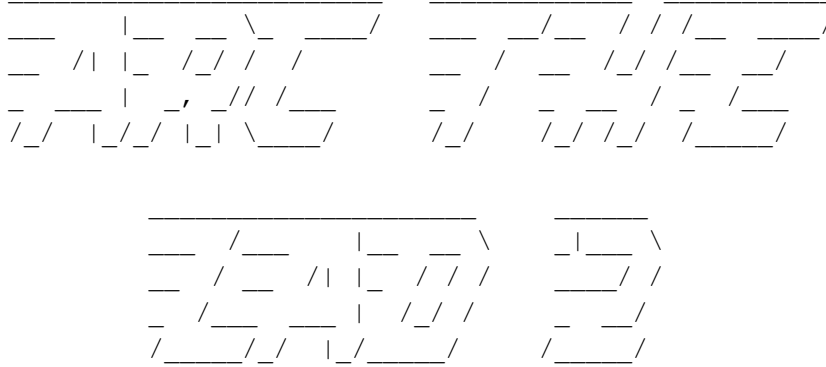


# Arc The Lad II Blacksmith Limit Guide

by FinalFluver

Updated on May 15, 2013

This walkthrough was originally written for Arc The Lad II (Import) on the PSX, but the walkthrough is still applicable to the PS3 version of the game.



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ARC THE LAD II  
BLACKSMITH LIMITS  
May 9th 2013

Created by Chris D. (FinalFluver - starocean13@gmail.com)  
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Alright, time for the legal stuff XD

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*=====
| 3. INTRODUCTION                                 [C3000] |
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First of all, thanks for reading my guide. As you read this guide, be aware that the information you will find here is NOT completely spoiler free.

I wrote this faq because I thought the player would definitely appreciate knowing the limits/caps for all items when increasing their stats through the smith shop. Having this faq will help players determine how much farther they need to upgrade an item and thus give some players (perfectionists especially) peace of mind since in the end they will know that their particular item has reached it maximum potential.

Also have in mind that some sections might have spoilers.

Again,

\*\*\*\*\*

REMEMBER THAT THE INFORMATION IN THIS GUIDE IS NOT SPOILER FREE!!!!

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	NOTES SECTION	[C4000]
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\*NOTE 1 - When searching the guide with CTRL F, be aware that most items are listed on separate lines due to space issues.

Ex CTRL F "Metal Crusher" can't be found since it is written as follows:

Metal  
Crusher

So instead CTRL F either the first or last part of the items names

\*NOTE 2 - All items listed in this guide will be listed in order from Highest MAX Atk/Def to Lowest MAX Atk/Def. The only exception to this will be the Consumable Items Section.

\*NOTE 3 - In the consumable items section, many items will be listed with a number in brackets, this is to differentiate between the items because not all items will change names at different levels.

\*NOTE 4 - Concerning the Consumable items section - there may be discrepancies in regards to the Name Change Column.

\*NOTE 5 - A PREFIX (name) cannot be added to an item unless the item has the ability to raise in level.

Ex A Magic Apple is LV 0/0 so you cannot use "Raise Max Level" and thus you cannot use "Raise Item Level", therefore this item will NEVER have a PREFIX.

Ex The Holy Magic Apple is LV 8/11 so you CAN raise its max level to 15 and then after you use "Raise Item level" it will change to GOD Magic Apple

\*NOTE 6 - Odd Items:

-> God Hunter Crest: I'm not sure what the programmers were thinking when they made this item. It has stats (Lv 12/12; Def 7/7), and you can further raise the defense to 30/30, but NOBODY CAN EQUIP IT???

-> Magic Apple: The Holy Magic Apple heals more MP than the God Magic Apple for some reason, you can also increase the holy magic apples level to make it heal more MP.

-> Strengthen Fruit(2): This is the only strengthen fruit that you can increase max level on, and thus can make it heal more than normal.

Bombs: If the enemy catches and throws the bomb (bomb, blood, chaos, rage) back, hitting you in the process, it will do 10,20,30,40 more damage respectively than it does to the enemy

Ex throwing a chaos bomb does 150 damage to the enemy, but if he catches and throws it back to hit you, it will do 180 damage to you. I will indicate this "return" damage in brackets in the guide.

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*=====*
|                SMITH SHOP UPGRADING                [C5000]|
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```

#### SMITH SHOP UPGRADES:

\*The following information was provided by MadJak91, and confirmed in the NTSC Version by FinalFLuver.

The smith gets EXP for a job equal to the level of the item AFTER the job is completed.

Example 1: Judge Item (JP Version Only) - If you ask the smith to judge a level 5 item he will gain 5 EXP; if you ask him to judge a level 14 item, he gains 14 EXP.

Example 2: Raise Item Level - He raises a level 13 sword to level 14; that gives him 14 EXP for that job.

Example 3: Add Item Effect - If you add an effect to a level 5 item, the smith gains 5 EXP; if you add an effect to a level 14 item, the smith gains 14 EXP.

#### REQUIRED EXP FOR SMITH UPGRADE:

\*The information for the JP Version was provided by MadJak91, and the information in the NTSC Version was discovered by myself (FinalFLuver).

NTSC Version  
=====

PRODIAS SMITH  
Add Item Effect - needs 200 EXP  
Raise Max Level - needs 800 EXP

BRAKIA SMITH  
Raise Off/Def - needs 160 EXP  
Personalize - 320 EXP

JP Version  
=====

PRODIAS SMITH

Add Item Effect - needs 200 EXP  
Raise Max Level - needs 8000 EXP

BRAKIA SMITH

Raise Off/Def - needs 1600 EXP  
Personalize - 3200 EXP

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	GUIDE OUTLINE	[C6000]
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This section will give a detailed explanation of what each of the columns in this guides tables represent.

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ITEM CLASSIFICATION

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This is the first column throughout the guide and it simply indicates what item type the section is referring to (ie swords, ax, consumables, etc)

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ELEMENT

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This is the items elemental attribute

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RAISE OFF/DEF

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```

This column will have a number in brackets, that number will indicate the amount of times you need to use the "Raise Off/Def" option at the smith shop before reaching the cap.

Here is the process:

-STEP 1 - Use "Raise Off/Def" and save after each successful attempt (ie Item is still lit up). Repeat STEP 1 until you are 1 less than the cap (ie IF the cap is 10 times, then use "Raise Off/Def" 9 times).

-STEP 2 - Before raising it the 10th time, make sure to SAVE!! [This is the save you will be reloading if things don't go right]

-STEP 3 - Use "Raise Off/Def" and the item will GREY OUT (ie MAX has been reached)

-STEP 4 - Go into the "Raise Max Level" option  
|  
-> If the item is GREYED OUT reload to return back to STEP 2  
|  
-> If the item is LIT UP go to STEP 5

-STEP 5 - At this point, you would have raised the off/def to its max AND are still able to raise its max level so SAVE YOUR GAME

=====  
RAISE MAX LEVEL  
=====

This column shows the following:

- Initial/Max level displayed on the item before using the smith shop -> Items maximum level reachable through the smith shop.
- Number in brackets which indicates how many times the "Raise Max Level" option in the smith shop can be used before reaching the cap.

Here is the process:

-STEP 6 - Use "Raise Max Level" and save after each successful attempt (ie Item is still lit up). Repeat STEP 6 until you reach the items max level (15 for most items).

-STEP 7 - SAVE your game

=====  
MAX VALUE  
=====

This column shows the following:

- Initial/Max Value (either offense or defense) of your item BEFORE using the smith shop -> Max value after fully upgrading the item.

Here's the process:

-STEP 8 - After successfully upgrading through "Raise Off/Def" and "Raise Max Level" you will end up with an item that has stats that look like this:

LV = Items starting level/15 (some items don't max out at 15)  
Off or Def = New Starting Value/Max Value.

So in this step you would use the option "Raise Item Level" until:

- the "Items Starting Level" reaches 15 (some items don't max out at 15) and;
- the items "New Starting Value" = "Max Value"

Resulting in your item looking something like this:

LV = 15/15 (some items don't max out at 15)  
Off or Def = Max Value/Max Value.

=====  
DEDICATE VALUE  
=====

This column represents the extra BOOST in the max value of an item when you choose to "Personalize" it to a specific character. Simply choose "Personalize" in the smith shop, then choose the character. No other character will ever be allowed to equip that item so decide carefully.

Items such as Lieza's whips and Poco's cymbals can't be equipped by any other character anyways, so feel free to personalize these types of items to their respective characters for an extra boost.

