

[RE-TH] Thief
[RE-TH.1] First Radiant Set
[RE-TH.2] Second Radiant Set

[RE-NI] Ninja
[RE-NI.1] First Radiant Set
[RE-NI.2] Second Radiant Set

[RE-MA] Magician
[RE-MA.1] First Radiant Set
[RE-MA.2] Second Radiant Set

[RE-PR] Priest
[RE-PR.1] First Radiant Set
[RE-PR.2] Second Radiant Set

[RE-BI] Bishop
[RE-BI.1] First Radiant Set
[RE-BI.2] Second Radiant Set

[RE-DS] Dual Swordsman
[RE-DS.1] First Radiant Set
[RE-DS.2] Second Radiant Set

[RE-BS] Broad Swordsman
[RE-BS.1] First Radiant Set
[RE-BS.2] Second Radiant Set

[RE-MO] Monk
[RE-MO.1] First Radiant Set
[RE-MO.2] Second Radiant Set

[RE-PI] Pirate
[RE-PI.1] First Radiant Set
[RE-PI.2] Second Radiant Set

[RE-HK] Holy Knight
[RE-HK.1] First Radiant Set
[RE-HK.2] Second Radiant Set

[RE-7] Credits

[RE-2] Introductory Notes

Radiant sets are special sets of equipment that can be obtained after completing a number of conditions. Radiant sets excell equipment available at the level at which they can be used, but some parts can be surpassed in certain aspects through item refining of higher level items. Some unique items can further surpass Radiant items in usefulness thanks to the introduction of Lv 233 uniques to the series.

There are 2 Radiant sets for each class in Radiant Mythology 2. One more than in Radiant Mythology 1. The first set requires a player to be at level 55 to

use, while the second requires a level of 144 to use.

The factors on the Radiant sets are randomly generated, meaning that the factors listed are not what you should expect to obtain every time you receive the set. In fact, chances are quite rare to get the maximum percentage/amount for any particular factor other than the ones that just add 1 point.

Even if you do manage to obtain the maximum amount in any one factor, since the parts are all randomly generated, chances are that another item in the set will have very poor stats. However, it should also be noted that any one factor will not govern the other parts of the set, so you could essentially obtain a set with parts that all have generally high factors.

The factors on the set that you receive are determined at the time that you talk to Kratos to receive your reward for having done the personal request, so it's a good idea to save before talking to him so you can try to take a chance at getting a re-roll if you don't like what you get.

In the list of factors, +1 Guard means that while guarding, you can take more hits before your guard breaks. +1 Guard Break means that when you're attacking an enemy that's guarding, you can break them out of guarding faster than you normally would.

Some enemies have the ability to continue fighting without getting interrupted for up to a certain number of hits, +1 Stagger will reduce the number of times you need to hit them in order to interrupt them. Similarly, +1 Stagger Guard, which is not offered by any of the Radiant equips, would allow characters to be able to continue fighting without getting interrupted, so long as the number of hits doesn't surpass their threshold (based on the number of items that are providing the character with Stagger Guard).

Attack +X% and Defense +X% factors are applied only to the item that it's on. So for example, getting +89% Defense on the Pirate's eye patch will only merit you as much as +1 Defense (since the patch itself is 1 Defense), so it's pretty pointless trying to get a high Defense +X% factor for that. It therefore does NOT add 89% to the sum of your base Defense and all the base Defenses of your equipment.

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[RE-3] Version History

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Version 1.0

- The guide was started

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[RE-4] First Radiant Set

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After opening the dungeon, "マンドーグ地下遺跡", and completing the story quest "ルチルブライトの設置" at said dungeon, Kratos may reveal

a personal request to the player called "レディアントへの扉". In other words, roughly at about Story part 44.

You will need at least 1,800 Fame (名声) in order to open up this request, so if you don't have enough, do some more subquests if you want to get it as soon as possible.

If you've been doing all of the subquests as they've become available, you should already have enough to open this request after completing the story quest.

Kratos should have a yellow circle with an exclamation mark over his head. If you don't get it right away, don't panic. Leave the ship and re-enter (or save in the room where Kratos is and reload) and it should appear eventually. Having a lot of characters waiting for you to respond to personal requests can sometimes cause other characters' requests to not appear, but it's random whose will be offered if there are a lot open.

Kratos's request is to return to マンダージ地下遺跡 and defeat the R.Warrior located at the base of the World Tree (where you had to go for the story quest). You can go there with a team of up to 4 (including yourself). Return to Kratos after you've defeated the R.Warrior.

You may need to leave the ship and return (or use the save and reload trick), but Kratos will have another personal request immediately after, titled "輝ける光器(CLASS)", where CLASS is whatever job class you're using.

