

Dissidia: Final Fantasy Equipment Guide

by fallacies

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Dissidia: Final Fantasy - JP Version
equipment acquirement index & guide
by fallacies
version 0.85 (02\22\2009)

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[O] About this Guide
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This is a guide that explains the mechanics behind obtaining opponent equipment following combat in Dissidia: Final Fantasy. For convenient reference, an index of equipment attributes related to acquirement is provided.

The sections of this guide may be searched by listing the full numeral-alphabet address in brackets, as such:

[IV.v.B] = Rank B Thief

This guide assumes that the reader has cleared the game at least once and possessessome basic understand of Japanese -- specifically, experience with Dissidia game terminology. It also happens to be a lot easier to obtain equipment if your character is at level 100.

Several sections of this guide use English names for the various pieces of equipment they mention. To view the original Japanese names, search for the English names in the Acquire Attributes Index. Alternative, searching for Japanese names also gives English equivalentents.

Note that this guide doesn't currently document the combat-related attributes and properties of most equipment. This is intended purely as supplementary material to the other general walkthroughs or item listings that you'll find.

Responses on IGN have noted that this guide would be more useful if I provided a full item combat attributes index along with what I already have here. This content will be included in version 0.9.

This guide can be freely redistributed as long as its contents aren't modified. Please credit Fallacies for authorship.

Any questions, suggestions, clarification requests, information additions, or corrections may be submitted to:

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Please head the subject with [DFF].

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[O.i] Version History
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02/04/2009 - ver. 0.1 - 1st draft
02/17/2009 - ver. 0.8 - 1st submission edition to IGN

Future versions may include documentation of Inward Chaos and the Duel Coliseum, if requested.

The translations used in this guide will be reconciled with the official English renderings of equipment names once the North American Edition is released.

=====
[I] Item Drop Mechanics
=====

Two equations are used by Dissidia to calculate the basic drop rate of an item you see equipped on an opponent in the game. These rates differ based on your current equipment.

Several variables appear in the equations:

- LUK: Your character's luck value.
- RDL: The requisite drop luck of the target item.
- DRP: The drop constant of the target item.
- BDR: Basic drop probability.

RDL and DRP are equipment attributes recorded in the Acquire Attributes Index at the end of this guide. Your character's LUK is displayed in your game menu.

The equations are as follows:

- If $LUK < RDL$,
then $0.2 + (DRP - 0.2) / RDL * LUK = BDR\%$
- If $LUK > RDL$,
then $DRP + (LUK - RDL) * 0.7 = BDR\%$

All output BDRs that exceed 5% automatically default to 5%. This means that even if the result of the equation is 28.5%, your actual BDR is still only 5%.

=====
[I.i] Minimum Drop Probability
=====

If your character's LUK is lower than an item's RDL, no real range of output drop rates exists.

To illustrate, the rarest weapons in Dissidia all share the same DRP and RDL -- 0.25 and 60, respectively. Assuming your LUK is 50, you trigger the following output:

$$0.2 + (0.25 - 0.2) / 50 * 60 = BDR\%$$
$$0.20001666... = BDR\%$$

So, you have a BDR of about 0.2%.

Suppose, on the other hand, that you want a lower class weapon with a DRP of 2 and RDL of 14. If your LUK is 10, the following output results:

$$0.2 + (2 - 0.2) / 10 * 14 = BDR\%$$
$$0.21428571... = BDR\%$$

0.2% drop, yet again.

You can try plugging in as many variables as you like, but the bottom line is, if your LUK is lower than the RDL, your minimum BDR is going to float at about 0.2%.

=====
[I.ii] LUK Cap for Item Drop
=====

Since maximum BDR is 5%, there is a limit to the influence of LUK on your drop rate. Assuming again the worst possible item drop conditions (DRP 0.25, RDL 60), the LUK required to max out the second equation is as follows:

$$0.25 + (\text{LUK} - 60) * 0.7 = 5\%$$
$$\text{LUK} = 66.78571429$$

The highest effective LUK value for item drop is therefore 67, which is only 7 more than the base level of LUK at level 100 -- 60. If your character has a LUK value of higher than 67, it's completely meaningless where item drop is concerned. At this LUK value, you have a guaranteed drop rate of at least 5%.

=====
[I.iii] Drop Probability Modifiers
=====

Certain combat conditions may result in modifications to the BDR%. They are listed below:

modifier	condition
+2%	Online Combat
+1%	Special Day Bonus [Drop % Up]
+1.5%	Purchase of PP Catalog Item [Drop % Up] (see note #1)
-1%	Opponent Rank = F
-2%	Opponent Rank = G
-5%	Opponent Rank = H

The first three conditions are self-explanatory. Opponent Rank affects battles where a Friendcard is involved -- offline network play versus Ghosts, primarily. Incidentally, Rank H is the lowest that I've personally seen. It's attainable if you have a long enough losing streak.

#1: Drop % Up = アイテムドロップ確率アップ

=====
[II] Accessory Rise Mechanics
=====

Two equations are used by Dissidia to calculate the basic rise rate of an accessory you see on an opponent in the game. These rates differ based on your current equipment.

Several variables appear in the equations:

LUK: Your character's luck value.

RRL: The requisite rise luck of the target accessory.

RIS: The rise constant of the target accessory.

BRR: Basic rise probability.

RRL and RIS are equipment attributes. A record of these values is provided in the Acquire Attributes Index at the end of this guide. Your character's LUK is displayed in your game menu.

The equations are as follows:

If $LUK < RRL$,
then $RIS / RRL * LUK = BRR\%$

If $LUK > RRL$,
then $RIS + 0.1 * (LUK - RRL)^2 = BRR\%$

All output BRRs that exceed 20% automatically default to 20%. This means that even if the result of the equation is 28.5%, your actual BRR is still only 20%. There is no minimum accessory rise probability.

In Story Mode, Quick Battle, and the Duel Coliseum, only accessories named in section [VI.iii.D.b] Battle-Rise may be obtained during combat.

Other non-Battle-Rise accessories may only be obtained in Online Combat after purchasing the PP Catalog items "Obtain Battle-Rise in Online Combat" (see note #2) and "Obtain Battle-Rise from Ghosts" (see note #3).

#2: Obtain Battle-Rise in Online Combat = オンライン対戦でバトルライズ

#3: Obtain Battle-Rise from Ghosts = ゴースト対戦でバトルライズ

=====
[II.i]

LUK Cap for Battle Rise
=====

Since maximum BRR is 20%, there is a limit to influence of LUK on your accessory rise rate. Assuming the worst possible accessory rise conditions (RIS 0.1, RRL 69), the LUK required to max out the second equation is as follows:

$$0.1 + 0.1 * (LUK - 69)^2 = 20\%$$
$$LUK = 83.1067359...$$

The highest effective LUK value for accessory rise is therefore 84, which guarantees a rise probability of at least 20%. Any LUK value greater than 84 is completely meaningless.

LUK modulated accessory rise increase is reflected in the displayed rise probability menu of an opponent before you enter battle.

=====
[II.ii]

Rise Probability Modifiers
=====

Certain combat conditions may result in modifications to the BRR%. They are listed below:

modifier condition

-
- +1% Special Day Bonus
[Rise % Up]
 - +1% Purchase of PP Catalog Item
[Rise % Up] (see note #4)

Various pieces of equipment may otherwise be used to improve rise probability, but please be aware that equipment-based BRR% modifications cap at +20%. This means that regardless of what you use or equip, the highest theoretically attainable accessory rise probability under the poorest rise conditions is 42%.

#4: Rise % Up = バトルライズ確率アップ

[III]

Quick Battle Rank Mechanics

Based on Quick Battle opponent level settings, Dissidia assigns a hidden numeric rank to a generated character:

level	rnk	level	rnk	level	rnk
1 ~ 7	1	36 ~ 42	6	71 ~ 77	11
8 ~ 14	2	43 ~ 49	7	78 ~ 84	12
15 ~ 21	3	50 ~ 56	8	85 ~ 91	13
22 ~ 28	4	57 ~ 63	9	92 ~ 98	14
29 ~ 35	5	64 ~ 70	10	99 ~ 100	15

Specific rank per equipment slot is further modified based on AI type settings:

AI strength	type	weap	hand	head	body
最弱 Weakest	all types	-2	-2	-2	-2
とても弱い Extremely Weak 弱い:カスタマイズ Weak: Customize	all types	-1	-1	-1	-1
弱い:アクション Weak: Action	極端, 猛攻 Extreme, Aggressive	-	-1	-	-1
普通 Normal	戦略, 勇敢 Strategic, Brave	-	-1	-1	-
強い:アクション Strong: Action	温存 Typical	-1	-1	-	-
	逆境, 冷静 Patient, Calm	-1	-	-	-1
	慎重 Careful	-1	-	-1	-
強い:カスタマイズ Strong: Customize とても強い Extremely Strong	all types	-	-	-	-

最強

Strongest all types +1 +1 +1 +1

A level 100 opponent set at "Weak: Action" with type "Extreme" would have a hand and body armor rank of 14, and then a head and weapon rank of 15.

The generated opponent's equipment slots are populated from the pool of items bearing its rank. All items that have a designated rank may be obtained from Quick Battle opponents. See subsection [.ii] below for a list of equipment organized by rank.

Some notes:

- #5: If no matched rank item exists for an equipment slot, the slot may remain empty.
- #6: If the opponent's rank is 0 or lower, it may enter battle with no equipment. The maximum possible rank is 15. All higher values default to 15.
- #7: Slot population for randomly generated opponents ignores minimum equipment level.

[III.i]

Native Equippability Table

Opponent characters randomly generated for Quick Battle will only be assigned equipment that their character can natively use without the purchase of equipment abilities from the gil shop. The following table indexes the native equippability patterns of all usable characters.

To clarify, the numbers above the columns represent which Final Fantasy a given character originates from. For example, "Chaos-Side 04" means Golbeza. The item class "Tools" is not included in this table, as nobody can natively equip it. Otherwise, everything should be self-explanatory.

	cosmos-side											chaos-side											
	01	02	03	04	05	06	07	08	09	10	11	01	02	03	04	05	06	07	08	09	10	12	
Sword	o	o	o	o	o		o	o		o			o									o	
Dagger		o	o		o	o			o				o						o	o		o	
Grtswrđ	o	o		o	o		o						o		o						o	o	
Katana		o			o								o					o					
Pole		o			o								o		o			o					
Btlaxe	o	o		o	o								o		o							o	
Rod		o	o		o	o				o			o	o	o	o	o		o	o			
Staff		o	o		o	o				o			o	o		o	o		o	o			
Prjctl		o	o		o			o	o														
H-to-H		o			o					o												o	
Instr		o			o												o		o				
Wkzsh		o	o		o					o													
Shield	o	o		o	o		o	o		o			o		o	o		o			o	o	
Armlet		o	o		o	o	o	o	o	o			o	o			o		o	o	o		
Armgrđ	o		o	o	o				o				o		o	o		o				o	
Hat		o	o		o	o	o	o	o	o	o		o	o			o		o	o	o	o	

H. Acsry	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o				
Helmet	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o				
Ribbon			o	o					o					o									

Clothes	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o				
Robes			o	o					o					o	o			o	o				
L. Armor	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o				
H. Armor	o		o	o										o	o				o				

Female			o	o					o				o		o		o						

	01	02	03	04	05	06	07	08	09	10	11		01	02	03	04	05	06	07	08	09	10	12
	cosmos-side												chaos-side										

=====
 [III.ii]

Item Rank Table
 =====

The following is an index of items organized by rank. Collating this information with that in the tables above, it's possible to roughly determine the equipment pools of automatically generated Quick Battle opponents.

- #8: Note that Darkness series equipment is only assigned to Cecil.
- Buster Sword is only assigned to Cloud.
- Revolver is only assigned to Squall.
- Official Ball is only assigned to Tidus.

=====
 [III.ii.A]

Weapons
 =====

rnk	swords	daggers	greatswords	katana
1	Broadsword	Knife	Longsword	Katana
2	Iron Sword	Dagger	Greatsword	-
3	Serpent Sword	Khukuri	-	-
4	Mithril Sword	-	-	Nodachi
5	Saber	-	Claymore	Uchigatana
6	Rapier Ancient Sword Golden Sword	Piercing Dagger Maneater	Inferno Sword	-
7	Estoc	-	-	-
8	Coral Sword Diamond Sword	Air Knife	Ogre Nix	Kiku-Ichimonji
9	Runic Blade	-	-	Murasame
10	Crystal Sword Defender	Assassin Dagger	-	-
11	Enhancer	Orichalcum	Apocalypse	-
12	Falchion	-	-	Heike Blade

Wyrmslayer

13	Save the Queen	-	-	Windslicer
14	Brave Blade	Gladius	-	-
15	Excalibur	Zorlin Shape	Ragnarok	Ama-no-Murakumo Genji Blade
rnk	polearms	battleaxes	rods	staves
1	Spear	Axe	Rod	Staff
2	Javelin	Light Axe	Guard Rod	Oak Staff
3	Heavy Lance	Battle Axe	Heal Rod	Restorative Staff
4	Mithril Spear	Mithril Axe	Mithril Rod	Force Staff
5	-	-	Wisdom Rod	-
6	Obelisk Wind Spear	Deathsickle	Faerie Rod	Golden Staff Elder's Staff
7	Partisan	Francisca	Wizard Rod	-
8	-	-	-	Runic Staff
9	-	Runic Axe	-	Judgment Staff
10	Crystal Lance	-	Princess Guard	-
11	Trident	-	-	Sage's Staff
12	Winddrake Spear	-	-	Staff of Light
13	Holy Lance	Gigas Axe	Holy Rod	-
14	Gae Bolg	-	-	Mace of Zeus
15	Gungnir	Earthbreaker	Stardust Rod	Nirvana
rnk	projectiles	hand-to-hand	instruments	unique/special
1	-	Leather Gloves	-	Sword of Darkness Buster Sword Revolver Official Ball
2	-	-	-	-
3	Cross Shuriken	Metal Knuckles	-	-
4	Boomerang Chakram	Mithril Claws Dark Claws	Gearman's Chime Gaia's Bell	-
5	Pinwheel	-	-	-

6	-	Sonic Knuckles	-	-
7	Moonring Blade	-	-	-
8	-	-	Runic Bell	-
9	Rising Sun	Tiger Fangs	-	-
10	-	Cat's Claws Scarmiglione Fangs	Morpheus Harp	-
11	-	-	-	-
12	-	-	Lamia Harp	-
13	Fuuma Shuriken	-	-	Spear of Sha Wujing
14	-	Godhand	Harp of Apollon	-
15	Meat Cleaver	Premium Heart	Harp of Loki	-

=====
[III.ii.B] Hand Armor
=====

rnk	wakizashi	shields	armlets	armguards
1	Kunai	Buckler	Bronze Bangle	Leather Bracers
2	Wakizashi	Iron Shield	Power Wrist	Ironplated Bracers
3	-	Knight Shield	Silver Bangle	-
4	Kodachi Hanafubuki	Mithril Shield	Mithril Bangle Chocobo Armlet	Gauntlets Battle Gloves
5	-	Great Shield	Hyper Wrist	-
6	Ninja Blade	Golden Shield Fellsteel Shield	Golden Bangle	Golden Armlets
7	-	Force Shield	Quality Wristwatch	-
8	-	Diamond Shield	Diamond Bangle	-
9	Sasuke Blade	-	Runic Armlet	Hand of Glory
10	-	Crystal Shield	Crystal Bangle Barbariccia Armlet	-
11	-	Shield of Light	Imperial Guard	Thief's Gloves
12	-	Wyrmsshield Heike Shield	Wyrms Armlet	Wyrms Gauntlets
13	Kagenui	Jovian Shield	Paling Armlet	Gigas Gauntlets
14	-	Aegis Shield	Mystletainn Armlet	-
15	Oborotsuki	Hero's Shield	Full-Moon Armlet	Borghertz's Hands

rnk unique/special

1 Shield of Darkness

2 -

3 -

4 -

5 -

6 -

7 -

8 -

9 -

10 -

11 -

12 -

13 Quadav Shield

14 -

15 -

=====

[III.ii.C]

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Head Armor

=====

rnk	hats	hair accessories	helmets	unique/special
1	Leather Hat	-	Bronze Helm	Helm of Darkness
2	Feathered Hat	-	Iron Helm	-
3	-	Kanzashi	Knight Helm	-
4	Tricorn Cap Green Beret	Extension	Mithril Helm	-
5	-	Tiara	Great Helm	-
6	Beret	-	Golden Helm Burgonet	-
7	-	Golden Hairpin	Sallet	-
8	Red Cap	-	Diamond Helm	-
9	Twist Headband	-	Close-Helm	-

10	Rubicant Cowl	Lamia Tiara	Crystal Helm	-
11	-	Cat-Earred Hood	Platinum Helm	-
12	Tiger Mask	-	Wyrmhelm Heike Helm	-
13	Thief's Hat	Slave Crown	Gigas Helm	Plate
14	Black Cowl	Circlet	Kaiser Helm	-
15	Dueling Mask Floral Crown	Royal Crown	Grand Helm Genji Helm	-

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[III.ii.D]

Body Armor
=====

rnk	clothes	robes	light armor	heavy armor
1	Leather Clothes	Robes	Leather Armor	Bronze Armor
2	-	Cotton Robes	Chainmail	Iron Armor
3	Poncho	-	-	Knight Armor
4	Silken Shirt Poet's Clothes	Silken Robes Celebrant's Habit	Mithril Vest Linen Cuirass	Mithril Armor
5	Kenpo Gi	Magister's Habit	-	Heavy Armor
6	-	Pilgrim's Vestments	Golden Vest	Golden Armor Paling Armor
7	Black-Belt Dougi	-	Survival Vest	-
8	Power Vest	-	-	Diamond Armor
9	-	Gaia Gear	Assassin's Vest	Fellsteel Mail
10	Shinobi Garb	-	Crystal Vest Caigozzio Shell	Crystal Armor
11	Black Garb	-	-	Mirror Mail
12	-	Robes of Light	Mirage Vest	Wyrn Mail Heike Armor
13	Red Jacket	-	-	Gigas Armor
14	-	Lordly Robes	Vest of Vishnu	
15	Snow-Like Clothes Brave Suit	Rainbow Robes	Brigandine	Maximillian Genji Armor

rnk unique/special

1 Armor of Darkness

- 2 -

- 3 -

- 4 -

- 5 -

- 6 -

- 7 -

- 8 -

- 9 -

- 10 -

- 11 -

- 12 -

- 13 Reed Armor

- 14 -

- 15 -

=====
[IV] Tools of the Trade
=====

Certain pieces of equipment can be used to improve your item drop and accessory rise probabilities. They are listed below. An acquirement and usage advisory is included in subsection [.v] below, but most of this is self-explanatory.

The roman numerals besides the "characters" bullet indicate who can equip these items. The items listed under the numeric price are the loot materials required to synthesize the item.

=====
[IV.i] Equipment
=====

```

item name  Thief's Gloves
japanese  盗賊の小手
type      Hand Armor / Gauntlet
characters Cosmos Side  I  III  IV  V  IX
          Chaos Side   I  IV  V  VII XII
equip level 71          Rank 11
attributes  BRV +32    DRP 0.8
          DEF +46    RDL 60
effects     Item Drop +1%
          Artifact History +4
obtain      Synthesizable after requisite loot is obtained.
price       22510 Gil
          Demon Gauntlet x1
          悪魔の小手
          Gigantoise Shell x3

```

巨大亀の甲羅

Purple Gem x1
パープルジェム

item name Thief's Hat
japanese シーフの帽子
type Head Armor / Hat
characters Cosmos Side II III V VI VII VIII IX X XI
Chaos Side II III VI VIII IX X
equip level 85 Rank 13
attributes BRV +290 DRP 0.8
RDL 60
effects Item Drop +1%
Artifact History +16
obtain Synthesizable after "Twist Headband" and "Hallowbeast Wings" are obtained.
price 13610 Gil
Twist Headband x1
ねじり鉢巻
Hallowbeast Wings x4
聖獣の翼
Force Shard x1
力の破片

item name Super-Ribbon
japanese スーパーリボン
type Head Armor / Ribbon
characters Cosmos Side V VI XI
Chaos Side VI
equip level 99 Rank -
attributes HP -307 DRP 0.8
BRV +370 RDL 60
effects Accessory Break -30%
Artifact History +16
obtain Synthesizable after "Bahamut Wings" is obtained.
price 15960 Gil
Ribbon x1
リボン
Bahamut Wings x5
バハムートの翼
Transformation Powder x99
変化の粉

item name Sword of Dorgann
japanese ドルガンの剣
type Weapon / Character-Specific
characters Cosmos Side V
equip level 100 Rank -
attributes ATK +68 DRP 0.25
RDL 60
effects LUK +3
BRV +40% on Battle Commencement
Artifact History +16
obtain Synthesizable after requisite loot is obtained.
price 31920 Gil
Sword of Dawn x1
暁の剣
Radiant Wind x5
風の輝き
Fortune Jewel x5

幸運の珠

Thief's Gloves and Thief's Hat are simple enough. Super-Ribbon might require a bit of explanation.