=====

NAME CHANGE

=====

-The names in the table below will be added to some items when the current level of those items fall within the following ranges.

-Use the symbols in this table and compare them to the ones found throughout the guide to determine the items PREFIX.

SYMBOL	LV 0-3	LV 4-7	LV 8-11	LV 12-15
*1	-	BLOOD	CHAOS	RAGE
*2	-	GREAT	HOLY	GOD
*3	-	FORCE	WILD	RUIN
*4	-	KILLER	SLAYER	BITCH
*5	-	QUICK	POWER	MEGA
*6	-	SUPER	GRAND	HYPER
*7	These items keep their name, but add a number to the end of it. The number goes from +0 to +9. These numbers appear when the "Raise Off/Def" option is used in the smith shop.			
*8	This is a unique effect that will add a prefix to the swords name. The prefix will indicate which monster class the sword will do extra damage to. Ex GHOSTSlayer will do extra damage to Ghosts.			

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INFO

=====

This column will give some "relevant" information regarding the items in this guide. I will not be mentioning things like "obtain from chest", "obtain from drop/steal", or "buy from shop". I will be mentioning things like the following:

HOW TO OBTAIN

-----

-> A - Obtained in Arenas in Arc II such as Niedel[Misro], Clenia Isle[Clenia]. Just exchange the point for the prize. May also be available elsewhere.

-> AA - Obtained in Arc Arena. May also be available elsewhere

-> CS-AA - Chongara's Shop in Arc Arena

-> Convert - Arc 1 Save is required, then you must transfer the data. When you reach Alatos for the first time, you can pick it up in chongara's shop. May also be available elsewhere.

-> Combine - Items that can be obtained through the combine shop

EQUIPPED BY  
-----

-> "Character" Only - Only that particular character can equip this item

-> "Gender" Only - Only that particular gender can equip this item

-> "Race Only" - either monsters or humans can equip these

-> "Character" Initial - These will indicate that this piece of equipment was equipped by the character upon joining the group. Some of these items are unique.

STATS/LEVELS/HEALING  
-----

-> I list specific stat increments as well as some HP/MP healing values

RANDOM  
-----

-> Some items have identical names, so there will be a small description to differentiate the 2 items (Ex Ancient Spear)

-> Most items won't have anything written in this section as they are simply items that can either be purchased in shops, obtained in chests, or dropped/stolen from enemies.

\*=====\*

	BLACKSMITH LIMIT TABLES	[C7000]
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\*=====\*

+++++ SWORDS +++++

	[C7001]
--	---------

SWORD	ELEMENT	RAISE OFF/DEF	RAISE MAX LVL	MAX VALUE	DEDICATE VALUE	NAME CHANGE	INFO
Sword	Light	[0]	1/10->15 [5]	32/68->88	90		AA
Metal Crusher	-	[2]	2/8 ->15 [7]	35/55->77	79		AA
Flash Saber	-	[0]	4/10 ->15 [5]	31/52->77	79		AA



Spirit Blade	-	[10]	1/14 ->15 18/47->77	79	*6	
Life Stealer	Dark	[10]	6/10 ->15 29/38->77	79		
Dragon Katana	Earth	[14]	10/14->15 31/52->77	79		
Slayer	-	[10]	2/8 ->15  20/33->77	79	*7	A
ChokoSlayer	-	[10]	2/8 ->15  20/33->77	79	*7	AA
Silver Sword	-	[8]	2/6 ->15  22/32->77	79		AA
Dragon Saber	Fire	[6]	1/4 ->15  22/30->77	79		AA
Dark Blade	Dark	[8]	2/4 ->15  22/27->77	79		
Instant	-	[18]	8/12 ->15 18/23->77	79		
Sixteenth Night	Dark	[16]	4/8 ->15  16/22->77	79		
Whirlwind Edge	Wind	[16]	2/6 ->15  13/19->77	79		
Corpse Edge	Dark	[20]	8/10 ->15 15/17->77	79		
Platinum Edge	-	[10]	2/12 ->15 18/38->71	74	*7	
Fabulous Sword	Light	[17]	2/15 ->15 10/24->71	74		Convert
LightLong Sword	Light	[2]	4/10 ->15 30/46->66	68		Combine
FlameLong Sword	Fire	[8]	4/10 ->15 22/34->66	68		
IceLong Sword	Water	[10]	4/10 ->15 19/29->66	68		
WindLong Sword	Wind	[10]	4/10 ->15 19/29->66	68		
DarkLong Sword	Dark	[10]	4/10 ->15 19/29->66	68		
EarthLong Sword	Earth	[18]	4/10 ->15 8/12 ->66	68		

Earth Blade	Earth	[10]	8/12 ->15 22/28->60	63		
			[3]			
-----						
Ray Sword	Light	[6]	6/8 ->15 26/30->60	63		
			[7]			
-----						
Death Blade	Dark	[0]	1/2 ->15 22/24->60	63		
			[13]			
-----						
Blade	-	[10]	1/10 ->15 12/25->60	63	*4	
			[5]			
-----						
Firangi	Fire	[12]	4/12 ->15 13/23->60	63		
			[3]			
-----						
Ice Saber	Water	[12]	2/8 ->15 11/18->60	63		
			[7]			
-----						
Rune Blade	-	[0]	8/15 ->15 33/55->55	57		Arc/Elc Only
			[0]			
-----						
Backus Sword	-	[4]	6/10 ->15 24/31->52	52		Tosh Only
			[5]			
-----						
Wind Edge	-	[4]	6/14 ->15 22/36->49	52		
			[1]			
-----						
Gale Edge	Wind	[8]	4/10 ->15 13/21->49	52		
			[5]			
-----						
Scourge	-	[5]	4/10 ->15 17/27->49	52		
			[5]			
-----						
Izuna	-	[8]	4/12 ->15 13/23->49	52		
			[3]			
-----						
Crimson Edge	Fire	[5]	4/8 ->15 17/24->49	52		
			[7]			
-----						
Flame Edge	Fire	[6]	1/8 ->15 12/22->49	52		
			[7]			
-----						
Rapier (Katana)	-	[10]	1/10 ->15 8/17 ->49	52	*2	
			[5]			
-----						
Neutrino Blade	-	[20]	8/8 ->8 7/7->45	46		
			[0]			
-----						
Light Saber	Light	[0]	12/14->15 33/36->38	41		
			[1]			
-----						
Unfire	Fire	[0]	6/10 ->15 22/29->38	41		
			[5]			
-----						
Bastard Sword	Wind	[4]	4/12 ->15 13/23->38	41		
			[3]			
-----						
Long Sword	-	[10]	12/15->15 9/11 ->38	41		
			[0]			
-----						

Scimitar	-	[11]	13/15->15	7/8->38	41		
			[0]				
-----							
Rapier (Sword)	-	[8]	6/12 ->15	9/14 ->38	41		
			[3]				
-----							
Light Sword	-	[10]	1/12 ->15	4/9->38	41	*3	
			[3]				
-----							
Spatha	Dark	[6]	6/8 ->15	13/15->38	41		Combine
			[7]				
-----							
Small Sword	-	[12]	2/10 ->15	2/4->38	41		
			[5]				
-----							
Rayne	Water	[0]	4/8->15	17/24->35	38		
			[7]				
-----							
Earth Slicer	Earth	[0]	4/8->15	16/22->33	35		
			[7]				
-----							
Falchion	Earth	[0]	4/14 ->15	13/26->27	30		Combine
			[1]				
-----							
Magic Guard (Sword)	-	[0]	6/12 ->15	16/23->27	30		
			[3]				
-----							
Damocles Blade	Light	[0]	2/10 ->15	11/21->27	30		
			[5]				
-----							
Claymore	-	[2]	1/8->15	8/15 ->27	30		
			[7]				
-----							
Meow Sword	Wind	[6]	1/10 ->15	4/8->27	30		
			[5]				
-----							

+++++ AXES +++++  
[C7002]

AX	ELEMENT	RAISE	RAISE	MAX	DEDICATE	NAME	INFO
		OFF/DEF	MAX LVL	VALUE	VALUE	CHANGE	
Hell Ax	-	[10]	1/12->15	22/52->88	90	*7	
			[3]				
-----							
Rune Ax	-	[10]	2/10->15	24/46->88	90	*7	Gruga Only
			[5]				
-----							
Beam Ax	Fire	[0]	2/4->15	31/38->77	79		Combine
			[11]				
-----							
Ax Bomber	-	[0]	2/8->15	29/48->71	74		
			[7]				
-----							
Battle Ax	-	[10]	1/12 ->15	16/38->71	74	*4	

