyer	Rank: S	Price
-----------	---------	-------

Na Chance	1900
Disables opponent's 'Chance' effects	

Trade: Star's Core x3, Phoenix Pinion x3	
--	--

Glutton	Rank: S	Price
---------	---------	-------

Absorb EX Force when taking damage	2000
------------------------------------	------

Trade: Gravitorb x1, Pearl Necklace x1, Tome of Shadows x4	
--	--

Great Gospel	Rank: S	Price
--------------	---------	-------

Regen+20%	2000
BRV Recovery+50%	
BRV Boost on Quickmove+1%	

Trade: Bravery Elemental x1, Battle Boots x1, Tome of Love x3	
---	--

Steel Curtain	Rank: S	Price
---------------	---------	-------

Wall Rush BRV Defense+30%	2000
Wall Rush HP Defense+30%	

Trade: Mystery Veil x1, Scapegoat x1, Tome of Kings x3	
--	--

Berserker Ring	Rank: S	Price
Wall Rush BRV Damage+20%		2000
Wall Rush HP Damage+20%		
Trade: Sniper Soul x1, Hyperstar x1, Tome of Mysteries x5		

Close to You	Rank: S	Price
Absorb EX Force during attacks		2000
Absorb EX Force when damaged		
Absorb EX Force after summoning		
Trade: Graviton x1, Dragonfly Orb x1, Tome of the Masters x5		

Center of the World	Rank: S	Price
EX Intake Range+2m		2000
EX Force Absorption+15%		
EX Core Absorption+15%		
Trade: Pearl Necklace x1, Dragonfly Orb x1, Tome of Souls x3		

First to Victory	Rank: S	Price
Initial EX Force+25%		2000
Initial Bravery+25%		
Trade: Arcane Resin x6, Valor Resin x3, Tome of Mysteries x5		

Hero's Seal	Rank: S	Price
Initial Bravery+50		2000
Trade: Valor Incense x6, Valor Resin x3, Tome of Love x3		

Beckoning Cat	Rank: S	Price
Gil+20%		2000
AP+100%		
PP+20%		
Trade: Rabbit's Foot x1, Mog's Amulet x1, Tome of Kings x3		

Sturm und Drang	Rank: S	Price
Physical Damage+20%		2000
Wall Rush BRV Damage+10%		
Chase BRV Damage+10%		

| Trade: Champion Belt x1, Hyperstar x1, Tome of Lies x5 |

Soul of Thamasa	Rank: S	Price
Magic Damage+20%		2000
Wall Rush BRV Damage+10%		
Chase BRV Damage+10%		

| Trade: Star Earring x1, Rocket Engine x1, Tome of the Farplane x5 |

Fake Mustache	Rank: S	Price
LUK+10		2000
EX Core Appearance Boost		

| Trade: Victory Pendant x1, Rabbit's Foot x1, Tome of Men x5 |

Back-Breaking Straw	Rank: S	Price
BRV Boost on Dodge+3%		2000
BRV Boost on Block+5%		
BRV Boost on Quickmove+1%		

| Trade: Elven Mantle x1, Spirit Stanchion x1, Tome of the Orator x5 |

Phoenix Down	Rank: S	Price
Last Chance		1000
Endure killing blow with 1 HP		
Breaks upon use		