If an accessory has a noted break probability, it means that there's a certain chance that it will be randomly destroyed at the end of combat.

Ribbons are a class of rare head armor with the effect of reducing or eliminating this probability. This is useful, because the Moogle Charm accessory (Item Drop +2%) listed below has a break probability of 30%. Don't want that to shatter ...

Incidentally, though break probabilities of 100% can still be reduced through use of Ribbons, the reduction effect doesn't apply to things that say "Breaks on Activation." Ribbons only work if a probability is explicitly given.

The Sword of Bartz's old man, Dorgann, from Final Fantasy V. If you're using Bartz as your primary thief, this weapon gives him LUK+3, which is useful if for some reason you choose not to use accessories to jack up your LUK.

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[IV.ii]

Accessories
=====

item name Moogle Charm
japanese モーグリのおまもり
type Accessory / Independent
rank S
rise on [HP attack]
rise values LV 99 RIS 1
RRL 69
effects Item Drop +2%
Break Probability 30%
obtain Mognet

item name Dangerous Luck
japanese 危うげな幸運
type Accessory / Independent
rank S
effects Last Leave
Guaranteed Break on Activation
Item Drop +3%
rise on [EX attack]
rise values LV 99 RIS 0.1
RRL 69
obtain Synthesizable after "Gemini Recipe" is obtained.
price 1500 Gil
Gemini Recipe x1
ジェミニレシピ
Dwarven Bread x1
こびとのパン
Marionette Parts x1
からくり部品

item name Lucky Ring
japanese ラッキーリング
type Accessory / Independent
rank A

attributes LUK +4
effects Summon Charge Per Battle +1
rise on [Map Damage]
rise values LV 50 RIS 1
RRL 37
obtain Synthesizable after "Yellow Droplet" is obtained.
price 800 Gil
Yellow Droplet x1
イエロードロップ
Fortune Sand x2
幸運の砂

item name Fortune Ring
japanese フォーチュンリング
type Accessory / Independent
rank S
attributes LUK +8
effects Summon Charge Per Battle +2
rise on [Map Damage]
rise values LV 85 RIS 1
RRL 65
obtain Synthesizable after "Yellow Gem" is obtained.
price 1300 Gil
Yellow Gem x2
イエロージェム
Fortune Shard x2
幸運の破片
Fortune Crystal x1
幸運の結晶

item name Brigadier's Mustache
japanese だんちょうのひげ
type Accessory / Independent
rank S
attributes LUK +10
effects Increase EX Core manifestation frequency
rise on [Map Damage]
rise values LV 99 RIS 1
RRL 69
obtain Synthesizable after requisite loot is obtained.
price 1500 Gil
Victory Pendant x1
勝利のペンダント
Fortune Ring x1
フォーチュンリング
Book of Formation x5
人生の書

item name Sunrise
japanese サンライズ
type Accessory / Basic
rank A
effects Accessory Rise +1%
rise on [Map Damage]
rise values LV 50 RIS 1
RRL 37
obtain Synthesizable after "Temptation Sand" is obtained.
price 1500 Gil
Temptation Sand x1
魅惑の砂

Fortune Sand x1
幸運の砂
Locomotion Sand x1
動力の砂

item name Moonrise
japanese ムーンライズ
type Accessory / Basic
rank S
effects Accessory Rise +2%
rise on [Map Damage]
rise values LV 85 RIS 1
RRL 65
obtain Synthesizable after "Temptation Shard" is obtained.
price 1500 Gil
Temptation Shard x2
魅惑の破片
Locomotion Shard x2
動力の破片
Fortune Crystal x1
幸運の結晶

Don't equip a Moogle Charm without a Super-Ribbon, because it might break.

Dangerous Luck is a "Last Leave" accessory, meaning that after an attack that would normally kill you, it activates and you're left with 1 HP. Unlike other similar accessories, it grants the bonus effect of Item Drop +3% after activating. If you feel like a gambler, try it out. Otherwise, I wouldn't recommend it. "Last Leave" accessories are completely meaningless if your HP never hits 1.

The inclusion of the Fortune Ring here is extremely straightforward: It's the only LUK modifying accessory that you'll ever need for purposes of obtaining an item drop.

Brigadier's Mustache is an upgrade of the Fortune Ring.

Sunrise and Moonrise are "Basic" accessories with the effect of increasing accessory rise probability. Two Sunrises and one Moonrise can be equipped at the same time for a total of Accessory Rise +4%. The effect of "Basic" accessories can be multiplied with use of "Conditional" accessories. The following are recommended:

item name Lv: Lv = 100
japanese Lv:Lvが¹⁰⁰
type Accessory / Conditional
rank S
condition Player character is level 100.
multiplier x1.2
rise on [Break]
rise values LV 64 RIS 1
RRL 48
obtain Mission No. 065: At least one characters is level 100.

item name EX: In EX Mode
japanese EX:EXモード中
type Accessory / Conditional
rank A

condition Player character is presently in EX Mode.
multiplier x1.3
rise on [Map Damage]
rise values LV 36 RIS 1
RRL 29
obtain Mission No. 039: HP Regeneration in EX Mode is over 10000.

item name Sm: Summon Unused
japanese 召:召喚を未使用
type Accessory / Conditional
rank S
condition Summon is equipped on player character, but not used.
multiplier x1.5
rise on [EX attack]
rise values LV 64 RIS 1
RRL 48
obtain Mission No. 021: In-combat time is over 10 hours.

item name ACT: BRV Atk Unused
japanese ACT:ブレイブ攻撃前
type Accessory / Conditional
rank S
condition Player character has not executed brave attack yet.
multiplier x1.5
rise on [HP attack]
rise values LV 64 RIS 1
RRL 48
obtain Mission No. 050: Shade Impulse Chapter 4 has been cleared by Cloud.

item name Op: BRV < 0
japanese CHA:BREAK状態
type Accessory / Conditional
rank S
condition Opponent's Brave is currently broken.
multiplier x1.5
rise on [Break]
rise values LV 64 RIS 1
RRL 48
obtain Mission No. 028: Player has executed over 300 HP attacks.

Equipping and activating all five "Conditional" accessories listed above applies a multiplier of x5.2 to the numeric effect of any "Basic" accessories equipped. For example, if the character has a Moonrise and two Sunrises equipped along with the listed "Conditionals," the existing accessory rise bonus of +4% becomes +20.8% -- effectively +20% due to the cap. More on this in Usage.

=====
[IV.iii]

Combinations
=====

Certain pieces of equipment list a term and a fraction under "effects." If you wear a combination of equipment with the same term, and the fractions add up to 1, they activate a special bonus. You can usually tell which equipment belongs to what combination based on their names, though combination effects are also displayed in your equipment menu.

item name Sexy Cologne
japanese セクシーコロン
type Weapon / Special
characters Cosmos Side VI VII XI
Chaos Side III VI VIII
equip level 43 Rank -
attributes ATK +31 DRP 1.5
RDL 31
effects The Scent of Hunny (1/4)
obtain Synthesizable after unlocking "Women's Equipment" via the
PP Catalog. (see note #8)
price 13100 Gil
Faestone x5
精霊石
Gale Shard x2
疾風の破片

item name Club Card
japanese 会員カード
type Hand Armor / Special
characters Cosmos Side VI VII XI
Chaos Side III VI VIII
equip level 43 Rank -
attributes DEF +32 DRP 1.5
RDL 31
effects The Scent of Hunny (1/4)
obtain Synthesizable after unlocking "Women's Equipment" via the
PP Catalog. (see note #8)
price 13100 Gil
Orochi's Fang x5
大蛇の牙
Amplification Shard x2
増幅の破片

item name Blonde Wig
japanese ブロンドのかつら
type Head Armor / Special
characters Cosmos Side VI VII XI
Chaos Side III VI VIII
equip level 43 Rank -
attributes BRV +169 DRP 1.5
RDL 31
effects The Scent of Hunny (1/4)
obtain Synthesizable after unlocking "Women's Equipment" via the
PP Catalog. (see note #8)
price 6550 Gil
Ruby x5
ルビー
Temptation Shard x2
魅惑の破片

item name Silken Dress
japanese シルクのドレス
type Body Armor / Special
characters Cosmos Side VI VII XI
Chaos Side III VI VIII
equip level 43 Rank -
attributes HP +1519 DRP 1.5
RDL 31
effects The Scent of Hunny (1/4)

obtain Synthesizable after unlocking "Women's Equipment" via the
PP Catalog. (see note #8)
price 6550 Gil
Avian Feather x5
巨鳥の羽
Blitz Shard x2
速攻の破片

The equipment listed above is Cloud's crossdressing gear from Final Fantasy VII. Wearing all 4 pieces of the costume grants an effect of "Accessory Rise +2%" and "Item Drop +2%."

Note that I don't actually recommend using this set, as Item Drop +2% can be achieved with half the number of equipment slots. Also, these can only be equipped by the female characters and Cloud and Kefka.

Unrelatedly, Kefka started wearing makeup and women's clothes in Final Fantasy VI after the Magitech treatments started to get to his brain.

item name Heike Blade
japanese 平家の刀
type Weapon / Katana
characters Cosmos Side II V
Chaos Side I VII
equip level 81 Rank 12
attributes ATK +56 DRP 0.8
RDL 60
effects And the Mighty Must Fall (1/4)
obtain Clear a stage Story Mode XII with 6 Destiny Points

item name Heike Shield
japanese 平家の盾
type Hand Armor / Shield
characters Cosmos Side I II IV V VII VIII X
Chaos Side I IV V VII X XII
equip level 78 Rank 12
attributes DEF +54 DRP 0.8
RDL 60
effects And the Mighty Must Fall (1/4)
obtain Clear a stage Story Mode XI with 6 Destiny Points

item name Heike Helm
japanese 平家の兜
type Head Armor / Helmet
characters Cosmos Side I II IV V VII VIII X
Chaos Side I IV V VII X XII
equip level 78 Rank 12
attributes BRV +235 DRP 0.8
DEF +2 RDL 60
effects And the Mighty Must Fall (1/4)
obtain Clear a stage Story Mode XI with 5 Destiny Points

item name Heike Armor
japanese 平家の鎧
type Body Armor / Heavy Armor
characters Cosmos Side I IV V
Chaos Side I IV V VII XII
equip level 79 Rank 12

```
attributes HP +2428 DRP 0.8
           RDL 60
effects And the Mighty Must Fall (1/4)
obtain Clear a stage Story Mode XII with 5 Destiny Points
```

The above is the equipment of the Heike, the rival clan of the Genji in the Tale of the Genji. The combination effect of this set is "EX Gauge 100% at Battle Start" and "EX Mode Time -50%." I recommend this for use when hunting an accessory rise, as a large number of rise conditions demand that you hit your opponent with an EX attack.

#9: Women's Equipment = 女装シリーズ

```
[IV.iv] Artifacts
```

```
item name Nameless Sword (Excalipur)
japanese 無名の剣 (エクスカリパー)
type Weapon / Artifact Sword
characters Cosmos Side I II III IV V VII VIII X
           Chaos Side II XII
equip level 99 Rank -
attributes ATK +68 DRP ???
           RDL ???
effects Item Drop +1%
obtain Online Combat
price -
```

```
item name Nameless Robe (Rainbow Robe)
japanese 無名のローブ (レインボーローブ)
type Body Armor / Artifact Robe
characters Cosmos Side V VI XI
           Chaos Side II III VI VIII IX
equip level 99 Rank -
attributes HP +2308 DRP ???
           BRV +81 RDL ???
effects Item Drop +1%
obtain Online Combat
price -
```

Artifact items are renameable equipment that occasionally drop after online combat (even if you lose the match); the dropped artifacts are based on whatever your opponent was wearing. After being renamed, they retain the same attributes but gain new effects. One such effect is Item Drop +1%.

The originals of the two artifacts above are the Excalipur and the Rainbow Robe. I chose them because they have strong base attributes.

Bonuses granted by equipped abilities don't affect special or character-specific weapons. This makes the ATK +68 Excalipur easily the base of one of the strongest weapons in the game. (Though there are better effects you can put on it other than Item Drop +1% ...)

```
[IV.v] Acquirement & Usage
```

	item name	accessory

weapon	-	Fortune Ring
hand	Thief's Gloves	Moogle Charm
head	Super-Ribbon	
body	-	

This character has LUK 68 and Item Drop +8%.

This build is created for players who have been at thieving game for a little while. It looks as if it's just got an opening advantage over the previous set by +1%, but beggars can't be choosers. Besides, getting that slight advantage is extremely difficult.

The loot required to make the Super-Ribbon includes a whole boatload of rare items, including the Ribbon (which is about as difficult to make), Bahamut Wings (found only in the highest Duel Coliseum), and 99 Transformation Powders. Attempting to make this thing from scratch will have you throwing your PSP out the tallest window you can find.

Fortunately, there's an easier solution: Defeat Siegfried or Ultros, who are included in the game as password-unlockable Friendcards:

```
Siegfried  FGR3ET5KKJC
Ultros     8TA9CQQTAC
```

After obtaining the Friendcards, beat them at your leisure until they drop a Super-Ribbon. Ultros is a Tina player, and Siegfried is a Kefka player.

The Moogle Charm is given to you randomly by Mognet. Awfully nice of them, since there's no other way to obtain it outside of online combat.

```
=====
[IV.v.C]                                                    Rank A Thief
=====
```

	item name	accessory

weapon	Nameless Sword	Fortune Ring
hand	Thief's Gloves	Moogle Charm
head	Super-Ribbon	Dangerous Luck
body	Nameless Robe	

This character has LUK 68 and a starting Item Drop of +10%. If hit with an HP attack that should kill him, he survives with 1 HP and his Item Drop becomes +13%.

This build is created for veteran thieves that have clocked a Disgaea-sized amount of time waiting for items to drop.

Anything can be used as an artifact base, but obtaining the the Item Drop +1% effect takes a little effort. An illustration:

Player A has an Excalipur. He fights against Player B via online combat. After concluding a random number of matches, Player B recieves a Nameless Sword. In the Artifacts menu, the Nameless Sword has gained 1 history marker. By renaming it, Player B gives it a new effect.

Player B equips the Nameless Sword. After concluding a random number of

matches, Player A recieves the Nameless Sword. It now has 2 history markers in its Artifact menu. Rinse and repeat.

The process of laundering the Nameless Sword has to continue until it has at least 8 history markers. At that point, the Item Drop +1% effect has a chance of randomly appearing when the sword is renamed. If on renaming, the desired effect doesn't appear, immediately press the PSP Home Button and reload the game. Repeat until you get what you want. The same laundering process has to be applied to the Nameless Robe too

Incidentally, if an item is laundered 50 times, it gains the strongest effects in the game ...

The loot required to make Dangerous Luck can only be unlocked via password:

Ahriman MAPE5REPE4T5
Shantotto 469J3ELEVENWS

Gemini H3CSH3SDA3YUN

Shantotto and Ahriman are Friendcards, containing ghosts of Shantotto and Cloud of Darkness respectively. The Gemini code directly gives you a loot material called, of all things, "Gemini Recipe."

=====
[IV.v.D]

EX-Risemaster Gabranth
=====

	item name	accessory
weapon	Heike Blade	Sunrise x2
hand	Heike Shield	Moonrise
head	Heike Helm	Sm: Summon Unused
body	Heike Armor	ACT: BRV Atk Unused
		Op: BRV < 0
		Brigadier's Mustache
		Fortune Ring
		Lucky Ring x2

A build for use with level 100 Gabranth, which grants a minimum accessory rise probability of 33.5%, prior to Special Day and PP Catalog bonuses. Note that the highest "stable" rise rate realistically obtainable from equipment is about 37.5%, despite the maximum being 40%. By "stable," I mean obtainable without requiring you to engage in any sillyness that makes combat difficult. I've developed this build in particular to exploit Gabranth's unique characteristics -- namely, the EX-Charge ability and his EX Mode attack, "Innocence."

To obtain this equipment set, complete the missions listed in the accessories section above, and clear the XI and XII story mode stages with 5 and 6 Destiny Points each.

The Heike series equipment allows Gabranth to start the battle with a totally full EX Gauge. Equip him with a summon, but don't use it. Also, don't equip him with any brave attacks, because he doesn't need them; his EX attack has the effect of depleting the opponent's Brave without actually counting as a Brave attack.

Gabranth's "Innocence" is an EX Mode HP attack that generates map/background damage. It can be followed up with an EX-Burst attack that obliterates an opponent's Brave, causing the Break status. Because of these properties, I

consider it an optimal rise-generating technique.

For clarification, HP and Brave attacks executed during in EX Mode do not satisfy the EX Burst (EX) rise condition -- only following up an EX Mode HP Attack with the square button does. Any attack that damages the battle environment counts toward "Map/Background Damage" (BG), even if they don't actually connect with your opponent.

To maximize chances of "Map/Background Damage" (BG) occurring, please use the non-True "World of Darkness" battle stage (see note #9). Breaking any pillar within this map contributes to BG damage.

To obtain non-EX-related rises, I recommend that you use the accessory build above with an easier-to-use character than Gabranth -- he isn't capable of killing an opponent outside EX Mode, which creates difficulties in conventional combat. Note as well that the Heike combination set is relatively weak in the endgame. If possible, use a stronger item build.

No specific character or item build is particularly superior to the others for purposes of rise, but using Bartz with the Sword of Dorgann allows you to replace one of the Lucky Rings in the accessory build above with a conditional accessory, thereby granting a higher rise rate.

#10: World of Darkness = 闇の世界

=====
[V] Looting & Mark Hunting
=====

This section contains miscellaneous information about opponents that may possess equipment of interest.

=====
[V.i] Friendcards

[V.i.A] Passworded Ghosts
=====

In your Friendcard menu, input the following passwords in half-width alphanumeric. Preset special ghosts will populate your Offline Lobby. A number of them possess character-unique weapons and other rare equipment that can't be found elsewhere. Each of these ghosts possesses one unique loot material and one color gem. Be sure to collect them all, as they are needed to synthesize certain items from the gil shop.

Note that I have not included all of the ghosts' summons here.

