

Dissidia: Final Fantasy Accomplishment List

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Updated to v1.50 on Oct 3, 2009

DISSIDIA: FINAL FANTASY ACCOMPLISHMENTS LIST

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VER. 1.50
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-->#0 - UPDATES<--

Final Update

=October 3rd 2009 (0.45)

- Correct Accomplishment Info updated for 033, 035, 043, 060, 085, 125, 135, 138 ,142 ,148 and 043.

- Fixed double typo on Accomplishment 136. "The Direction Thruthseeker" changed to "The Directionless Truthseeker". NEEDS LESS H. GET IT?

=October 1st 2009 (+0.05)

- Fixed Accomplishment 142 stating the reward is Player Icon 286 when it should have been Player Icon 159

- Fixed Accomplishment 134 not having proper info related to the "Hint".

- Fixed the official "Hint" from Accomplishment 126 to 133 along with their proper info related to hints.

- Added "That OCD Craving we were talking about" section.

- Added FFWikia in the Credits.

- Took out the /REWARDS from the FAQ title above.

=September 29 2009 (+0.27)

- Completed this FAQ, along with the help from fellow gamers on the GameFAQs board. Thanks for your contribution. See the CREDITS for the names.

- Added more information to Accomplishments who only give "Hints" as description.

=September 28 2009 (+0.01)

- Added Accomplishment 091

- Added Accomplishment 144

=September 26 2009 (+0.01)

- Added Accomplishment 054.

=September 25 2009 (+0.01)

- Added Accomplishment 145.
- Added more info in Credits about Copyright Disclaimer, etc
- Sorted my Update section and added it to the Table of content.
- Added more info to the Intro
- Put larger seperations between sections.

=September 24 2009 (+0.70)

-This FAQ is created. At that moment, I had 70% of all accomplishments.

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-->#1 - INTRO<--

This is the Achiev..... Accomplishments and Reward List FAQ. Welcome! This is my first FAQ ever, so, please don't laugh at my minimalist design. :(

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-->#2 - WHAT ARE ACCOMPLISHMENTS<--

Accomplishments are, well... achievements you gain through your play. Some range from really easy to hard and obviously, the hardest are the most time-consuming. But at least, in Dissidia, Accomplishments actually give you something(meh) compared to all the games out there who have achievements just to fill in a OCD craving.

There are 3 "Primary" types of accomplishments in Dissidia. On the left side of the Accomplishments name is an icon which indicates which type it is.

- 1 - Crossed Sword Icon - Battle (i.e. Fight on every maps)
- 2 - PSP Icon - System (i.e. Play for 15 hour)
- 3 - 3 Stars - Special/Other (i.e. Obtain 30 Summonstones)

Also, when you start a New Game, EVERY accomplishments are "hidden", meaning that you can't even check what you need to do to obtain it. There are 2 ways to "unlock" an accomplishment.

- 1 - Unlocks if over 50% in progress
- 2 - Unlocks only if 100% complete

All the Tutorial has to say is "All you have to do is go ahead and play, and you'll build up completion rewards". Very informative indeed... Also, some accomplishments are counted while some are in %.

As for the said reward for accomplishing and Accomplishment, it comes in 2 variations. One is slightly rewarding while the other is pretty much useless.

- 1 - Booster Accessories
- 2 - Player Icons

Player Icons, I imagine, would be fun to collect if you have a ring of friends

who all own a PSP and Dissidia. You can exchange Player Card while in Sleep Mode. If not, then, it makes a nice NES/SNES/PS1/PS2/PS3/PC souvenir icon collection.... The Tutorial states that finding the rarest icon is like a badge of honor... You decide.

As for the Boosters, they act as Multiplier Bonus for your other equipped Accessories. Also, Accomplishments are the ONLY way of getting Boosters. Shop doesn't sell any and can't be bought back if sold. Be careful. My personal favorites are "Enemy-Break", "Lvl=100" and "HP=100". Boosters, along with special accessories that increase EXP/AP/GIL, are quite effective. Here's a totally unrelated equations which can sum up the last sentence...

Gold HighLvl Manikin+Bonus Day+3 Boosters above+Chocobo Down/Wing/Feather+Grind-Lover PlayPlan Bonus Rotation= over 80000 EXP.