			[3]				
Grave Basher	-	[0]	8/12 ->15 45/57->66	68			
			[3]				
FlameHand Ax	Fire	[10]	4/14 ->15 16/31->60	60			
			[1]				
Light Ax	-	[10]	1/12 ->15 10/23->55	57		*7	
			[3]				
Crescent Ax	Light	[0]	2/15 ->15 18/44->44	46			
			[0]				
Tomahawk	Earth	[5]	3/14 ->15 12/26->41	44			
			[1]				
Zebra Ax	-	[1]	8/10 ->15 26/29->41	44			
			[5]				
Silent Massacre	-	[7]	8/14 ->15 15/21->41	44			Combine
			[1]				
Warpick	-	[9]	6/12 ->15 9/14 ->41	44			
			[3]				
Ax	-	[10]	1/10 ->15 5/10 ->41	44		*7	
			[5]				
Drowned Ax	Wind	[5]	2/4->15 11/13->41	44			
			[11]				
Hatchet	-	[3]	10/10->10 25/25->31	34			
			[0]				
Taburl	-	[4]	2/10 ->15 6/12 ->27	30			Combine
			[5]				
Crown Ax	-	[5]	4/6->15 6/8->27	30			
			[9]				

+++++ FLAILS +++++  
[C7003]

FLAIL	ELEMENT	RAISE OFF/DEF	RAISE MAX LVL	MAX VALUE	DEDICATE VALUE	NAME CHANGE	INFO
Morning Star	-	[10]	1/12->15	16/38->71	74	*7	
			[3]				
Chain Flail	-	[10]	1/8->15	11/20->57	60	*7	
			[7]				
Scorpion Tail	-	[0]	4/15 ->15	24/49->49	52		
			[0]				

Flail	-	[10]	1/10 ->15 7/14 ->46	49	*4	
			[5]			
Hellfire Flail	Earth	[1]	4/12 ->15 16/28->35	38		
			[3]			
Killer Spike	-	[5]	1/14 ->15 8/21 ->35	38		
			[1]			
Blue Flail	Water	[3]	8/12 ->15 18/23->35	38		
			[3]			
Light Flail	-	[10]	1/15 ->15  3/8->35	38	*7	
			[0]			
Spark Flail	Wind	[5]	4/10 ->15 11/17->35	38		
			[5]			
Dual Ball	-	[0]	4/8->15  16/22->33	35		Combine
			[7]			
Bear Flail	-	[11]	12/12->12  4/4->30	33		
			[0]			
Andel Claim	-	[0]	2/2->2  15/15->15	16		Humans Only
			[0]			

+++++ SHORT SWORDS +++++  
[C7004]

SHORT SWORD	ELEMENT	RAISE	RAISE	MAX	DEDICATE	NAME	INFO
		OFF/DEF	MAX LVL	VALUE	VALUE	CHANGE	
Soul Dagger	-	[10]	1/10->15  14/29->66	68	*6	AA	
			[5]				
Short Sword	-	[10]	1/12 ->15 10/23->55	57	*7	Convert	
			[3]				
Fate Sword	-	[8]	4/8->15  16/22->55	57			
			[7]				
Marion Knife	Earth	[2]	8/12 ->15 30/38->49	52			
			[3]				
Mystic Knife	-	[10]	4/12 ->15 11/19->49	52			
			[3]				
Glacier Dagger	Water	[6]	4/6->15  16/19->49	52			
			[9]				
Silver Knife	-	[10]	6/8->15  13/15->49	52	*7	AA	
			[7]				

Flame Tail	Fire	[14]	6/12 ->15	6/9->49	52		
			[3]				
Dark Smasher	Dark	[14]	6/10 ->15	6/8->49	52		
			[5]				
Assassin Dagger	Dark	[14]	14/14->14	10/10->47	49		Combine
			[0]				
ShineKnife	Light	[9]	2/14 ->15	7/18 ->44	46		
			[1]				
FlameKnife	Fire	[9]	2/12 ->15	7/16 ->44	46		
			[3]				
Gladius	Dark	[13]	8/15 ->15	5/8->44	46		
			[0]				
GroundKnife	Earth	[10]	2/12 ->15	6/14 ->44	46		
			[3]				
WindKnife	Wind	[11]	4/12 ->15	6/11 ->44	46		
			[3]				
IceKnife	Water	[10]	4/10 ->15	8/12 ->44	46		
			[5]				
Iron Dagger	-	[10]	1/10 ->15	6/12 ->44	46	*6	
			[5]				
Wind Blade	Wind	[12]	10/10->10	12/12->38	40		
			[0]				
Dual Knife	-	[6]	4/14 ->15	8/15 ->33	35		Combine
			[1]				
Dagger+3	-	[6]	1/8->15	6/11 ->33	35	*3	
			[7]				
Slasher	-	[9]	4/10 ->15	4/6->33	35		
			[5]				
Borak Knife	-	[7]	4/8->15	6/9->33	35		Male Only
			[7]				
Crown Knife	-	[7]	4/8->15	6/9->33	35		
			[7]				
Dagger+0	-	[9]	1/8->15	3/5->33	35	*3	Lieza Initial
			[7]				
Dagger	-	[10]	1/8->15	2/3->33	35	*3	
			[7]				
Bandit Knife	-	[0]	6/8->15	16/18->27	30		
			[7]				
Defender	-	[7]	4/12 ->15	4/7->27	30		
			[3]				

Shadow	-	[8]	6/12 ->15	3/4->27	30		
Stitcher			[3]				
Golden	-	[5]	4/8->15	6/9->27	30		
Dragon			[7]				

+++++ SPEARS +++++  
[C7005]

SPEAR	ELEMENT	RAISE	RAISE	MAX	DEDICATE	NAME	INFO
		OFF/DEF	MAX LVL	VALUE	VALUE	CHANGE	
Halberd	-	[10]	2/14 ->15	15/36->66	68	*4	
			[1]				
Light Spear	-	[10]	2/10 ->15	13/25->60	63	*7	
			[5]				
Boar Spear	-	[8]	4/15 ->15	16/33->55	57		
			[0]				
Dragoon Spear	-	[2]	2/6->15	20/29->55	57		
			[9]				
Partisan	-	[10]	1/12 ->15	10/23->55	57	*6	
			[3]				
Muse	-	[6]	2/6->15	15/22->55	57		
			[9]				
Scorpion	-	[12]	2/10 ->15	9/17 ->55	57		
			[5]				
FlameTrident	Fire	[10]	4/6->15	8/9->44	46		
			[9]				
Conf Ancient Spear	-	[9]	10/14->15	12/15->41	44	*7	
			[1]				
Ancient Spear	-	[10]	4/14 ->15	6/13 ->41	44	*7	Poison
			[1]				
Ancient Spear	-	[11]	6/10 ->15	6/8->41	44	*7	Paralyze
			[5]				
Pole Ax	-	[3]	4/14 ->15	13/26->35	38		
			[1]				
Phalanx	-	[6]	6/15 ->15	11/19->35	38		
			[0]				
Pirom	-	[9]	4/14 ->15	5/10 ->35	38		
			[1]				
Strong	-	[7]	4/12 ->15	8/14 ->35	38		

Spear			[3]				
Feather Staff	-		[5]	6/10 ->15	13/17->35	38	
			[5]				
Wing Spear	Wind		[3]	2/8->15	11/18->35	38	
			[7]				
Sarissa	Dark		[8]	2/12 ->15	5/11 ->35	38	
			[3]				
Spear	-		[10]	1/10 ->15	3/6->35	38	*7
			[5]				

+++++ STICKS +++++  
[C7006]

STICK	ELEMENT	RAISE OFF/DEF	RAISE MAX LVL	MAX VALUE	DEDICATE VALUE	NAME CHANGE	INFO
Borpal Club	-	[10]	1/10 ->15	12/25->60	63	*7	
			[5]				
Metal Basher	-	[10]	1/12 ->15	9/21 ->52	55		
			[3]				
Power Club	-	[10]	1/10 ->15	5/10 ->41	44	*7	
			[5]				
Astral Pole	-	[0]	4/12 ->15	19/33->38	41		Combine
			[3]				
Death Eraser	Dark	[0]	2/14 ->15	13/31->33	35		
			[1]				
Long Pole	-	[2]	8/14 ->15	18/26->33	35		
			[1]				
Fiber Stick	-	[6]	2/12 ->15	6/14 ->33	35		Combine
			[3]				
Stripe	-	[4]	6/10 ->15	13/17->33	35		
			[5]				
Light Pole	-	[9]	4/12 ->15	4/7->33	35		
			[3]				
Wood Club	-	[10]	1/12 ->15	2/4->33	35	*4	
			[3]				
Garland	-	[0]	1/2->15	12/13->33	35		
			[13]				
Short Pole	-	[9]	4/10 ->15	4/6->33	35		
			[5]				