A star mark (*) appearing next to a particular item or accessory in this list indicates that the equipment in question may only be obtained by fighting the ghost it's equipped on.

```

-----
name                color jewel
character            equipment accessories
level
rank
type
summon
password
-----

```

マトーヤ

Matoya		Purple Gem
Warrior of Light	Earthbreaker	Scrying Crystal*
100	Borghertz's Hands	Gaia Ring
SSS	Genji Helm	Hyper Ring x2
Careful	Maximillian	ACT: In Pursuit x3
		Env: Airborne
M8ATK2TCPAYA		Env: Distance < 5m x3

デスマシーン

Death Machine		Cyan Gem
Garland	Ogreslayer	Warp Cube*
52	Diamond Shield	Gaia Ring
SSS	Diamond Helm	Hyper Ring x2
Aggressive	Diamond Armor	Champion Belt
Bomb		Muscle Belt x2
CH4D9EN3A3TE3		Op: Airborne x3

ミンウ

Minwu		Yellow Gem
Frioniel	Grimoire of Fire*	Rosa Acicularis*
100	Oborotsuki	Super Gravity-Sphere
SSS	Dueling Mask	Pearl Necklace
Aggressive	Brave Suit	Dragonfly Bead
		Snowballer
		Golden Hourglass
		Victory Pendant
		HP: HP = 1
Phoenix		HP: HP = Critical
MR3ZNNGXU72P		Phoenix Pinion

ベヒーモス

Behemoth		Cyan Gem
The Emperor	Sword of Hades*	Winddrake Egg*
74	Imperial Guard	Star Earring
A	Tiger Mask	Earring x2
Strategic	Black Garb	Env: Distance > 12m x3
Behemoth		Sm: Summon Used
PASS3SU433KA		

忍者

Ninja		Green Gem
Onion Knight	Onion Sword	Noah's Lute*
100	Seydlitz	Gaia Ring
SSS	Royal Crown	Hyper Ring x2
Brave	Brigandine	HP: HP = 100%
		BRV: BRV = No Damage x2
		HP: HP = 1
		HP: HP = Critical
H4NA53NJRE9		Phoenix Pinion

アーリマン

Ahriman		Purple Gem
Cloud of Darkness	Staff of Thorns	Dwarven Bread*
52	Diamond Bangle	Star Earring
S	Red Cap	Earring x2
Strategic	Power Vest	Gaia Ring
		Hyper Ring x2
		HP: HP = 1
Magic Pot		HP: HP = Critical

MAPE5REPE4T5

HP: HP < Opponent BRV

あかいつばさ

Red Wings

Cecil

94

SSS

Calm

Sword of Light

Aegis Shield

Kaiser Helm

Vishnu Vest

Red Gem

Bomb Ring*

Gaia Ring

Hyper Ring x2

Champion Belt

Muscle Belt x2

High-Booster

Booster x2

6A3K2A538TS

フースーヤ

FuSoYa

Golbeza

100

SSS

Careful

Gungnir

Admantite Shield

Admantite Helm

Admantite Vest

Yellow Gem

Twinharp Whispers*

Super Gravity-Sphere

Pearl Necklace

Dragonfly Bead

Snowballer

Golden Hourglass

Victory Pendant

HP: HP = 1

HP: HP = Critical

Phoenix Pinion

SF5AUS5WUJ39Y

ギルガメッシュ

Gilgamesh

Bartz

100

S

Calm

Genji Blade

Genji Shield

Genji Helm

Genji Armor

Yellow Gem

Dragon Crest*

Super Gravity-Sphere

Pearl Necklace

Dragonfly Bead

Snowballer

Golden Hourglass

Victory Pendant

HP: HP = 1

HP: HP = Critical

HP: HP < Opponent BRV

Gilgamesh

GU3RK3UG4AMP

オメガ

Omega

Exdeath

100

SS

Careful

Nirvana

Seydlitz

Royal Crown

Maximillian

Purple Gem

Medallion of Omega*

Star Earring

Earring x2

Sniper Soul

Sniper Eye x2

Env: Airborne x3

6C6M6E6G6A6

オルトロス

Ultros

Tina

100

SS

Careful

Ultros

8TA9CQQTAC

Maduin's Horn

Seydlitz

Super-Ribbon

Rainbow Robes

Red Gem

Yummy Fish*

Star Earring

Earring x2

HP: HP = 100%

BRV: BRV = No Damage x2

Env: Distance > 12m x3

ジークフリード

Siegfried

Kefka

100

Mad Dancing

Seydlitz

Cyan Gem

Tintinabulum*

Gaia Ring

SSS	Super-Ribbon	Hyper Ring x2
Strategic	Rainbow Robes	Star Earring
		Earring x2
		HP: HP = 100%
FGR3ET5KKJC		BRV: BRV = No Damage

ユフイ		White Gem
Yuffie		
Cloud	Estoc	Snowboard*
45	Quality Wristwatch	Gaia Ring
A	Sallet	Sniper Soul
Aggressive	Survival Vest	Sniper Eye x2
Lich		Op: Airborne x3
PASS3CH3GC45		

ケットシー		Orange Gem
Cait Sith		
Sephiroth	Crystal Lance	Shin-Ra Card-Key*
66	Crystal Shield	Gaia Ring
SSS	Crystal Helm	Hyper Ring x2
Brave	Crystal Armor	Champion Belt
		Muscle Belt x2
		Guardian Ring
P2KET4DTCW6		Block Ring x2

ラグナ		White Gem
Laguna		
Squall	Machine Gun*	Occult Fan*
24	Mithril Bangle	Champion Belt
SSS	Mithril Helm	Muscle Belt x2
Aggressive	Mithril Vest	Env: Distance < 5m x3
Ashura		BRV: BRV < 30%
RJAGH5UE6NA7		

サイファー		Green Gem
Seifer		
Ultimecia	Shooting Star	G.F. Eden*
100	Seydlitz	Star Earring
SSS	Royal Crown	Earring x2
Patient	Rainbow Robes	Env: Distance > 12m x3
		HP: HP = 1
		HP: HP = Critical
SME4SA39SFAH		Phoenix Pinion

スタイナー		Green Gem
Steiner		
Zidane	Excalibur II*	Chocograph*
100	Oborotsuki	Gaia Ring
S	Dueling Mask	Hyper Ring x2
Calm	Brave Suit	Env: Distance < 5m x3
Demon Wall		Env: Airborne x3
A3NASX6UXT7		

ビビ		White Gem
Vivi		
Kuja	Nirvana	Ultimania*
100	Seydlitz	Star Earring
SSS	Royal Crown	Earring x2
Calm	Rainbow Robes	Env: Distance < 5m x3
		Env: Distance > 12m x3

```

-----
ワッカ
Wakka                               Blue Gem
Tidus                               World Champion Sphere*
100                                 Hero's Shield Gaia Ring
SS                                  Grand Helm Hyper Ring x2
Careful                             Brigandine  Champion Belt
                                       Muscle Belt x2
                                       ACT: In Pursuit x2

WRKA3KUMKRA                          Env: Airborne
-----

```

```

-----
アーロン
Auron                               Blue Gem
Jecht                               Premium Heart Al-Bhed Dictionary*
100                                 Seydlitz Gaia Ring
SSS                                 Grand Helm Hyper Ring x2
Brave                               Brigandine  Champion Belt
                                       Muscle Belt x2

AK6ATR7ECD8N                         Env: Distance < 5m x3
-----

```

```

-----
シャントット
Shantotto                           Blue Gem
Shantotto                           Wisdom Rod  Marionette Parts*
31                                  Hyper Wrist Star Earring
S                                    Tiara      Earring x2
Strategic                           Magister's Habit Env: Far x3
                                       HP: HP = 1
Mandragora                          HP: HP = Critical
469J3ELEVENWS                       Phoenix Pinion
-----

```

```

-----
バッシュ
Basch                               Orange Gem
Gabranth                            Chaos Blade Nethicite*
100                                 Borghertz's Hands Golden Hourglass
SS                                  Grand Helm Silver Hourglass x2
Patient                             Maximillian HP: HP = 100%
                                       BRV: BRV = No Damage x2
                                       HP: HP = 1
Tonberry                             HP: HP = Critical
LAXB6GRA4U                          Phoenix Pinion
-----

```

[V.i.B]

Stiltzkins

Depending on your interaction with Mognet, you will occasionally receive special Stiltzkin Friendcards. Though the ghosts on these are generally weaker than the passworded ones, some of them possess interesting equipment. Each Stiltzkin possesses a unique color droplet, which are required to synthesize certain items in the gil shop. Be sure to collect them all.

A star mark (*) appearing next to a particular item or accessory in this list indicates that the equipment in question may only be obtained by fighting the ghost it's equipped on.

Stiltzkin, incidentally, is the wandering Mognet postal moogle from Final Fantasy IX. I knew there was more than one of him around ...

name		color jewel
character	equipment	accessories
level		
rank		
type		

かねもちスティルツキン

Wealthy Stiltzkin		Yellow Droplet
Garland	Dwarven Axe	Gaia Ring
24	Mithril Shield	Hyper Ring x2
B	Mithril Helm	Champion Belt
Brave	Mithril Armor	Muscle Belt x2
		Op: Airborne x3

やさぐれスティルツキン

Runaway Stiltzkin		Red Droplet
Cloud of Darkness	Ice Rod	Star Earring
24	Mithril Bangle +	Earring x2
B	Tricorn Cap	Gaia Ring
Careful	Silken Robes	Hyper Ring x2
		HP: HP = 1
		HP: HP = Critical
		HP: HP < 30%

おちぶれスティルツキン

Impoverished Stiltzkin		Orange Droplet
Warrior of Light	Flamberge	Gaia Ring
24	Mithril Shield	Hyper Ring x2
B	Mithril Helm	ACT: In Pursuit x2
Strategic	Mithril Armor	Env: Airborne
		Env: Distance < 5m x3

へんしんスティルツキン

Transforming Stiltzkin		Purple Droplet
Bartz	Frying Pan of Love	Super Gravity-Sphere
31	Kitchen Timer	Pearl Necklace
C	Toque	Dragonfly Bead
Aggressive	Iron Apron	Snowballer
		Golden Hourglass
		Victory Pendant
		HP: HP = 1
		HP: HP = Critical
		HP: HP < 30%

ぬけがけスティルツキン

Cunning Stiltzkin		Green Droplet
Golbeza	Cursed Sword*	Super Gravity-Sphere
38	Force Shield	Pearl Necklace
A	Sallet	Dragonfly Bead
Patient	Survival Vest	Snowballer
		Golden Hourglass
		Victory Pendant
		HP: HP = 1
		HP: HP = Critical
		Phoenix Pinion

おやすみスティルツキン

Sleeping Stiltzkin		Blue Droplet
Cecil	Francisca	Gaia Ring
38	Force Shield	Hyper Ring x2

A	Sallet	Champion Belt
Patient	Survival Vest	Muscle Belt x2
		High-Booster
		Booster x2

すもぐりスティルツキン		
Sunken Stiltzkin		White Droplet
Exdeath	Wizard Rod	Earring x2
45	Quality Wristwatch	Star Earring
S	Golden Hairpin	Hyper Ring x2
Calm	Black-Belt Dougi	Env: Distance > 12m x2

ユメみるスティルツキン		
Dreaming Stiltzkin		Cyan Droplet
Onion Knight	Moonring Blade	Gaia Ring
45	Sengoku Gauntlets	Hyper Ring x2
S	Samurai Spirit	HP: HP = 100%
Aggressive	Black-Belt Dougi	BRV: No Damage x2
		HP: HP = 1
		HP: HP = Critical
		Phoenix Pinion

=====
[V.ii]

The Wisdom of Lufaine
=====

A series of equipment associated with Cid of the Lufaine (FFI) may be obtained from opponents in the Invincible Course of the Duel Coliseum. These opponents are referred to as possessing "Ancient Equipment." The full list of opponents and equipment is as follows:

character	equipment
Warrior of Light	Lufaine Shield
Frioniel	Lufaine Lance
Onion Knight	Lufaine Wakizashi
Cecil Harvey	Lufaine Armor
Bartz Klauser	Lufaine Gloves
Tina Branford	Lufaine Barrette
Cloud Strife	Lufaine Edge
Squall Leonheart	Lufaine Saber
Zidane Tribal	Lufaine Dagger
Tidus	Lufaine Pinwheel
Shantotto	Lufaine Staff
Garland	Lufaine Axe
The Emperor	Lufaine Jacket
Cloud of Darkness	Lufaine Cap
Golbeza	Lufaine Vest
Exdeath	Lufaine Rod
Kefka Palazzo	Lufaine Cantabile
Sephiroth	Lufaine Katana
Ultimecia	Lufaine Robes
Kuja	Lufaine Bangle
Jecht	Lufaine Hand
Gabranth	Lufaine Helm

All characters in this list are level 90, with AI strength "Strong: Customize."

If 4 Lufaine items are equipped at the same time, the combination effect "The

Wisdom of Lufaine" is obtained, which increases the frequency of EX Core manifestation on the battle map. Not really a very meaningful effect, considering the trouble the game puts you through to obtain it ...

=====
[VI] Acquire Attributes Index
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This is a complete index of equipment attributes related to acquirement. Refer to the legend below for explanations of various abbreviations and terminology.

Note that the "acquirement" column in the current version of this index does not exhaustively document all methods and information pertaining to the capture of an annotated item. It provides the simplest means of obtaining *one* of an item, and lists the conditions that must met before the item can be synthesized in the gil shop. The amount of loot needed for synthesis is provided in an assortment of other guides and item listings, and so it isn't presently covered here.

Items that can be purchased without synthesis are not documented here. They'll appear in your gil shop inventory once any character capable of equipping them reaches their minimal equipment level.

This index assumes that you've already obtained all of the accessories listed in section [VI.iii.D.b] Battle-Rise, and that you're capable of farming them in unlimited quantities. *Please do this first.* It can easily be achieved by repeatedly fighting all Quick Battle opponents at level 100, weakest AI. Your completion of this particular inventory may be viewed from your Battle-Rise menu.

Please also obtain at least one Transformation Powder, which costs 3 medals at any of the Duel Coliseums; you'll need to farm several hundreds of this item in order to synthesize all of the items in this index. The other items listed in the "key materials" section are used to synthesize the monographs required to purchasenon-native item class equipment abilities from the gil shop.

To make farming easier, get a friend with the game to equip items that you want on their ghost.

Certain items must be obtained at least once before duplicates can be synthesized. Typically when this is the case, some other value appears in the equipment's acquirement colomn above "Loot" or "Base." If no such entry exists, assume that the condition that must be met before synthesis can occur is obtaining 100% of the Battle-Rise inventory and then collecting the items noted in the Loot and Base entries.

Refer to section [V] Looting & Mark Hunting for more information regarding Lufaine items and other rare equipment.

=====
[VI.o] Index Legend
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The following is a table of column names that appear in the index, annotated with explanations.

columns explanation for the item index

rank The rank at which a randomly regenerated Quick Battle opponent may be assigned a given item.

- lv Minimum equipment level of an item. Provided for purposes of reference.
- drp The drop constant of an item.
- rdl The requisite drop luck of an item.
- equip The characters who can equip a given item, identified by the Roman numeral of their game of origination. Refer to the values table for other possible entries.

columns explanation for the accessory index

- rank The equipment rank of an accessory, which determines how many of the same may be equipped at once. Refer to accessory rank table below.
- rlv The opponent level above which an accessory may be more easily obtained.
- ris The rise constant of an accessory.
- rrl The requisite rise luck of an accessory.
- rise The condition that must be triggered in combat in order for a rise to be obtained. Refer to the abbreviations table for possible values.
- x The numerical modifier applied by a conditional accessory on condition trigger. Multiplies the numeric effects of basic accessories.
- prefix Element denoted in the name of a Battle-Rise accessory. Differs based on opponent of origination.
- suffix Loot rank denoted in the name of a Battle-Rise accessory.
- coliseums Originating Duel Coliseum of a given coliseum loot.
- medals Number of medals that must be exchanged to obtain a given coliseum loot.

The following is a table of terms that may appear in the index as column values, annotated with explanations. Many are used in the "acquirement" column.

values explanation

- Loot The loot accessories that must be obtained before a given equipment may be synthesized in the gil shop. Consumed on synthesis.
- Base The base equipment that must be obtained before a given item may be synthesized in the gil shop. Consumed on synthesis.
- Tres The story mode stage in which a typical treasure chest containing a given equipment may be encountered. Refer to the stage name and abbreviations table below.

- RTrs The story mode stage in which a rare treasure chest (obscured or behind a locked area) or bonus treasure chest (appears after obtaining the necessary story mode bonus) containing a given equipment may be encountered. Refer to the stage name and abbreviations table below.
- DP The story mode and associated Destiny Point value at which a given equipment may be obtained. Refer to the stage name and abbreviations table below.
- Coli The Duel Coliseum and condition on which a given equipment may be obtained. Refer to the stage name and abbreviations table below. If "Enemy" appears in the value qualification, the item must be dropped from an opponent; this is usually the case for Lufaine series items (see section [V] above). Otherwise, the number of medals that need to be exchanged for the item is indicated.
- Fght Story mode stages in which opponents guaranteed to possess a given item appear. Not exhaustively listed in this index; only two or three locations are recorded per item. You'll have to search out the enemy with the equipment you want yourself when you get to the stage named. Usually, there are easier ways to obtain the item.
- Ghst The Friendcard from which a given item may be obtained. Ghosts that possess a given item are not exhaustively indexed here in this list. A comprehensive listing of preset special ghosts and their equipment can be found in section [V] above, which also includes the passwords necessary to unlock certain ghosts.
- PP The PP Catalog item that must be purchased before a given item may be synthesized in the gil shop.
- Miss The mission that awards a given conditional accessory on completions. This value is listed with a mission number and qualification condition. Fulfilling mission qualifications is extremely trying and pointless. The general recommendation is that you attempt to play the game normally. Missions will eventually be completed without you having to check the mission log every two fights for progress.
- Req The Battle-Rise accessory that must be obtained as a prerequisite to unlock the obtaining of another Battle-Rise accessory. Alternatively, a condition that must be fulfilled for the same purpose.
- Char The character from which a given Battle-Rise loot may be obtained.
- Map The map from which a given Battle-Rise loot may be obtained on being damaged.
- Pass The password that must be entered within your Friendcard message settings in order to obtain a given arcana recipe-type loot material.
- Othr The means by which a given accessory may be obtained, if not by any other qualification. Used if an accessory may only be obtained via chocobo PlayPlan or from Mognet, or if a given accessory may be obtained by breaking Pebbles (a type of accessory).
- Sale The sell price of Pebbles. Noted to allow differentiation between

types of Pebbles.

Note Miscellaneous notes.

fem Women's Equipment. May only used by Cloud, Kefka, and the other female characters.

tool Items from the "Tools" equipment class. May only be used by characters who have purchased the "Tools" equipment ability from the gil shop.

IV If this appears as an equipment column value for a non-weapon, only Cecil can equip the item in question.

all If this appears as an equipment column value, all characters may equip the item in question.

The following is a table of miscellaneous abbreviations that may appear in the index, annotated with explanations.

abbrev explanation

Air The "Airship Course" of the Duel Coliseum

Falc The "Falcon Course" of the Duel Coliseum

Inv The "Invincible Course" of the Duel Coliseum

Wh The "Lunar Whale Course" of the Duel Coliseum

P Story Mode - "Prologue"

DO Story Mode - "Destiny Odyssey"

I ~ X Story Mode - "Destiny Odyssey" - I through X

SI Story Mode - "Shade Impulse"

XI ~ XII Story Mode - "Distant Glory" - XI through XII

IC Story Mode - "Inward Chaos"

numeral-! Story Mode. Numeral designates storyline. ! indicates stage number.

numeral ! Story Mode. Numeral designates storyline. ! indicates number of Destiny Points.

SI?-! Story Mode - "Shade Impulse" - ? indicates chapter number. ! indicates stage number.

All ? ? indicates storyline type. If this appears, the equipment appears at least once per every storyline within the category, either in a treasure chest or equipped on an opponent (in the case of items, not accessories).

? medals ? indicates the number of medals that must be exchanged to obtain a given equipment in an indicated coliseum.

ID Friendcard color designation. Determines the color gem you can obtain from a friendcard.

Brk Opponent Brave value falls below 0. Appears as "BRK" in the game.

EX Opponent hit by EX-Burst attack.

HP Opponent hit by HP attack.

Map Map or background is damaged by one of your attacks or movements. Appears as "BG" in the game.

The following is a table of accessory ranks and how many of the same accessory may be equipped at each rank.

rank	equippable
S	1
A	2
B	3
C	4
D	10

[VI.i]

Weapons

剣	swords	rnk	lv	drp	rdl	acquisition
ブロードソード	Broadsword	1	1	5	10	-
サンブレード	Sunblade	-	1	5	10	RTrs: VIII-4 Base: Broadsword
アイアンソード	Iron Sword	2	8	2	14	-
ミスリルソード+	Mithril Sword +	-	8	2	14	Loot: Zeranum Base: Mithril Sword
サーペントソード	Serpent Sword	3	15	2	17	-
フレイムタン	Flametongue	-	15	2	17	DP: VIII 5 Base: Broadsword
ミスリルソード	Mithril Sword	4	22	2	21	Loot: Mithril Base: Iron Sword Fght: VII-5
アイスブランド	Icebrand	-	22	2	21	DP: VIII 6 Base: Iron Sword
ゴールドソード+	Golden Sword +	-	22	1.5	21	Loot: White Stone Base: Golden Sword
サーベル	Saber	5	29	2	24	-
レイピア	Rapier	6	36	1.5	28	-
古代の剣						

Ancient Sword	6	36	1.5	28	Loot: Black Stone Base: Sunblade
ゴールドソード Golden Sword	6	36	1.5	28	Loot: Gold Base: Saber
ダイヤソード+ Diamond Sword +	-	36	1.5	28	Loot: Black Stone Base: Diamond Sword
エストック Estoc	7	43	1.5	31	-
珊瑚の剣 Coral Sword	8	50	1.5	35	Loot: Faestone Base: Rapier
ダイヤソード Diamond Sword	8	50	1.5	35	Loot: Diamond Base: Rapier
ルーンブレイド Runic Blade	9	57	1.5	44	Loot: Cloudstone Luminicite Base: Estoc
クリスタルソード Crystal Sword	10	64	0.8	52	Loot: Crystal Dewdrop Pebble Base: Diamond Sword
ディフェンダー Defender	10	64	0.8	52	Loot: Dewdrop Pebble Base: Coral Sword
エンハンスソード Enhancer	11	71	0.8	60	Loot: Magicite of Condemnation Green Gem Base: Runic Blade
ファルシオン Falchion	12	78	0.8	60	-
ドラゴンスレイヤー Wyrmslayer	12	78	0.8	60	Loot: Draconius Base: Flametongue
ルフェインセーバー Lufaine Saber	-	78	0.8	60	Coli: Inv. Enemy
セイブザクイーン Save the Queen	13	85	0.8	60	Loot: Consecrated Magicite Base: Enhancer
ブレイブブレイド Brave Blade	14	92	0.25	60	Loot: Magicite of the Goddess Red Gem Base: Icebrand Fght: SI2-3
エクスカリバー Excalibur	15	99	0.25	60	Loot: Magicite of Transcendance Base: Save the Queen
エクスカリパー Excalipur	-	99	0.25	60	Loot: Cancer Recipe Dragon Crest Chocograph
ト口の剣 Wyrmhero Blade	-	99	1.5	60	Loot: Aquarius Recipe Scrying Crystal Al-Bhed Dictionary
エクスカリバーII Excalibur II	-	99	0.25	60	Ghst: Steiner

短剣

daggers	rnk	lv	drp	rdl	acquisition
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ナイフ