This personal request will require you to go to an appointed location to search for the R.[CLASS] and fight it 1-on-1. Below is a list of where you will be appointed to go based on your class:

Warrior	ガレット森林区 1F
Swordsman	アメールの洞窟 3F
Magic Knight	マンダージ地下都市跡 2F East
Fighter	チュロス海底遺跡 6F
Archer	獄門洞 1F
Thief	ペリー鉱山 2F East
Ninja	チュロス海底遺跡 6F
Magician	粘菌の巣 3F
Priest	アメールの洞窟 3F
Bishop	サンゴの森 2F
Dual Swordsman	粘菌の巣 3F
Broad Swordsman	ペリー鉱山 2F East
Monk	獄門洞 1F
Pirate	ガレット森林区 1F
Holy Knight	マンダージ地下都市跡 2F West

Take note that this is also the set of quests that are required in order to obtain the class-specific Titles.

After you defeat the R.[CLASS], return to Kratos for your reward. Kratos will tell you to see Paneel to retrieve the Radiant set.

Go to Paneel and choose the last option available. You will find your Radiant set there. Press O to open it, then go back and choose the second last option available to retrieve each individual piece of the set. If you have close to 300 equippable items in your inventory, you may need to drop / sell some first.

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[RE-5] Second Radiant Set

After the story question titled "シード・ベッドの設置", which involves going to メスカル山脈 with Tear and Leon, you should see an event with Chat, Kratos and a few others talking about Barbatos's appearance.

At about Story part 59, after the story quest titled "モスコビー砂漠へのA・アンテナ設置", which involves going to モスコビー砂漠 with Eugene and Mao, you should see an event where Kratos talks to Chat about having found Barbatos's whereabouts.

Fame requirements are possible, but again, if you've done the subquests up to this point, you shouldn't have any problems getting the event to occur.

After the event, you should eventually see a quest called "バルバトス討伐! (1)". If you haven't been doing the subquests, it will likely get buried beneath them, so you'll need to keep re-entering the ship (or using the reload trick) to get it to appear.

There are three quests named the same way (just with a 2 and 3 in the brackets instead of the 1), each involving you taking up to 3 characters with you (the first quest will require you to have Kratos with you as one of the 3) to seek out and defeat Barbatos. He will get slightly stronger each time.

Prior to (2) and (3) appearing, you should see an event just like the one before (1) appeared where Kratos talks to Chat about Barbatos's whereabouts. Indicating that the next quest is available.

The third time you fight him, he will have the ability to inflict poison.

Take note that you cannot use items while fighting Barbatos, or you'll have to suffer the wrath of his Hiougi (thanks goes to gwaposidemz for pointing that out to me).

Upon defeating Barbatos the third time, you will receive a Title that basically says you defeated Barbatos and does nothing. See Kratos a few times (you'll witness a couple of events) and eventually, he should offer another personal request called "伝説を越えて(CLASS)", where CLASS is your character's class.

This request will require you to go to the same location where you fought the R.[CLASS] (refer to the chart above for the locations) to fight Barbatos for the fifth time (once during the story quest, and 3 times during the Barbatos quests). Take heed however, as this form of Barbatos is possibly one of the hardest enemies you will ever face in the game.

Upon defeating him, you will need to go through the same process as before to actually get the set (i.e. talk to Kratos, then go to Paneel, choose the last option, open the set from there, go back to the previous menu, choose the second last option, take each individual piece of the set).

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[RE-6] The Radiant Sets

[RE-WA] Warrior
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[RE-WA.1] FIRST RADIANT SET (WARRIOR)

戦士の斧 (Weapon)

Base Attack: 203

- +34% Attack
- +21% Chance of landing a Critical hit
- 13% TP Cost
- +1 TP Recovery when using regular attacks
- +21% Overlimit fill rate

戦士の盾 (Shield)

Base Defense: 89

- +8% Max HP
- +8% Defense
- Elemental Defense (Fire)
- +1 Guard
- +21% GP rewarded at the end of battle

戦士の兜 (Head)

Base Defense: 61

- +8% Max HP
- +8% Max TP
- +34% Defense
- +13% Faster walking speed on the field (not in battle)
- +21% GP rewarded at the end of battle

戦士の鎧 (Body)

Base Defense: 177

- +8% Max HP
- +8% Max TP
- +34% Defense
- +89 Luck
- +34% Gald rewarded at the end of battle

戦士の箆手 (Arms)

Base Defense: 71

- +8% Max HP
- +34% Defense
- +8% M.Defense
- 13% TP Cost
- +13% EXP rewarded at the end of battle

戦士のブーツ (Feet)

Base Defense: 52

- +34% Defense
- +8% M.Defense

-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-WA.2] SECOND RADIANT SET (WARRIOR)

闘士の斧 (Weapon)