Hell Crusher	-	[0]	4/14 ->15   13/26->27	30		
			[1]			
Studded Club	-	[4]	4/10 ->15   8/12 ->27	30		
			[5]			
Dark Stream	Dark	[2]	10/10->10   21/21->25	27		
			[0]			

+++++ CANES +++++  
[C7007]

CANE	ELEMENT	RAISE OFF/DEF	RAISE MAX LVL	MAX VALUE	DEDICATE VALUE	NAME CHANGE	INFO
War Staff	-	[10]	1/10 ->15   15/31->68	71		*7	
			[5]				
Staff	-	[10]	1/14 ->15   12/31->60	63		*7	
			[1]				
Hyper Stick	-	[12]	2/4->15   11/13->60	63			
			[11]				
Staff	Light	[0]	10/15->15   42/55->55	57			AA
			[0]				
Quick Cane	-	[10]	4/14 ->15   15/28->55	57		*5	Gogen Only
			[1]				
Super Rod	-	[0]	2/12 ->15   18/38->44	46			
			[3]				
Fire Stick	Fire	[2]	6/14 ->15   22/36->44	46			
			[1]				
Water Staff	Water	[4]	2/14 ->15   13/31->44	46			
			[1]				
Crystal Rod	Light	[2]	2/12 ->15   15/33->44	46			
			[3]				
Wind Staff	Wind	[8]	4/14 ->15   11/21->44	46			
			[1]				
Ground Rod	Earth	[8]	8/12 ->15   15/19->44	46			
			[3]				
Rod	-	[10]	1/8->15   6/11 ->44	46			
			[7]				
Battle Stick	-	[7]	4/14 ->15   11/21->41	44			
			[1]				

Scale Wand	-	[9]	1/12 ->15 6/14 ->41	44		
			[3]			
-----						
Extra Rod	-	[1]	15/15->15 33/33->35	38		Combine
			[0]			
-----						
Change Staff	-	[9]	1/14 ->15 4/10 ->35	38		
			[1]			
-----						
Mirage Wand	-	[7]	1/14 ->15 9/14 ->35	38		Combine
			[1]			
-----						
Wand	-	[10]	2/12 ->15  3/7->35	38	*3	
			[3]			
-----						
Magic Rod	-	[5]	4/6->15  11/13->35	38		
			[9]			
-----						
Dark Staff	Dark	[4]	8/8 ->8  22/22->30	31		
			[0]			
-----						
Force Staff	Dark	[0]	10/10->10 29/29->29	31		
			[0]			
-----						

+++++ PUNCH +++++  
[C7008]

PUNCH	ELEMENT	RAISE OFF/DEF	RAISE MAX LVL	MAX VALUE	DEDICATE VALUE	NAME CHANGE	INFO
Brass Knuckle	-	[10]	1/6->15	16/26->71	74	*6	
			[9]				
-----							
Steel Claw	-	[10]	2/8->15	13/22->60	63	*7	
			[7]				
-----							
Dragon Claw	-	[0]	2/4->15	20/24->49	52		
			[11]				
-----							
Power Arm	-	[10]	4/14 ->15	11/21->49	52	*7	
			[1]				
-----							
Force Iron Knuckle	-	[10]	4/12 ->15	11/19->49	52	*3	Iga Initial
			[3]				
-----							
Iron Knuckle	-	[10]	1/12 ->15	8/19 ->49	52	*3	
			[3]				
-----							
Bear Claw	-	[4]	4/8->15	16/22->44	46		
			[7]				
-----							
Pity	Earth	[0]	2/4->15	18/22->44	46		
			[11]				
-----							
Claw	-	[10]	1/12 ->15	6/14 ->44	46	*4	

			[3]					
Cestus	-	[3]	2/14 ->15 11/26->35	38				
			[1]					
Magic Nail	Light	[5]	4/14 ->15 11/21->35	38			Combine	
			[1]					
Brass Knuckle	-	[7]	4/14 ->15 8/15 ->35	38				
			[1]					
Kaiser Knuckle	-	[5]	8/12 ->15 15/19->35	38				
			[3]					
Magic Gauntlet	-	[3]	4/10 ->15 13/21->35	38				
			[5]					
Leather Knuckle	-	[10]	2/8->15 3/5->35	38		*7		
			[7]					
God's Fist	-	[0]	2/14 ->15 11/26->27	30			Convert	
			[1]					
Kaiser Glove	-	[6]	4/12 ->15 5/9->27	30				
			[3]					
Fabulous Gauntlet	-	[4]	0/0 ->0 6/6->10	11			Convert	
			[0]					
Hell Knuckle	-	[10]	0/0 ->0 20/20->30	31			Final	
[Kill The ~]			[0]				Boss 2	

+++++ KICK +++++  
[C7009]

KICK	ELEMENT	RAISE	RAISE	MAX	DEDICATE	NAME	INFO
		OFF/DEF	MAX LVL	VALUE	VALUE	CHANGE	
Red Shoes	-	[10]	10/12->15 34/38->71	74		*7	Choko Only
			[3]				
Dragon Boots	-	[10]	2/6->15 18/26->71	74		*7	Combine
			[9]				
Dagger Boots	-	[10]	1/8->15 14/26->66	68		*7	Combine
			[7]				
Refreshing Shoes	-	[10]	1/12 ->15 11/26->55	57		*7	Shante Only
			[3]				
Boots	-	[10]	1/10 ->15 8/17 ->49	52		*3	
			[5]				
Super Boots	-	[3]	4/12 ->15 16/28->41	44			
			[3]				

Temporary Shoes	-	[10]	4/15 ->15	6/13 ->41	44		Convert
			[0]				
Leather Shoes	-	[10]	1/14 ->15	5/13 ->41	44	*1	
			[1]				
Hyper-Boots	-	[9]	2/12 ->15	6/14 ->41	44		Convert
			[3]				
Meow Shoes	-	[11]	1/3->15	4/5->41	44		
			[12]				
Needle Shoes	-	[1]	1/10 ->15	12/25->35	38		
			[5]				
Crystal Shoes	-	[7]	8/14 ->15	11/15->35	38		
			[1]				
Tri-Shot	-	[7]	8/12 ->15	11/14->35	38		
			[3]				
Cloth Shoes	-	[10]	1/12 ->15	3/7->35	38	*7	
			[3]				
Cloth Shoes	-	[10]	4/12 ->15	4/7->35	38	*7	Shu Initial
			[3]				
Cloth Shoes	-	[10]	8/12 ->15	5/7->35	38	*7	Shante Initial
			[3]				
Elven Boots	-	[8]	4/8->15	6/9->35	38		
			[7]				
Scale Legs	-	[5]	8/14 ->15	9/13 ->27	30		
			[1]				
Crush Boots	-	[6]	6/14 ->15	6/10 ->27	30		
			[1]				
Stone Boots	-	[5]	4/8->15	6/9->27	30		Combine
			[7]				

+++++ CYMBALS +++++  
[C7010]

CYMBAL	ELEMENT	RAISE	RAISE	MAX	DEDICATE	NAME	INFO
		OFF/DEF	MAX LVL	VALUE	VALUE	CHANGE	
Micro Bomber	-	[8]	2/14 ->15	20/47->71	74		Combine
			[1]				
Gong Cymbals	-	[10]	1/15 ->15	16/44->71	74	*3	
			[0]				

Ride	-	[10]	4/12 ->15	16/28->60	63		
Cymbals			[3]				
Crash	-	[10]	1/10 ->15	12/25->60	63	*7	AA
Cymbals			[5]				
Killer	-	[7]	8/14 ->15	22/31->52	55		
Sound			[1]				
Splash	-	[10]	1/14 ->15	9/23 ->52	55	*7	
Cymbals			[1]				
Panic Wave	-	[9]	4/10 ->15	13/21->52	55		
			[5]				
Explosion	-	[11]	4/10 ->15	11/17->52	55		
Cymbals			[5]				

+++++ WHIPS +++++  
[C7011]