Knife	1	1	5	10	-
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トリトンダガー

Triton Dagger	-	1	5	10	RTrs: IX-3 Base: Knife
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ダガー

Dagger	2	8	2	14	-
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ククリ

Khukuri	3	15	2	17	-
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メインゴージュ

Main Gauche	-	15	2	17	DP: IX 5 Base: Knife
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メイジマッシャー

Mage Masher	-	22	2	21	DP: IX 6 Base: Dagger Fght: SI2-1
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ピアッシングダガー

Piercing Dagger	6	36	1.5	28	-
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マンイーター

Maneater	6	36	1.5	28	Loot: Black Tiger's Fang Base: Triton Dagger
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エアナイフ

Air Knife	8	50	1.5	35	Loot: Orochi's Fang Base: Piercing Dagger
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アサシンダガー

Assassin Dagger	10	64	0.8	52	Loot: Mammoth Tusk Base: Main Gauche
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オリハルコン

Orichalcum	11	71	0.8	60	Loot: Mammoth Tusk Orange Gem Base: Air Knife
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ルフェインダガー

Lufaine Dagger	-	78	0.8	60	Coli: Inv. Enemy
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グラディウス

Gladius	14	92	0.25	60	Loot: Beastlord's Fang Orange Gem Base: Mage Masher
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ゾーリンシェイプ

Zorlin Shape	15	99	0.25	60	Loot: Maduin's Fang Base: Air Knife
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チキンナイフ

Chicken Knife	-	99	0.25	60	Loot: Libra Recipe Medallion of Omega Sphere
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アダマンナイフ

Admantite Knife	-	99	0.25	60	Loot: Adamantite Base: Orichalcum
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大剣

greatswords	rnk	lv	drp	rdl	acquisition
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ロングソード

Longsword	1	1	5	10	-
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ハードブレイカー

Hardbreaker	-	1	5	10	RTrs: VII-3 Base: Longsword
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グレートソード Greatsword	2	8	2	14	-
ツバイハンダー Zweihander	-	15	2	17	DP: VII 5 Base: Longsword
フランベルジュ Flamberge	-	22	2	21	DP: VII 6 Base: Greatsword Ghst: Impoverished Stiltzkin
クレイモア Claymore	5	29	2	24	-
インフェルノソード Inferno Sword	6	36	1.5	28	Loot: Unidentified Bones Base: Hardbreaker
オーガニクス Ogre Nix	8	50	1.5	35	Loot: Gigas Bones Base: Zweihander Fght: SI2-5
釘バット Nail Bat	-	57	1.5	44	Coli: Falc. 17 Medals
アポカリプス Apocalypse	11	71	0.8	60	Loot: Wargod's Bones Yellow Gem Base: Flamberge
ルフェインエッジ Lufaine Edge	-	78	0.8	60	Coli: Inv. Enemy
ラグナロク Ragnarok	15	99	0.25	60	Loot: Hero's Bones Base: Apocalypse

刀

katana	rnk	lv	drp	rdl	acquirement
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太刀

Katana	1	3	5	11	-
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野太刀

Nodachi	4	24	2	22	Loot: Greathorn Base: Katana
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打刀

Uchigatana	5	31	2	25	-
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戦太刀

Ikusatachi	-	45	1.5	32	DP: SI2 6 Fght: SI3-4
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菊一文字

Kiku-Ichimonji	8	53	1.5	39	Loot: Wyvern Horn Base: Katana
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村雨

Murasame	9	60	1.5	47	Loot: Lizard Horn Taurus Horn Base: Kiku-Ichimonji
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平家の刀

Heike Blade	12	81	0.8	60	DP: XII 6
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ルフェインの太刀

Lufaine Katana	-	81	0.8	60	Coli: Inv. Enemy
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風切りの刃

Windslicer	13	88	0.8	60	Loot: Unicorn Horn Orange Gem Base: Murasame
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天の叢雲

Ama-no-Murakumo	15	100	0.25	60	Loot: Behemoth Horn
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こぶたのしない

Piglet's Shinai - 100 0.25 60

Base: Windslicer

Loot: Capricorn Recipe,
Tintinabulum,
Ultimania

源氏の刀

Genji Blade 15 100 0.25 60

PP: Genji Series
Loot: Behemoth Horn
Base: Heike Blade
Ghst: Gilgamesh

槍

polearms rnk lv drp rdl acquirement

スピア

Spear 1 2 5 11 -

スコーピオン

Scorpion - 2 5 11

RTrs: II-3
Base: Spear

ジャベリン

Javelin 2 9 2 14 -

ミスリルスピア+

Mithril Spear + - 9 2 14

Loot: Bergamot
Base: Mithril Spear

ヘビーランス

Heavy Lance 3 16 2 18 -

炎の槍

Flame Lance - 16 2 18

DP: II 5
Base: Spear

ミスリルスピア

Mithril Spear 4 23 2 21

Loot: Mithril
Base: Javelin

氷の槍

Ice Lance - 23 2 21

DP: II 6
Base: Javelin

オベリスク

Obelisk 6 37 1.5 28 -

ウィンドスピア

Wind Spear 6 37 1.5 28

Loot: Summoner's Horn
Base: Scorpion

パルチザン

Partisan 7 44 1.5 32 -

クリスタルランス

Crystal Lance 10 65 0.8 54

Loot: Crystal
Phunbaba Horn
Base: Obelisk
Fght: SI3-4

トライデント

Trident 11 72 0.8 60

Loot: Ixion Horn
Blue Gem
Base: Partisan

飛竜の槍

Winddrake Spear 12 79 0.8 60

Loot: Winddrake's Horn
Base: Flame Lance

ルフェインランス

Lufaine Lance - 79 0.8 60

Coli: Inv. Enemy

ホーリーランス

Holy Lance 13 86 0.8 60

Loot: Unicorn Horn
Base: Crystal Lance

ゲイボルグ

Gae Bolg	14	93	0.25	60	Loot: Beastlord's Horn Yellow Gem Base: Ice Lance
グングニル Gungnir	15	100	0.25	60	Loot: Behemoth Horn Base: Holy Lance Ghst: FuSoYa

斧

battleaxes	rnk	lv	drp	rdl	acquisition
アクス Axe	1	1	5	10	-
スラッシャー Slasher	-	1	5	10	RTrs: I-4 Base: Axe
ライトアクス Light Axe	2	8	2	14	-
ミスリルアクス+ Mithril Axe +	-	8	2	14	Loot: Rosemary Base: Mithril Axe
バトルアクス Battle Axe	3	15	2	17	-
トマホーク Tomahawk	-	15	2	17	DP: I 5 Base: Axe
ドワーフの斧 Dwarven Axe	-	22	2	21	DP: I 6 Base: Light Axe Ghst: Wealthy Stiltzkin
ミスリルアクス Mithril Axe	4	22	2	21	Loot: Mithril Base: Light Axe
デスシッケル Deathsickle	6	36	1.5	28	Loot: Unidentified Bones Base: Slasher
フランシスカ Francisca	7	43	1.5	31	-
ルーンアクス Runic Axe	9	57	1.5	44	Loot: Pangu's Bones Nue's Bones Base: Tomahawk
ルフェインアクス Lufaine Axe	-	78	0.8	60	Coli: Inv. Enemy
巨人の斧 Gigas Axe	13	85	0.8	60	Loot: Saint's Bones Cyan Gem Base: Dwarven Axe
アースブレイカー Earthbreaker	15	99	0.25	60	Loot: Hero's Bones Base: Gigas Axe Ghst: Matoya

ロッド

rods	rnk	lv	drp	rdl	acquisition
ロッド Rod	1	3	5	11	-
フルメタルロッド Full Metal Rod	-	3	5	11	RTrs: III-3

ガードロッド					Base: Rod
Guard Rod	2	10	2	15	-
ミスリルロッド+					
Mithril Rod +	-	10	2	15	Loot: Tea Tree Base: Mithril Rod
ヒールロッド					
Heal Rod	3	17	2	18	-
炎のロッド					
Flame Rod	-	17	2	18	DP: III 5 Base: Rod
氷のロッド					
Ice Rod	-	24	2	22	DP: III 6 Base: Guard Rod Ghst: Runaway Stiltzkin
ミスリルロッド					
Mithril Rod	4	24	2	22	Loot: Mithril Base: Guard Rod Fght: S11-5
ワイズロッド					
Wisdom Rod	5	31	2	25	-
妖精のロッド					
Faerie Rod	6	38	1.5	29	Loot: Moonstone Base: Full Metal Rod
ウィザードロッド					
Wizard Rod	7	45	1.5	32	-
プリンセスガード					
Princess Guard	10	67	0.8	56	Loot: Opal Purple Gem Base: Flame Rod
ルフェインロッド					
Lufaine Rod	-	81	0.8	60	Coli: Inv. Enemy
ホーリーロッド					
Holy Rod	13	88	0.8	60	Loot: Hallowstone Purple Gem Base: Ice Rod
星屑のロッド					
Stardust Rod	15	100	0.25	60	Loot: Empyrean Jewel Base: Holy Rod

杖

staves	rnk	lv	drp	rdl	acquisition
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杖

Staff	1	1	5	10	-
魔術の杖					
Arcane Staff	-	1	5	10	RTrs: VI-3 Base: Staff
オークスタッフ					
Oak Staff	2	8	2	14	-
いやしの杖					
Restorative Staff	3	15	2	17	-
もえる杖					
Burning Staff	-	15	2	17	DP: VI 5 Base: Staff
力の杖					
Force Staff	4	22	2	21	-
こおる杖					
Frozen Staff	-	22	2	21	DP: VI 6

ゴールドスタッフ+					Base: Oak Staff
Golden Staff +	-	22	1.5	21	Loot: Wooden Block Base: Golden Staff
ゴールドスタッフ					
Golden Staff	6	36	1.5	28	Loot: Gold Base: Oak Staff Fght: SI2-5
長老の杖					
Elder's Staff	6	36	1.5	28	Loot: Lumber Base: Arcane Staff
ルーンの杖					
Runic Staff	8	50	1.5	35	Loot: Thornwood Base: Restorative Staff
裁きの杖					
Judgment Staff	9	57	1.5	44	Loot: Mistletoe High-Grade Lumber Base: Burning Staff Fght: SI2-5 SI3-4
賢者の杖					
Sage's Staff	11	71	0.8	60	Loot: Roodwood White Gem Base: Runic Staff Fght: SI3-5
光の杖					
Staff of Light	12	78	0.8	60	Loot: Wyrnwood Base: Frozen Staff Fght: XI-3
ルフェインの杖					
Lufaine Staff	-	78	0.8	60	Coli: Inv. Enemy
メイスオブゼウス					
Mace of Zeus	14	92	0.25	60	Loot: Wood of Anastasis Green Gem Base: Sage's Staff
ニルヴァーナ					
Nirvana	15	99	0.25	60	Loot: Wood of Iifa Base: Staff of Light Ghst: Omega
ファイアの本					
Grimoire of Fire	-	99	0.25	60	Ghst: Minwu

投てき

projectiles	rnk	lv	drp	rdl	acquisition
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十字手裏剣

Cross Shuriken	3	15	2	17	-
ブーメラン					
Boomerang	4	22	2	21	-
チャクラム					
Chakram	4	22	2	21	Loot: Greatfang Base: Boomerang
風車					
Pinwheel	5	29	2	24	-
あいのフライパン					
Frying Pan of Love	-	29	2	24	Coli: Air. 17 Medals Ghst: Transforming Stiltzkin
円月輪					
Moonring Blade	7	43	1.5	31	-

ライジングサン Rising Sun	9	57	1.5	44	Loot: Vorewolf Fang Chimera Fang Base: Pinwheel Fght: SI3-1
ルフェインの風車 Lufaine Pinwheel	-	78	0.8	60	Coli: Inv. Enemy
風魔手裏剣 Fuuma Shuriken	13	85	0.8	60	Loot: Consecrated Fang Red Gem Base: Rising Sun
包丁 Meat Cleaver	15	99	0.25	60	Loot: Beastlord's Fang Base: Fuuma Shuriken

格闘

hand-to-hand	rnk	lv	drp	rdl	acquirement
レザーグローブ Leather Gloves	1	1	5	10	-
ミスリルクロー+ Mithril Claws +	-	8	2	14	Loot: Ylang-Ylang Base: Mithril Claws
メタルナックル Metal Knuckles	3	15	2	17	-
ミスリルクロー Mithril Claws	4	22	2	21	Loot: Mithril Base: Metal Knuckles
ダーククロー Dark Claws	4	22	2	21	Loot: Iron Carapace Base: Metal Knuckles Fght: SI1-4
ソニックナックル Sonic Knuckles	6	36	1.5	28	-
タイガーファング Tiger Fangs	9	57	1.5	44	Loot: Destrier Barding Worm Molting Base: Sonic Knuckles
猫の爪 Cat's Claws	10	64	0.8	52	Loot: Gigantoise Shell Base: Tiger Fangs
スカルミリョーネの牙 Scarmiglione Fangs	10	64	0.8	52	DP: SI3 6
ルフェインハンド Lufaine Hand ゴッドハンド Godhand	-	78	0.8	60	Coli: Inv. Enemy
プレミアムハート Premium Heart	14	92	0.25	60	Loot: Milleniantoise Shell Blue Gem Base: Cat's Claws
	15	99	0.25	60	Loot: Aeontoise Shell Base: Godhand Ghst: Auron

楽器

instruments	rnk	lv	drp	rdl	acquirement
ギヤマンの鐘					

チョコボブレイド Chocobo Blade	-	50	1.5	35	V	Loot: Faestone Base: Rapier Fght: XI-3
チェインフレイル Chain Flail	-	50	1.5	35	VI	Loot: Thornwood Base: Restorative Staff Fght: XI-3
フォースイーター Force Eater	-	50	1.5	35	VII	Loot: Gigas Bones Base: Buster Sword Fght: XI-4
ランスオブスリット Lance of Slit	-	50	1.5	35	VIII	Loot: Faestone Base: Revolver Fght: XI-4
サルガタナス Sargatanas	-	50	1.5	35	IX	Loot: Orochi's Fang Base: Pinwheel Fght: XI-5
ザ・ストライカー The Striker	-	50	1.5	35	X	Loot: Orochi's Fang Base: Official Ball Fght: XI-5
ジュピタースタッフ Jupiter Staff	-	50	1.5	35	XI	Loot: Thornwood Base: Restorative Staff Fght: XI-5

コスモス側専用 ランクB

rank-b cosmo

unique rnk lv drp rdl equip acquirement

ブレイブハート Braveheart	-	92	0.25	60	I	Loot: Magicite of the Goddess Base: Flame Sword
ロンギヌス Longinus	-	93	0.25	60	II	Loot: Beastlord's Horn Base: Lance of Abel
キングスソード Royal Sword	-	92	0.25	60	III	Loot: Magicite of the Goddess Base: Tyrfing
光の剣 Sword of Light	-	92	0.25	60	IV	Loot: Blood-Darkened Bones Base: Mythgraven Sword Ghst: Red Wings
暁の剣 The Dawn	-	92	0.25	60	V	Loot: Magicite of the Goddess Base: Chocobo Blade
モーニングスター Morningstar	-	92	0.25	60	VI	Loot: Wood of Anastasis Base: Chain Flail
バタフライエッジ Butterfly Edge	-	92	0.25	60	VII	Loot: Blood-Darkened Bones Base: Force Eater
クライム&ペナルティ Crime & Penalty	-	92	0.25	60	VIII	Loot: Magicite of the Goddess Base: Lance of Slit
ザ・タワー The Tower	-	92	0.25	60	IX	Loot: Beastlord's Fang

グランドスラム							Base: Sargatanas
Grandslam	-	92	0.25	60	X	Loot: Beastlord's Fang Base: The Striker	
レーヴァテイン							
Laevateinn	-	92	0.25	60	XI	Loot: Wood of Anastasis Base: Jupiter Staff	

コスモス側専用 ランクA							
rank-a cosmo							
unique	rnk	lv	drp	rdl	equip	acquirement	

バーバリアンソード							
Barbarian Sword	-	100	0.25	60	I	Loot: Guiding Light Base: Braveheart Fght: IC-1	
ワイルドローズ							
Wild Rose	-	100	0.25	60	II	Loot: Youth's Dreams Base: Longinus Fght: IC-1	
オニオンソード							
Onion Sword	-	100	0.25	60	III	Loot: Onion Base: Royal Sword Fght: IC-1 Ghst: Ninja	
ライトブリンガー							
Lightbringer	-	100	0.25	60	IV	Loot: Two Forms Base: Sword of Light Fght: IC-1	
漆黒の剣							
Obsidian Blade	-	100	0.25	60	IV	Loot: Two Forms Base: Sword of Light	
ドルガンの剣							
Sword of Dorgann	-	100	0.25	60	V	Loot: Radiant Wind Base: The Dawn Fght: IC-2	
マディンの角							
Maduin's Horn	-	100	0.25	60	VI	Loot: Demon Concealed Base: Morningstar Fght: IC-2 Ghst: Ultros	
フェンリル							
Fenrir	-	100	0.25	60	VII	Loot: Truth of the Past Base: Butterfly Edge Fght: IC-2	
ライオンハート							
Lionheart	-	100	0.25	60	VIII	Loot: Normal Ammunition Base: Crime & Penalty Fght: IC-2	
オズマの欠片							
Ozma Shard	-	100	0.25	60	IX	Loot: Expensive-Looking Ticket Base: The Tower Fght: IC-3	
ワールドチャンピオン							
World Champion	-	100	0.25	60	X	Loot: Dreams of the Fayth Base: Grandslam Fght: IC-3 Ghst: Wakka	
クラウストラム							
Claustrum	-	100	0.25	60	XI	Loot: Seething Blood	

Base: Laevateinn

Fght: IC-3

カオス側専用 ランクC

rank-c chaos

unique rnk lv drp rd1 equip acquirement

オーガキラー

Ogreslayer - 50 1.5 35 I Loot: Gigas Bones
Base: Francisca
Fght: XII-1
Ghst: Death Machine

ダイヤモンド

Diamond Mace - 53 1.5 39 II Loot: Ruby
Base: Wizard Rod
Fght: XII-1

いましめの杖

Staff of Thorns - 50 1.5 35 III Loot: Thornwood
Base: Restorative Staff
Fght: XII-2
Ghst: Ahriman

リリスのロッド

Lilith Rod - 53 1.5 39 IV Loot: Ruby
Base: Wizard Rod
Fght: XII-2

ギードの髭

Guido's Whisker - 50 1.5 35 V Loot: Thornwood
Base: Restorative Staff
Fght: XII-3

ラミアのふえ

Lamia Flute - 50 1.5 35 VI Loot: Thornwood
Base: Gearman's Chime
Fght: XII-3

マサムネブレード

Masamune Blade - 53 1.5 39 VII Loot: Wyvern Horn
Base: Katana
Fght: XII-4

ヴァルキリー

Valkyrie - 53 1.5 39 VIII Loot: Ruby
Base: Pinwheel
Fght: XII-4

パニッシャー

Punisher - 53 1.5 39 IX Loot: Ruby
Base: Wizard Rod
Fght: XII-5

カイザーナックル

Kaiser Knuckles - 50 1.5 35 X Loot: Orochi Skin
Base: Sonic Knuckles
Fght: XII-5

エビルスレイヤー

Evilslayer - 50 1.5 35 XII Loot: Faestone
Base: Rapier
Fght: XII-5

カオス側専用 ランクB

rank-b chaos

unique rnk lv drp rd1 equip acquirement

バイキングアックス

Viking Axe - 92 0.25 60 I Loot: Blood-Darkened Bones

デモンズロッド Fellsteel Rod	-	95	0.25	60	II	Base: Ogreslayer Loot: Lapis Lazuli Base: Diamond Mace
あやかしの杖 Phantasmal Staff	-	92	0.25	60	III	Loot: Wood of Anastasis Base: Staff of Thornes
アスラのロッド Rod of Ashura	-	95	0.25	60	IV	Loot: Lapis Lazuli Base: Lilith Rod
ムーアの 小枝 Moore Sprig	-	92	0.25	60	V	Loot: Wood of Anastasis Base: Guido's Whisker
墮天使のふえ Flute of the Fallen	-	92	0.25	60	VI	Loot: Wood of Anastasis Base: Lamia Flute
正宗 Masamune	-	95	0.25	60	VII	Loot: Beastlord's Horn Base: Masamune Blade
カーディナル Cardinal	-	95	0.25	60	VIII	Loot: Lapis Lazuli Base: Valkyrie
鯨の髭 Whale Whisker	-	95	0.25	60	IX	Loot: Lapis Lazuli Base: Punisher
シンの爪 Sin-Talon	-	92	0.25	60	X	Loot: Milleniantoise Shell Base: Kaiser Knuckles
デスブリンガー Deathbringer	-	92	0.25	60	XII	Loot: Magicite of the Goddess Base: Evilslayer

