

Dissidia: Final Fantasy FAQ

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Final Fantasy | Dissidia

~General Guide~

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[I] Introduction
#####

Dissidia: Final Fantasy was made and published by Square Enix.
I'd like to apologize for any grammatical errors you may find
in this guide. Please understand this guide is still in beta phase.

To use this Guide properly, set your "Character Encoding"
Browser to "Japanese (Shift_JIS)".

[II] Legal Stuff
#####

This Guide is for use on www.GameFAQs.com and the following sites:

-cheat.cc
-supercheats.com

Please do not publish this guide on any other website without a permission from me.

[III] Basic Stuff
#####

++++
[III.1] Controls
++++

=====
[III.1.a] Menu Controls
=====

Directional Pad

Moves the cursor.

O Button

Confirm.

X Button

Cancel.

Square Button

-Main Menu: Go to Mognet.
-Customize Menu: Go to Mognet.
-Character Selection Screen: All Random choose.
-Battle Rise Menu: Change Icons.
-When choosing an Item (Equipment): Show Help to know
which characters are able to equip the highlighted Item.

Triangle Button

-Main Menu: Go to Character Selection Screen to Customize a character.
-Character Selection Screen: Go to Customize Menu.
-Customize Menu: Change Form.
-Sort Item / Accessory / Battle Rise / Mission in their

respective menus.

L Button

- Customize Menu: Battle Tips.
- Ability Menu: Go to Summon Menu.
- Item (Equipment) Menu: Go to Ability Menu.
- Accessory Menu: Go to Item (Equipments) Menu.
- Summon Menu: Go to Accessory Menu.
- Shop Menu: Change Category.

R Button

- Customize Menu: Go to Play Plan Menu.
- Ability Menu: Go to Item (Equipment) Menu.
- Item (Equipment) Menu: Go to Accessory Menu.
- Accessory Menu: Go to Summon Menu.
- Summon Menu: Go to Ability Menu.
- Shop Menu: Change Category.

Select Button

- Customize Menu: Change Set.
- Ability Menu: Change Set.
- Item (Equipment) Menu: Change Set.
- Accessory Menu: Change Set.
- Summon Menu: Change Set.
- Shop Menu: Change Set.

Start Button

- Help Manuals regarding the Menu you are currently accessing except in Character Selection Screen.
- Character Selection Screen: Random character selection.
- Story Mode Chessboard: pause the game.

=====
[III.1.b] Basic Battle Controls
=====

Analog Pad

Default Setting: Moves your character.

Directional Pad

Default Setting: Moves the Camera.

O Button

Brave Attack. A Brave Attack damage your opponent's Brave Points and adds them to yours. You can set up to 3 Brave Attacks for both

Ground and Aerial Attacks in the Abilities menu.

X Button

Jump. Most characters can jump twice while Zidane can do it thrice. The support ability 'Jump+' increases the number of times your character can jump.

Square Button

HP Attack. The damage done to your opponent via this button depends on how many Brave Points you currently have. As with the Brave Attacks, you can set Up to 3 HP Attacks for both Ground and Aerial Attacks in the Abilities menu, but higher level characters can also learn extra HP Attacks that can only be used after certain Brave Attacks.

Triangle Button

Map Action. This enables you to run on walls, grinding on rails, and Dash Jump from one platform to another. This Action can only be performed when the Yellow Target Marker is shown.

L Button

Change your Camera focus. You can switch between Free Camera, Lock On to your opponent and Lock On to an EX Core. Lock On to an EX Core can only be performed after a certain Character has obtained and equipped the ability 'Ex Core Lock On' at Level 2.

R Button

Guard. This actually acts more like parry in this game because you can't continuously Guard the entire time. If you successfully guard oncoming Attacks, your opponent will be in a vulnerable state for a couple of seconds. But beware, most (if not all) HP Attacks in this game have Guard Crush properties which can Crush your Guard and damage you simultaneously.

Start Button

Pause the Game.

=====
[III.1.c] Advance Battle Controls
=====

R+O Buttons

Use Summon manually. Note that you can only use Summon if the equipped Summon isn't the Auto Type one and the Bar Stocks in

the Summons menu isn't empty.

R+X Buttons

Dodge. You can either Dodge to the left, right, backward, and forward. The forward dodge is useful to get behind your opponent so you can easily lands your attacks.

R+Square Buttons

Activate EX Mode. All Characters will have Regen Effect in this Mode (regenerate HP periodically). Please note that you can only activate it when your character's EX Gauge is full.

R+Triangle Buttons

Air Dash. You can only use this after you have learned and equipped the ability Free Air Dash (R for reverse air dash).

++++++
[III.2] The Gameplay
++++++

=====
[III.2.a] What To Do
=====

Basically, all you need to do is reduce your opponent's HP to zero. This is achieved by landing a HP Attack once your BP are equal to or greater than your opponent's HP. As simple as this sounds, the strategy required to win becomes increasingly complex with stronger AI and human opponents.

=====
[III.2.b] HP Gauge, Diamonds & Numbers
=====

The horizontal gauge beside your character portrait is the HP Gauge. A full gauge is worth 1000 HP. Below the gauge, diamonds indicate how many multiples of 1000 HP you have left. For example, a full HP gauge and 3 full diamonds would mean you have 4000 HP left.

Below the HP gauge, your HP are displayed in a more traditional way:
"XXXX/XXXX"

=====
[III.2.c] EX Gauge
=====

The vertical purple bar at the far left (or right) is called the EX Gauge. When it is full, you can enter EX Mode. See 'EX Mode'.

=====
[III.2.d] Brave Points
=====

The number above the HP Gauge is your Brave Points. This determines the Damage your HP attack will deal to the opponent's HP.

=====

[III.2.e] Brave Pool

=====

The number at the bottom of the screen in the middle is the Brave Pool. If you Break your opponent's Brave Points (reduce them below zero through Brave Attacks or Summon effects, the Brave Pool will be added to your Brave Points. This naturally applies to your opponent as well.

=====

[III.2.f] Break State

=====

If you reduce your opponent's Brave Points below zero, the opponent will enter Break State. In this State, your opponent can still reduce your Brave Points through Brave Attacks but will not gain any.

To escape from this State, you can either wait for your BP to slowly rise, or attack your opponent with a HP Attack to regain your Brave Points faster.

=====

[III.2.g] Terra/Tinain & Extra Damage

=====

There are obstacles on certain maps which will give you extra Brave Points if you destroy them. In addition, when you see the yellow arrow markers, you can perform a Map Action, such as Wall Run, Rail Grind and Dash Jump.

When you slam your opponent to walls, obstacles, etc., your opponent will receive extra damage equal to half of your Brave Points. Your opponent can do this as well.

=====

[III.2.h] Chase Battle

=====

Some Brave Attacks will "Blow Away" your opponent. When you successfully blow away your opponent, an "X Button Popup" will appear in the middle of the Screen. Quickly press the X Button to enter "Chase Battle" before the Popup time runs out. The controls change during Chase Battle:

O Button

Brave Attack. Fast to execute. You can control which direction you attack your opponent in by combining O with a direction on the analog stick (or directional pad). For example, holding down and hitting the O button will result in a downward slam Brave Attack.

X Button

Dodge oncoming Attacks. Must be timed correctly. As with the Brave Attack, you can combine a dodge with a directional input to control the direction you're dodging in.

Square Button

HP Attacks. Slower than a Brave Attack to execute. If this hit you or the Opponent, the Chase Battle will ends.

If your Brave Attack hits the opponent, you can continue the

Chase Battle by pressing the X Button when the Popup shows.
You can keep doing this until your opponent gets slammed into a wall
or obstacle.

If you or your opponent dodges successfully 3 times, the Chase Battle
will end.

=====
[III.2.i] Battle Rule
=====

Battle Rule can only be unlocked after you clearing
Shade Impulse - Chapter 4 and must be purchased in "PP Catalogue" under
"System Section". All the Battle Rules must be purchased respectively if
you want to use them.

There are 2 Battle Rules:

Cosmos Rule

When your HP is flashing red, Cosmos will fill your EX Gauge
completely. This applies to your opponent as well.

In addition, Cosmos will occasionally restore a previously used Summon so
that it can be used again. [Need correction if wrong]

Chaos Rule

If you don't attack your opponent for a small while, Chaos will
freeze you for a couple of seconds, leaving you vulnerable to attacks.
This applies to your opponent as well.

If the battle is taking too long (whatever Chaos thinks is 'too long'),
Chaos will grants you and your opponent "Damage Up".
[Need correction if wrong]

++++++
[III.3] EX Mode
++++++

=====
[III.3.a] EX Gauge
=====

In battle, the left most or right most bar which looks like
a small pillar is the EX Gauge. You can fill your Ex Gauge by
absorbing EX Forces or by obtaining an EX Core which
appears periodically during battle. There are also accessories
and equipment that affect how your EX Gauge is filled.

After your EX Gauge is full, you can activate EX Mode.

=====
[III.3.b] EX Force
=====

When you or your opponent takes damage, clusters of light-blue
dots will appear. These are called EX Force. Getting near these will
fill up your EX Gauge by a small amount, but you can absorb quite
a lot of Ex Force in a short time. The distance for each character

to absorb Ex Force varies, and can be increased by equipping various Equipment and Accessories.

After a while, unabsorbed EX Forces will get absorbed by any EX Cores on stage to improve the EX Core's value.

=====
[III.3.c] EX Core
=====

During the battle, an EX Core will appear near to whichever Character has higher a LUK stat. Obtaining an EX Core will increase your EX Gauge significantly.

All ex Cores look like shiny light-blue bells. The strength of the EX Core is indicated by how many wings it has:

1 Wing

Fills some of your EX Gauge.

2 Wings

Fills a lot of your EX Gauge.

4 Wings

Fills your EX Gauge completely.

=====
[III.3.d] EX Mode
=====

Once you have filled your Ex Gauge, you can activate your EX mode. To activate the EX Mode, press the R+Square buttons. While in EX Mode, you will gain certain bonuses and attacks depending on your current character. All characters in EX Mode also gain Regen, which restores lost HP periodically. While you are in EX mode, your EX gauge will drain slowly, but the rate of loss can be affected by equipment. Once the gauge is empty or if you use an EX Burst, EX Mode will be over.

=====
[III.3.e] EX Burst
=====

EX Burst is a Special Attack usable only in EX Mode. To use your EX Burst, land a HP Attack on your opponent and hit the Square button as prompted by the popup. Each character's EX Burst is a signature move and executed differently. If you input all the commands correctly, the EX Burst will be 'perfect'. Fail to do so and your character will execute a weaker EX Burst finishing move. Regardless of whether the EX Burst is perfect or not, an EX Burst will end EX Mode.

++++
[III.4] Stats, AP & PP
++++

=====
[III.4.a] HP (Health Points)

=====
Umm... I don't think this need further explanation...

=====
[III.4.b] CP (Capacity Points)
=====

This stat determines how many Abilities (including HP and Brave Attacks) can be equipped by your character. Some abilities can cost upward of 45 CP. Your available CP increases by 1 CP for every level you gain. You can also increase your Character CP by equipping certain accessories.

=====
[III.4.c] BRV (Brave Points)
=====

This stat determines your base Brave Point value.

=====
[III.4.d] ATK (Attack Points)
=====

This stat determines how much damage your Brave Attacks will deal to your opponents.

=====
[III.4.e] DEF (Defense Points)
=====

This stat determines how much damage your opponent's Brave Attacks will deal to you.

=====
[III.4.f] LUK (Luck Points)
=====

This stat determines how close to your Character any EX Cores might appear.

This stat also increases your opponent 'Battle Rise' (see 'Battle Rise'). It's a good idea to increase your Luck to 100+.

=====
[III.4.g] AP (Ability Points)
=====

All abilities have an AP gauge in the Ability menu. AP is gained from battle (minimum of 1) and added to every ability's gauge. Once an ability's AP gauge is full, the ability is Mastered (indicated by a small 'M' beside the ability's name). Mastering an ability will (usually) reduce the CP cost of that ability by half. Certain high-level skills that affect how EXP gain changes your character will be reduced to a CP cost of zero.

Mastering some Brave Attacks can also unlock 'linked' HP Attacks, which must be equipped (costing CP) and can only be used after or during that Brave Attack.

=====
[III.4.h] PP (Purchase Points)
=====

PP can be obtained by finishing a battle (no matter if you win or lose), opening certain chests in the Story Mode and as a reward for finishing Story Mode chapters with certain DP remaining. You can also get free PP from the Mognet when a new day arrives (Press Square Button in the

Main Menu).

PP is needed to get various things such as unlocking Characters, unlocking new Stages, Voice Samples, and much More. All under the 'PP Catalogue' menus.

++++
[III.5] Battle Abilities
++++

Battle Abilities are used by all characters. You start with a few default Abilities and learn more as you level up. Note that these are not HP or Brave 'Attacks'.

There are 3 types of Battle Abilities in this game: "Action Ability", "Support Ability" and "Extra Ability".

The format is as follows:

-English Name : Japanese Name-
The effects of Ability or how to use it.
[CP Usage before / after Master | AP needed to Master]
>How to learn the Ability

=====
[III.5.a] Action Ability
=====

An Action Ability is performed by entering certain commands during battle. Below is the list of "Action Abilities":

-Ground Dodge : 地上回避-
Press R+X button to performs a Dodge on the ground.
[10 / 5 CP | 60 AP]
>All Characters have this from the start.

-Aerial Dodge : 空中回避-
Press R+X button to performs a Dodge on the air.
[10 / 5 CP | 60 AP]
>All Characters have this from the start.

-Ground Guard : 地上ガード-
Press R to performs a Guard on the ground.
[10 / 5 CP | 40 AP]
>All Characters have this from the start.

-Aerial Guard : 空中ガード-
Press R to performs a Guard on the air.
[10 / 5 CP | 40 AP]
>All Characters have this from the start.

-Aerial Recovery : 受け身-
When you're blown away, press X button to performs a Recovery.
[10 / 5 CP | 80 AP]
>All Characters have this from the start.

-Recovery Attack : 受け身攻撃-
Press O or Square button when being thrown to the air to

perform an attack.

[20 / 10 CP | 120 AP]

>Learned at Level 32.

-Air Dash : エアダッシュ-

During Action Move, press Triangle button to Air Dash to your Opponent (Normal Air Dash).

[10 / 5 CP | 100 AP]

>Learned at Level 4.

-Air Dash R : エアダッシュR-

During Action Move, press Triangle button to Air Dash but move away from your Opponent (Reverse Air Dash).

[10 / 5 CP | 100 AP]

>Learned at Level 18.

-Multi Air Dash : マルチエアダッシュ-

Press R+Triangle button to use Air Dash anytime to any direction you like.

[40 / 20 CP | 300 AP]

>Learned at Level 40.

-Free Air Dash : フリーエアダッシュ-

Press R+Triangle button to use Normal Air Dash anytime.

[30 / 15 CP | 200 AP]

>Learned at Level 12.

-Free Air Dash R : フリーエアダッシュR-

Press R+Triangle button to use Reverse Air Dash anytime.

[30 / 15 CP | 200 AP]

>Learned at Level 29.

-Multi Air Slide : マルチエアスライド-

Enables you to perform Air Dash once after you used up all of your total Jumps.

[10 / 5 CP | 250 AP]

>Learned at Level 52.

-Multi Air Slide+ : マルチエアスライド+-

Enables you to perform Air Dash once again after you performs Multi Air Slide.

[30 / 15 CP | 300 AP]

>Learned by Mastering Multi Air Slide.

-Speed Up : スピードアップ-

Increase Movement Speed slightly.

[20 / 10 CP | 150 AP]

>Learned at Level 7 or 21.

-Speed Up+ : スピードアップ+-

Increase Movement Speed moderately.

[40 / 20 CP | 150 AP]

>Learned by Mastering Speed Up.

-Speed Up++ : スピードアップ++-

Increase Movement Speed heavily.

[70 / 35 CP | 150 AP]

>Learned by Mastering Speed Up+.

-Jump Power Up : ジャンプ力アップ-

Can Jump higher.
[10 / 5 CP | 150 AP]
>Learned at Level 7 or 21.

-Jump Power Up+ : ジャンプ力アップ+-
Can Jump even higher.
[40 / 10 CP | 150 AP]
>Learned by Mastering Jump Power Up.

-Jump Power Up++ : ジャンプ力アップ++-
Can Jump even higher more.
[70 / 20 CP | 150 AP]
>Learned by Mastering Jump Power Up+.

-Glide Up : グライドアップ- *
Can Glide longer.
[20 / 10 CP | 150 AP]
>Learned at Level ?.

-Total Jump Up : ジャンプ回数アップ-
Add 1 more Jump.
[20 / 10 CP | 150 AP]
>Learned at Level 39.

-Total Jump Up+ : ジャンプ回数アップ+-
Adds 2 more Jump.
[40 / 20 CP | 150 AP]
>Learned by Mastering Total Jump Up.

-Total Jump Up++ : ジャンプ回数アップ++-
Adds 3 more Jump.
[70 / 30 CP | 150 AP]
>Learned by Mastering Total Jump Up+.

-Aerial Recovery Movement : -
Able to move after doing an Aerial Recovery.
[10 / 5 CP | 120 AP]
>Learned at Level 32.

-Aerial Dodge Up : 空中回避移動アップ-
Increase Aerial Dodge distance.
[20 / 10 CP | 150 AP]
>Learned at Level 57.

*: Can only be learned by Characters who can Glide.

=====
[III.5.b] Support Ability
=====

This is passive ability which is automatically activated in battle.
Below is the list of "Support Ability":

-Display Target Marker : 常にターゲットマーカ-
Change whether Target Marker (shown by Arrow Cursor) in battle is displayed or not. This includes the Action Arrow Cursor (in yellow).
[10 / 5 CP | 30 AP]
>All Characters have this from the start.

-EX Core Lock On : EXコアロックオン-

Able to Lock onto an EX Core by by pressin L button again when Lock onto an Opponent.

[10 / 5 CP | 50 AP]

>Learned at Level 2.

-Auto Chase : オート追撃-

Chase an Opponent automatically after you blow enemy away.

[20 / 5 CP | 250 AP]

>Learned at Level 11.

-Auto Recover : オート受け身-

Automatically activated "Aerial Recovery" without the need of pressing X button.

[20 / 5 CP | 250 AP]

>Learned at Level 11.

-Auto EX Burst : オートEXバースト-

Enable you to automatically use an EX Burst without the need of pressing Square button.

[20 / 5 CP | 150 AP]

>Learned at Level 15.

-Auto EX Command : オートEXコマンド-

Enable the Character to automatically input the Commands during EX Burst. Note: The result is random.

[30 / 10 CP | 300 AP]

>Learned at Level 15.

-Auto EX Command Ω : オートEXコマンドΩ-

Enable the Character to automatically input the Commands during EX Burst. Note: This will get you a Perfect.

[40 / 20 CP | 600 AP]

>Learned by Mastering Auto EX Command.

-Auto EX Defense : オートEXディフェンス-

Enable the Character to automatically mash the O button when you get hit by an EX Burst. Note: This will result in rando area (yellow, green or red area).

[30 / 10 CP | 300 AP]

>Learned at Level 26.

-Auto EX Defense Ω : オートEXディフェンスΩ-

Enable the Character to automatically mash the O button when you get hit by an EX Burst. Note: This will get you to yellow area.

[40 / 20 CP | 600 AP]

>Learned by Mastering Auto EX Defense.

-Dodge Performance Up : 回避性能アップ-

Increase Invincibility Frames during Dodge.

[20 / 10 CP | 220 AP]

>Learned at Level 64.

-Command Battle Upgrade : コマンドバトル強化-

Increase Command Battle's AI slightly.

[20 / 10 CP | 220 AP]

>Learned by Trading your "Rosetta Stone" in "Shop" under "etc" section.

-Command Battle Upgrade+ : コマンドバトル強化+-

Increase Command Battle's AI moderately.

[40 / 20 CP | 220 AP]

>Learned by Mastering Command Battle Upgrade.

-Command Battle Upgrade++ : コマンドバトル強化++-

Increase Command Battle's AI heavily.

[60 / 30 CP | 220 AP]

>Learned by Mastering Command Battle Upgrade+.

=====

[III.5.c] Extra Ability

=====

Some but not all Extra Abilities increase your chance of inflicting a Critical Hit. Below is the list of "Extra Abilities":

-Just Jump : ジャストジャンプ-

Press X at the top of your Jump to Jump higher in the next Jump.

[10 / 5 CP | 180 AP]

>Learned at Level 95.

-Concentration : 集中-

Brave increases constantly when you're not attacking, slowly.

[30 / 5 CP | 250 AP]

>Learned at Level 95.

-Concentration+ : 集中+-

Brave increases constantly when you're not attacking, moderately.

[60 / 30 CP | 250 AP]

>Learned by Mastering Concentration.

-Concentration++ : 集中++-

Brave increases constantly when you're not attacking, fast.

[100 / 50 CP | 250 AP]

>Learned by Mastering Concentration+.

-Sudden Death : 痛がり-

Fatal Blow increases for both you and the Opponent.

[30 / 15 CP | 250 AP]

>Learned at Level 82.

-Sudden Death+ : 痛がり+-

Fatal Blow increases more for both you and the Opponent.

[60 / 30 CP | 250 AP]

>Learned by Mastering Sudden Death.

-Physical Barrier : 物理バリア-

Reduces Damages from Physical Attacks by 20% when your HP is flashing red.

[20 / 10 CP | 280 AP]

>Learned at Level 48.

-Magic Barrier : 魔法バリア-

Reduces Damages from Magical Attacks by 20% when your HP is flashing red.

[20 / 10 CP | 280 AP]

>Learned at Level 50.

-Brave Regen : ブレイブリジェネ-

Brave will take over HP regen when you're in EX Mode.

[20 / 10 CP | 280 AP]

>Learned at Level 60.

-Counter Power Up : **カウンター攻撃**-

Raises the chance to inflict Critical Hit when you do a Counter Attack.

[50 / 45 CP | 360 AP]

>Learned at Level 85.

-Surprise Attack : **不意打ち**-

Raises the chance to inflict Critical Hit when you Attack the Opponent from behind.

[50 / 45 CP | 360 AP]

>Learned at Level 43.

-Preemptive Attack : **先制攻撃**-

Raises the chance to inflict Critical Hit when you performs a first attack since the beginning of battle.

[40 / 35 CP | 360 AP]

>Learned at Level 71.

-EX Critical Up : **EXクリティカルアップ**-

Raises the chance to inflict Critical Hit when you performs an EX Burst.

[45 / 40 CP | 300 AP]

>Learned at Level 25.

-Kyuuso Nekokami : **キューソネコカミ**-

Raises the chance to inflict Critical Hit when your Opponent can KO you with a HP Attack.

[30 / 25 CP | 300 AP]

>Learned at Level 74.

-Guard Counter Power : **ガードカウンター攻撃**-

Raises the chance to inflict Critical Hit when you performs a counter attack after you successfully Guard an Attack.

[45 / 40 CP | 300 AP]

>Learned at Level 35.

-Fury : **火事場の力**-

Raises the chance to inflict Critical Hit when your HP is flashing red.

[30 / 25 CP | 300 AP]

>Learned at Level 92.

-Gambler's Soul : **勝負師の魂**-

Raises the chance to inflict Critical Hit when you're in Break state.

[30 / 15 CP | 300 AP]

>Learned at Level 88.

-Anti EX : **アンチEX**-

Raises the chance to inflict Critical Hit when the Opponent is in EX Mode.

[30 / 20 CP | 300 AP]

>Learned at Level 78.

-Null Counter Power : **カウンター攻撃無効** - *

Nullify Opponent "Counter Power Up".

[30 / 15 CP | 360 AP]

>Learned by Mastering Counter Power Up.

-Null Surprise Attack : 不意打ち無効- *

Nullify Opponent "Surprise Attack".

[30 / 15 CP | 360 AP]

>Learned by Mastering Surprise Attack.

-Null Preemptive Attack : 先制攻撃無効- *

Nullify Opponent "Preemptive Attack".

[20 / 10 CP | 360 AP]

>Learned by Mastering Preemptive Attack.

-Null EX Critical : EXクリティカルアップ無効- *

Nullify Opponent "EX Critical Up".

[20 / 10 CP | 300 AP]

>Learned by Mastering EX Critical Up.

-Null Kyuuso Nekokami : キューソネコカミ無効- *

Nullify Opponent "Kyuuso Nekokami".

[20 / 10 CP | 300 AP]

>Learned by Mastering Kyuuso Nekokami.

-Null Guard Counter : ガードカウンター攻撃無効- *

Nullify Opponent "Guard Counter Power".

[20 / 10 CP | 300 AP]

>Learned by Mastering Guard Counter Power.

-Null Fury : 火事場の力無効- *

Nullify Opponent of "Fury".

[20 / 10 CP | 300 AP]

>Learned by Mastering Fury.

-Null Gambler's Soul : 勝負師の魂無効- *

Nullify Opponent "Gambler's Soul".

[20 / 10 CP | 300 AP]

>Learned by Mastering Gambler's Soul.

-Null Anti EX : アンチEX無効- *

Nullify Opponent "Anti EX".

[20 / 10 CP | 300 AP]

>Learned by Mastering Anti EX.

-EXP to HP : EXPをHPに- *

Converts any EXP obtained in battle into HP.

[20 / 0 CP | 500 AP]

>Learned at Level 100.

-EXP to Brave : EXPをブレイブに- *

Converts any EXP obtained in battle into Brave Points.

[20 / 0 CP | 500 AP]

>Learned at Level 100.

-EXP to EX Force : EXPをEXフォースに- *

Converts any EXP obtained in battle to fill your EX Gauge.

[20 / 0 CP | 500 AP]

>Learned at Level 100.

-Sword Proficiency : 剣装備-

Able to Equip Swords.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Sword Proficiency" in "Shop" under "etc" section. **

-Dagger Proficiency : 短剣装備-

Able to Equip Daggers.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Dagger Proficiency" in "Shop" under "etc" section. **

-Huge Sword Proficiency : 大剣装備-

Able to Equip Huge Swords.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Huge Sword Proficiency" in "Shop" under "etc" section. **

-Katana Proficiency : 刀装備-

Able to Equip Katanas.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Katana Proficiency" in "Shop" under "etc" section. **

-Polearm Proficiency : 槍装備-

Able to Equip Polearms.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Polearm Proficiency" in "Shop" under "etc" section. **

-Axe Proficiency : 斧装備-

Able to Equip Axes.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Axe Proficiency" in "Shop" under "etc" section. **

-Rod Proficiency : ロッド装備-

Able to Equip Rods.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Rod Proficiency" in "Shop" under "etc" section. **

-Staff Proficiency : 杖装備-

Able to Equip Staves.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Staff Proficiency" in "Shop" under "etc" section. **

-Throw Proficiency : 投てき装備-

Able to Equip Throwing Weapons.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Throw Proficiency" in "Shop" under "etc" section. **

-Arm Proficiency : 格闘装備-

Able to Equip Arm Weapons.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Arm Proficiency" in "Shop" under "etc" section. **

-Instrument Proficiency : 楽器装備-

Able to Equip Instruments.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Instrument Proficiency" in "Shop" under "etc" section. **

-Short Sword Proficiency : 小刀装備-

Able to Equip Short Swords.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Short Sword Proficiency" in "Shop" under "etc" section. **

-Shield Proficiency : 盾装備-

Able to Equip Shields.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Shield Proficiency" in "Shop" under "etc" section. **

-Bracelet Proficiency : 腕輪装備-

Able to Equip Bracelets.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Bracelet Proficiency" in "Shop" under "etc" section. **

-Glove Proficiency : 小手装備-

Able to Equip Gloves.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Glove Proficiency" in "Shop" under "etc" section. **

-Hat Proficiency : 帽子装備-

Able to Equip Hats.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Hat Proficiency" in "Shop" under "etc" section. **

-Headdress Proficiency : 髪飾り装備-

Able to Equip Headdresses.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Headdress Proficiency" in "Shop" under "etc" section. **

-Helmet Proficiency : 兜装備-

Able to Equip Helmets.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Helmet Proficiency" in "Shop" under "etc" section. **

-Ribbon Proficiency : リボン装備-

Able to Equip Ribbons.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Ribbon Proficiency" in "Shop" under "etc" section. **

-Clothes Proficiency : 服装備-

Able to Equip Clothes.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Clothes Proficiency" in "Shop" under "etc" section. **

-Robe Proficiency : ローブ装備-

Able to Equip Robes.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Robe Proficiency" in "Shop" under "etc" section. **

-Light Armor Proficiency : 軽鎧装備-

Able to Equip Light Armors.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Light Armor Proficiency" in "Shop" under "etc" section. **

-Heavy Armor Proficiency : 重鎧装備-

Able to Equip Heavy Armors.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Heavy Armor Proficiency" in "Shop" under "etc" section. **

-Mechanic Proficiency : 機械装備-

Able to Equip Mechanic Type Equipments.

[20 / 10 CP | 500 AP]

>Learned by purchasing "Mechanic Proficiency" in "Shop" under "etc" section. **

-Sword Mastery : 剣の達人-

Attack increased when Sword is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Sword Proficiency.

-Dagger Mastery : 短剣の達人-

Attack increased when Dagger is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Dagger Proficiency.

-Huge Sword Mastery : 大剣の達人-

Attack increased when Huge Sword is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Huge Sword Proficiency.

-Katana Mastery : 刀の達人-

Attack increased when Katana is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Katana Proficiency.

-Polearm Mastery : 槍の達人-

Attack increased when Polearm is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Polearm Proficiency.

-Axe Mastery : 斧の達人-

Attack increased when Axe is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Axe Proficiency.

-Rod Mastery : ロッドの達人-

Attack increased when Rod is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Rod Proficiency.

-Staff Mastery : 杖の達人-

Attack increased when Staff is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Staff Proficiency.

-Throw Mastery : 投てきの達人-

Attack increased when Throwing Weapon is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Throw Proficiency.

-Arm Mastery : 格闘の達人-

Attack increased when Arm Weapon is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Arm Proficiency.

-Instrument Mastery : 楽器の達人-

Able to Equip Instruments.

[20 / 10 CP | 240 AP]

>Learned by Mastering Instrument Proficiency.

-Short Sword Mastery : 小刀の達人-

Defense increased when Short Sword is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Short Sword Proficiency.

-Shield Mastery : 盾の達人-

Defense increased when Shield is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Shield Proficiency.

-Bracelet Mastery : 腕輪の達人-

Defense increased when Bracelet is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Bracelet Proficiency.

-Glove Mastery : 小手の達人-

Defense increased when Glove is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Glove Proficiency.

-Hat Mastery : 帽子の達人-

Brave increased when Hat is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Hat Proficiency.

-Headdress Mastery : 髪飾りの達人-

Brave increased when Headdress is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Headdress Proficiency.

-Helmet Mastery : 兜の達人-

Brave increased when Helmet is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Helmet Proficiency.

-Ribbon Mastery : リボンの達人-

Brave increased when Ribbon is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Ribbon Proficiency.

-Mechanic Mastery : 機械の達人-

Brave increased when Mechanic Type Equipment is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Mechanic Proficiency.

-Clothes Mastery : 服の達人-

HP increased when Clothes is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Clothes Proficiency.

-Robe Mastery : ロープの達人-

HP increased when Robe is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Robe Proficiency.

-Light Armor Mastery : 軽鎧の達人-

HP increased when Light Armor is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Light Armor Proficiency.

-Heavy Armor Mastery : 重鎧の達人-

HP increased when Heavy Armor is equipped.

[20 / 10 CP | 240 AP]

>Learned by Mastering Heavy Armor Proficiency.

*: You can only Equip one "Null" and one "EXP to..." at a time.

** : Purchasing the "Proficiency" required you to
Trade them with their Respective "Knowledge Items".

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[III.6] Story Mode

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[III.6.a] The Chapters

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The Story Mode lets you play a story for each of Cosmos' Heroes. Each has their own Story with its own Difficulty level (shown with Stars at the bottom of the screen during Story Selection). Chapters are named after their stories: for example, Warrior of Light's story has Chapters I-1 to I-5; Cloud's story has VII-1 to VII-5. The Shade Impulse 'Chapters' should actually be considered 'Stories'.

Here's the list of all the stories:

Prologue - Warrior of Light: Tutorial.
Destiny Odyssey I - Warrior of Light: 5 Stars.
Destiny Odyssey II - Firion: 2 Stars.
Destiny Odyssey III - Onion Knight: 4 Stars.
Destiny Odyssey IV - Cecil Harvey: 1 Star.
Destiny Odyssey V - Bartz Klauser: 4 Stars.
Destiny Odyssey VI - Terra Branford: 5 Stars.
Destiny Odyssey VII - Cloud Strife: 1 Star.
Destiny Odyssey VIII ~ Squall Leonheart: 3 Stars.
Destiny Odyssey IX - Zidane Tribal: 3 Stars.
Destiny Odyssey X - Tidus: 2 Stars.
Shade Impulse - Chapter 1: 6 Stars. *
Shade Impulse - Chapter 2: 7 Stars. *
Shade Impulse - Chapter 3: 8 Stars. *
Shade Impulse - Chapter 4: 9 Stars. *

Distant Glory - Heroes: 9 Stars. **
Distant Glory - Villains: 9 Stars. **
Inward Chaos - Challenge: 10 Stars. **

All Destiny Odysseys have 5 Chapters, as do the Distant Glories.

*: To unlock Shade Impulse, you must clear all Destiny Odysseys first. Each Chapter contains 5 Stages except Chapter 4, which contains only 2 Stages. Also, in Chapter 4, you'll start with 0 DP and you won't lose any DP.

** : Distant Glory and Inward Chaos are unlocked after you clear Shade Impulse. "Distant Glory - Heroes" is a Story Mode which lets you fight against all of the Heroes and then Shantotto in the final stage. "Distant Glory - Villains" is a Story Mode which lets you fight against all of the Villains and then Gabranth in the final stage. You can use any characters (including the Villains) for both Distant Glory and Inward Chaos.

By clearing the "Distant Glory - Heroes", you unlock Shantotto in the PP Catalogue, who can be purchased for 1000 PP. And by clearing the "Distant Glory - Villains" you unlock Gabranth in the PP Catalogue, who can also be purchased for 1000 PP.

=====
[III.6.b] The Chessboard
=====

Every Chapter is represented like a chessboard which displays your Character Piece, opponent Pieces, Board Items (Locked Areas, Potions, Ethers), Treasure Chests, and Summon Orbs. None of these are placed randomly and not all of them appear at the start of the Chapter.

To clear a Chapter, you need to reach the Chaos square, displayed by a glowing red icon. This square is usually but not always occupied by a Boss piece.

After you have cleared a Story (all the Chapters) and play through again, the word 'clear' will appear above any board pieces you have already Encountered (this helps with getting 100% clear for each Story).

=====
[III.6.c] DP (Destiny Points) & Chances
=====

Each time you start a Chapter, you'll start with DP. DP determines what Bonus you will receive upon clearing a Chapter (items, gil, PP or a summon). DP also affects your total Story Point gain upon clearing a Chapter. (10 Story Points per remaining DP, with -10 Story points per negative DP).

Each time you move out of your Home Area (shown by a square with a glowing area) you'll use 1 DP. Your Home Area automatically moves to your current square after you Contact (activate) a square with an item or piece on it.

You can gain back DP by performing certain task in Battles with a "DP Chance".

You will LOSE 2 DP if you 'escape' from a battle you've just lost (second option after defeat).

Here's the list of known DP Chance so far and the format is as follows:

-English Descriptions
--Japanese Descriptions

-Win the Battle.

--バトルに勝利

-Win the Battle without getting damaged.

--全てのダメージを受けずに勝利

-Win the Battle without getting damaged by HP Attack.

--HP攻撃を受けずに勝利

-Win the Battle while preventing your opponent obtain an EX Core.

--相手にEXコアを取られない

-Win the battle in 20 Seconds.

--20秒以内に勝利

-Win the battle in 10 Seconds.

--10秒以内に勝利

-Slam your Opponent onto the Terra/Tinain within 10 seconds.

--10秒以内にマップに激突させる

-Activate Battle Rise within 10 seconds.

--10秒以内にバトルライズ

-Perform a Critical Hit within 10 seconds.

--10秒以内にクリティカル

-Break your opponent Brave within 10 seconds.

--10秒以内にブレイブBREAK

-Use EX Burst within 10 seconds.

--10秒以内にEXバースト

-Achieve the 8.0 Stats Multiplier in battle

(The numbers in upper left screen).

--条件アクセサリ倍率8.0倍以上

You can see which enemies have a DP Chance by using Search Mode, activated with the R Button.

=====

[III.6.d] The Skills

=====

There are several Skills in the Story Mode. These are all used on the chessboard, and do not regenerate between Stages. To unlock a new Skill, you must get 1 Star after clearing

all Chapters for one Story.

Here's the List of the Skills, and the format is as follows:

-English name : Japanese name-

Effect of the Skills.

>How to obtain the Skill

-Messer Ill: メーザーアイ- *

Damages 20% HP of the chosen Opponent Piece.

>Have this from the start.

-Ray Bomb : レイ・ボム- *

Damages 40% HP of the chosen Opponent Piece.

[Need Correction if wrong]

>1 Star Bonus from Destiny Odyssey VII.

-Missile : ミサイル- *

Damages 20~50% HP of the chosen Opponent Piece.

[Need Correction if wrong]

>1 Star Bonus from Destiny Odyssey V.

-Cure : ケアル-

Recovers 30% of your Character HP.

>1 Star Bonus from Prologue.

-Cura : ケアルラ-

Recovers 50% of your Character HP.

>1 Star Bonus from Destiny Odyssey IX.

-Curaga : ケアルガ-

Recovers 100% of your Character HP.

>1 Star Bonus from Destiny Odyssey VI.

-Regen : リジェネ-

Restore 5% of max HP everytime your Character Piece moves.

[Need Correction if wrong]

>1 Star Bonus from Destiny Odyssey I.

-Aura : オーラ-

Fill 50% of your Character EX Gauge.

>1 Star Bonus from Destiny Odyssey X.

-Blink : ブリンク-

Break from 1 "Chain" Encounter or avoid 1 "Berserk" Encounter.

>1 Star Bonus from Destiny Odyssey VIII.

-Reshape : みやぶる-

Change the Red locked area into a Battle piece.

>1 Star Bonus from Destiny Odyssey IV.

-Settle : サイトロ-

Reveal all ? Area pieces.

>1 Star Bonus from Destiny Odyssey II.

-Matra Magic : マトラマジック- *

Damages 10% HP of the encountered Opponent Piece.

[Need Correction if wrong]

>1 Star Bonus from Destiny Odyssey III.

-Invisible : インビジ-

Immune against "Chain" & "Berserk" Encounter. Can be deactivated manually.

>1 Star Bonus from Shade Impulse - Chapter I.

-Earth Shake : アースシェイク-

Damages 10% HP of all Opponent Pieces.

[Need Correction if wrong]

>1 Star Bonus from Shade Impulse - Chapter II.

-Jump : ジャンプ-

lets you leap over a piece to the other side, providing there is a space on the opposite side, not just leap anywhere.

>1 Star Bonus from Shade Impulse - Chapter III.

* These skills are used by selecting the opponent piece and then pressing Square.

By using the Ether board piece, you can restock your used Skills. Please note that the restocked Skills are selected at random from your unlocked Skills. For skills like Regen / Invisible, you have to manually turn them off if you want them to be replaced, when they're active / in use they're counted as not expended.

At first, you can only hold 3 Skills in total. Purchasing the additional Skill Slot via the PP Catalogue increases the number of Skills you can use in the Story Mode.

All Stories have the same available skills, selected at random at the beginning of the Story.

=====
[III.6.e] Board Items
=====

Certain squares have Board Items. There are two Board Items. "Potions" are blue bottles which will recover your Character's HP and EX Gauge to full. "Ether" is an empty-looking urn which will restock your used Skills.

=====
[III.6.f] Treasure Chests
=====

There are 2 type of Treasure Chest. The Common chest (brown and red) is respawned each time you replay a Story. The Rare (light blue and gold) chest won't respawn when you play the Story through again.

=====
[III.6.g] opponent Pieces
=====

Here's the list of the opponent Pieces in this game:

Bronze Pawn

A weak opponent.

Bronze Pawn with 2 swords behind its back

A normal opponent.

Gold Pawn

A unique opponent. Usually, the opponent start the battle with low HP but significant stats modifiers which grants them various advantages in battle, such as unusually high Brave Points. A gold pawn opponent is notorious for quick KOs.

Knight Pawn

A strong opponent. The opponent is usually is 5 Levels (or maybe more) ahead of yours on the first play through. These almost always give a DP Chance.

Knight Pawn with 2-3 swords behind its back

This is 'Rare Battle Piece', unlocked after you get 3 stars for certain Story. Defeating this will give you 2 DP.

Black King (dragon's wing)

A Boss from Chaos Side. Usually guards a Chaos square, ending the Chapter.

White Queen (curved pearly wing)

A Boss from Cosmos Side. Usually guards a Cosmos square, ending the Chapter.

Note: in later Stories, both Black Kings and White Queens can appear on the board outside of Chaos or Cosmos squares. And some Battle Pieces are in red color (Berserk), if you get near them you'll be forced into a battle. You can avoid these Berserk by using either "Blink" or "Invisible" Skill.

=====
[III.6.h] Chain Encounter
=====

A Chain Encounter occurs when you defeat an opponent Piece and there are still opponent Pieces adjacent to your location. These pieces attack you automatically before you have a chance to use Skills or change equipment/summons. In some Chapters, pieces will Chain the moment you move next to them, and some Chain pieces won't spawn until you activate a square next to them.

You can use the "Blink" Skill to prevent this (once only), and by using "Invisible" Skill, you can prevents all Chain Encounters.

=====
[III.6.i] Story Points
=====

After you clear a Chapter, you'll get Story Points. This is determined by how many Contacts you've made (+10 for each opponent, Item, etc), how much HP left (+10 for every 10% of HP), how much DP left (+10 per DP, -10 per negative DP), and how much you retry a Battle (-10 per retry). The maximum you can lose per category is 100, even if you go over this (for example, if you retry a battle 11 times, you'll still only lose 100 Story Points).

=====
[III.6.j] The Stars
=====

After you clear all Chapters for a Story, the combined Story Points for all Chapters will determine how many Stars you can get. Below is the bonuses for each Stars:

1st Star

Unlock a new Skill which can be used in Story Mode.

2nd Star

Enable the Rocky Area to be unlocked (for most Stories).

3rd Star

Enables Rare Battle Pieces to spawn next time you play that Story.

4th Star

Enables rare chests to spawn next time you play.

Note that the Story bonuses after you have filled all four stars will be changed to PP rewards.

=====
[III.6.k] The Percentages
=====

This is for completion's sake. To get 100% completion, you need to have encountered all Pawns, used all Board Items, received all board Summons and opened all Treasure Chests. Further, you must have received all Chapter rewards from DP bonuses. And you must also get 4 Stars after finishing the Story.