Boosters are very fun to use. Especially if you have 10 accessory slots. :)

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-->#3 - ACCOMPLISHMENT LIST<--

OK, now the sauce. There are a total of 151 Accomplishments. 60 are for Battle. 71 are for System and the last 20 are for Special/Other. I will list it the way SquarEnix did; all messed up(jk, Sorted in "Order").

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THE ARCHETYPE MODEL

- Accomplishment Type - Accomplishment Name - Progress % or #/#

- Accomplishment Info

- Reward Info

Booster (Type Icon)-Name : Description

(Booster effect multiplier)

->TYPES ICON<-

LV = Booster affected by Level

BRV = Affected by Bravery #/break

MAP = Maneuvers/Map

ATK = affected by attacks

EX = affected by EX mode/burst/etc

SUM = affected by summon state

OPP = affected by opponent's stats/state/etc

TIM = affected by time spent on the battlefield

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001 - System - The End of the Beginning - 1/1

- Clear the Prologe.

- Booster LV-Level <=3 : When you level is 3 or under.
(Effect: 2 times)

002 - System - Odyssey: Final Fantasy I - 1/1
- Clear Destiny Odyssey with Warrior of Light.
- Booster HP-HP=100% : When your HP is 100%.
(Effect: 1.5 times)

003 - System - Odyssey: Final Fantasy II - 1/1
- Clear Destiny Odyssey with Firion.
- Booster HP-Near Death : When you are near death.
(Effect: 1.5 times)

004 - System - Odyssey: Final Fantasy III - 1/1
- Clear Destiny Odyssey with Onion Knight.
- Booster BRV-Victory Chance : When you have a chance to win.
(Effect: 1.5 times)

005 - System - Odyssey: Final Fantasy IV - 1/1
- Clear Destiny Odyssey with Cecil.
- Booster HP-Near Loss : When you are in danger of losing in 1 hit.
(Effect: 1.5 times)

006 - System - Odyssey: Final Fantasy V - 1/1
- Clear Destiny Odyssey with Bartz.
- Booster MAP-Near Opponent : While near opponent.
(Effect: 1.2 times)

007 - System - Odyssey: Final Fantasy VI - 1/1
- Clear Destiny Odyssey with Terra.
- Booster MAP-Far from Opponent : While far from opponent.
(Effect: 1.2 times)

008 - System - Odyssey: Final Fantasy VII - 1/1
- Clear Destiny Odyssey with Cloud.
- Booster BRV-Break : When you are suffering from Break.
(Effect: 1.5 times)

009 - System - Odyssey: Final Fantasy VIII - 1/1
- Clear Destiny Odyssey with Squall.
- Booster BRV-Near Break : When you are in danger of Break.
(Effect: 1.5 times)

010 - System - Odyssey: Final Fantasy XI - 1/1
- Clear Destiny Odyssey with Zidane.
- Booster MAP-On the Ground : When you are on the ground.
(Effect: 1.2 times)

011 - System - Odyssey: Final Fantasy X - 1/1
- Clear Destiny Odyssey with Tidus.

- Booster MAP-In Midair : While you are in midair.
(Effect: 1.2 times)

012 - System - At Odyssey's End - 1/1

- Clear Destiny Odyssey with all characters.
- Booster ATK-In Motion : When you are moving.
(Effect: 1.2 times)

013 - System - The Odyssey - 30/30

- Clear Destiny Odyssey at least 30 times.
- Booster HP-HP=1 : When you have 1 HP.
(Effect: 1.5 times)

014 - Battle - I Love a Brawl - %

- Participate in at least 300 battles.
- Booster ATK-Attacking Bravery : While performing a BRV attack.
(Effect: 1.2 times)

015 - Battle - I Love a Brawl - %

- Participate in at least 1000 battles.
- Booster LV-Level 70-79 : When your level is 70-79.
(Effect: 1.2 times)

016 - Battle - Battle 'Em All - 1/1

- Fight against every character.
- Booster LV-Level = Multiple of 3 : When your level is a multiple of 3.
(Effect: 1.2 times)

017 - Battle - World Warrior - 1/1

- Fight on every stage.
- Booster EX-Empty EX Gauge : When your EX Gauge is Empty.
(Effect: 1.5 times)

018 - Battle - The Road to Conquest - %

- Win at least 300 battles.
- Booster ATK-Attacking HP : While performing an HP attack.
(Effect: 1.2 times)

019 - Battle - The Road to Conquest - %

- Win at least 500 battles.
- Booster LV-Level 90-99 : When your level is 90-99.
(Effect: 1.2 times)

020 - System - Hard Habit to Break - %

- Play for at least 15 hours.
- Booster SUM-After Summon : Once you have used a summon.
(Effect: 1.5 times)

021 - System - Time for Some Action

- Battle for at least 10 hours.