Base Attack: 444
+89% Attack
+21% Chance of landing a Critical hit
-21% TP Cost
+1 TP Recovery when using regular attacks
+21% Overlimit fill rate

闘士の盾 (Shield)

Base Defense: 215
+11% Max HP
+11% M.Defense
Elemental Defense (Fire)
+21% GP rewarded at the end of battle

闘士の兜 (Head)

Base Defense: 150
+11% Max HP
+11% Max TP
+89% Defense
+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle

闘士の鎧 (Body)

Base Defense: 429
+11% Max HP
+11% Max TP
+89% Defense
+89 Luck
+34% Gald rewarded at the end of battle

闘士の籠手 (Arms)

Base Defense: 171
+11% Max HP
+89% Defense
+11% M.Defense
-21% TP Cost
+13% EXP rewarded at the end of battle

闘士のブーツ (Feet)

Base Defense: 128
+89% Defense
+11% M.Defense
-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-SW] Swordsman

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[RE-SW.1] FIRST RADIANT SET (SWORDSMAN)

剣士の長剣 (Weapon)

Base Attack: 161

- +34% Attack
- +21% Chance of landing a Critical hit
- 13% TP Cost
- +1 TP Recovery when using regular attacks
- +21% Overlimit fill rate

剣士の盾 (Shield)

Base Defense: 89

- +8% Max HP
- +8% M.Defense
- Elemental Defense (Fire)
- +1 Guard
- +21% GP rewarded at the end of battle

剣士の兜 (Head)

Base Defense: 62

- +8% Max HP
- +8% Max TP
- +34% Defense
- +13% Faster walking speed on the field (not in battle)
- +21% GP rewarded at the end of battle

剣士の鎧 (Body)

Base Defense: 178

- +8% Max HP
- +8% Max TP
- +34% Defense
- +89 Luck
- +34% Gald rewarded at the end of battle

剣士の籠手 (Arms)

Base Defense: 70

- +8% Max HP
- +34% Defense
- +8% M.Defense
- 13% TP Cost
- +13% EXP rewarded at the end of battle

剣士のグリーブ (Feet)

Base Defense: 52

+34% Defense
+8% M.Defense
-18% Escape time
+13% Faster walking speed on the field (not in battle)

[RE-SW.2] SECOND RADIANT SET (SWORDSMAN)

騎士の長剣 (Weapon)

Base Attack: 354
+89% Attack
+21% Chance of landing a Critical hit
-21% TP Cost
+1 TP Recovery when using regular attacks
+21% Overlimit fill rate

騎士の盾 (Shield)

Base Defense: 215
+11% Max HP
+11% M.Defense
Elemental Defense (Fire)
+1 Guard
+21% GP rewarded at the end of battle

騎士の兜 (Head)

Base Defense: 150
+11% Max HP
+11% Max TP
+89% Defense
+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle

騎士の鎧 (Body)

Base Defense: 429
+11% Max HP
+11% Max TP
+89% Defense
+89 Luck
+34% Gald rewarded at the end of battle

騎士の籠手 (Arms)

Base Defense: 171
+11% Max HP
+89% Defense
+11% M.Defense
-21% TP Cost
+13% EXP rewarded at the end of battle

騎士のグリーブ (Feet)

Base Defense: 129
+89% Defense
+11% M.Defense
-18% Escape time

+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-MK] Magic Knight

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[RE-MK.1] FIRST RADIANT SET (MAGIC KNIGHT)

魔法剣士の長剣 (Weapon)

Base Attack: 161
+34% Attack
+21% Chance of landing a Critical hit
-13% TP Cost
+1 TP Recovery when using regular attacks
+21% Overlimit fill rate

魔法剣士の盾 (Shield)

Base Defense: 89
+8% Max HP
+8% M.Defense
Elemental Defense (Fire)
+1 Guard
+21% GP rewarded at the end of battle

魔法剣士の兜 (Head)

Base Defense: 62
+8% Max HP
+8% Max TP
+34% Defense
+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle

魔法剣士の鎧 (Body)

Base Defense: 178
+8% Max HP
+8% Max TP
+34% Defense
+89 Luck
+34% Gald rewarded at the end of battle

魔法剣士の籠手 (Arms)

Base Defense: 71
+8% Max HP
+34% Defense
+8% M.Defense
-13% TP Cost
+13% EXP rewarded at the end of battle

魔法剣士の脛当て (Feet)

Base Defense: 53

+34% Defense

+8% M.Defense

-18% Escape time

+34 Agility

+13% Faster walking speed on the field (not in battle)

[RE-MK.2] SECOND RADIANT SET (MAGIC KNIGHT)

魔法騎士の長剣 (Weapon)