Needless to say, this percentage counts for all play throughs: it's not necessary (and is in fact impossible) to encounter all pieces, use all items and receive all DP-related rewards in one go. Expect several play throughs to get 100% for any Story (other than the Prologue).

++++++
[III.7] Miscellaneous
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=====
[III.7.a] Another Form
=====

'Another Form' is an alternate costume for each character. Each must be purchased individually via the "PP Catalogue". To switch to Another Form, simply press Triangle button in Customize Menu. To switch back to 'normal', press triangle again.

Each character has only one 'Another Form'.

To know which Form you're currently in, look on the upper right of the Customize screen.

=====

[III.7.b] Battle Rise

=====

Before you enter a Battle against your opponent, you can see the Items that the opponent have. Pressing L or R will switch to a 'Battle Rise' page, which displays percentages next to Accessories. These are 'Battle Rise' items and the percentages show how easy or hard it is to make the opponent drop the item.

To activate these percentages for the Item, you need to do certain task first. The task is determined by the icon & text on the left of the Items:

BRK Icon

Break your opponent's Brave Points.

Square Icon

Land a HP Attack.

EX Icon

Use EX Burst.

BG Icon

Slam your opponent to Walls, obstacles, etc.

To increase your opponent Battle Rise percentages, raise your LUK by equipping Equipment and Accessories. Hint: Fortune Ring gives LUK +8 if you can create it and there are lots of LUK +4 Accessories.

=====

[III.7.c] Missions

=====

The many missions in the game can be accomplished by performing various tasks. An example would be "Clearing Destiny Odyssey I". After you fulfil the required task, you'll get either an Accessory or "etc" stuff such as Friend Card Icon and so on. The bonus

(usually) will be given to you when you go to a Character Customize Menu.

=====

[III.7.d] Shop & Gil

=====

In the Shop, you can buy various Equipment with your money: "Gil". To unlock more available equipment, you must gain levels and obtain items that can be 'Traded' for more powerful items. Most high-level Equipment and Accessories require you to trade in various ingredients (usually weaker equipment and Accessories) as well as a Gil cost. This simulates a 'creation' process.

=====

[III.7.e] Play Plan

=====

The first time you play the game, you'll be asked to choose which Play Plan you want (after you enter your name). This feature determines which Bonus Chocobo will give you.

Here's the explanations for all Play Plan (translated from top to bottom):

Yellow Chocobo: Fast

After 15 battles, you'll be given Chocobo Fur (+20% EXP, 30% chance it'll break after battle).

Yellow Chocobo: Medium

After 30 battle, you'll be given Chocobo Feather (+50% EXP, 30% chance it'll break after battle).

Yellow Chocobo: Slow

After 60 battle, you'll be given Chocobo Tail (+100% EXP, 30% chance it'll break after battle).

Blue Chocobo: Random *

After some battles, Chocobo will give you Lucky Bonus for EXP Modifiers. There are 4 types of EXP Multipliers: x1.2, x1.5, x2, x3 and x5.

Yellow Chubby Chocobo: Random *

After some battle, Chubby Chocobo will give you either Chocobo Fur, Chocobo Feather or Chocobo Tail.

*: To unlock both of these Play Plans, you need to clear "Destiny Odyssey I-X" Story first, then purchase them under "etc" section in

the "PP Catalogue".

To change your Play Plan manually, press the R button when you're in Character Customize Menu.

=====
[III.7.f] Special Day
=====

After choosing your Play Plan, the game asked you to choose a your Special Day when playing this game. This is to choose what day to get Special Bonus (not Multipliers). Here's the translated list from top to bottom:

- Monday
- Tuesday
- Wednesday
- Thursday
- Friday
- Saturday
- Sunday

Here's the bonus you can get in a day (depends if there's an Icon or not):

- EXP Multiplier.
- AP Multiplier.
- Gil Multiplier.
- PP Multiplier.

At first, the Multipliers don't give you much, so you may want to increase them by purchasing "Icons" under the "Calendar" Section in the "PP Catalogue". After you purchase them all here's the Max Multipliers for all of them:

- EXP Lv. 10 = EXP x2.0
- AP Lv. 3 = AP +3
- Gil Lv. 10 = Gil x2.0
- PP Lv. 3 = PP +30

Now here's the list of the bonus you can get for a Special Day (known so far):

- Item Drop % is raised.
- Battle Rise % is raised.
- Shop prices down 10%.
- Shop prices up 10%. *

*: Yes, this is not a bonus actually, so you may want to avoid purchasing anything in the Shop on this day. _ _

=====
[III.7.g] Duel Coliseum
=====

This Mode is unlocked after you clear "Shade Impulse" Story. Duel Coliseum is an endless mode where you can Level Up your Characters, collect Medals by beating opponents (Battle Cards), and your medals items (one of them being the Rosetta Stone). Below is the translated list of Coliseum courses from left to right:

- Beginner - Falcon - Invincible* - Ultimate* -

>Beginner Course contains opponents with Level ranged from 1 - 30.

>Falcon Course contains opponents with Level ranged from 31 - 60.

>Invincible Course contains opponents with Level ranged from 61 - 90.

>Ultimate Course contains opponents with Level ranged from 91 - 130.

*: To unlock both of these, you must purchase them under "System" section in the "PP Catalogue".

Duel Coliseum consists of a 'mini-game' in which you select from a few cards at the bottom of the screen. These cards are either opponents, chests or jobs. Opponent cards show their level, the stage you'll face them on and the medal gain if you win, as well as the medal loss if you lose. Chests can be opened by spending the right amount of medals.

Job Cards are selected and placed in a window above the selection. You can store 3 job cards, and they all give various benefits (or detriments) while you have them stored:

Samurai

Discard all Boss Cards from the selection area.

Ninja

Losing a battle will not cause the player to lose Medals or Card Luck.

Knight

Increases card selection area by 1. Effect will be lost after losing a battle.

Mystic Knight

Card Luck becomes easier to raise.

Dragoon

Discard a card at the selection area. Dragoon card will appear again.

Ranger

Earn more Medals after battle.

Monk

The next Battle Card will become the weakest.

Chemist

Deactivates all status effects. Status cards will also not show up.

Thief

Increases the appearance rate of Treasure cards.

White Mage

Restore all HP after battle.

Black Mage

Increases the appearance rate of rare Battle cards.

Red Mage

Cards at the selection area will not be discarded.

Blue Mage

Increases the appearance rate of Job cards.

Time Mage

Increases card Luck by 1.

Summoner

Force cards on the next hand to be all Treasure or Job cards.

Mime

Becomes a random Job Card.

Imp

Cancels all effects from other Job cards (Chemist can override this card).

Mini

HP will not recover after battle. (White Mage can override this card).

Pig

Cuts current medals by half.

Toad

Treasure cards will not appear.

=====
[III.7.h] Passwords
=====

These "Passwords" unlock various things. To input a Password, go to "Send Message" in the "Network Mode" and then change your "Character Type" to Alphabet. Careful: there are 2 types of Alphabet Characters. There are the "Wide" ones and there are the "Slim" ones. To input these Passwords correctly, you need to use the "Slim" ones.

The Format goes like this:

Password to input

The bonus it gives

>Additional information or What "Ghost" Character you'll fight
>>Further additional information

RJAGH5UE6NA7

Special Friend Card: Laguna

>Squall Lv. 24
>>Weapon: Machine Gun
>>Hand: Mithril Bangle
>>Head: Mithril Helm
>>Body: Mithril Vest
>>Rare Item: Occult Fan

469J3ELEVENWS

Special Friend Card: Shantotto

>Shantotto Lv. 31
>>Weapon: Wise Rod
>>Hand: Hyper Wrist
>>Head: Tiara
>>Body: Wizard's Robe
>>Rare Item: Machine Parts

PASS3CH3GC45

Special Friend Card: Yuffie

>Cloud Lv. 45
>>Weapon: Estoc
>>Hand: Supreme Wrist
>>Head: Sallet

>>Body: Survival Vest
>>Rare Item: Snowboard

CH4D9EN3A3TE3

Special Friend Card: Death Machine
>Garland Lv. 52
>>Weapon: Ogre Killer
>>Hand: Diamond Shield
>>Head: Diamond Helm
>>Body: Diamond Armor
>>Rare Item: Warp Cube

MAPE5REPE4T5

Special Friend Card: Ahriman
>Cloud of Darkness Lv. 52
>>Weapon: Staff of Caution
>>Hand: Diamond Bangle
>>Head: Red Cap
>>Body: Fighter Gi
>>Rare Item: Dwarf Bread

P2KET4DTCW6

Special Friend Card: Cait Sith
>Sephiroth Lv. 66
>>Weapon: Crystal Lance
>>Hand: Crystal Shield
>>Head: Crystal Helm
>>Body: Crystal Armor
>>Rare Item: Shinra's Card Key

PASS3SU433KA

Special Friend Card: Behemoth
>The Emperor Lv. 74
>>Weapon: Wise Man's Staff
>>Hand: Imperial Guard
>>Head: Tiger Mask
>>Body: Black Clothes
>>Rare Item: Dragon Egg

6A3K2A538TS

Special Friend Card: Red Wing
>Cecil Lv. 94
>>Weapon: Sword of Light
>>Hand: Aegis Shield
>>Head: Kaiser Helm
>>Body: Vishnu's Vest
>>Rare Item: Bomb Ring

MR3ZNNGXU72P

Special Friend Card: Ming Wu
>Firion/Frioniel Lv. 100
>>Weapon: Lance of Fire
>>Hand: Hazy Moon
>>Head: Duel Mask
>>Body: Brave Suit
>>Rare Item: Wild Rose

M8ATK2TCPAYA

Special Friend Card: Matoya
>Warrior of Light Lv. 100
>>Weapon: Earth Breaker
>>Hand: Volgeltz' Hand
>>Head: Genji Helmet
>>Body: Maximilian
>>Rare Item: Crystal Eye

8TA9CQQTAC

Special Friend Card: Ultros
>Terra/Tina Lv. 100
>>Weapon: Maduin's Horn
>>Hand: Ziedrich
>>Head: Super Ribbon
>>Body: Rainbow Robe
>>Rare Item: Tasty Fish

GU3RK3UG4AMP

Special Friend Card: Gilgamesh
>Bartz/Butz Lv. 100
>>Weapon: Genji Katana
>>Hand: Genji Shield
>>Head: Genji Helmet
>>Body: Genji Armor
>>Rare Item: Dragon Crest

H4NA53NJRE9

Special Friend Card: Ninja
>Onion Knight Lv. 100
>>Weapon: Onion Sword
>>Hand: Ziedrich
>>Head: Royal Crown
>>Body: Brigandine
>>Rare Item: Noah's Lute

A3NASX6UXT7

Special Friend Card: Steiner
>Zidane Lv. 100
>>Weapon: Excalibur II
>>Hand: Hazy Moon

>>Head: Duel Mask
>>Body: Brave Suit
>>Rare Item: Choco Graph

WRKA3KUMKRA

Special Friend Card: Wakka
>Tidus Lv. 100
>>Weapon: World Champion
>>Hand: Hero Shield
>>Head: Grand Helm
>>Body: Brigandine
>>Rare Item: Sphere

SF5AUS5WUJ39Y

Special Friend Card: Fusoya
>Golbez Lv. 100
>>Weapon: Gungnir
>>Hand: Adamant Shield
>>Head: Adamant Helm
>>Body: Adamant Vest
>>Rare Item: Twin Harp

6C6M6E6G6A6

Special Friend Card: Omega
>Ex Death Lv. 100
>>Weapon: Nirvana
>>Hand: Ziedrich
>>Head: Royal Crown
>>Body: Maximilian
>>Rare Item: Omega Crest

FGR3ET5KKJC

Special Friend Card: Siegfried
>Kefka/Cefca Lv. 100
>>Weapon: Dancing Mad
>>Hand: Ziedrich
>>Head: Super Ribbon
>>Body: Rainbow Robe
>>Rare Item: Cat's Bell

SME4SA39SFAH

Special Friend Card: Seifer
>Ultimecia Lv. 100
>>Weapon: Shooting Star
>>Hand: Ziedrich
>>Head: Royal Crown
>>Body: Rainbow Robe
>>Rare Item: G.F. Eden

VTS3RAPLVKE3

Special Friend Card: Vivi
>Kuja Lv. 100
>>Weapon: Nirvana
>>Hand: Ziedrich
>>Head: Royal Crown
>>Body: Rainbow Robe
>>Rare Item: Guide Book

AK6ATR7ECD8N

Special Friend Card: Auron
>Jecht Lv. 100
>>Weapon: Premium Heart
>>Hand: Ziedrich
>>Head: Grand Helm
>>Body: Brigandine
>>Rare Item: Albehd Dictionary

LAXBU6GRA4U

Special Friend Card: Basch
>Gabranth Lv. 100
>>Weapon: Chaos Blade
>>Hand: Volgeltz' Hand
>>Head: Grand Helm
>>Body: Maximilian
>>Rare Item: Devil Stone

MZCC3H38ZTUK

Aquarius Recipe
>Ingredient for "Wyrthero Blade".

HA3SESGAH3W3A

Leo Recipe
>Ingredient for "Thorned Crown".

UC6H3M3778CH3

Sagittarius Recipe
>Ingredient for "Only A While".

33MKERDTA2AK

Aries Recipe
>Ingredient for "Miracle Shoes".

KRCYGU7RJ8E3

Taurus Recipe

>Ingredient for "Bloody Shield".

H3CSH3SDA3YUN

Gemini Recipe

>Ingredient for "Gamble Ring".

SSAYECXK4CY6

Cancer Recipe

>Ingredient for "Excalipoor".

ECTLMCCW3NMC

Virgo Recipe

>Ingredient for "Mighty Adversary",

TGALKCAWTNA

Libra Recipe

>Ingredient for "Chicken Knife".

H336DETYA23X

Scorpio Recipe

>Ingredient for "Bone Mail".

UC5H3J46F3MZA

Capricorn Recipe

>Ingredient for "Piglet's Fencing Stick".

QTAK5UWATGA

Pisces Recipe

>Ingredient for "Ultima Weapon".

7TY2AE6KLUL8

Player Icon No. 297: Final Fantasy Agito XIII.

TCAMABR3ADTQ

Player Icon No. 298: Final Fantasy Agito XIII.

HEEBANRLTGS

Player Icon No. 299: [Noctis] Final Fantasy Versus XIII.

NGAA3NMB3URGR

Player Icon No. 300: [Noctis] Final Fantasy Versus XIII.

28C7KMT23M48

Player Icon No. 301: [Lightning] Final Fantasy XIII.

HK4A3ST6HA3S4

Player Icon No. 302: [Lightning] Final Fantasy XIII.

SCHKJKDB3CH6C

Player Icon No. 303: Chocobo (Final Fantasy V).

HMM48AC4JH3

Player Icon No. 304: Moogle (Final Fantasy V).

[IV] Items (Equipments)
#####

Each Character can Equip up to 4 Items. Which consist of "Weapon",
"Hand Equipment", "Head Equipment" and "Body Equipment".

The Format goes like this:

-English Name : Japanese name-
Stats: Whether it'll increase or decrease a Character stats.
Level: The required Level to equip the Item.
Effect(s): What Bonus the Item gives (only for certain Items).
Note(s): Additional Info & 'Set' Information (only for certain Items).
>How to obtain the Item.

++++
[IV.1] Weapons
++++
Firion & Bartz can equip any Weapons and can
only equipped their respective Personal Weapons.

=====
[IV.1.a] Katana
=====

Can only be equipped by Sephiroth & Garland.
The Japanese letter is 刀.

-Tachi : 太刀-
Stats: ATK +5
Level: 3
>Shop: 1,000 Gil.

-Nodachi : 野太刀-

Stats: ATK +19
Level: 24
Effect(s): EX Force absorption range +2m.
>Shop: Trade with Tachi x1, Giant's Horn x1 & 6,050 Gil.

-Strike Katana : 打刀-

Stats: ATK +23
Level: 31
>Shop: 8,400 Gil.

-War Katana : 戦太刀-

Stats: ATK +32
Level: 45
Note(s): Unification (1/4).
>6 DP Stage Bonus in Shade Impulse - Chapter 2.

-Chrysanthemum Letter : 菊一文字-

Stats: ATK +38
Level: 53
Effect(s): EX Force absorption range +2m.
>Shop: Trade with Strike Katana x1, Wyvern's Horn x1,
Transform Powder x1 & 15,460 Gil.

-Passing Shower : 村雨-

Stats: ATK +42
Level: 60
Effect(s): EX Force absorption range +3m.
>Shop: Trade with Chrysanthemum Letter x1, Lizard Horn x1,
Taurus Horn x2 & 17,810 Gil.

-Taira Katana : 平家の刀-

Stats: ATK +56
Level: 81
Note(s): Decayed Prosperity (1/4).
>6 DP Stage Bonus in Distant Glory - Villains.

-Lufein Tachi : ルフェインの太刀-

Stats: ATK +61
Level: 81
Note(s): Lufein Intelligence (1/4).
>*Not known yet*

-Flight Feather Edge : 風切りの刃-

Stats: ATK +60
Level: 88
Effect(s): EX Force absorption range +5m.
>Shop: Trade with Passing Shower x1, Unicorn Horn x4,
Orange Gem x1 & 27,220 Gil.

-Piglet's Fencing Stick : こぶたのしない-

Stats: BRV +200, ATK +68
Level: 100
Effect(s): BRV base value regeneration -80%.
>Shop: Trade with Capricorn Recipe x1, Cat's Bell x1,
Guide Book x1 & 31,920 Gil.

-Genji Katana : 源氏の刀-

Stats: ATK +68
Level: 100
Note(s): Soul of Yamato (1/3).

>Shop: Trade with Taira Katana x1, Behemoth Horn x5,
Giant's Crystal x5 & 31,920 Gil.

>Special Friend Card: Gilgamesh (Item Drop).

-KUSANAGI : 天の叢雲-

Stats: ATK +68

Level: 100

Effect(s): EX Force absorption range +8m.

>Shop: Trade with Flight Feather Edge x1, Behemoth Horn x5
& 31,920 Gil.

=====
[IV.1.b] Sword

=====
Can only be equipped by Squall, Cloud, WoL, Cecil, OK, Tidus &
The Emperor. The Japanese letter is 剣.

-Broad Sword : ブロードソード-

Stats: ATK +4

Level: 1

>Shop: 1,000 Gil.

>Common Treasure Chest in Story Mode.

-Sun Blade : サンプルード-

Stats: ATK +4

Level: 1

Effect(s): BRV +20% at the start of Battle.

>Shop: Trade with Broad Sword x1, Blessed Fragment x1,
Transform Powder x2 & 1,000 Gil.

-Iron Sword : アイアンソード-

Stats: ATK +9

Level: 8

>Shop: 2,000 Gil.

-Serpent Sword : サーペントソード-

Stats: ATK +13

Level: 15

>Shop: 3,700 Gil.

-Flame Tongue : フレイムタン-

Stats: ATK +13

Level: 15

Effect(s): BRV +20% at the start of Battle.

>Shop: Trade with Broad Sword x1, Blessed Fragment x1,
Transform Powder x4 & 3,700 Gil.

>5 DP Stage Bonus in Destiny Odyssey VIII.

-Ice Brand : アイスブランド-

Stats: ATK +18

Level: 22

Effect(s): BRV +20% at the start of Battle.

>Shop: Trade with Iron Sword x1, Silence Fragment x1,
Transform Powder x3 & 6,050 Gil.

[Need correction if wrong]

>6 DP Stage Bonus in Destiny Odyssey VIII.

-Mithril Sword : ミスリルソード-

Stats: ATK +18

Level: 22

Note(s): Mithril Charm (1/3).

>Shop: Trade with Iron Sword x1, Mithril x1 & 6,050 Gil.

-Mithril Sword+ : ミスリルソード+-

Stats: ATK +18

Level: 8

Note(s): Mithril Charm (1/3).

>Shop: Trade with Mithril Sword x1, Geranium x1,
Transform Powder x2 & 6,050 Gil.

-Saber : サーベル-

Stats: ATK +22

Level: 29

>Shop: 8,400 Gil.

-Rapier : レイピア-

Stats: ATK +27

Level: 36

>Shop: 10,750 Gil.

-Gold Sword : ゴールドソード-

Stats: ATK +27

Level: 36

Note(s): Gold Charm (1/3).

>Shop: Trade with Saber x1, Gold x1 & 10,750 Gil.

-Gold Sword+ : ゴールドソード+-

Stats: ATK +27

Level: 22

Note(s): Gold Charm (1/3).

>Shop: Trade with Gold Sword x1, White Stone x1,
Transform Powder x3 & 10,750 Gil.

-Ancient Sword : 古代の剣-

Stats: ATK +27

Level: 36

Effect(s): BRV +20% at the start of Battle.

>Shop: Trade with Sun Blade x1, Black Stone x1
& 10,750 Gil.

-Estoc : エストック-

Stats: ATK +31

Level: 43

>Shop: 13,100 Gil.

>Special Friend Card: Yuffie (Item Drop).

-Coral Sword : 珊瑚の剣-

Stats: ATK +36

Level: 50

Effect(s): BRV +20% at the start of Battle.

>Shop: Trade with Rapier x1, Soul Stone x1,
Transform Powder x1 & 15,460 Gil.

-Diamond Sword : ダイヤソード-

Stats: ATK +36

Level: 50

Note(s): Diamond Mystery (1/3).

>Shop: Trade with Rapier x1, Diamond x1 & 15,460 Gil.

-Diamond Sword+ : ダイヤソード+-

Stats: ATK +36

Level: 36

Note(s): Diamond Mystery (1/3).

>*Not known yet*

-Rune Blade : ルーンブレイド-

Stats: ATK +40

Level: 57

Effect(s): BRV +30% at the start of Battle.

>Shop: Trade with Estoc x1, Floating Stone x1,
Demon Spirit Stone x2 & 17,810 Gil.

-Defender : ディフェンダー-

Stats: ATK +40

Level: 57

Effect(s): BRV +30% at the start of Battle.

>Shop: Trade with

-Crystal Sword : クリスタルソード-

Stats: ATK +45

Level: 64

Note(s): Crystal Blessing (1/3).

>Shop: Trade with Diamond Sword x1, Crystal x1,
Drip Stone x3 & 20,160 Gil.

-Enhance Sword : エンハンスソード-

Stats: ATK +49

Level: 71

Effect(s): BRV +30% at the start of Battle.

>Shop: Trade with Rune Blade x1, Conviction Stone x3,
Green Gem x1 & 22,510 Gil.

-Falchion : ファルシオン-

Stats: ATK +54

Level: 78

>Shop: 24,860 Gil.

-Dragon Slayer : ドラゴンスレイヤー-

Stats: ATK +54

Level: 78

Effect(s): BRV +20% at the start of Battle.

Note(s): Dragon's Breath (1/3).

>Shop: Trade with

-Lufein Saber : ルフェインセイバー-

Stats: ATK +59

Level: 78

Note(s): Lufein Intelligence (1/4).

>Prize in Colisseum: Invincible Course.

[Need correction if wrong]

-Save the Queen : セイブザクイーン-

Stats: ATK +58

Level: 85

Effect(s): BRV +40% at the start of Battle.

>Shop: Trade with Enhance Sword x1, Sacred Stone x4,
Magnetism Fragment x1 & 27,220 Gil.

-Brave Blade : ブレイブブレイド-

Stats: ATK +63
Level: 92
Effect(s): BRV +40% at the start of Battle.
>Shop: Trade with Ice Brand x1, Goddess Stone x5,
Red Gem x1 & 29,570 Gil.

-Excalipoor : エクスカリパー-

Stats: ATK +68
Level: 99
Effect(s): Physical Damage -100%.
>Shop: Trade with Cancer Recipe x1, Dragon Crest x1
Choco Graph x1 & 31,920 Gil.

-Excalibur : エクスカリパー-

Stats: ATK +67
Level: 99
Effect(s): BRV +50% at the start of Battle.
>Shop: Trade with Save the Queen x1, Supreme Stone x1
& 31,920 Gil.

-Excalibur II : エクスカリパー-

Stats: ATK +67
Level: 99
Effect(s): EXP +100%.
>Special Friend Card: Steiner (Item Drop).

-Wyrmero Blade : トロの剣-

Stats: ATK +67
Level: 99
>Shop: Trade with Aquarius Recipe x1, Crystal Eye x1
Albehd Dictionary x1 & 31,920 Gil.

=====
[IV.1.c] Huge Sword
=====

Can only be equipped by Cloud, WoL, Cecil Harvey,
Garland, Golbez, and Jecht. The Japanese letter is 大剣.

-Long Sword : ロングソード-

Stats: ATK +5
Level: 1
>Shop: 1,830 Gil.

-Hard Breaker : ハードブレイカー-

Stats: ATK +5
Level: 1
Effect(s): Physical Damage +10%.
>Shop: Trade with Long Sword x1, Hurricane Fragment x1,
Transform Powder x2 & 1,830 Gil.

-Great Sword : グレートソード-

Stats: ATK +10
Level: 8
>Shop: 2,830 Gil.

-Zweihander : ツバイハンダー-

Stats: ATK +14
Level: 15
Effect(s): Physical Damage +10%.

>Shop: Trade with Long Sword x1, Hurricane Fragment x1,
Transform Powder x4 & 4,520 Gil.

>5 DP Stage Bonus in Destiny Odyssey VII.

-Flamberge : フランベルジュ-

Stats: ATK +19

Level: 22

Effect(s): Physical Damage +10%.

>Shop: Trade with Great Sword x1, Promised Fragment x1,
Transform Powder x8 & 6,870 Gil.

>6 DP Stage Bonus in Destiny Odyssey VII.

-Claymore : クレイモア-

Stats: ATK +23

Level: 29

>Shop: 9,230 Gil.

-Inferno Sword : インフェルノソード-

Stats: ATK +28

Level: 36

Effect(s): Physical Damage +10%.

>Shop: Trade with Hard Breaker x1, Anonymous Skull x1
& 11,580 Gil.

-Organics : オーガニクス-

Stats: ATK +38

Level: 50

Effect(s): Physical Damage +10%.

>Shop: Trade with Zweihander x1, Devil's Skull x1,
Transform Powder x1 & 16,280 Gil.

-Apocalypse : アポカリプス-

Stats: ATK +51

Level: 71

Effect(s): Physical Damage +15%.

>Shop: Trade with Flamberge x1, War God Skull x3,
Yellow Gem x1 & 23,340 Gil.

-Ragnarok : ラグナロク-

Stats: ATK +68

Level: 99

Effect(s): Physical Damage +25%.

>Shop: Trade with Apocalypse x1, Hero Skull x5
& 32,750 Gil.

=====

[IV.1.d] Arm

=====

Can only be equipped by Tidus and Jecht.

The Japanese letter is 格闘.

-Lesser Glove : レザーグローブ-

Stats: BRV +23, ATK +4

Level: 1

>Shop: 1,550 Gil.

-Metal Knuckle : メタルナックル-

Stats: BRV +31, ATK +13

Level: 15

>Shop: 4,250 Gil.

-Dark Claw : ダーククロウ-

Stats: BRV +35, ATK +18

Level: 22

Effect(s): BRV Damage +20% in Chase Battle.

>Shop: Trade with Metal Knuckle x1, Iron Shell x1
& 6,600 Gil.

-Mithril Claw : ミスリルクロウ-

Stats: BRV +35, ATK +18

Level: 22

Note(s): Mithril Charm (1/3).

>Shop: Trade with Metal Knuckle x1, Mithril x1 & 6,600 Gil.

-Mithril Claw+ : ミスリルクロウ+-

Stats: BRV +35, ATK +18

Level: 8

Note(s): Mithril Charm (1/3).

>Shop: Trade with Mithril Claw x1, Ylang Ylang x1,
Transform Powder x2 & 6,600 Gil.

-Sonic Knuckle : ソニックナックル-

Stats: BRV +44, ATK +27

Level: 36

>Shop: 11,300 Gil.

-Tiger Fang : タイガーファング-

Stats: BRV +56, ATK +40

Level: 57

Effect(s): BRV Damage +30% in Chase Battle.

>Shop: Trade with Sonic Knuckle x1, Horse Remnant x1,
Worm Skin x2 & 18,360 Gil.

-Cat's Claw : 猫の爪-

Stats: BRV +60, ATK +45

Level: 64

Effect(s): BRV Damage +30% in Chase Battle.

>Shop: Trade with Tiger Fang x1, 巨大亀の甲羅 x3,
Transform Powder x5 & 20,710 Gil.

-God Hand : ゴッドハンド-

Stats: BRV +77, ATK +63

Level: 92

Effect(s): BRV Damage +40% in Chase Battle.

>Shop: Trade with Cat's Claw x1, Old Turtle Shield x5,
Blue Gem x1 & 30,120 Gil.

-Premium Heart : プレミアムハート-

Stats: BRV +81, ATK +67

Level: 99

Effect(s): BRV Damage +50% in Chase Battle.

>Shop: Trade with God Hand x1, Very Old Turtle Shield x5
& 32,470 Gil.

>Special Friend Card: Auron (Item Drop).

=====
[IV.1.e] Dagger
=====

Can only be equipped by Terra, OK, Zidane, Emperor, Ultimecia and Kuja. The Japanese letter is 短剣.

-Knife : ナイフ-

Stats: ATK +3

Level: 1

>Shop: 450 Gil.

-Triton Dagger : トリトンダガー-

Stats: ATK +3

Level: 1

Effect(s): EX Gauge filled +15% at the start of Battle.

>Shop: Trade with Knife x1, Power Fragment x1,

Transform Powder x2 & 450 Gil.

-Dagger : ダガー-

Stats: ATK +8

Level: 8

>Shop: 1,450 Gil.

-Kukuri : ククリ-

Stats: ATK +12

Level: 15

>Shop: 3,150 Gil.

-Main Gauche : マインゴージュ-

Stats: ATK +12

Level: 15

Effect(s): EX Gauge filled +15% at the start of Battle.

>Shop: Trade with Knife x1, Power Fragment x1,

Transform Powder x4 & 3,150 Gil.

>5 DP Stage Bonus in Destiny Odyssey IX.

-Mage Masher : メイジマッシャー-

Stats: ATK +17

Level: 22

Effect(s): EX Gauge filled +15% at the start of Battle.

>Shop: Trade with Dagger x1, Power Fragment x1,

Transform Powder x8 & 5,500 Gil.

>6 DP Stage Bonus in Destiny Odyssey IX.

-Piercing Dagger : ピアッシングダガー-

Stats: ATK +26

Level: 36

>Shop: 10,200 Gil.

-Man Eater : マンイーター-

Stats: ATK +26

Level: 36

Effect(s): EX Gauge filled +15% at the start of Battle.

>Shop: Trade with Triton Dagger x1, Tiger Fang x1

& 10,200 Gil.

-Air Knife : エアナイフ-

Stats: ATK +34

Level: 50

Effect(s): EX Gauge filled +15% at the start of Battle.

>Shop: Trade with Piercing Dagger x1, Snake Fang x1,

Transform Powder x1 & 14,910 Gil.

-Assassin's Dagger : アサシンダガー-

Stats: ATK +43

Level: 64

>Shop: Trade with Main Gauche x1, 古代象の牙 x3
Transform Powder x4 & 19,610 Gil.

-Orihalcon : オリハルコン-

Stats: ATK +47

Level: 71

Effect(s): EX Gauge filled +20% at the start of Battle.

>Shop: 10,980 Gil.

-Gladius : グラディウス-

Stats: ATK +61

Level: 92

Effect(s): EX Gauge filled +25% at the start of Battle.

>Shop: Trade with Mage Masher x1, 竜王の牙 x5,
Orange Gem x1 & 29,020 Gil.

-Zorlin Shape : ゴーリンシェイプ-

Stats: ATK +66

Level: 99

Effect(s): EX Gauge filled +30% at the start of Battle.

>Shop: Trade with Air Knife x1, Maduin's Fang x5
& 31,370 Gil.

-Chicken Knife : チキンナイフ-

Stats: ATK +66

Level: 99

>Shop: Trade with Libra Recipe x1, Omega Crest x1
Sphere x1 & 31,370 Gil.
[Need correction if wrong]

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[IV.1.f] Axe

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Can only be equipped by WoL, Cecil, Garland, Golbez
and Jecht. The Japanese letter is 斧.

-Axe : アクス-

Stats: ATK +6, DEF -2

Level: 1

>Shop: 1,000 Gil.

-Slasher : スラッシャー-

Stats: ATK +6, DEF -2

Level: 1

Effect(s): Crash HP Damage +20%.

>Shop: Trade with Axe x1, Protection Fragment x1,
Transform Powder x2 & 1,000 Gil.

-Light Axe : ライトアクス-

Stats: ATK +11, DEF -2

Level: 8

>Shop: 2,000 Gil.

-Battle Axe : バトルアクス-

Stats: ATK +15, DEF -2

Level: 15

>Shop: 3,700 Gil.

-Tomahawk : トマホーク-

Stats: ATK +15, DEF -2

Level: 15

Effect(s): Crash HP Damage +20%.

>Shop: Trade with Axe x1, Protection Fragment x1,
Transform Powder x4 & 3,700 Gil.

>5 DP Stage Bonus in Destiny Odyssey I.

-Dwarf Axe : ドワーフの斧-

Stats: ATK +22, DEF -2

Level: 22

Effect(s): Crash HP Damage +20%.

>Shop: Trade with Light Axe x1, Force Fragment x1,
Transform Powder x8 & 6,050 Gil.

>6 DP Stage Bonus in Destiny Odyssey I.

-Mithril Axe : ミスリルアクス-

Stats: ATK +20, DEF -2

Level: 22

Note(s): Mithril Charm (1/3).

>Shop: Trade with Light Axe x1, Mithril x2 & 6,050 Gil.

-Mithril Axe+ : ミスリルアクス+-

Stats: ATK +20, DEF -2

Level: 8

Note(s): Mithril Charm (1/3).

>Shop: Trade with Mithril Axe x1, Rosemary x1,
Transform Powder x2 & 6,050 Gil.

-Death Sickle : デスシックル-

Stats: ATK +36, DEF -3

Level: 36

Effect(s): Crash HP Damage +20%.

>Shop: Trade with Slasher x1, Anonymous Skull x1
& 10,750 Gil.

-Franciska : フランシスカ-

Stats: ATK +43, DEF -3

Level: 43

>Shop: 13,100 Gil.

-Rune Axe : ルーンアクス-

Stats: ATK +57, DEF -3

Level: 57

Effect(s): Crash HP Damage +30%.

>Shop: Trade with Tomahawk x1, Ancient's Skull x1,
Nue's Skull x2 & ? Gil.

-Giant's Axe : 巨人の斧-

Stats: ATK +62, DEF -2

Level: 85

Effect(s): Crash HP Damage +40%.

Note(s): Giant's Pride (1/3).

>Shop: Trade with Dwarf Axe x1, Saint's Skull x4,
Cyan Gem x1 & 27,220 Gil.

-Earth Breaker : アースブレイカー-

Stats: ATK +69

Level: 99

Effect(s): Crash HP Damage +50%.

>Shop: Trade with Giant's Axe x1, x5
& 31,920 Gil.

>Special Friend Card: Matoya (Item Drop).

=====
[IV.1.g] Polearm
=====

Can only be equipped by Sephiroth, Garland, and
Golbez. The Japanese letter is 槍.

-Spear : スピア-

Stats: ATK +6, DEF -1

Level: 2

>Shop: 1,000 Gil.

-Scorpion : スコーピオン-

Stats: ATK +6, DEF -1

Level: 2

Effect(s): Crash BRV Damage +20%.

>Shop: Trade with Spear x1, Magnetism Fragment x1,
Transform Powder x2 & 1,000 Gil.

-Javelin : ジャベリン-

Stats: ATK +11, DEF -1

Level: 9

>Shop: 1,000 Gil.

-Heavy Lance : ヘビーランス-

Stats: ATK +15, DEF -1

Level: 16

>Shop: 3,700 Gil.

-Flame Spear : 炎の槍-

Stats: ATK +15, DEF -1

Level: 16

Effect(s): Crash BRV Damage +20%.

>5 DP Stage Bonus in Destiny Odyssey II.

-Ice Spear : 氷の槍-

Stats: ATK +20, DEF -1

Level: 23

Effect(s): Crash BRV Damage +20%.

>6 DP Stage Bonus in Destiny Odyssey II.

-Mithril Spear : ミスリルスピア-

Stats: ATK +20, DEF -1

Level: 23

Note(s): Mithril Charm (1/3).

>Shop: Trade with Javelin x1, Mithril x1 & 6,050 Gil.

-Mithril Spear+ : ミスリルスピア+-

Stats: ATK +20, DEF -1

Level: 9

Note(s): Mithril Charm (1/3).

>Shop: Trade with Mithril Spear x1, Bergamot x1,
Transform Powder x2 & 6,050 Gil.

-Obelisk : オベリクス-

Stats: ATK +30, DEF -1

Level: 37

>Shop: 10,750 Gil.

-Partisan : パルチザン-

Stats: ATK +34, DEF -1

Level: 44

>Shop: 13,100 Gil.

-Crystal Lance : クリスタルランス-

Stats: ATK +49, DEF -2

Level: 65

Note(s): Crystal Blessing (1/3).

>Shop: Trade with Obelisk x1, Crystal x1,
Humbaba Horn x3 & 20,160 Gil.

>Special Friend Card: Cait Sith (Item Drop).

-Trident : トライデント-

Stats: ATK +53, DEF -2

Level: 72

Effect(s): Crash BRV Damage +30%.

>Shop: Trade with Partisan x1, Ixion Horn x3,
Blue Gem x1 & 22,510 Gil.

-Dragoon Spear : 飛竜の槍-

Stats: ATK +58, DEF -2

Level: 79

Effect(s): Crash BRV Damage +30%.

Note(s): Dragon's Breath (1/3).

>Shop: Trade with Flame Spear x1, Dragon Horn x3,
Recovery Fragment x1 & 24,860 Gil.

-Lufein Lance : ルフェインランス-

Stats: ATK +63, DEF -2

Level: 79

Note(s): Lufein Intelligence (1/4).

>Prize in Colisseum: Invincible Course.

[Need correction if wrong]

-Wind Spear : ウィンドスピーア-

Stats: ATK +62, DEF -2

Level: 86

Effect(s): Crash BRV Damage +40%.

>Shop: Trade with Crystal Lance x1, Unicorn Horn x3,
Giant's Fragment x1 & 27,220 Gil.

-Holy Lance : ホーリーランス-

Stats: ATK +67, DEF -2

Level: 93

Effect(s): Crash BRV Damage +40%.

>Shop: Trade with Ice Spear x1, Beast Horn x5,
Yellow Gem x1 & 27,220 Gil.

-Gae Bolg : ゲイボルグ-

Stats: ATK +67, DEF -2

Level: 93

Effect(s): Crash BRV Damage +40%.

>Shop: Trade with Ice Spear x1, Beast Horn x5,
Yellow Gem x1 & 29,570 Gil.

-Gungnir : グングニル-
Stats: ATK +68, DEF -1
Level: 100
Effect(s): Crash BRV Damage +50%.
>Shop: Trade with Holy Lance x1, Behemoth Horn x5
& 31,920 Gil.
>Special Friend Card: Fusoya (Item Drop).

=====

[IV.1.h] Throw

=====

Can only be equipped by Squall, OK and Zidane.
The Japanese letter is 投てき.

-Shuriken Cross : 十字手裏剣-
Stats: BRV -15, ATK +14
Level: 15
>Shop: 3,700 Gil.

-Boomerang : ブーメラン-
Stats: BRV -17, ATK +19
Level: 22
>Shop: 6,050 Gil.

-Chakram : チャクラム-
Stats: BRV -17, ATK +19
Level: 22
Effect(s): EX Force absorption amount +20%.
>Shop: Trade with Boomerang x1, Giant Fang x1
& 6,050 Gil.

-Pinwheel : 風車-
Stats: BRV -19, ATK +23
Level: 29
>Shop: 8,400 Gil.

-Frying Pan of Love : あいのフライパン-
Stats: BRV -19, ATK +23
Level: 29
Note(s): Dining Table of Love (1/4).
>Prize in Coliseum: Falcon Course.
[Need correction if wrong]

-Full Moon Circle : 円月輪-
Stats: BRV -24, ATK +32
Level: 43
>Shop: 13,100 Gil.

-Rising Sun : ライジングサン-
Stats: BRV -28, ATK +48
Level: 57
Effect(s): EX Force absorption amount +30%.
>Shop: Trade with Pinwheel x1, Wolf Fang x1,
Chimera Fang x3 & 17,810 Gil.

-Devil's Blade : 風魔手裏剣-
Stats: BRV -36, ATK +60
Level: 85

Effect(s): EX Force absorption amount +40%.

>Shop: Trade with Rising Sun x1, 聖なる牙 x4,
Red Gem x1 & 27,220 Gil.

-Kitchen Knife : 包丁-

Stats: BRV -40, ATK +68

Level: 99

Effect(s): EX Force absorption amount +50%.

>Shop: Trade with Devil's Blade x1, Beast Fang x5
& 31,920 Gil.

=====

[IV.1.j] Rod

=====

Can only be equipped by Terra , OK, CoD, Golbez, Emperor,
Ex Death, Kefka, Ultimecia and Kuja. The Japanese letter
is ロッド.

-Rod : ロッド-

Stats: HP +62, ATK +3, DEF +1

Level: 3

>Shop: 1,000 Gil.

-Full Metal Rod : フルメタルロッド-

Stats: HP +62, ATK +3, DEF +1

Level: 3

Effect(s): Magic Damage +10%.

>Shop: Trade with Rod x1, Recovery Fragment x1,
Transform Powder x2 & 1,000 Gil.

-Guard Rod : ガードロッド-

Stats: HP +80, ATK +8, DEF +1

Level: 10

>Shop: 2,000 Gil.

-Healing Rod : ヒールロッド-

Stats: HP +97, ATK +12, DEF +1

Level: 17

>Shop: 3,700 Gil.

-Flame Rod : 炎のロッド-

Stats: HP +97, ATK +12, DEF +1

Level: 17

Effect(s): Magic Damage +10%.

>Shop: Trade with Rod x1, Recovery Fragment x1,
Transform Powder x4 & 3,700 Gil.

>5 DP Stage Bonus in Destiny Odyssey III.

-Ice Rod : 氷のロッド-

Stats: HP +115, ATK +17, DEF +1

Level: 24

Effect(s): Magic Damage +10%.

>6 DP Stage Bonus in Destiny Odyssey III.

-Mithril Rod : ミスリルロッド-

Stats: HP +115, ATK +17, DEF +1

Level: 24

Note(s): Mithril Charm (1/3).

>Shop: Trade with Guard Rod x1, Mithril x1 & 6,050 Gil.

-Mithril Rod+ : ミスリルロッド+-

Stats: HP +115, ATK +17, DEF +1

Level: 10

Note(s): Mithril Charm (1/3).