- Booster SUM-Summon Unused : When you have not yet used a summon.
(Effect: 1.5 times)

022 - Battle - Two Piece and a Biscuit - %

- Deal at least 100,000 points of damage.
- Booster EX-EX Gauge $\geq 70\%$: When you EX Gauge is at least 70% full.
(Effect: 1.2 times)

023 - Battle - Two Piece and a Biscuit - %

- Deal at least 1,500,000 points of damage.
- Booster OPP-EX Gauge $\geq 70\%$: When opponent's EX Gauge is at least 70% full.
(Effect: 1.5 times)

024 - Battle - The Most Valiant of All - %

- Gain at least 50,000 points of bravery.
- Booster HP-HP $\geq 80\%$: When you have at least 80% of your HP.
(Effect: 1.2 times)

025 - Battle - The Most Valiant of All - %

- Gain at least 2,500,000 points of bravery.
- Booster OPP-HP=1 : When opponent has 1 HP.
(Effect: 1.5 times)

026 - Battle - Test One's Mettle - %

- Deliver at least 1500 bravery attacks.
- Booster OPP-HP $\geq 70\%$: When opponent has at least 70% of their HP.
(Effect: 1.2 times)

027 - Battle - Test One's Mettle - %

- Deliver at least 30,000 bravery attacks.
- Booster OPP-HP $\leq 30\%$: When opponent has 30% or less of their HP.
(Effect: 1.2 times)

028 - Battle - Hit Where it Hurts - %

- Deliver at least 300 HP attacks.
- Booster OPP-Break : When opponent is suffering from Break.
(Effect: 1.5 times)

029 - Battle - Hit Where it Hurts - %

- Deliver at least 10000 HP attacks.
- Booster OPP-Near Break : When opponen is in danger of Break.
(Effect: 1.5 times)

030 - Battle - Road Trip - %

- Travel at least 100 kilometers.
- Booster TIM-After 30 Seconds : 30 second after battle starts.
(Effect: 1.2 times)

031 - Battle - Road Trip - %

- Travel at least 150 kilometers.

- Booster OPP-No BRV Damage : When opponent hasn't taken BRV damage.
(Effect: 1.5 times)

032 - Battle - Impenetrable Defense - %

- Successfully block 1000 blows.

- Booster BRV-BRV \geq Base Value : When your Bravery is higher than your base value.

(Effect: 1.2 times)

033 - Battle - Impenetrable Defense - %

- Successfully block 5000 blows.

- Booster OPP-BRV \geq Base Value : When your opponent's Bravery is higher than its base value

(Effect: 1.2 times)

034 - Battle - Artful Dodger - %

- Successfully dodge at least 1000 times.

- Booster BRV-BRV \leq Base Value : When your BRV is its base value or lower.

(Effect: 1.2 times)

035 - Battle - Artful Dodger - %

- Successfully dodge at least 5000 times.

- Booster OPP-BRV \leq Base Value : When your opponent's BRV is its base value or lower.

(Effect: 1.2 times)

036 - Battle - Core Blimey - %

- Collect at least 50 EX Cores.

- Booster HP-HP \leq 40% : When you have 40% or less of your HP.

(Effect: 1.2 times)

037 - Battle - Core Blimey - %

- Collect at least 300 EX Cores.

- Booster ATK-Standing Still : When you are standing still.

(Effect: 1.3 times)

038 - Battle - Modus Ex-perandi - %

- Enter Ex Mode at least 100 times.

- Booster OPP-Attacking Bravery : While opponent performs a BRV attack.

(Effect: 1.2 times)

039 - Battle - Rejuvenation - %

- Regenerate at least 10,000 HP.

- Booster EX-EX Mode : While you are in EX Mode.

(Effect: 1.3 times)

040 - Battle - Rejuvenation - %

- Regenerate at least 1,000,000 HP.

- Booster EX-EX Mode : While your opponent is in EX Mode.