カオス側専用 ランクA

rank-a chaos

unique rnk lv drp rdl equip acquirement

ギガントアクス Gigant Axe	-	100	0.25	60	I	Loot: Darkness of Transmigration Base: Viking Axe Fght: IC-3
マティウスの 悪意 Malice of Mateus	-	100	0.25	60	II	Loot: Ambitions of Dominion Base: Fellsteel Rod Fght: IC-3
永遠の闇 Darkness Eternal	-	100	0.25	60	III	Loot: Fickle Cloud Base: Phantasmal Staff Fght: IC-4
ゼロムスの 結晶 Crystal of Zeromus	-	100	0.25	60	IV	Loot: One Heart Base: Rod of Ashura Fght: IC-4
エヌオーの 杖 Staff of Enou	-	100	0.25	60	V	Loot: Power of the Void Base: Moore Spring Fght: IC-4
妖星乱舞 Mad Dancing	-	100	0.25	60	VI	Loot: Smiles of Madness Base: Flute of the Fallen Fght: IC-4

片翼の天使						Ghst: Siegfried
One-Winged Angel	-	100	0.25	60	VII	Loot: Life of the Planet Base: Masamune Fght: IC-4
シューティングスター						
Shooting Star	-	100	0.25	60	VIII	Loot: Gears of Time Base: Cardinal Fght: IC-5
テラの遺産						
Terra's Legacy	-	100	0.25	60	IX	Loot: Death Become Base: Whale Whisker Fght: IC-5
シンの牙						
Sin-Fang	-	100	0.25	60	X	Loot: Medallion of Glory Base: Sin-Talon Fght: IC-5
カオスブレイド						
Chaos Blade	-	100	0.25	60	XII	Loot: Gates of Judgment Base: Deathbringer Fght: IC-5 Ghst: Basch

特殊/機械

special & tools rnk lv drp rdl equip acquirement

呪われた剣

Cursed Sword - 22 1.5 21 all Ghst: Cunning Stiltzkin

セクシーコロン

Sexy Cologne - 43 1.5 31 fem PP: Women's Equipment
Loot: Faestone

さごじょうのやり

Spear of - 85 0.8 60 all Coli: Inv. 17 Medals

Sha Wujing

冥界の剣

Sword of Hades - 71 0.25 60 all Ghst: Behemoth

マシンガン

Machine Gun - 96 0.25 60 tool Loot: Hammer
Magecite of Transcendance
Ghst: Laguna

アルテマウェポン

Ultima Weapon - 99 0.25 60 all Loot: Pisces Recipe
Noah's Lute
Twinharp Whispers

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[VI.ii]

Armor

=====
[VI.ii.A]

Hand

小刀

wakizashi rnk lv drp rdl acquirement

苦無

Kunai 1 1 5 10 -

脇指

Wakizashi 2 8 2 14 -

小太刀

Kodachi 4 22 2 21 -

桜吹雪

Hanafubuki 4 22 2 21
Loot: Greatfang
Base: Kodachi

忍刀

Ninja Blade 6 36 1.5 28 -

佐助の刀

Sasuke Blade 9 57 1.5 44
Loot: Vorewolf Fang
Chimera Fang
Base: Ninja Blade

ルフェインの小刀

Lufaine - 78 0.8 60
Coli: Inv. Enemy

影縫い

Kagenui 13 85 0.8 60
Loot: Consecrated Fang
Green Gem
Base: Sasuke Blade

おぼろ月

Oborotsuki 15 99 0.25 60
Loot: Maduin's Fang
Base: Kagenui
Ghst: Steiner

盾

shields	rnk	lv	drp	rdl	acquisition
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バックラー

Buckler 1 1 5 10 -

シェルシールド

Shell Shield - 1 5 10
RTrs: V-3
Base: Buckler

アイアンシールド

Iron Shield 2 8 2 14 -

ミスリルシールド+

Mithril Shield + - 8 2 14
Loot: Yukari
Base: Mithril Shield

ナイトシールド

Knight Shield 3 15 2 17 -

フレイムシールド

Flame Shield - 15 2 17
DP: V 5
Base: Buckler

アイスシールド

Ice Shield - 22 2 21
DP: V 6
Base: Iron Shield

ミスリルシールド

Mithril Shield 4 22 2 21
Loot: Mithril
Base: Iron Shield
Ghst: Impoverished Stiltzkin
Wealthy Stiltzkin

ゴールドシールド+

Golden Shield + - 22 1.5 21
Loot: Yensa Scales
Base: Golden Shield

ラージシールド

Great Shield 5 29 2 24 -

ゴールドシールド

Golden Shield 6 36 1.5 28
Loot: Gold
Base: Knight Shield

ダイヤシールド+

Diamond Shield + - 36 1.5 28
Loot: Lamia Scales
Base: Diamond Shield

デモンズシールド

Fellsteel 6 36 1.5 28
Loot: Lamia Scales

Shield					Base: Shell Shield
フォースシールド					
Force Shield	7	43	1.5	31	-
ダイヤシールド					
Diamond Shield	8	50	1.5	35	Loot: Diamond Base: Great Shield Ghst: Death Machine
クリスタルシールド					
Crystal Shield	10	64	0.8	52	Loot: Crystal Emperor Scales Base: Force Shield Fght: SI3-5 XII-4
光の盾					
Shield of Light	11	71	0.8	60	Loot: Titan Scales Blue Gem Base: Force Shield
ドラゴンシールド					
Wyrmsshield	12	78	0.8	60	Loot: Hydra Scales Base: Flame Shield
平家の盾					
Heike Shield	12	78	0.8	60	DP: XI 6
ルフェインシールド					
Lufaine Shield	-	78	0.8	60	Coli: Inv. Enemy
雷神の盾					
Jovian Shield	13	85	0.8	60	Loot: Hallowbeast Scales Base: Shield of Light
イーゼスの盾					
Aegis Shield	14	92	0.25	60	Loot: Abaddon Scales Purple Gem Base: Ice Shield Fght: SI3-5
アダマンシールド					
Admantite Shield	-	99	0.25	60	Loot: Admantite Base: Crystal Shield
英雄の盾					
Hero's Shield	15	99	0.25	60	Loot: Eden Scales Base: Jovian Shield Fght: IC-1
源氏の盾					
Genji Shield	15	99	0.25	60	PP: Genji Series Loot: Eden Scales Base: Heike Shield Ghst: Gilgamesh
血塗られた盾					
Ensanguined Shield	-	99	0.25	60	Loot: Tauros Recipe Winddrake Egg Snowboard

腕輪

armlets	rnk	lv	drp	rdl	acquirement
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ブロンズバングル					
Bronze Bangle	1	1	5	10	-
パワーリスト					
Power Wrist	2	8	2	14	-
ミスリルバングル+					
Mithril Bangle +	-	8	2	14	Loot: Tea Tree Base: Mithril Bangle Ghst: Runaway Stiltzkin

シルバーバングル Silver Bangle	3	15	2	17	-
ミスリルバングル Mithril Bangle	4	22	2	21	Loot: Mithril Base: Power Wrist Fght: SI2-3 Ghst: Laguna
チョコボの腕輪 Chocobo Armlet	4	22	2	21	Loot: Aquamarine Base: Silver Bangle
ゴールドバングル+ Golden Bangle +	-	22	1.5	21	Loot: Emerald Base: Golden Bangle
ハイパーリスト Hyper Wrist	5	29	2	24	-
キッチンタイマー Kitchen Timer	-	29	2	24	Coli: Air. 8 Medals Ghst: Transforming Stiltzkin
ゴールドバングル Golden Bangle	6	36	1.5	28	Loot: Gold Base: Silver Bangle Fght: SI2-3 SI2-4
ダイヤバングル+ Diamond Bangle + 高級腕時計 Quality Wristwatch	-	36	1.5	21	Loot: Moonstone Base: Diamond Bangle
ダイヤバングル Diamond Bangle	7	43	1.5	31	-
ダイヤバングル Diamond Bangle	8	50	1.5	35	Loot: Diamond Base: Hyper Wrist Ghst: Ahriman Fght: SI3-1 XI-1
ルーンの腕輪 Runic Armlet	9	57	1.5	44	Loot: Sapphire Peridot Base: Hyper Wrist Fght: SI3-4 XII-1
スカルバングル Skull Bangle	-	57	1.5	44	Coli: Falc. 17 Medals
クリスタルバングル Crystal Bangle	10	64	0.8	52	Loot: Crystal Opal Base: Quality Wristwatch Fght: XII-3
バルバリシアの腕輪 Barbariccia Armlet	10	64	0.8	52	DP: SI3 5
インペリアルガード Imperial Guard	11	71	0.8	60	Loot: Topaz Cyan Gem Base: Quality Wristwatch Fght: XI-3 Ghst: Behemoth
ドラゴンの腕輪 Wyrms Armlet	12	78	0.8	60	Loot: Wyrmsstone Base: Runic Armlet

ルフェインバングル					Fght: XII-3
Lufaine Bangle	-	78	0.8	60	Coli: Inv. Enemy
守りの腕輪					
Paling Armlet	13	85	0.8	60	Loot: Hallowstone Base: Imperial Guard
ミスティール					
Mystletainn Armlet	14	92	0.25	60	Loot: Lapis Lazuli White Gem Base: Wyrm Armlet
満月の腕輪					
Full-Moon Armlet	15	99	0.25	60	Coli: Wh. 17 Medals
ザイドリッツ					
Seydlitz	15	99	0.25	60	Loot: Empyrean Jewel Base: Paling Armlet Ghst: Ultros Omega Ninja Fght: IC-2

小手

armguards	rnk	lv	drp	rdl	acquirement
皮の小手					
Leather Bracers	1	1	5	10	-
鉄の小手					
Ironplated Bracers	2	8	2	14	-
ガントレット					
Gauntlets	4	22	2	21	-
バトルグローブ					
Battle Gloves	4	22	2	21	Loot: Iron Carapace Base: Gauntlets
金の小手+					
Golden Armguards +	-	22	1.5	21	Loot: Charger Barding Base: Golden Armguards
金の小手					
Golden Armguards	6	36	1.5	28	Loot: Gold Base: Gauntlets
戦国小手					
Sengoku Gauntlets	-	43	1.5	31	DP: SI-1 6 Ghst: Dreaming Stiltzkin
悪魔の小手					
Hand of Glory	9	57	1.5	44	Loot: Destrier Barding Worm Molting Base: Gauntlets Fght: SI3-5 XII-1
盗賊の小手					
Thief's Gloves	11	71	0.8	60	Loot: Gigantoise Shell Purple Gem Base: Hand of Glory
ドラゴンの小手					
Wyrm Gauntlets	12	78	0.8	60	Loot: Wyrm Carapace Base: Thief's Gloves
ルフェインの小手					
Lufaine Gauntlets	-	78	0.8	60	Coli: Inv. Enemy

巨人の小手

Gigas Gauntlets 13 86 0.8 60
Loot: Consecrated Carapace
Purple Gem
Base: Wyrn Gauntlets

ボルグヘルツの魔手

Borghertz's Hands 15 99 0.25 60
Loot: Aeontoise Shell
Base: Gigas Gauntlets
Ghst: Basch
Fght: IC-1

新月の小手

Crescent Gauntlets 15 99 0.25 60
Coli: Wh. 17 Medals

特殊/機械

special & tools rnk lv drp rdl equip acquirement

暗黒の盾

Shield of Darkness 1 1 5 10 IV
Tres: IV-3

会員カード

Club Card - 43 1.5 31 fem
PP: Women's Equipment
Loot: Orochi's Fang

甲羅の盾

Quadav Shield 13 85 0.8 60 all
Coli: Inv. 17 Medals

かいてんのこぎり

Chainsaw - 96 0.25 60 tool
Loot: Hammer
Eden Scale

ハイウェイスター

Highwaster - 100 0.25 60 XII
Loot: Gates of Judgment
Base: Deathbringer
Fght: IC-5

[VI.ii.B]

Head

帽子

hats rnk lv drp rdl acquirement

皮の帽子

Leather Hat 1 1 5 10 -

羽根つき帽子

Feathered Hat 2 8 2 14 -

三角帽子

Tricorn Cap 4 22 2 21 -

グリーンベレー

Green Beret 4 22 2 21
Loot: Bird Feather
Base: Tricorn Cap
Fght: SI2-1

コック帽

Toque - 29 2 24
Coli: Air. 17 Medals
Ghst: Transforming Stiltzkin

ベレー帽

Beret 6 36 1.5 28 -

レッドキャップ

Red Cap 8 50 1.5 35
Loot: Avian Feather
Base: Tricorn Cap
Ghst: Ahriman
Fght: SI2-3
XI-1

ねじり鉢巻

Twist Headband	9	57	1.5	44	Loot: Feather of the Fallen Demonic Feather Base: Beret Fght: SI3-2 XII-1
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闘魂ハチマキ

Toukon	-	57	1.5	44	Coli: Falc. 8 Medals
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ルビカンテの頭巾

Rubicant Cowl	10	64	0.8	52	Coli: Falc. 10 Medals
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タイガーマスク

Tiger Mask	12	78	0.8	60	Loot: Winddrake Wings White Gem Base: Red Cap Ghst: Behemoth
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ルフェイン帽

Lufaine Cap	-	78	0.8	60	Coli: Inv. Enemy
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シーフの帽子

Thief's Hat	13	85	0.8	60	Loot: Hallowbeast Wings Base: Twist Headband
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黒頭巾

Black Cowl	14	92	0.25	60	Loot: Garuda Wings Base: Tiger Mask
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デュエルマスク

Dueling Mask	15	99	0.25	60	Loot: Bahamut Wings Base: Thief's Hat Fght: IC-1 Ghst: Steiner
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花の冠

Floral Crown	15	99	0.25	60	Coli: Wh. 13 Medals
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髪飾り

hair accessories	rnk	lv	drp	rdl	acquirement
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かんざし

Kanzashi	3	15	2	17	-
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イクステンション

Extension	4	22	2	21	Loot: Aquamarine Base: Kanzashi
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金の髪飾り+

Golden Hairpin +	-	22	1.5	21	Loot: Emerald Base: Golden Hairpin
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ティアラ

Tiara	5	29	2	24	-
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金の髪飾り

Golden Hairpin	7	43	1.5	31	Loot: Gold Base: Kanzashi Ghst: Sunken Stiltzkin
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ラミアのティアラ

Lamia Tiara	10	64	0.8	52	Loot: Opal Base: Tiara Fght: XI-5 XII-3
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ねこみみフード

Cat-Earred Hood	11	71	0.8	60	Loot: Topaz Red Gem Base: Lamia Tiara Fght: SI3-4
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ルフェインの髪留め

Lufaine	-	78	0.8	60	Coli: Inv. Enemy
Barrette					
ヒュプノクラウン					
Slave Crown	13	85	0.8	60	Loot: Hallowstone Base: Cat-Earred Hood
サークレット					
Circlet	14	92	0.25	60	Loot: Lapis Lazuli Base: Slave Crown
ロイヤルクラウン					
Royal Crown	15	99	0.25	60	Loot: Empyrean Jewel Base: Circlet Fght: IC-2 Ghst: Omega Ninja
いばらの冠					
Thorn Crown	-	99	0.25	60	Loot: Leo Recipe Yummy Fish Nethicite

兜

helmets	rnk	lv	drp	rdl	acquirement
ブロンズヘルム					
Bronze Helm	1	1	5	10	-
いやしの兜					
Restorative Helm	-	1	5	10	RTrs: X-3 Base: Bronze Helm
アイアンヘルム					
Iron Helm	2	8	2	14	-
ミスリルヘルム+					
Mithril Helm +	-	8	2	14	Loot: Zeranium Base: Mithril Helm
ナイトヘルム					
Knight Helm	3	15	2	17	-
バルビュータ					
Barbute	-	15	2	17	DP: X 5 Base: Bronze Helm
ミスリルヘルム					
Mithril Helm	4	22	2	21	Loot: Mithril Base: Iron Helm Fght: IX-2 X-2 Ghst: Impoverished Stiltzkin
フライングヘルム					
Flying Helmet	-	22	2	21	DP: X 6 Base: Iron Helm
ゴールドヘルム+					
Golden Helm +	-	22	1.5	21	Loot: White Stone Base: Golden Helm
ラージヘルム					
Great Helm	5	29	2	24	-
ゴールドヘルム					
Golden Helm	6	36	1.5	28	Loot: Gold Base: Knight Helm
ダイヤヘルム+					
Diamond Helm +	-	36	1.5	28	Loot: Black Stone Base: Diamond Helm
ブルゴネット					

Burgonet	6	36	1.5	28	Loot: Black Stone Base: Restorative Helm Fght: SI3-4
武士の魂					
Samurai Spirit	-	43	1.5	31	DP: SI-1 5 Ghst: Dreaming Stiltzkin
サーリット					
Sallet	7	43	1.5	31	-
ダイヤヘルム					
Diamond Helm	8	50	1.5	31	Loot: Diamond Base: Great Helm Ghst: Death Machine Fght: XI-1 SI3-3
クロスヘルム					
Close-Helm	9	57	1.5	44	Loot: Cloudstone Luminicite Base: Sallet Fght: XII-1 SI2-5
クリスタルヘルム					
Crystal Helm	10	64	0.8	52	Loot: Crystal Dewdrop Pebble Base: Sallet Fght: SI3-3 XII-4
プラチナヘルム					
Platinum Helm	11	71	0.8	60	Loot: Magicite of Condemnation Orange Gem Base: Barbute Fght: SI1-3 SI3-5
ドラゴンヘルム					
Wyrmhelm	12	78	0.8	60	Loot: Draconius Base: Close-Helm
平家の兜					
Heike Helm	12	78	0.8	60	DP: XI 5
ルフェインヘルム					
Lufaine Helm	-	78	0.8	60	Coli: Inv. Enemy
巨人の兜					
Gigas Helm	13	85	0.8	60	Loot: Consecrated Magicite Base: Platinum Helm
カエサルヘルム					
Kaiser Helm	14	92	0.25	60	Loot: Magicite of the Goddess Base: Flying Helmet Fght: SI2-5
アダマンヘルム					
Admantite Helm	-	99	0.25	60	Loot: Admantite Base: Crystal Helm
グランドヘルム					
Grand Helm	15	99	0.25	60	Loot: Magicite of Transcendance Base: Gigas Helm Ghst: Basch Fght: IC-1
源氏の兜					
Genji Helm	15	99	0.25	60	PP: Genji Series Loot: Magicite of Transcendance Base: Heike Helm Ghst: Gilgamesh

特殊/機械

special & tools rnk lv drp rdl equip acquirement

暗黒の兜

Helm of Darkness 1 1 5 10 IV Tres: IV-4

Darkness

ブロンドのかつら

Blonde Wig - 43 1.5 31 fem PP: Women's Equipment
Loot: Ruby

リボン

Ribbon - 78 0.8 60 rib Loot: Winddrake Wings
Base: Cat-Earred Hood

皿

Plate 13 85 0.8 60 all Coli: Inv. 8 Medals

ドリル

Drill - 96 0.25 60 tool Loot: Hammer
Behemoth Horn

スーパーリボン

Super-Ribbon - 99 0.25 60 rib Loot: Bahamut Wings
Base: Ribbon
Ghst: Ultros
Siegfried

[VI.ii.C]

Body

服

clothes rnk lv drp rdl acquirement

皮の服

Leather Clothes 1 1 5 10 -

ポンチョ

Poncho 3 13 2 16 -

シルクの服

Silken Shirt 4 20 2 20 -

詩人の服

Poet's Clothes 4 20 2 20 Loot: Bird Feather
Base: Poncho

拳法着

Kenpo Gi 5 27 2 23 -

黒帯胴着

Black-Belt 7 41 1.5 30 -

Dougi

力だすき

Power Vest 8 48 1.5 34 Loot: Avian Feather
Base: Kenpo Gi
Fght: SI3-1
XI-1
Ghst: Ahriman

二代目特攻服

Nidaime Tokko - 55 1.5 41 Coli: Falc. 13 Medals

Outfit

忍びの衣

Shinobi Garb 10 62 0.8 50 Loot: Royal Wings
Base: Black-Belt Dougi
Fght: SI3-4
XII-3

黒装束

Black Garb	11	69	0.8	59	Loot: Diablos Wings Yellow Gem Base: Power Vest Ghst: Behemoth
ルフェインジャケット					
Lufaine Jacket	-	76	0.8	60	Coli: Inv. Enemy
レッドジャケット					
Red Jacket	13	83	0.8	60	Loot: Hallowbeast Wings Base: Shinobi Garb
雪模様の服					
Snow-Like Clothes	15	96	0.25	60	Coli: Wh. 8 Medals
ブレイブスーツ					
Brave Suit	15	96	0.25	60	Loot: Bahamut Wings Base: Black Garb Fght: IC-1 Ghst: Steiner

ローブ

robes	rnk	lv	drp	rdl	acquirement
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ローブ