>Shop: Trade with Mithril Rod x1, Tytree x1,
Transform Powder x2 & 6,050 Gil.

-Wise Rod : ワイズロッド-

Stats: HP +132, ATK +21, DEF +1

Level: 31

>Shop: 8,400 Gil.

>Special Friend Card: Shantotto (Item Drop).

-Fairy Rod : 妖精のロッド-

Stats: HP +150, ATK +26, DEF +1

Level: 38

Effect(s): Magic Damage +10%.

>Shop: Trade with Full Metal Rod x1, Moon Stone x1
& 10,750 Gil.

-Wizard Rod : ウィザードロッド-

Stats: HP +167, ATK +30, DEF +1

Level: 44

>Shop: 13,100 Gil.

-Princess Guard : プリンセスガード-

Stats: HP +220, ATK +43, DEF +2

Level: 67

Effect(s): Magic Damage +15%.

>Shop: Trade with Flame Rod x1, Opal x3,
Purple Gem x1 & 20,160 Gil.

-Holy Rod : ホーリーロッド-

Stats: HP +272, ATK +56, DEF +2

Level: 88

Effect(s): Magic Damage +20%.

>Shop: Trade with Ice Rod x1, Holy Stone x4,
Purple Gem x1 & 27,220 Gil.

-Stardust Rod : 星屑のロッド-

Stats: HP +307, ATK +66, DEF +3

Level: 100

Effect(s): Magic Damage +25%.

>Shop: Trade with Holy Rod x1, Heaven's Jewel x5
& 31,920 Gil.

=====
[IV.1.k] Staff

=====
Can only be equipped by Terra , OK, CoD, Golbez, Emperor,
Ex Death, Kefka, Ultimecia and Kuja. The Japanese letter
is 杖.

-Staff : 杖-

Stats: BRV +11, ATK +3

Level: 1

>Shop: 1,000 Gil.

-Magic Staff : 魔術の杖-

Stats: BRV +11, ATK +3

Level: 1

Effect(s): EX Mode duration +20%.

>Shop: Trade with Staff x1, Amplification Fragment x1,
Transform Powder x2 & 1,000 Gil.

-Oak Staff : オークスタッフ-

Stats: BRV +13, ATK +8

Level: 8

>Shop: 2,000 Gil.

-Healing Staff : いやしの杖-

Stats: BRV +15, ATK +12

Level: 15

>Shop: 3,700 Gil.

-Flame Staff : もえる杖-

Stats: BRV +15, ATK +12

Level: 15

Effect(s): EX Mode duration +20%.

>5 DP stage Bonus in Destiny Odyssey VI.

-Ice Staff : こおる杖-

Stats: BRV +17, ATK +17

Level: 22

Effect(s): EX Mode duration +20%.

>6 DP stage Bonus in Destiny Odyssey VI.

-Might Staff : 力の杖-

Stats: BRV +17, ATK +17

Level: 22

Effect(s): EX Mode duration +20%.

>Shop: Trade with Staff x1, 力の粉 x3 & 6,050 Gil.

-Gold Staff : ゴールドスタッフ-

Stats: BRV +22, ATK +26

Level: 36

Note(s): Gold Charm (1/3).

>Shop: Trade with Oak Staff x1, Gold x1 & 10,750 Gil.

-Gold Staff+ : ゴールドスタッフ+-

Stats: BRV +22, ATK +26

Level: 22

Note(s): Gold Charm (1/3).

>Shop: Trade with Gold Staff x1, Block Wood x1,
Transform Powder x3 & 10,750 Gil.

-Senior's Staff : 長老の杖-

Stats: BRV +22, ATK +26

Level: 36

Effect(s): EX Mode duration +20%.

>Shop: Trade with Magic Staff x1, Timber Wood x1
& 10,750 Gil.

-Rune Staff : ルーンの杖-

Stats: BRV +26, ATK +34

Level: 50

Effect(s): EX Mode duration +20%.

>Shop: Trade with Healing Staff x1, Sharp Lumber x1,

Transform Powder x1 & 15,460 Gil.

-Judgement Staff : 裁きの杖-

Stats: BRV +28, ATK +38

Level: 57

Effect(s): EX Mode duration +30%.

>Shop: Trade with Flame Staff x1, 苗木 x1, Supreme Lumber x2
& 17,810 Gil.

-Wise Man's Staff : 賢者の杖-

Stats: BRV +32, ATK +47

Level: 71

Effect(s): EX Mode duration +30%.

>Shop: Trade with Rune Staff x1, Spirit Tree x1,
White Gem x1 & 22,510 Gil.

>Special Friend Card: Behemoth (Item Drop).

-Light Staff : 光の杖-

Stats: BRV +34, ATK +52

Level: 78

Effect(s): EX Mode duration +30%.

>Shop: Trade with Wise Man's Staff x1, Dragon Tree x3
Fortune Fragment x1 & 22,510 Gil.

-Mace Of Zeus : メイスオブゼウス-

Stats: BRV +38, ATK +61

Level: 92

Effect(s): EX Mode duration +40%.

>Shop: Trade with Wise Man's Staff x1, Anti-Spirit Tree x1,
Green Gem x1 & 29,570 Gil.

-Nirvana : ニルヴァーナ-

Stats: BRV +40, ATK +66

Level: 99

Effect(s): EX Mode duration +50%.

>Shop: Trade with Light Staff x1, Ever Tree x1
& 31,920 Gil.

>Special Friend Card: Omega (Item Drop).

>Special Friend Card: Vivi (Item Drop).

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[IV.1.1] Instrument

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Can only be equipped by Kefka and Ultimecia.

The Japanese letter is 楽器.

-Gear Man's Bell : ギヤマンの鐘-

Stats: ATK +16, DEF +2

Level: 22

>Shop: 6,050 Gil.

-Earth Bell : 大地のベル-

Stats: ATK +16, DEF +2

Level: 22

Effect(s): EX Core absorption amount +20%.

>Shop: Trade with Gear Man's Bell x1, Supreme Bough x1
& 6,050 Gil.

-Rune Bell : ルーンのベル-

Stats: ATK +33, DEF +3
Level: 50
Effect(s): EX Core absorption amount +20%.
>Shop: Trade with Gear Man's Bell x1, Sharp Lumber x1
Transform Powder x1 & 15,460 Gil.

-Dream Harp : 夢の豎琴-

Stats: ATK +41, DEF +4
Level: 64
Effect(s): EX Core absorption amount +30%.
>Shop: Trade with Rune Bell x1, Large Tree x3,
Transform Powder x5 & 20,160 Gil.

-Lamia's Harp : ラミアの豎琴-

Stats: ATK +50, DEF +4
Level: 78
Effect(s): EX Core absorption amount +30%.
>Shop: Trade with Dream Harp x1, Dragon Tree x3,
Amplification Fragment x1 & 24,860 Gil.

-Lufein's Harp : ルフェインのしらべ-

Stats: ATK +55, DEF +4
Level: 78
Note(s): Lufein Intelligence (1/4)
>*Not known yet*

-Apollon's Harp : アポロンのハーブ-

Stats: ATK +59, DEF +4
Level: 92
Effect(s): EX Core absorption amount +40%.
>Shop: Trade with Lamia's Harp x1, Anti-Spirit Tree x5,
Cyan Gem x1 & 29,570 Gil.

-Loki's Harp : ロキの豎琴-

Stats: ATK +65, DEF +2
Level: 99
Effect(s): EX Core absorption amount +50%.
>Shop: Trade with Apollon's Harp x1, Ever Tree x5
& 29,570 Gil.

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[IV.1.m] General

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Can be equipped by everyone.

-Cursed Sword : 呪われた剣-

Stats: ATK +31
Level: 22
>*Not known yet*

-Hades' Sword : 冥界の剣-

Stats: ATK +63
Level: 71
>*Not known yet*

-Sha Wujing's Spear : さごじょうのやり-

Stats: ATK +58
Level: 85
Note(s): Kappa Bonus (1/4).

>*Not known yet*

-Machine Gun : マシンガン-

Stats: HP -307, BRV +81, ATK +67

Level: 96

Effect(s): Crash BRV Damage +30%.

Accessories Break chance +5%.

Note(s): Mechanic Type Equipment.

>Shop: Trade with Hammer x1, Supreme Stone x5
& 31,920 Gil.

>Special Friend Card: Laguna (Item Drop).

-Ultima Weapon : アルテマウェポン-

Stats: ATK +68

Level: 99

Effect(s): When HP at 100%, All Stats +2.

>Shop: Trade with Pisces Recipe x1, Noah's Lute x1,
Twin Harp x1 & 31,920 Gil.

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[IV.1.n] Specific

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Can only be equipped by certain Characters.

The Japanese letter is 特殊.

-Sexy Cologne : セクシーコロン-

Stats: ATK +31

Level: 43

Note(s): Honey Charm (1/4).

Can only be equipped by Female Characters,
Cloud & Kefka.

>Shop: Trade with Soul Stone x5, Hurricane Fragment x2
& 13,100 Gil.

=====

[IV.1.o] Personal

=====

Can only be equipped by one Character.

The Japanese letter is 専用.

-Revolver : リボルバー-

Stats: ATK +4

Level: 1

Note(s): Can only be equipped by Squall.

>Common Treasure Chest in Destiny Odyssey VIII.

-Buster Sword : バスターソード-

Stats: ATK +5

Level: 1

Note(s): Can only be equipped by Cloud.

>Common Treasure Chest in Destiny Odyssey VII.

-Sword of Darkness : 暗黒の剣-

Stats: ATK +4

Level: 1

Note(s): Power of Darkness (1/4).

Can only be equipped by Cecil.

>Common Treasure Chest in Destiny Odyssey IV.

-Official Ball : オフィシャルボール-

Stats: BRV +11, ATK +5

Level: 1

Note(s): Can only be equipped by Tidus.

>Common Treasure Chest in Destiny Odyssey X.

-Lance of Zilt : ランスオブスリット-

Stats: ATK +36

Level: 50

Effect(s): BRV +20% at the start of Battle.

EX Force absorption amount +10%.

Note(s): Can only be equipped by Squall.

>Shop: Trade with Revolver x1, Soul Stone x3,
Blessed Fragment x2 & 15,460 Gil.

-Force Eater : フォースイーター-

Stats: ATK +38

Level: 50

Effect(s): Physical Damage in EX Mode +10%.

Crash BRV Damage +10%.

Note(s): Can only be equipped by Cloud.

>Shop: Trade with Buster Sword x1, Devil's Skull x3
Hurricane Fragment x2 & 16,280 Gil

-Flame Sword : フレイムソード-

Stats: ATK +36

Level: 50

Effect(s): BRV +20% at the start of Battle.

Damage reduction +5%.

Note(s): Can only be equipped by WoL.

>Shop: Trade with Rapier x1, Soul Stone x3,
Protection Fragment x2 & 15,460 Gil.

-Legendary Sword : 伝説の剣-

Stats: ATK +38

Level: 50

Effect(s): Physical Damage +10%.

ATK +1 in Paladin Form.

Note(s): Can only be equipped by Cecil.

>Shop: Trade with Sword of Darkness x1, Devil's Skull x3,
Giant's Fragment x2 & 15,460 Gil.

-Chocobo Blade : チョコボブレイド-

Stats: ATK +36, LUK+1

Level: 50

Effect(s): BRV +20% at the start of Battle.

Note(s): Can only be equipped by Bartz.

>Shop: Trade with Rapier x1, Soul Stone x3,
Fortune Fragment x2 & 15,460 Gil.

-Tyrving : テイルヴィング-

Stats: ATK +36

Level: 50

Effect(s): BRV +20% at the start of Battle.

BRV base value regeneration +10%.

Note(s): Can only be equipped by OK.

>Shop: Trade with Rapier x1, Soul Stone x3,
Recovery Fragment x2 & 15,460 Gil.

-Chain Flail : チェインフレイル-

Stats: BRV +26, ATK +34

Level: 50

Effect(s): EX Mode duration +20%.

EX Core absorption amount +20%.

[Need correction if wrong]

Note(s): Can only be equipped by Terra.

>Shop: Trade with Healing Staff x1, Sharp Lumber x3
Amplification Fragment x2 & 15,460 Gil.

-Salcatans : サルガタナス-

Stats: ATK +36

Level: 50

Effect(s): EX Gauge filled +15% at the start of Battle.

BRV Damage +10% in Chase Battle.

Note(s): Can only be equipped by Zidane.

>Shop: Trade with Pinwheel x1, Snake Fang x3,
Power Fragment x2 & 14,910 Gil.

-The Striker : ザ・ストライカー-

Stats: BRV -26, ATK +38

Level: 50

Effect(s): EX Force absorption amount +20%.

Summon recovery rate +1.

Note(s): Can only be equipped by Tidus.

>Shop: Trade with Official Ball x1, Snake Fang x3
Courage Fragment x2 & 15,460 Gil.

-Jupiter's Staff : ジュピタースタッフ-

Stats: BRV +26, ATK +34

Level: 50

Effect(s): EX Mode duration +20%.

BRV +10% at the start of Battle.

Note(s): Can only be equipped by Shantotto.

>Shop: Trade with Healing Staff x1, Sharp Lumber x3
Speed Fragment x2 & 15,460 Gil.

-Ogre Killer : オーガキラー-

Stats: ATK +39, DEF -3

Level: 50

Effect(s): Crash HP Damage +20%.

Damage +5%.

Note(s): Can only be equipped by Garland.

>Shop: Trade with Franciska x1, Devil's Skull x3,
Force Fragment x2 & 15,460 Gil.

>Special Friend Card: Death Machine (Item Drop).

-Staff of Caution : いましめの杖-

Stats: BRV +26, ATK +34

Level: 50

Effect(s): EX Mode duration +20%.

Magic Damage +5%.

Note(s): Can only be equipped by CoD.

>Shop: Trade with Healing Staff x1, Sharp Lumber x3,
Magic Fragment x2 & 15,460 Gil.

>Special Friend Card: Ahriman (Item Drop).

-Gheddo's Beard : ギードの髭-

Stats: BRV +26, ATK +34

Level: 50

Effect(s): EX Mode duration +20%.

Counter Magic +10%.

Note(s): Can only be equipped by Ex Death.

>Shop: Trade with Healing Staff x1, Sharp Lumber x3,
Reflection Fragment x2 & 15,460 Gil.

-Lamia's Flute : ラミアのふえ-

Stats: ATK +33, DEF +3

Level: 50

Effect(s): EX Core absorption amount +25%.
EX Core appearance rate increase.

Note(s): Can only be equipped by Kefka.

>Shop: Trade with Gear Man's Bell x1, Sharp Lumber x3
Attraction Fragment x2 & 15,460 Gil.

-Kaiser Knuckle : カイザーナックル-

Stats: BRV +52, ATK +36

Level: 50

Effect(s): BRV Damage +20% in Chase Battle.
Physical Damage +5%.

Note(s): Can only be equipped by Jecht.

>Shop: Trade with Sonic Knuckle x1, Serpent Skin x3
Conflagration Fragment x2 & 15,460 Gil.

-Evil Slayer : エビルスレイヤー-

Stats: ATK +36

Level: 50

Effect(s): BRV +20% at the start of Battle.
EX Mode duration +10%.

Note(s): Can only be equipped by Gabranth.

>Shop: Trade with Rapier x1, Soul Stone x3,
Time Fragment x2 & 15,460 Gil.

-Lance of Albel : ランスオブアベル-

Stats: ATK +39, DEF -2

Level: 51

Effect(s): Crash BRV Damage +20%.
EX Force absorption range +1m.

Note(s): Can only be equipped by Firion.

>Shop: Trade with Partisan x1, Wyvern's Horn x3,
Magnetism Fragment x2 & 15,460 Gil.

-Masamune Blade : マサムネブレード-

Stats: ATK +38

Level: 53

Effect(s): EX Force absorption range +2m.
EX Gauge filled +5% at the start of Battle.

Note(s): Can only be equipped by Sephiroth.

>Shop: Trade with Strike Katana x1, Wyvern's Horn x3,
Promised Fragment x2 & 15,460 Gil.

-Diamond Mace : ダイヤメイス-

Stats: HP +185, ATK +34, DEF +2

Level: 53

Effect(s): Magic Damage +10%.
Regeneration amount +10%.

Note(s): Can only be equipped by Emperor.

>Shop: Trade with Wizard Rod x1, Ruby x3,
Solace's Fragment x2 & 15,460 Gil.

-Rod of Lilith : リリスのロッド-

Stats: HP +185, ATK +34, DEF +2

Level: 53

Effect(s): Magic Damage +10%.

Crash HP Damage +10%.

Note(s): Can only be equipped by Golbez.

>Shop: Trade with Wizard Rod x1, Ruby x3,
Destruction Fragment x2 & 15,460 Gil.

-Valkyrie : ヴァルキリー-

Stats: HP +185, ATK +34, DEF +2

Level: 53

Effect(s): Magic Damage +10%.

Crash BRV Damage reduction +10%.

Note(s): Can only be equipped by Ultimecia.

>Shop: Trade with Pinwheel x1, Ruby x3,
Silence Fragment x2 & 15,460 Gil.

-Punisher : パニッシャー-

Stats: HP +185, ATK +34, DEF +2

Level: 53

Effect(s): Magic Damage +10%.

Gimmick Damage reduction +10%.

Note(s): Can only be equipped by Kuja.

>Shop: Trade with Wizard Rod x1, Ruby x3,
Floating Fragment x2 & 15,460 Gil.

-Crime & Penalty : クライム&ペナルティ-

Stats: ATK +63

Level: 92

Effect(s): BRV +30% at the start of Battle.

EX Force absorption amount +15%.

Note(s): Can only be equipped by Squall.

>Shop: Trade with Lance of Zilt x1, Goddess Stone x5
Blessed Crystal x3 & 29,570 Gil.

-Butterfly Edge : バタフライエッジ-

Stats: ATK +65

Level: 92

Effect(s): Physical Damage +15%.

Crash BRV Damage +15%.

Note(s): Can only be equipped by Cloud.

>Shop: Trade with Force Eater x1, Carnage Skull x5
Hurricane Crystal & 30,390 Gil.

-Brave Heart : ブレイブハート-

Stats: ATK +63

Level: 92

Effect(s): BRV +30% at the start of Battle.

Damage reduction +5%.

Note(s): Can only be equipped by WoL.

>Shop: Trade with Flame Sword x1, Goddess Stone x5
Protection Crystal x3 & 29,570 Gil.

-Sword of Light : 光の剣-

Stats: ATK +65

Level: 92

Effect(s): Physical Damage +15%.

ATK +2 in Paladin Form.

Note(s): Can only be equipped by Cecil.

>Shop: Trade with Legendary Sword x1, Carnage Skull x5
Recovery Crystal x3 & 30,390 Gil.

>Special Friend Card: Red Wing (Item Drop).

-Sword of Dawn : 暁の剣-

Stats: ATK +63, LUK +2

Level: 92

Effect(s): BRV +30% at the start of Battle.

Note(s): Can only be equipped by Bartz.

>Shop: Trade with Chocobo Blade x1, Goddess Stone x5
Fortune Crystal x3 & 29,570 Gil.

-King's Sword : キングスソード-

Stats: ATK +63

Level: 92

Effect(s): BRV +30% at the start of Battle.

BRV base value recovery +20%.

Note(s): Can only be equipped by OK.

>Shop: Trade with Tyrving, Goddess Stone x5,
Recovery Crystal x3 & 29,570 Gil.

-The Tower : ザ・タワー-

Stats: ATK +61

Level: 92

Effect(s): EX Gauge filled +20% at the start of Battle.

BRV Damage +15% in Chase Battle.

Note(s): Can only be equipped by Zidane.

>Shop: Trade with Salcatans x1, Beast Fang x5
Power Crystal x3 & 29,570 Gil.

-Grand Slam : グランドスラム-

Stats: BRV -38, ATK +65

Level: 92

Effect(s): EX Force absorption amount +30%.

Summon recovery rate +1.

Note(s): Can only be equipped by Tidus.

>Shop: Trade with The Striker x1, Beast Fang x5
Courage Crystal x3 & 29,570 Gil.

-Levantine : レーヴァティン-

Stats: BRV +38, ATK +61

Level: 92

Effect(s): EX Mode duration +30%.

BRV +15% at the start of Battle.

Note(s): Can only be equipped by Shantotto.

>Shop: Trade with Jupiter's Staff x1, Anti-Spirit Tree x5
Speed Crystal x3 & 29,570 Gil.

-Viking Axe : バイキングアクス-

Stats: ATK +67, DEF -4

Level: 92

Effect(s): Crash HP Damage +30%.

Damage +5%.

Note(s): Can only be equipped by Garland.

>Shop: Trade with Ogre Killer x1, Carnage Skull x5
Force Crystal x3 & 29,570 Gil.

-Bizarre Staff : あやかしの杖-

Stats: BRV +38, ATK +61

Level: 92

Effect(s): EX Mode duration +30%.

Magic Damage +10%.

Note(s): Can only be equipped by CoD.

>Shop: Trade with Staff of Caution x1, Anti-Spirit Tree x5
Magic Crystal x3 & 29,570 Gil.

-Moore Twig : ムーアの**小枝**-

Stats: BRV -38, ATK +61

Level: 92

Effect(s): EX Mode duration +30%.
Counter Magic +15%.

Note(s): Can only be equipped by Ex Death.

>Shop: Trade with Gheddo's Beard x1, Anti-Spirit Tree x5
Reflection Crystal x3 & 29,570 Gil.

-Fallen Angel's Flute : **墮天使のふえ**-

Stats: ATK +59, DEF +4

Level: 92

Effect(s): EX Core absorption amount +30%.
EX Core appearance rate increase.

Note(s): Can only be equipped by Kefka.

>Shop: Trade with Lamia's Flute x1, Anti-Spirit Tree x5
Attraction Crystal x3 & 29,570 Gil.

-Sin's Fang : シンの**爪**-

Stats: BRV +77, ATK +63

Level: 92

Effect(s): BRV Damage +30% in Chase Battle.
Physical Damage +10%.

Note(s): Can only be equipped by Jecht.

>Shop: Trade with Kaiser Knuckle x1, Old Turtle Shield x5
Conflagration Crystal x3 & 30,120 Gil.

-Death Bringer : デスプリンガー-

Stats: ATK +63

Level: 92

Effect(s): BRV +30% at the start of Battle.
EX Mode duration +15%.

Note(s): Can only be equipped by Gabranth.

>Shop: Trade with Evil Slayer x1, Goddess Stone x5
Time Crystal x3 & 29,570 Gil.

-Longinus : ロンギヌス-

Stats: ATK +67, DEF -2

Level: 93

Effect(s): *Not known yet*

Note(s): Can only be equipped by Firion.

>Shop: Trade with Lance of Albel x1, Beast Horn x5
Magnetism Crystal x3 & 29,570 Gil.

-Muramasa Blade: **正宗**-

Stats: ATK +65

Level: 95

Effect(s): EX Force absorption range +3m.
EX Gauge filled +10% at the start of Battle.

Note(s): Can only be equipped by Sephiroth.

>Shop: Trade with Masamune Blade x1, Beast Horn x5
Promised Crystal x3 & 29,570 Gil.

-Demon's Rod : デモンズロッド-

Stats: HP +290, ATK +61, DEF +2

Level: 95

Effect(s): Magic Damage +15%.

Regeneration amount +20%.

Note(s): Can only be equipped by Emperor.

>Shop: Trade with Diamond Mace x1, ラピスラズリ x5
Solace's Crystal x3 & 29,570 Gil.

-Asura's Rod : アスラのロッド-

Stats: HP +290, ATK +61, DEF +2

Level: 95

Effect(s): Magic Damage +15%.

Crash Damage +20%.

Note(s): Can only be equipped by Golbez.

>Shop: Trade with Rod of Lilith x1, Lapis Lazuli x5
Destruction Crystal x3 & 29,570 Gil.

-Cardinal : カーディナル-

Stats: HP +290, ATK +61, DEF +2

Level: 95

Effect(s): Magic Damage +15%.

Crash BRV Damage +15%.

Note(s): Can only be equipped by Ultimecia.

>Shop: Trade with Valkyrie x1, Lapis Lazuli x5
Silence Crystal x3 & 29,570 Gil.

-Whale Whisker : 鯨の髭-

Stats: HP +290, ATK +61, DEF +2

Level: 95

Effect(s): Magic Damage +15%.

Gimmick Damage reduction +20%.

Note(s): Can only be equipped by Kuja.

>Shop: Trade with Punisher x1, Lapis Lazuli x5
Floating Crystal x3 & 29,570 Gil.

-Morning Star : モーニングスター-

Stats: BRV +38, ATK +61

Level: 92

Note(s): Can only be equipped by Terra.

>Shop: Trade with Chain Flail x1, Anti-Spirit Tree x5
Amplification Pearl x1 & 29,570 Gil.

-Wild Rose : ワイルドローズ-

Stats: ATK +68, DEF -1

Level: 100

Effect(s): Crash BRV Damage +40%.

EX Force absorption range +3m.

Note(s): Can only be equipped by Firion.

>Shop: Trade with Longinus x1, Young Man's Dream x5,
Magnetism Pearl x5 & 31,920 Gil.

-Fenrir : フェンリル-

Stats: ATK +69

Level: 100

Effect(s): Physical Damage +20%.

Crash BRV Damage +20%.

Note(s): Can only be equipped by Cloud.

>Shop: Trade with Butterfly Edge x1, True Past x5
Hurricane Pearl x5 & 31,920 Gil.

-Barbarian Sword : バーバリアンソード-

Stats: ATK +68

Level: 100
Effect(s): BRV +40% at the start of Battle.
Damage reduction +10%.
Note(s): Can only be equipped by WoL.
>Shop: Trade with Brave Heart x1, Guiding Light x5
Protection Pearl x5 & 31,920 Gil.

-Light Bringer : ライトブリンガー-
Stats: ATK +69
Level: 100
Effect(s): Physical Damage +20%.
ATK +2 in Paladin Form.
Note(s): Can only be equipped by Cecil.
>Shop: Trade with Sword of Light x1, Two Forms x5
Giant's Pearl x5 & 31,920 Gil.

-Jet Black Sword : 漆黒の剣-
Stats: ATK +69
Level: 100
Effect(s): Physical Damage +20%.
ATK +2 in Dark Knight Form.
Note(s): Can only be equipped by Cecil.
>Shop: Trade with Sword of Light x1, Two Forms x5
Giant's Pearl x5 & 31,920 Gil.

-Sword of Dolgan : ドルガンの剣-
Stats: ATK +68, LUK +3
Level: 100
Effect(s): BRV +40% at the start of Battle.
Note(s): Can only be equipped by Bartz.
>Shop: Trade with Sword of Dawn x1, Wind Radiance x5,
Fortune Pearl x5 & 31,920 Gil.

-Maduin's Horn : マディンの角-
Stats: BRV +40, ATK +67
Level: 100
Effect(s): EX Mode duration +40%.
EX Core absorption amount +20%.
Note(s): Can only be equipped by Terra.
>Shop: Trade with Morning Star x1, Secret Keeper x5,
Amplification Pearl x5 & 31,920 Gil.
>Special Friend Card: Ultros (Item Drop).

-Onion Sword : オニオンソード-
Stats: ATK +68
Level: 100
Effect(s): BRV +40% at the start of Battle.
BRV base value recovery +30%.
Note(s): Can only be equipped by OK.
>Shop: Trade with King's Sword x1, Onion x5
Recovery Pearl x5 & 31,920 Gil.
>Special Friend Card: Ninja (Item Drop).

-Ozma's Fragment : オズマの欠片-
Stats: ATK +67
Level: 100
Effect(s): EX Gauge filled +25% at the start of Battle.
BRV Damage +20% in Chase Battle.
Note(s): Can only be equipped by Zidane.
>Shop: Trade with The Tower x1, Play Ticket x5

Power Pearl x5 & 31,370 Gil.

-World Champion : ワールドチャンピオン-

Stats: BRV -40, ATK +69

Level: 100

Effect(s): EX Force absorption amount +40%.

Summon recovery rate +2.

Note(s): Can only be equipped by Tidus.

>Shop: Trade with Grand Slam x1, Prayer's Dream x5

Courage Pearl x5 & 31,920 Gil.

>Special Friend Card: Wakka (Item Drop).

-Claustrum : クラウストルム-

Stats: BRV +40, ATK +67

Level: 100

Effect(s): EX Mode duration +40%.

BRV +20% at the start of Battle.

Note(s): Can only be equipped by Shantotto.

>Shop: Trade with Levantine x1, Boiling Blood x5

Speed Pearl x5 & 31,920 Gil.

-Gigantic Axe : ギガントアクス-

Stats: ATK +70, DEF -2

Level: 100

Effect(s): Crash HP Damage +40%.

Damage +10%.

Note(s): Can only be equipped by Garland.

>Shop: Trade with Viking Axe x1, Rebirth Gap x5

Force Pearl x5 & 31,920 Gil.

-Mateus' Malevolence : マテイウスの悪意-

Stats: HP +307, ATK +66, DEF +1

Level: 100

Effect(s): Magic Damage +20%.

Regeneration amount +30%.

Note(s): Can only be equipped by Emperor.

>Shop: Trade with Demon's Rod x1, Power Hunger x5

Solace's Pearl x5 & 31,920 Gil.

-Eternal Darkness : 永遠の闇-

Stats: BRV +40, ATK +67

Level: 100

Effect(s): EX Mode duration +40%.

Magic Damage +15%.

Note(s): Can only be equipped by CoD.

>Shop: Trade with Bizarre Staff x1, Empty Cloud x5

Magic Pearl x5 & 31,920 Gil.

-Zeromus' Crystal : ゼロムスの結晶-

Stats: HP +307, ATK +67, DEF +1

Level: 100

Effect(s): Magic Damage +20%.

Crash HP Damage +30%.

Note(s): Can only be equipped by Golbez.

>Shop: Trade with Asura's Rod x1, One Heart x5

Destruction Pearl x5 & 31,920 Gil.

-Enuo's Staff : エヌオーの杖-

Stats: BRV +40, ATK +67

Level: 100

Effect(s): EX Mode duration +40%.

Counter Magic +20%.

Note(s): Can only be equipped by Ex Death.

>Shop: Trade with Moore Twig x1, Void Power x5
Reflection Pearl x5 & 31,920 Gil.

-Dancing Mad : 妖星乱舞-

Stats: ATK +66, DEF +2

Level: 100

Effect(s): Ex Core absorption amount +40%.

Ex Core appearance rate increase.

Note(s): Can only be equipped by Kefka.

>Shop: Trade with Fallen Angel's Flute x1,
Madness Smile x5, Attraction Pearl x5
& 31,920 Gil.

>Special Friend Card: Siegfried (Item Drop).

-Shooting Star : シューティングスター-

Stats: HP +307, ATK +67, DEF +1

Level: 100

Effect(s): Magic Damage +20%.

Crash BRV Damage reduction +20%.

Note(s): Can only be equipped by Ultimecia.

>Shop: Trade with Cardinal x1, Time Wheel x5,
Silence Pearl x5 & 31,920 Gil.

>Special Friend Card: Seifer (Item Drop).

-Terra's Legacy : テラの遺産-

Stats: HP +307, ATK +67, DEF +1

Level: 100

Effect(s): Magic Damage +20%.

Gimmick Damage reduction +30%.

Note(s): Can only be equipped by Kuja.

>Shop: Trade with Whale Whisker x1, Grim Reaper x5
Floating Pearl x5 & 31,920 Gil.

-Sin's Tusk : シンの牙-

Stats: BRV +81, ATK +68

Level: 100

Effect(s): BRV Damage +40% in Chase Battle.

Physical Damage +15%.

Note(s): Can only be equipped by Jecht.

>Shop: Trade with Sin's Fang x1, Glorious Medal x5
Conflagration Pearl x5 & 31,920 Gil.

-Chaos Blade : カオスブレイド-

Stats: ATK+68

Level: 100

Effect(s): BRV +40% at the start of Battle.

EX Mode duration +20%.

Note(s): Can only be equipped by Gabranth.

>Shop: Trade with Death Bringer x1, Judgement Gate x5
Time Pearl x5 & 31,920 Gil.

>Special Friend Card: Basch (Item Drop).

-One Winged Angel : 片翼の天使-

Stats: ATK +69

Level: 100

Effect(s): EX Force absorption range +5m.

EX Gauge filled +15% at the start of Battle.

Note(s): Can only be equipped by Sephiroth.

>Shop: Trade with Muramasa Blade x1, Star Life x5
Promised Pearl x5 & 31,920 Gil.

-Lionheart : ライオンハート-

Stats: ATK +68

Level: 100

Effect(s): BRV +40% at the start of Battle.

EX Force absorption amount +20%.

Note(s): Can only be equipped by Squall.

>Shop: Trade with Crime & Penalty x1, Scarred Bullet x5
Blessed Pearl x5 & 31,920 Gil.

+++++

[IV.2] Hand Equipments

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Bartz can equip any Hand Equipments except those Specific
Types.

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[IV.2.a] Short Sword

=====

Can only be equipped by Firion, OK
& Zidane. The Japanese letter is 小刀.

-Kunai : 苦無-

Stats: ATK +2, DEF +3

Level: 1

>Shop: 1,830 Gil.

-Wakizashi : 脇指-

Stats: ATK +2, DEF +7

Level: 8

>Shop: 2,830 Gil.

-Kodachi : 小太刀-

Stats: ATK +2, DEF +16

Level: 22

>Shop: 6,870 Gil.

-Cherry Blossom : 桜吹雪-

Stats: ATK +2, DEF +16

Level: 22

Effect(s): BRV +5% when succeed at Guarding Opponent Attack.

>Shop: Trade with Kodachi x1, Giant Fang x1 & 6,870 Gil.

-Ninja Sword : 忍刀-

Stats: ATK +3, DEF +24

Level: 36

>Shop: 11,580 Gil.

-Sasuke Katana : 佐助の刀-

Stats: ATK +3, DEF +39

Level: 57

Effect(s): BRV +10% when succeed at Guarding Opponent Attack.

>Shop: Trade with Ninja Sword x1, Wolf Fang x1,
Chimera Fang x2 & 18,630 Gil.

-Lufein's Short Sword : ルフェインの小刀-

Stats: ATK +4, DEF +55

Level: 78

Note(s): Lufein Intelligence (1/4).

>Prize in Colisseum: Invincible Course.

-Shadow Needle : 影縫い-

Stats: ATK +4, DEF +55

Level: 85

Effect(s): BRV +15% when succeed at Guarding Opponent Attack.

>Shop: Trade with Sasuke Katana x1, 聖なる牙 x4,
Green Gem x1 & 28,040 Gil.

-Hazy Moon : おぼろ月-

Stats: ATK +1, DEF +72

Level: 99

>Shop: Trade with Shadow Needle x1, Maduin's Fang x5
& 32,750 Gil.

>Special Friend Card: Ming Wu (Item Drop).

>Special Friend Card: Steiner (Item Drop).

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[IV.2.b] Shield

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Can only be equipped by Squall, Firion, Cloud, WoL, Cecil,
Tidus, Garland, Golbez, Ex Death, Sephiroth, & Jecht.

The Japanese letter is 盾.

-Broken Shield : 割れた盾-

Stats: DEF -8

Level: 1

>Item Drop from "Common" Opponent Pawns in Story Mode.

-Buckler : バックラー-

Stats: DEF +5

Level: 1

>Shop: 1,000 Gil.

-Shell Shield : シェルシールド-

Stats: DEF +5

Level: 1

Effect(s): Crash HP Damage reduction +20%.

>Shop: Trade with Buckler x1, Fortune Fragment x1
Transform Powder x2 & 1,000 Gil.

-Iron Shield : アイアンシールド-

Stats: DEF +9

Level: 8

>Shop: 2,000 Gil.

-Knight Shield : ナイトシールド-

Stats: DEF +14

Level: 15

>Shop: 3,700 Gil.

-Flame Shield : フレイムシールド-

Stats: DEF +14

Level: 15

Effect(s): Crash Damage reduction +20%.

>Shop: Trade with Buckler x1, Fortune Fragment x1
Transform Powder x4 & 3,700 Gil.
>5 DP Stage Bonus in Destiny Odyssey V.

-Ice Shield : アイスシールド-

Stats: DEF +18

Level: 22

Effect(s): Crash HP Damage reduction +20%.

>Shop: Trade with Iron Shield x1, Reflection Fragment x1
Transform Powder x8 & 6,050 Gil.

>6 DP Stage Bonus in Destiny Odyssey V.

-Mithril Shield : ミスリルシールド-

Stats: DEF +18

Level: 22

Note(s): Mithril Charm (1/3).

>Shop: Trade with Iron Shield x1, Mithril x2 & 6,050 Gil.

-Mithril Shield+ : ミスリルシールド+-

Stats: DEF +18

Level: 8

Note(s): Mithril Charm (1/3).

>Shop: Trade with Mithril Shield x1, Eucalyptus x1,
Transform Powder x2 & 6,050 Gil.

-Large Shield : ラージシールド-

Stats: DEF +23

Level: 29

>Shop: 8,400 Gil.

-Gold Shield : ゴールドシールド-

Stats: DEF +27

Level: 36

Note(s): Gold Charm (1/3).

>Shop: Trade with Knight Shield x1, Gold x2 & 10,750 Gil.

-Gold Shield+ : ゴールドシールド+-

Stats: DEF +27

Level: 22

Note(s): Gold Charm (1/3).

>Shop: Trade with Gold Shield x1, Yensa Scale x1,
Transform Powder x3 & 10,750 Gil.

-Demon's Shield : デモンズシールド-

Stats: DEF +27

Level: 36

Effect(s): Crash HP Damage reduction +20%.

>Shop: Trade with Shell Shield x1, Lamia Scale x1
& 10,750 Gil.

-Force Shield : フォースシールド-

Stats: DEF +32

Level: 43

>Shop: 13,100 Gil.

-Diamond Shield : ダイヤシールド-

Stats: DEF +36

Level: 50

Note(s): Diamond Mystery (1/3).

>Shop: Trade with Large Shield x1, Diamond x2 & 15,460 Gil.

>Special Friend Card: Death Machine (Item Drop).

-Diamond Shield+ : ダイヤシールド+-

Stats: DEF +36

Level: 36

Note(s): Diamond Mystery (1/3).

>Shop: Trade with Diamond Shield x1, Lamia Scale x1,
Transform Powder x4 & 15,460 Gil.

-Crystal Shield : クリスタルシールド-

Stats: DEF +45

Level: 64

Note(s): Crystal Blessing (1/3).

>Shop: Trade with Force Shield x1, Crystal x2,
Anaconda Scale x3 & 20,160 Gil.

>Special Friend Card: Cait Sith (Item Drop).

-Light Shield : 光の盾-

Stats: DEF +50

Level: 71

>Shop: Trade with Force Shield x1, Battle God Scale x3,
Blue Gem x1 & 22,510 Gil.

-Dragon Shield : ドラゴンシールド-

Stats: DEF +54

Level: 78

Note(s): Dragon's Breath (1/3).

>Shop: Trade with Flame Shield x1, Sea Dragon Scale x3,
Hurricane Fragment x1 & 24,860 Gil.

-Taira Shield : 平家の盾-

Stats: DEF +54

Level: 78

Note(s): Decayed Prosperity (1/4).

>6 DP Stage Bonus in Distant Glory - Heroes.

-Lufein's Shield : ルフェインシールド-

Stats: DEF +59

Level: 78

Note(s): Lufein Intelligenece (1/4).

>Prize in Colisseum: Invincible Course.

-Thunder Shield : 雷神の盾-

Stats: DEF +59

Level: 85

>Shop: Trade with Light Shield x1, Saint Beast Scale x4,
Blessed Fragment x1 & 27,220 Gil.

-Aegis Shield : イージスの盾-

Stats: DEF +63

Level: 92

Effect(s): Counter Magic +40%.

>Shop: Trade with Ice Shield x1, Fierce God Scale x5,
Purple Gem x1 & 29,570 Gil.

>Special Friend Card: Red Wing (Item Drop).

-Hero Shield : 英雄の盾-

Stats: DEF +73

Level: 99

>Special Friend Card: Wakka (Item Drop).

-Adamant Shield : アダマンシールド-
Stats: DEF +73
Level: 99
Note(s): Chain of Adamant (1/3).
>Shop: Trade with Crystal Shield x1, Adamantite x1
& 31,920 Gil.
>Special Friend Card: Fusoya (Item Drop).

-Bloody Shield : 血塗られた盾-
Stats: DEF +73
Level: 99
Effect(s): HP -95% at the start of Battle.
BRV -100% at the start of Battle.
>Shop: Trade with Taurus Recipe x1, Dragon Egg x1
Snowboard x1 & 31,920 Gil.

-Genji Shield : 源氏の盾-
Stats: DEF +73
Level: 99
Note(s): Soul of Yamato (1/3).
>Special Friend Card: Gilgamesh (Item Drop).

=====
[IV.2.c] Bracelet
=====

Can only be equipped by Squall, Firion, Cloud, Terra,
Shantotto, OK, Tidus, Emperor, CoD, Kefka, Ultimecia,
Kuja & Jecht. The Japanese letter is 腕輪.

-Bronze Bangle : ブロンズバングル-
Stats: HP +62, DEF +3
Level: 1
>Shop: 1,000 Gil.

-Power Wrist : パワーリスト-
Stats: HP +80, DEF +7
Level: 8
>Shop: 2,000 Gil.

-Silver Bangle : シルバーバングル-
Stats: HP +97, DEF +12
Level: 15
>Shop: 3,700 Gil.

-Chocobo Bracelet : チョコボの腕輪-
Stats: HP +115, DEF +16
Level: 22
Effect(s): Regeneration amount +25%.
>Shop: Trade with Silver Bangle x1, Aquamarine x1
& 6,050 Gil.

-Mithril Bangle : ミスリルバングル-
Stats: HP +115, DEF +16
Level: 22
Note(s): Mithril Charm (1/3).
>Shop: Trade with Power Wrist x1, Mithril x1 & 6,050 Gil.
>Special Friend Card: Laguna (Item Drop).

-Mithril Bangle+ : ミスリルバングル+-

Stats: HP +115, DEF +16

Level: 8

Note(s): Mithril Charm (1/3).

>Shop: Trade with Mithril Bangle x1, Tytree x1,
Transform Powder x2 & 6,050 Gil.

-Hyper Wrist : ハイパーリスト-

Stats: HP +132, DEF +21

Level: 29

>Shop: 8,400 Gil.

>Special Friend Card: Shantotto (Item Drop).

-Kitchen Tamer : キッチンタイマー-

Stats: HP +132, DEF +21

Level: 29

Note(s): Dining Table of Love (1/4).

>Prize in Colisseum: Beginner Course.

-Gold Bangle : ゴールドバングル-

Stats: HP +150, DEF +24

Level: 36

Note(s): Gold Charm (1/3).

>Shop: Trade with Silver Bangle x1, Gold x1 & 10,750 Gil.