Base Attack: 354

+89% Attack

+21% Chance of landing a Critical hit

-21% TP Cost

+1 TP Recovery when using regular attacks

+21% Overlimit fill rate

魔法騎士の盾 (Shield)

Base Defense: 215

+11% Max HP

+11% M.Defense

Elemental Defense (Fire)

+1 Guard

+21% GP rewarded at the end of battle

魔法騎士の兜 (Head)

Base Defense: 150

+11% Max HP

+11% Max TP

+89% Defense

+13% Faster walking speed on the field (not in battle)

+21% GP rewarded at the end of battle

魔法騎士の鎧 (Body)

Base Defense: 429

+11% Max HP

+11% Max TP

+89% Defense

+89 Luck

+34% Gald rewarded at the end of battle

魔法騎士の籠手 (Arms)

Base Defense: 171

+11% Max HP

+89% Defense

+11% M.Defense

-21% TP Cost

+13% EXP rewarded at the end of battle

魔法騎士の脛当て (Feet)

Base Defense: 129
+89% Defense
+11% M.Defense
-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-FI] Fighter

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[RE-FI.1] FIRST RADIANT SET (FIGHTER)

拳闘士の拳 (Weapon)

Base Attack: 137
+34% Attack
+55% Chance of landing a Critical hit
+1 Guard Break
-13% TP Cost
+1 TP Recovery when using regular attacks

拳闘士のバンド (Head)

Base Defense: 27
+8% Max HP
+8% Max TP
+34% Defense
+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle

拳闘士のキトン (Body)

Base Defense: 151
+8% Max HP
+8% Max TP
+34% Defense
+89 Luck
+34% Gald rewarded at the end of battle

拳闘士の靴 (Feet)

Base Defense: 53
+34% Defense
+8% M.Defense
-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-FI.2] SECOND RADIANT SET (FIGHTER)

小霸王の拳 (Weapon)

Base Attack: 301
+89% Attack
+55% Chance of landing a Critical hit
+1 Guard Break
-21% TP Cost
+1 TP Recovery when using regular attacks

小霸王のバンド (Head)

Base Defense: 65
+11% Max HP
+11% Max TP
+89% Defense
+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle

小霸王のキトン (Body)

Base Defense: 365
+11% Max HP
+11% Max TP
+89% Defense
+34% Gald rewarded at the end of battle

小霸王の靴 (Feet)

Base Defense: 128
+89% Defense
+11% M.Defense
-18% Escape time
+34 Agility

[RE-AR] Archer

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[RE-AR.1] FIRST RADIANT SET (ARCHER)

狩人の弓 (Weapon)

Base Attack: 137
+34% Attack
+21% Chance of landing a Critical hit
-13% TP Cost
+1 TP Recovery when using regular attacks
+21% Overlimit fill rate

狩人の帽子 (Head)

Base Defense: 26
+8% Max HP
+8% Max TP
+34% Defense

+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle

狩人の服 (Body)

Base Defense: 152
+8% Max HP
+8% Max TP
+34% Defense
+89 Luck
+34% Gald rewarded at the end of battle

狩人の籠手 (Arms)

Base Defense: 71
+8% Max HP
+34% Defense
+8% M.Defense
-13% TP Cost
+13% EXP rewarded at the end of battle

狩人のブーツ (Feet)

Base Defense: 52
+34% Defense
+8% M.Defense
-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-AR.2] SECOND RADIANT SET (ARCHER)

名射手の弓 (Weapon)

Base Attack: 301
+89% Attack
+21% Chance of landing a Critical hit
-21% TP Cost
+1 TP Recovery when using regular attacks
+21% Overlimit fill rate

名射手の帽子 (Head)

Base Defense: 65
+11% Max HP
+11% Max TP
+89% Defense
+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle

名射手の服 (Body)

Base Defense: 365
+11% Max HP
+11% Max TP
+89% Defense
+89 Luck
+34% Gald rewarded at the end of battle

名射手の籠手 (Arms)

Base Defense: 171
+11% Max HP
+89% Defense
+11% M.Defense
-21% TP Cost
+13% EXP rewarded at the end of battle

名射手のブーツ (Feet)

Base Defense: 128
+89% Defense
+11% M.Defense
-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-TH] Thief

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[RE-TH.1] FIRST RADIANT SET (THIEF)

盗賊のダガー (Weapon)

Base Attack: 137
+34% Attack
+21% Chance of landing a Critical hit
-13% TP Cost
+1 TP Recovery when using regular attacks
+68% Chance of getting Rare items

盗賊のドミノ (Head)

Base Defense: 26
+8% Max HP
+34% Defense
+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle
+10% Chance of finding Items

盗賊の服 (Body)

Base Defense: 152
+8% Max HP
+8% Max TP
+34% Defense
+89 Luck
+34% Gald rewarded at the end of battle