(Effect: 1.3 times)

041 - Battle - Go Out With a Bang - %

- Finish a match with an EX Burst at least 30 times.
 - Booster EX-Full EX Gauge : When your EX Gauge is full.
- (Effect: 1.5 times)

042 - Battle - Earth-Unfriendly - %

- Damage the stage at least 1000 times.
 - Booster ATK-Taking Damage : While taking damage.
- (Effect: 1.2 times)

043 - Battle - Earth-Unfriendly - %

- Damage the stage at least 20,000 times.
 - Booster OPP-Taking Damage : While opponent is taking damage.
- (Effect: 1.5 times)

044 - System - Impulse: Final Fantasy I - 1/1

- Clear Shade Impulse with Warrior of Light.
 - Booster HP-Large Gap in HP : When HP gap between you and foe is at least 2000 points.
- (Effect: 1.5 times)

045 - System - Impulse: Final Fantasy II - 1/1

- Clear Shade Impulse with Firion.
 - Booster HP-Small Gap in HP : When HP gap between you and foe is under 200 points.
- (Effect: 1.5 times)

046 - System - Impulse: Final Fantasy III - 1/1

- Clear Shade Impulse with Onion Knight.
 - Booster BRV-Large Gap in BRV : When BRV gap between you and foe is at least 1000 points.
- (Effect: 1.5 times)

047 - System - Impulse: Final Fantasy IV - 1/1

- Clear Shade Impulse with Cecil.
 - Booster BRV-Small Gap in BRV : When BRV gap between you and foe is under 200 points.
- (Effect: 1.5 times)

048 - System - Impulse: Final Fantasy V - 1/1

- Clear Shade Impulse with Bartz.
 - Booster LV-Large Gap in Level : When at least a 20 level gap with opponent.
- (Effect: 1.5 times)

049 - System - Impulse: Final Fantasy VI - 1/1

- Clear Shade Impulse with Terra.
 - Booster LV-Small Gap in Level : When at most a 3 level gap with opponent.
- (Effect: 1.2 times)

050 - System - Impulse: Final Fantasy VII - 1/1

- Clear Shade Impulse with Cloud.
- Booster ATK-Pre-Bravery Attack : When you haven't yet performed a BRV

attack.

(Effect: 1.5 times)

051 - System - Impulse: Final Fantasy VIII - 1/1

- Clear Shade Impulse with Sqall.

- Booster ATK-Pre-Bravery Damage : When you haven't yet hit with a bravery attack.

(Effect: 1.2 times)

052 - System - Impulse: Final Fantasy IX - 1/1

- Clear Shade Impulse with Zidane.

- Booster ATK-Pre-HP Attack : When you haven't yet performed an HP attack.

(Effect: 1.5 times)

053 - System - Impulse: Final Fantasy X - 1/1

- Clear Shade Impulse with Tidus.

- Booster ATK-Pre-HP Damage : When you haven't yet hit with an HP attack.

(Effect: 1.2 times)

054 - System - Shade Impulse Completed - 1/1

- Clear Shade Impulse with all characters.

- Booster OPP-In Motion : While opponent is moving.

(Effect: 1.2 times)

055 - System - Acting Impulsivly - 10/10

- Clear Shade Impulse at least 10 times.

- Booster OPP-EX Gauge Full : When opponent's EX Gauge is full.

(Effect: 1.5 times)

056 - System - Treasure Hunter - %

- Open at least 200 treasure chests.

- Booster ATK-Quickmove : During Quickmove.

(Effect: 1.2 times)

057 - System - Unswerving Path - %

- Finish levels with a combined 100 DP remaining.

- Booster ATK-Chasing : While perfoming a chase attack.

(Effect: 1.3 times)

058 - System - One for the Record Books - %

- Colosseum, Lunar Whale course: Achieve 10 consecutive wins.

- Booster OPP-EX Gauge <= 30% : When opponent's EX Gauge is under 30%.

(Effect: 1.2 times)

059 - System - Pugilist Pointillist - %

- Colosseum, Lunar Whale course: Earn 100,000 points.

- Booster OPP-Chasing : While opponent performs a chase attack.