WHIP	ELEMENT	RAISE	RAISE	MAX	DEDICATE	NAME	INFO
		OFF/DEF	MAX LVL	VALUE	VALUE	CHANGE	
Death	Dark	[0]	8/10 ->15	41/46->60	63		
Needle			[5]				
Dragon Whip	-	[10]	1/15 ->15	12/33->60	63	*7	
			[0]				
Salamander	Fire	[0]	6/14 ->15	29/47->49	52		Combine
			[1]				
IceSnake	Water	[10]	6/14 ->15	13/21->49	52		
Whip			[1]				
FlameSnake	Fire	[10]	4/12 ->15	11/19->49	52		
Whip			[3]				
Smart	Light	[7]	8/14 ->15	13/18->38	41		
Capture			[1]				
Scale Whip	-	[6]	4/12 ->15	11/19->38	41		
			[3]				
Shot Whip	-	[10]	1/10 ->15	4/8->38	41	*3	
			[5]				

+++++ GUNS +++++  
[C7012]

GUN	ELEMENT	RAISE OFF/DEF	RAISE MAX LVL	MAX VALUE	DEDICATE VALUE	NAME CHANGE	INFO
Dimension Gun	Dark	[10]	2/10 ->15	13/25->60	63		
Tommy Gun	-	[10]	2/8->15	11/18->55	57	*7	
Machine Gun	-	[10]	2/14 ->15	9/21 ->49	52	*4	
Paralyzer	-	[11]	12/15->15	7/8->38	41		
Death Crimson	-	[12]	1/15 ->15	2/5->38	41		
Sub Machine Gun	-	[10]	3/8->15	5/7->38	41	*4	
Rock Shot	-	[4]	4/4 ->4	13/13->19	20		
*Millennium	-	[7]	1/1 ->1	3/3->10	11		Final Boss 1
*Departure	-	[7]	1/1 ->1	3/3->10	11		Final Boss 2

+++++ GUNS 2 +++++  
[C7013]

GUN 2	ELEMENT	RAISE OFF/DEF	RAISE MAX LVL	MAX VALUE	DEDICATE VALUE	NAME CHANGE	INFO
Sawed Off Shotgun	-	[10]	1/8->15	10/18->55	57	*7	
Bastard Shot	-	[4]	6/10 ->15	19/25->44	46		
Shotgun	-	[10]	1/10 ->15	6/12 ->44	46	*7	
Grenade Gun	-	[10]	1/1 ->1	14/14->24	25	*7	

+++++ BODY SLAM +++++  
[C7014]

BODY SLAM	ELEMENT	RAISE OFF/DEF	RAISE MAX LVL	MAX VALUE	DEDICATE VALUE	NAME CHANGE	INFO
Breaker	-	[10]	1/10 ->15 [5]	16/34->71	74	*4	
Power Pad	-	[10]	1/10 ->15 [5]	11/23->57	60	*7	
Light Aura	Light	[6]	8/8 ->8 [0]	37/37->48	50		
Dark Aura	Dark	[6]	8/8 ->8 [0]	37/37->48	50		
Beat Attacker	-	[10]	1/10 ->15 [5]	7/14 ->46	49	*7	
Mad Builder	-	[0]	2/8->15 [7]	15/26->38	41		
Smash Pads	-	[5]	8/12 ->15 [3]	15/19->35	38		
Metal Pads	-	[3]	2/6->15 [9]	11/16->35	38		
Pad	-	[10]	1/10 ->15 [5]	3/6->35	38	*3	
Crusty Pads	-	[1]	8/8 ->8 [0]	22/22->24	26		

+++++ BITE +++++  
[C7015]

BITE	ELEMENT	RAISE OFF/DEF	RAISE MAX LVL	MAX VALUE	DEDICATE VALUE	NAME CHANGE	INFO
Dino Fang	-	[10]	1/12 ->15 [3]	15/35->68	71	*7	
IceGrizzle Fang	Water	[7]	6/14 ->15 [1]	19/31->52	55		
GroundGrizzle Fang	Earth	[11]	4/14 ->15 [1]	11/21->52	55		
ShineGrizzle Fang	Light	[5]	6/8->15 [7]	22/26->52	55		
FlameGrizzle Fang	Fire	[5]	2/6->15 [9]	15/22->52	55		

WindGrizzle Fang	Wind	[9]	6/10 ->15	16/21->52	55		
			[5]				
DarkGrizzle Fang	Dark	[7]	6/8->15	19/22->52	55		
			[7]				
Grizzle Fang	-	[10]	1/10 ->15	9/19 ->52	55		
			[5]				
Styx Fang	-	[0]	2/4->15	18/22->44	46		
			[11]				
Fang	-	[10]	1/12 ->15	6/14 ->44	46	*3	
			[3]				
Viper Fang	Dark	[10]	4/14 ->15	5/10 ->38	41		
			[1]				
Gold Beak	-	[10]	1/14 ->15	4/10 ->38	41		
			[1]				
Iron Beak	-	[10]	1/14 ->15	4/10 ->38	41		
			[1]				
Meow Fang	-	[10]	1/2->15	4/4 ->38	41		
			[13]				
Fabulous Fang	-	[6]	4/14 ->15	9/18 ->35	38		Convert
			[1]				
Metal Fang	-	[10]	2/14 ->15	3/7 ->35	38		Paundit Initial
			[1]				
Tooth	-	[10]	1/10 ->15	3/6 ->35	38	*3	
			[5]				

+++++ THROW FACE +++++  
 [C7016]

THROW FACE	ELEMENT	RAISE OFF/DEF	RAISE MAX LVL	MAX VALUE	DEDICATE VALUE	NAME CHANGE	INFO
Death Mask	-	[10]	1/10 ->15	10/21->55	57	*7	
			[5]				
Abuser	-	[0]	4/14 ->15	22/42->44	46		
			[1]				
Skull Mask	-	[2]	2/12 ->15	15/33->44	46		
			[3]				
Crazy Face	-	[4]	4/12 ->15	16/28->44	46		
			[3]				



Phantom Mask	-	[6]	2/14 ->15 15/33->44	46		
Shadow Mask	-	[10]	1/10 ->15 6/12 ->44	46	*7	
Poisoner	-	[8]	2/8 ->15 9/15 ->44	46		Combine
Arsenic Mask	-	[15]	1/15 ->15 1/2->44	46		
DarkMask	Dark	[0]	2/12 ->15 13/28->33	35		
WindMask	Wind	[2]	2/12 ->15 11/23->33	35		
Mask	-	[10]	1/8 ->15 15/33->44	46		
Purple Eye	-	[10]	1/1 ->1 14/14->24	25	*7	Cheat

+++++ SICKLE +++++  
[C7017]

SICKLE	ELEMENT	RAISE	RAISE	MAX	DEDICATE	NAME	INFO
		OFF/DEF	MAX LVL	VALUE	VALUE	CHANGE	
Dark Sickle	-	[10]	1/10 ->15 12/25->60	63		*7	
Blood Sickle	-	[10]	1/8 ->15 9/16 ->52	55		*4	
Double Moon	-	[0]	6/14 ->15 29/47->49	52			Combine
Sickle	-	[10]	1/12 ->15 6/14 ->44	46		*3	
Dark Weapon	-	[10]	4/10 ->15 16/25->35	38			
Light Sickle	-	[10]	1/12 ->15 3/7 ->35	38		*7	
Bloody Moon	-	[10]	1/10 ->15 15/31->68	71		*7	Cheat

+++++ CARDS +++++  
 [C7018]

CARD	ELEMENT	RAISE OFF/DEF	RAISE MAX LVL	MAX VALUE	DEDICATE VALUE	NAME CHANGE	INFO
Miracle Card	-	[10]	1/14 ->15	14/36->66	68	*7	
DarkWonder Card	Dark	[4]	1/10 ->15	16/34->55	57		
GroundWonder Card	Earth	[8]	4/12 ->15	16/28->55	57		
FlameWonder Card	Fire	[8]	1/12 ->15	12/28->55	57		
WindWonder Card	Wind	[12]	2/14 ->15	9/21 ->55	57		
IceWonder Card	Water	[10]	2/8->15	11/18->55	57		
Death Illusion	-	[0]	10/14->15	34/42->44	46		
Black Card	Dark	[10]	1/10 ->15	6/12 ->44	46	*7	
Mystic Card	-	[10]	1/10 ->15	6/12 ->44	46		
Black Card	-	[10]	8/10 ->15	6/12 ->44	46	*7	Sania Initial
Magic Card	-	[12]	3/8->15	5/7->44	46		Convert