盗賊の籠手 (Arms)

Base Defense: 71
+8% Max HP
+34% Defense
+8% M.Defense
-13% TP Cost
+13% EXP rewarded at the end of battle

盗賊のブーツ (Feet)

Base Defense: 53
+34% Defense
+8% M.Defense
-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-TH.2] SECOND RADIANT SET (THIEF)

義賊のダガー (Weapon)

Base Attack: 301
+89% Attack
+21% Chance of landing a Critical hit
-21% TP Cost
+1 TP Recovery when using regular attacks
+68% Chance of getting Rare items

義賊のドミノ (Head)

Base Defense: 64
+11% Max HP
+89% Defense
+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle
+10% Chance of finding Items

義賊の服 (Body)

Base Defense: 365
+11% Max HP
+11% Max TP
+89% Defense
+89 Luck
+34% Gald rewarded at the end of battle

義賊の籠手 (Arms)

Base Defense: 171
+11% Max HP
+89% Defense
+11% M.Defense
-21% TP Cost
+13% EXP rewarded at the end of battle

義賊のブーツ (Feet)

Base Defense: 129
+89% Defense

+11% M.Defense
-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-NI] Ninja

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[RE-NI.1] FIRST RADIANT SET (NINJA)

忍のカタナ (Weapon)

Base Attack: 161
+34% Attack
+21% Chance of landing a Critical hit
+1 TP Recovery using regular attacks
+21% Overlimit fill rate
+68% Chance of getting Rare items

忍の頭巾 (Head)

Base Defense: 27
+8% Max HP
+34% Defense
-13% TP Cost
+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle

忍の衣 (Body)

Base Defense: 152
+8% Max HP
+8% Max TP
+34% Defense
+89 Luck
+34% Gald rewarded at the end of battle

忍の籠手 (Arms)

Base Defense: 70
+8% Max HP
+34% Defense
+8% M.Defense
-13% TP Cost
+13% EXP rewarded at the end of battle

忍の足袋 (Feet)

Base Defense: 52
+34% Defense
+8% M.Defense
-18% Escape time
+34 Agility

+13% Faster walking speed on the field (not in battle)

[RE-NI.2] SECOND RADIANT SET (NINJA)

頭領のカタナ (Weapon)

Base Attack: 354
+89% Attack
+21% Chance of landing a Critical hit
+1 TP Recovery when using regular attacks
+21% Overlimit fill rate
+68% Chance of getting Rare items

頭領の頭巾 (Head)

Base Defense: 65
+11% Max HP
+89% Defense
-21% TP Cost
+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle

頭領の衣 (Body)

Base Defense: 365
+11% Max HP
+11% Max TP
+89% Defense
+89 Luck
+34% Gald rewarded at the end of battle

頭領の籠手 (Arms)

Base Defense: 171
+11% Max HP
+89% Defense
+11% M.Defense
-21% TP Cost
+13% EXP rewarded at the end of battle

頭領の足袋 (Feet)

Base Defense: 129
+89% Defense
+11% M.Defense
-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-MA] Magician
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[RE-MA.1] FIRST RADIANT SET (MAGICIAN)

魔術師の杖 (Weapon)

Base Attack: 131
+8% M.Attack
-13% Casting time
+1 Guard
-13% TP Cost
+1 TP Recovery when using regular attacks

魔術師の帽子 (Head)

Base Defense: 27
+8% Max HP
+8% Max TP
+8% M.Defense
+13% Faster walking speed on the field (not in battle)
+13% Chance of getting Rare items

魔術師のローブ (Body)

Base Defense: 123
+8% Max HP
+34% Defense
+8% M.Defense
+89 Luck
+34% Gald rewarded at the end of battle

魔術師の手袋 (Arms)

Base Defense: 70
+34% Defense
+8% M.Attack
+8% M.Defense
-13% Casting time
+3% Max TP Recovered at the end of battle

魔術師の靴 (Feet)

Base Defense: 53
+8% Max HP
+34% Defense
-13% Casting time
-13% TP Cost
+13% Faster walking speed on the field (not in battle)

[RE-MA.2] SECOND RADIANT SET (MAGICIAN)

魔導師の杖 (Weapon)

Base Attack: 286
+13% M.Attack
-13% Casting time
+1 Guard
-21% TP Cost
+1 TP Recovery when using regular attacks

魔導師の帽子 (Head)

Base Defense: 65

+11% Max HP

+11% Max TP

+11% M.Defense

+89 Luck

+13% Faster walking speed on the field (not in battle)

魔導師のローブ (Body)

Base Defense: 300

+11% Max HP

+89% Defense

+11% M.Defense

+89 Luck

+34% Gald rewarded at the end of battle

魔導師の手袋 (Arms)