(Effect: 1.3 times)

060 - System - Veteran Duelist - %

- Colosseum, Lunar Whale course: Participate in 100 battles.
- Booster LV-Level is a Prime Number: When your level is a prime number.
(Effect: times)

061 - System - Time Attacker - 1/1

- Clear an Arcade Mode Time Attack within 1200 seconds.
- Booster MAP-On Ground, Foe in Midair : When opponent is in midair and you are on the ground.
(Effect: 1.5 times)

062 - System - Hope They're All Gold - %

- Win at least 100 medals.
- Booster LV-Level=Multiple of 4 : When your level is a multiple of 4.
(Effect: 1.2 times)

063 - System - Accolades of the Gladiator - %

- Gain at least 20 awards in one Duel Colosseum playthrough.
- Booster LV-Level=Multiple of 5 : When your level is a multiple of 5.
(Effect: 1.2 times)

064 - System - The Strongest Link - 1/1

- Have one character who's at least level 20.
- Booster HP-HP is 50-70%: When your HP is 50-70%.
(Effect: 1.2 times)

065 - System - The Strongest Link - 1/1

- Have one character who's at least level 50.
- Booster LV-Level 50-59 : When your level is 50-59.
(Effect: 1.2 times)

066 - System - The Strongest Link - 1/1

- Have one character who's at least level 100.
- Booster LV-Level 100 : When your level is 100.
(Effect: 1.2 times)

067 - System - On the Level - 1/1

- Have all characters reach level 50.
- Booster LV-Level 60-69 : When your level is 60-69
(Effect: 1.2 times)

068 - System - A Fistful of Gil - %

- Receive at least 200,000 gil.
- Booster HP-HP is Multiple of 2 : When your HP is a multiple of 2.
(Effect: 1.1 times)

069 - System - A Fistful of Gil - %

- Receive at least 5,000,000 gil.
- Booster OPP-HP=100% : When opponent's HP is 100%.
(Effect: 1.5 times)

070 - System - It's Got AP-peal - %

- Receive at least 30,000 AP.

- Booster HP-HP is a Multiple of 3 : When your HP is a multiple of 3.

(Effect: 1.2 times)

071 - System - It's Got AP-peal - %

- Receive at least 100,000 AP.

- Booster OPP-Near Death : When opponent is near death.

(Effect: 1.5 times)

072 - System - Bonus Round - %

- Have a successful AP bonus at least 100 times.

- Booster HP-HP is a Multiple of 4 : When your HP is a multiple of 4.

(Effect: 1.3 times)

073 - System - PP Baron - %

- Earn at least 5000 PP.

- Booster HP-HP is a Multiple of 5 : When your HP is a multiple of 4.

(Effect: 1.4 times)

074 - System - PP Baron - %

- Earn at least 10,000 PP.

- Booster OPP-Near Loss : When opponent is near loss.

(Effect: 1.5 times)

075 - Special/Other - Cast of Thousands - 22/22

- Have a sum of 22 characters appear.

- Booster HP-HP is a Prime Number : When your HP is a prime number.

(Effect: 1.5 times)

076 - Special/Other - In Vogue - 1/1

- Obtain alternate look of all characters.

- Booster OPP-Attacking HP : While opponent performs an HP attack.

(Effect: 1.2 times)

077 - Special/Other - Jacks of All Trades - %

- Master more than 150 abilities.

- Booster BRV-BRV is a Multiple of 2 : When your BRV is a multiple of 2.

(Effect: 1.1 times)

078 - Special/Other - Loaded for Bear - %

- Obtain at least 100 items.

- Booster BRV-BRV is a Multiple of 3 : When your BRV is a multiple of 3.

(Effect: 1.2 times)

079 - Special/Other - Fashion Conscious - %

- Obtain at least 100 accessories.

- Booster BRV-BRV is Multiple of 4 : When your BRV is a multiple of 4.

(Effect: 1.3 times)

080 - Special/Other - A Little Help from My Friends - %

- Obtain at least 30 summons.

- Booster EX-Ex Gauge <= 30% : When your EX Gauge is at most 30% full.

(Effect: 1.2 times)

081 - System - Mass Production - %

- Battlegen at least 300 times.

- Booster BRV-BRV is a Multiple of 5 : When your BRV is a multiple of 5.

(Effect: 1.4 times)

082 - System - Mass Production - %

- Battlegen at least 1000 times.

- Booster LV-Level 80-89 : When your level is 80-89.