Robes	1	1	5	10	-
木綿のローブ					
Cotton Robes	2	6	2	13	-
シルクのローブ					
Silken Robes	4	20	2	20	-
司祭の服					
Celebrant's Habit	4	20	2	20	Loot: Bird Feather Base: Silken Robes
魔法使いの服					
Magister's Habit	5	27	2	23	-
旅人の法衣					
Pilgrim's Vestments	6	34	1.5	27	-
大地の衣					
Gaia Gear	9	55	1.5	41	Loot: Feather of the Fallen Demonic Feather Base: Magister's Habit Fght: SI3-4 XII-1

光のローブ

Robes of Light	12	76	0.8	60	Loot: Winddrake Wings Yellow Gem Base: Pilgrim's Vestments Fght: XII-3
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ルフェインローブ

Lufaine Robes	-	76	0.8	60	Coli: Inv. Enemy
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ローブオブロード

Lordly Robes	14	90	0.25	60	Loot: Garuda Wings Base: Gaia Gear
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レインボーローブ

Rainbow Robes	15	96	0.25	60	Loot: Bahamut Wings Base: Robes of Light Ghst: Ultros Fght: IC-2
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軽鎧

light armor	rnk	lv	drp	rdl	acquirement
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レザーアーマー Leather Armor	1	1	5	10	-
チェインメール Chainmail	2	8	2	14	-
ミスリルベスト+ Mithril Vest +	-	8	2	14	Loot: Yukari Base: Mithril Vest
ゴールドベスト+ Golden Vest +	-	22	1.5	21	Loot: Yensa Scales Base: Golden Vest
ミスリルベスト Mithril Vest	4	22	2	21	Loot: Mithril Base: Leather Armor Fght: SI1-4 Ghst: Laguna
リネンキュラッサ Linen Cuirass	4	22	2	21	Loot: Ichthon Scales Base: Chainmail Fght: SI2-4
鉄のエプロン Iron Apron	-	29	2	24	Coli: Air. 13 Medals Ghst: Transforming Stiltzkin
ゴールドベスト Golden Vest	6	36	1.5	28	Loot: Gold Base: Chainmail Fght: SI1-5 SI2-2
サバイバルベスト Survival Vest	7	43	1.5	31	-
アサシンベスト Assassin's Vest	9	57	1.5	44	Loot: Undine Scales Terraselachii Scales Base: Survival Vest Fght: XI-5 XII-1
クリスタルベスト Crystal Vest	10	64	0.8	52	Loot: Crystal Emperor Scales Base: Survival Vest Fght: XII-5
カイナッツォの甲羅 Caigozzio Shell	10	64	0.8	52	Ghst: Falc. 10 Medals
ミラージュベスト Mirage Vest	12	78	0.8	60	Loot: Hydra Scales Blue Gem Base: Assassin's Vest
ルフェインベスト Lufaine Vest	-	78	0.8	60	Coli: Inv. Enemy
ヴィシュヌベスト Vest of Vishnu	14	92	0.25	60	Loot: Eden Scales Base: Mirage Vest Fght: SI3-3
ブリガンダイン Brigandine	15	99	0.25	60	Loot: One Heart Base: Vest of Vishnu Fght: IC-1
アダマンベスト Admantite Vest	-	99	0.25	60	Loot: Admantite

重鎧

heavy armor	rnk	lv	drp	rdl	acquirement
ブロンズアーマー Bronze Armor	1	2	5	11	-
ツノガイの鎧 Dentalium Armor	-	2	5	11	RTrs: IV-4 Base: Bronze Armor
アイアンアーマー Iron Armor	2	9	2	14	-
ミスリルアーマー+ Mithril Armor +	-	9	2	14	Loot: Rosemary Base: Mithril Armor
ナイトアーマー Knight Armor	3	16	2	18	-
フレイムアーマー Flame Armor	-	16	2	18	DP: IV 5 Base: Bronze Armor
ミスリルアーマー Mithril Armor	4	23	2	21	Loot: Mithril Base: Iron Armor Ghst: Impoverished Stiltzkin Wealthy Stiltzkin
アイスアーマー Ice Armor	-	23	2	21	DP: IV 6 Base: Iron Armor
ゴールドアーマー+ Golden Armor +	-	23	2	21	Loot: Wildbeast Bones Base: Golden Armor
ヘビーアーマー Heavy Armor	5	30	2	25	-
ゴールドアーマー Golden Armor	6	37	1.5	28	Loot: Gold Base: Knight Armor Fght: SI3-4
シールドアーマー Paling Armor	6	37	1.5	28	Loot: Unidentified Bones Base: Dentalium Armor
戦国鎧 Sengoku Armor	-	44	1.5	32	DP: SI2 5
ダイヤアーマー+ Diamond Armor +	-	37	1.5	28	Loot: Unidentified Bones Base: Diamond Armor
ダイヤアーマー Diamond Armor	8	51	1.5	36	Loot: Diamond Base: Heavy Armor Ghst: Death Machine Fght: SI3-2 XI-1
デモンズメイル Fellsteel Mail	9	58	1.5	45	Loot: Pangu's Bones Nue's Bones Base: Heavy Armor
クリスタルアーマー Crystal Armor	10	65	0.8	54	Loot: Crystal Sluagh Bones Base: Survival Vest Fght: XII-4

リフレクトメール Mirror Mail	11	72	0.8	60	Loot: Wargod's Bones Cyan Gem Base: Flame Armor Fght: SI1-5 XII-5
ドラゴンメール Wyrm Mail	12	79	0.8	60	Loot: Tyrant's Bones Base: Fellsteel Mail
平家の鎧					
Heike Armor	12	79	0.8	60	DP: XII 5
ルフェインアーマー Lufaine Armor	-	79	0.8	60	Coli: Inv. Enemy
巨人の鎧					
Gigas Armor	13	86	0.8	60	Loot: Saint's Bones Cyan Gem Base: Ice Armor
マクシミリアン Maximillian	15	100	0.25	60	Loot: Blood-Darkened Bones Base: Wyrm Mail Ghst: Basch Omega Fght: IC-1
源氏の鎧					
Genji Armor	15	100	0.25	60	PP: Genji Series Loot: Hero's Bones Base: Heike Armor Ghst: Gilgamesh
ボーンメール Bone Mail	-	100	0.25	60	Loot: Scorpio Recipe Rosa Acicularis G.F. Eden

特殊/機械

special & tools rnk lv drp rdl equip acquirement

暗黒の鎧

Armor of Darkness シルクのドレス Silken Dress	1	2	5	11	IV	Tres: IV-2
アーマーガッパ Reed Armor	13	85	0.8	60	all	Coli: Inv. 13 Medals
オートボーガン Autocrossbow	-	96	0.25	60	tool	Loot: Hammer Hero's Bones

[VI.iii]

Accessories

[VI.iii.A]

Basic

攻撃タイプ

attack type rnk rlv ris rrl rise acquirement

パワーリング

Power Ring	B	15	1	17	Brk	Loot: Red Droplet Tres: P-5
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I-1
VI-3
VII-3

ハイパーリング Hyper Ring	A	50	1	37	Brk	Ghst: Impoverished Stiltzkin Sleeping Stiltzkin Ahriman Yuffie Steiner
ガイアリング Gaia Ring	S	85	1	65	Brk	Ghst: Impoverished Stiltzkin Sleeping Stiltzkin Ahriman Yuffie Steiner
マッスルベルト Muscle Belt	A	64	1	48	Brk	Ghst: Sleeping Stiltzkin Wealthy Stiltzkin Death Machine Laguna
チャンピオンベルト Champion Belt	S	92	1	67	Brk	Loot: Book of Eloquence Ghst: Sleeping Stiltzkin Wealthy Stiltzkin Death Machine Laguna
イヤリング Earring	A	64	1	48	HP	Ghst: Runaway Stiltzkin Sunken Stiltzkin Behemoth Ahriman Ultros
星のイヤリング Star Earring	S	92	1	67	HP	Loot: Book of the Ubermensch Ghst: Runaway Stiltzkin Sunken Stiltzkin Behemoth Ahriman Ultros
リフレクトチェーン Reflect Chain	A	50	1	37	HP	-
リフレガチェーン Reflega Chain	S	85	1	65	HP	Loot: Book of Reminiscence
ブースター Booster	A	64	1	48	Map	Ghst: Sleeping Stiltzkin
ハイブースター High-Booster	S	92	1	67	Map	Loot: Book of Shadows Ghst: Sleeping Stiltzkin
スナイパーアイ Sniper Eye	A	64	1	48	EX	-
スナイパーソウル Sniper Soul	S	92	1	67	EX	Loot: Book of Marvels Ghst: Yuffie
ジェットエンジン Jet Engine	A	64	1	48	Map	-
ロケットエンジン Rocket Engine	S	92	1	67	Map	Loot: Book of Fallacies

防衛タイプ

defense type rnk rlv ris rrl rise acquirement

ガードリング Guard Ring	A	50	1	37	HP	Loot: Orange Droplet Tres: I-5 IV-5 VII-5
ブロックリング Block Ring	S	85	1	65	HP	-
ガーディアンリング Guardian Ring	S	85	1	65	HP	Loot: Orange Gem
プロテスピアス Protect Earring	A	64	1	48	Map	Loot: Orange Droplet
プロテガピアス Protega Earring	S	92	1	67	Map	-
ホワイトケープ White Cape	A	64	1	48	EX	-
ブラックケープ Black Cape	S	92	1	67	EX	-
天使のプローチ Angelic Broach	A	50	1	37	Brk	-
天使の羽 Angelic Down	S	85	1	65	Brk	Loot: Book of the Heart
守りのヴェール Veil of Paling	A	64	1	48	Brk	-
神秘のヴェール Veil of Mysteries	S	92	1	67	Brk	Loot: Book of Love
スケープドール Scapedoll	A	64	1	48	HP	-
スケープゴート Scapegoat	S	92	1	67	HP	Loot: Book of the Heart
アミュレット Amulet	A	64	1	48	EX	-
金のアミュレット Golden Amulet	S	92	1	67	EX	Loot: Book of Kings

フォースタイプ

ex force type rnk rlv ris rrl rise acquirement

引力球

Gravity-Sphere	A	50	1	37	EX	Tres: SI3-3
超引力球 Super Gravity-Sphere	S	85	1	65	EX	Loot: Book of the Heart Ghst: Transforming Stiltzkin Cunning Stiltzkin Gilgamesh

白のチョーカー

White Choker	A	50	1	37	Brk	Tres: SI1-5
真珠のネックレス Pearl Necklace	S	85	1	65	Brk	Loot: Book of Formation Ghst: Transforming Stiltzkin Cunning Stiltzkin Gilgamesh

きれいなガラス玉

Glass Bead	A	50	1	37	HP	Tres: SI2-5
かがやくトンボ玉 Dragonfly Bead	S	85	1	65	HP	Loot: Book of Silence Ghst: Transforming Stiltzkin Cunning Stiltzkin

銀の砂時計

Silver	A	50	1	37	Map	Ghst: Basch
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Hourglass

金の砂時計

Golden	S	85	1	65	Map	Loot: Book of Eloquence
Hourglass						Ghst: Transforming Stiltzkin Cunning Stiltzkin Gilgamesh Basch

ペンダント

Pendant	A	50	1	37	EX	-
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勝利のペンダント

Victory Pendant	S	85	1	65	EX	Loot: Book of the Ubermensch Ghst: Transforming Stiltzkin Cunning Stiltzkin Gilgamesh
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勇氣タイプ

brave type	rnk	rlv	ris	rrel	rise	acquisition
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そよかぜのマント

Zephyr Mantle	A	64	1	48	HP	-
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エルフのマント

Elven Mantle	S	92	1	67	HP	-
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タフネスハート

Tough Heart	A	64	1	48	EX	-
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タフネススピリッツ

Tough Spirit	S	92	1	67	EX	-
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ブレイブオーブ

Courage Orb	A	50	1	37	Brk	-
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ブレイブエレメント

Courage Element	S	85	1	65	Brk	-
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ブレイクマインド

Mindbreaker	A	64	1	48	Brk	-
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クラッシュマインド

Mindcrusher	S	92	1	67	Brk	Loot: Book of Formation
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その他

other	rnk	rlv	ris	rrel	rise	acquisition
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天使のすず

Angel's Bell	A	50	1	37	HP	-
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大天使のすず

Archangel's	S	85	1	65	HP	Loot: Book of Shadows
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Bell

サンライズ

Sunrise	A	50	1	37	Map	-
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ムーンライズ

Moonrise	S	85	1	65	Map	-
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戦いの詩

Paeon of War	A	64	1	48	EX	-
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戦いのゴング

March of War	S	92	1	67	EX	-
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HP Type	rnk	rlv	ris	r1l	rise	x	acquisition
HPが100%							
HP = 100%	S	64	1	48	HP	1.5	Miss: 002 DO FF1 Cleared Ghst: Dreaming Stiltzkin Ultros Basch
HPが80%以上							
HP > 80%	B	36	1	29	HP	1.2	Miss: 024 BRV Obtained Cumulative BRV > 50k
HPが40%以下							
HP < 40%	B	36	1	29	HP	1.2	Miss: 036 EX Cores Captured Cumulative Cores > 50
HPが50~70%							
HP = 50 ~ 70%	B	36	1	29	HP	1.2	Miss: 063 Character Lv Any Character Lv 20+
HPが1							
HP = 1	S	64	1	48	HP	1.5	Miss: 013 DO Cleared 30x 30+ cumulative Destiny Odyssey clears Ghst: Runaway Stiltzkin Transforming Stiltzkin Cunning Stiltzkin
瀕死時							
HP = Critical	S	64	1	48	HP	1.5	Miss: 003 DO FF2 Cleared Ghst: Runaway Stiltzkin Transforming Stiltzkin Cunning Stiltzkin
敗北のピンチ							
HP < Opponent BRV	S	64	1	48	HP	1.5	Miss: 005 DO FF4 Cleared Ghst: Runaway Stiltzkin Transforming Stiltzkin Ahriman Gilgamesh
HPギャップ大							
HP Difference > 2000	S	64	1	48	HP	1.5	Miss: 044 SI FF1 Cleared Warrior of Light clears Shade Impulse 4
HPギャップ小							
HP Difference < 200	S	64	1	48	HP	1.5	Miss: 045 SI FF2 Cleared Frioniel clears Shade Impulse 4
HPが2の倍数							
HP = Even	D	29	1	25	HP	1.1	Miss: 067 Gil Obtained Cumulative Gil > 200k
HPが3の倍数							
HP = Multiple of 3	C	29	1	25	HP	1.2	Miss: 069 AP Obtained Cumulative AP > 30k
HPが4の倍数							
HP = Multiple of 4	B	36	1	29	HP	1.3	Miss: 071 AP Bonus Count AP Bonus obtained 100x
HPが5の倍数							
HP = Multiple of 5	A	36	1	29	HP	1.4	Miss: 072 PP Obtained Cumulative PP > 5k
HPが素数							
HP = Prime	S	64	1	48	HP	1.5	Miss: 074 Characters Appeared All 22 playable characters have appeared in combat

EX attack used to
finish 30 fights

EX空っぽ

EX = 0% S 64 1 48 EX 1.5 Miss: 017 All Stages Used

EX70%以上

EX > 70% B 36 1 29 EX 1.2 Miss: 022 Opponent Damaged
Opponents have
recieved over 100k
HP/BRV damage

EX30%以下

EX < 30% B 36 1 29 EX 1.2 Miss: 079 Summons Obtained
30 summons obtained

EXコア出現中

EX Core S 64 1 48 EX 1.5 Miss: 097 Chocobo Run
Manifest 50%+ of existing
Lucky Chances have
been obtained by
PlayPlan Chocobos

EXモード中

In EX Mode A 36 1 29 Map 1.3 Miss: 039 Regeneration Count
10k+ HP regenerated in
EX Mode

召タイプ

Summon Type rnk rlv ris rrl rise x acquirement

召喚を使用済み

Summon Used S 64 1 48 EX 1.5 Miss: 020 Play Time
Play Time > 15 hours
Ghst: Behemoth

召喚を未使用

Summon Unused S 64 1 48 EX 1.5 Miss: 021 Battle Time
Battle Time > 10 hours

ACTタイプ

Action Type rnk rlv ris rrl rise x acquirement

立ち止まり中

Standing in A 36 1 29 Map 1.3 Miss: 037 EX Cores Captured
Place Cumulative Cores > 300

移動中

Moving B 36 1 29 Map 1.2 Miss: 012 All DOs Cleared

ブレイブ攻撃中

Using BRV Atk B 36 1 29 Map 1.2 Miss: 014 Battle Count
Battled 300x

HP攻撃中

Using HP Atk B 36 1 29 Map 1.2 Miss: 018 Victory Count
300x victories

ダメージ中

Receiving B 36 1 29 Map 1.2 Miss: 042 Map Damage Count
Damage Map damaged 1000x

ガード中

Guarding B 36 1 29 Map 1.2 Miss: 087 Synthesis Count
100+ items/accessories
synthesized in shop

回避中

Evading B 36 1 29 Map 1.2 Miss: 086 Dropped Items
Obtained 20+ dropped
items from opponents

Mアクション中

Using Move-Action 追撃中	B	36	1	29	Map	1.2	Miss: 056 Treasure Chests Opened 200+ treasures
In Pursuit	A	36	1	29	Map	1.3	Miss: 057 Remaining DP Cumulative excess DP on story mode clear is 100+ Ghst: Impoverished Stiltzkin
ブレイブ攻撃前							
BRV Atk Unused	S	64	1	48	HP	1.5	Miss: 050 SI FF7 Cleared Cloud clears Shade Impulse 4
ブレイブ攻撃未HIT							
BRV Atk Unconnected	B	36	1	29	HP	1.2	Miss: 051 SI FF8 Cleared Squall clears Shade Impulse 4
HP攻撃前							
HP Atk Unused	S	64	1	48	HP	1.5	Miss: 052 SI FF9 Cleared Zidane clears Shade Impulse 4
HP攻撃未HIT							
HP Atk Unconnected	B	36	1	29	Map	1.2	Miss: 053 SI FF10 Cleared Tidus clears Shade Impulse 4

場タイプ

Environment

Type

rnk rlv ris rrl rise x acquirement

地上にいる

Earthbound B 36 1 29 Map 1.2 Miss: 010 DO FF9 Cleared
Tres: I-5

空中にいる

Airborne B 36 1 29 Map 1.2 Miss: 022 DO FF10 Cleared
Tres: I-3
Ghst: Impoverished Stiltzkin
Steiner

相手の近く

Distance < 5m B 36 1 29 Map 1.2 Miss: 006 DO FF5 Cleared
Ghst: Impoverished Stiltzkin
Laguna
Steiner

相手の遠く

Distance > 12m B 36 1 29 Map 1.2 Miss: 007 DO FF6 Cleared
Ghst: Sunken Stiltzkin
Behemoth
Ultros
Shantotto

相手より高い

Altitude > Opponent B 36 1 29 Map 1.2 Miss: 089 Mognet
10+ letters recieved

相手より低い

Altitude < Opponent B 36 1 29 Map 1.2 Miss: 092 Days Since Save
7 days have passed
since creation of save
file

Lvタイプ

Level Type

rnk rlv ris rrl rise x acquirement

Lvギャップ大 Lv Difference > 20	S	64	1	48	Brk	1.5	Miss: 048 SI FF5 Cleared Bartz clears Shade Impulse 4
Lvギャップ小 Lv Difference < 3	B	36	1	29	Brk	1.2	Miss: 049 SI FF6 Cleared Tina clears Shade Impulse 4
Lvが3以下 Lv < 3	S	64	1	48	Brk	2	Miss: 001 Prologue Cleared
Lvが10代 Lv = 10 ~ 19	B	36	1	29	Brk	1.5	Miss: 094 PlayPlan Cleared 16+ opponents fought under PlayPlan #1
Lvが20代 Lv = 20 ~ 29	B	36	1	29	Brk	1.2	Miss: 095 PlayPlan Cleared 31+ opponents fought under PlayPlan #2
Lvが30代 Lv = 30 ~ 39	B	36	1	29	Brk	1.2	Miss: 096 PlayPlan Cleared 61+ opponents fought under PlayPlan #3
Lvが40代 Lv = 40 ~ 49	B	36	1	29	Brk	1.2	Miss: 082 All Rise 1+ successful rises from all 23 characters
Lvが50代 Lv = 50 ~ 59	B	36	1	29	Brk	1.2	Miss: 064 Character Lv Any Character Lv 50+
Lvが60代 Lv = 60 ~ 69	B	36	1	29	Brk	1.2	Miss: 066 All Character Lv All Characters Lv 50+
Lvが70代 Lv = 70 ~ 79	B	36	1	29	Brk	1.2	Miss: 015 Battle Count Battled 3000x
Lvが80代 Lv = 80 ~ 89	B	36	1	29	Brk	1.2	Miss: 081 Rise Obtained Battle Rise 1000x
Lvが90代 Lv = 90 ~ 99	B	36	1	29	Brk	1.2	Miss: 019 Victory Count 500x victories
Lvが100 Lv = 100	S	64	1	48	Brk	1.2	Miss: 065 Character Lv Any Character Lv 100
Lvが2の倍数 Lv = Even	D	29	1	25	Brk	1.1	Miss: 084 Condition Modifier Total modifier reaches 8x in one battle
Lvが3の倍数 Lv = Multiple of 3	C	29	1	25	Brk	1.2	Miss: 016 All Encountered Fought all 23 characters
Lvが4の倍数 Lv = Multiple of 4	S	36	1	29	Brk	1.2	Miss: 061 Medals Obtained Cumulative Medals > 100
Lvが5の倍数 Lv = Multiple of 5	S	36	1	29	Brk	1.2	Miss: 062 Coliseum Prizes Recieved 20+ prizes in 1 coliseum