Base Defense: 171

+89% Defense

+13% M.Attack

+11% M.Defense

-13% Casting time

+3% Max TP Recovered at the end of battle

魔導師の靴 (Feet)

Base Defense: 129

+11% Max HP

+89% Defense

-13% Casting time

-21% TP Cost

+13% Faster walking speed on the field (not in battle)

[RE-PR] Priest

=====

[RE-PR.1] FIRST RADIANT SET (PRIEST)

修道士の杖 (Weapon)

Base Attack: 131

+8% M.Attack

-13% Casting time

+1 Guard

-13% TP Cost

+1 TP Recovery when using regular attacks

修道士の帽子 (Head)

Base Defense: 27

+8% Max HP

+8% Max TP

+8% M.Defense

+13% Fasting walking speed on the field (not in battle)

+13% Chance of getting Rare items

修道士のクローク (Body)

Base Defense: 124

+8% Max HP

+34% Defense

+8% M.Defense

+89 Luck

+34% Gald rewarded at the end of battle

修道士のミトン (Arms)

Base Defense: 71

+34% Defense

+8% M.Attack

+8% M.Defense

-13% Casting time

+3% Max TP Recovered at the end of battle

修道士の靴 (Feet)

Base Defense: 53

+8% Max HP

+34% Defense

-13% Casting time

-13% TP Cost

+13% Faster walking speed on the field (not in battle)

[RE-PR.2] SECOND RADIANT SET (PRIEST)

司祭の杖 (Weapon)

Base Attack: 286

+13% M.Attack

-13% Casting time

+1 Guard

-21% TP Cost

+1 TP Recovery when using regular attacks

司祭の帽子 (Head)

Base Defense: 65

+11% Max HP

+11% Max TP

+11% M.Defense

+89 Luck

+13% Faster walking speed on the field (not in battle)

司祭のクローク (Body)

Base Defense: 300

+11% Max HP

+89% Defense
+11% M.Defense
+89 Luck
+34% Gald rewarded at the end of battle

司祭のミトン (Arms)

Base Defense: 170
+89% Defense
+13% M.Attack
+11% M.Defense
-13% Casting time
+3% Max TP Recovered at the end of battle

司祭の靴 (Feet)

Base Defense: 129
+11% Max HP
+89% Defense
-13% Casting time
-21% TP Cost
+13% Faster walking speed on the field (not in battle)

[RE-BI] Bishop

=====

[RE-BI.1] FIRST RADIANT SET (BISHOP)

司教の王笏 (Weapon)

Base Attack: 131
+8% M.Attack
-13% Casting time
+1 Guard
-13% TP Cost
+1 TP Recovery when using regular attacks

司教のミトル (Head)

Base Defense: 27
+8% Max HP
+8% Max TP
+8% M.Attack
+13% Faster walking speed on the field (not in battle)
+13% Chance of getting Rare items

司教のローブ (Body)

Base Defense: 123
+8% Max HP
+34% Defense
+8% Defense
+89 Luck

+34% Gald rewarded at the end of battle

司教のミトン (Arms)

Base Defense: 70

+34% Defense

+8% M.Attack

+8% M.Defense

-13% Casting time

+3% Max TP Recovered at the end of battle

司教のブーツ (Feet)

Base Defense: 53

+8% Max HP

+34% Defense

-13% Casting time

-13% TP Cost

+13% Faster walking speed on the field (not in battle)

[RE-BI.2] SECOND RADIANT SET (BISHOP)

教皇の王笏 (Weapon)

Base Attack: 286

+13% M.Attack

-13% Casting time

+1 Guard

-21% TP Cost

+1 TP Recovery when using regular attacks

教皇のミトル (Head)

Base Defense: 65

+11% Max HP

+11% Max TP

+11% M.Defense

+89 Luck

+13% Faster walking speed on the field (not in battle)

教皇のローブ (Body)

Base Defense: 300

+11% Max HP

+89% Defense

+11% M.Defense

+89 Luck

+34% Gald rewarded at the end of battle

教皇のミトン (Arms)

Base Defense: 171

+89% Defense

+13% M.Attack

+11% M.Defense

-13% Casting time

+3% Max TP Recovered at the end of battle

教皇のブーツ (Feet)

Base Defense: 129

+11% Max HP

+89% Defense

-13% Casting time

-21% TP Cost

+13% Fasting walking speed on the field (not in battle)

[RE-DS] Dual Swordsman

=====

[RE-DS.1] FIRST RADIANT SET (DUAL SWORDSMAN)

青龍刀 (Weapon 1)

Base Attack: 131

+34% Attack

-13% TP Cost

+1 TP Recovery when using regular attacks

+34 Agility

+21% Overlimit fill rate

朱雀刀 (Weapon 2)