+++++ PRAYER BEADS +++++  
 [C7019]

PRAYER BEADS	ELEMENT	RAISE OFF/DEF	RAISE MAX LVL	MAX VALUE	DEDICATE VALUE	NAME CHANGE	INFO
Death Rosary	Dark	[8]	2/14 ->15	18/42->66	68		
Metal Balls	-	[12]	10/12->15	25/28->66	68		
Fallen Rain	Wind	[10]	2/6->15	15/22->66	68		

Miranda	Earth	[8]	2/4->15	18/22->66	68		
			[11]				
Legacy Beads	-	[10]	1/12 ->15	10/23->55	57	*7	
			[3]				
Rosary	-	[10]	1/12 ->15	6/14 ->44	46	*3	
			[3]				
Luck Beads	-	[10]	1/8->15	3/5->35	38	*7	
			[7]				

+++++ ARMOR +++++  
[C7020]

ARMOR	ELEMENT	RAISE	RAISE	MAX	DEDICATE	NAME	INFO
		OFF/DEF	MAX LVL	VALUE	VALUE	CHANGE	
Black Suit	-	[10]	4/14 ->15	17/34->60	63	*7	Shu Only
			[1]				
Battle Armor	-	[10]	1/10 ->15	12/25->60	63	*1	Males Only
			[5]				
Ranger Suit	-	[15]	6/14 ->15	11/18->60	63		Males Only
			[1]				
Black Wear	Dark	[14]	2/10 ->15	9/17 ->60	63		Males Only
			[5]				
Slayer Heavy Suit	-	[10]	8/10 ->15	18/21->55	57	*4	Males Only
			[5]				
Charm Suit	-	[10]	1/10 ->15	10/21->55	57	*7	AA
			[5]				
Dragon Scale	-	[9]	6/15 ->15	16/27->52	55		
			[0]				
Elven Chain	-	[10]	2/12 ->15	10/21->52	55		Combine
			[3]				
Leather Armor	-	[10]	1/10 ->15	9/19 ->52	55	*7	
			[5]				
B Ring Armor	Water	[10]	2/10 ->15	10/19->52	55		
			[5]				
Studded Leather	-	[10]	6/8->15	14/16->52	55		
			[7]				
Illusion Robe+0	-	[9]	1/12 ->15	9/21 ->49	52	*7	Job34
			[3]				
Illusion	-	[10]	1/12 ->15	8/19 ->49	52	*7	

Robe			[3]					
Elegant Cloak	-	[10]	2/14 ->15 6/15 ->44	46				
			[1]					
Cloak	-	[10]	2/14 ->15 6/15 ->44	46				
			[1]					
Elven Cloak	-	[10]	6/12 ->15 9/14 ->44	46				
			[3]					
Cloth Wrap	-	[10]	1/10 ->15 6/12 ->44	46		*1		
			[5]					
Chaos Cloth Wrap	-	[10]	8/10 ->15 11/12->44	46		*1	Poco Initial	
			[5]					
Leather Wrap	-	[10]	1/10 ->15 6/12 ->44	46		*7	Males Only	
			[5]					
Destiny Mantle	-	[10]	1/10 ->15 6/12 ->44	46		*3	AA	
			[5]					
Parade Coat	-	[10]	1/10 ->15 6/12 ->44	46				
			[5]					
FireRobe	Fire	[7]	2/14 ->15 9/21 ->41	44				
			[1]					
WaterRobe	Water	[7]	6/12 ->15 13/19->41	44				
			[3]					
WindRobe	Wind	[7]	2/12 ->15 9/19 ->41	44				
			[3]					
LightRobe	Light	[5]	4/6->15 13/16->41	44			Combine	
			[9]					
BlackRobe	Dark	[10]	2/10 ->15 5/10 ->41	44				
			[5]					
EarthRobe	Earth	[9]	4/8->15 8/11 ->41	44				
			[7]					
Kenpo Suit	-	[8]	6/12 ->15 8/11 ->35	38				
			[3]					
Chaos Gauze Wrap+2	-	[7]	8/10 ->15 11/12->35	38		*1	Sania Initial	
			[5]					
Gauze Wrap	-	[10]	1/10 ->15 3/6 ->35	38		*1		
			[5]					
Gauze Wrap+1	-	[8]	1/8->15 5/9->35	38		*1		
			[7]					
Mystic Dress	-	[0]	4/15 ->15 13/27->27	30			Women Only	
			[0]					
Cape	-	[4]	2/14 ->15 6/15 ->27	30			Women	

			[1]				Only
Decorator	-	[6]	15/15->15 11/11->27	30			Women Only
Chaos Gauze	-	[0]	10/10->10 27/27->27	30			A
Wrap+9			[0]				

+++++ GUARDS +++++  
[C7021]

GUARD	ELEMENT	RAISE	RAISE	MAX	DEDICATE	NAME	INFO
		OFF/DEF	MAX LVL	VALUE	VALUE	CHANGE	
Steel Guard	-	[10]	1/12 ->15 8/19 ->49	52		*7	A
			[3]				
Rune Guard	-	[6]	6/15 ->15 16/27->44	46			Males Only
			[0]				
Metal Defender	-	[9]	4/15 ->15 9/19 ->44	46			Males Only
			[0]				
Metal Arm	-	[9]	4/15 ->15 9/19 ->44	46			Males Only
			[0]				
Bronze Guard	-	[10]	1/10 ->15 6/12 ->44	46		*4	Males Only
			[5]				
Chain Guard	-	[10]	1/8->15  6/11 ->44	46		*7	Males Only
			[7]				
Light Elbow	-	[8]	4/15 ->15 9/19 ->41	44			
			[0]				
Blade Guard	-	[10]	1/10 ->15 5/10 ->41	44		*4	
			[5]				
Warrior Charm	-	[7]	2/14 ->15 7/18 ->38	41			Convert
			[1]				
Delta Guard	-	[9]	4/14 ->15 6/13 ->38	41			
			[1]				
Magic Guard	-	[10]	6/14 ->15 6/10 ->38	41			
			[1]				
Leather Protector	-	[10]	1/12 ->15  4/9->38	41		*7	
			[3]				
Tower Guard	-	[8]	8/10 ->15 11/12->38	41			
			[5]				
Shoulder Grd	-	[10]	1/8->15   4/7->38	41		*3	
			[7]				

Protector	-	[10]	1/12 ->15	2/4->41	33	*1	
			[3]				
Legend	-	[2]	10/12->15	17/19->27	30		Men Only
Charm			[3]				Convert

+++++ POWER UNITS +++++  
[C7022]

POWER UNIT	ELEMENT	RAISE OFF/DEF	RAISE MAX LVL	MAX VALUE	DEDICATE VALUE	NAME CHANGE	INFO
Power Unit 00	-	[0]	0/0 ->0	0/0 ->0	1		Diekbeck Only
Power Unit 01	Earth	[0]	0/0 ->0	0/0 ->0	1		Diekbeck Only
Power Unit 02	Water	[0]	0/0 ->0	0/0 ->0	1		Diekbeck Only
Power Unit 03	Fire	[0]	0/0 ->0	0/0 ->0	1		Diekbeck Only
Power Unit 04	Wind	[0]	0/0 ->0	0/0 ->0	1		Diekbeck Only
Power Unit 05	-	[0]	0/0 ->0	0/0 ->0	1		Diekbeck Only
Power Unit 06	-	[0]	0/0 ->0	0/0 ->0	1		Diekbeck Only
Power Unit 07	Water	[0]	0/0 ->0	0/0 ->0	1		Diekbeck Only
Power Unit 08	-	[0]	0/0 ->0	0/0 ->0	1		Diekbeck Only
Power Unit 09	Wind	[0]	0/0 ->0	0/0 ->0	1		Diekbeck Only
Power Unit 10	-	[0]	0/0 ->0	0/0 ->0	1		Diekbeck Only
Power Unit 11	Earth	[0]	0/0 ->0	0/0 ->0	1		Diekbeck Only
Power Unit 12	-	[0]	0/0 ->0	0/0 ->0	1		Diekbeck Only
Power Unit 13	-	[0]	0/0 ->0	0/0 ->0	1		Diekbeck Only