| Trade: Blackcrystal Silver x1, Star's Core x1, Moonflow x1 |

Phoenix Pinion	Rank: S	Price
Second Chance		1500

| When HP =0, convert BRV to HP | |
| Breaks upon use | |

| Trade: Phoenix Down x1, Demon Soul x1, Order of Emptiness x1 | |

| Valor Incense | Rank: A | Price |

| Initial Bravery+100% | 1000 |
| Accessory Breakability: 100% | |

| Trade: Sealed Darkness x1, Guts Powder x2 | |

| Valor Resin | Rank: S | Price |

| Initial Bravery+200% | 2000 |
| Accessory Breakability: 100% | |

| Trade: Sealed Darkness x3, Geranium x1, Rosemary x1 | |

| Arcane Incense | Rank: A | Price |

| Initial EX Force+25% | 1000 |
| Accessory Breakability: 100% | |

| Trade: Moon Stone x1, Oath Powder x2 | |

| Arcane Resin | Rank: S | Price |

| Initial EX Force+100% | 2000 |
| Accessory Breakability: 100% | |

| Trade: Moon Stone x3, Amplification Powder x1, Bergamot x1 | |

| Destruction Incense | Rank: A | Price |

| ATK+4 | 1000 |
| Accessory Breakability: 100% | |

| Trade: Voidshard x1, Strength Powder x2 | |

| Destruction Resin | Rank: S | Price |

ATK+8	2000	
Accessory Breakability 100%		

Trade: Voidshard x3, Crimson Shard x5, Chamomile x1		
---	--	--

Patience Incense	Rank: A	Price	
------------------	---------	-------	--

DEF+4	1000	
Accessory Breakability: 100%		

Trade: Magicite Shard x1, Protect Powder x2		
---	--	--

Patience Resin	Rank: S	Price	
----------------	---------	-------	--

DEF+8	2000	
Accessory Breakability: 100%		

Trade: Magicite Shard x3, Clary Sage x1, Ylang Ylang x1		
---	--	--

Life Incense	Rank: A	Price	
--------------	---------	-------	--

HP+500	1000	
Accessory Breakability: 100%		

Trade: Materia x1, Titan Powder x2		
------------------------------------	--	--

Life Resin	Rank: S	Price	
------------	---------	-------	--

HP+1000	2000	
Accessory Breakability: 100%		

Trade: Materia x3, Healing Shard x2, Tea Tree x1		
--	--	--

Mystery Incense	Rank: A	Price	
-----------------	---------	-------	--

LUK+8	1000	
Accessory Breakability: 100%		

Trade: Time Warp x1, Luck Powder x2		
-------------------------------------	--	--