(Effect: 1.2 times)

083 - System - Battlegenesis Does - 1/1

- Battlegen an item from each characters.

- Booster LV-Level 40-49 : When your level is 40-49.

(Effect: 1.2 times)

084 - System - Productive Battling - 5/5

- In one battle, create 5 accessories.

- Booster BRV-BRV is a Prime Number : When your BRV is a prime number.

(Effect: 1.5 times)

085 - System - Boosteriffic! - 1/1

- Obtain an accessory multiplier of 8.

- Booster LV-Level is a Multiple of 2 : When your level is a multiple of 2.

(Effect: 1.1 times)

086 - Battle - Bull in a China Shop - 10/10

- Break at least 10 accessories.

- Booster BRV-BRV-0 : When your BRV is 0.

(Effect: 1.5 times)

087 - System - Tis Better to Receive - %

- Obtain at least 20 dropped items.

- Booster ATK-Evading : While evading.

(Effect: 1.2 times)

088 - System - The Blessing of Mercantilism - %

- Trade at least 100 times.

- Booster ATK-Blocking : While blocking.

(Effect: 1.2 times)

089 - System - Arbitrageur - %

- Have a trade accessory surplus of at least 100,000 gil.

- Booster OPP-Pre-Bravery Damage : While opponent hasn't connect with a BRV attack.

(Effect: 1.5 times)

090 - Special/Other - Special Delivery - %
- Receive at least 10 letters from moogles.
- Booster MAP-Above Opponent : While higher than opponent.
(Effect: 1.2 times)

091 - Special/Other - Special Delivery - %
- Receive at least 100 letters from moogles.
- Booster OPP-HP Damage : While opponent hasn't connected with an HP attack.
(Effect: 1.5 times)

092 - System - The Daily Grind - 1/1
- Play for at least 5 days straight.
- Booster BRV-No BRV Damage : When you haven't taken BRV damage.
(Effect: 1.5 times)

093 - System - The Long Road - %
- From starting the game, have at least 7 days pass.
- Booster MAP-Below Opponent : While lower than opponent.
(Effect: 1.2 times)

094 - System - A Long Road - %
- From starting the game, have at least 30 days pass.
- Booster OPP-Victory Chance :When opponent has a chance to win.
(Effect: 1.5 times)

095 - System - A Good Plan - 1/1
- Clear the Casual Gamer play plan.
- Booster LV-Level 10-19 : When your level is 10-19.
(Effect: 1.5 times)

096 - System - A Good Plan - 1/1
- Clear the Average Game play plan.
- Booster LV-Level 20-29 : When your level is 20-29.
(Effect: 1.2 times)

097 - System - A Good Plan - 1/1
- Clear the Hardcore Gamer play plan.
- Booster LV-Level 30-39 : When your level is 30-39.
(Effect: 1.2 times)

098 - System - Clover-Covered Rabbit's Foot - 1/1
- Achieve a play plan "Lucky" value of 50%.
- Booster EX-Ex Core Present : When Ex Core is present.
(Effect: 1.5 times)

099 - System - Restocker's Paradise - %
- Shop stock percentage at least 50%.
- Booster OPP-On the Ground : While opponent is on the ground.
(Effect: 1.2 times)

100 - System - Hey, Big Spender - %
- Spend at least 100,000 gil at the shop.
- Booster OPP-After Summon : Once opponent had used a summon.
(Effect: 1.5 times)

101 - System - Collect Them All - %
- PP Catalog at least 50% complete.
- Booster OPP-In Midair : While opponent is in midair.
(Effect: 1.2 times)

102 - System - Catalog Shopper - %
- Spend at least 3000 PP in the PP Catalog.
- Booster OPP-Summon Unused : When opponent hasn't used a summon.
(Effect: 1.5 times)

-----BOOSTER SECTION ENDS HERE-----

103 - Battle - Reprisal on the Hero - %
- Hint: The hero's gravestone.
- Player Icon 024
(Defeat Warrior of Light 30 times.)

104 - Battle - The Thawrded Liegeman - %
- Hint: The liegeman's gravestone.
- Player Icon 052
(Defeat Firion 30 times.)

105 - Battle - The Foiled Youth - %
- Hint: The youth's gravestone.
- Player Icon 080
(Defeat Onion Knight 30 times.)