Power Unit	Fire	[0]	0/0 ->0	0/0 ->0	1	Diekbeck
14			[0]			Only
Power Unit	-	[0]	0/0 ->0	0/0 ->0	1	Diekbeck
15			[0]			Only
Power Unit	Dark	[0]	0/0 ->0	0/0 ->0	1	Diekbeck
16			[0]			Only
Power Unit	-	[0]	0/0 ->0	0/0 ->0	1	Diekbeck
17			[0]			Only
Power Unit	Light	[0]	0/0 ->0	0/0 ->0	1	Diekbeck
18			[0]			Only
Power Unit	-	[0]	0/0 ->0	0/0 ->0	1	Diekbeck
19			[0]			Only

+++++ DIEKBECKS WEAPONS +++++  
[C7023]

DIEKBECK WEAPONS	ELEMENT	RAISE OFF/DEF	RAISE MAX LVL	MAX VALUE	DEDICATE VALUE	NAME CHANGE	INFO
Diek Nail	-	[10]	0/0 ->0	4/4->14	15	Diekbeck	Only
Diek Punch	-	[10]	0/0 ->0	4/4->14	15	Diekbeck	Only
Diek Guantlet	-	[10]	0/0 ->0	4/4->14	15	Diekbeck	Only AA
Diek Knuckle	-	[10]	0/0 ->0	4/4->14	15	Diekbeck	Only
Diek Gun G	-	[10]	0/0 ->0	2/2->12	13	Diekbeck	Only AA
Diek Gun	-	[10]	0/0 ->0	2/2->12	13	Diekbeck	Only AA

+++++ ACCESSORIES +++++  
[C7024]

ACCESSORIES	ELEMENT	RAISE OFF/DEF	RAISE MAX LVL	MAX VALUE	DEDICATE VALUE	NAME CHANGE	INFO
Yellow Ribbon	-	[10]	10/12->15	17/19->49	52	*7	Choco Only

Light Charm	Light	[9]	8/12 ->15 9/11 ->38	41		Combine
			[3]			
Dark Charm	Dark	[10]	8/12 ->15  7/9->38	41		
			[3]			
Chaos Tanzanite	-	[10]	8/10 ->15  7/8->38	41	*1	Combine
			[5]			
Blood Tanzanite	-	[10]	4/6 ->15  5/6->38	41	*1	A
			[9]			
Flay's Crest	Light	[10]	12/12->12  7/7->30	33		Convert
			[0]			
Fake Statue	-	[11]	12/12->12  4/4->30	33		Convert
			[0]			
Fabulous Ring	-	[10]	12/12->12  7/7->30	33		Convert
			[0]			
Magic Ring	-	[10]	12/12->12  7/7->30	33		Convert
			[0]			
Power Wrist	-	[10]	12/12->12  7/7->30	33		Convert
			[0]			
Counter Bracelet	-	[9]	12/12->12  9/9->30	33		Convert
			[0]			
Junk Bracelet	-	[9]	12/12->12  9/9->30	33		Convert
			[0]			
Skill Bracelet	-	[7]	12/12->12 14/14->30	33		Convert
			[0]			
Goddess Prayer	-	[7]	12/12->12 14/14->30	33		Convert
			[0]			
Violet Necklace	-	[11]	12/12->12  4/4->30	33		Convert
			[0]			
Necklace	-	[11]	12/12->12  4/4->30	33		Convert
			[0]			
Unicorn Horn	-	[10]	12/12->12  7/7->30	33		Convert
			[0]			
Shell	-	[10]	12/12->12  7/7->30	33		Convert
			[0]			
Throw Scroll	-	[9]	12/12->12  9/9->30	33		Convert
			[0]			
Hit Scroll	-	[9]	12/12->12  9/9->30	33		Convert
			[0]			
Silk Belt	-	[9]	12/12->12  9/9->30	33		Convert
			[0]			



Tragedy Glasses	-	[9]	12/12->12	9/9->30	33		A	Convert
Frey's Headdress	Light	[9]	12/12->12	9/9->30	33		Women Only	
Sun Hat	-	[9]	12/12->12	9/9->30	33		Convert	
Healing Charm	-	[10]	10/10->10	8/8->29	31		Convert	
Senior Bandanna	-	[11]	10/10->10	4/4->27	29		Convert	
Revenge Bandanna	-	[10]	10/10->10	6/6->27	29			
Gale Bandanna	-	[11]	10/10->10	4/4->27	29			
Romancing Stone 1	-	[9]	10/10->10	8/8->27	29		Convert	Jump UP
Romancing Stone 2	-	[9]	10/10->10	8/8->27	29		Convert	Throw UP
Romancing Stone 3	-	[9]	10/10->10	8/8->27	29		Convert	Catch UP
Romancing Stone 4	-	[9]	10/10->10	8/8->27	29		Convert	C-Atk UP
Bravery Wings	-	[10]	0/0 ->0	11/11->21	21	*7	Elc Only	
Ralia's Mirror	-	[10]	0/0 ->0	11/11->21	21	*7	Lieza Only	
Emblem of Tery	-	[10]	0/0 ->0	8/8->18	19	*7	Gruga Only	
Memory Necklace	-	[10]	0/0 ->0	8/8->18	19	*7	Shante Only	
Book of Marin	-	[10]	0/0 ->0	7/7->17	17	*7	Shu Only	
Music Book	-	[10]	0/0 ->0	6/6->16	17	*7	Poco Only	
Magic Canceler	Fire	[10]	0/0 ->0	7/7->17	17		Elc Only	
Emerald	-	[10]	0/0 ->0	7/7->17	17	*7	Lieza Only	
Prayer Beads	-	[10]	0/0 ->0	6/6->16	16	*7	Gogen Only	

King's Image	-	[10]	0/0 ->0	5/5->15	16	*7	
Ancient Ring	-	[10]	0/0 ->0	4/4->14	15	*7	Arc Only
Brave Crest	-	[10]	0/0 ->0	5/5->15	15	*7	Arc Only
Seabreeze Harmony	-	[10]	0/0 ->0	5/5->15	15	*7	Kukuru Only
Ralia's Hairpin	-	[10]	0/0 ->0	5/5->15	15	*7	Kukuru Only
Book of Flowers	-	[10]	0/0 ->0	5/5->15	15	*7	Tosh Only
Yukari's Crest	-	[10]	0/0 ->0	5/5->15	15	*7	Tosh Only
Toy Ring	-	[10]	0/0 ->0	5/5->15	15	*7	Poco Only
Diel's Fang	-	[10]	0/0 ->0	5/5->15	15	*7	Iga Only
Hell Scope	-	[10]	0/0 ->0	5/5->15	15	*7	Iga Only
Anti Hemo-Ji	-	[10]	0/0 ->0	4/4->14	15	*7	Convert
Anti Hemo-Ji +7	-	[2]	0/0 ->0	12/12->14	15	*7	
Mirror	-	[10]	0/0 ->0	4/4->14	15	*7	AA Convert
Emblem of Lark	-	[10]	0/0 ->0	4/4->14	15	*7	Convert
Tanzanite	-	[10]	0/0 ->0	4/4->14	15	*7	
Sleepless Card	-	[10]	0/0 ->0	4/4->14	15		Convert
Antidote Ring	-	[10]	0/0 ->0	4/4->14	15		Convert
Sunglasses	-	[10]	0/0 ->0	4/4->14	15	*7	AA Convert
Hawk Statue	-	[10]	0/0 ->0	4/4->14	15	*7	Convert
Melody Cap	-	[10]	1/1 ->1	3/3->13	14		

Blue Jewelry	-	[10]	0/0 ->0	3/3->13	14	*7	
			[0]				
Blue Adventurine	-	[10]	0/0 ->0	3/3->13	14		
			[0]				
Moonstone	-	[10]	0/0 ->0	3/3->13	14		
			[0]				
Iolite	-	[10]	0/0 ->0	3/3->13	14		
			[0]				
Sapphire	-	[10]	0/0 ->0	3/3->13	14		Humans Only
			[0]				
Aquamarine	Water	[10]	0/0 ->0	3/3->13	14		
			[0]				
Green Jewelry	-	[10]	0/0 ->0	3/3->13	14	*7	
			[0]				
Confusion Jewelry	-	[9]	0/0 ->0	4/4->13	14		Convert
			[0]				
Armor Stone	-	[11]	0/0 ->0	2/2->13	14		A Convert
			[0]				
Senior's Wish	-	[9]	0/0 ->0	4/4->13	14		Convert
			[0]				
Red Jewelry	-	[10]	0/0 ->0	3/3->13	14	*7	
			[0]				
Garnet	-	[10]	0/0 ->0	3/3->13	14		
			[0]				
Carnelian	-	[10]	0/0 ->0	3/3->13	14		
			[0]				
Earth Charm	Earth	[0]	8/12 ->12	7/9 ->9	11		
			[0]				
Ice Charm	Water	[0]	8/12 ->12	7/9 ->9	11		Convert
			[0]				
Flame Charm	Fire	[0]	8/12 ->12	7/9 ->9	11		Convert
			[0]				
Wind Charm	Wind	[0]	8/12 ->12	7/9 ->9	11		
			[0]				
Book of Cravis+3	-	[0]	0/0 ->0	10/10->10	11		A
			[0]				
Book of Cravis	-	[0]	0/0 ->0	6/6 ->6	7		Convert
			[0]				
Romancing Stone	-	[0]	0/0 ->0	0/0 ->0	1		Combine
			[0]				