-Gold Bangle+ : ゴールドバングル+-

Stats: HP +150, DEF +24

Level: 22

Note(s): Gold Charm (1/3).

>Shop: Trade with Gold Bangle x1, Emerald x1,
Transform Powder x3 & 10,750 Gil.

-Supreme Wrist : 高級腕時計-

Stats: HP +167, DEF +29

Level: 43

>Shop: 13,100 Gil.

>Special Friend Card: Yuffie (Item Drop).

-Diamond Bangle : ダイヤバングル-

Stats: HP +185, DEF +33

Level: 50

Note(s): Diamond Mystery (1/3).

>Shop: Trade with Hyper Wrist x1, Diamond x1 & 15,460 Gil.

>Special Friend Card: Ahriman (Item Drop).

-Diamond Bangle+ : ダイヤバングル+-

Stats: HP +185, DEF +33

Level: 36

Note(s): Diamond Mystery (1/3).

>Shop: Trade with Diamond Bangle x1, Moon Stone x1,
Transform Powder x4 & 15,460 Gil.

-Skull Bangle : スカルバングル-

Stats: HP +201, DEF +38

Level: 57

Note(s): Decayed Evening Dew (1/4).

>Prize in Colisseum: Falcon Course.

-Rune Bracelet : ルーンの腕輪-

Stats: HP +202, DEF +38

Level: 57

>Shop: Trade with Hyper Wrist x1, Sapphire x1,
Peridot x2 & 17,810 Gil.

-Crystal Bangle : クリスタルバングル-

Stats: HP +220, DEF +41

Level: 64

Note(s): Crystal Blessing (1/3).

>Shop: Trade with Supreme Wrist x1, Crystal x1,
Opal x3 & 20,160 Gil.

-Valvalis' Bracelet : バルバリシアの腕輪-

Stats: HP +220, DEF +41

Level: 64

Note(s): The Big Four (1/3).

>Prize in Colisseum: Falcon Course.

>5 DP Stage Bonus in Shade Impulse - Chapter 3.

-Imperial Guard : インペリアルガード-

Stats: HP +237, DEF +46

Level: 71

>Shop: Trade with Supreme Wrist x1, Topaz x3,
Cyan Gem x1 & 22,510 Gil.

>Special Friend Card: Behemoth (Item Drop).

-Dragon's Bracelet : ドラゴンの腕輪-

Stats: HP +255, DEF +50

Level: 78

Note(s): Dragon's Breath (1/3).

>Shop: Trade with Rune Bracelet x1, Dragon Stone x3,
Power Fragment x1 & 24,860 Gil.

-Protection's Bracelet : 守りの腕輪-

Stats: HP +272, DEF +55

Level: 85

>Shop: Trade with Imperial Guard x1, Holy Stone x3,
Courage Fragment x1 & 27,220 Gil.

-Mystile : ミステイール-

Stats: HP +290, DEF +59

Level: 92

>Shop: Trade with Dragon's Bracelet x1, Lapis Lazuli x5,
White Gem x1 & 29,570 Gil.

-Ziedrich : ザイドリッツ-

Stats: HP +307, DEF +72

Level: 99

>Shop: Trade with Protection's Bracelet x1,
Heaven's Jewel x5 & 31,920 Gil.

>Special Friend Card: Ultros (Item Drop).

>Special Friend Card: Omega (Item Drop).

>Special Friend Card: Ninja (Item Drop).

>Special Friend Card: Siegfried (Item Drop).

>Special Friend Card: Seifer (Item Drop).

>Special Friend Card: Vivi (Item Drop).

>Special Friend Card: Auron (Item Drop).

-Full Moon Bracelet : 満月の腕輪-

Stats: HP +307, DEF +72

Level: 99

Note(s): Snow Moon & Flowers (1/3).

>Prize in Colisseum: Ultimate Course.

=====

[IV.2.d] Gloves

=====

Can only be equipped by WoL, Cecil, OK, Garland, Golbez, Ex Death & Sephiroth,. The Japanese letter is 小手.

-Leather Glove : 皮の小手-

Stats: BRV +11, DEF +3

Level: 1

>Shop: 1,000 Gil.

-Iron Glove : 鉄の小手-

Stats: BRV +13, DEF +7

Level: 6

>Shop: 2,000 Gil.

-Gauntlet : ガントレット-

Stats: BRV +17, DEF +16

Level: 22

>Shop: 6,050 Gil.

-Battle Glove : バトルグローブ-

Stats: BRV +17, DEF +16

Level: 22

Effect(s): Counter Magic +20%.

>Shop: Trade with Gauntlet x1, Iron Shell x1
& 6,050 Gil.

-Gold Glove : 金の小手-

Stats: BRV +22, DEF +24

Level: 36

Note(s): Gold Charm (1/3).

>Shop: Trade with Gauntlet x1, Gold x1 & 10,750 Gil.

-Gold Glove+ : 金の小手+-

Stats: BRV +22, DEF +24

Level: 22

Note(s): Gold Charm (1/3).

>Shop: Trade with Gold Glove x1, Iron Carapace x1,
Transform Powder x3 & 10,750 Gil.

-War Glove : 戦国小手-

Stats: BRV +24, DEF +29

Level: 43

Note(s): Unification (1/4).

>6 DP Stage Bonus in Shade Impulse - Chapter 1.

-Demon's Glove : 悪魔の小手-

Stats: BRV +28, DEF +38

Level: 57

>Shop: Trade with Gauntlet x1, Horse Remnant x1,
Worm Skin x2 & 17,810 Gil.

-Robber's Glove : 盗賊の小手-

Stats: BRV +32, DEF +46

Level: 71

Effect(s): Item Drop +1%.

>Shop: Trade with Demon's Glove x1, 巨大亀の甲羅 x3,
Purple Gem x1 & 22,510 Gil.

-Dragon's Glove : ドラゴンの小手-

Stats: BRV +34, DEF +50

Level: 78

Note(s): Dragon's Breath (1/3).

>Shop: Trade with Robber's Glove x1, Dragon Shell x3,
Speed Crystal x1 & 24,860 Gil.

-Lufein Glove : ルフェインの小手-

Stats: BRV +34, DEF +55

Level: 78

Note(s): Lufein Intelligence (1/4).

>Prize in Colisseum: Invincible Course.

-Giant's Glove : 巨人の小手-

Stats: BRV +36, DEF +55

Level: 85

Note(s): Giant's Pride (1/3).

>Shop: Trade with Dragon's Glove x1, Saint's Remnant x4,
Purple Gem x1 & 27,220 Gil.

-New Moon Glove : 新月の小手-

Stats: BRV +40, DEF +72

Level: 99

Note(s): Snow, Moon and Flowers (1/3).

>Prize in Colisseum: Ultimate Course.

-Volgeltz' Hand : ボルグヘルツの魔手-

Stats: BRV +40, DEF +72

Level: 99

>Shop: Trade with Giant's Glove x1,
Very Old Turtle Shield x5 & 31,920 Gil.

>Special Friend Card: Matoya (Item Drop).

>Special Friend Card: Basch (Item Drop).

=====
[IV.2.e] Specific
=====

Can only be equipped by certain Characters.

The Japanese letter is 専用.

-Shield of Darkness : 暗黒の盾-

Stats: DEF +5

Level: 1

Note(s): Power of Darkness (1/4).

Can only be equipped by Cecil.

>Common Treasure Chest in Destiny Odyssey IV.

-Member Card : 会員カード-

Stats: DEF +32

Level: 43

Note(s): Honey Charm (1/4).

Can only be equipped by Female Characters,
Cloud & Kefka.

>Shop: Trade with Snake Fang x1, Amplification Fragment x2

& 13,100 Gil.

-Carapace Shield : 甲羅の盾-

Stats: DEF +59

Level: 85

Note(s): Kappa Bonus (1/4).

Can be equipped by everyone.

>Prize in Colisseum: Invincible Course.

-Rotating Saw : かいてんのごぎり-

Stats: HP -307, BRV +81, DEF +73

Level: 96

Note(s): Can only be equipped by WoL, Cecil, OK,

Garland, Golbez & Ex Death.

Mechanic Type Equipment.

>Shop: Trade with Hammer x1, Eden Scale x1

& 31,920 Gil.

-Highway Star : ハイウェイスター-

Stats: ATK +1, DEF +72

Level: 100

Note(s): Can only be equipped by Gabranth.

>Shop: Trade with Death Bringer x1, Judgement Gate x5

Time Pearl x5 & 32,750 Gil.

+++++

[IV.3] Head Equipments

+++++

Firion & Bartz can equip any Head Equipments and can equip some of the Specific Types.

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[IV.3.a] Helmet

=====

Can only be equipped by Squall, Cloud, Cecil, WoL,

Tidus, Garland, Golbez, Ex Death, Sephiroth &

Jecht. The Japanese letter is 兜.

-Broken Helmet : 壊れた兜-

Stats: BRV -37, DEF -1

Level: 1

>Item Drop from "Common" Opponent Pawns in Story Mode.

-Bronze Helm : ブロンズヘルム-

Stats: BRV +37, DEF +1

Level: 1

>Shop: 780 Gil.

-Healing Helmet : いやしの兜-

Stats: BRV +37, DEF +1

Level: 1

Effect(s): BRV Damage reduction +20% in Chase Battle.

>Shop: Trade with Bronze Helm x1, Courage Fragment x1,

Transform Powder x2 & 780 Gil.

-Iron Helm : アイアンヘルム-

Stats: BRV +55, DEF +1

Level: 8

>Shop: 1,280 Gil.

-Knight Helm : ナイトヘルム-

Stats: BRV +73, DEF +1

Level: 15

>Shop: 2,120 Gil.

-Barbuta : バルビューター-

Stats: BRV +73, DEF +1

Level: 15

Effect(s): BRV Damage reduction +20% in Chase Battle.

>Shop: Trade with Bronze Helm x1, Courage Fragment x1,
Transform Powder x4 & 2,120 Gil.

>5 DP Stage Bonus in Destiny Odyssey X.

-Flying Helm : フライングヘルム-

Stats: BRV +91, DEF +1

Level: 22

Effect(s): BRV Damage reduction +20% in Chase Battle.

>6 DP Stage Bonus in Destiny Odyssey X.

-Mithril Helm : ミスリルヘルム-

Stats: BRV +91, DEF +1

Level: 22

Note(s): Mithril Charm (1/3).

>Shop: Trade with Iron Helm x1, Mithril x1 & 3,300 Gil.

>Special Friend Card: Laguna (Item Drop).

-Mithril Helm+ : ミスリルヘルム+-

Stats: BRV +91, DEF +1

Level: 8

Note(s): Mithril Charm (1/3).

>Shop: Trade with Mithril Helm x1, Geranium x1,
Transform Powder x2 & 3,300 Gil.

-Large Helm : ラージヘルム-

Stats: BRV +109, DEF +1

Level: 29

>Shop: 4,480 Gil.

-Gold Helm : ゴールドヘルム-

Stats: BRV +126, DEF +1

Level: 36

Note(s): Gold Charm (1/3).

>Shop: Trade with Knight Helm x1, Gold x1 & 5,650 Gil.

-Gold Helm+ : ゴールドヘルム+-

Stats: BRV +126, DEF +1

Level: 22

Note(s): Gold Charm (1/3).

>Shop: Trade with Gold Helm x1, White Stone x1,
Transform Powder x3 & 5,650 Gil.

-Bullgornet : ブルゴネット-

Stats: BRV +126, DEF +1

Level: 36

Effect(s): BRV Damage reduction +20% in Chase Battle.

>Shop: Trade with Healing Helmet x1, Black Stone x1
& 5,650 Gil.

-War Helm : 武士の魂-

Stats: BRV +145, DEF +1

Level: 43

Note(s): Unification (1/4).

>5 DP Stage Bonus in Shade Impulse - Chapter 1.

-Sallet : サーレット-

Stats: BRV +145, DEF +1

Level: 43

>Shop: 6,830 Gil.

>Special Friend Card: Yuffie (Item Drop).

-Diamond Helm : ダイヤヘルム-

Stats: BRV +163, DEF +2

Level: 50

Note(s): Diamond Mystery (1/3).

>Shop: Trade with Large Helm x1, Diamond x1 & 8,000 Gil.

>Special Friend Card: Death Machine (Item Drop).

-Diamond Helm+ : ダイヤヘルム+-

Stats: BRV +163, DEF +2

Level: 36

Note(s): Diamond Mystery (1/3).

>Shop: Trade with Diamond Helm x1, Black Stone x1,
Transform Powder x4 & 8,000 Gil.

-Cross Helm : クロスヘルム-

Stats: BRV +181, DEF +2

Level: 57

>Shop: Trade with Sallet x1, Floating Stone x1,
Demon Spirit Stone x2 & 9,180 Gil.

-Crystal Helm : クリスタルヘルム-

Stats: BRV +199, DEF +2

Level: 64

Note(s): Crystal Blessing (1/3).

>Shop: Trade with Sallet x1, Crystal x1,
Drip Stone x3 & 10,360 Gil.

>Special Friend Card: Cait Sith (Item Drop).

-Platinum Helm : プラチナヘルム-

Stats: BRV +217, DEF +2

Level: 71

>Shop: Trade with Barbuta x1, Conviction Stone x3,
Orange Gem x1 & 11,530 Gil.

-Taira Helm : 平家の兜-

Stats: BRV +235, DEF +2

Level: 78

Note(s): Decayed Prosperity (1/4).

>5 DP Stage Bonus in Distant Glory - Heroes.

-Dragon Helm : ドラゴンヘルム-

Stats: BRV +235, DEF +2

Level: 78

Note(s): Dragon's Breath (1/3).

>Shop: Trade with Cross Helm x1, Wyer Stone x3,
Magic Fragment x1 & 12,710 Gil.

-Lufein's Helm : ルフェインヘルム-

Stats: BRV +254, DEF +2
Level: 78
Note(s): Lufein Intelligence (1/3).
>Prize in Colisseum: Invincible Course.

-Giant's Helm : 巨人の兜-

Stats: BRV +270, DEF +2
Level: 85
Note(s): Giant's Pride (1/3).
>Shop: Trade with Platinum Helm x1, Sacred Stone x4
Destruction Fragment x1 & 13,880 Gil.

-Kaiser Helm : カエサルヘルム-

Stats: BRV +272, DEF +2
Level: 92
>Shop: Trade with Flying Helm x1, Goddess Stone x5
Silence Crystal x3 & 15,060 Gil.
>Special Friend Card: Red Wing (Item Drop).

-Grand Helm : グランドヘルム-

Stats: BRV +290, DEF +1
Level: 99
>Shop: Trade with Giant's Helm x1, Supreme Stone x5
& 16,240 Gil.
>Special Friend Card: Wakka (Item Drop).
>Special Friend Card: Auron (Item Drop).
>Special Friend Card: Basch (Item Drop).

-Adamant Helm : アダマンヘルム-

Stats: BRV +290, DEF +1
Level: 99
Note(s): Chain of Adamant (1/3).
>Shop: Trade with Crystal Helm x1, Adamantite x1
& 16,240 Gil.
>Special Friend Card: Fusoya (Item Drop).

-Genji Helmet : 源氏の兜-

Stats: BRV +290, DEF +1
Level: 99
Note(s): Soul of Yamato (1/3).
>Shop: Trade with Taira Helm x1, Supreme Stone x5,
Chaos Crystal x2 & 16,240 Gil.
>Special Friend Card: Matoya (Item Drop).
>Special Friend Card: Gilgamesh (Item Drop).

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[IV.3.b] Hat

=====

Can only be equipped by Squall, Cloud, Terra,
Shantotto, OK, Tidus, Emperor, CoD, Kefka,
Ultimecia, Kuja & Jecht. The Japanese letter is 帽子.

-Leather Hat : 皮の帽子-

Stats: BRV +48
Level: 1
>Shop: 500 Gil.

-Badminton Hat : 羽根つき帽子-

Stats: BRV +68

Level: 8
>Shop: 1,000 Gil.

-Triangle Hat : 三角帽子-
Stats: BRV +108
Level: 22
>Shop: 3,020 Gil.

-Green Beret : グリーンベレー-
Stats: BRV +108
Level: 22
Effect(s): BRV +5% after successful Dodge.
>Shop: Trade with Triangle Hat x1, Bird Feather x1
& 3,020 Gil.

-Cook Hat : コック帽-
Stats: BRV +128
Level: 29
Note(s): Dining Table of Love (1/4).
>Prize in Colisseum: Beginner Course.

-Cook Beret : ベレー帽-
Stats: BRV +148
Level: 36
>Shop: 5,380 Gil.

-Red Cap : レッドキャップ-
Stats: BRV +189
Level: 50
>Shop: Trade with Triangle Hat x1, Giant Bird Feather x1,
Transform Powder x1 & 7,730 Gil.
>Special Friend Card: Ahriman (Item Drop).

-Duel Headband : ねじり鉢巻-
Stats: BRV +209
Level: 57
>Shop: Trade with Cook Beret x1, Fallen Angel's Feather x1,
Devil's Feather x1 & 8,900 Gil.

-Vigor Headband : 闘魂ハチマキ-
Stats: BRV +209
Level: 57
Note(s): Decayed Evening Dew (1/4).
>Prize in Colisseum: Falcon Course.

-Rubicante's Hood : ルビカンテの頭巾-
Stats: BRV +229
Level: 64
Note(s): The Big Four (1/4).
>Prize in Colisseum: Falcon Course.

-Tiger Mask : タイガーマスク-
Stats: BRV +269
Level: 78
Effect(s): BRV +5% after successful Dodge.
>Shop: Trade with Red Cap x1, Dragon Feather x3, White Gem x1
& 12,430 Gil.
>Special Friend Card: Behemoth (Item Drop).

-Lufein's Hat : ルフェイン帽-

Stats: BRV +310
Level: 78
Note(s): Lufein Intelligence (1/4).
>Prize in Colisseum: Invincible Course.

-Thief Hat : シーフの帽子-

Stats: BRV +290
Level: 85
Effect(s): Item Drop +1%.
>Shop: Trade with Duel Headband x1, Saint Beast Feather x4,
Force Fragment x1 & 13,810 Gil.

-Black Hood : 黒頭巾-

Stats: BRV +310
Level: 92
>Shop: Trade with Tiger Mask x1, Garuda Feather x5,
Attraction Crystal x3 & 14,780 Gil.

-Duel Mask : デュエルマスク-

Stats: BRV +330
Level: 99
>Shop: Trade with Thief Hat x1, Bahamut Feather x5
& 15,960 Gil.
>Special Friend Card: Ming Wu (Item Drop).
>Special Friend Card: Steiner (Item Drop).

-Corolla : 花の冠-

Stats: BRV +330
Level: 99
Note(s): Snow, Moon and Flowers (1/3).
>Prize in Colisseum: Ultimate Course.

=====
[IV.3.c] Headdress
=====

Can only be equipped by Terra, Shantotto, Emperor,
CoD, Kefka, Ultimecia & Kuja. The Japanese letter
is 髪飾り.

-Decorated Hairpin : かんざし-

Stats: HP -97, BRV +103
Level: 15
>Shop: 1,850 Gil.

-Extension : イクステンション-

Stats: HP -115, BRV +125
Level: 22
Effect(s): BRV base value recovery +25%.
>Shop: Trade with Decorated Hairpin x1, Aquamarine x1
& 3,020 Gil.

-Tiara : ティアラ-

Stats: HP -132, BRV +147
Level: 29
>Shop: 4,200 Gil.
>Special Friend Card: Shantotto (Item Drop).

-Gold Headdress : 金の髪飾り-

Stats: HP -167, BRV +193

Level: 43

Note(s): Gold Charm (1/3).

>Shop: Trade with Decorated Hairpin x1, Gold x1
& 6,550 Gil.

-Gold Headdress+ : 金の髪飾り+-

Stats: HP -150, BRV +170

Level: 22

Note(s): Gold Charm (1/3).

>Shop: Trade with Gold Headdress x1, Emerald x1
Transform Powder x3 & 5,380 Gil.

-Lamia's Tiara : ラミアのティアラ-

Stats: HP -220, BRV +259

Level: 64

Effect(s): BRV base value recovery +50%.

>Shop: Trade with Tiara x1, Opal x3,
Transform Powder x5 & 10,080 Gil.

-Cat Ear Hood : ねこみみフード-

Stats: HP -237, BRV +281

Level: 71

>Shop: Trade with Lamia's Tiara x1, Topaz x3
Red Gem x1 & 11,260 Gil.

-Lufein's Headdress : ルフェインの髪留め-

Stats: HP -255, BRV +338

Level: 78

Note(s): Lufein Intelligence (1/4).

>Prize in Colisseum: Invincible Course.

-Hypno Crown : ヒュプノクラウン-

Stats: HP -272, BRV +326

Level: 85

Effect(s): BRV base value recovery +75%.

>Shop: Trade with Cat Ear Hood x1, Holy Stone x4
Solace's Fragment x1 & 13,610 Gil.

-Circlet : サークレット-

Stats: HP -290, BRV +348

Level: 92

Effect(s): BRV base value recovery +75%.

>Shop: Trade with Hypno Crown x1, Lapis Lazuli x5
Promised Crystal x3 & 14,780 Gil.

-Royal Crown : ロイヤルクラウン-

Stats: HP -307, BRV +370

Level: 99

>Shop: Trade with Circlet x1, Heaven's Jewel x2
& 15,960 Gil.

>Special Friend Card: Omega (Item Drop).

>Special Friend Card: Ninja (Item Drop).

>Special Friend Card: Seifer (Item Drop).

>Special Friend Card: Vivi (Item Drop).

-Thorned Crown : いばらの冠-

Stats: BRV +500

Level: 99

Effect(s): BRV -3% after successful Dodge.
BRV -5% after successful Guard.

>Shop: Trade with Leo Recipe x1, Tasty Fish x1,
Exorcism Stone x1 & 15,960 Gil.

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[IV.3.d] Specific

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Can only be equipped by certain Characters.

The Japanese letter is 専用.

-Helmet of Darkness : 暗黒の兜-

Stats: BRV +37, DEF+1

Level: 1

Note(s): Power of Darkness (1/4).

Can only be equipped by Cecil.

>Common Treasure Chest in Destiny Odyssey IV.

-Blonde Wig : ブロンドのかつら-

Stats: BRV +169

Level: 43

Note(s): Honey Charm (1/4).

Can only be equipped by Female Characters,
Cloud & Kefka.

>Shop: Trade with Ruby x5, Attraction Fragment x2
& 6,550 Gil.

-Ribbon : リボン-

Stats: HP -255, BRV +303

Level: 78

Effect(s): Accessory Break Chance -20%.

Note(s): Can only be equipped by Terra, Shantotto,
Bartz & Kefka.

>Shop: Trade with Cat Ear Hood x1, Dragon Feather x3
Transform Powder x16 & 12,430 Gil.

-Disc : Ⅲ-

Stats: BRV +290

Level: 85

Note(s): Kappa Bonus (1/4).

Can be equipped by everyone.

>Prize in Colisseum: Invincible Course.

-Super Ribbon : スーパーリボン-

Stats: HP -307, BRV +370

Level: 78

Effect(s): Accessory Break Chance -30%.

Note(s): Can only be equipped by Terra, Shantotto,
Bartz & Kefka.

>Shop: Trade with Ribbon x1, Bahamut Feather x5
Transform Powder x99 & 15,430 Gil.

>Special Friend Card: Ultros (Item Drop).

>Special Friend Card: Siegfried (Item Drop).

-Drill : ドリル-

Stats: HP -307, BRV +411

Level: 96

Effect(s): BRV Damage +30% in Chase Battle.

5% chance it'll Break after Battle.

Note(s): Can only be equipped by Cecil, WoL, OK,
Garland, Golbez & EX Death.

Mechanic Type Equipment.

>Shop: Trade with Hammer x1, Behemoth Horn x5
& 15,980 Gil.

+++++

[IV.4] Body Equipments

+++++

Bartz can equip any Body Equipments and can
equip some of the Specific Types.

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[IV.4.a] Light Armor

=====

Can only be equipped by Squall, Firion, Cloud, Cecil,
WoL, OK, Zidane, Tidus, Garland, Golbez, Ex Death,
Sephhiroth & Jecht. The Japanese letter is 軽鎧.

-Leather Armor : レザーアーマー-

Stats: HP +368

Level: 1

>Shop: 750 Gil.

-Chain Mail : チェインメール-

Stats: HP +536

Level: 8

>Shop: 1,500 Gil.

-Mithril Vest : ミスリルベスト-

Stats: HP +872

Level: 22

Note(s): Mithril Charm (1/3).

>Shop: Trade with Leather Armor x1, Mithril x2 & 4,540 Gil.

>Special Friend Card: Laguna (Item Drop).

-Mithril Vest+ : ミスリルベスト+-

Stats: HP +872

Level: 8

Note(s): Mithril Charm (1/3).

>Shop: Trade with Mithril Vest x1, Eucalyptus x1,
Transform Powder x2 & 4,540 Gil.

-Linen Cuirass : リネンキュラッサ-

Stats: HP +872

Level: 22

Effect(s): Crash BRV Damage reduction +20%.

>Shop: Trade with Chain Mail x1, Python Scale x1
& 4,540 Gil.

-Cook Apron : 鉄のエプロン-

Stats: HP +1039

Level: 29

Note(s): Dinner Table of Love (1/4).

>Prize in Colisseum: Beginner Course.

-Gold Vest : ゴールドベスト-

Stats: HP +1207

Level: 36

Note(s): Gold Charm (1/3).

>Shop: Trade with Chain Mail x1, Gold x2 & 8,060 Gil.

-Gold Vest+ : ゴールドベスト+-

Stats: HP +1207

Level: 22

Note(s): Gold Charm (1/3).

>Shop: Trade with Gold Vest x1, Yensa Scale x1,
Transform Powder x3 & 8,060 Gil.

-Survival Vest : サバイバルベスト-

Stats: HP +1375

Level: 43

>Shop: 9,830 Gil.

>Special Friend Card: Yuffie (Item Drop).

-Assassin's Vest : アサシンベスト-

Stats: HP +1710

Level: 57

>Shop: Trade with Survival Vest x1, Water God Scale x1,
Shark Scale x2 & 13,360 Gil.

-Crystal Vest : クリスタルベスト-

Stats: HP +1878

Level: 64

Note(s): Crystal Blessing (1/3).

>Shop: Trade with Survival Vest x1, Crystal x2,
Anaconda Scale x3 & 15,120 Gil.

-Cagnazzo's Vest : カイナッツォの甲羅-

Stats: HP +1878

Level: 64

Note(s): The Big Four (1/4).

>Prize in Colisseum: Falcon Course.

-Mirage Vest : ミラージュベスト-

Stats: HP +2214

Level: 78

Effect(s): Crash BRV Damage reduction +30%.

>Shop: Trade with Assassin's Vest x1, Sea Dragon Scale x3,
Blue Gem x1 & 18,650 Gil.

-Vishnu's Vest : ヴィシュヌベスト-

Stats: HP +2549

Level: 92

>Shop: Trade with Mirage Vest x1, Eden Scale x5,
Conflagration Crystal x3 & 22,180 Gil.

>Special Friend Card: Red Wing (Item Drop).

-Brigandine : ブリガンダイン-

Stats: HP +2717

Level: 99

Effect(s): Crash BRV Damage reduction +40%.

>Shop: Trade with Vishnu's Vest x1, One Heart x5
& 23,940 Gil.

>Special Friend Card: Ninja (Item Drop).

>Special Friend Card: Wakka (Item Drop).

>Special Friend Card: Auron (Item Drop).

-Adamant Vest : アダマンベスト-

Stats: HP +2717

Level: 99

Note(s): Chain of Adamant (1/3).

>Shop: Trade with Crystal Armor x1, Adamantite x1
& 23,940 Gil.

>Special Friend Card: Fusoya (Item Drop).

=====
[IV.4.b] Heavy Armor
=====

Can only be equipped by WoL, Cecil, Garland, Golbez,
Ex Death & Sephiroth .The Japanese letter is 重鎧.

-Broken Armor : 朽ちた鎧-

Stats: HP -662

Level: 1

>Item Drop from "Common" Opponent Pawns in Story Mode.

-Bronze Armor : ブロンズアーマー-

Stats: HP +428

Level: 2

>Shop: 1,200 Gil.

-Tusk Armor : ツノガイの鎧-

Stats: HP +428

Level: 2

Effect(s): Physical Damage reduction +10%.

>Shop: Trade with Bronze Armor x1, Giant's Fragment x1,
Transform Powder x2 & 1,200 Gil.

-Iron Armor : アイアンアーマー-

Stats: HP +610

Level: 9

>Shop: 1,950 Gil.

-Knight Armor : ナイトアーマー-

Stats: HP +792

Level: 16

>Shop: 3,220 Gil.

-Flame Armor : フレイムアーマー-

Stats: HP +792

Level: 16

Effect(s): Physical Damage reduction +10%.

>5 DP Stage Bonus in Destiny Odyssey IV.

-Ice Armor : アイスアーマー-

Stats: HP +974

Level: 23

Effect(s): Physical Damage reduction +10%.

>6 DP Stage Bonus in Destiny Odyssey IV.

-Mithril Armor : ミスリルアーマー-

Stats: HP +974

Level: 23

Note(s): Mithril Charm (1/3).

>Shop: Trade with Iron Armor x1, Mithril x2 & 4,990 Gil.

-Mithril Armor+ : ミスリルアーマー+-

Stats: HP +974

Level: 9

Note(s): Mithril Charm (1/3).

>Shop: Trade with Mithril Armor x1, Rosemary x1
Transform Powder x2 & 4,990 Gil.

-Heavy Armor : ヘビーアーマー-

Stats: HP +1155

Level: 30

>Shop: 6,750 Gil.

-Gold Armor : ゴールドアーマー-

Stats: HP +1337

Level: 37

Note(s): Gold Charm (1/3).

>Shop: Trade with Knight Armor x1, Gold x2 & 8,510 Gil.

-Gold Armor+ : ゴールドアーマー+-

Stats: HP +1337

Level: 23

Note(s): Gold Charm (1/3).

>Shop: Trade with Gold Armor x1, Monster Skull x1,
Transform Powder x3 & 8,510 Gil.

-Shield Armor : シールドアーマー-

Stats: HP +1337

Level: 37

Effect(s): Physical Damage reduction +10%.

>Shop: Trade with Tusk Armor x1, Anonymous Skull x1
& 8,510 Gil.

-War Armor : 戦国鎧-

Stats: HP +1519

Level: 44

Note(s): Unification (1/4).

>5 DP Stage Bonus in Shade Impulse - Chapter 2.

-Diamond Armor : ダイヤアーマー-

Stats: HP +1701

Level: 51

Note(s): Diamond Mystery (1/3).

>Shop: Trade with Heavy Armor x1, Diamond x2 & 12,040 Gil.

>Special Friend Card: Death Machine (Item Drop).

-Diamond Armor+ : ダイヤアーマー+-

Stats: HP +1701

Level: 37

Note(s): Diamond Mystery (1/3).

>Shop: Trade with Diamond Armor x1, Anonymous Skull x1,
Transform Powder x4 & 12,040 Gil.

-Demon's Mail : デモンズメイル-

Stats: HP +1882

Level: 58

>Shop: Trade with Heavy Armor x1, Ancient's Skull x1,
Nue's Skull x2 & 13,810 Gil.

-Crystal Armor : クリスタルアーマー-

Stats: HP +2064

Level: 65

Note(s): Crystal Blessing (1/3).

>Shop: Trade with Survival Vest x1, Crystal x2,
Pandemonium Skull x3 & 15,570 Gil.

>Special Friend Card: Cait Sith (Item Drop).

-Reflect Mail : リフレクトメール-

Stats: HP +2246

Level: 72

Effect(s): Counter Magic +30%.

>Shop: Trade with Flame Armor x1, War God Skull x3,
Cyan Gem x1 & 17,330 Gil.

-Dragon's Mail : ドラゴンメール-

Stats: HP +2428

Level: 79

Note(s): Dragon's Breath (1/3).

>Shop: Trade with Demon's Mail x1, Earth Dragon Skull x3,
Attraction Fragment x1 & 19,100 Gil.

-Taira Armor : 平家の鎧-

Stats: HP +2428

Level: 79

Note(s): Decayed Prosperity (1/4).

>5 DP Stage Bonus in Distant Glory - Villains.

-Giant's Armor : 巨人の鎧-

Stats: HP +2610

Level: 86

Note(s): Giant's Pride (1/3).

>Shop: Trade with Ice Armor x1, Saint's Skull x4,
Cyan Gem x1 & 20,860 Gil.

-Bone Mail : ボーンメール-

Stats: HP +1973

Level: 100

Effect(s): Can't absorb any EX Force.

Can't obtain any EX Core.

[Need correction if wrong]

>Shop: Trade with Scorpio Recipe x1, Wild Rose x1,
G.F. Eden x1 & 24,390 Gil.

-Genji Armor : 源氏の鎧-

Stats: HP +2973

Level: 100

Note(s): Soul of Yamato (1/3).

>Shop: Trade with Taira Armor x1, Hero Skull x5,
Promised Crystal x5 & 20,860 Gil.

>Special Friend Card: Gilgamesh (Item Drop).

-Maximilian : マクシミリアン-

Stats: HP +2973

Level: 100

Effect(s): Physical Damage reduction +20%.

>Shop: Trade with Dragon's Mail x1, Carnage Skull x5
& 24,390 Gil.

>Special Friend Card: Matoya (Item Drop).

>Special Friend Card: Omega (Item Drop).

>Special Friend Card: Basch (Item Drop).

=====

[IV.4.c] Clothes

=====
Can only be equipped by Squall, Firion, Cloud, Terra,
Shantotto, OK, Zidane, Tidus, Emperor, CoD, Kefka,
Ultimecia, Kuja & Jecht. The Japanese letter is 服.

-Leather Clothes : 皮の服-

Stats: HP +313
Level: 1
>Shop: 400 Gil.

-Poncho : ポンチョ-

Stats: HP +635
Level: 13
>Shop: 2,420 Gil.

-Silk Clothes : シルクの服-

Stats: HP +796
Level: 20
>Shop: 4,190 Gil.

-Poet's Clothes : 詩人の服-

Stats: HP +796
Level: 20
>Shop: Trade with Poncho x1, Bird Feather x1
& 4,190 Gil.

-Pupil Uniform : 拳法着-

Stats: HP +956
Level: 27
>Shop: 5,950 Gil.

-Master Uniform : 黒帯道着-

Stats: HP +1278
Level: 41
>Shop: 9,480 Gil.

-Fighter Gi : 力だすき-

Stats: HP +1439
Level: 48
Effect(s): Gimmick Damage reduction +25%.
>Shop: Trade with Pupil Uniform x1, Giant Bird Feather x1,
Transform Powder x1 & 11,240 Gil.
>Special Friend Card: Ahriman (Item Drop).

-Traveller's Coat : 二代目特攻服-

Stats: HP +1599
Level: 55
Note(s): Decayed Evenin Dew (1/4).
>Prize in Colisseum: Falcon Course.

-Ninja Gi : 忍びの衣-

Stats: HP +1760
Level: 62
>Shop: Trade with Master Uniform x1, 王の翼 x3,
Transform Powder x5 & 14,770 Gil.

-Black Clothes : 黒装束-

Stats: HP +1921
Level: 69

>Shop: Trade with Fighter Gi x1, Diablos' Feather x3,
Yellow Gem x1 & 16,530 Gil.

>Special Friend Card: Behemoth (Item Drop).

-Lufein's Jacket : ルフェインジャケット-

Stats: *Not known yet*

Level: *Not known yet*

Note(s): Lufein Intelligence (1/4).

>Prize in Colisseum: Invincible Course.

-Red Jacket : レッドジャケット-

Stats: HP +2243

Level: 83

>Shop: Trade with Ninja Gi x1, 聖獣の翼 x4,
Reflection Fragment x1 & 20,060 Gil.

-Snow Clothes : 雪模様の服 -

Stats: HP +2564

Level: 96

Note(s): Snow, Moon and Flowers (1/3).

>Prize in Colisseum: Ultimate Course.

-Brave Suit : ブレイブスーツ-

Stats: HP +2564

Level: 96

Effect(s): BRV Damage reduction +40% in Chase Battle.

>Shop: Trade with Black Clothes x1, Bahamut Feather x5
& 23,590 Gil.

>Special Friend Card: Ming Wu (Item Drop).

>Special Friend Card: Steiner (Item Drop).

=====

[IV.4.d] Robe

=====

Can only be equipped by Terra, Shantotto, Emperor, CoD,
Kefka, Ultimecia & Kuja. The Japanese letter is ローブ.

-Robe : ローブ-

Stats: HP +253, BRV +23

Level: 1

>Shop: 750 Gil.

-Cotton Robe : 木綿のローブ-

Stats: HP +400, BRV +27

Level: 6

>Shop: 1,500 Gil.

-Silk Robe : シルクのローブ-

Stats: HP +694, BRV +35

Level: 20

>Shop: 4,540 Gil.

-Priest's Robe : 司祭の服-

Stats: HP +694, BRV +35

Level: 20

Effect(s): Magic Damage reduction +10%.

>Shop: Trade with Silk Robe x1, Bird Feather x1
& 4,540 Gil.

-Wizard's Robe : 魔法使いの服-

Stats: HP +840, BRV +39

Level: 27

>Shop: 6,300 Gil.

>Special Friend Card: Shantotto (Item Drop).

-Traveller's Robe : 旅人の法衣-

Stats: HP +987, BRV +44

Level: 34

>Shop: 8,060 Gil.

-Earth Robe : 大地の衣-

Stats: HP +1427, BRV +56

Level: 55

Effect(s): Magic Damage reduction +15%.

>Shop: Trade with Wizard's Robe x1, Fallen Angel's Feather x1,
Devil's Feather x2 & 13,360 Gil.

-Light Robe : 光のローブ-

Stats: HP +1868, BRV +69

Level: 76

>Shop: Trade with Traveller's Robe x1, Dragon Feather x3,
Yellow Gem x1 & 18,650 Gil.

-Lord's Robe : ローブオブロード-

Stats: HP +2161, BRV +77

Level: 90

>Shop: Trade with Earth Robe x1, Garuda Feather x5
Floating Crystal x3 & 22,180 Gil.
[Need correction if wrong]

-Rainbow Robe : レインボーローブ-

Stats: HP +2308, BRV +81

Level: 96

Effect(s): Magic Damage reduction +20%.

>Shop: Trade with Light Robe x1, Bahamut Feather x5
& 23,940 Gil.

>Special Friend Card: Ultros (Item Drop).

>Special Friend Card: Siegfried (Item Drop).

>Special Friend Card: Seifer (Item Drop).

>Special Friend Card: Vivi (Item Drop).

=====
[IV.4.e] Specific

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Can only be equipped by certain Characters.
The Japanese letter is 専用.

-Armor of Darkness : 暗黒の鎧-

Stats: HP +428

Level: 2

Note(s): Power of Darkness (1/4).

Can only be equipped by Cecil.

>Common Treasure Chest in Destiny Odyssey IV.

-Silk Dress : シルクのドレス-

Stats: HP +1519

Level: 43

Note(s): Honey Charm (1/4).

Can only be equipped by Female Characters,
Cloud & Kefka.

>Shop: Trade with Giant Bird Feather x5, Speed Fragment x2
& 24,390 Gil.

-Kappa's Armor : アーマーガッパ-

Stats: HP +2610

Level: 85

Note(s): Kappa Bonus (1/4).

Can be equipped by everyone.

>Prize in Colisseum: Invincible Course.

-Auto Bowgun : オートボウガン-

Stats: HP +2666, BRV +81

Level: 96

Effect(s): Physical Damage +15%
5% chance it'll Break after Battle.

Note(s): Can only be equipped by Cecil, WoL, OK,
Garland, Golbez & EX Death.
Mechanic Type Equipment.

>Shop: Trade with Hammer x1, Hero Skull x1 & 23,940 Gil.

++++
[IV.5] Set Effects
++++

This Set Effects only activated if you Equip the required set.
For example: Mithril Charm (1/3), it means you need to equip
3 of them to activate the Set Effects the Equipment have.

Note that the Sets with negative effects (such as 3 piece
equipped: opposite effect, or the ones marked (Minus))
are supposed to be usage restrictions of items rather than
bonuses. For example, you can only equip 2 of the 3 items of
an opposite-effect set, and you can't equip all of the Minus
parts, unless you really want a negative effect rather than
good equipment. Here's the list of Set Effects known so far.

The format goes like this:

-English Name : Japanese name-

Effect(s): What Bonus the Set Effects give.

Note(s): Additional Info.

>How to obtain the Item (only for certain Sets).

-Power of Darkness : 暗黒の力-

Effect(s): BRV & HP Attacks Damage +20% in Chase Battle.

Note(s): Must Equip 4 Equipments to get the effect.

-Mithril Charm : ミスリルの魔力-

Effect(s): EX Mode duration +30%.

Note(s): Must Equip 3 Equipments to get the effect.

-Gold Charm : ゴールドの魅力-

Effect(s): Gil +50%.

Note(s): Must Equip 3 Equipments to get the effect.

-Diamond Mystery : **ダイヤの神秘**-

Effect(s): AP +100%.

Note(s): Must Equip 3 Equipments to get the effect.

-Crystal Blessing : **クリスタルの加護**-

Effect(s): EX Force absorption amount +20%.

EX Core absorption amount +20%.

Note(s): Must Equip 3 Equipments to get the effect.

-Dragon's Breath : **竜の息吹**-

Effect(s): Physical Damage reduction +10%.

Magic Damage reduction +10%.

Note(s): Must Equip 3 Equipments to get the effect.

-Giant's Pride : **巨人の誇り**-

Effect(s): HP +750.

BRV +100.

Note(s): Must Equip 3 Equipments to get the effect.

-Unification : **天下統一**-

Effect(s): BRV base value recovery +200%.

Note(s): Must Equip 4 Equipments to get the effect.

-Decayed Prosperity : **盛者必衰**-

Effect(s): EX Gauge full at the Start of Battle.

EX Mode duration -50%.

Note(s): Must Equip 4 Equipments to get the effect.

-Soul of Yamato : **ソウル・オブ・ヤマト**-

Effect(s): LUK +3.

EX Core appearance rate increase.

Regeneration amount +20%.

Adds Excess HP to BRV.

Note(s): Must Equip 3 Equipments to get the effect.

-Lufein Intelligence : **ルフエインの英知**-

Effect(s): EX Core appearance rate increase.

Note(s): Must Equip 4 Equipments to get the effect.

-Chain of Adamant : **アダマンの鎖**-

Effect(s): BRV +20% after successful Dodge.

BRV +20% after successful Guard.

Note(s): Must Equip 3 Equipments to get the effect.

-Dining Table of Love : **愛の食卓**-

Effect(s): Regeneration amount +100%.

Note(s): Must Equip 4 Equipments to get the effect.