Mystery Resin	Rank: S	Price	
---------------	---------	-------	--

| LUK+16 | 2000 |
| Accessory Breakability: 100% | |

| Trade: Time Warp x3, Eucalyptus x1, Lemongrass x1 | |

| Diamond Ring | Rank: S | Price |

| AP+300% | 10000 |
| Breakability 100% | |

| Miracle Shoes | Rank: S | Price |

ATK+1	2000
DEF+1	
LUK+1	

| Trade: Aries Recipe x1, Rosetta Stone x1 | |

| Dangerously Lucky | Rank: S | Price |

Last Chance	2000
Drop Rate x1.75	
Breaks upon use	

| Trade: Gemini Recipe x1, Gnomish Bread x1, Automation Parts x1 | |

○-----○
| 7.V.iv | Trade | [GA54] |
○-----○

○=====○
| 7.VI | ETC | [GA60] |
○=====○

| Extra Slot | Price |

| Adds 1 accessory slot | 1000 |

| Trade: Rosetta Stone x1 | |

| Level Up | Price |

| Adds 1 level | 1000 |

| Trade: Chocobo Cologne x1 |

| Command Battle Boost | Price |

| Strengthens command-battle | 1000 |

| Trade: Rosetta Stone x1 |

| Equip Swords | Price |

| Enables sword use | 1000 |

| Trade: Warrior Lore x1 |

| Equip Daggers | Price |

| Enables dagger use | 1000 |

| Trade: Thief Lore x1 |

| Equip Greatswords | Price |

| Enables greatsword use | 1000 |

| Trade: Knight Lore x1 |

| Equip Katana | Price |

| Enables katana use | 1000 |

| Trade: Samurai Lore x1 |

| Equip Spears | Price |

| Enables spear use | 1000 |

| Trade: Dragoon Lore x1 |

| Equip Axes | Price |

| Enables axe use | 1000 |

Trade: Marksman Lore x1

| Equip Rods | Price |

| Enables rod use | 1000 |

Trade: Black Mage Lore x1

| Equip Staves | Price |

| Enables staff use | 1000 |

Trade: White Mage Lore x1

| Use Thrown Weapons | Price |

| Enables thrown weapon use | 1000 |

Trade: Ninja Lore x1

| Use Grappling Weapons | Price |

| Enables grappling weapon use | 1000 |

Trade: Black Belt Lore x1

| Use Instruments | Price |

| Enables instrument use | 1000 |

Trade: Bard Lore x1

| Use Parrying Weapons | Price |

| Enables parrying weapon use | 1000 |

Trade: Ninja Lore x1

| Equip Shields | Price |

| Enables shield use | 1000 |

| Trade: Knight Lore x1 | |

| Equip Bangles | Price |

| Enables bangle use | 1000 |

| Trade: Bard Lore x1 | |

| Equip Gauntlets | Price |

| Enables gauntlets use | 1000 |

| Trade: Samurai Lore x1 | |

| Equip Hats | Price |

| Enables hat use | 1000 |

| Trade: Thief Lore x1 | |

| Equip Hairpins | Price |

| Enables hairpin use | 1000 |

| Trade: White Mage Lore x1 | |

| Equip Helms | Price |

| Enables helm use | 1000 |

| Trade: Marksman Lore x1 | |

| Equip Ribbons | Price |

| Enables ribbon use | 1000 |

| Trade: Dancer Lore x1 |

| Equip Clothing | Price |

| Enables clothing use | 1000 |

| Trade: Black Belt Lore x1 |

| Equip Robes | Price |

| Enables robe use | 1000 |

| Trade: Black Mage Lore x1 |

| Equip Light Armor | Price |

| Enables light armor use | 1000 |

| Trade: Dragoon Lore x1 |

| Equip Heavy Armor | Price |

| Enables heavy armor use | 1000 |

| Trade: Warrior Lore x1 |

| Use Machines | Price |

| Enables machine use | 1000 |

| Trade: Chemist Lore x1 |

* 8. Battlegen [HA00] *

* 9. Accomplishments [IA00] *

Mystic Mythril: EX Mode Duration +30%

Glorious Gold: Gil +50%

| Allure of Honey: Battlegen Rate x 1.5 |
Drop Rate x 1.5

Dazzling Diamond: AP +100%

| Blessed Crystal: EX Force Absorption +20% |
EX Core Absorption +20%

| Whisper of the Wurm: Physical Defense +10% |
Magic Defense +10%

| Pride of the Titans: HP +750 |
BRV +100

| Adamant Chains: BRV Boost on Dodge +30% |
Midair Evasion Boost

| Soul of Yamato: LUK +3/Regen +20%/HP to BRV |
EX Core Appearance Boost

| Force of the Resolute: EX Core & EX Force to BRV |
EX Force Absorption + 30%

Imp's Blessing: EX Intake Range +15m

Uniter: BRV Recovery +200%

| Heike's Armor: Initial EX Force +100% |
EX Mode Duration -50%

Flavor of Life: Regen +100%

| Snowpetal: Magic Counter Strength +300% |
BRV Boost on Block +30%

| Power of Darkness: Wall Rush BRV Damage +20% |
Wall Rush HP Damage +20%

Wisdom of Lufenia: EX Gauge Depletion +15%

Elemental Archfiend: Evasion, Guard, Map Destruction, Map Action: BRV +

* 11. Version History [KA00] *

Version 2.58: Added Legal section
Added Allowed Site section
Updated Table of Contents
Updated Booster
Added Special

Version 2.57: Updated Hairpin
Added Clothing
Added Special Body
Added Light Armor
Added Heavy Armor
Added Robe

Body Completed
Added new sections to Accessories
Updated Table of Contents to follow
Added A.Culp to Thanks
Updated Distant Glory: Cosmos thanks to A.Culp
Added Basic
Added Booster

Version 2.42: Minor change to Distant Glory (Chaos) thanks to B.Quach
Added B.Quach to thanks
Added Helm
Added Special Head
Added Ribbon
Completed Head Section

Version 2.27: Updated Sword
Added Shield
Added Parrying
Added Bangle
Added Gauntlet
Added Exclusive Arm
Completed Arm Section
Added Hairpin
Added Hat
Added one thanks

Version 2.12: Updated & Completed Gabranth Stats & Skills
Completed Neutral Stats
Added Staff
Added Thrown
Added Machine All Sections
Added Special Weapon
Added Instrument
Added Exclusive Weapon
Weapon Section Complete

Version 1.87: Updated & Added more Grappling section
Updated & Added more Greatsword section
Updated & Added more Katana section
Added Rod
Added Spear
Updated & Completed Kuja Stats & Skills
Updated & Completed Jecht Stats & Skills

Version 1.86: Completed Shantotto Stats & Skills
Updated & Added more Equipment Combo
Updated & Added more Axe section
Updated & Added more Dagger section