Lvが素数

Lv = Prime	S	64	1	48	Brk	1.5	Miss: 060 Whale Battles Completed 100+ consecutive battles in 1 play of the Lunar Whale Coliseum
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CHAタイプ

Opponent Type	rnk	rlv	ris	rri	rise	x	acquisition
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HPが100%

HP = 100%	S	64	1	48	HP	1.5	Miss: 068 Gil Obtained Cumulative Gil > 5000k
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瀕死時

HP = Critical	S	64	1	48	HP	1.5	Miss: 070 AP Obtained Cumulative AP > 300k
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敗北のピンチ

Player BRV > HP	S	64	1	48	HP	1.5	Miss: 073 PP Obtained Cumulative PP > 100k
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BRVが基本値以上

BRV > 100%	B	64	1	48	Brk	1.2	Miss: 033 Guard Success Guard Success > 5k
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BRVが基本値以下

BRV < 100%	B	64	1	48	Brk	1.2	Miss: 035 Evade Success Evade Success > 5k
------------	---	----	---	----	-----	-----	--

BREAK状態

BRV < 0	S	64	1	48	Brk	1.5	Miss: 028 HP Attacks 300+ HP attacks executed
---------	---	----	---	----	-----	-----	---

BREAK危機

BRV < 30%	S	64	1	48	Brk	1.5	Miss: 029 HP Attacks 20k+ HP attacks executed
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勝利のチャンス

Player HP < BRV	S	64	1	48	Brk	1.5	Miss: 093 Days Since Save 100 days have passed since creation of save file
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EX満タン

EX = 100%	S	64	1	48	EX	1.5	Miss: 055 SI Cleared 30x 30+ cumulative chapter clears for Shade Impulse
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EX70%以上

EX > 70%	S	64	1	48	EX	1.5	Miss: 023 Opponent Damaged Opponents have recieved over 1500k HP/BRV damage
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召喚を使用済み

Summon Used	S	64	1	48	EX	1.5	Miss: 099 Gil Used 100k gil used in shop
-------------	---	----	---	----	----	-----	--

召喚を未使用

Summon Unused	S	64	1	48	EX	1.5	Miss: 101 PP Used 3k PP used in PP Catalog
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移動中

Moving	B	43	1	33	Map	1.2	Miss: 054 All SIs Cleared All Cosmos-side characters cleared
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ブレイブ攻撃中

Using BRV Atk B 43 1 33 Map 1.2 Miss: 038 EX Mode Count
EX Mode entered 100x

HP攻撃中

Using HP Atk B 43 1 33 Map 1.2 Miss: 075 Styles
Another Form obtained
for all characters

ダメージ中

Receiving B 43 1 33 Map 1.2 Miss: 043 Map Damage Count
Damage
Map damaged 100kx

追撃中

In Pursuit A 43 1 33 Map 1.3 Miss: 059 Whale Points
Recieved 100k+ points
in 1 play of the
Lunar Whale Coliseum

EXモード中

In EX Mode A 43 1 33 Map 1.3 Miss: 040 Regeneration Count
1000k+ HP regenerated
in EX Mode

ブレイブ攻撃未HIT

BRV Atk S 71 1 54 Brk 1.5 Miss: 088 Loot Vs. Synthesis
Unconnected
Cumulative price
difference between
loot materials used
and synthesis results
is greater than 100k
gil

HP攻撃未HIT

HP Atk S 71 1 54 Brk 1.5 Miss: 090 Mognet
Unconnected
100+ letters recieved

地上にいる

Earthbound B 43 1 33 Map 1.2 Miss: 098 Equipment Purchase
Over 50% of items in
gil shop purchased

空中にいる

Airborne B 43 1 33 Map 1.2 Miss: 100 PP Purchase
Over 50% of items in
PP Catalog purchased
Ghst: Wealthy Stiltzkin
Death Machine
Yuffie

HPが70%以上

HP > 70% B 43 1 33 HP 1.2 Miss: 026 BRV Atk Count
Executed BRV attacks
1500x

HPが30%以下

HP < 30% B 43 1 33 HP 1.2 Miss: 027 BRV Atk Count
Executed BRV attacks
100kx

HPが1

HP = 1 S 71 1 54 HP 1.5 Miss: 025 BRV Obtained
Cumulative BRV > 2000k

BRVノーダメージ

BRV = No Damage S 71 1 54 Brk 1.5 Miss: 031 Movement Distance
Cumulative movement
greater than 150km

EX30%以下

EX < 30% B 43 1 33 EX 1.2 Miss: 058 Whale Victories
Won 10+ consecutive

to Courage							Pearl Necklace Book of Silence
反撃の心							
Eye for an Eye	S	99	1	69	Brk		Loot: Reflega Chain Star Earring Book of Shadows
居合いの心							
Cleaver's Heart	S	99	1	69	Brk	-	
反骨の心							
Bonecrusher's Heart	S	99	1	69	HP		Loot: Gaia Ring Fortune Ring Book of Reminiscence
むさぼりし者							
Gluttony Sword	S	99	0.1	69	EX		Loot: Super Gravity-Sphere Pearl Necklace Book of Shadows
大いなる福音							
Great Gospel	S	99	0.1	69	Brk		Loot: Courage Element Battle Boots Book of Love
鉄のカーテン							
Iron Curtain	S	99	0.1	69	Brk		Loot: Veil of Mysteries Scapegoat Book of Kings
いかりのリング							
Ring of the Wrath	S	99	0.1	69	HP		Loot: Sniper Soul High-Booster Book of Marvels
クローズトゥユー							
Close to You	S	99	0.1	69	HP		Loot: Super Gravity-Sphere Dragonfly Bead Book of the Ubermensch
世界の中心							
Center of the World	S	99	0.1	69	Map		Loot: Pearl Necklace Dragonfly Bead Book of the Heart
先手必勝							
Aggressor's Victory	S	99	0.1	69	Map		Loot: Mysterious Aloe Courage Aloe Book of Marvels
勇気のしるし							
Badge of Courage	S	99	0.1	69	EX		Loot: Courage Incense Courage Aloe Book of Love
マネキネコ							
Maneki Neko	S	99	0.1	69	EX		Loot: Fortune Ring Moogles Charm Book of Kings
疾風怒濤							
Sturm und Drang	S	99	0.1	69	Brk		Loot: Champion Belt High-Booster Book of Fallacies
ソウルオブサマサ							
Soul of Thamasa	S	99	0.1	69	Brk		Loot: Star Earring Rocket Engine Book of the Otherworld
だんちょうのひげ							
Brigadier's	S	99	0.1	69	HP		Loot: Victory Pendant

破壊の香

Destruction S 99 1 69 Brk -
Incense

破壊の香木

Destruction S 99 1 69 Brk Loot: Camomile
Aloe RTrs: SI1-2
SI2-5
SI3-5
XII-1

忍耐の香

Perseverance S 99 1 69 HP -
Incense

忍耐の香木

Perseverance S 99 1 69 HP Loot: Clary Sage
Aloe Ylang-Ylang
RTrs: SI1-4
SI3-1
XI-1
XII-2

命の香

Vitality S 99 1 69 Map -
Incense

命の香木

Vitality Aloe S 99 1 69 Map Loot: Tea Tree
RTrs: SI1-5
SI3-1
XI-2
XII-3

不思議な香

Marvelous S 99 1 69 EX -
Incense

不思議な香木

Marvelous Aloe S 99 1 69 EX Loot: Yukari
Lemongrass
RTrs: SI2-1
SI3-2
XI-3
XII-4

チョコボの毛

Chocobo Fluff S 99 1 69 Brk Othr: PlayPlan #1
PlayPlan #4

チョコボの羽

Chocobo Down S 99 1 69 Brk Othr: PlayPlan #2
PlayPlan #4

チョコボの尾

Chocobo Pinion S 99 1 69 Brk Othr: PlayPlan #3
PlayPlan #4

すべすべオイル

Lubricant Oil S 99 1 69 HP Othr: Mognet

モーグリのおまもり

Moogles Charm S 99 1 69 HP Othr: Mognet

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[VI.iii.D]

Loot Materials

[VI.iii.D.a]

Monography
=====

心得

monographs rnk rlv ris rrl rise acquirement

ロゼッタ石 Rosetta Stone	S	99	0.1	69	EX	Loot: Windstone Waterstone Lifestone Tres: 1 per Story Mode besides Prologue, Shade Impulse 4, Distant Glories, and Inward Chaos RTrs: 1 per Story Mode besides Prologue, Shade Impulse 4, and Inward Chaos DP: DP7 in all Story Modes besides Prologue, Shade Impulse 4, and Inward Chaos
戦士の心得 Warrior's Monograph	S	99	0.1	69	Brk	Tres: XII-1 Loot: Windstone Waterstone Lifestone
シーフの心得 Thief's Monograph	S	99	0.1	69	HP	RTrs: XI-4 Loot: Windstone Waterstone Lifestone
ナイトの心得 Paladin's Monograph	S	99	0.1	69	EX	Tres: XII-3 Loot: Windstone Waterstone Lifestone
竜騎士の心得 Dragoon's Monograph	S	99	0.1	69	Map	RTrs: XII-4 Loot: Windstone Waterstone Lifestone
狂戦士の心得 Berserker's Monograph	S	99	0.1	69	Brk	Tres: XII-5 Loot: Windstone Waterstone Lifestone
空手家の心得 Monk's Monograph	S	99	0.1	69	HP	Tres: XI-5 Loot: Windstone Waterstone Lifestone
侍の心得 Samurai's Monograph	S	99	0.1	69	EX	RTrs: XII-5 Loot: Windstone Waterstone Lifestone
吟遊詩人の心得 Bard's Monograph	S	99	0.1	69	Map	RTrs: XI-3 Loot: Windstone Waterstone Lifestone
白魔道士の心得 Healer's	S	99	0.1	69	Brk	Tres: XI-1

Monograph

Loot: Windstone
Waterstone
Lifestone

黒魔道士の心得

Wizard's S 99 0.1 69 HP
Monograph

Tres: XI-3
Loot: Windstone
Waterstone
Lifestone

忍者の心得

Shinobi's S 99 0.1 69 EX
Monograph

RTrs: XII-3
Loot: Windstone
Waterstone
Lifestone

踊り子の心得

Dancer's S 99 0.1 69 Map
Monograph

RTrs: XI-1
Loot: Windstone
Waterstone
Lifestone

技師の心得

Machinist's S 99 0.1 69 Brk
Monograph

RTrs: IC-5
Loot: Windstone
Waterstone
Lifestone

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[VI.iii.D.b]

Battle-Rise
=====

コスモス側

cosmos-side

prefix suffix rnk rlv ris rrl rise acquirement

守り

Paling

Char: Warrior of Light

の砂

Sand D 1 8 10 Brk -

の破片

Shard C 22 4 22 HP Req: Paling Sand

の結晶

Crystal B 43 1 33 HP Req: Paling Shard

の珠

Jewel S 99 1 69 Brk Req: Paling Crystal

磁力

Lode

Char: Frioniel

の砂

Sand D 8 8 14 Brk -

の破片

Shard C 29 4 25 HP Req: Lode Sand

の結晶

Crystal B 50 1 37 EX Req: Lode Shard

の珠

Jewel S 99 1 69 Brk Req: Lode Crystal

再起

Ostara

Char: Onion Knight

の砂

Sand D 15 8 17 Brk -

の破片

Shard C 36 4 29 HP Req: Ostara Sand

の結晶

Crystal B 57 1 43 EX Req: Ostara Shard

の珠

Jewel S 99 1 69 Brk Req: Ostara Crystal

巨人

Gigas

Char: Cecil Harvey

の砂

Sand D 1 8 10 Brk -

の破片

Shard C 22 4 22 HP Req: Gigas Sand

の結晶

Crystal B 43 1 33 HP Req: Gigas Shard

の珠

Jewel S 99 1 69 Brk Req: Gigas Crystal

幸運

Fortune

Char: Bartz Klauser

の砂

Sand D 8 8 14 Brk -

の破片

Shard C 29 4 25 HP Req: Fortune Sand

の結晶

Crystal B 50 1 37 HP Req: Fortune Shard

の珠

Jewel S 99 1 69 Brk Req: Fortune Crystal

増幅

Amplification

Char: Tina Branford

の砂

Sand D 15 8 17 Brk -

の破片

Shard C 36 4 29 HP Req: Amplification Sand

の結晶

Crystal B 57 1 43 EX Req: Amplification Shard

の珠

Jewel S 99 1 69 Brk Req: Amplification Crystal

疾風

Gale

Char: Cloud Strife

の砂

Sand D 1 8 10 Brk -

の破片

Shard C 22 4 22 HP Req: Gale Sand

の結晶

Crystal B 43 1 33 HP Req: Gale Shard

の珠

Jewel S 99 1 69 Brk Req: Gale Crystal

祝福

Benediction

Char: Squall Leonheart

の砂

Sand D 8 8 14 Brk -

の破片

Shard C 29 4 25 HP Req: Benediction Sand

の結晶

Crystal B 50 1 37 EX Req: Benediction Shard

の珠

Jewel S 99 1 69 Brk Req: Benediction Crystal

動力

Locomotion								Char: Zidane Tribal
の砂								
Sand	D	15	8	17	Brk	-		
の破片								
Shard	C	36	4	29	HP	Req: Locomotion Sand		
の結晶								
Crystal	B	57	1	43	HP	Req: Locomotion Shard		
の珠								
Jewel	S	99	1	69	Brk	Req: Locomotion Crystal		

勇氣

Courage								Char: Tidus
の砂								
Sand	D	1	8	10	Brk	-		
の破片								
Shard	C	22	4	22	HP	Req: Courage Sand		
の結晶								
Crystal	B	43	1	33	HP	Req: Courage Shard		
の珠								
Jewel	S	99	1	69	Brk	Req: Courage Crystal		

速攻

Blitz								Char: Shantotto
の破片								
Shard	B	57	4	53	HP	Req: Clear Distant Glory XI		
の結晶								
Crystal	A	78	1	59	HP	Req: Blitz Shard		
の珠								
Jewel	S	99	1	69	Brk	Req: Blitz Crystal		

カオス側

chaos-side
prefix suffix rnk rlv ris rrl rise acquirement

力

Force								Char: Garland
の砂								
Sand	D	15	8	17	Brk	Req: Paling Sand		
の破片								
Shard	C	36	4	29	HP	Req: Force Sand		
の結晶								
Crystal	B	57	1	43	HP	Req: Force Shard		
の珠								
Jewel	S	99	1	69	Brk	Req: Force Crystal		

いやし

Restorative								Char: The Emperor
の砂								
Sand	D	1	8	10	Brk	Req: Lode Sand		
の破片								
Shard	C	22	4	22	HP	Req: Restorative Sand		
の結晶								
Crystal	B	43	1	33	HP	Req: Restorative Shard		
の珠								
Jewel	S	99	1	69	Brk	Req: Restorative Crystal		

魔力

Mana								Char: Cloud of Darkness
の砂								

Sand の破片	D	8	8	14	Brk	Req:	Ostara Sand
Shard の結晶	C	29	4	25	HP	Req:	Mana Sand
Crystal の珠	B	50	1	37	EX	Req:	Mana Shard
Jewel	S	99	1	69	Brk	Req:	Mana Crystal

破壊

Ruin

Char: Golbeza

の砂							
Sand の破片	D	15	8	17	Brk	Req:	Gigas Sand
Shard の結晶	C	36	4	29	HP	Req:	Ruin Sand
Crystal の珠	B	57	1	43	EX	Req:	Ruin Shard
Jewel	S	99	1	69	Brk	Req:	Ruin Crystal

反射

Reflective

Char: Exdeath

の砂							
Sand の破片	D	1	8	10	Brk	Req:	Fortune Sand
Shard の結晶	C	22	4	22	HP	Req:	Reflective Sand
Crystal の珠	B	43	1	33	HP	Req:	Reflective Shard
Jewel	S	99	1	69	Brk	Req:	Reflective Crystal

魅惑

Temptation

Char: Kefka Palazzo

の砂							
Sand の破片	D	8	8	14	Brk	Req:	Amplification Sand
Shard の結晶	C	29	4	25	HP	Req:	Temptation Sand
Crystal の珠	B	50	1	37	EX	Req:	Temptation Shard
Jewel	S	99	1	69	Brk	Req:	Temptation Jewel

約束

Covenant

Char: Sephiroth

の砂							
Sand の破片	D	15	8	17	Brk	Req:	Gale Sand
Shard の結晶	C	36	4	29	HP	Req:	Covenant Sand
Crystal の珠	B	57	1	43	EX	Req:	Covenant Shard
Jewel	S	99	1	69	Brk	Req:	Covenant Crystal

柔

Halcyon

Char: Ultimecia

の砂							
Sand の破片	D	1	8	10	Brk	Req:	Benediction Sand
Shard の結晶	C	22	4	22	HP	Req:	Halcyon Sand
Crystal	B	43	1	33	HP	Req:	Halcyon Shard

の珠
Jewel S 99 1 69 Brk Req: Halcyon Crystal

浮力

Buoyance Char: Kuja
の砂
Sand D 8 8 14 Brk Req: Locomotion Sand
の破片
Shard C 29 4 25 HP Req: Buoyance Sand
の結晶
Crystal B 50 1 37 HP Req: Buoyance Shard
の珠
Jewel S 99 1 69 Brk Req: Buoyance Crystal

烈火

Inferno Char: Jecht
の砂
Sand D 15 8 17 Brk Req: Courage Sand
の破片
Shard C 36 4 29 HP Req: Inferno Sand
の結晶
Crystal B 57 1 43 HP Req: Inferno Shard
の珠
Jewel S 99 1 69 Brk Req: Inferno Crystal

時

Chronos Char: Gabranth
の破片
Shard B 57 4 43 Brk Req: Clear Distant Glory XII
の結晶
Crystal A 78 1 59 HP Req: Chronos Shard
の珠
Jewel S 99 1 69 EX Req: Chronos Crystal

混沌

Chaos Char: Chaos
の破片
Shard B 50 4 37 EX Req: Clear Shade Impulse 4
の結晶
Crystal A 71 1 54 HP Req: Chaos Shard
の珠
Jewel S 99 1 69 Brk Req: Chaos Crystal

マップライズ

map rise rnk rlv ris rrl rise acquirement

うつろなる秩序

Hollow Order C 29 7 25 Map Req: Paling Sand
Map: Sanctuary of Order

黒水晶の欠片

Morion Shard C 29 8 25 Map Req: Force Sand
Map: Past Temple of Fiends

悪魔の魂

Demonic Soul C 29 6 25 Map Req: Restorative Sand
Map: Pandemonium

封魔の闇

Darkness C 29 7 25 Map Req: Mana Sand
of Tartarus Map: World of Darkness

月の石

Lunar Rock C 29 8 25 Map Req: Ruin Sand

						Map:	Lunar Canyon
無の断片							
Void Fragment	C	29	6	25	Map	Req:	Reflective Sand
						Map:	Dimensional Fortress
魔石の破片							
Magicite Shard	C	29	7	25	Map	Req:	Temptation Sand
						Map:	Tower of Rubble
マテリア							
Materia	C	29	8	25	Map	Req:	Covenant Sand
						Map:	Heart of the Planet
時空の歪み							
Space-Time Distortion	C	29	6	25	Map	Req:	Halcyon Sand
						Map:	Castle of Ultimecia
とんかち							
Hammer	S	99	1	69	Map	Req:	DP 0 in Inward Chaos
						Map:	Castle of Ultimecia
星の核							
Planet Core	C	29	7	25	Map	Req:	Buoyance Sand
						Map:	Crystal World
幻光虫							
Pyrefly	C	29	8	25	Map	Req:	Inferno Sand
						Map:	Dream's End
始まりの混沌							
Primordial Chaos	C	64	6	48	Map	Req:	Hollow Order
						Map:	Brink of Chaos

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[VI.iii.D.c]

Coliseum Loot
=====

重要素材

key materials rank rlv ris rrl rise coliseums acquirement

変化の粉

Transformation Powder D 50 1 37 Brk All 3 medals

風石

Windstone C 50 1 37 EX All 21 medals

水石

Waterstone B 64 1 48 EX All 28 medals

命石

Lifestone A 78 1 59 EX All 35 medals

RTrs: IC-2

IC-3

IC-4

鉱物

minerals rank rlv ris rrl rise coliseums acquirement

ミスリル

Mithril C 36 1 29 Map Airship 11 medals

Tres: All DO

SI1-1

SI2-1

ゴールド

Gold B 50 1 37 Map Airship 11 medals

Falcon Tres: SI1-1

SI2-1

SI3-1

SI3-4

SI3-5

RTrs: SI1-3
 SI1-5
 SI2-3
 SI2-5

ダイヤ

Diamond A 64 1 48 Map Falcon 11 medals
 Tres: SI2-4
 SI3-1
 RTrs: SI1-4
 SI3-3
 SI3-5
 DP: XI 2
 XII 2