-Snow, Moon and Flowers : **雪月花**-

Effect(s): Counter Magic +300%.

[Need correction if wrong]

Note(s): Must Equip 3 Equipments to get the effect.

-The Big Four : **四天王**-

Effect(s): BRV increased when you do Dodge, Guard
& Map Actions.

Note(s): Must Equip 4 Equipments to get the effect.

-Kappa Bonus : **カッパーボーナス**-

Effect(s): EX Force absorption range +15m.

Note(s): Must Equip 4 Equipments to get the effect.

-Decayed Evening Dew : 夜露の死苦-

Effect(s): Converts EX Forces & EX Core to BRV.
EX Force absorption amount +30%.

Note(s): Must Equip 4 Equipments to get the effect.

-Honey Charm : 蜂蜜の色香-

Effect(s): Battle Rise +2%.
Item Drop +2%.

Note(s): Must Equip 4 Equipments to get the effect.

-Skanda : 韋馱天-

Effect(s): Improve Speed, Jump Height, Total Jump &
Aerial Dodge.

Note(s): Must Equip 4 Equipments to get the effect.

#####

[V] Accessories

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At first, each Character has only 3 Accessory slots. This can be increased by buying "Slot Plus" under "etc" Section in the "Shop Menu". Note that you need to trade a "Rosetta Stone" for it, and that the character you're currently using (the one you're shopping with) will get the extra slot.

Rosetta Stones can be obtained from the Rare Treasure Chests in Story Mode. Since the Rare Treasure Chests won't respawn, you can also try to obtain one by clearing a Chapter with 7 DP left. And you can also try to get one by trading it with your Medals in the Duel Coliseum. Later on, you can also create Rosetta Stones in the Shop.

Categories

There are 4 Categories of Accessories:

-Normal Accessories-

A blue icon with the japanese letter for basis (基) on it. If requirements are met, the effect can be increased. The current multiplier for these is displayed on the top left corner of the battle screen.

-Condition Accessories-

A purple icon with the japanese letter for paragraph (条) on it. If in Battle, the requirement described is met, the Normal accessory's effect can be increased.

Example: If you have a Normal Accessory that gives +10% Damage and a 1.5x multiplier Condition Accessory's requirement is met, the Normal Accessory would get increased to +15% Damage.

-Support Accessories-

A green icon with the japanese letter for alone (独). They give a bonus but don't have any connection to the other categories. There are Support Accessories with a Chance to break, some even

with a 100% Chance, thus making them one-time use items.

-Raw Accessories-

An orange icon that says "Raw / unprocessed" (素). Although they have Stats, their main purpose is to trade them in the Shop for better stuff.

Ranks

There are 5 Accessory Ranks, D C B A and S (Gold star). Their rank determines how unique the accessory is, thus limiting how many of the same item you can have equipped.

- Rank D: Equip as many as you want.
- Rank C: You can equip the same item 4 times.
- Rank B: You can equip the same item 3 times.
- Rank A: You can equip the same item 2 times.
- Rank S: You can equip only one of this item at the same time (but as many different S ranked items as you want).

The Format goes like this:

- English Name : Japanese name-
- Rank: The Rank of the Accessory.
- Effect(s): The Bonus the Accessory gives.
- Multiplier: The Multiplier for Condition type Accessories.
- Condition(s): The Conditions for Condition type Accessories.
- >How to obtain the Accessory.

+++++
[V.1] Normal
+++++

- Power Ring : パワーリング-
- Rank: B
- Effect(s): Damage +5%.
- >Shop: Trade with Force Sand x2, Red Drop x1 & 300 Gil.
- >Common Treasure Chest in Story Mode.

- Hyper Ring : ハイパーリング-
- Rank: A
- Effect(s): Damage +10%.
- >Shop: Trade with Force Sand x3, Force Fragment x2 & 800 Gil.

- Gaia Ring : ガイアリング-
- Rank: S
- Effect(s): Damage +15%.
- >Shop: Trade with Force Fragment x3, Conflagration Fragment x2, Force Crystal x2 & 1,300 Gil.

- Guard Ring : ガードリング-
- Rank: A
- Effect(s): Crash Damage reduction +10%.
- >Shop: Trade with Protection Sand x2, Orange Drop x1 & 800 Gil.

- Block Ring : ブロックリング-
- Rank: S

Effect(s): Crash Damage reduction +20%.

>Shop: Trade with Protection Sand x3, Protection Fragment x2
& 1,300 Gil.

-Guardian Ring : ガーディアンリング-

Rank: S

Effect(s): Damage reduction +5%.

>Shop: Trade with Protection Fragment x3, Orange Gem x2,
Protection Crystal x2 & 1,300 Gil.

-Gravity Sphere : 引力球-

Rank: A

Effect(s): EX Force absorption range +2m.

>Shop: Trade with Magnetism Sand x2 & 800 Gil.

-Super Gravity Sphere : 超引力球-

Rank: S

Effect(s): EX Force absorption range +3m.

>Shop: Trade with Magnetism Fragment x3, Magnetism Crystal x2,
Book of Heart x3 & 1,300 Gil.

-White Choker : 白のチョーカー-

Rank: A

Effect(s): EX Force absorption amount +25%.

>Shop: Trade with Blessed Sand x2 & 800 Gil.

-Pearl Necklace : 真珠のネックレス-

Rank: S

Effect(s): EX Force absorption amount +50%.

>Shop: Trade with Blessed Fragment x3, Blessed Crystal x2,
Book of Life x5 & 1,300 Gil.

-Glass Jewel : きれいなガラス玉-

Rank: A

Effect(s): EX Core absorption amount +25%.

>Shop: Trade with Amplification Sand x2 & 800 Gil.

-Dragonfly Jewel : かがやくトンボ玉-

Rank: S

Effect(s): EX Core absorption amount +50%.

>Shop: Trade with Amplification Fragment x3,
Amplification Crystal x2, Book of Silence x5
& 1,300 Gil.

-Silver Hourglass : 銀の砂時計-

Rank: A

Effect(s): EX Mode duration +10%.

>Shop: Trade with Time Fragment x3 & 800 Gil.

-Golden Hourglass : 金の砂時計-

Rank: S

Effect(s): EX Mode duration +20%.

>Shop: Trade with Time Fragment x3, Time Crystal x2,
Book of Eloquence x5 & 1,300 Gil.

-Pendant : ペンダント-

Rank: A

Effect(s): EX Core appearance rate increased.

>Shop: Trade with Attraction Sand x2 & 800 Gil.

-Victory Pendant : 勝利のペンダント-

Rank: S

Effect(s): EX Core appearance rate increased more.

>Shop: Trade with Attraction Fragment x3, Attraction Crystal x2,
Book of Might x5 & 1,300 Gil.

-Muscle Belt : マッスルベルト-

Rank: A

Effect(s): Physical Damage +15%.

>Shop: Trade with Conflagration Sand x2 & 1,000 Gil.

-Champion Belt : チャンピオンベルト-

Rank: S

Effect(s): Physical Damage +25%.

>Shop: Trade with Conflagration Fragment x3,
Conflagration Crystal x2, Book of Eloquence x5
& 1,400 Gil.

-Earring : イヤリング-

Rank: A

Effect(s): Magic Damage +15%.

>Shop: Trade with Magic Sand x2 & 1,000 Gil.

-Star Earring : 星のイヤリング-

Rank: S

Effect(s): Magic Damage +25%.

>Shop: Trade with Magic Fragment x3, Magic Crystal x2,
Book of Might x5 & 1,400 Gil.

-Protect Earring : プロテスピアス-

Rank: A

Effect(s): Physical Damage reduction +5%.

>Shop: Trade with Floating Sand x2, Orange Drop x1 & 1,000 Gil.

-Protega Earring : プロテガピアス-

Rank: S

Effect(s): Physical Damage reduction +10%.

>Shop: Trade with Floating Fragment x3, Protection Fragment x2,
Floating Crystal x2 & 1,400 Gil.

-White Cape : ホワイトケープ-

Rank: A

Effect(s): Magic Damage reduction +5%.

>Shop: Trade with Reflection Sand x1, Magic Sand x1 & 1,000 Gil.

-Black Cape : ブラックケープ-

Rank: S

Effect(s): Magic Damage reduction +10%.

>Shop: Trade with Floating Sand x3, Reflection Fragment x2,
Magic Crystal x2 & 1,400 Gil.

-Angel Brooch : 天使のブローチ-

Rank: A

Effect(s): Gimmick Damage reduction +20%.

>Shop: Trade with Floating Sand x1, Attraction Sand x1 & 800 Gil.

-Angel Wing : 天使の羽-

Rank: S

Effect(s): Gimmick Damage reduction +30%.

>Shop: Trade with Floating Fragment x2, Attraction Fragment x2,

Book of Heart x3 & 1,300 Gil.

-Cold Mantle : そよかぜのマント-

Rank: A

Effect(s): BRV +3% after successful Dodge.

>Shop: Trade with Floating Sand x1, Courage Sand x1 & 1,000 Gil.

-Elf Mantle : エルフのマント-

Rank: S

Effect(s): BRV +6% after successful Dodge.

>Shop: Trade with Floating Fragment x2, Courage Fragment x2,
Courage Crystal x1 & 1,400 Gil.

-Toughness Heart : タフネスハート-

Rank: A

Effect(s): BRV +5% after successful Guard.

>Shop: Trade with Courage Sand x1, Protection Sand x1 & 1,000 Gil.

-Toughness Spirit : タフネススピリッツ-

Rank: S

Effect(s): BRV +10% after successful Guard.

>Shop: Trade with Courage Fragment x2, Protection Fragment x2,
Silence Fragment x1 & 1,400 Gil.

-Brave Orb : ブレイブオーブ-

Rank: A

Effect(s): BRV base value recovery +20%.

>Shop: Trade with Recovery Sand x2 & 800 Gil.

-Brave Element : ブレイブエレメント-

Rank: S

Effect(s): BRV base value recovery +40%.

>Shop: Trade with Recovery Fragment x2, Courage Fragment x2,
Recovery Crystal x1 & 1,300 Gil.

-Reflect Chain : リフレクトチェーン-

Rank: A

Effect(s): Counter Magic +20%.

>Shop: Trade with Reflection Sand x2 & 800 Gil.

-Reflega Chain : リフレガチェーン-

Rank: S

Effect(s): Counter Magic +40%.

>Shop: Trade with Reflection Fragment x3,
Reflection Crystal x2, Book of Recollection x5
& 1,300 Gil.

-Booster : ブースター-

Rank: A

Effect(s): Crash BRV Damage +10%.

>Shop: Trade with Hurricane Sand x2 & 1,000 Gil.

-High Booster : ハイブースター-

Rank: S

Effect(s): Crash BRV Damage +20%.

>Shop: Trade with Hurricane Fragment x3, Hurricane Crystal x2,
Book of Shadow x4 & 1,400 Gil.

-Sniper Eye : スナイパーアイ-

Rank: A

Effect(s): Crash HP Damage +10%.

>Shop: Trade with Destruction Sand x2 & 1,000 Gil.

-Sniper Soul : スナイパーソウル-

Rank: S

Effect(s): Crash HP Damage +20%.

>Shop: Trade with Destruction Fragment x3, Destruction Crystal x2,
Book of Miracle x5 & 1,400 Gil.

-Protection Veil : 守りのヴェール-

Rank: A

Effect(s): Crash BRV Damage reduction +20%.

>Shop: Trade with Silence Sand x2 & 1,000 Gil.

-Mystery Veil : 神秘のヴェール-

Rank: S

Effect(s): Crash BRV Damage reduction +30%.

>Shop: Trade with Silence Fragment x3, Silence Crystal x2,
Book of Love x3 & 1,400 Gil.

-Scape Doll : スケープドール-

Rank: A

Effect(s): Crash HP Damage reduction +20%.

>Shop: Trade with Floating Sand x2 & 1,000 Gil.

-Scape Goat : スケープゴート-

Rank: S

Effect(s): Crash HP Damage reduction +30%.

>Shop: Trade with Floating Fragment x3, Floating Crystal x2,
Book of Heart x3 & 1,400 Gil.

-Jet Engine : ジェットエンジン-

Rank: A

Effect(s): BRV Damage +10% in Chase Battle.

>Shop: Trade with Power Sand x2 & 1,000 Gil.

-Rocket Engine : ロケットエンジン-

Rank: S

Effect(s): BRV Damage +20% in Chase Battle.

>Shop: Trade with Power Fragment x3, Power Crystal x2,
Book of Illusion x5 & 1,400 Gil.

-Amulet : アミュレット-

Rank: A

Effect(s): BRV Damage Reduction +10% in Chase Battle.

>Shop: Trade with Hurricane Sand x1, Silence Sand x1 & 1,000 Gil.

-Golden Amulet : 金のアミュレット-

Rank: S

Effect(s): BRV Damage Reduction +20% in Chase Battle.

>Shop: Trade with Hurricane Fragment x2, Silence Fragment x2,
Book of King x3 & 1,400 Gil.

-Break Mind : ブレイクマインド-

Rank: A

Effect(s): Map Destruction BRV +2%.

>Shop: Trade with Destruction Sand x1, Hurricane Sand x1 & 1,000 Gil.

-Crush Mind : クラッシュマインド-

Rank:

Effect(s): Map Destruction BRV +4%.

>Shop: Trade with Destruction Fragment x2, Hurricane Fragment x2,
Book of Life x5 & 1,400 Gil.

-Angel Bell : 天使のすず-

Rank: A

Effect(s): Regeneration amount +10%.

>Shop: Trade with Solace's Sand x2 & 800 Gil.

-Archangel Bell : 大天使のすず-

Rank: S

Effect(s): Regeneration amount +20%.

>Shop: Trade with Solace's Fragment x3, Solace's Crystal x2,
Book of Shadow x4 & 1,300 Gil.

-Sunrise : サンライズ-

Rank: A

Effect(s): Battle Rise +1%.

>Shop: Trade with Attraction Sand x1, Fortune Sand x1,
Power Sand x1 & 800 Gil.

-Moonrise : ムーンライズ-

Rank: S

Effect(s): Battle Rise +2%.

>Shop: Trade with Attraction Fragment x2, Power Fragment x2,
Fortune Crystal x1 & 1,300 Gil.

-Battle Poem : 戦いの詩-

Rank: A

Effect(s): BRV Damage +15% in Chase Battle.
Damage Reduction -10%.

>Shop: Trade with Chaos Fragment x2 & 800 Gil.

-Battle Gong : 戦いのゴング-

Rank: S

Effect(s): BRV Damage +30% in Chase Battle.
Damage Reduction -20%.

>Shop: Trade with Chaos Crystal x2, Chaos Pearl x2,
Chaos Origin x2 & 1,300 Gil.

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[V.2] Condition

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99 % of these Accessories is obtained by
completing Mission except 2 Accessories.

-100% HP : HPが^{100%}100%-

Rank: S

Multiplier: 1.5x

Condition(s): Player HP at 100%.

-HP >80% : HPが^{80%}80%以上-

Rank: B

Multiplier: 1.2x

Condition(s): Player HP above 80%.

-HP <40% : HPが^{40%}40%以下-

Rank: B

Multiplier: 1.2x

Condition(s): Player HP below 40%.

-HP 50~70% : HPが⁵⁰~70%-

Rank: B

Multiplier: 1.2x

Condition(s): Player HP between 50~70%.

-1 HP : HPが¹1-

Rank: S

Multiplier: 1.5x

Condition(s): Player HP at 1.

-Verge of Defeat : 瀕死時-

Rank: S

Multiplier: 1.5x

Condition(s): Player HP flashing red.

-Pinch of Defeat : 敗北のピンチ-

Rank: S

Multiplier: 1.5x

Condition(s): Player can be defeated by one attack.

-Big HP Gap : HPギャップ大-

Rank: S

Multiplier: 1.5x

Condition(s): Player and Opponent HP difference is
above 2000.

-Small HP Gap : HPギャップ小-

Rank: S

Multiplier: 1.5x

Condition(s): Player and Opponent HP difference is
below 200.

-HP 2x : HPが²2の倍数-

Rank: D

Multiplier: 1.1x

Condition(s): Player HP is a multiple of 2.

-HP 3x : HPが³3の倍数-

Rank: C

Multiplier: 1.2x

Condition(s): Player HP is a multiple of 3.

-HP 4x : HPが⁴4の倍数-

Rank: B

Multiplier: 1.3x

Condition(s): Player HP is a multiple of 4.

-HP 5x : HPが⁵5の倍数-

Rank: A

Multiplier: 1.4x

Condition(s): Player HP is a multiple of 5.

-HP Prime : HPが素数-

Rank: S

Multiplier: 1.5x

Condition(s): Player HP is a prime number.

-Mighty Adversary : 逆境にだけ強い-

Rank: S

Multiplier: 3.0x & 0.5x

Condition(s): When HP at 1 = 3.0x.

When HP more than 1 = 0.5x.

>Shop: Trade with Virgo Recipe x1, Warp Cube x1

Occult Fan x1 & 1,500 Gil.

-BRV >base : BRVが基本値以上-

Rank: B

Multiplier: 1.2x

Condition(s): Player BRV is above the base value.

-BRV <base : BRVが基本値以下-

Rank: B

Multiplier: 1.2x

Condition(s): Player BRV is below the base value.

-Break State : BREAK状態-

Rank: S

Multiplier: 1.5x

Condition(s): Player is in Break State.

-Break Crisis : BREAK危機-

Rank: S

Multiplier: 1.5x

Condition(s): Player is in Break State and BRV
below certain base value.

-Victory Chance : 勝利のチャンス-

Rank: S

Multiplier: 1.5x

Condition(s): Player only need one attack to defeat
Opponent.

-Big BRV Gap : BRVギャップ大-

Rank: S

Multiplier: 1.5x

Condition(s): Player and Opponent BRV difference
above 1000.

-Small BRV Gap : BRVギャップ小-

Rank: S

Multiplier: 1.5x

Condition(s): Player and Opponent BRV difference
below 200.

-No BRV Damage : BRVノーダメージ-

Rank: S

Multiplier: 1.5x

Condition(s): Player haven't received any BRV Damage.

-0 BRV : BRVが0-

Rank: S

Multiplier: 1.5x

Condition(s): Player BRV is 0.

-BRV 2x : BRVが2の倍数-

Rank: D

Multiplier: 1.1x

Condition(s): Player BRV is a multiple of 2.

-BRV 3x : BRVが³の倍数-

Rank: C

Multiplier: 1.2x

Condition(s): Player BRV is a multiple of 3.

-BRV 4x : BRVが⁴の倍数-

Rank: B

Multiplier: 1.3x

Condition(s): Player BRV is a multiple of 4.

-BRV 5x : BRVが⁵の倍数-

Rank: A

Multiplier: 1.4x

Condition(s): Player BRV is a multiple of 5.

-BRV Prime : BRVが素数-

Rank: S

Multiplier: 1.5x

Condition(s): Player BRV is a prime number.

-Full EX : EX満タン-

Rank: S

Multiplier: 1.5x

Condition(s): Player EX Gauge is full.

-Empty EX : EX空っぽ-

Rank: S

Multiplier: 1.5x

Condition(s): Player EX Gauge is empty.

-EX >70% : EX70%以上-

Rank: B

Multiplier: 1.2x

Condition(s): Player EX Gauge filled above 70%.

-EX <30% : EX30%以下-

Rank: B

Multiplier: 1.2x

Condition(s): Player EX Gauge filled below 30%.

-EX Friend : EXコア出現中-

Rank: S

Multiplier: 1.5x

Condition(s): An EX Core is present on the Field.

-Used Summon : 召喚を使用済み-

Rank: S

Multiplier: 1.5x

Condition(s): Player have used a Summon.

-Unused Summon : 召喚を未使用-

Rank: S

Multiplier: 1.5x

Condition(s): Player haven't used a Summon.

-Stand : 立ち止まり中-

Rank: A

Multiplier: 1.3x

Condition(s): Player is standing still.

-Move : 移動中-

Rank: B

Multiplier: 1.2x

Condition(s): Player is moving.

-Brave Attack : ブレイブ攻撃中-

Rank: B

Multiplier: 1.2x

Condition(s): Player is performing a Brave Attack.

-HP Attack : HP攻撃中-

Rank: B

Multiplier: 1.2x

Condition(s): Player is performing a HP Attack.

-Damage : ダメージ中-

Rank: B

Multiplier: 1.2x

Condition(s): Player is damaging Opponent.

-Guard : ガード中-

Rank: B

Multiplier: 1.2x

Condition(s): Player is Guarding.

-Dodge : 回避中-

Rank: B

Multiplier: 1.2x

Condition(s): Player is Dodging.

-Map Action : Mアクション中-

Rank: B

Multiplier: 1.2x

Condition(s): Player is performing a Map Action
(Wall Run, destroy terrain, etc...).

-Chase : 追撃中-

Rank: A

Multiplier: 1.3x

Condition(s): Player is the one Chasing.

-EX Mode : EXモード中-

Rank: A

Multiplier: 1.3x

Condition(s): Player is in EX Mode.

-Before Brave Launch : ブレイブ攻撃前-

Rank: S

Multiplier: 1.5x

Condition(s): Player hasn't used a Brave Attack yet.

-Before Brave Hit : ブレイブ攻撃未HIT-

Rank: B

Multiplier: 1.2x

Condition(s): Player hasn't hit Opponent with
a Brave Attack yet.

-Before HP Launch : HP攻撃前-

Rank: S
Multiplier: 1.5x
Condition(s): Player hasn't used a HP Attack yet.

-Before HP Hit : HP攻撃未HIT-

Rank: B
Multiplier: 1.2x
Condition(s): Player hasn't hit Opponent with
a HP Attack yet.

-On Ground : 地上にいる-

Rank: B
Multiplier: 1.2x
Condition(s): Player is on the Ground.

-In Air : 空中にいる-

Rank: B
Multiplier: 1.2x
Condition(s): Player is in the Air.

-Close Opponent : 相手の近く-

Rank: B
Multiplier: 1.2x
Condition(s): Player is close to the Opponent.

-Distant Opponent : 相手の遠く-

Rank: B
Multiplier: 1.2x
Condition(s): Player is far from the Opponent.

-Above Opponent : 相手より高い-

Rank: B
Multiplier: 1.2x
Condition(s): Player is above the Opponent.

-Below Opponent : 相手より低い-

Rank: B
Multiplier: 1.2x
Condition(s): Player is below the Opponent.

-30 Seconds : 30秒経過-

Rank: S
Multiplier: 1.2x
Condition(s): Active after 30 seconds passed
since the beginning of Battle.

-Only A While : 熱しやすく冷めやすい-

Rank: B
Multiplier: 2.5x & 0.5x
Condition(s): From start of battle until 30 Secs = 2.5x.
After 30 seconds = 0.5x.
>Shop: Trade with Sagittarius Recipe x1, Bomb Ring x1
Shinra's Card Key x1 & 1,500 Gil.

-Big Lv. Gap : Lvギャップ大-

Rank: S
Multiplier: 1.5x
Condition(s): Player and Opponent Lv. difference is
above 20.

-Small Lv. Gap : Lvギャップ小-

Rank: B

Multiplier: 1.2x

Condition(s): Player and Opponent Lv. difference is
below 3.

-Lv. <3 : Lvが³以下-

Rank: S

Multiplier: 2x

Condition(s): Player Lv. is lower than 3.

-Lv. 10-19 : Lvが¹⁰代-

Rank: B

Multiplier: 1.5x

Condition(s): Player Lv. is between 10-19.

-Lv. 20-29 : Lvが²⁰代-

Rank: B

Multiplier: 1.2x

Condition(s): Player Lv. is between 20-29.

-Lv. 30-39 : Lvが³⁰代-

Rank: B

Multiplier: 1.2x

Condition(s): Player Lv. is between 30-39.

-Lv. 40-49 : Lvが⁴⁰代-

Rank: B

Multiplier: 1.2x

Condition(s): Player Lv. is between 40-49.

-Lv. 50-59 : Lvが⁵⁰代-

Rank: B

Multiplier: 1.2x

Condition(s): Player Lv. is between 50-59.

-Lv. 60-69 : Lvが⁶⁰代-

Rank: B

Multiplier: 1.2x

Condition(s): Player Lv. is between 60-69.

-Lv. 70-79 : Lvが⁷⁰代-

Rank: B

Multiplier: 1.2x

Condition(s): Player Lv. is between 70-79.

-Lv. 80-89 : Lvが⁸⁰代-

Rank: B

Multiplier: 1.2x

Condition(s): Player Lv. is between 80-89.

-Lv. 90-99 : Lvが⁹⁰代-

Rank: A

Multiplier: 1.2x

Condition(s): Player Lv. is between 90-99.

-Lv. 100 : Lvが¹⁰⁰-

Rank: S

Multiplier: 1.2x

Condition(s): Player Lv. is at 100.

-Lv. 2x : Lvが²の倍数-

Rank: D

Multiplier: 1.1x

Condition(s): Player Lv. is a multiple of 2.

-Lv. 3x : Lvが³の倍数-

Rank: C

Multiplier: 1.2x

Condition(s): Player Lv. is a multiple of 3.

-Lv. 4x : Lvが⁴の倍数-

Rank: S

Multiplier: 1.2x

Condition(s): Player Lv. is a multiple of 4.

-Lv. 5x : Lvが⁵の倍数-

Rank: S

Multiplier: 1.2x

Condition(s): Player Lv. is a multiple of 5.

-Lv. Prime : Lvが素数-

Rank: S

Multiplier: 1.5x

Condition(s): Player Lv. is a prime number.

-Opponent HP 100% : HPが¹⁰⁰%-

Rank: S

Multiplier: 1.5x

Condition(s): Opponent HP is at 100%.

-Opponent Verge of Defeat : 瀕死時-

Rank: S

Multiplier: 1.5x

Condition(s): Opponent HP is flashing red.

-Opponent Pinch of Defeat : 敗北のピンチ-

Rank: S

Multiplier: 1.5x

Condition(s): Opponent can be defeated by one attack.

-Opponent BRV >base : BRVが基本値以上-

Rank: B

Multiplier: 1.2x

Condition(s): Opponent BRV is above the base value.

-Opponent BRV <base : BRVが基本値以下-

Rank: B

Multiplier: 1.2x

Condition(s): Opponent BRV is below the base value.

-Opponent Break State : BREAK状態-

Rank: S

Multiplier: 1.5x

Condition(s): Opponent is in Break State.

-Opponent Break Crisis : BREAK危機-

Rank: S

Multiplier: 1.5x

Condition(s): Opponent is in Break State and BRV

below certain base value.

-Opponent Victory Chance : 勝利のチャンス-

Rank: S

Multiplier: 1.5x

Condition(s): Opponent only need one attack to defeat Player.

-Opponent Full EX : EX満タン-

Rank: S

Multiplier: 1.5x

Condition(s): Opponent EX Gauge is full.

-Opponent EX >70% : EX70%以上-

Rank: S

Multiplier: 1.5x

Condition(s): Opponent EX Gauge is filled above 70%.

-Opponent EX <30% : EX30%以下-

Rank: B

Multiplier: 1.2x

Condition(s): Opponent EX Gauge is filled below 30%.

-Opponent Summon Used: 召喚を使用済み-

Rank: S

Multiplier: 1.5x

Condition(s): Opponent has used a Summon.

-Opponent Summon Unused: 召喚を未使用-

Rank: S

Multiplier: 1.5x

Condition(s): Opponent hasn't used a Summon.

-Opponent Move : 移動中-

Rank: B

Multiplier: 1.2x

Condition(s): Opponent is moving.

-Opponent Brave Attack : ブレイブ攻撃中-

Rank: B

Multiplier: 1.2x

Condition(s): Opponent is performing a Brave Attack.

-Opponent HP Attack : HP攻撃中-

Rank: B

Multiplier: 1.2x

Condition(s): Opponent is performing a HP Attack.

-Opponent Damage : ダメージ中-

Rank: B

Multiplier: 1.2x

Condition(s): Opponent is damaging Player.

-Opponent Chase : 追撃中-

Rank: A

Multiplier: 1.3x

Condition(s): Opponent is the one Chasing.

-Opponent EX Mode : EXモード中-

Rank: A

Multiplier: 1.3x

Condition(s): Opponent is in EX Mode.

-Before Opponent Brave Hit : ブレイブ攻撃未HIT-

Rank: S

Multiplier: 1.2x

Condition(s): Opponent hasn't hit with a
Brave Attack yet.

-Before Opponent HP Hit : HP攻撃未HIT-

Rank: S

Multiplier: 1.2x

Condition(s): Opponent hasn't hit with a
HP Attack yet.

-Opponent On Ground : 地上にいる-

Rank: B

Multiplier: 1.2x

Condition(s): Opponent is on Ground.

-Opponent In Air : 空中にいる-

Rank: B

Multiplier: 1.2x

Condition(s): Opponent is in the Air.

-Opponent HP >70% : HPが70%以上-

Rank: B

Multiplier: 1.2x

Condition(s): Opponent HP is above 70%.

-Opponent HP <30% : HPが30%以下-

Rank: B

Multiplier: 1.2x

Condition(s): Opponent HP is below 30%.

-Opponent HP 1 : HPが1-

Rank: S

Multiplier: 1.5x

Condition(s): Opponent HP is at 1.

-Opponent No Brave Damage : BRVノーダメージ-

Rank: S

Multiplier: 1.5x

Condition(s): Opponent has not dealt BRV Damage yet.

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[V.3] Support

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-Red Drop : レッドドロップ-

Rank: B

Effect(s): ATK +1.

>*Not known yet*

-Red Gem : レッドジェム-

Rank: S

Effect(s): ATK +2.

>*Not known yet*

-Blue Drop : ブルードロップ-

Rank: B

Effect(s): BRV +20.

>*Not known yet*

-Blue Gem : ブルージェム-

Rank: S

Effect(s): BRV +60.

>*Not known yet*

-Orange Drop : オレンジドロップ-

Rank: B

Effect(s): DEF +1.

>*Not known yet*

-Orange Gem : オレンジジェム-

Rank: S

Effect(s): DEF +2.

>*Not known yet*

-Yellow Drop : イエロードロップ-

Rank: B

Effect(s): LUK +1.

>*Not known yet*

-Yellow Gem : イエロージェム-

Rank: S

Effect(s): LUK +2.

>*Not known yet*

-Green Drop : グリーンドロップ-

Rank: B

Effect(s): HP +100.

>*Not known yet*

-Green Gem : グリーンジェム-

Rank: S

Effect(s): HP +300.

>*Not known yet*

-Cyan Drop : シアンドロップ-

Rank: B

Effect(s): EX Gauge filled +10% at the start of Battle.

>*Not known yet*

-Cyan Gem : シアンジェム-

Rank: S

Effect(s): EX Gauge filled +20% at the start of Battle.

>*Not known yet*

-Purple Drop : パープルドロップ-

Rank: B

Effect(s): Regeneration amount +5%.

>*Not known yet*

-Purple Gem : パープルジェム-

Rank: S

Effect(s): Regeneration amount +10%.

>*Not known yet*

-White Drop : ホワイトドロップ-

Rank: B

Effect(s): EX Force absorption amount +10%.

>*Not known yet*

-White Gem : ホワイトジェム-

Rank: S

Effect(s): EX Force absorption amount +20%.

>*Not known yet*

-Lucky Ring : ラッキーリング-

Rank: A

Effect(s): LUK +4.

Summon recovery rate +1.

>Shop: Trade with Yellow Drop x1, Fortune Sand x2 & 1,500 Gil.

-Fortune Ring : フォーチュンリング-

Rank: S

Effect(s): LUK +8.

Summon recovery rate +2.

>Shop: Trade with Yellow Gem x2, Fortune Fragment x2,
Fortune Crystal x1 & 1,300 Gil.

-Desert Boots : デザートブーツ-

Rank: A

Effect(s): Map Action BRV +1%.

>Shop: Trade with Courage Sand x1, Speed Fragment x1
& 1,000 Gil.

-Battle Boots : バトルブーツ-

Rank: S

Effect(s): Map Action BRV +2%.

>Shop: Trade with Courage Fragment x2, Speed Crystal x2
& 1,400 Gil.

-Hero's Mind : 英雄の精神-

Rank: A

Effect(s): CP +20.

>Shop: Trade with Lucky Ring x1, Guard Ring x1
& 1,500 Gil.

-Hero's Essence : 英雄の真髄-

Rank: S

Effect(s): CP +40.

>Shop: Trade with Fortune Ring x1, Block Ring x1
& 1,500 Gil.

-Last Stand : 背水の陣-

Rank: S

Effect(s): HP -90% at the start of Battle.

>Shop: Trade with Life Aroma x3, Miracle Aroma x3
& 1,500 Gil.

-Conqueror : 攻め抜く者-

Rank: S

Effect(s): EX Force absorption during Attack.

>Shop: Trade with Gravity Sphere x1, Muscle Belt x1
& 1,500 Gil.

-Divine Power : 神獣の闘志-

Rank: S

Effect(s): EX Force absorption after Summon use.
Summon recovery rate +2.

>Shop: Trade with Devourer x1, Conqueror x1 & 1,500 Gil.

-Growth Egg : グロウエッグ-

Rank: A

Effect(s): EXP +20%.

>Shop: Trade with Growth Seed x1, Chocobo Feather x1,
Chocobo Tail x1 & 1,500 Gil.

-Courage Power : 体力を勇氣に-

Rank: S

Effect(s): Add excess HP to BRV.

>Shop: Trade with Life Aroma x3, Archangel Bell x1,
Book of Recollection x5 & 1,500 Gil.

-Courage Force : フォースを勇氣に-

Rank: S

Effect(s): Add excess EX Core and EX Force to BRV.

>Shop: Trade with Toughness Spirit x1, Pearl Necklace x1,
Book of Silence x5 & 1,500 Gil.

-Counter Heart : 反撃の心-

Rank: S

Effect(s): When HP Attack's Magic is being bounced back,
adds to Player's BRV.

>Shop: Trade with Reflega Chain x1, Star Earring x1,
Book of Shadow x4 & 1,500 Gil.

-Counter Draw : 居合いの心-

Rank: S

Effect(s): When HP is flashing red, sometimes able to
one-hit Break Opponent.

>Shop: Trade with Chaos Origin x3, Chaos Crystal x3,
Chaos Pearl x1 & 1,500 Gil.

-Last Will : 最後の意地-

Rank: S

Effect(s): In Break State, one hit will be withstood
with 0 BRV remaining.

>Shop: Trade with Courage Crystal x1, Fortune Fragment x3,
Light Fragment x3 & 1,500 Gil.

-Last Courage : 最後の決意-

Rank: S

Effect(s): In Break State, one combo will be withstood
with 0 BRV remaining.

>Shop: Trade with Courage Crystal x1, Power Fragment x3,
Light Fragment x3 & 1,500 Gil.

-Penetrator : 突破する者-

Rank: S

Effect(s): Makes the One time use only Items can be used
for 2 Battles (one time only).

>Shop: Trade with Star Core x3, Phoenix Feather x3 & 1,500 Gil.

-Devourer : むさぼりし者-

Rank: S

Effect(s): EX Force absorption when dealing damage.

>Shop: Trade with Super Gravity Sphere x1, Pearl Necklace x1,
Book of Shadow x4 & 1,500 Gil.

-Great Gospel : 大いなる福音-

Rank: S

Effect(s): Regeneration amount +20%.
BRV base value recovery +50%.
Map Action BRV +1%.

>Shop: Trade with Brave Element x1, Battle Boots x1,
Book of Love x3 & 1,500 Gil.

-Iron Curtain : 鉄のカーテン-

Rank: S

Effect(s): Crash BRV Damage +30%.
Crash HP Damage Reduction +30%

>Shop: Trade with Mystery Veil x1, Scape Goat x1,
Book of King x3 & 1,500 Gil.

-Anchor Ring : いかりのリング-

Rank: S

Effect(s): Crash BRV Damage +20%.
Crash HP Damage +20%.

>Shop: Trade with Sniper Soul x1, High Booster x1,
Book of Miracle x5 & 1,500 Gil.

-Close to You : クローストウユ-

Rank: S

Effect(s): EX Force absorption during Attack.
EX Force absorption when dealing Damage.
EX Force absorption after Summon use.

>Shop: Trade with Super Gravity Sphere x1, Dragonfly Jewel x1,
Book of Might x5 & 1,500 Gil.

-World's Center: 世界の中心-

Rank: S

Effect(s): EX Force absorption range +3m.
EX Force absorption amount +20%.
EX Core absorption amount +20%.

>Shop: Trade with Pearl Necklace x1, Dragonfly Jewel x1,
Book of Heart x3 & 1,500 Gil.

-First Strike : 先手必勝-

Rank: S

Effect(s): BRV +25% at the start of Battle.
EX Gauge filled +25% at the start of Battle.

>Shop: Trade with Mystery Aroma x6, Courage Aroma x3,
Book of Miracle x5 & 1,500 Gil.

-Courage Mark : 勇気のしるし-

Rank: S

Effect(s): BRV +50% at the start of Battle.

>Shop: Trade with Courage Incense x6, Courage Aroma x3,
Book of Love x3 & 1,500 Gil.

-Cat's Charm : マネキネコ-

Rank: S

Effect(s): GIL +20%.
AP +100%.
PP +20%.

>Shop: Trade with Fortune Ring x1, Moogle Charm x1,

Book of King x3 & 1,500 Gil.

[Need correction if wrong]

-Great Storm : 疾風怒濤-

Rank: S

Effect(s): Physical Damage +20%.

Crash BRV Damage +10%.

BRV Damage +10% in Chase Battle.

>Shop: Trade with Champion Belt x1, High Booster x1,
Book of Illusion x5 & 1,500 Gil.

-Samantha's Soul : ソウルオブサマサ-

Rank: S

Effect(s): Magic Damage +20%.

Crash BRV Damage +10%.

BRV Damage +10% in Chase Battle.

>Shop: Trade with Star Earring x1, Rocket Engine x1,
Book of Underworld x5 & 1,500 Gil.

-Fake Mustache : だんちょうのヒゲ-

Rank: S

Effect(s): LUK+10

EX Core appearance rate Increase.

>Shop: Trade with Victory Pendant x1, Fortune Ring x1,
Book of Life x5 & 1,500 Gil.

-Courage Focus : チリモツモレバ-

Rank: S

Effect(s): BRV +3% after successful Dodge.

BRV +5% after successful Guard.

Map Action BRV +1%.

>Shop: Trade with Elf Mantle x1, Toughness Spirit x1,
Book of Eloquence x5 & 1,500 Gil.

-Phoenix Tail : フェニックスの尾-

Rank: S

Effect(s): Withstand OHKO attack with 1 remaining HP.

(Break after Battle).

>Shop: Trade with Book of Eloquence x1, Star Core x1,
Light Fragment x1 & 1,500 Gil.

-Phoenix Feather : フェニックスの羽-

Rank: S

Effect(s): When HP reaches 0, BRV converted to HP.

(Break after Battle).

>Shop: Trade with Phoenix Tail x1, Demon Spirit x1,
Vacant Law x1 & 1,500 Gil.

-Courage Incense : 勇気の香-

Rank: A

Effect(s): BRV+50% at the start of Battle.

(Break after Battle).

>Shop: Trade with Demon Seal x1, Courage Sand x2
& 1,500 Gil.

-Courage Aroma : 勇気の香木-

Rank: S

Effect(s): BRV+100% at the start of Battle.

(Break after Battle).

>Shop: Trade with Demon Seal x3, Geranium x1,

Rosemary x1 & 1,500 Gil.

-Mystery Incense : 神秘の香-

Rank: A

Effect(s): EX Gauge filled +50% at the start of Battle.
(Break after Battle).

>Shop: Trade with Moon Stone x1, Promised Sand x2
& 1,500 Gil.

-Mystery Aroma : 神秘の香木-

Rank: S

Effect(s): EX Gauge filled +100% at the start of Battle.
(Break after Battle).

>Shop: Trade with Moon Stone x3, Amplification Sand x1,
Bergamot x1 & 1,500 Gil.

-Strength Incense : 破壊の香-

Rank: S

Effect(s): ATK +2.
(Break after Battle).

>Shop: Trade with Void Fragment x1, Force Sand x2
& 1,500 Gil.

-Strength Aroma : 破壊の香木-

Rank: S

Effect(s): ATK +4.
(Break after Battle).

>Shop: Trade with Void Fragment x3, Force Sand x5,
Camomile x1 & 1,500 Gil.
[Need correction if wrong]

-Endurance Incense : 忍耐の香-

Rank: S

Effect(s): DEF +2.
(Break after Battle).

>Shop: Trade with 魔石の破片 x1, Protection Sand x2
& 1,500 Gil.

-Endurance Aroma : 忍耐の香木-

Rank: S

Effect(s): DEF +4.
(Break after Battle).

>Shop: Trade with 魔石の破片 x3, Clarity Sage x1,
Ylang Ylang x1 & 1,500 Gil.

-Life Incense : 命の香-

Rank: S

Effect(s): HP +500.
(Break after Battle).

>Shop: Trade with Materia x1, Giant's Sand x2
& 1,500 Gil.

-Life Aroma : 命の香木-

Rank: S

Effect(s): HP +1000.
(Break after Battle).

>Shop: Trade with Materia x3, Solace's Fragment x2,
Tytrees x1 & 1,500 Gil.

-Miracle Incense : 不思議な香-

Rank: S

Effect(s): LUK +5.

(Break after Battle).

>Shop: Trade with Time Fragment x1, Fortune Sand x2
& 1,500 Gil.

-Miracle Aroma : 不思議な香木-

Rank: S

Effect(s): LUK +10.

(Break after Battle).

>Shop: Trade with Time Fragment x3, Eucalyptus x1,
Lemon Grass x1 & 1,500 Gil.

-Chocobo Fur : チョコボの毛-

Rank: S

Effect(s): EXP +20%.

(30% chance it'll break after Battle).

>1st or 5th Play Plan.

-Chocobo Feather : チョコボの羽-

Rank: S

Effect(s): EXP +50%.

(30% chance it'll break after Battle).

>2nd or 5th Play Plan.

-Chocobo Tail : チョコボの尾-

Rank: S

Effect(s): EXP +100%.

(30% chance it'll break after Battle).

>3rd or 5th Play Plan.

-Smoothness Oil : すべすべオイル-

Rank: S

Effect(s): Battle Rise +2%.

(30% chance it'll break after Battle).

>Mognet Bonus.

-Moogles Charm : モーグリのおまもり-

Rank: S

Effect(s): Item Drop +2%.

>Mognet Bonus.

-Miracle Shoes : ミラクルシューズ-

Rank: S

Effect(s): ATK +1.

DEF +1.

LUK +1.

>Shop: Trade with Aries Recipe x1, Rosetta Stone x1
& 1,500 Gil.

-Gamble Ring : 危うげな幸運-

Rank: S

Effect(s): In Break State, one hit will be withstood
with 0 BRV remaining.

In Break State, one combo will be withstood
with 0 BRV remaining.

Item Drop +3%.