106 - Battle - The Vanquished Knight - %
- Hint: The knight's gravestone.
- Player Icon 116
(Defeat Cecil 30 times.)

107 - Battle - The Wanderer's End - %
- Hint: The traveler's gravestone.
- Player Icon 156
(Defeat Bartz 30 times.)

108 - Battle - The Girl's Last Laugh - %
- Hint: The girl's gravestone.
- Player Icon 203
(Defeat Terra 30 times.)

109 - Battle - What Slayed the Soldier - %
- Hint: The soldier's gravestone.
- Player Icon 218
(Defeat Cloud 30 times.)

110 - Battle - The Lion's Snare - %
- Hint: The lion's gravestone.
- Player Icon 228
(Defeat Squall 30 times.)

111 - Battle - What Defeated the Thief - %
- Hint: The pirate's gravestone.
- Player Icon 161
(Defeat Zidane 30 times.)

112 - Battle - What Banished the Vision - %
- Hint: The dreamer's gravestone.
- Player Icon 246
(Defeat Tidus 30 times.)

113 - Battle - Reprisal on the Stalwart - %
- Hint: The stalwart's gravestone.
- Player Icon 275
(Defeat Garland 30 times.)

114 - Battle - The Thwarted Despot - %
- Hint: The despot's gravestone.
- Player Icon 276
(Defeat the Emperor 30 times.)

115 - Battle - The Foiled Wraith - %
- Hint: The wraith's gravestone.
- Player Icon 277
(Defeat the Cloud of Darkness 30 times.)

116 - Battle - The Vanquished Warlock - %
- Hint: The Warlock's gravestone.
- Player Icon 278
(Defeat Golbez 30 times.)

117 - Battle - What Felled the Mighty Tree - %
- Hint: The great tree's gravestone.
- Player Icon 279
(Defeat Exdeath 30 times.)

118 - Battle - The Harlequin's gravetone - %
- Hint: The harlequin's gravestone.
- Player Icon 280
(Defeat Kefka 30 times.)

119 - Battle - What Slayed the Champion - %
- Hint: The champion's gravestone.
- Player Icon 281
(Defeat Sephiroth 30 times.)

120 - Battle - The Witch's Snare - %
- Hint: The witch's gravestone.
- Player Icon 282
(Defeat Ultimecia 30 times.)

121 - Battle - What Defeated the Reaper - %
- Hint: The reaper's gravestone.
- Player Icon 283
(Defeat Kuja 30 times.)

122 - Battle - What Banished the Phantom - %
- Hint: The phantom's gravestone.
- Player Icon 284
(Defeat Jecht 30 times.)

123 - Battle - What Bested the Lady - %
- Hint: The lady's gravestone.
- Player Icon 287
(Defeat Shantotto 30 times.)

124 - Battle - What Bested the Warrior - %
- Hint: The warrior's gravestone.
- Player Icon 288
(Defeat Gabranth 30 times.)

125 - Battle - The Day the World Ended - 1/1
- Hint: Destroy the ultimate Chaos.
- Player Icon 285
(Clear Inward Chaos in Story Mode)

126 - Special/Other - The Crimson Soul - 1/1
- Hint: Battlgen the Red Gem.
- Player Icon 025
(Communication Mode Only)

127 - Special/Other - The Saffron Soul - 1/1
- Hint: Battlgen the Orange Gem.
- Player Icon 229
(Communication Mode Only)

128 - Special/Other - The Canary Soul - 1/1
- Hint: Battlgen the Yellow Gem.
- Player Icon 120
(Communication Mode Only)

129 - Special/Other - The Viridian Soul - 1/1

- Hint: Battlgen the Green Gem.

- Player Icon 205

(Communication Mode Only)

130 - Special/Other - The Cerulean Soul - 1/1

- Hint: Battlgen the Blue Gem.

- Player Icon 160

(Communication Mode Only)

131 - Special/Other - The Azure Soul - 1/1

- Hint: Battlgen the Cyan Gem.

- Player Icon 206

(Communication Mode Only)

132 - Special/Other - The Tyrian Soul - 1/1

- Hint: Battlgen the Purple Gem.

- Player Icon 207

(Communication Mode Only)

133 - Special/Other - The Ivory Soul = 1/1

- Hint: Battlgen the White Gem.

- Player Icon 230

(Communication Mode Only)

134 - Battle - Carnage - %

- Hint: Countless fallen in your wake.