クリスタル

Crystal S 78 1 59 Map Falcon 11 medals
 Invincible DP: XI 3
 XII 3

アダマンタイト

Admantite S 99 0.1 69 Map - Loot: Pink Tail
 DP: IC 2

魔石

magicites	rank	rlv	ris	rrel	rise	coliseums	medals
白の石 White Stone	D	50	1	37	Brk	Airship	18 medals
黒の石 Black Stone	C	50	1	37	Brk	Falcon	8 medals
精霊石 Faestone	C	57	1	43	Brk	Falcon	13 medals
魔晄石 Luminicite	C	64	1	48	Brk	Falcon	18 medals
浮遊石 Cloudstone	C	71	1	54	Brk	Falcon	22 medals
しずく石 Dewdrop Pebble	B	78	1	59	Brk	Invincible	8 medals
断罪の魔石 Magicite of Condemnation	B	85	1	65	Brk	Invincible	13 medals
竜石 Draconius	B	92	1	67	Brk	Invincible	18 medals
聖なる魔石 Consecrated Magicite	B	99	1	69	Brk	Invincible	22 medals
女神の魔石 Magicite of the Goddess	A	99	1	69	Brk	Lunar Whale	13 medals
至高の魔石 Magicite of Transcendance	A	99	1	69	Brk	Lunar Whale	22 medals

骨

bones	rank	rlv	ris	rrel	rise	coliseums	medals
野獣の骨 Wildbeast Bones	D	50	1	37	HP	Airship	18 medals
正体不明の骨 Unidentified Bones	C	50	1	37	HP	Falcon	8 medals
魔人の骨 Gigas Bones	C	57	1	43	HP	Falcon	13 medals
又エの骨 Nue's Bones	C	64	1	48	HP	Falcon	18 medals
盤古の骨 Pangu's Bones	C	71	1	54	HP	Falcon	22 medals

百鬼の骨								
Sluagh Bones	B	78	1	59	HP	Invincible	8 medals	
戦神の骨								
Wargod's Bones	B	85	1	65	HP	Invincible	13 medals	
地竜の骨								
Tyrant's Bones	B	92	1	67	HP	Invincible	18 medals	
聖者の骨								
Saint's Bones	B	99	1	69	HP	Invincible	22 medals	
修羅の骨								
Blood-Darkened Bones	A	99	1	69	HP	Lunar Whale	13 medals	
英雄の骨								
Hero's Bones	A	99	1	69	HP	Lunar Whale	22 medals	

角

horns rank rlv ris rrl rise coliseums medals

大角

Greathorn	D	50	1	37	EX	Airship	13 medals
召喚士の角							
Summoner's Horn	C	50	1	37	EX	Falcon	8 medals
ワイバーンの角							
Wyvern Horn	C	57	1	43	EX	Falcon	13 medals
タウルスの角							
Taurus Horn	C	64	1	48	EX	Falcon	18 medals
リザードの角							
Lizard Horn	C	71	1	54	EX	Falcon	22 medals
フンババの角							
Phunbaba Horn	B	78	1	59	EX	Invincible	8 medals
イクシオンの角							
Ixion Horn	B	85	1	65	EX	Invincible	13 medals
飛竜の角							
Winddrake's Horn	B	92	1	67	EX	Invincible	18 medals
ユニコーンの角							
Unicorn Horn	B	99	1	69	EX	Invincible	22 medals
獣王の角							
Beastlord's Horn	A	99	1	69	EX	Lunar Whale	13 medals
ベヒーモスの角							
Behemoth Horn	A	99	1	69	EX	Lunar Whale	22 medals

牙

fangs rank rlv ris rrl rise coliseums medals

大牙

Greatfang	D	50	1	37	Map	Airship	13 medals
黒虎の牙							
Black Tiger's Fang	C	50	1	37	Map	Falcon	8 medals
大蛇の牙							
Orochi's Fang	C	57	1	43	Map	Falcon	13 medals
キマイラの牙							
Chimera Fang	C	64	1	48	Map	Falcon	18 medals
餓狼の牙							
Vorewolf Fang	C	71	1	54	Map	Falcon	22 medals
古代象の牙							
Mammoth Tusk	B	78	1	59	Map	Invincible	8 medals
聖なる牙							
Consecrated Fang	B	99	1	69	Map	Invincible	22 medals
獣王の牙							
Beastlord's Fang	A	99	1	69	Map	Lunar Whale	13 medals
マディーンの牙							
Maduin's Fang	A	99	1	69	Map	Lunar Whale	22 medals

木材								
lumber	rank	rlv	ris	rrl	rise	coliseums	medals	
良質の枝								
High-Grade Timber	D	50	1	37	Brk	Airship	13 medals	
木片								
Wooden Block	D	50	1	37	Brk	Airship	18 medals	
木材								
Lumber	C	50	1	37	Brk	Falcon	8 medals	
トゲトゲの木材								
Thornwood	C	57	1	43	Brk	Falcon	13 medals	
良質の木材								
High-Grade Lumber	C	64	1	48	Brk	Falcon	18 medals	
宿木								
Mistletoe	C	71	1	54	Brk	Falcon	22 medals	
大木								
Greatwood	B	78	1	59	Brk	Invincible	8 medals	
霊樹								
Roodwood	B	85	1	65	Brk	Invincible	13 medals	
竜木								
Wyrnwood	B	92	1	67	Brk	Invincible	18 medals	
反魂樹								
Wood of Anastasis	A	99	1	69	Brk	Lunar Whale	13 medals	
イーファの樹								
Wood of Iifa	A	99	1	69	Brk	Lunar Whale	22 medals	
殻								
carapaces	rank	rlv	ris	rrl	rise	coliseums	medals	
鉄の殻								
Iron Carapace	D	50	1	37	HP	Airship	13 medals	
鉄甲殻								
Charger Barding	D	50	1	37	HP	Airship	18 medals	
大蛇の抜け殻								
Orochi Skin	C	57	1	43	HP	Falcon	13 medals	
ウォームの抜け殻								
Worm Molting	C	64	1	48	HP	Falcon	18 medals	
戦馬の殻								
Destrier Barding	C	71	1	54	HP	Falcon	22 medals	
巨大亀の甲羅								
Gigantoise Shell	B	85	1	65	HP	Invincible	13 medals	
竜の殻								
Wyrn Carapace	B	92	1	67	HP	Invincible	18 medals	
聖殻								
Consecrated Carapace	B	99	1	69	HP	Invincible	22 medals	
千年亀の甲羅								
Milleniantoise Shell	A	99	1	69	HP	Lunar Whale	13 medals	
万年亀の甲羅								
Aeontoise Shell	A	99	1	69	HP	Lunar Whale	22 medals	
宝玉								
precious stones	rank	rlv	ris	rrl	rise	coliseums	medals	
アクアマリン								
Aquamarine	D	50	1	37	EX	Airship	13 medals	
エメラルド								
Emerald	D	50	1	37	EX	Airship	18 medals	
ムーンストーン								
Moonstone	C	50	1	37	EX	Falcon	8 medals	

ルビー								
Ruby	C	57	1	43	EX	Falcon	13 medals	
ベリドット								
Peridot	C	64	1	48	EX	Falcon	18 medals	
サファイア								
Sapphire	C	71	1	54	EX	Falcon	22 medals	
オパール								
Opal	B	78	1	59	EX	Invincible	8 medals	
トパーズ								
Topaz	B	85	1	65	EX	Invincible	13 medals	
ドラゴンストーン								
Wormstone	B	92	1	67	EX	Invincible	18 medals	
ホーリーストーン								
Hallowstone	B	99	1	69	EX	Invincible	22 medals	
ラピスラズリ								
Lapis Lazuli	A	99	1	69	EX	Lunar Whale	13 medals	
天上の宝玉								
Empyrean Jewel	A	99	1	69	EX	Lunar Whale	22 medals	

ウロコ

scales	rank	rlv	ris	rrel	rise	coliseums	medals
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怪魚のウロコ

Ichthon Scales	D	50	1	37	Map	Airship	13 medals
エンサのウロコ							
Yensa Scales	D	50	1	37	Map	Airship	18 medals
ラミアのウロコ							
Lamia Scales	c	50	1	37	Map	Falcon	8 medals
地鮫のウロコ							
Terraselachii Scales	C	64	1	48	Map	Falcon	18 medals
水神様のウロコ							
Undine Scales	C	71	1	54	Map	Falcon	22 medals
皇帝のウロコ							
Emperor Scales	B	78	1	59	Map	Invincible	8 medals
闘神のウロコ							
Titan Scales	B	85	1	65	Map	Invincible	13 medals
海竜のウロコ							
Hydra Scales	B	92	1	67	Map	Invincible	18 medals
聖獣のウロコ							
Hallowbeast Scales	B	99	1	69	Map	Invincible	22 medals
鬼神のウロコ							
Abaddon Scales	A	99	1	69	Map	Lunar Whale	13 medals
エデンのウロコ							
Eden Scales	A	99	1	69	Map	Lunar Whale	22 medals

翼

wings	rank	rlv	ris	rrel	rise	coliseums	medals
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鳥の羽

Bird Feather	D	50	1	37	Brk	Airship	13 medals
巨鳥の羽							
Avian Feather	C	57	1	43	Brk	Falcon	13 medals
悪魔の羽							
Demonic Feather	C	64	1	48	Brk	Falcon	18 medals
墮天使の羽							
Feather of the Fallen	C	71	1	54	Brk	Falcon	22 medals
王の翼							
Royal Wings	B	78	1	59	Brk	Invincible	8 medals
ディアボロスの翼							
Diablos Wings	B	85	1	65	Brk	Invincible	13 medals

飛竜の翼

Winddrake Wings B 92 1 67 Brk Invincible 18 medals

聖獣の翼

Hallowbeast Wings B 99 1 69 Brk Invincible 22 medals

ガルーダの翼

Garuda Wings A 99 1 69 Brk Lunar Whale 13 medals

バハムートの翼

Bahamut Wings A 99 1 69 Brk Lunar Whale 22 medals

花

flowers rank rlv ris rrl rise coliseums acquirement

ゼラニウム

Zeranium D 50 1 37 Brk Airship 8 medals
 PP: Loot
 Materials
 RTrs: VIII-4
 SI1-1
 SI2-4
 SI3-1
 SI3-5
 XI-3
 XII-2
 XII-5
 Othr: Break
 Pebble

ローズマリー

Rosemary D 50 1 37 HP Airship 8 medals
 PP: Loot
 Materials
 RTrs: I-3
 SI1-1
 SI1-5
 SI3-5
 XI-4
 XII-3
 Othr: Break
 Pebble

ベルガモット

Bergamot D 50 1 37 EX Airship 8 medals
 PP: Loot
 Materials
 RTrs: II-4
 X-4
 SI1-2
 SI2-1
 SI2-5
 SI3-3
 XI-1
 XII-4
 Othr: Break
 Pebble

カモミール

Camomile D 50 1 37 Map Airship 8 medals
 PP: Loot
 Materials
 RTrs: IX-2
 SI1-4
 SI2-1
 SI3-1

SI3-4

XI-2

XI-5

Othr: Break

Pebble

クラリセージ

Clary Sage

D 50 1 37 Brk

Airship

8 medals

PP: Loot

Materials

RTrs: VI-4

SI2-2

SI3-1

XI-3

XII-1

XII-5

Othr: Break

Pebble

イランイラン

Ylang-Ylang

D 50 1 37 HP

Airship

8 medals

PP: Loot

Materials

RTrs: IV-3

SI1-1

SI1-5

SI3-2

SI3-5

XI-4

XII-2

Othr: Break

Pebble

ティートリー

Tea Tree

D 50 1 37 EX

Airship

8 medals

PP: Loot

Materials

RTrs: III-4

SI1-1

SI2-1

SI3-3

XII-3

Othr: Break

Pebble

ユーカリ

Yukari

D 50 1 37 Map

Airship

8 medals

PP: Loot

Materials

RTrs: V-4

SI1-2

SI2-1

SI2-5

SI3-4

XI-1

XI-5

XII-4

Othr: Break

Pebble

レモングラス

Lemongrass

D 50 1 37 Brk

Airship

8 medals

PP: Loot

Materials

RTrs: VII-4

SI1-4
 SI2-2
 SI3-1
 XI-2
 XII-1
 Othr: Break
 Pebble

書物

grimoires	rank	rlv	ris	r1l	rise	coliseums	medals
心の書							
Book of the Heart	B	78	1	59	HP	Invincible	8 medals
愛の書							
Book of Love	B	85	1	65	Map	Invincible	13 medals
王の書							
Book of Kings	B	92	1	67	Map	Invincible	18 medals
影の書							
Book of Shadows	B	99	1	69	Brk	Invincible	22 medals
追憶の書							
Book of Reminiscence	D	99	1	69	Brk	Lunar Whale	8 medals
不思議の書							
Book of Marvels	D	99	1	69	HP	Lunar Whale	8 medals
惑わしの書							
Book of Fallacies	D	99	1	69	EX	Lunar Whale	8 medals
異界の書							
Book of the Otherworld	D	99	1	69	Map	Lunar Whale	8 medals
人生の書							
Book of Formation	D	99	1	69	Brk	Lunar Whale	13 medals
沈黙の書							
Book of Silence	C	99	1	69	HP	Lunar Whale	13 medals
雄弁の書							
Book of Eloquence	C	99	1	69	Brk	Lunar Whale	13 medals
超人の書							
Book of the Ubermensch	C	99	1	69	Map	Lunar Whale	13 medals

コスモス側専用素材

cosmos-unique	rank	rlv	ris	r1l	rise	coliseums	medals
導かれし光							
Guiding Light	A	99	1	69	Brk	Lunar Whale	27 medals
青年の夢							
Youth's Dreams	A	99	1	69	EX	Lunar Whale	27 medals
たまねぎ							
Onion	A	99	1	69	Brk	Lunar Whale	27 medals
ふたつの姿							
Two Forms	A	99	1	69	EX	Lunar Whale	27 medals
風の輝き							
Radiant Wind	A	99	1	69	Brk	Lunar Whale	27 medals
秘められた魔							
Demon Concealed	A	99	1	69	HP	Lunar Whale	27 medals
真実の過去							
Truth of the Past	A	99	1	69	Map	Lunar Whale	27 medals
通常弾							
Normal Ammunition	A	99	1	69	HP	Lunar Whale	27 medals
おしゃいのチケット							
Expensive-Looking Ticket	A	99	1	69	Map	Lunar Whale	27 medals
祈り子の夢							
Dreams of the Fayth	A	99	1	69	Brk	Lunar Whale	27 medals
たぎる血							

Seething Blood A 99 1 69 EX Lunar Whale 27 medals

カオス側専用素材

chaos-unique rank rlv ris rrl rise coliseums medals

輪廻の間

Darkness of Transmigration A 99 1 69 HP Lunar Whale 27 medals

支配の欲望

Ambitions of Dominion A 99 1 69 Map Lunar Whale 27 medals

うつろいの雲

Fickle Cloud A 99 1 69 HP Lunar Whale 27 medals

ひとつの心

One Heart A 99 1 69 Map Lunar Whale 27 medals

無の力

Power of the Void A 99 1 69 Brk Lunar Whale 27 medals

狂乱の微笑み

Smiles of Madness A 99 1 69 EX Lunar Whale 27 medals

星の生命

Life of the Planet A 99 1 69 Brk Lunar Whale 27 medals

時の歯車

Gears of Time A 99 1 69 EX Lunar Whale 27 medals

破滅の死神

Death Become A 99 1 69 Brk Lunar Whale 27 medals

栄光の勲章

Medallion of Glory A 99 1 69 HP Lunar Whale 27 medals

審判の門

Gates of Judgment A 99 1 69 Map Lunar Whale 27 medals

その他

Other rank rlv ris rrl rise coliseums acquirement

ピンクのしっぽ

Pink Tail S 99 1 69 Brk Lunar Whale 56 medals

石ころ

Pebble D 64 1 48 ???? All 15 medals
Note: 9 types
of this
item exist
Brk: flowers
Sale: 500 gil

石ころ

Pebble D 99 1 69 Brk All 15 medals
Brk: Seed of
Growth
Sale: 750 gil

成長の種

Seed of Growth D 99 1 69 Brk - Othr: Break
Pebble

[VI.iii.D.d]

Passworded Loot

フレンドカード素材

Friendcard Loot rank rlv ris rrl rise acquirement

すいしょうのめ

Scrying Crystal S 92 20 67 Brk Ghst: Matoya

ワープキューブ

Warp Cube S 29 20 25 EX Ghst: Death Machine

のばら							
Rosa Acicularis	S	92	20	67	HP	Ghst: Minwu	
ひりゅうのたまご							
Winddrake Egg	S	64	20	48	Map	Ghst: Behemoth	
ノアのリュート							
Noah's Lute	S	29	20	25	EX	Ghst: Ninja	
こびとのパン							
Dwarven Bread	S	29	20	25	EX	Ghst: Ahriman	
ボムのゆびわ							
Bomb Ring	S	85	20	65	HP	Ghst: Red Wings	
ひそひそう							
Twinharp Whispers	S	92	20	67	Map	Ghst: FuSoYa	
竜の紋章							
Dragon Crest	S	92	20	67	Brk	Ghst: Gilgamesh	
オメガの勲章							
Medallion of Omega	S	78	20	59	EX	Ghst: Omega	
うまい魚							
Yummy Fish	S	92	20	67	HP	Ghst: Ultros	
タマのすず							
Tintinabulum	S	92	20	67	Map	Ghst: Siegfried	
スノーボード							
Snowboard	S	36	20	29	Brk	Ghst: Yuffie	
神羅カードキー							
Shin-Ra Card-Key	S	43	20	33	EX	Ghst: Cait Sith	
オカルトファン							
Occult Fan	S	15	20	17	HP	Ghst: Laguna	
G.F.エデン							
G.F. Eden	S	92	20	67	Map	Ghst: Seifer	
チョコグラフ							
Chocograph	S	92	20	67	Brk	Ghst: Steiner	
こうりやくぼん							
Ultimania	S	78	20	59	EX	Ghst: Vivi	
スフィア							
Sphere	S	99	20	69	HP	Ghst: Wakka	
アルベド語辞書							
Al-Bhed Dictionary	S	99	20	69	Map	Ghst: Auron	
からくり部品							
Marionette Parts	S	36	20	29	Brk	Ghst: Shantotto	
破魔石							
Nethicite	S	78	20	59	EX	Ghst: Basch	

アルカナ

Arcana	rank	rlv	ris	r1l	rise	acquisition
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アリエスレシピ						
Aries Recipe	S	99	1	69	HP	Pass: 33MKERDTA2AK
タウロスレシピ						
Taurus Recipe	S	99	1	69	EX	Pass: KRCYGU7RJ8E3
ジュミニレシピ						
Gemini Recipe	S	99	1	69	Map	Pass: H3CSH3SDA3YUN
キャンサーレシピ						
Cancer Recipe	S	99	1	69	Brk	Pass: SSAYECXK4CY6
レオレシピ						
Leo Recipe	S	99	1	69	HP	Pass: HA3SESGAH3W3A
ヴァルゴレシピ						
Virgo Recipe	S	99	1	69	EX	Pass: ECTLMCCW3NMC
リーブラレシピ						
Libra Recipe	S	99	1	69	Map	Pass: TGALKCAWTNA
スコーピオレシピ						

Scorpio Recipe サジタリウスレシピ	S	99	1	69	Brk	Pass: H336DETYA23X
Sagittarius Recipe カプリコーンレシピ	S	99	1	69	HP	Pass: UC6H3M3778CH3
Capricorn Recipe アクエリアスレシピ	S	99	1	69	EX	Pass: UC5H3J46F3MZA
Aquarius Recipe パイシーズレシピ	S	99	1	69	Map	Pass: MZCC3H38ZTUK
Pisces Recipe	S	99	1	69	Brk	Pass: QTAK5UWATGA

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[VII]

Credits & Translation Notes
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The following websites were consulted as a reference for the English translations of various equipment names:

<http://ffxi.allakhazam.com/>
<http://wiki.ffxiclopedia.org/>
<http://www11.plala.or.jp/tonberry/>
<http://www5e.biglobe.ne.jp/~radical/index.html>

Additionally, translations were influenced by the work of Alexander O. Smith on the official English version of Final Fantasy XII.

The following wikis were consulted for information regarding Dissidia game content:

<http://playshinra.com/dissidia/>
<http://www27.atwiki.jp/ddff/>
<http://dissidia.gkwiki2.com/>

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