(Break after Battle).

>Shop: Trade with Gemini Recipe x1. Dwarf Bread x1,
Machine Parts x1 & 1,500 Gil.

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-Mithril : ミスリル-

Rank: C

Effect(s): LUK +1.

>Prize in Coliseum: Beginner Course.

-Gold : ゴールド-

Rank: B

Effect(s): LUK +2.

>Prize in Coliseum: Beginner & Falcon Course.

-Diamond : ダイヤ-

Rank: A

Effect(s): LUK +3.

>Prize in Coliseum: Falcon Course.

-Crystal : クリスタル-

Rank: S

Effect(s): LUK +4.

>Prize in Coliseum: Falcon & Invincible Course.

-Adamantite : アダマンタイト-

Rank: S

Effect(s): LUK +4.

>3 DP Stage Bonus in Inward Chaos (1x only).

-Rosetta Stone : ロゼッタ石-

Rank: S

Effect(s): LUK +4.

>Shop: Trade with Wind Stone x1, Water Stone x1,
Life Stone x1 & 1,500 Gil.

-Samurai's Knowledge : 侍の心得-

Rank: S

Effect(s): LUK +4.

>Shop: Trade with Wind Stone x1, Water Stone x1,
Life Stone x1 & 1,500 Gil.

-Ninja's Knowledge : 忍者の心得-

Rank: S

Effect(s): LUK +4.

>Shop: Trade with Wind Stone x1, Water Stone x1,
Life Stone x1 & 1,500 Gil.

-Knight's Knowledge : ナイトの心得-

Rank: S

Effect(s): LUK +4.

>Shop: Trade with Wind Stone x1, Water Stone x1,
Life Stone x1 & 1,500 Gil.

-Soldier's Knowledge : 戦士の心得-

Rank: S

Effect(s): LUK +4.

>Shop: Trade with Wind Stone x1, Water Stone x1,
Life Stone x1 & 1,500 Gil.

-Dragoon's Knowledge : 竜騎士の心得-

Rank: S

Effect(s): LUK +4.

>Shop: Trade with Wind Stone x1, Water Stone x1,
Life Stone x1 & 1,500 Gil.

-Berserk's Knowledge : 狂戦士の心得-

Rank: S

Effect(s): LUK +4.

>Shop: Trade with Wind Stone x1, Water Stone x1,
Life Stone x1 & 1,500 Gil.

-Fighter's Knowledge : 空手家の心得-

Rank: S

Effect(s): LUK +4.

>Shop: Trade with Wind Stone x1, Water Stone x1,
Life Stone x1 & 1,500 Gil.

-Bard's Knowledge : 吟遊詩人の心得-

Rank: S

Effect(s): LUK +4.

>Shop: Trade with Wind Stone x1, Water Stone x1,
Life Stone x1 & 1,500 Gil.

-White Mage's Knowledge : 白魔道士の心得-

Rank: S

Effect(s): LUK +4.

>Shop: Trade with Wind Stone x1, Water Stone x1,
Life Stone x1 & 1,500 Gil.

-Black Mage's Knowledge : 黒魔道士の心得-

Rank: S

Effect(s): LUK +4.

>Shop: Trade with Wind Stone x1, Water Stone x1,
Life Stone x1 & 1,500 Gil.

-Dancer's Knowledge : 踊り子の心得-

Rank: S

Effect(s): LUK +4.

>Shop: Trade with Wind Stone x1, Water Stone x1,
Life Stone x1 & 1,500 Gil.

-Thief's Knowledge : シーフの心得-

Rank: S

Effect(s): LUK +4.

>Shop: Trade with Wind Stone x1, Water Stone x1,
Life Stone x1 & 1,500 Gil.

-Engineer's Knowledge : 技師の心得-

Rank: S

Effect(s): LUK +4.

>Shop: Trade with Wind Stone x1, Water Stone x1,
Life Stone x1 & 1,500 Gil.

-Hammer : とんかち-

Rank: S

Effect(s): 20% it'll break after Battle.

[Need correction if wrong]

>Battle Rise: Ultimecia Tower Map.

>0 DP Stage Bonus in Inward Chaos (1x only).

-Pink Tail : ピンクのしっぽ-

Rank: S

Effect(s): LUK +4.

>Prize in Colisseum: Ultimate Course.

-Growth Seed : 成長の種-

Rank: D

Effect(s): LUK +1.

>*Not known yet*

-Protection Sand : 守りの砂-

Rank: D

Effect(s): DEF +1.

>Battle Rise: Warrior of Light.

-Protection Fragment : 守りの破片-

Rank: C

Effect(s): DEF +1.

>Battle Rise: Warrior of Light.

-Protection Crystal : 守りの結晶-

Rank: B

Effect(s): DEF +1.

>Battle Rise: Warrior of Light.

-Protection Pearl : 守りの珠-

Rank: S

Effect(s): DEF +1.

>Battle Rise: Warrior of Light.

-Magnetism Sand : 磁力の砂-

Rank: D

Effect(s): EX Force absorption eange +1m.

>Battle Rise: Firion.

-Magnetism Fragment : 磁力の破片-

Rank: C

Effect(s): EX Force absorption eange +1m.

>Battle Rise: Firion.

-Magnetism Crystal : 磁力の結晶-

Rank: B

Effect(s): EX Force absorption eange +1m.

>Battle Rise: Firion.

-Magnetism Pearl : 磁力の珠-

Rank: S

Effect(s): EX Force absorption eange +1m.

>Battle Rise: Firion.

-Recovery Sand : 再起の砂-

Rank: D

Effect(s): BRV base value recovery +10%.

>Battle Rise: Onion Knight.

-Recovery Fragment : 再起の破片-

Rank: C

Effect(s): BRV base value recovery +10%.

>Battle Rise: Onion Knight.

-Recovery Crystal : 再起の結晶-

Rank: B

Effect(s): BRV base value recovery +10%.

>Battle Rise: Onion Knight.

-Recovery Pearl : 再起の珠-

Rank: S

Effect(s): BRV base value recovery +10%.

>Battle Rise: Onion Knight.

-Giant's Sand : 巨人の砂-

Rank: D

Effect(s): HP +50.

>Battle Rise: Cecil Harvey.

-Giant's Fragment : 巨人の破片-

Rank: C

Effect(s): HP +50.

>Battle Rise: Cecil Harvey.

-Giant's Crystal : 巨人の結晶-

Rank: B

Effect(s): HP +50.

>Battle Rise: Cecil Harvey.

-Giant's Pearl : 巨人の珠-

Rank: S

Effect(s): HP +50.

>Battle Rise: Cecil Harvey.

-Fortune Sand : 幸運の砂-

Rank: D

Effect(s): LUK +1.

>Battle Rise: Bartz Klauser.

-Fortune Fragment : 幸運の破片-

Rank: C

Effect(s): LUK +1.

>Battle Rise: Bartz Klauser.

-Fortune Crystal : 幸運の結晶-

Rank: B

Effect(s): LUK +1.

>Battle Rise: Bartz Klauser.

-Fortune Pearl : 幸運の珠-

Rank: S

Effect(s): LUK +1.

>Battle Rise: Bartz Klauser.

-Amplification Sand : 増幅の砂-

Rank: D

Effect(s): EX Core absorption amount +10%.

>Battle Rise: Terra Branford.

-Amplification Fragment : 増幅の破片-

Rank: C

Effect(s): EX Core absorption amount +10%.

>Battle Rise: Terra Branford.

-Amplification Crystal : 増幅の結晶-

Rank: B

Effect(s): EX Core absorption amount +10%.

>Battle Rise: Terra Branford.

-Amplification Pearl : 増幅の珠-

Rank: S

Effect(s): EX Core absorption amount +10%.

>Battle Rise: Terra Branford.

-Hurricane Sand : 疾風の砂-

Rank: D

Effect(s): Crash BRV Damage +5%.

>Battle Rise: Cloud Strife.

-Hurricane Fragment : 疾風の破片-

Rank: C

Effect(s): Crash BRV Damage +5%.

>Battle Rise: Cloud Strife.

-Hurricane Crystal : 疾風の結晶-

Rank: B

Effect(s): Crash BRV Damage +5%.

>Battle Rise: Cloud Strife.

-Hurricane Pearl : 疾風の珠-

Rank: S

Effect(s): Crash BRV Damage +5%.

>Battle Rise: Cloud Strife.

-Blessed Sand : 祝福の砂-

Rank: D

Effect(s): EX Force absorption amount +10%.

>Battle Rise: Squall Leonheart.

-Blessed Fragment : 祝福の破片-

Rank: C

Effect(s): EX Force absorption amount +10%.

>Battle Rise: Squall Leonheart.

-Blessed Crystal : 祝福の結晶-

Rank: B

Effect(s): EX Force absorption amount +10%.

>Battle Rise: Squall Leonheart.

-Blessed Pearl : 祝福の珠-

Rank: S

Effect(s): EX Force absorption amount +10%.

>Battle Rise: Squall Leonheart.

-Power Sand : 動力の砂-

Rank: D

Effect(s): Crash BRV Damage +5%.

>Battle Rise: Zidane Tribal.

-Power Fragment : 動力の破片-

Rank: C

Effect(s): Crash BRV Damage +5%.

>Battle Rise: Zidane Tribal.

-Power Crystal : 動力の結晶-

Rank: B

Effect(s): Crash BRV Damage +5%.

>Battle Rise: Zidane Tribal.

-Power Pearl : 動力の珠-

Rank: S

Effect(s): Crash BRV Damage +5%.

>Battle Rise: Zidane Tribal.

-Courage Sand : 勇気の砂-

Rank: D

Effect(s): BRV +10.

>Battle Rise: Tidus.

-Courage Fragment : 勇気の破片-

Rank: C

Effect(s): BRV +10.

>Battle Rise: Tidus.

-Courage Crystal : 勇気の結晶-

Rank: B

Effect(s): BRV +10.

>Battle Rise: Tidus.

-Courage Pearl : 勇気の珠-

Rank: S

Effect(s): BRV +10.

>Battle Rise: Tidus.

-Speed Fragment : 速攻の破片-

Rank: B

Effect(s): BRV +10% at the start of Battle.

>Battle Rise: Shantotto.

-Speed Crystal : 速攻の結晶-

Rank: A

Effect(s): BRV +10% at the start of Battle.

>Battle Rise: Shantotto.

-Speed Pearl : 速攻の珠-

Rank: S

Effect(s): BRV +10% at the start of Battle.

>Battle Rise: Shantotto.

-Force Sand : 力の砂-

Rank: D

Effect(s): ATK +1.

>Battle Rise: Garland.

-Force Fragment : 力の破片-

Rank: C

Effect(s): ATK +1.

>Battle Rise: Garland.

-Force Crystal : 力の結晶-

Rank: B

Effect(s): ATK +1.

>Battle Rise: Garland.

-Force Pearl : 力の珠-

Rank: S

Effect(s): ATK +1.

>Battle Rise: Garland.

-Solace's Sand : いやしの砂-

Rank: D

Effect(s): Regeneration amount +5%.

>Battle Rise: The Emperor.

-Solace's Fragment : いやしの破片-

Rank: C

Effect(s): Regeneration amount +5%.

>Battle Rise: The Emperor.

-Solace's Crystal : いやしの結晶-

Rank: B

Effect(s): Regeneration amount +5%.

>Battle Rise: The Emperor.

-Solace's Pearl : いやしの珠-

Rank: S

Effect(s): Regeneration amount +5%.

>Battle Rise: The Emperor.

-Magic Sand : 魔力の砂-

Rank: D

Effect(s): Magical Damage +10%.

>Battle Rise: Cloud of Darkness.

-Magic Fragment : 魔力の破片-

Rank: C

Effect(s): Magical Damage +10%.

>Battle Rise: Cloud of Darkness.

-Magic Crystal : 魔力の結晶-

Rank: B

Effect(s): Magical Damage +10%.

>Battle Rise: Cloud of Darkness.

-Magic Pearl : 魔力の珠-

Rank: S

Effect(s): Magical Damage +10%.

>Battle Rise: Cloud of Darkness.

-Destruction Sand : 破壊の砂-

Rank: D

Effect(s): Crash HP Damage +5%.

>Battle Rise: Golbez.

-Destruction Fragment : 破壊の破片-

Rank: C

Effect(s): Crash HP Damage +5%.

>Battle Rise: Golbez.

-Destruction Crystal : 破壊の結晶-

Rank: B

Effect(s): Crash HP Damage +5%.

>Battle Rise: Golbez.

-Destruction Pearl : 破壊の珠-

Rank: S

Effect(s): Crash HP Damage +5%.

>Battle Rise: Golbez.

-Reflection Sand : 反射の砂-

Rank: D

Effect(s): Counter Magic +10%.

>Battle Rise: Ex Death.

-Reflection Fragment : 反射の破片-

Rank: C

Effect(s): Counter Magic +10%.

>Battle Rise: Ex Death.

-Reflection Crystal : 反射の結晶-

Rank: B

Effect(s): Counter Magic +10%.

>Battle Rise: Ex Death.

-Reflection Pearl : 反射の珠-

Rank: S

Effect(s): Counter Magic +10%.

>Battle Rise: Ex Death.

-Attraction Sand : 魅惑の砂-

Rank: D

Effect(s): EX Core appearance rate increase.

>Battle Rise: Kefka Palazzo.

-Attraction Fragment : 魅惑の破片-

Rank: C

Effect(s): EX Core appearance rate increase.

>Battle Rise: Kefka Palazzo.

-Attraction Crystal : 魅惑の結晶-

Rank: B

Effect(s): EX Core appearance rate increase.

>Battle Rise: Kefka Palazzo.

-Attraction Pearl : 魅惑の珠-

Rank: S

Effect(s): EX Core appearance rate increase.

>Battle Rise: Kefka Palazzo.

-Promised Sand : 約束の砂-

Rank: D

Effect(s): EX Gauge filled +5% at the start of Battle.

>Battle Rise: Sephiroth.

-Promised Fragment : 約束の破片-

Rank: C

Effect(s): EX Gauge filled +5% at the start of Battle.

>Battle Rise: Sephiroth.

-Promised Crystal : 約束の結晶-

Rank: B

Effect(s): EX Gauge filled +5% at the start of Battle.

>Battle Rise: Sephiroth.

-Promised Pearl : 約束の珠-

Rank: S

Effect(s): EX Gauge filled +5% at the start of Battle.

>Battle Rise: Sephiroth.

-Silence Sand : 柔の砂-

Rank: D

Effect(s): Crash BRV Damage reduction +5%.

>Battle Rise: Ultimecia.

-Silence Fragment : 柔の破片-

Rank: C

Effect(s): Crash BRV Damage reduction +5%.

>Battle Rise: Ultimecia.

-Silence Crystal : 柔の結晶-

Rank: B

Effect(s): Crash BRV Damage reduction +5%.

>Battle Rise: Ultimecia.

-Silence Pearl : 柔の珠-

Rank: S

Effect(s): Crash BRV Damage reduction +5%.

>Battle Rise: Ultimecia.

-Floating Sand : 浮力の砂-

Rank: D

Effect(s): Crash HP Damage reduction +5%.

>Battle Rise: Kuja.

-Floating Fragment : 浮力の破片-

Rank: C

Effect(s): Crash HP Damage reduction +5%.

>Battle Rise: Kuja.

-Floating Crystal : 浮力の結晶-

Rank: B

Effect(s): Crash HP Damage reduction +5%.

>Battle Rise: Kuja.

-Floating Pearl : 浮力の珠-

Rank: S

Effect(s): Crash HP Damage reduction +5%.

>Battle Rise: Kuja.

-Conflagration Sand : 烈火の砂-

Rank: D

Effect(s): Physical Damage +10%.

>Battle Rise: Jecht.

-Conflagration Fragment : 烈火の破片-

Rank: C

Effect(s): Physical Damage +10%.

>Battle Rise: Jecht.

-Conflagration Crystal : 烈火の結晶-

Rank: B

Effect(s): Physical Damage +10%.

>Battle Rise: Jecht.

-Conflagration Pearl : 烈火の珠-

Rank: S

Effect(s): Physical Damage +10%.

>Battle Rise: Jecht.

-Time Fragment : 時の破片-

Rank: B

Effect(s): EX Mode duration +5%.

>Battle Rise: Gabranth.

-Time Crystal : 時の結晶-

Rank: A

Effect(s): EX Mode duration +5%.

>Battle Rise: Gabranth.

-Time Pearl : 時の珠-

Rank: S

Effect(s): EX Mode duration +5%.

>Battle Rise: Gabranth.

-Chaos Fragment : 混沌の破片-

Rank: B

Effect(s): ATK +1.

DEF -1.

>Battle Rise: Chaos.

-Chaos Crystal : 混沌の結晶-

Rank: A

Effect(s): ATK +1.

DEF -1.

>Battle Rise: Chaos.

-Chaos Pearl : 混沌の珠-

Rank: S

Effect(s): ATK +1.

DEF -1.

>Battle Rise: Chaos.

-Vacant Law : うつろなる秩序-

Rank: C

Effect(s): LUK +2.

>Battle Rise: Cosmos Place Map.

-Black Crystal : 黒水晶の欠片-

Rank: C

Effect(s): LUK +2.

>Battle Rise: Chaos Shrine Map.

-Demon Spirit : 悪魔の魂-

Rank: C

Effect(s): LUK +2.

>Battle Rise: Pandemonium Map.

-Demon Seal : 封魔の闇-

Rank: C

Effect(s): LUK +2.

>Battle Rise: World of Darkness Map.

-Moon Stone : 月の石-

Rank: C

Effect(s): LUK +2.

>Battle Rise: The Moon Map.

-Void Fragment : 無の断片-

Rank: C

Effect(s): LUK +2.

>Battle Rise: Dimension Fortress Map.

-Demon Stone Fragment : 魔石の断片-

Rank: C

Effect(s): LUK +2.

>Battle Rise: Tower Ruins Map.

-Materia : マテリア-

Rank: C

Effect(s): LUK +2.

>Battle Rise: Northern Crater Map.

-Time Fragment : 時空の歪み-

Rank: C

Effect(s): LUK +2.

>Battle Rise: Ultimecia Tower Map.

-Star Core : 星の核-

Rank: C

Effect(s): LUK +2.

>Battle Rise: Crystal World Map.

-Light Fragment : 幻光虫-

Rank: C

Effect(s): LUK +2.

>Battle Rise: Dream Zanarkand Map.

-Chaos Origin : 始まりの混沌-

Rank: C

Effect(s): LUK +2.

>Battle Rise: Chaos Place Map.

-White Stone : 白の石-

Rank: C

Effect(s): LUK +1.

>Prize in Colisseum: Beginner Course.

-Black Stone : 黒の石-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Soul Stone : 精霊石-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Demon Spirit Stone : 魔晄石-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Floating Stone : 浮遊石-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Falcon Course.

-Drip Stone : しずく石-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Invincible Course.

-Wyer Stone : 竜石-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Invincible Course.

-Conviction Stone : 断罪の魔石-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Invincible Course.

-Exorcism Stone : 破魔石-
Rank: S
Effect(s): LUK +4.
>Prize in Colisseum: Invincible Course.

-Sacred Stone : 聖なる魔石-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Invincible Course.

-Goddess Stone : 女神の魔石-
Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Supreme Stone : 至高の魔石-
Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Monster Skull : 野獣の骨-
Rank: D
Effect(s): LUK +1.
>Prize in Colisseum: Beginner Course.

-Anonymous Skull : 正体不明の骨-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Falcon Course.

-Devil's Skull : 魔人の骨-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Falcon Course.

-Nue's Skull : 又エの骨-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Falcon Course.

-Ancient's Skull : 盤古の骨-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Pandemonium Skull : 百鬼の骨-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-War God Skull : 戦神の骨-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-Earth Dragon Skull : 地竜の骨-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-Saint's Skull : 聖者の骨-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-Carnage Skull : 修羅の骨-

Rank: A

Effect(s): LUK +4.

>Prize in Colisseum: Ultimate Course.

-Hero Skull : 英雄の骨-

Rank: A

Effect(s): LUK +4.

>Prize in Colisseum: Ultimate Course.

-Giant's Horn : 大角-

Rank: D

Effect(s): LUK +1.

>Prize in Colisseum: Beginner Course.

-Summoner's Horn : 召喚士の角-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Wyvern's Horn : ワイバーンの角-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Taurus Horn : タウルの角-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Lizard Horn : リザードの角-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Humbaba Horn : フンババの角-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-Ixion Horn : イクシオンの角-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-Dragon Horn : 飛竜の角-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-Unicorn Horn : ユニコーンの角-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-Beast Horn : 獣王の角-

Rank: A

Effect(s): LUK +4.

>Prize in Colisseum: Ultimate Course.

-Behemoth Horn : ベヒーモスの角-

Rank: A

Effect(s): LUK +4.

>Prize in Colisseum: Ultimate Course.

-Giant Fang : 大牙-

Rank: D

Effect(s): LUK +1.

>Prize in Colisseum: Beginner Course.

-Tiger Fang : 黒虎の牙-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Snake Fang : 大蛇の牙-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Chimera Fang : キマイラの牙-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Wolf Fang : 餓狼の牙-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Ancient Fang : 古代像の牙-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-Holy Fang : 聖なるの牙-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-Beast Fang : 獣王の牙-

Rank: A

Effect(s): LUK +4.

>Prize in Colisseum: Ultimate Course.

-Maduin's Fang : マディーンの牙-

Rank: A

Effect(s): LUK +4.

>Prize in Colisseum: Ultimate Course.

-Supreme Bough : 良質の枝-

Rank: D

Effect(s): LUK +1.

>Prize in Colisseum: Beginner Course.

-Block Wood : 木片-

Rank: D

Effect(s): LUK +1.

>Prize in Colisseum: Beginner Course.

-Timber Wood : 木材-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Sharp Lumber : トゲトゲの木材-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Supreme Lumber : 良質の木材-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Mistletoe : 宿木-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Large Tree : 大木-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-Spirit Tree : 霊樹-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-Dragon Tree : 竜木-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-Anti-Spirit Tree : 反魂樹-
Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Ever Tree : イーファの樹-
Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Iron Shell : 鉄の殻-
Rank: D
Effect(s): LUK +1.
>Prize in Colisseum: Beginner Course.

-Iron Carapace : 鉄甲殻-
Rank: D
Effect(s): LUK +1.
>Prize in Colisseum: Beginner Course.

-Serpent Skin : 大蛇の抜け殻-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Falcon Course.

-Worm Skin : ウォームの抜け殻-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Falcon Course.

-Horse Remnant : 戦馬の殻-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Falcon Course.

-Turtle Shell : 巨大亀の殻-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Invincible Course.

-Dragon Shell : 竜の殻-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Invincible Course.

-Saint's Remnant : 聖殻-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Invincible Course.

-Old Turtle Shield : 千年亀の甲羅-
Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Very Old Turtle Shield : 万年亀の甲羅-
Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Aquamarine : アクアマリン-
Rank: D
Effect(s): LUK +1.
>Prize in Colisseum: Beginner Course.

-Emerald : エメラルド-
Rank: D
Effect(s): LUK +1.
>Prize in Colisseum: Beginner Course.

-Moon Stone : ムーンストーン-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Falcon Course.

-Ruby : ルビー-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Falcon Course.

-Peridot : ペリドット-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Falcon Course.

-Sapphire : サファイア-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Falcon Course.

-Opal : オパール-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Invincible Course.

-Topaz : トパーズ-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Invincible Course.

-Dragon Stone : ドラゴンストーン-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Invincible Course.

-Holy Stone : ホーリーストーン-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Invincible Course.

-Lapis Lazuli : ラピズラズリ-
Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Heaven's Jewel : 天上の宝玉-
Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Python Scale : 怪魚のウロコ-
Rank: D
Effect(s): LUK +1.
>Prize in Colisseum: Beginner Course.

-Yensa Scale : エンサのウロコ-
Rank: D
Effect(s): LUK +1.
>Prize in Colisseum: Beginner Course.

-Lamia Scale : ラミアのウロコ-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Falcon Course.

-Shark Scale : 地鮫のウロコ-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Falcon Course.

-Water God Scale : 水神様のウロコ-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Falcon Course.

-Anaconda Scale : 皇帝のウロコ-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Invincible Course.

-Battle God Scale : 闘神のウロコ-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Invincible Course.

-Sea Dragon Scale : 海竜のウロコ-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Invincible Course.

-Saint Beast Scale : 聖獣のウロコ-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Invincible Course.

-Fierce God Scale : 鬼神のウロコ-
Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Eden Scale : エデンのウロコ-
Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Bird Feather : 鳥の羽-
Rank: D
Effect(s): LUK +1.
>Prize in Colisseum: Beginner Course.

-Giant Bird Feather : 巨鳥の羽-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Devil's Feather : 悪魔の羽-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-Fallen Angel's Feather : 墮天使の羽-

Rank: C

Effect(s): LUK +2.

>Prize in Colisseum: Falcon Course.

-King's Feather : 王の羽-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-Diablos' Feather : ディアボロスの羽-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-Dragon Feather : 飛竜の羽-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-Saint Beast Feather : 聖獣の羽-

Rank: B

Effect(s): LUK +3.

>Prize in Colisseum: Invincible Course.

-Garuda Feather : ガルーダの羽-

Rank: A

Effect(s): LUK +4.

>Prize in Colisseum: Ultimate Course.

-Bahamut Feather : バハムートの羽-

Rank: A

Effect(s): LUK +4.

>Prize in Colisseum: Ultimate Course.

-Geranium : ゼラニウム-

Rank: D

Effect(s): LUK +1.

>Shop: 2,000 Gil.

>Prize in Colisseum: Beginner Course.

-Rosemary : ローズマリー-

Rank: D

Effect(s): LUK +1.

>Shop: 2,000 Gil.

>Prize in Colisseum: Beginner Course.

-Bergamot : ベルガモット-

Rank: D

Effect(s): LUK +1.

>Shop: 2,000 Gil.
>Prize in Colisseum: Beginner Course.

-Camomile : カモミール-

Rank: D
Effect(s): LUK +1.
>Shop: 2,000 Gil.
>Prize in Colisseum: Beginner Course.

-Clarity Sage : クラリセージ-

Rank: D
Effect(s): LUK +1.
>Shop: 2,000 Gil.
>Prize in Colisseum: Beginner Course.

-Ylang Ylang : イランイラン-

Rank: D
Effect(s): LUK +1.
>Prize in Colisseum: Beginner Course.

-Tytree : ティートリー-

Rank: D
Effect(s): LUK +1.
>Shop: 2,000 Gil.
>Prize in Colisseum: Beginner Course.

-Eucalyptus : ユーカリ-

Rank: D
Effect(s): LUK +1.
>Shop: 2,000 Gil.
>Prize in Colisseum: Beginner Course.

-Lemon Grass : レモングラス-

Rank: D
Effect(s): LUK +1.
>Shop: 2,000 Gil.
>Prize in Colisseum: Beginner Course.

-Book of Recollection : 追憶の書-

Rank: D
Effect(s): LUK +1.
>Prize in Colisseum: Ultimate Course.

-Book of Miracle : 不思議の書-

Rank: D
Effect(s): LUK +1.
>Prize in Colisseum: Ultimate Course.

-Book of Illusion : 惑わしの書-

Rank: D
Effect(s): LUK +1.
>Prize in Colisseum: Ultimate Course.

-Book of Underworld : 異界の書-

Rank: D
Effect(s): LUK +1.
>Prize in Colisseum: Ultimate Course.

-Book of Life : 人生の書-

Rank: D

Effect(s): LUK +1.
>Prize in Colisseum: Ultimate Course.

-Book of Silence : 沈黙の書-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Ultimate Course.

-Book of Eloquence : 雄弁の書-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Ultimate Course.

-Book of Might : 超人の書-
Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Ultimate Course.

-Book of King : 王の書-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Ultimate Course.

-Book of Shadow : 影の書-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Ultimate Course.

-Book of Heart : 心の書-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Ultimate Course.

-Book of Love : 愛の書-
Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Ultimate Course.

-Guiding Light : 導かれし光-
Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Rebirth Gap : 輪廻の間-
Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Young Man's Dream : 青年の夢-
Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Power Hunger : 支配の欲望-
Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Onion : たまねぎ-
Rank: A

Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Empty Cloud : うつろいの雲-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Two Forms : ふたつの姿-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-One Heart : ひとつの心-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Wind Radiance : 風の輝き-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Void Power : 無の力-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Secret Keeper : 秘められた魔-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Madness Smile : 狂乱の微笑み-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-True Past : 真実の過去-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Star Life : 星の生命-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Scarred Bullet : 通常弾-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Time Wheel : 時の歯車-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Play Ticket : おしばいのチケット-

Rank: A

Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Grim Reaper : 破滅の死神-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Prayer's Dream : 祈り子の夢-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Glorious Medal : 栄光の勲章-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Boiling Blood : たぎる血-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Judgement Gate : 審判の門-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Ultimate Course.

-Wind Stone : 風石-

Rank: C
Effect(s): LUK +2.
>Prize in Colisseum: Any Course.
[Need correction if wrong]

-Water Stone : 水石-

Rank: B
Effect(s): LUK +3.
>Prize in Colisseum: Any Course.
[Need correction if wrong]

-Life Stone : 命石-

Rank: A
Effect(s): LUK +4.
>Prize in Colisseum: Any Course.
[Need correction if wrong]

-Transform Powder : 変化の粉-

Rank: D
Effect(s): LUK +1.
>Prize in Colisseum: Any Course.
[Need correction if wrong]

-Pebble : 石ころ-

Rank: D
Effect(s): LUK +1.
>Prize in Colisseum: Any Course.
[Need correction if wrong]

-Crystal Eye : すいしょうのめ-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Matoya (Battle Rise Item).

-Warp Cube : ワープキューブ-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Death Machine (Battle Rise Item).

-Wild Rose : のばら-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Ming Wu (Battle Rise Item).

-Dragon Egg : ひりゅうのたまご-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Behemoth (Battle Rise Item).

-Noah's Lute : ノアのリュート-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Ninja (Battle Rise Item).

-Dwarf Bread : こびとのパン-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Ahriman (Battle Rise Item).

-Bomb Ring : ボムのゆびわ-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Red Wing (Battle Rise Item).

-Twin Harp : ひそひそう-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Fusoya (Battle Rise Item).

-Dragon Crest : 竜の紋章-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Gilgamesh (Battle Rise Item).

-Omega Crest : オメガの紋章-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Omega (Battle Rise Item).

-Tasty Fish : うまい魚-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Ultros (Battle Rise Item).

-Cat's Bell : タマのすず-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Siegfried (Battle Rise Item).

-Snowboard : スノーボード-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Yuffie (Battle Rise Item).

-Shinra's Card Key : 新羅カードキー-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Cait Sith (Battle Rise Item).

-Occult Fan : オカルトファン-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Laguna (Battle Rise Item).

-G.F. Eden : G.F.エデン-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Seifer (Battle Rise Item).

-Choco Graph : チョコグラフ-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Steiner (Battle Rise Item).

-Guide Book : こうりゃくぼん-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Vivi (Battle Rise Item).

-Sphere : スフィア-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Wakka (Battle Rise Item).

-Albehd Dictionary : アルベド語辞書-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Auron (Battle Rise Item).

-Machine Parts : からくり部品-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Shantotto (Battle Rise Item).

-Devil Stone : 破魔石-

Rank: S

Effect(s): LUK +4.

>Special Friend Card: Basch (Battle Rise Item).

-Aquarius Recipe : アクエリアスレシピ-

Rank: S

Effect(s): LUK +4.

>Password: MZCC3H38ZTUK.

-Leo Recipe : レオレシピ-

Rank: S

Effect(s): LUK +4.

>Password: HA3SESGAH3W3A.

-Sagittarius Recipe : サジタリウスレシピ-

Rank: S

Effect(s): LUK +4.
>Password: UC6H3M3778CH3.

-Aries Recipe : アリエスレシピ-
Rank: S
Effect(s): LUK +4.
>Password: 33MKERDTA2AK.

-Taurus Recipe : タウロスレシピ-
Rank: S
Effect(s): LUK +4.
>Password: KRCYGU7RJ8E3.

-Gemini Recipe : ジェミニレシピ-
Rank: S
Effect(s): LUK +4.
>Password: H3CSH3SDA3YUN.

-Cancer Recipe : キャンサーレシピ-
Rank: S
Effect(s): LUK +4.
>Password: SSAYECXK4CY6.

-Virgo Recipe : ヴァルゴレシピ-
Rank: S
Effect(s): LUK +4.
>Password: ECTLMCCW3NMC.

-Libra Recipe : リーブラレシピ-
Rank: S
Effect(s): LUK +4.
>Password: TGALKCAWTNA.

-Scorpio Recipe : スコーピオレシピ-
Rank: S
Effect(s): LUK +4.
>Password: H336DETYA23X.

-Capricorn Recipe : カプリコーンレシピ-
Rank: S
Effect(s): LUK +4.
>Password: UC5H3J46F3MZA.

-Pisces Recipe : パイシーズレシピ-
Rank: S
Effect(s): LUK +4.
>Password: QTAK5UWATGA.

[VI] Summons
#####

Summon in this game only affect Brave Points. There are no fancy sequences like in previous FF instalments; when you use a summon, you'll see a picture of your summon and then the effect it has on the Brave Points. There are 2 type of Summons, Auto and Manual, and different types of the same summon will display different pictures.

For example: Magus Sisters (auto) displays a CG render of the three sisters, where Magus Sisters will display a Yoshitaka Amano artwork of the sisters.

Below is the list of Summons known so far and the format is as follows:

-English Name : Japanese Name-
Effect(s): What the Summon does.
Act: How to activate the Auto Type Summon.
>Where and how to obtain it.

+++++
[VI.1] Auto Type
+++++

-Phoenix : フェニックス-
Effect(s): Activates Reraise Effect (Anti-Break State) for limited time. When you enter Break State your Brave Points will be recovered to the Brave base value.
Act: Your Brave Point is half or below the Brave base value.
>Pick up the Red Orb in Destiny Odyssey III Chapter 3.

-Ifrit : イフリート-
Effect(s): Multiplies your Brave Points by 1.5.
Act: Break Opponent Brave Points.
>Pick up the Red Orb in Destiny Odyssey I Chapter 3.

-Shiva : シヴァ-
Effect(s): Seals (locks) opponent's Brave Points for a while.
Act: Opponent Brave Point is 0.
>Pick up the Red Orb in Destiny Odyssey II Chapter 3.

-Ramuh : ラムウ-
Effect(s): Seal (lock) opponent's Summon for a while.
Act: Break Opponent Brave Points.
>Pick up the Red Orb in Shade Impulse - Chapter 3-3.

-Carbuncle : カーバンクル-
Effect(s): Set opponent's Brave Points to be the same as yours.
Act: Your Brave Point is 0.
>Pick up the Red Orb in Destiny Odyssey IV Chapter 3.

-Magic Pot : マジックポット-
Effect(s): Set your Brave Points to be the same as your opponent's.
Act: Opponent Brave Point is 3x the Brave base value.
>Pick up the Red Orb in Destiny Odyssey VII Chapter 3.

-Demon's Wall : デモンズウォール-
Effect(s): Prevents your Brave Points from being reduced.
Act: Your Brave Point is half or below the Brave base value.
>Pick up the Red Orb in Destiny Odyssey VI Chapter 3.

-Magus Sisters : メーガスミ姉妹-
Effect(s): Cuts opponent's Brave base value and Brave Points by half for a limited time.
Act: You enter the Break State.
>Pick up the Red Orb in Destiny Odyssey X Chapter 3.

-Odin : オーディーン-

Effect(s): 50% chance to instantly Break your opponent's Brave Points.

Act: Opponent Brave Points is bigger than your current HP.

>Pick up the Red Orb in Shade Impulse - Chapter 1-3.

-Alexander : アレクサンダー-

Effect(s): Lock your current Brave Points.

Act: Break Opponent Brave Points.

>Pick up the Red Orb in Destiny Odyssey IX Chapter 3.

-Leviathan : リヴァイアサン-

Effect(s): Reduces opponent's Brave Points by 20 gradually over a limited time.

Act: You enter the Break State.

>Pick up the Red Orb in Destiny Odyssey V Chapter 3.

-Bahamut : バハムート-

Effect(s): Increases your Brave Points by 20 gradually Over a limited time.

Act: Your Brave Point is half or below the Brave base value.

>Pick up the Red Orb in Destiny Odyssey VIII Chapter 3.

+++++

[VI.2] Manual Type

+++++

-Phoenix : フェニックス-

Effect(s): Activates Reraise Effect (Anti-Break State) for limited time. When you enter Break State your Brave Points will be recovered to the Brave base value.

>Pick up the Red Orb in Destiny Odyssey III Chapter 2.

-Chocobo : チョコボ-

Effect(s): Randomly change you and the Opponent Brave Points.

>4 DP Stage Bonus in Distant Glory - Heroes.

-Moogle : モーグリ-

Effect(s): Random Effects.

>4 DP Stage Bonus in Destiny Odyssey III.

-Ifrit : イフリート-

Effect(s): Multiplies your Brave Points by 1.5.

>Pick up the Red Orb in Destiny Odyssey I Chapter 2.

-Shiva : シヴァ-

Effect(s): Seals (locks) opponent's Brave Points for a while.

>Pick up the Red Orb in Destiny Odyssey II Chapter 2.

-Ramuh : ラムウ-

Effect(s): Seal (lock) opponent's Summon for a while.

>Pick up the Red Orb in Shade Impulse - Chapter 4-1.

-Carbuncle : カーバンクル-

Effect(s): Set opponent's Brave Points to be the same as yours.

>Pick up the Red Orb in Destiny Odyssey IV Chapter 2.

-Magic Pot : マジックポット-

Effect(s): Set your Brave Points to be the same as your opponent's.

>Pick up the Red Orb in Destiny Odyssey VII Chapter 2.

-Demon's Wall : デモンズウォール-

Effect(s): Prevents your Brave Points from being reduced.

>Pick up the Red Orb in Destiny Odyssey VI Chapter 2.

-Magus Sisters : メーガスミ姉妹-

Effect(s): Cuts opponent's Brave base value and Brave Points by half for a limited time.

>Pick up the Red Orb in Destiny Odyssey X Chapter 2.

-Odin : オーディーン-

Effect(s): 50% chance to instantly Break your opponent's Brave Points.

>Pick up the Red Orb in Shade Impulse - Chapter 2-3.

-Alexander : アレクサンダー-

Effect(s): Lock your current Brave Points.

>Pick up the Red Orb in Destiny Odyssey IX Chapter 2.

-Leviathan : リヴァイアサン-

Effect(s): Reduces opponent's Brave Points by 20 gradually over a limited time.

>Pick up the Red Orb in Destiny Odyssey V Chapter 2.

-Bahamut : バハムート-

Effect(s): Increases your Brave Points by 20 gradually Over a limited time.

>Pick up the Red Orb in Destiny Odyssey VIII Chapter 2.

-Mandragora : マンドラゴラ-

Effect(s): Brave Points return to Brave base value faster.

>4 DP Stage Bonus in Destiny Odyssey I.

-Bomb : ボム-

Effect(s): After fixed time, damages opponent equal to your Brave Points.

>4 DP Stage Bonus in Destiny Odyssey IV.

-Asura : アスラ-

Effect(s): Seals, uses or removes your opponent's summon.

>4 DP Stage Bonus in Distant Glory - Villains.

-Titan : タイタン-

Effect(s): Multiplies your Brave Points by 3 each time you get hit by opponent HP Attack for a limited time.

>Pick up the Red Orb in Distant Glory - Heroes Chapter 3.

-Atmos : アトモス-

Effect(s): Adds your opponent's Brave Points to you each time you receive damage from your opponent's HP attack for a limited time.

>Pick up the Red Orb in Distant Glory - Heroes Chapter 2.

-Iron Giant : 鉄巨人-

Effect(s): Halve your opponent's Brave Points when you land a HP attack for a limited time.

>Pick up the Red Orb in Distant Glory - Villains Chapter 3.

-Cactuar : サボテンダー-

Effect(s): Inflict 1000 damage to your opponent's Brave Points.
>4 DP Stage Bonus in Destiny Odyssey IX.

-Tonberry : トンベリ-

Effect(s): After fixed time, Break your Opponent Brave Points
(9999 Damage to your Opponent Brave Points.
>4 DP Stage Bonus in Destiny Odyssey V.

-Malboro : モルボル-

Effect(s): Reduce opponent's Brave Points gradually for a limited
time. The effect becomes stronger when you are near
your opponent.
>4 DP Stage Bonus in Destiny Odyssey II.

-Ultros : オルトロス-

Effect(s): Splatters ink on your opponent's screen so that your
opponent can't see either Brave Points.
>Pick up the Red Orb in Inward Chaos Chapter 1.

-Typhoon : チュポーン-

Effect(s): Removes one digit for Opponent Brave Points randomly.
>4 DP Stage Bonus in in Destiny Odyssey VII.

-Death Gaze : デスゲイズ-

Effect(s): Break the opponent's Brave Points if your Brave Points
5x higher than your opponent. [Need correction if wrong]
>4 DP Stage Bonus in in Destiny Odyssey VI.

-Behemoth : ベヒーモス-

Effect(s): Multiplies your Brave Points by 2 but then rapidly
decreases your Brave Points.
>4 DP Stage Bonus in in Destiny Odyssey X.

-Pupu : コヨコヨ-

Effect(s): Cuts your Brave Points by half and then gradually
increases it by 60 over a limited time.
>4 DP Stage Bonus in in Destiny Odyssey VIII.

-Lich : リッチ-

Effect(s): After fixed time, reduces Opponent Brave Points to 0.
>4 DP Stage Bonus in Shade Impulse Chapter 1.

-Marilith : マリリス-

Effect(s): After fixed time, Lock your Opponent Brave Points.
>4 DP Stage Bonus in Shade Impulse Chapter 2.

-Kraken : クラーケン-

Effect(s): After fixed time, exchanges your Brave Points with
your opponent's.
>4 DP Stage Bonus in Shade Impulse Chapter 3.

-Tiamat : ティアマット-

Effect(s): After fixed time, Multiply your Brave Points by 3.
>Pick up the Red Orb in Shade Impulse Chapter 4-2.

-Scarmillione : スカルミリョーネ-

Effect(s): Reduces your Opponent Brave Points to 0 when your Opponent
used a Summon.
>Pick up the Red Orb in Shade Impulse Chapter 1-2.

-Cagnazzo : カイナツォ-

Effect(s): Lock your Opponent Brave Points 0 when your Opponent uses a Summon.

>Pick up the Red Orb in Shade Impulse Chapter 2-2.

-Barbaricia : バルバリシア-

Effect(s): Exchanges your Brave Points with your Opponent's when your Opponent uses a Summon.

>Pick up the Red Orb in Shade Impulse Chapter 3-3.

-Rubicante : ルビカンテ-

Effect(s): Multiply your Brave Points by 3 when your Opponent uses a Summon.

>Pick up the Red Orb in Shade Impulse Chapter 3-2.