Version 1.85: Updated Shantotto Stats & Skills
Added Inward Chaos
Walkthrough Complete
Added Sword Section
Completed ETC Section
Version Revision
Version Number Changed
Added a FAQ (I know everyone will ask anyways)

Version 1.35: Added Distant Glory (Cosmos)
Added Shantotto Skills Lv.1

Added Shantotto Character Information
Added Shantotto Character Stats
Added Distant Glory (Chaos)
Added Gabranth Skills Lv.1
Added Gabranth Character Information
Added Gabranth Character Stats
Character Information Section Complete
Added more Inward Chaos information
Added Kuja Skills Lv.1
Added Jecht Skills Lv.1
Added Kuja Stats Lv.1
Added Jecht Stats Lv.1

Version 1.10: Added Shade Impulse Chapter I
Added one thanks
Added Shade Impulse Chapter II
Added Shade Impulse Chapter III
Added Shade Impulse Chapter IV

Version 1.09: Updated Ultimecia Skills Lv.1 to Lv.100 Mastered
Added Destiny Odyssey X
Continued Update with Story Mode Stage text [Complete]

Version 1.08: Updated Destiny Odyssey VI [Complete]
Updated Prologue with Stage text
Updated current Story Mode with Stage text and minor changes
Added more FAQ
Added Destiny Odyssey VII
Added Destiny Odyssey VIII
Added Destiny Odyssey IX

Version 1.07: Added Warrior of Light Stats Lv.1 to Lv.50
Added Destiny Odyssey III
Added Destiny Odyssey IV
Added Destiny Odyssey V
Added Destiny Odyssey VI [Incomplete]
Added more FAQ
Fixed index for search

Version 1.06: Added Force of the Resolute to Equipment Combo
Added Imp's Blessing to Equipment Combo
Added Uniter to Equipment Combo
Added Heike's Armor to Equipment Combo
Added Flavor of Life to Equipment Combo
Added couple of people to Thanks section
Added Inward Chaos section
Added Ultimecia Bio to Character Information
Added Kuja Bio to Character Information
Added Jecht Bio Character Information
Added Character Stats
Added Squall Skills Lv.1 to Lv.100 mastered
Added Zidane Skills Lv.1 to Lv.100 mastered
Added Tidus Skills Lv.1 to Lv.100 mastered
Added Snowpetal to Equipment Combo
Added Power of Darkness to Equipment Combo
Added Wisdom of Lufenia to Equipment Combo
Added The Emperor Skills Lv.1 to Lv.100 mastered
Added Cloud of Darkness Skills Lv.1 to Lv.100 mastered
Added Golbez Skills Lv.1 to Lv.100 mastered
Added Exdeath Skills Lv.1 to Lv.100 mastered

Added Kefka Skills Lv.1 to Lv.100 mastered
Added Ultimecia Skills Lv.1
Added Destiny Odyssey III
Updated Garland Skills Lv.1 to Lv.100 mastered
Updated Sephiroth Skills Lv.1 to Lv.100 mastered
Changed Guide due to adding Character Stats section

Version 1.05: Updated Destiny Odyssey II for second play through
Updated Terra Skills from Lv.1 to Lv.100
Updated Shadow Impulse with minor info
Updated Distant Glory (Cosmos) with minor info
Updated Distant Glory (Chaos) with minor info
Added Thanks section
Added FAQ Section with most of the GameFAQ Answers
Added Cloud Skills from Lv.1 to Lv.100
Added Allure of Honey to Equipment Combo

Version 1.04: Minor Changes to Guide itself
Added SuperCheats.com to allowed sites

Version 1.03: Updated Destiny Odyssey I for play back
Added Destiny Odyssey II first play through
Added Cecil Skills from Lv.1 to Lv.100
Updated Bartz Skills from Lv.1 to Lv.100
Added Terra Skills at Lv.1

Version 1.02: Added Neoseeker.com to allowed sites

Version 1.01: Resized txt version

Version 1.00: Initial release to GameFAQs.com

* 12. Thanks [LA00] *

ACulp: For the greatly needed strategy on Distant Glory: Cosmos Stage 5
B.Quach: For an update to Distant Glory: Chaos Stage 4
dissidis.wikia.com: For the awesome information on the items form the item
shop. This has helped me greatly.
jekoln: For letting me use the information he has posted on GameFAQ which
helped me get the much needed Story Mode close to finished.
Rival_31: For informing me that what I had up on Onion Knight skills was
wrong.
Orochi Johny: For giving additional equipment combo
GameFAQs.com: For Allowing me to post this guide.
NeoSeeker.com: For asking me to share my guide with them and their members.
SuperCheats.com: For asking me to share my work with them.