Base Attack: 131

+34% Attack

+21% Chance of landing a Critical hit

+1 Guard Break

-13% TP Cost

+21% GP rewarded at the end of battle

二刀剣士の兜 (Head)

Base Defense: 61

+8% Max HP

+8% Max TP

+34% Defense

+13% Faster walking speed on the field (not in battle)

+21% GP rewarded at the end of battle

二刀剣士の鎧 (Body)

Base Defense: 178

+8% Max HP

+8% Max TP

+34% Defense

+89 Luck

+34% Gald rewarded at the end of battle

二刀剣士の籠手 (Arms)

Base Defense: 71

+8% Max HP
+34% Defense
+8% M.Defense
-13% TP Cost
+13% EXP rewarded at the end of battle

二刀剣士の脛当て (Feet)

Base Defense: 53
+34% Defense
+8% M.Defense
-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-DS.2] SECOND RADIANT SET (DUAL SWORDSMAN)

白虎刀 (Weapon 1)

Base Attack: 286
+89% Attack
-21% TP Cost
+34 Agility
+21% GP rewarded at the end of battle
+21% Overlimit fill rate

玄武刀 (Weapon 2)

Base Attack: 286
+89% Attack
+21% Chance of landing a Critical hit
+1 Guard Break
-21% TP Cost
+1 TP Recovery when using regular attacks

二天剣士の兜 (Head)

Base Defense: 150
+11% Max HP
+11% Max TP
+89% Defense
+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle

二天剣士の鎧 (Body)

Base Defense: 429
+11% Max HP
+11% Max TP
+89% Defense
+89 Luck
+34% Gald rewarded at the end of battle

二天剣士の籠手 (Arms)

Base Defense: 171
+11% Max HP
+89% Defense

+11% M.Defense
-21% TP Cost
+13% EXP rewarded at the end of battle

二天剣士の脛当て (Feet)

Base Defense: 129

+89% Defense
+11% M.Defense
-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-BS] Broad Swordsman

[RE-BS.1] FIRST RADIANT SET (BROAD SWORDSMAN)

ツヴァイハンダー (Weapon)

Base Attack: 245

+34% Attack
+21% Chance of landing a Critical hit
+1 Stagger
-13% TP Cost
+1 TP Recovery when using regular attacks

大剣士の兜 (Head)

Base Defense: 74

+8% Max HP
+8% Max TP
+34% Defense
+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle

大剣士の鎧 (Body)

Base Defense: 213

+8% Max HP
+8% Max TP
+34% Defense
+89 Luck
+34% Gald rewarded at the end of battle

大剣士の籠手 (Arms)

Base Defense: 75

+8% Max HP
+34% Defense
+8% M.Defense
-13% TP Cost
+13% EXP rewarded at the end of battle

大剣士の脛当て (Feet)

Base Defense: 63
+34% Defense
+8% M.Defense
-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-BS.2] SECOND RADIANT SET (BROAD SWORDSMAN)

エグゼキューションナー (Weapon)

Base Attack: 534
+89% Attack
+21% Chance of landing a Critical hit
+1 Stagger
-21% TP Cost
+1 TP Recovery when using regular attacks

処刑執行人の兜 (Head)

Base Defense: 223
+11% Max HP
+11% Max TP
+89% Defense
+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle

処刑執行人の鎧 (Body)

Base Defense: 579
+11% Max HP
+11% Max TP
+89% Defense
+89 Luck
+34% Gald rewarded at the end of battle

処刑執行人の籠手 (Arms)

Base Defense: 232
+11% Max HP
+89% Defense
+11% M.Defense
-21% TP Cost
+13% EXP rewarded at the end of battle

処刑執行人の脛当て (Feet)

Base Defense: 239
+89% Defense
+11% M.Defense
-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-MO] Monk

=====

[RE-MO.1] FIRST RADIANT SET (MONK)

准拳士の拳 (Weapon)

Base Weapon: 137

- +34% Attack
- +55% Chance of landing a Critical hit
- +1 Guard Break
- 13% TP Cost
- +1 TP Recovery when using regular attacks

准拳士のバンド (Head)

Base Defense: 27

- +8% Max HP
- +8% Max TP
- +34% Defense
- +13% Faster walking speed on the field (not in battle)
- +21% GP rewarded at the end of battle

准拳士のジャケット (Body)

Base Defense: 152

- +8% Max HP
- +8% Max TP
- +34% Defense
- +89 Luck
- +34% Gald rewarded at the end of battle

准拳士の靴 (Feet)

Base Defense: 53

- +34% Defense
- +8% M.Defense
- 18% Escape time
- +34 Agility
- +13% Faster walking speed on the field (not in battle)

[RE-MO.2] SECOND RADIANT SET (MONK)