-Gilgamesh : ギルガメッシュ-

Effect(s): Multiply your Brave Points by 3 or reduces your Brave Points to 1.

>Pick up the Red Orb in Distant Glory - Villains Chapter 2.

-Ultima Weapon : アルテマウェポン-

Effect(s): After a fixed time, Break your Opponent Brave Points.

>4 DP Stage Bonus in Inward Chaos.

-Omega Weapon : オメガ-

Effect(s): Reduce opponent's Brave by 50% gradually over a limited time.

>Pick up the Red Orb in Inward Chaos Chapter 2.

[VII] Cosmos Side Characters
#####

The Format for Brave & HP Attacks is as follows:

-English Name : Japanese Name (Attack type, Ground or Air)-

[CP Usage before / after Master | AP needed to Master]

>How to learn the Attack.

Note(s): Additional Information.

+++++

[VII.1] Warrior of Light | All Rounder

+++++

A balanced Fighter. Most, if not all, of his HP attacks are linear. A character that requires careful strategy to secure victory.

=====
Brave Attacks
=====

-DeFlash : デイフラッシュ (Ground)-

[30 / 15 CP | 90 AP]

>Start with this.

-Red Fang : あかいきば (Ground)-

[20 / 10 CP | 120 AP]

>Start with this.

-Sword Thrust : ソードスラスト (Ground)-
[30 / 15 CP | 180 AP]
>Learned at Level 6.

-White Fang : しろいきば (Ground)-
[30 / 15 CP | 120 AP]
>Learned at Level 33.

-Blue Fang : あおいきば (Ground)-
[30 / 15 CP | 120 AP]
>Learned at Level 37.

-Raise Up : ライズアップ (Ground)-
[30 / 15 CP | 120 AP]
>Learned at Level 42.

-Crossover : クロスオーバー (Air)-
[30 / 15 CP | 120 AP]
>Start with this.

-Coat Buckler : コートバックラー (Air)-
[30 / 15 CP | 120 AP]
>Learned at Level 12.

-Bounce Buckler : バウンスバックラー (Air)-
[30 / 15 CP | 120 AP]
>Learned at Level 16.

=====
HP Attacks
=====

-Shining Wave : シャイニングウェーブ (Ground)-
[40 / 20 CP | 180 AP]
>Start with this.

-Shield of Light : シールドオブライト (Ground)-
[40 / 20 CP | 180 AP]
>Learned at Level 28.

-Rune Saber : ルーンセイバー (Ground)-
[40 / 20 CP | 00 AP]
>Learned by Mastering Raise Up.

-Shield of Light : シールドオブライト (Air)-
[40 / 20 CP | 180 AP]
>Start with this.

-Radiant Sword : レディアントソード (Air)-
[40 / 20 CP | 180 AP]
>Learned at Level 23.

-Rune Saber : ルーンセイバー (Air)-
[40 / 20 CP | 300 AP]
>Learned by Mastering Crossover.
[Need correction if wrong]

-End All A : エンドオールA (Air)-
[40 / 20 CP | 300 AP]
>Learned by Mastering Coat Buckler.

[Need correction if wrong]

-End All B : エンドオールB (Air)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Bounce Buckler.

[Need correction if wrong]

=====

EX Mode Bonus

=====

-Reflect Attack-

Any Guardable attacks will be deflected if you're in attack animations. [Need correction if wrong]

-Protect-

Reduces Brave Damages your opponent inflicted on you.

[Need correction if wrong]

=====

EX Burst

=====

-Over Soul-

Input a series of directional buttons up to 4-6 times to get a "Perfect".

+++++

[VII.2] Firion | Weapon Specialist

+++++

Ground fighter versatile with all weapons. His starting HP Attacks, "Straight Arrow" is a good move if Player wants to play safe against an opponent. His EX Mode is useful because each HP attack drains his opponent's HP.

=====

Brave Attacks

=====

-Seize Knife : シーズナイフ (Ground)-

[30 / 15 CP | 90 AP]

>Start with this.

-Lead Axe : リードアックス (Ground)-

[30 / 15 CP | 90 AP]

>Start with this.

-Flash Lance : ブラッシュランス (Ground)-

[30 / 15 CP | 90 AP]

>Learned at Level 5.

-Sword Blow : ソードブロウ (Ground)-

[30 / 15 CP | 120 AP]

>Learned at Level 13.

-Blizzard : ブリザド (Air)-

[20 / 10 CP | 120 AP]

>Start with this.

-Fire : ファイア (Air)-

[20 / 10 CP | 120]

>Learned at Level 23.

-Thunder : サンダー (Air)-

[20 / 10 CP | 120 AP]

>Learned at Level 28.

-Sword Blow : ソードブロウ (Air)-

[20 / 10 CP | 80 AP]

>Learned at Level 33.

=====

HP Attacks

=====

-Straight Arrow : ストレートアロー (Ground)-

[40 / 20 CP | 180 AP]

>Start with this.

-Straight Arrow : ストレートアロー (Air)-

[40 / 20 CP | 180 AP]

>Start with this.

-Shield Bash : シールドバッシュ (Ground)-

[40 / 20 CP | 180 AP]

>Learned at Level 37.

-Double Divert A : ダブルディフイートA (Ground)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Flash Lance.

-Double Divert B : ダブルディフイートB (Ground)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Seize Knife.

-Double Divert C : ダブルディフイートC (Ground)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Lead Axe.

-Master of Arms : マスターオブアームズ (Air)-

[40 / 20 CP | 300 AP]

>Learned at Level 51.

Note(s):

-To perform "Double Divert A", you must perform the first animation of "Flash Lance" (Press O button once), then press Square button.

-To perform "Double Divert B", you must perform the first animation of "Seize Knife" (Press O button once), then press Square button.

-To perform "Double Divert C", you must perform the first animation of "Lead Axe" (Press O button once), then press Square button.

=====

EX Mode Bonus

=====

-Blood Weapon-

Any HP Damages you inflicted to your opponent will be absorbed.

=====

EX Burst

=====

-Fervid Blazer-

Input a series of 5 buttons to get a "Perfect".

+++++

[VII.3] Onion Knight | Magic Fencer

+++++

A Knight who can use both Physical and Magical Moves.
His small build makes him difficult to hit. His EX Mode lets him switch Jobs between either Ninja or Sage. Ninja is very agile and has fast attacks, while Sage relies more on his Magic.

=====

Brave Attacks

=====

-Rapid Hits : 連続ヒット (Ground)-

[30 / 15 CP | 90 AP]

>Start with this.

-Additional Slash : 追加斬り (Ground)-

[30 / 15 CP | 120 AP]

>Start with this.

-Blizzard : ブリザド (Ground)-

[20 / 10 CP | 60 AP]

>Start with this.

-Blizzaga : ブリザガ (Ground)-

[30 / 10 CP | 90 AP]

>Learned by Mastering Blizzard.

-Thunder : サンダー (Air)-

[20 / 10 CP | 60 AP]

>Start with this.

-Thundaga : サンダガ (Air)-

[30 / 15 CP | 90 AP]

>Learned by Mastering Thunder.

-Quick Hits : 高速ヒット (Air)-

[30 / 15 CP | 90 AP]

>Learned at Level 19.

-Additional Thrust : 追加突き (Air)-

[30 / 15 CP | 90 AP]

>Learned by Mastering Rapid Hits.

[Need correction if wrong]

=====

HP Attacks

=====

-Dancing Sword : 流剣の舞 (Ground)-

[40 / 20 CP | 180 AP]

>Start with this.

-Petit Meteor : プチメテオ (Air)-
[40 / 20 CP | 180 AP]
>Start with this.

-Firaga : ファイガ (Ground)-
[40 / 20 CP | 180 AP]
>Learned at Level 5.

-Whirlwind Blades : 旋風斬 (Air)-
[40 / 20 CP | 180 AP]
>Learned at Level 33.

-Sword Rain : 煌めきの剣雨 (Ground)-
[40 / 20 CP | 300 AP]
>Learned by Mastering Rapid Hits.
[Need correction if wrong]

-Quake : クエイク (Ground)-
[40 / 20 CP | 300 AP]
>Learned by Mastering Blizzard.
[Need correction if wrong]

-Sword Flash : 導きの剣閃 (Air)-
[40 / 20 CP | 300 AP]
>Learned by Mastering Quick Hits.
[Need correction if wrong]

-Flare : フレア (Air)-
[40 / 20 CP | 300 AP]
>Learned by Mastering Thunder.
[Need correction if wrong]

=====
EX Mode Bonus
=====

-Ninja-
Change job to Ninja. Physical Attacks
and Movement Speed increases.

-Sage-
Change job to Sage. Magic Attacks increases.

=====
EX Burst
=====

-Menu Command (Ninja / Sage)-
Use the Command as it was ordered by the
game. If you're using Sage, you'll be asked
to use Holy. while you're using Ninja, you'll
be asked to used the Throwing Weapons. If you
do it right, you'll get a "Perfect".

++++
[VII.4] Cecil Harvey | Style Maker
++++
A Fighter who can switch between 2 jobs: Dark Knight
and Paladin. His Dark Knight form is slow but good
with projectiles and heavy attacks, while his Paladin

form is agile and has fast attacks. HP attacks cause the switch between jobs: Cecil becomes a Dark Knight to use ground HP attacks, and a Paladin to perform air HP attacks. He can also switch freely between the two jobs in EX Mode.

=====

Brave Attacks

=====

Dark Knight

-Valiant Blow : ヴァリアントブロウ (Ground)-

[20 / 10 CP | 140 AP]

>Start with this.

-Dark Cannon : ダークカノン (Ground)-

[20 / 10 CP | 180 AP]

>Start with this.

-Shadow Lance : シャドウランス (Ground)-

[20 / 10 CP | 90 AP]

>Learned at Level 4.

-Gravity Ball : グラビティボール (Air)-

[20 / 10 CP | 140 AP]

>Start with this.

-Dark Fall : ダークフォール (Air)-

[20 / 10 CP | 180 AP]

>Learned at Level 15.

-Paladin Arts : パラディンアーツ (Air)-

[30 / 15 CP | 300 AP]

>Learned at Level 51.

[Need correction if wrong]

Paladin

-Slash : スラッシュ (Ground)-

[20 / 10 CP | 180 AP]

>Start with this.

-Lightning Upper : ライトニングアッパー (Ground)-

[20 / 10 CP | 180 AP]

>Learned at Level 37.

-Dark Step : ダークステップ (Ground)-

[30 / 15 CP | 200 AP]

>Learned at Level 51.

-Ray Wings : レイウイングス (Air)-

[20 / 10 CP | 120 AP]

>Start with this.

-Sacred Cross : セイクリッドクロス (Air)-

[20 / 10 CP | 120 AP]

>Learned at Level 10.

-Satellite : サーチライト (Air)-

[20 / 10 CP | 90 AP]

>Learned at Level ?.

[Need correction if wrong]

=====

HP Attacks

=====

Dark Knight

-Soul Eater : ソウルイーター (Ground)-

[40 / 20 CP | 300 AP]

>Start with this.

[Need correction if wrong]

-Dark Flame : ダークフレイム (Ground)-

[40 / 20 CP | 300 AP]

>Learned at Level 28.

[Need correction if wrong]

Paladin

-Saint Dive : セイントダイブ (Air)-

[40 / 20 CP | 300 AP]

>Start with this.

[Need correction if wrong]

-Paladin Force : パラディンフォース (Air)-

[40 / 20 CP | 300 AP]

>Learned at Level 33.

[Need correction if wrong]

=====

EX Mode Bonus

=====

-Free Job Change-

Press R+Square to freely change your Job between
Paladin and Dark Knight.

-Double Damage-

The damages you inflicted on your opponent is 1.5
times more than the usual. [Need correction if wrong]

=====

EX Burst

=====

-Double Face-

Input a series of buttons up to 3 times which you
need to input simultaneously to get a "Perfect".

+++++

[VII.5] Bartz Klauser | Arranged Fighter

+++++

A Mimic fighter who can use some Moves from each of the
nine other Heroes of Cosmos. He sometimes modifies these
into his own style. When he performs a move 'belonging' to

another character, he'll mimic what they say as well. A somewhat awkward Character but agile and has fast attacks.

=====
Brave Attacks
=====

-Rise Lance : ライズランス (Ground)-

[25 / 15 CP | 120 AP]

>Start with this.

[Need correction if wrong]

-Lead Impulse : リードインパルス (Ground)-

[25 / 15 CP | 120 AP]

>Start with this.

[Need correction if wrong]

-Clim Barrel : クライムバレル (Ground)-

[35 / 20 CP | 120 AP]

>Learned at Level 5.

-Solid Rise : ソリッドライズ (Ground)-

[35 / 20 CP | 120 AP]

>Learned at Level 15.

[Need correction if wrong]

-Storm Shoot : ストームシュート (Air)-

[35 / 15 CP | 180 AP]

>Start with this.

-Slide Hazard : スライドハザード (Air)-

[35 / 20 CP | 180 AP]

>Learned at Level 28.

[Need correction if wrong]

-Holy : ホーリー (Air)-

[25 / 15 CP | 120 AP]

>Learned at Level 33.

[Need correction if wrong]

=====
HP Attacks
=====

-Soul Eater : ソウルイーター (Ground)-

[45 / 25 CP | 180 AP]

>Start with this.

-Flood : フラッド (Ground)-

[45 / 25 CP | 180 AP]

>Learned at Level 19.

[Need correction if wrong]

-Whirlwind Blades : 旋風斬 (Air)-

[45 / 25 CP | 300 AP]

>Start with this.

[Need correction if wrong]

-Flare : フレア (Air)-

[45 / 25 CP | 180 AP]

>Learned by Mastering Holy.
[Need correction if wrong]

-Paladin Force : パラディンフォース (Air)-
[45 / 25 CP | 180 AP]
>Learned at Level 42.
[Need correction if wrong]

=====
EX Mode Bonus
=====

-Goblin Punch-
Press R+Square to use this Attack. This is a HP
Attack. But the first few hits will damages your
Opponent Brave Points.

=====
EX Burst
=====

-All Out Attack > Brave Sword-
Input a series of directional buttons up
to 4 times to get a "Perfect". You need to press
2 directional consecutively each times.

+++++
[VII.6] Terra Branford | Magic Master
+++++
A slow & strategic Character. while her close
Attacks aren't very damaging, her Ranged Attacks
can be devastating. It's recommended to stay away
from the opponent and use her long-distance spells.

=====
Brave Attacks
=====

-Fire : ファイア (Ground)-
[20 / 10 CP | 120 AP]
>Start with this.
[Need correction if wrong]

-Blizzara : ブリザラ (Ground)-
[30 / 15 CP | 180 AP]
>Learned at Level 13.
[Need correction if wrong]

-Blizzard Combo : ブリザドコンボ (Ground)-
[30 / 15 CP | 180 AP]
>Learned at Level 19.
[Need correction if wrong]

-Graviga : グラビガ (Ground)-
[30 / 15 CP | 180 AP]
>Learned at Level 33.
[Need correction if wrong]

-Meteor : メテオ (Ground)-
[30 / 15 CP | 180 AP]
>Learned at Level 42.

[Need correction if wrong]

-Blizzara : ブリザラ (Air)-

[30 / 15 CP | 140 AP]

>Start with this.

[Need correction if wrong]

-Blizzard Combo : ブリザドコンボ (Air)-

[30 / 15 CP | 140 AP]

>Start with this.

[Need correction if wrong]

-Thundara : サンダラ (Air)-

[20 / 10 CP | 90 AP]

>Learned at Level 3.

[Need correction if wrong]

-Holy : ホーリー (Air)-

[20 / 10 CP | 140 AP]

>Learned at Level 10.

[Need correction if wrong]

-Holy Combo : ホーリーコンボ (Air)-

[30 / 15 CP | 200 AP]

>Learned at Level 28.

[Need correction if wrong]

=====

HP Attacks

=====

-Flood : フラッド (Ground)-

[40 / 20 CP | 180 AP]

>Start with this.

-Tornado : トルネド (Ground)-

[40 / 20 CP | 180 AP]

>Learned at Level 23.

[Need correction if wrong]

-Tornado : トルネド (Air)-

[40 / 20 CP | 180 AP]

>Start with this.

-Meltdown : メルトン (Air)-

[40 / 20 CP | 300 AP]

>Learned at Level 51.

[Need correction if wrong]

-Ultima : アルテマ (Air)-

[40 / 20 CP | 300 AP]

>Learned at Level 42.

[Need correction if wrong]

=====

EX Mode Bonus

=====

-Glide-

Hold X Button after you Jump to glide.

-Double Cast-

Any Magic performed is doubled. Example: Flood will results in 3 water burst instead of the usual 2 water burst. [Need correction if wrong]

=====

EX Burst

=====

-Riot Sword-

Mash the Left directional button & O Button at the same time until the Gauge is full to get a Perfect.

+++++

[VII.7] Cloud Strife | Blow Hitter

+++++

A fighter who relies heavily on his Close Attacks. Although he starts with a somewhat slow Brave & HP Attacks, he'll eventually get better Attacks such as Finishing Touch and Omnislash V.5 which is chained from his Brave Attacks. He's one of the easiest Character to Master.

=====

Brave Attacks

=====

-Cutting Edge : 連斬り (Ground)-

[30 / 15 CP | 120 AP]

>Start with this.

-Climhazard : クライムハザード (Ground)-

[30 / 15 CP | 130 AP]

>Learned at Level 5.

-Sonic Break : ソニックブレイク (Ground)-

[30 / 15 CP | 180 AP]

>Learned at Level 13.

-Blade Beam : 破暁撃 (Ground)-

[30 / 15 CP | 120 AP]

>Learned at Level 46.

-Fire : ファイア (Ground)-

[20 / 10 CP | 90 AP]

>Start with this.

-Fira : ファイラ (Ground)-

[20 / 10 CP | 90 AP]

>Learned at Level 19.

-Firaga : ファイガ (Ground)-

[30 / 15 CP | 120 AP]

>Learned at Level 33.

-Slash Blow : スラッシュブロウ (Air)-

[30 / 15 CP | 180 AP]

>Start with this.

-Aerial Fang : 空牙 (Air)-
[30 / 15 CP | 140 AP]
>Learned at Level 10.

-Rising Fang : 月牙天昇 (Air)-
[30 / 15 CP | 140 AP]
>Learned at Level 23.

=====
HP Attacks
=====

-Cross Slash : 凶斬り (Ground)-
[40 / 20 CP | 180 AP]
>Start with this.

-Meteorain : メテオレイン (Ground)-
[40 / 20 CP | 300 AP]
>Learned at Level 37.

-Finishing Touch : 画竜点睛 (Ground)-
[40 / 20 CP | 300 AP]
>Learned by Mastering Sonic Break.

-Braver : ブレイバー (Air)-
[40 / 20 CP | 180 AP]
>Start with this.

-Omnislash Version 5 : 超究武神破斬 ver.5 (Air)-
[40 / 20 CP | 300 AP]
>Learned by Mastering Slash Blow.

Note(s):

-To perform "Finishing Touch", you must perform two animations of "Sonic Break" (Press O button twice), then press Square button.

-To perform "Omnislash Version 5", you must perform the first animation of "Slash Blow" (press O button once, 2 hits), then press Square button.

=====
EX Mode Bonus
=====

-Ultima Weapon (Crush)-
All attacks are able to Guard Crush opponent.

-Ultima Weapon (Attack)-
Attack Power depends on how much HP he have.

=====
EX Burst
=====

-Omnislash-
Mash the O Button until the LIMIT Gauge is full to get a "Perfect".

++++
A Character who can drains opponent's Brave very quickly
with his Brave Attacks such as Solid Barrel and
Beat Fang. Even though he doesn't have any Chainable
HP Attacks from his Brave Attacks, his fast attacks
make up for it.

=====
Brave Attacks
=====

-Upper Bruise : アッパーブルーズ (Ground)-
[30 / 15 CP | 120 AP]
>Start with this.

-Solid Barrel : ソリッドバレル (Ground)-
[30 / 15 CP | 120 AP]
>Learned at Level 6.

-Blizzard Bullet : ブリザドバレット (Ground)-
[20 / 10 CP | 90 AP]
>Start with this.

-Thunder Bullet : サンダーバレット (Ground)-
[30 / 15 CP | 120 AP]
>Learned at Level 10.

-Magic Barrage : 連続魔弾 (Ground)-
[30 / 15 CP | 120 AP]
>Learned at Level 23.

-Heel Crusher : ヒールクラッシュ (Air)-
[30 / 15 CP | 180 AP]
>Start with this.

-Beat Fang : ビートファング (Air)-
[30 / 15 CP | 180 AP]
>Learned at Level 33.

=====
HP Attacks
=====

-Fated Circle : フェイテッドサークル (Ground)-
[40 / 20 CP | 180 AP]
>Start with this.

-Revolver Drive : リボルバードライヴ (Ground)-
[40 / 20 CP | 180 AP]
>Learned at Level 15.

-Blasting Zone : プラスティングゾーン (Ground)-
[40 / 20 CP | 300 AP]
>Learned at Level 42.

-Rough Divide : ラフディバイド (Ground)-
[40 / 20 CP | 300 AP]
>Learned at Level 51.

-Aerial Circle : エアリアルサークル (Air)-

[40 / 20 CP | 180 AP]

>Start with this.

=====

EX Mode Bonus

=====

-Lionheart (Range)-

Extends Weapon reach.

-Lionheart (Hit)-

Adds Extra hits for each melee Brave Attack
hits Opponent.

=====

EX Burst

=====

-Renzokuken > End of Heart-

Press the R Button when the moving line
enters the left box 8 times to get a
"Perfect".

+++++

[VII.9] Zidane Tribal | Air Master

+++++

An agile fighter who has a lot of good Aerial Moves.
While His HP Attacks is difficult to hit his opponent,
later on he can learn a good aerial HP Attack.

=====

Brave Attacks

=====

-Rumble Rush : ランブルラッシュ (Ground)-

[30 / 15 CP | 180 AP]

>Start with this.

-Scoop Out : スクープアウト (Ground)-

[20 / 10 CP | 120 AP]

>Learned at Level 19.

-Swift Attack : スイフトアタック (Ground)-

[30 / 15 CP | 200 AP]

>Learned at Level ?.

[Need correction if wrong]

-Storm Impulse : ストームインパルス (Air)-

[30 / 15 CP | 180 AP]

>Learned at Level 15.

-Vortex : ヴォルテックス (Air)-

[30 / 15 CP | 180 AP]

>Learned at Level 10.

-Tempest : テンペスト (Air)-

[30 / 15 CP | 180 AP]

>Learned at Level 5.

-Scoop Out : スクープアウト (Air)-

[20 / 10 CP | 120 AP]

>Start with this.

-Solution 9 : ソリューション9 (Air)-

[30 / 15 CP | 140 AP]

>Learned at Level 33.

-Swift Attack : スイフトアタック (Air)-

[30 / 15 CP | 160 AP]

>Start with this.

=====

HP Attacks

=====

-Tidal Flame : タイダルフレイム (Ground)-

[40 / 20 CP | 180 AP]

>Start with this.

-Stellar Circle 5 : ストラサークル5 (Ground)-

[40 / 20 CP | 180 AP]

>Learned at Level 40.

-Free Energy A : フリーエナジーA (Ground)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Rumble Rush.

-Free Energy B : フリーエナジーB (Ground)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Swift Attack (Ground).

-Shift Break : シフトブレイク (Air)-

[40 / 20 CP | 180 AP]

>Start with this.

-Grand Lethal : グランドリーサル (Air)-

[40 / 20 CP | 300 AP]

>Learned at Level 46.

-Maeltwister A : ミールツイスターA (Air)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Storm Impulse.

-Maeltwister B : ミールツイスターB (Air)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Vortex.

-Maeltwister A : フリーエナジーA (Air)-

[40 / 20 CP | 0 AP]

>Learned by Mastering Tempest.

-Maeltwister B : フリーエナジーB (Air)-

[40 / 20 CP | 0 AP]

>Learned by Mastering Swift Attack (Air).

=====

EX Mode Bonus

=====

-Aerial Jump-

Able to Jump up to 10 times.

-Dodge Jump-
Not yet known.

=====
EX Burst

=====
-Reverse Gaia-
Mash the O Button until the Gauge is full
to get a "Perfect".

+++++
[VII.10] Tidus | Dodge Attacker
+++++
An acrobatic Fighter, his Attacks are fluid and can
easily hit his opponent. Most of his attacks are
quite fast.

=====
Brave Attacks
=====

-Sonic Buster : ソニックバスター (Ground)-
[30 / 15 CP | 140 AP]
>Start with this.

-Wither Shot : ウィザーショット (Ground)-
[20 / 10 CP | 90 AP]
>Learned at Level 3.

-Dodge & Spin : ドッジ&スピン (Ground)-
[30 / 15 CP | 130 AP]
>Learned at Level 10.

-Sphere Shot : スフィアシュート (Ground)-
[20 / 10 CP | 90 AP]
>Learned at Level 13.

-Dodge & Throw : ドッジ&スロー (Ground)-
[30 / 15 CP | 120 AP]
>Learned at Level 28.

-Hop Step : ホップステップ (Ground)-
[30 / 15 CP | 120 AP]
>Learned at Level 33.

-Dodge & Run : ドッジ&ラン (Ground)-
[30 / 15 CP | 140 AP]
>Learned at Level 37.

-Hop Step : ホップステップ (Air)-
[30 / 15 CP | 140 AP]
>Start with this.

-Dodge & Throw : ドッジ&スロー (Air)-
[30 / 15 CP | 180 AP]
>Start with this.

-Wither Shot : ウィザーショット (Air)-
[20 / 10 CP | 120 AP]

>Learned at Level 19.

-Full Slide : フルスライド (Air)-

[30 / 15 CP | 180 AP]

>Learned at Level 23.

[Need correction if wrong]

-Dodge & Spin : ドッジ&スピン (Air)-

[30 / 15 CP | 180 AP]

>Learned at Level 23.

[Need correction if wrong]

=====

HP Attacks

=====

-Spiral Cut : スパイラルカット (Ground)-

[40 / 20 CP | 180 AP]

>Start with this.

[Need correction if wrong]

-Charge & Assult : チャージ&アサルト (Ground)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Sonic Buster.

[Need correction if wrong]

-Energy Rain : エナジーレイン (Ground)-

[40 / 20 CP | 180 AP]

>Learned at Level ?.

[Need correction if wrong]

-Quick Trick A : クイックトリックA (Ground)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Dodge & Throw (Ground).

[Need correction if wrong]

-Quick Trick B : クイックトリックB (Ground)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Dodge & Spin (Ground).

[Need correction if wrong]

-Quick Trick C : クイックトリックC (Ground)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Dodge & Run.

[Need correction if wrong]

-Quick Trick D : クイックトリックD (Air)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Dodge & Throw (Air).

[Need correction if wrong]

-Quick Trick E : クイックトリックE (Air)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Dodge & Spin (Air).

[Need correction if wrong]

-Energy Rain : エナジーレイン (Air)-

[40 / 20 CP | 180 AP]

>Start with this.

[Need correction if wrong]

-Jecht Shot : ジェクトシュート (Air)-

[40 / 20 CP | 300 AP]

>Learned at Level 51.

[Need correction if wrong]

-Charge & Assault : チャージ&アサルト (Air)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Full Slide.

[Need correction if wrong]

=====

EX Mode Bonus

=====

-Reflect Dash-

When performing Dash, any Guardable Attacks will be deflected. [Need correction if wrong]

-Caladbolg (Attack)-

Attack Power depends on how much HP he have.

[Need correction if wrong]

-Caladbolg (Dodge)-

Give Invincible Frames for Attacks that executed after Dodging an Attack. [Need correction if wrong]

=====

EX Burst

=====

-Ace of the Blitz-

Press the O button when the pointer is in the middle. If you do it right, you'll get a "Great" Message, resulting in a 'perfect' 3 hits. Miss by a little bit and you'll get a 'Good', which is 2 hits.

+++++

[VII.11] Shantotto | Chain Speller

+++++

An Ancient Magic user. All of her HP Attacks can be used from the start, while her starting Brave Attacks aren't very useful. Shantotto does learn better Brave Attacks later on. Her HP Attacks (Chaining 3 Magic) is dangerous if you can use it properly.

=====

Brave Attacks

=====

-2-3 Attacks : 時々2-3回攻撃 (Ground)-

[30 / 15 CP | 90 AP]

>Start with this.

-Bind : バインド (Ground)-

[20 / 10 CP | 120 AP]

>Learned at Level 10.

-Bio : バイオ (Ground)-

[30 / 15 CP | 120 AP]

>Learned at Level 28.

-Stun : スタン (Ground)-

[20 / 10 CP | 120 AP]

>Learned at Level 44.

-Retribution : レトリビューション (Air)-

[30 / 15 CP | 180 AP]

>Start with this.

-Bind : バインド (Air)-

[20 / 10 CP | 120 AP]

>Learned at Level 10.

-Bio : バイオ (Air)-

[30 / 15 CP | 120 AP]

>Learned at Level 28.

-Stun : スタン (Air)-

[20 / 10 CP | 120 AP]

>Learned at Level 44.

=====

HP Attacks

=====

-{Spirit Magic} Fire : 精霊魔法 火 (Ground)-

[40 / 20 CP | 260 AP]

>Start with this.

Note(s): The spell cast depends on her current Brave Points:

0-2999: Fire

3000-5999: Firaga

6000-9999: Flare

-{Spirit Magic} Stone : 精霊魔法 土 (Ground)-

[40 / 20 CP | 200 AP]

>Start with this.

Note(s): The spell cast depends on her current Brave Points:

0-2999: Stone

3000-5999: Stonega

6000-9999: Quake

-{Spirit Magic} Thunder : 精霊魔法 雷 (Ground)-

[40 / 20 CP | 300 AP]

>Start with this.

Note(s): The spell cast depends on her current Brave Points:

0-2999: Thunder

3000-5999: Thundaga

6000-9999: Burst

-{Spirit Magic} Blizzard : 精霊魔法 氷 (Air)-

[40 / 20 CP | 280 AP]

>Start with this.

Note(s): The spell cast depends on her current Brave Points:

0-2999: Blizzard

3000-5999: Blizzaga

6000-9999: Freeze

-{Spirit Magic} Aero : 精霊魔法 風 (Air)-

[40 / 20 CP | 240 AP]

>Start with this.

Note(s): The spell cast depends on her current Brave Points:

- 0-2999: Aero
- 3000-5999: Aeroga
- 6000-9999: Tornado

-(Spirit Magic) Water : 精霊魔法 水 (Air)-

[40 / 20 CP | 220 AP]

>Start with this.

Note(s): The spell cast depends on her current Brave Points:

- 0-2999: Water
- 3000-5999: Waterga
- 6000-9999: Flood

=====

EX Mode Bonus

=====

-Manafont-

Brave Points won't decreased after you lands HP Attacks on your Opponent.

=====

EX Burst

=====

-Magic Chains-

Use all of the Magics provided to dish big damages to your Opponent. To use one Magic properly, press O button 2x on a Magic.

Note that the Magic provided will be different each time you're using her EX Burst. To Get a 'Perfect', start with 'Flare' (red orb) and use each magic under it in succession. This will sometimes result in the cursor going back to the top of the list. Don't worry, just keep moving 'down' the list.

#####

[VIII] Chaos Side Characters

#####

The Format for Brave & HP Attacks is as follows:

-English Name : Japanese Name (Attack type, Ground or Air)-

[CP Usage before / after Master | AP needed to Master]

>How to learn the Attack.

Note(s): Additional Information.

+++++

[VIII.1] Garland | Power Attacker

+++++

A slow Character but each of his attacks is so powerful. Sometimes it's kinda hard to distinguish between his Brave & HP Attacks.

=====

Brave Attacks

=====

-Round Edge : ラウンドエッジ (Ground)-
[30 / 15 CP | 120 AP]
>Start with this.

-Lance Bullet : ランスバレット (Ground)-
[30 / 15 CP | 120 AP]
>Learned at Level 10.
[Need correction if wrong]

-Death Claw : デスクロウ (Ground)-
[10 / 20 CP | 120 AP]
>Learned at Level 15.
[Need correction if wrong]

-High Bringer : ハイブリンガー (Ground)-
[30 / 15 CP | 120 AP]
>Learned at Level 27.
[Need correction if wrong]

-Twin Sword : ツインソード (Air)-
[30 / 15 CP | 180 AP]
>Start with this.

-Chain Bump : チェーンバンプ (Air)-
[30 / 15 CP | 180 AP]
>Start with this.

-Bardiche : バルディッシュ (Air)-
[30 / 15 CP | 120 AP]
>Learned at Level 5.
[Need correction if wrong]

-Twist Drill : ツイストドリル (Air)-
[30 / 15 CP | 120 AP]
>Learned at Level 23.
[Need correction if wrong]

=====
HP Attacks
=====

-Earthquake : じしん (Ground)-
[40 / 20 CP | 180 AP]
>Start with this.

-Tsunami : つなみ (?) -
[40 / 20 CP | 180 AP]
>Learned at Level 46.
[Need correction if wrong]

-Blaze : ほのお (Ground)-
[40 / 20 CP | 180 AP]
>Learned at Level 19.
[Need correction if wrong]

-Blaze : ほのお (Air)-
[40 / 20 CP | 180 AP]
>Start with this.

-Tornado Blow : たつまき (Air)-

[40 / 20 CP | 180 AP]

>Learned at Level 37.

[Need correction if wrong]

=====

EX Mode Bonus

=====

-Super Armor-

Can't be staggered / blown away When doing
Attack animations.

[Need correction if wrong]

=====

EX Burst

=====

-Soul of Chaos-

Mash the O Button until the Gauge is full to
get a "Perfect".

+++++

[VIII.2] The Emperor | Trap Maker

+++++

A Character who requires very careful strategy
to win. He's a force to be reckoned with if you know
how to utilize his traps properly.

=====

Brave Attacks

=====

-Land Mine : 地雷 (Ground)-

[20 / 10 CP | 90 AP]

>Start with this.

-Thunder Crest : 雷の紋章 (Ground)-

[30 / 15 CP | 120 AP]

>Start with this.

-Light Crest : 光の紋章 (Ground)-

[30 / 15 CP | 120 AP]

>Learned at Level ?.

[Need correction if wrong]

-Stick Bomb : ステックボム (Ground)-

[30 / 15 CP | 120 AP]

>Learned at Level 5.

[Need correction if wrong]

-Bomb Attack : ボムアタック (Ground)-

[30 / 15 CP | 120 AP]

>Learned at Level ?.

[Need correction if wrong]

-Air Mine : 機雷 (Air)-

[20 / 10 CP | 90 AP]

>Start with this.

-Light Crest : 光の紋章 (Air)-

[30 / 15 CP | 180 AP]

>Start with this.

-Stick Bomb : スティックボム (Air)-

[30 / 15 CP | 180 AP]

>Learned at Level ?.

[Need correction if wrong]

=====
HP Attacks
=====

-Flare : フレア (Ground)-

[40 / 20 CP | 180 AP]

>Start with this.

-Comet : いんせき (Ground)-

[40 / 20 CP | 300 AP]

>Learned at Level ?.

[Need correction if wrong]

-Comet : いんせき (Air)-

[40 / 20 CP | 300 AP]

>Learned at Level ?.

[Need correction if wrong]

=====
EX Mode Bonus
=====

-Blood Magic-

Any HP Damages you inflicted to your opponent will be absorbed.

=====
EX Burst
=====

-Trap Disaster-

Input a series of 5 buttons (varies between D-Pad and Command Buttons) to get a "Perfect".

++++++
[VIII.3] Cloud of Darkness | HP Breaker

++++++

While she only has two Brave Attacks, her large collection of HP Attacks makes up for it.

The AoE (Area of Effect) of her HP Attacks is amazing to keep you safe from the opponent's attacks and counter-attacking at the same time.

=====
Brave Attacks
=====

-Tentacles of Pain : 痛みの触手 (Ground)-

[45 / 25 CP | 140 AP]

>Start with this.

-Tentacles of Agony : 苦しみの触手 (Air)-

[45 / 25 CP | 120 AP]

>Start with this.

=====

HP Attacks

=====

-Wave Cannon "AA" : 高射式 波動砲 (Ground)-
[40 / 20 CP | 180 AP]
>Start with this.

-Wave Cannon "Wide" : 広角式 波動砲 (Ground)-
[40 / 20 CP | 180 AP]
>Learned at Level 5.

-Wave Cannon "Retribution" : 報復式 波動砲 (Ground)-
[40 / 20 CP | 180 AP]
>Learned at Level 10.

-Wave Cannon "Underground" : 潜地式 波動砲 (Ground)-
[40 / 20 CP | 180 AP]
>Learned at Level ?.
[Need correction if wrong]

-Wave Cannon "Pursuit" : 追尾式 波動砲 (Ground)-
[40 / 20 CP | 300 AP]
>Learned at Level 42.

-Wave Burst : 波動球 (Air)-
[40 / 20 CP | 180 AP]
>Start with this.

-Rapid Assault : 報復式 波動砲 (Air)-
[40 / 20 CP | 180 AP]
>Learned at Level ?.
[Need correction if wrong]

-Wave Cannon "ZERO" : 零式 波動砲 (Air)-
[40 / 20 CP | 180 AP]
>Learned at Level ?.
[Need correction if wrong]

-Wave Cannon "Beat" : 乱打式 波動砲 (Air)-
[40 / 20 CP | 180 AP]
>Learned at Level 37.

=====

EX Mode Bonus

=====

-Cancel Attacks-

When your Opponent attack you, you're able to
cancel the Attacks by pressing Square button.
[Need correction if wrong]

=====

EX Burst

=====

-The Depth of Darkness-

Hold O button until the percentage reaches
120%. Quickly release O button when it's still
on 120% to get a "Perfect".

+++++

[VIII.4] Golbez | Psychic Fighter

+++++

Another tricky Character who needs practice if you want to use him properly. While some of his Attacks are kinda hard to land, the damage is high enough to make it worth it.

=====

Brave Attacks

=====

-Rise Wave : ライズウェーブ (Ground)-

[30 / 15 CP | 180 AP]

>Start with this.

[Need correction if wrong]

-Gravity Force : グラビデフォース (Air)-

[30 / 15 CP | 120 AP]

>Start with this.

[Need correction if wrong]

-Ambush System : 迎撃システム (Ground)-

[30 / 15 CP | 120 AP]

>Learned at Level 5.

[Need correction if wrong]

-Floating System : 浮遊システム (Air)-

[30 / 15 CP | 120 AP]

>Learned at Level 15.

[Need correction if wrong]

-Gravity System : 重力システム (Air)-

[30 / 15 CP | 180 AP]

>Learned at Level 23.

[Need correction if wrong]

-Great Hand : グレアハンド (Ground)-

[30 / 15 CP | 180 AP]

>Learned at Level 33.

[Need correction if wrong]

=====

HP Attacks

=====

-Night Glow : ナイトグロウ (Ground)-

[40 / 20 CP | 180 AP]

>Start with this.

[Need correction if wrong]

-Graviton Crusher : グラビトンクラッシュ (?) -

[40 / 20 CP | 300 AP]

>Learned at Level ?.

[Need correction if wrong]

-Cosmic Ray A : コズミックレイA (Ground)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Rise Wave.

[Need correction if wrong]

-Cosmic Ray B : コズミックレイB (Ground)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Great Hand.

[Need correction if wrong]

-Cosmic Ray C : コズミックレイC (Air)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Gravity System.

[Need correction if wrong]

-Cosmic Ray D : コズミックレイD (Air)-

[40 / 20 CP | 300 AP]

>Learned by Mastering Floating System.

[Need correction if wrong]

-Genesis Rock : ジェネシスロック (Air)-

[40 / 20 CP | 180 AP]

>Start with this.

[Need correction if wrong]

=====

EX Mode Bonus

=====

-Gravity Quake-

Press R+Square button to use this Attack.

If Opponent gets hit by this Attack, the Opponent will instantly enter Break State.

[Need correction if wrong]

=====

EX Burst

=====

-Twin Moon-

Input a series of buttons up to 3 times which you need to input simultaneously to get a "Perfect".

+++++

[VIII.5] Ex Death | Press Defender

+++++

The slowest Character in the game. You need to utilize his Guard Attacks strategically because his most damaging Attacks are his Guard Attacks.

=====

Brave Attacks

=====

-Magnetic Field : 磁場轉換 (Ground)-

[30 / 15 CP | 180 AP]

>Start with this.

-Black Hole : ブラックホール (Ground)-

[30 / 15 CP | 180 AP]

>Start with this.

-Vacuum Edge : しんくうは (Ground)-

[30 / 15 CP | 180 AP]

>Start with this.

-Hurricane : ハリケーン (Ground)-

[30 / 15 CP | 180 AP]

>Learned at Level 10.

[Need correction if wrong]

-Sword Dance : ソードダンス (Ground)-

[30 / 15 CP | 180 AP]

>Learned at Level ?.

[Need correction if wrong]

-Short Guard : ショートガード (Ground)-

[20 / 10 CP | 140 AP]

>Learned at Level 5.

[Need correction if wrong]

-Middle Guard : ミドルガード (Ground)-

[20 / 10 CP | 140 AP]

>Learned at Level 3.

[Need correction if wrong]

-High Guard : ハイガード (Ground)-

[20 / 10 CP | 140 AP]

>Learned at Level ?.

[Need correction if wrong]

-All Guard : オールガード (Ground)-

[30 / 15 CP | 180 AP]

>Learned at Level ?.

[Need correction if wrong]

-Magnetic Field : 磁場轉換 (Air)-

[30 / 15 CP | 140 AP]

>Start with this.

-Sword Dance : ソードダンス (Air)-

[30 / 15 CP | 120 AP]

>Learned at Level 10.

[Need correction if wrong]

-Hurricane : ハリケーン (Air)-

[30 / 15 CP | 120 AP]

>Learned at Level ?.

[Need correction if wrong]

-Vacuum Edge : しんくうは (Air)-

[20 / 10 CP | 120 AP]

>Learned at Level ?.

[Need correction if wrong]

-Short Guard : ショートガード (Air)-

[20 / 10 CP | 90 AP]

>Start with this.

-Middle Guard : ミドルガード (Air)-

[20 / 10 CP | 90 AP]

>Start with this.

-High Guard : ハイガード (Air)-

[20 / 10 CP | 90 AP]

>Learned at Level ?.

[Need correction if wrong]

-All Guard : オールガード (Air)-

[30 / 15 CP | 120 AP]

>Learned at Level ?.

[Need correction if wrong]

=====

HP Attacks

=====

-Delta Attack : デルタアタック (Ground)-

[40 / 20 CP | 180 AP]

>Start with this.

-Grand Cross : グランドクロス (Ground)-

[40 / 20 CP | 300 AP]

>Learned at Level ?.

[Need correction if wrong]

-Almagest : アルマゲスト (Ground)-

[40 / 20 CP | 300 AP]

>Learned at Level ?.