* 13. FAQ [MA00] *

This section is here to answer any questions in the game, but the following
questions is from GameFAQ Answers section that seems more relevant to what
people will ask, I know I have.

Q. How do I get [Weapon Name] to show up in the shop?

- A. Some Items and Weapons in the game will only show up in the shop if you have 1-2 or even all of the required trade requirements for that item. The alternant way is to level up the character to get the item that you need. However, some items will show up after buying them in the shop.
- Q. Why did you added the Character Stat section after the Character Skills?
- A. The reason why is that I found out while I was making the Skills section that not all characters will gain the same Basic skills. This happened when I was leveling the characters and noticed some skills were learned at Lv.2.
- Q. How do I get Omnislash Version 5 and what level do I get it.
- A. To get Omnislash Version 5 is mastering Slashing Blow, and at what level is when ever you do master Slashing Blow.
- Q. Why do you have "Possible End" when calculating DP?
- A. The is no true way to count the actual amount that people will get when they finish a stage. They can go negative, or positive. But I do know that a lot more will go positive than negative when clearing a stage.
- Q. Why don't you show negative points on "Possible End"?
- A. There is no way to know how far negative the DP can go. But it is safe to say that it could and might go to -9. However, I do not think anyone would reach to that low of DP in any stage.
- Q. Why did you remove your remarks about the characters in the "Character Information" section?
- A. In all honesty, at the time when I first started making this guide back in Aug 23, 2009 I had no clue about how most of the characters would play or feel in the game. But now that I am playing the characters as I am playing game and making the guide at the same time, I have realized that I was wrong and had to remove it.
- Q. Why did you start this guide in Aug 23, 2009?
- A. That was when I decided to make it to give all new players who bought it a good chance to start off on a good start.
- Q. You had the game before it was released?
- A. Yes, but I cannot reveal where I have gotten the game from. However, many people have gone and downloaded it from many websites that had this game in a ISO/CSO format to play on their "Hacked" PSP. This is how I have done the same.
- Q. If you have done this, then why have you not made this guide earlier?
- A. If I did, then I would get sued by Square Enix and I have no choice to work for them to crack down on illegal downloading sites. And the reason why I didn't post my guide before it was released, is because that would be more of a tease to anyone who only have the Japanese version of the game.
- Q. Why is it taking so long to post new updates of this guide?

A. Life and money issues.

Q. Will you tell us where you have gotten it?

A. No, I have said this in the beginning of my guide.

Q. Will you tell us how long has it taken you to get one character to Lv.100?

A. It took about 1-2 weeks of hard work. Starting from Aug 14th to about Aug 27. I say this is because when I have done this, I did not care when I did it.

Q. Will you be adding more sections to the guide?

A. If only it is needed. And if I cannot help it.

Q. Will you eve finish any of the sections?

A. Sure I will, it will just take time. Just like the presidents reform bills.

Q. How do I get 100% on any story mode?

A. You must open all Chests, gain all Summonstones, use every Potion and Ethers and win every DP Chance you get from all opponents. Also try to get all DP Rewards. There are going to be story modes that you complete that you will not be able to get 100% on, no matter how many times you play it.

Q. Do you think you can complete this guide before the end of the year?

A. I hope so.

Q. Why did you change your version number?

A. I have realized that I was wrong on my numbering. At the time I thought I would get people's attention when I added huge numbers to the version, but I was wrong. The current version is 1.85 and it only went up by .50 is because the whole reason of this guide was the walkthrough. The other sections is around for everyone to use. I know there are already guides out there that has some of the sections I have already. For example the Accomplishment List. Although the guide itself is complete for the walkthrough but the guide itself is not done yet. But for GamqFAQ.com it will be listed with a star. I will then continue to update the guide with new and more information when I complete sections.