- Player Icon 095

(Win at least 3,000 battles.)

135 - Battle - Vengeance of the Fallen - %

- Hint: An unshakable fixation.

- Player Icon 078

(Lose at least 500 battles)

136 - Battle - The Directionless Truthseeker - %

- Hint: Beyond all limitations.

- Player Icon 177

(Earn at least 1,000,000 EXP with level 100-characters.)

137 - Battle - The Broken Leader - %

- Hint: The value of life.

- Player Icon 073

(Deal at least 25,000,000 points of damage.)

138 - Battle - Clash of the Valiant - %

- Hint: The proof of courage

- Player Icon 074

(Gain 30,000,000 points of Bravery.)

139 - Battle - The Neverending March - %
- Hint: Go anywhere, everywhere near and far.
- Player Icon 121
(Travel for at least 800 kilometers.)

140 - Battle - Core Grabber - %
- Hint: The powerful bluish-white crystals
- Player Icon 157
(Collect at least 1,000 EX cores.)

141 - System - Olympic Medalist - %
- Hint: All that glitters.
- Player Icon 208
(Collect at least 5,000 Duel Colosseum medals.)

142 - System - A Single Answer - 1/1
- Hint: The end of the journey.
- Player Icon 159
(Get Level 100 for all characters.)

143 - Battle - He Who Covets Jewels - %
- Hint: Unintentional destruction.
- Player Icon 286
(Break at least 100 accessories.)

144 - Special/Other - Now I Am the Master - %
- Hint: No more need for training.
- Player Icon 155
(Master at least 1,000 abilities)

145 - Special/Other - The Ravenous Collector - %
- Hint: The Perfect collection of weapons.
- Player Icon 094
(Aquire all weapons.)

146 - Special/Other - My Road to El Dorado - %
- Hint: The perfect collection of jewelry.
- Player Icon 023
(Aquire all accessories.)

147 - Special/Other - Tamer of the Gods - %
- Hint: Trust in the totema.
- Player Icon 164
(Obtain every summons.)

148 - System - Something from Nothing - %
- Hint: The maven's trade.
- Player Icon 079
(Have a trade accessory surplus of at least 1,000,000 gil.)

149 - System - I Love Dissidia - 1/1

- Hint: Happy days with Dissidia.

- Player Icon 158

(Play for at least 15 days straight.)

150 - System - Wings of Icarus - 1/1

- Hint: What a flightless bird dreams of.

- Player Icon 162

(Achieve a play plan "Lucky" value of 100%)

151 - System - Favored Customer - %

- Hint: Help the shop window catch eye.

- Player Icon 204

(Shop stock percentage of 100%)

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-->#4 - CREDITS<--

- My patience for writing this FAQ. Please also note that this is my first FAQ ever. My username on GameFAQ is BTVagrant and my email is BTVagrant@yahoo.ca.

- To SQUARESOFT for creating the Final Fantasy franchise and ENIX for buying them out so the franchise could survive as SquarEnix and bring us Dissidia.

- To GameFAQs, which brought you endless info for ANY game for 14 consecutive years. Thanks for giving the ability to share informative content.

- To many contributor at FFWikia who put up an Accomplishment List Wiki-style. I used this website as complementary info on Accomplishment containing "Hints". Links below is the said Accomplishment List and the other link is the History Page, containing the names of those who set up the list.

<http://finalfantasy.wikia.com/wiki/Accomplishments>

<http://finalfantasy.wikia.com/index.php?title=Accomplishments&action=history>

GAMEFAQS CONTRIBUTORS

- To Statistic for correct info on Accomplishment 033, 035, 043, 060, 085, 125, 135, 138 ,142 ,148, 043. Many thanks again! Probably couldn't have made it without ya!

- To "RC", for pointing out 2 typos at Accomplishment 136.

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- To Beans4Brains and negi_magician for hinting me on the boards that FF Wikia had already listed every Accomplishments already, which totally beats the purpose of this FAQ. Yet, not a single info can be found on GameFAQs about Accomplishments, not even in Integral Walkthrough FAQs... So... here it is! Also, you 2 get the credit for Accomplishment 148, which wasn't on the board's replies.

!!! You may use the content of this FAQ as you please. You know the Golden Rule. Do your dirt.!!!

~fin~

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