[Need correction if wrong]

-Delta Attack : デルタアタック (Air)-

[40 / 20 CP | 180 AP]

>Start with this.

-Grand Cross : グランドクロス (Air)-

[40 / 20 CP | 300 AP]

>Learned at Level ?.

[Need correction if wrong]

-Almagest : アルマゲスト (Air)-

[40 / 20 CP | 300 AP]

>Learned at Level ?.

[Need correction if wrong]

=====

EX Mode Bonus

=====

-Speed Guard-

Allows him to double his counter attacks after guard techniques for instance. Example: Able to performs 4 Short Guard after guarding an attack instead of just 2 when not in EX mode, 2 Hurricanes instead of 1, 4 sword dances instead of 1.

Note that the damage Per hit will get reduced (e.g. non-EX mode will give 2x 60 damage) but overall damage will be higher (EX mode = 4x50, less damage per hit, more total damage).

=====

EX Burst

=====

-"The Law of Universe means nothing!"-

Hold O button until the numbers reaches
0. Quickly release O button when it's still
on 0 to get a "Perfect".

+++++

[VIII.6] Kefka Palazzo | Trickster

+++++

A unique Character who can makes your opponent
confused because most of his Magic is tricky and
hard to predict.

=====

Brave Attacks

=====

-Round & Around Blizzaga : くるくるブリザガ (Ground)-

[30 / 15 CP | 180 AP]

>Start with this.

-Variety Firaga : いろいろファイガ (Ground)-

[30 / 15 CP | 180 AP]

>Learned at Level ?.

[Need correction if wrong]

-Here & There Thundaga : あちこちサンダガ (Ground)-

[20 / 10 CP | 90 AP]

>Learned at Level 3.

-Scattered Blizzaga : ばらばらブリザガ (Ground)-

[30 / 15 CP | 180 AP]

>Learned at Level ?.

[Need correction if wrong]

-Back & Forth Firaga : くねくねファイガ (Ground)-

[30 / 15 CP | 180 AP]

>Learned at Level ?.

[Need correction if wrong]

-Very Fast Thundaga : すくすくサンダガ (Ground)-

[30 / 15 CP | 180 AP]

>Learned at Level ?.

[Need correction if wrong]

-Meteor : メテオ (Ground)-

[30 / 15 CP | 180 AP]

>Learned at Level ?.

[Need correction if wrong]

-Ultima : アルテマ (Ground)-

[30 / 15 CP | 180 AP]

>Learned at Level ?.

[Need correction if wrong]

-Round & Around Blizzaga : くるくるブリザガ (Air)-

[30 / 15 CP | 120 AP]

>Learned at Level ?.

[Need correction if wrong]

-Variety Firaga : いろいろファイガ (Air)-

[30 / 15 CP | 120 AP]

>Start with this.

-Here & There Thundaga : あちこちサンダガ (Air)-

[30 / 15 CP | 120 AP]

>Start with this.

-Scattered Blizzaga : ばらばらブリザガ (Air)-

[30 / 15 CP | 120 AP]

>Learned at Level ?.

[Need correction if wrong]

-Back & Forth Firaga : くねくねファイガ (Air)-

[30 / 15 CP | 120 AP]

>Learned at Level ?.

[Need correction if wrong]

-Very Fast Thundaga : すくすくサンダガ (Air)-

[30 / 15 CP | 120 AP]

>Learned at Level ?.

[Need correction if wrong]

-Meteor : メテオ (Air)-

[30 / 15 CP | 140 AP]

>Learned at Level ?.

[Need correction if wrong]

-Ultima : アルテマ (Air)-

[30 / 15 CP | 140 AP]

>Learned at Level ?.

[Need correction if wrong]

=====

HP Attacks

=====

-Wings of Destruction : はかいのつばさ (Ground)-

[40 / 20 CP | 180 AP]

>Start with this.

-Trine : トライン (Ground)-

[40 / 20 CP | 180 AP]

>Learned at Level ?.

[Need correction if wrong]

-Missing : ミッシング (Ground)-

[40 / 20 CP | 180 AP]

>Learned at Level ?.

[Need correction if wrong]

-Hyper Drive : ハイパードライブ (Ground)-

[40 / 20 CP | 300 AP]

>Learned at Level ?.

[Need correction if wrong]

-Wings of Destruction : はかいのつばさ (Air)-

[40 / 20 CP | 180 AP]

>Learned at Level ?.

[Need correction if wrong]

-Trine : トライン (Air)-

[40 / 20 CP | 180 AP]

>Start with this.

-Missing : ミッシング (Air)-

[40 / 20 CP | 180 AP]

>Learned at Level ?.

[Need correction if wrong]

-Hyper Drive : ハイパードライブ (Air)-

[40 / 20 CP | 300 AP]

>Learned at Level ?.

[Need correction if wrong]

=====

EX Mode Bonus

=====

-Glide-

Hold X Button after you Jump to glide.

-Tricky Magic Extension-

Expand or changes Magic Attack Animations.

Example: Firaga Arrows come out as single

Arrow first and then scattered to around

5-6 Arrows. When he's not in EX Mode,

3 Arrows come out simultaneously.

=====

EX Burst

=====

-Lights of Judgement-

Input 3 Buttons in a right order to get a

"Perfect". The Buttons is shown when Kefka

posing like a God and there's 3 focused

energy in a triangle-shaped-like.

Note that the Magic executed will be different each time you're using his EX Burst.

+++++

[IV.7] Sephiroth | Blade Master

+++++

The Character with the longest reach when it comes to close combat. His starting Brave Attacks can easily hit opponents due to devastating speed and range. Most of his HP Attacks need careful strategy if you want to use them properly.

=====

Brave Attacks

=====

-Flashing Blade : なぎ払い (Ground)-

[30 / 15 CP | 120 AP]

>Start with this.

-Blade Waves : 縮地 (Ground)-

[30 / 15 CP | 120 AP]

>Learned at Level ?.

-Shadow Flare : シャドウフレア (Ground)-

[30 / 15 CP | 120 AP]

>Start with this.

-Aerial Flashes : 居合い斬り (Air)-

[30 / 15 CP | 180 AP]

>Start with this.

-Aerial Waves : 神速 (Air)-

[30 / 15 CP | 180 AP]

>Learned at Level 19.

-Shadow Flare : シャドウフレア (Air)-

[30 / 15 CP | 180 AP]

>Learned at Level ?.

-Iai Slash : 虚空 (Air)-

[30 / 15 CP | 180 AP]

>Learned at Level 5.

=====

HP Attacks

=====

-Octa Slash : 八刀一閃 (Ground)-

[40 / 20 CP | 300 AP]

>Start with this.

-Parry Blade : 閃光 (Ground)-

[40 / 20 CP | 300 AP]

>Learned at Level 10.

-Black Materia : ブラックマテリア (Ground)-

[40 / 20 CP | 300 AP]

>Learned at Level 51.

-Octa Slash : 八刀一閃 (Air)-

[40 / 20 CP | 300 AP]

>Learned at Level ?.

-The Promised Land : 獄門 (Air)-

[40 / 20 CP | 300 AP]

>Start with this.

Note(s): Black Materia true power can be unleashed after you charge it fully by holding the Square Button.

=====

EX Mode Bonus

=====

-Glide-

Hold X Button after you Jump to glide.

-Heartless Angel-

Press R+Square button to use this Attack.

This is a Brave Attack. If it hits, this will

reduces opponent's Brave Points to the lowest value and the opponent cannot regain Brave Points until they hit you with an Attack.

=====

EX Burst

=====

-Super Nova-

Mash the O Button until the LIMIT Gauge is full to get a "Perfect".

+++++

[VIII.8] Ultimecia | Magic Shooter

+++++

Multi-Hitter Character who relies heavily on her Magic Bullets. She can easily land her Brave Attacks because her Magic Bullets come in large numbers. She can even move around while she's shooting Magic Bullets or chanting a spell.

=====

Brave Attacks

=====

-Knight's Sword : 騎士の剣 (Ground)-

[20 / 10 CP | 120 AP]

>Start with this.

-Knight's Arrow : 騎士の矢 (Ground)-

[20 / 10 CP | 120 AP]

>Learned at Level ?.

[Need correction if wrong]

-Knight's Axe : 騎士の斧 (Ground)-

[20 / 10 CP | 120 AP]

>Learned at Level ?.

[Need correction if wrong]

-Knight's Sword : 騎士の剣 (Air)-

[30 / 15 CP | 140 AP]

>Learned at Level 5.

[Need correction if wrong]

-Knight's Arrow : 騎士の矢 (Air)-

[30 / 15 CP | 140 AP]

>Start with this.

[Need correction if wrong]

-Knight's Axe : 騎士の斧 (Air)-

[30 / 15 CP | 140 AP]

>Learned at Level 13.

[Need correction if wrong]

=====

HP Attacks

=====

-Shockwave Pulsar : ショックウェーブパルサー (Ground)-

[40 / 20 CP | 180 AP]

>Start with this.

-Apocalypse : アポカリプス (Ground)-

[40 / 20 CP | 300 AP]

>Learned at Level ?.

[Need correction if wrong]

-Great Attractor: グレートアトラクター (Air)-

[40 / 20 CP | 180 AP]

>Start with this.

-Shockwave Pulsar : ショックウェーブパルサー (Air)-

[40 / 20 CP | 180 AP]

>Learned at Level ?.

[Need correction if wrong]

-Apocalypse : アポカリプス (Air)-

[40 / 20 CP | 300 AP]

>Learned at Level ?.

[Need correction if wrong]

=====

EX Mode Bonus

=====

-Time Kompression-

Press R+Square button to use this Command.

If Ultimecia finishes her chanting, your opponent will be trapped in a Time-compressed Field which makes your opponent unable to move or attack. However, this Command won't damage your opponent.

=====

EX Burst

=====

-Magic Bullet Barrage > End of Memories-

Press the O Button when the moving line enters the left box 12 times to get a "Perfect".

+++++

[IV.9] Kuja | Range Master

+++++

One of the easiest Character to master due to his fast Magic Attacks. Even though his Recovery time after using a Magic (HP) Attack is long, when he hits the opponent with Magic, the damage caused is great.

=====

Brave Attacks

=====

-Strike Energy : ストライクエナジー (Ground)-

[30 / 15 CP | 180 AP]

>Start with this.

-Snatch Shot : スナッチショット (Ground)-

[30 / 15 CP | 180 AP]

>Learned at Level ?.

[Need correction if wrong]

-Rings of Holy : リングホーリー (Ground)-

[20 / 10 CP | 120 AP]

>Learned at Level ?.

[Need correction if wrong]

-Snatch Blow : スナッチブロー (Ground)-

[30 / 15 CP | 180 AP]

>Learned at Level 5(?).

[Need correction if wrong]

-Burst Energy : バーストエナジー (Ground)-

[30 / 15 CP | 120 AP]

>Learned at Level 8(?).

[Need correction if wrong]

-Remote Flare : リモートフレア (Ground)-

[30 / 15 CP | 120 AP]

>Learned at Level ?.

[Need correction if wrong]

-Strike Energy : ストライクエナジー (Air)-

[30 / 15 CP | 120 AP]

>Learned at Level ?.

[Need correction if wrong]

-Snatch Shot : スナッチショット (Air)-

[30 / 15 CP | 120 AP]

>Start with this.

-Rings of Holy : リングホーリー (Air)-

[20 / 10 CP | 90 AP]

>Start with this.

-Snatch Blow : スナッチブロー (Air)-

[30 / 15 CP | 120 AP]

>Learned at Level 5(?).

[Need correction if wrong]

-Burst Energy : バーストエナジー (Air)-

[30 / 15 CP | 90 AP]

>Learned at Level 8(?).

[Need correction if wrong]

-Remote Flare : リモートフレア (Air)-

[30 / 15 CP | 90 AP]

>Learned at Level ?.

[Need correction if wrong]

=====

HP Attacks

=====

-Holy Star : ホーリースター (Ground)-

[40 / 20 CP | 180 AP]

>Start with this.

-Flare Star : フレアスター (Ground)-

[40 / 20 CP | 180 AP]

>Learned at Level 10(?).

[Need correction if wrong]

-Ultima : アルテマ (Ground)-

[40 / 20 CP | 300 AP]

>Learned at Level 46(?).

[Need correction if wrong]

-Holy Star : ホーリースター (Air)-

[40 / 20 CP | 180 AP]

>Start with this.

-Flare Star : フレアスター (Air)-

[40 / 20 CP | 180 AP]

>Learned at Level 10(?).

[Need correction if wrong]

-Ultima : アルテマ (Air)-

[40 / 20 CP | 300 AP]

>Learned at Level 46(?).

[Need correction if wrong]

=====

EX Mode Bonus

=====

-Hyper Glide-

Hold X Button after you Jump to stay in the air.

-Auto Magic-

When you Jump, Flare Orbs will appear, following your Jump traces. And when you Glide, Holy Orbs will surround you for protection. Both Flare and Holy will damage opponent's Brave Points if they hit.

=====

EX Burst

=====

-Last Requiem-

Mash the O Button until the Gauge is full to get a "Perfect".

+++++

[VIII.10] Jecht | Super Infighter

+++++

A Character with devastating Melee Attacks. His charged Attacks adds extra hits and damages. Also, if you charged his Brave Attacks, they can Guard Crush your Opponent.

=====

Brave Attacks

=====

-Jecht Rush : ジェクトラッシュ (Ground)-

[45 / 25 CP | 90 AP]

>Start with this.

-Jecht Block : ジェクトブロック (Ground)-
[30 / 15 CP | 120 AP]
>Learned at Level 13.

-Jecht Stream : ジェクトストリーム (Air)-
[45 / 25 CP | 180 AP]
>Start with this.

-Jecht Block : ジェクトブロック (Air)-
[30 / 15 CP | 120 AP]
>Learned at Level 19.

=====
HP Attacks
=====

-Jecht Blade : ジェクトブレイド (Ground)-
[40 / 20 CP | 180 AP]
>Start with this.

-True Jecht Shot : 真・ジェクトシュート (Ground)-
[40 / 20 CP | 300 AP]
>Learned at Level 46.

-Jecht Blade : ジェクトブレイド (Air)-
[40 / 20 CP | 180 AP]
>Learned at Level 33.

-Jecht Finger : ジェクトフィンガー (Air)-
[40 / 20 CP | 180 AP]
>Start with this.

=====
EX Mode Bonus
=====

-Full Combo-
Able to continuously perform Brave Attacks
combo even if the 1st few attacks is missed.

=====
EX Burst
=====

-King of the Blitz-
Press the O button when the pointer is in
the middle 2 times. If you do it right,
you'll get a "Great" Message. Get "Great"
for "both timing" to dish out big damages
to your Opponent.

++++
[VIII.12] Gabranth | EX Judge Master
++++
A Character who cannot deal HP damage unless he's in
EX Mode. Once he enters his EX Mode by using his
EX Charge (replaces his HP attacks), each of his
attacks becomes powerful.

=====
Brave Attacks

=====

Normal Mode

-Sentence : センテンス (Ground)-

[20 / 10 CP | 120 AP]

>Start with this.

-Body Blow : 体当たり (Ground)-

[20 / 10 CP | 120 AP]

>Learned at Level 5.

[Need correction if wrong]

-Judgement : ジャッジメント (Air)-

[20 / 10 CP | 180 AP]

>Start with this.

-Sentence : センテンス (Air)-

[20 / 10 CP | 120 AP]

>Learned at Level 23.

[Need correction if wrong]

EX Mode

-Aggressor : アグレッサー (Ground)-

[30 / 15 CP | 140 AP]

>Start with this.

-Aero : エア口 (Ground)-

[20 / 10 CP | 140 AP]

>Start with this.

-Rapid Body Blow : 連続体当たり (Ground)-

[30 / 15 CP | 140 AP]

>Learned at Level 15.

[Need correction if wrong]

-Aero : エア口 (Air)-

[20 / 10 CP | 140 AP]

>Start with this.

-Judgement Master : ジャッジメント・マスター (Air)-

[30 / 15 CP | 140 AP]

>Start with this.

-Twin Slash : 二刀連斬 (Air)-

[30 / 15 CP | 140 AP]

>Learned at Level ?.

[Need correction if wrong]

-Focused Attack : 集中突破 (Air)-

[30 / 15 CP | 140 AP]

>Learned at Level ?.

[Need correction if wrong]

=====

HP Attacks

=====

Normal Mode

-EX Charge : EXチャージ (Ground)-
[20 / 10 CP | 300 AP]
>Start with this.

-EX Charge : EXチャージ (Air)-
[20 / 10 CP | 300 AP]
>Start with this.

EX Mode

-Innocence : イノセンス (Ground)-
[40 / 20 CP | 180 AP]
>Start with this.

-Execution : エグゼクション (Ground)-
[40 / 20 CP | 180 AP]
>Learned at Level ?.
[Need correction if wrong]

-Hatred : ヘイトレッド (Air)-
[40 / 20 CP | 180 AP]
>Start with this.

-Innocence : イノセンス (Air)-
[40 / 20 CP | 180 AP]
>Learned at Level ?.
[Need correction if wrong]

=====
EX Mode Bonus
=====

-Judge Mode-
Parameter increased. And Moveset is
changed.

=====
EX Burst
=====

-Mist Knack-
Press R to shuffle the Command (Gambit)
until you get a Command when there's O
button on the left of it. Press the O button
before the time runs out. Do this 2 times to
get a "Perfect".

[IX] Japanese Version Various Translations
#####

+++++++
[IX.1] Main Menu
+++++++
From Up to bottom:

-Story Mode
-Duel Coliseum *
-Quick Battle
-Network Mode

-PP Catalogue
-Museum **
-Player Data
-Options

*: Duel Coliseum is unlocked after you cleared Shade Impulse Story.

** : Museum is unlocked after you cleared any 2 Stories.

+++++

[IX.2] Quick Battle

+++++

From up to bottom, after choosing your Opponent:

-Begin Battle

-Choose Map

-Strength (CPU)

-Level (CPU)

--1 is default or follows your Character Level.

-Type (CPU)

--Random, Attacker, Braver

-Rule *

--None, Cosmos Judge, Chaos Judge, Double Judge, Random

*: Rule can only be unlocked after you cleared Shade Impulse Story. And must be purchased under "System" section in "PP Catalogue".

+++++

[IX.3] Network Mode

+++++

From up to bottom, after your click it:

-Online Lobby

-Offline Lobby

-Friend Card Editor

--Choose Icon

--Send Message

--Character Ghost

--Ghost Set

-Artifact

-Communication

+++++

[IX.4] PP Catalogue

+++++

The Format goes like this:

English Name = PP Cost

-Japanese Name

Note: For some parts, I didn't include their Japanese Names because it's readable by anyone.

=====
[IX.4.a] Character
=====

Unlock Garland = 500 PP
-ガーランド

Unlock The Emperor = 500 PP
-皇帝

Unlock Cloud of Darkness = 500 PP
-暗闇の雲

Unlock Golbez = 500 PP
-ゴルベーザ

Unlock Ex Death = 500 PP
-エクスデス

Unlock Kefka = 500 PP
-ケフカ

Unlock Sephiroth = 500 PP
-セフィロス

Unlock Ultimecia = 500 PP
-アルティミシア

Unlock Kuja = 500 PP
-クジャ

Unlock Jecht = 500 PP
-ジェクト

Unlock Shantotto = 1000 PP
-シャントット

Unlock Gabranth = 1000 PP
-ガブラス

Another Form / Warrior of Light = 300 PP
-アナザーフォーム/ウォーリアオブライト

Another Form / Garland = 300 PP
-アナザーフォーム/ガーランド

Another Form / Firion = 300 PP
-アナザーフォーム/フリオニール

Another Form / The Emperor = 300 PP
-アナザーフォーム/皇帝

Another Form / Onion Knight = 300 PP
-アナザーフォーム/オニオンナイト

Another Form / Cloud of Darkness = 300 PP
-アナザーフォーム/暗闇の雲

Another Form / Cecil Harvey = 300 PP
-アナザーフォーム/セシル

Another Form / Golbez = 300 PP
-アナザーフォーム/ゴルベーザ

Another Form / Bartz Klauser = 300 PP
-アナザーフォーム/バッツ

Another Form / Ex Death = 300 PP
-アナザーフォーム/エクスデス

Another Form / Terra Branford = 300 PP
-アナザーフォーム/ティナ

Another Form / Kefka = 300 PP
-アナザーフォーム/ケフカ

Another Form / Cloud Strife = 300 PP
-アナザーフォーム/クラウド

Another Form / Sephiroth = 300 PP
-アナザーフォーム/セフィロス

Another Form / Squall Leonheart = 300 PP
-アナザーフォーム/スコール

Another Form / Ultimecia = 300 PP
-アナザーフォーム/アルティミシア

Another Form / Zidane Tribal = 300 PP
-アナザーフォーム/ジタン

Another Form / Kuja = 300 PP
-アナザーフォーム/クジャ

Another Form / Tidus = 300 PP
-アナザーフォーム/ティーダ

Another Form / Jecht = 300 PP
-アナザーフォーム/ジェクト

Another Form / Shantotto = 300 PP
-アナザーフォーム/シャントット

Another Form / Gabranth = 300 PP
-アナザーフォーム/ガブラス

Encounter Voice / Warrior of Light = 100 PP
-エンカウトボイス/ウォーリアオブライト

Encounter Voice / Garland = 100 PP
-エンカウトボイス/ガーランド

Encounter Voice / Firion = 100 PP
-エンカウトボイス/フリオニール

Encounter Voice / The Emperor = 100 PP
-エンカウトボイス/皇帝

Encounter Voice / Onion Knight = 100 PP

-エンカウトボイス/オニオンナイト

Encounter Voice / Cloud of Darkness = 100 PP

-エンカウトボイス/暗闇の雲

Encounter Voice / Cecil Harvey = 100 PP

-エンカウトボイス/セシル

Encounter Voice / Golbez = 100 PP

-エンカウトボイス/ゴルベーザ

Encounter Voice / Bartz Klauser = 100 PP

-エンカウトボイス/バッツ

Encounter Voice / Ex Death = 100 PP

-エンカウトボイス/エクステス

Encounter Voice / Terra Branford = 100 PP

-エンカウトボイス/ティナ

Encounter Voice / Kefka = 100 PP

-エンカウトボイス/ケフカ

Encounter Voice / Cloud Strife = 100 PP

-エンカウトボイス/クラウド

Encounter Voice / Sephiroth = 100 PP

-エンカウトボイス/セフィロス

Encounter Voice / Squall Leonheart = 100 PP

-エンカウトボイス/スコール

Encounter Voice / Ultimecia = 100 PP

-エンカウトボイス/アルティミシア

Encounter Voice / Zidane Tribal = 100 PP

-エンカウトボイス/ジタン

Encounter Voice / Kuja = 100 PP

-エンカウトボイス/クジャ

Encounter Voice / Tidus = 100 PP

-エンカウトボイス/ティーダ

Encounter Voice / Jecht = 100 PP

-エンカウトボイス/ジェクト

Encounter Voice / Shantotto = 100 PP

-エンカウトボイス/シャントット

Encounter Voice / Gabranth = 100 PP

-エンカウトボイス/ガブラス

Encounter Voice / Chaos = 100 PP

-エンカウトボイス/カオス

Sample Voice / Warrior of Light = 100 PP

-サンプルボイス/ウォーリアオブライト

Sample Voice / Garland = 100 PP

-サンプルボイス/ガーランド

Sample Voice / Firion = 100 PP

-サンプルボイス/フリオニール

Sample Voice / The Emperor = 100 PP

-サンプルボイス/皇帝

Sample Voice / Onion Knight = 100 PP

-サンプルボイス/オニオンナイト

Sample Voice / Cloud of Darkness = 100 PP

-サンプルボイス/暗闇の雲

Sample Voice / Cecil Harvey = 100 PP

-サンプルボイス/セシル

Sample Voice / Golbez = 100 PP

-サンプルボイス/ゴルベーザ

Sample Voice / Bartz Klauser = 100 PP

-サンプルボイス/バッツ

Sample Voice / Ex Death = 100 PP

-サンプルボイス/エクステス

Sample Voice / Terra Branford = 100 PP

-サンプルボイス/ティナ

Sample Voice / Kefka = 100 PP

-サンプルボイス/ケフカ

Sample Voice / Cloud Strife = 100 PP

-サンプルボイス/クラウド

Sample Voice / Sephiroth = 100 PP

-サンプルボイス/セフィロス

Sample Voice / Squall Leonheart = 100 PP

-サンプルボイス/スコール

Sample Voice / Ultimecia = 100 PP

-サンプルボイス/アルティミシア

Sample Voice / Zidane Tribal = 100 PP

-サンプルボイス/ジタン

Sample Voice / Kuja = 100 PP

-サンプルボイス/クジャ

Sample Voice / Tidus = 100 PP

-サンプルボイス/ティーダ

Sample Voice / Jecht = 100 PP

-サンプルボイス/ジェクト

Sample Voice / Shantotto = 100 PP

-サンプルボイス/シャントット

Sample Voice / Gabranth = 100 PP
-サンプルボイス/ガブラス

Sample Voice / Chaos = 100 PP
-サンプルボイス/カオス

Secret Voice / Golbez = 100 PP
-シークレットボイス/ゴルベーザ

Secret Voice / Ex Death = 100 PP
-シークレットボイス/エクステス

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[IX.4.b] System

=====

Story Mode / Skill Slot Lv. 1 = 500 PP
-ストーリーモード/スキルスロット LV1

Story Mode / Skill Slot Lv. 2 = 500 PP
-ストーリーモード/スキルスロット LV2

Colosseum / Invincible Course = 500 PP
-コロシウム/インビンシブルコース追加

Colosseum / Ultimate Course = 1000 PP
-コロシウム/魔導船コース追加

Able to get AP Online = 300PP
-オンライン対戦で負けてもAPゲット

Able to get Gil Online = 300PP
-オンライン対戦で負けてもGILゲット

Able to get Item Online = 300PP
-オンライン対戦で負けてもアイテムゲット

Able to get Accessories Online = 300PP
-オンライン対戦で負けてもアクセサリゲット

Enable Battle Rise Online = 300PP
-オンライン対戦でバトルライズ

Battle Rise for Ghost Opponent = 300PP
-ゴースト対戦でバトルライズ

Battle Rule / Cosmos Judge = 50 PP
-バトルルール/コスモスジャッジ

Battle Rule / Chaos Judge = 50 PP
-バトルルール/カオスジャッジ

Battle Rule / Double Judge = 100 PP
-バトルルール/ダブルジャッジ

Quick Battle VS Chaos = 100 PP
-クイックバトルでカオスと戦う

Battle Map / Alternate Chaos Shrine = 100 PP
-バトルマップ/過去のカオス神殿 (真)

Battle Map / Alternate Pandemonium = 100 PP

-バトルマップ／パンデモニウム (真)

Battle Map / Alternate World of Darkness = 100 PP

-バトルマップ／闇の世界 (真)

Battle Map / Alternate The Moon = 100 PP

-バトルマップ／月の溪谷 (真)

Battle Map / Alternate Dimension Fortress = 100 PP

-バトルマップ／次元城 (真)

Battle Map / Alternate Tower Ruins = 100 PP

-バトルマップ／ガレキの塔 (真)

Battle Map / Alternate Northern Crater = 100 PP

-バトルマップ／星の体内 (真)

Battle Map / Alternate Ultimecia Tower = 100 PP

-バトルマップ／アルティミシア城 (真)

Battle Map / Alternate Crystal World = 100 PP

-バトルマップ／クリスタルワールド (真)

Battle Map / Alternate Dream Zanarkand = 100 PP

-バトルマップ／夢の終わり (真)

Battle Map / Alternate Cosmos Place = 100 PP

-バトルマップ／秩序の聖域 (真)

Battle Map / Chaos Place = 100 PP

-バトルマップ／混沌の果て

Battle Map / Alternate Chaos Place = 100 PP

-バトルマップ／混沌の果て (真)

Lv. (CPU) / Lv. CAP +10 = 100 PP

Lv. (CPU) / Lv. CAP +20 = 100 PP

Lv. (CPU) / Lv. CAP +30 = 100 PP

Lv. (CPU) / Lv. CAP +40 = 100 PP

Lv. (CPU) / Lv. CAP +50 = 100 PP

Lv. (CPU) / Lv. CAP +60 = 100 PP

Lv. (CPU) / Lv. CAP +70 = 100 PP

Lv. (CPU) / Lv. CAP +80 = 100 PP

Lv. (CPU) / Lv. CAP +90 = 100 PP

Lv. (CPU) / Lv. CAP +100 = 100 PP

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[IX.4.c] Calendar

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EXP Icon Lv. 2 = 50 PP

EXP Icon Lv. 3 = 100 PP

EXP Icon Lv. 4 = 150 PP

EXP Icon Lv. 5 = 200 PP

EXP Icon Lv. 6 = 250 PP

EXP Icon Lv. 7 = 300 PP

EXP Icon Lv. 8 = 350 PP

EXP Icon Lv. 9 = 400 PP

EXP Icon Lv. 10 = 500 PP

PP Icon Lv. 2 = 100 PP

PP Icon Lv. 3 = 300 PP
Gil Icon Lv. 2 = 50 PP
Gil Icon Lv. 3 = 100 PP
Gil Icon Lv. 4 = 150 PP
Gil Icon Lv. 5 = 200 PP
Gil Icon Lv. 6 = 250 PP
Gil Icon Lv. 7 = 300 PP
Gil Icon Lv. 8 = 350 PP
Gil Icon Lv. 9 = 400 PP
Gil Icon Lv. 10 = 500 PP
AP Icon Lv. 2 = 100 PP
AP Icon Lv. 3 = 300 PP

Calendar Icon Bonus Lv. 2 = 50 PP
-カレンダーアイコン出現率アップ Lv2

Calendar Icon Bonus Lv. 3 = 100 PP
-カレンダーアイコン出現率アップ Lv3

Calendar Icon Bonus Lv. 4 = 150 PP
-カレンダーアイコン出現率アップ Lv4

Calendar icon Bonus Lv. 5 = 200 PP
-カレンダーアイコン出現率アップ Lv5

Calendar Icon Bonus Lv. 6 = 250 PP
-カレンダーアイコン出現率アップ Lv6

Calendar Icon Bonus Lv. 7 = 300 PP
-カレンダーアイコン出現率アップ Lv7

Calendar Icon Bonus Lv. 8 = 350 PP
-カレンダーアイコン出現率アップ Lv8

Calendar Icon Bonus Lv. 9 = 400 PP
-カレンダーアイコン出現率アップ Lv9

Calendar Icon Bonus Lv. 10 = 500 PP
-カレンダーアイコン出現率アップ Lv10

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[IX.4.d] Icon

=====

No.007-010 [FFI] 4 Set = 250 PP
No.011-014 [FFI] 4 Set = 250 PP
No.015-018 [FFI] 4 Set = 250 PP
No.019-022 [FFI] 4 Set = 250 PP
No.030-034 [FFII] 5 Set = 310 PP
No.039-043 [FFII] 5 Set = 310 PP
No.044-047 [FFII] 4 Set = 250 PP
No.048-051 [FFII] 4 Set = 250 PP
No.054-057 [FFIII] 4 Set = 250 PP
No.058-061 [FFIII] 4 Set = 250 PP
No.062-065 [FFIII] 4 Set = 250 PP
No.066-069 [FFIII] 4 Set = 250 PP
No.070-072 [FFIII] 3 Set = 190 PP
No.075-077 [FFIII] 3 Set = 190 PP
No.082-085 [FF IV] 4 Set = 250 PP
No.086-089 [FF IV] 4 Set = 250 PP
No.090-093 [FF IV] 4 Set = 250 PP

No.097-100 [FF IV] 4 Set = 250 PP
No.101-104 [FF IV] 4 Set = 250 PP
No.105-108 [FF IV] 4 Set = 250 PP
No.109-112 [FF IV] 4 Set = 250 PP
No.113-115 [FF IV] 3 Set = 190 PP
No.117-119 [FF IV] 3 Set = 190 PP
No.127-129 [FF V] 3 Set = 190 PP
No.130-133 [FF V] 4 Set = 250 PP
No.134-136 [FF V] 3 Set = 310 PP
No.137-140 [FF V] 4 Set = 250 PP
No.141-144 [FF V] 4 Set = 250 PP
No.145-147 [FF V] 3 Set = 190 PP
No.148-150 [FF V] 3 Set = 250 PP
No.151-154 [FF V] 4 Set = 250 PP
No.165-168 [FF VI] 4 Set = 250 PP
No.169-172 [FF VI] 4 Set = 250 PP
No.173-176 [FF VI] 4 Set = 250 PP
No.179-182 [FF VI] 4 Set = 250 PP
No.183-186 [FF VI] 4 Set = 250 PP
No.187-190 [FF VI] 4 Set = 250 PP
No.191-194 [FF VI] 4 Set = 250 PP
No.195-198 [FF VI] 4 Set = 250 PP
No.199-202 [FF VI] 4 Set = 250 PP
No.210-213 [FF VII] 4 Set = 250 PP
No.214-217 [FF VII] 4 Set = 250 PP
No.220-223 [FF VIII] 4 Set = 250 PP
No.224-227 [FF VIII] 4 Set = 250 PP
No.232-235 [FF IX] 4 Set = 250 PP
No.236-238 [FF IX] 3 Set = 250 PP
No.240-242 [FF X] 3 Set = 190 PP
No.243-245 [FF X] 3 Set = 190 PP
No.247-250 [FF XI] 4 Set = 250 PP
No.251-254 [FF XI] 4 Set = 250 PP
No.255-258 [FF XII] 4 Set = 250 PP
No.259-261 [FF XII] 3 Set = 250 PP
No.262-264 [FF XII] 3 Set = 190 PP

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[IX.4.e] Etc

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Item Drop Up = 30 PP *

-アイテムドロップ確率アップ

Battle Rise Up = 30 PP *

-バトルライズ確率アップ

Unlock some Raw Type Accessories = 300 PP **

-ショップ商品/『素材アクセサリ』追加

Unlock Genji Equipment Series = 1500 P ****

-ショップ商品/『女装シリーズ』追加

Unlock Female Equipment Series = 800 PP ***

-ショップ商品/『源氏シリーズ』追加

Friend Ghost Up Lv. 1 = 100 PP

-フレンド報酬アップ Lv1

Friend Ghost Up Lv. 2 = 100 PP

-フレンド報酬アップ Lv2

Friend Ghost Up Lv. 3 = 200 PP
-フレンド報酬アップ Lv3

Friend Ghost Up Lv. 4 = 200 PP
-フレンド報酬アップ Lv4

Friend Ghost Up Lv. 5 = 300 PP
-フレンド報酬アップ Lv5

Friend Ghost Up Lv. 6 = 300 PP
-フレンド報酬アップ Lv6

Friend Ghost Up Lv. 7 = 400 PP
-フレンド報酬アップ Lv7

Friend Ghost Up Lv. 8 = 500 PP
-フレンド報酬アップ Lv8

Friend Ghost Up Lv. 9 = 700 PP
-フレンド報酬アップ Lv9

Friend Ghost Up Lv. 10 = 1000 PP
-フレンド報酬アップ Lv10

Play Plan Blue Chocobo = 300 PP
-プレイプラン/黒チョコボコース追加

Play Plan Chubby Chocobo = 300 PP
-プレイプラン/デブチョコボコース追加

BGM / FF I (Main Theme) = 500 PP
-BGM/FF I 「街」

BGM / FF II (? Theme) = 500 PP
-BGM/FF II 「反乱軍のテーマ」

BGM / FF III (Crystal Tower) = 500 PP
-BGM/FF III 「クリスタルタワー」

BGM / FF IV (?) = 500 PP
-BGM/FF IV 「赤い翼」

BGM / FF V (?) = 500 PP
-BGM/FF V 「決戦」

BGM / FF VI (?) = 500 PP
-BGM/FF VI 「妖星乱舞」

BGM / FF VII (Opening: Bombing Mission) = 500 PP
-BGM/FF VII 「オープニング～爆破ミッション」

BGM / FF VIII (The Man with the Machine Gun) = 500 PP

BGM / FF IX (?) = 500 PP
-BGM/FF IX 「破滅への使者」

BGM / FF X (Seymour Battle) = 500 PP
-BGM/FF X 「シーモアバトル」

BGM / FF XI (Awakening) = 500 PP
BGM / FF XII (Fight to the Death) = 500 PP

*: 1 purchase of this will take Effect for 1 Battle, so if you don't want to keep get back to PP Catalogue just to purchase this Effects, purchase it as many as you like.

** : This can only be unlocked if you've cleared Shade Impulse - Chapter 4-2. If you bought this, it unlocks Raw Accessories from "Geranium" to "Lemon Grass".

*** : This can only be unlocked if you've cleared Shade Impulse - Chapter 4-2 using Cloud.

**** : This can only be unlocked if you've cleared Inward Chaos.

+++++

[IX.5] Museum

+++++

From Up to bottom, after you enter the Menu:

- Character Data
- Summon Data
- Theater
- Event (including the CG Animations)
- BGM
- Voice
- Cosmos Report *
- Chaos Report *
- Player Icon
- Record
- Battle Replay
- Watch Replay Data
- Delete Replay Data
- Export Replay Data as AVI File
- Low Quality
- Medium Quality
- High Quality

*: Both Report is unlocked after clearing Shade Impulse Story.

+++++

[IX.6] Options

+++++

From Up to bottom, after you enter the Menu:

- Battle Tutorial -
Seeing Battle Tutorial which already shown by the game.
- Camera Control: Vertical-
Change your Camera control by choosing Normal or Reverse.
- Camera Control: Horizontal-
Change your Camera control by choosing Normal or Reverse.
- Camera Movement-

Changes your Camera preference by choosing Auto or Manual.

-Character Movement-

Change how your Character moves by choosing Analog or D-Pad.

-Camera Movement Speed-

Changes the speed which the Camera moves by choosing slow, medium or fast.

-Movie Subtitles-

Change the Subtitles by choosing On or Off for Events.

-Lock On Cursor-

Change the Lock On Cursor by choosing On or Off in battle.

-Target Marker Cursor-

Change the Target Marker Cursor by choosing On or Off in battle.

-Battle Lock On-

Change the Lock On to your Opponent at the start of battle by choosing On or Off.

-Battle Length Type-

Change the battle length by choosing Short, Long or Random.

-Battle Information-

Change the Battle Tutorial to shows up or not by choosing Normal, Beginner or Off.

-BGM Volume-

Change the BGM Volume by choosing On or Off.

-SE Volume-

Change the SE Volume by choosing On or Off.

-Voice Volume-

Change the Voice Volume by choosing On or Off.

-Event Skip-

Change whether you want to enable Event Skip in Event by choosing On or Off.

-Battle Mode-

Change between Action Type Battle or Command Type Battle.

-Event All Skip-

Change whether you want to Skip all Events automatically by choosing On or Off.

-Battle Replay-

Change whether the Battle Replay can be used or not after battle by choosing On or Off.

-Data Save-

Save your Data manually or Erase a Save Data.

-Data Install-

Install a portion of the game onto your Memory Stick.

+++++

[IX.7] Customize Menu

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Customize Menu can be accessed by pressing Triangle button when choosing a your Character. From Up to bottom, after you enter the Menu:

- Ability
- Item (Equipments)
- Accessories
- Summon
- EX Mode
- Battle Rise
- Missions
- Shop
- Option

+++++

[IX.8] Ability Menu

+++++

From Up to bottom, after you enter the Menu:

- Attack Abilities
- Brave Attacks
- HP Attacks
- Battle Abilities
- Action Abilities
- Support Abilities
- Extra Abilites
- Default
- Unequip all Abilities
- Complete List of Battle Abilities.

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[IX.9] Item (Equipments) Menu

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From Up to bottom, after you enter the Menu:

- Equip
- Unequip
- Unequip all
- Optimize Equipments

+++++

[IX.10] Accessories Menu

+++++

From Up to bottom, after you enter the Menu:

- Equip
- Unequip
- Unequip all

+++++

[IX.11] Summon Menu

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From Up to bottom, after you enter the Menu:

- Equip
- Unequip
- Equip set of Summon *

-Unequip set of Summon

*: Equip set of Summon is feature that let you change your Summon automatically when the Equipped Summon stock is empty. But the priority goes to the smallest number, in this case "1".

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[IX.12] Shop Menu

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From Up to bottom, after you enter the Menu:

-Buy

-Sell

#####

[X] Frequently Asked Questions

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Q: Why is Gabranth being numbered "VIII.12"?

A: It was on purpose. Just for the sake of fun to represent what Final Fantasy he's coming from. :p

Q: Is the Battle Rise Items the only Items I can obtained from an Opponent...?

A: No, you can obtain your Opponent Equipments. Worth to be mentioned is "Gilgamesh" and "Steiner Ghost" which you can obtain "Genji Equipments" and "Excalibur II" respectively.

Q: Can I see the Item Drops %..?

A: You can't.

Q: Uhh... your English and Grammars sux horribly, why did you even bother making this Guide...?

A: Thanks for reading and THANKS for NOT reading the Introduction section. But if you already read the Introduction section, why did you even bother reading this Guide...? There's a Japanese Wiki, Dissipedia and Message Board to satisfy your knowledge needs for this game.

#####

[XI] Version History

#####

Version 0.90 [Beta] (January, 13th, 2009)

*Fixes and adding some stuff.

*Grammar correction by "Dark-Schneider".

Version 0.86 [Beta] (January, 6th, 2009)

*Adds some Movelist translations.

*Adds a few stuff...

Version 0.85 [Beta] (January, 5th, 2009)

*Add some question to the FAQ section.

*Expands Items, Accessories and Summons section.

*Fixing, adding and renaming Battle Abilities.

*Adding a few info on Story Mode.

*And more...

*But still far from complete.

Version 0.5 [Beta] (December, 24th, 2008)

*Submitted this Guide To GameFAQs.

*Haven't working on Chaos Side Characters and Shantotto.

*Far from Complete.

#####

[XII] Credits

#####

Thanks goes to:

1. God, because I'm still alive when writing this guide.
2. My parents, I won't be what I am today or even able to play this game if it weren't for them.
3. SquarEnix, for this awesome game.
4. The awesome "Japanese Dissidia Wiki".
5. "Dissipedia" and the Contributors especially "Elvaron".
6. "Dark-Schneider" for helping me with Grammar and other stuff.
7. "Animerox" & "azn_heeroyuy" for a lot of section.
8. "Unknown_PC" for the Job Cards in Duel Colliseum Section and a few Abilities. "Creid KGF" for several Battle Abilities."Gravaki", "Mimeblade" & "CharanJ" for several Movelist translations. "MattJumps" for Shantotto section. "majsephiro", "Catastrophez", "YenRou1992", "Guruda", "CielShadow", "resiliang", "MA5C", "Mad_Cartoonist", "zidanet129" & "Mort the met" for various sections. And some people I forgot what their "Username" is from "GameFAQs Message Board".
9. You, for reading my guide.

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