大範士の拳 (Weapon)

Base Attack: 301

- +89% Attack
- +55% Chance of landing a Critical hit
- +1 Guard Break
- 21% TP Cost
- +1 TP Recovery when using regular attacks

大範士のバンド (Head)

Base Defense: 65

+11% Max HP

+11% Max TP

+89% Defense

+13% Faster walking speed on the field (not in battle)

+21% GP rewarded at the end of battle

大範士のジャケット (Body)

Base Defense: 365

+11% Max HP

+11% Max TP

+89% Defense

+89 Luck

+34% Gald rewarded at the end of battle

大範士の靴 (Feet)

Base Defense: 129

+89% Defense

+11% M.Defense

-18% Escape time

+34 Agility

+13% Faster walking speed on the field (not in battle)

[RE-PI] Pirate

=====

[RE-PI.1] FIRST RADIANT SET (PIRATE)

海賊の短剣 (Weapon)

Base Attack: 137

+34% Attack

+21% Chance of landing a Critical hit

-13% TP Cost

+1 TP Recovery when using regular attacks

+10% Chance of finding Items

海賊の眼帯 (Eye)

Base Defense: 1

+11% Max HP

+11% Max TP

+89% Defense

+13% Faster walking speed on the field (not in battle)

+21% GP rewarded at the end of battle

海賊の服 (Body)

Base Defense: 152

+11% Max HP
+11% Max TP
+89% Defense
+89 Luck
+34% Gald rewarded at the end of battle

海賊の籠手 (Arms)

Base Defense: 71
+11% Max HP
+89% Defense
+11% M.Defense
-21% TP Cost
+13% EXP rewarded at the end of battle

海賊の靴 (Feet)

Base Defense: 53
+89% Defense
+11% M.Defense
-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-PI.2] SECOND RADIANT SET (PIRATE)

ヴァイキングダガー (Weapon)

Base Attack: 301
+89% Attack
+21% Chance of landing a Critical hit
-21% TP Cost
+1 TP Recovery when using regular attacks
+10% Chance of finding Items

ヴァイキングパッチ (Eye)

Base Defense: 1
+11% Max HP
+11% Max TP
+89% Defense
+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle

ヴァイキングクロス (Body)

Base Defense: 365
+11% Max HP
+11% Max TP
+89% Defense
+89 Luck
+34% Gald rewarded at the end of battle

ヴァイキンググローブ (Arms)

Base Defense: 171
+11% Max HP
+89% Defense

+11% M.Defense
-21% TP Cost
+13% EXP rewarded at the end of battle

ヴァイキングブーツ (Feet)

Base Defense: 129

+89% Defense
+11% M.Defense
-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-HK] Holy Knight

[RE-HK.1] FIRST RADIANT SET (HOLY KNIGHT)

従士隊の大剣 (Weapon)

Base Attack: 245

+34% Attack
+21% Chance of landing a Critical hit
+1 Stagger
-13% TP Cost
+1 TP Recovery when using regular attacks

従士隊の兜 (Head)

Base Defense: 62

+8% Max HP
+8% Max TP
+34% Defense
+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle

従士隊の鎧 (Body)

Base Defense: 178

+8% Max HP
+8% Max TP
+34% Defense
+89 Luck
+34% Gald rewarded at the end of battle

従士隊の籠手 (Arms)

Base Defense: 70

+8% Max HP
+34% Defense
+8% M.Defense
-13% TP Cost
+13% EXP rewarded at the end of battle

従士隊のグローブ (Feet)

Base Defense: 53
+34% Defense
+8% M.Defense
-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

[RE-HK.2] SECOND RADIANT SET (HOLY KNIGHT)

剣聖の大剣 (Weapon)

Base Attack: 534
+89% Attack
+21% Chance of landing a Critical hit
+1 Stagger
-21% TP Cost
+1 TP Recovery when using regular attacks

剣聖の兜 (Head)

Base Defense: 150
+11% Max HP
+11% Max TP
+89% Defense
+13% Faster walking speed on the field (not in battle)
+21% GP rewarded at the end of battle

剣聖の鎧 (Body)

Base Defense: 490
+11% Max HP
+11% Max TP
+89% Defense
+89 Luck
+34% Gald rewarded at the end of battle

剣聖の籠手 (Arms)

Base Defense: 170
+11% Max HP
+89% Defense
+11% M.Defense
-21% TP Cost
+13% EXP rewarded at the end of battle

剣聖のグローブ (Feet)

Base Defense: 129
+89% Defense
+11% M.Defense
-18% Escape time
+34 Agility
+13% Faster walking speed on the field (not in battle)

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[RE-7] Credits

This FAQ was written by Kazamu.

Sources

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<http://www20.atwiki.jp/kanonno/pages/147.html>

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