Amethyst	-	[0]	0/0 ->0	1/1 ->1	1		Sania
			[0]				Only
Engraved	-	[0]	0/0 ->0	0/0 ->0	1		Azenda
Necklace			[0]				Grave

+++++ CONSUMABLE ITEMS +++++  
[C7025]

CONSUMABLE ITEMS	ELEMENT	RAISE OFF/DEF	RAISE MAX LVL	MAX VALUE	DEDICATE VALUE	NAME CHANGE	INFO
Herb	-	[10]	1/1 ->1	1/1->11	12	*7	20 HP
			[0]				
Blood Herb	-	[10]	4/5 ->15	1/1->30	33	*7	30 HP
			[10]				
Chaos Herb	-	[10]	8/10 ->15	1/2->30	33	*7	40 HP
			[5]			*1	
Rage Herb	-	[10]	12/15->15	2/2->30	33	*7	50 HP
			[0]				
Recover Fruit	-	[10]	1/1 ->1	2/2->12	13	*7	80 HP
			[0]				
Strengthen Fruit(1)	-	[10]	1/1 ->1	2/2->12	13	*7	160 HP
			[0]				
Strengthen Fruit(2)	-	[10]	4/5 ->15	2/3->33	35	*7	170 HP
			[10]				
Strengthen Fruit(3)	-	[10]	12/15->15	4/5->33	35		190 HP
			[0]				
Life Nut (1)	-	[10]	0/0 ->0	2/2->12	13	*7	HP+5
			[0]				
Life Nut (2)	-	[10]	0/0 ->0	2/2->12	13	*7	HP+4
			[0]				
Chaos Life Nut	-	[10]	8/11 ->15	3/4->33	35	*7	AA
			[4]			*1	HP+8
Rage Life Nut	-	[10]	12/15->15	4/5->33	35	*7	HP+10
			[0]				
Magic Apple	-	[10]	0/0 ->0	1/1->11	12	*7	30 MP
			[0]				
Holy Magic Apple	-	[10]	8/11 ->15	1/2->30	33	*7	AA
			[4]			*2	70 MP

God Magic	-	[10]	12/12->12	2/2->26	28	*7	A
Apple			[0]				60 MP
Magic Sprig	-	[10]	0/0 ->0	2/2->12	13	*7	MP+5
(1)			[0]				
Magic Sprig	-	[10]	0/0 ->0	2/2->12	13	*7	MP+4
(2)			[0]				
Power Magic	-	[10]	8/11 ->15	3/4->33	35	*7	AA
Sprig			[4]			*5	MP+8
Power Nut	-	[10]	1/1 ->1	1/1->11	12	*7	ATK+1
			[0]				
Chaos	-	[10]	8/11 ->15	1/2->30	33	*7	AA
Power Nut			[4]			*1	ATK+3
Magic Leaf	-	[10]	1/1 ->1	1/1->11	12	*7	MAG+1
			[0]				
Holy Magic	-	[8]	10/10->10	6/6->23	25	*7	AA
Leaf+1			[0]				MAG+6
Reco's Grass	-	[10]	1/1 ->1	3/3->13	14	*7	DEF+1
			[0]				
Chaos	-	[9]	10/10->10	8/8->27	29		AA
Reco's Grass			[0]				DEF+6
Palo's Nut	-	[10]	1/1 ->1	1/1->11	12	*7	AGL+1
			[0]				
Full Power	-	[10]	0/0 ->0	1/1->12	13	*7	LV+1
Fruit (1)			[0]				
Full Power	-	[10]	4/4 ->4	1/1->15	16		LV+2
Fruit (2)			[0]				
Full Power	-	[10]	8/8 ->8	1/1->20	22		AA
Fruit (3)			[0]				LV+4
Full Power	-	[10]	12/12->12	2/2->26	13		AA
Fruit (4)			[0]				LV+6
Ruby	-	[10]	0/0 ->0	4/4->14	15		LV+2
			[0]				
Revival	-	[10]	1/1 ->1	1/1->11	12	*7	
Dust			[0]				
Mega Revival	-	[0]	15/15->15	55/55->55	57	*7	AA
Dust			[0]				
Earth Charm	Earth	[10]	1/1 ->1	1/1->11	12		
			[0]				
Water Charm	Water	[10]	1/1 ->1	1/1->11	12		
			[0]				

Fire Charm	Fire	[10]	1/1 ->1	1/1->11	12		
			[0]				
Wind Charm	Wind	[10]	1/1 ->1	1/1->11	12		
			[0]				
Light Charm	Light	[10]	1/1 ->1	1/1->11	12		
			[0]				
Dark Charm	Dark	[10]	1/1 ->1	1/1->11	12		
			[0]				
Rage Protect Dust	-	[10]	15/15->15	2/2->30	33	*7	
			[0]				
Earth Curse	Wind	[10]	1/1 ->1	1/1->11	12		
			[0]				
Water Curse	Fire	[10]	1/1 ->1	1/1->11	12		
			[0]				
Fire Curse	Water	[10]	1/1 ->1	1/1->11	12		
			[0]				
Wind Curse	Earth	[10]	1/1 ->1	1/1->11	12		
			[0]				
Light Curse	Dark	[10]	1/1 ->1	1/1->11	12		
			[0]				
Dark Curse	Light	[10]	1/1 ->1	1/1->11	12		
			[0]				
Rage Weaken Dust	-	[10]	15/15->15	2/2->30	33	*7	
			[0]				
Great Item	-	[10]	1/1 ->1	1/1->11	12	*7	A
			[0]				
Cure-All	-	[10]	0/0 ->0	1/1->11	12	*7	
			[0]				
Power Jelly	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Nettle	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Refreshing Grass	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Cheer Nettle	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Rue's Medicine	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Paralysis Apple	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				

Poison	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Antidote Nut	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Mint	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Sleep Ball	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Purple Mem Grass	-	[10]	1/1 ->1	1/1->11	12	*7	CS-AA
			[0]				
Green Mem Grass	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Nuru-Nuru	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Tem's Grass	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Neba-Neba	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Speed Bottle	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Rad's Nut	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Black Powder	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Jump Nettle	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Whisper Tonic	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Spirit Seed	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Atrophy Ball	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Attack Bottle	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Bitter Leaf	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Yellow Powder	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				
Hard Nettle	-	[10]	1/1 ->1	1/1->11	12	*7	
			[0]				

Blind Grass	-	[10]	1/1 ->1	1/1->11	12	*7	CS-AA
			[0]				
Unusual Bomb	-	[0]	15/15->15	41/41->41	44		Glitch/Cheat
			[0]				
Bomb	-	[0]	0/0 ->0	0/0 ->0	-		50 DMG
			[0]				[60 DMG]
Blood Bomb	-	[0]	4/4 ->4	0/0 ->0	-		100 DMG
			[0]				[120]
Chaos Bomb	-	[0]	8/8 ->8	0/0 ->0	-		150 DMG
			[0]				[180]
Rage Bomb	-	[0]	12/12->12	0/0 ->0	-		200 DMG
			[0]				[240]

+++++ STORY ITEMS +++++  
[C7026]

STORY ITEMS	ELEMENT	RAISE	RAISE	MAX	DEDICATE	NAME	INFO
[CANT EQUIP]		OFF/DEF	MAX LVL	VALUE	VALUE	CHANGE	
Yoshua's Memento	-	[0]	0/0 ->0	0/0 ->0	-		
			[0]				
Ancient Letter	-	[0]	0/0 ->0	0/0 ->0	-		
			[0]				
Nol's Crystal	-	[0]	0/0 ->0	0/0 ->0	-		
			[0]				
God Hunter Crest	-	[10]	12/12->12	7/7->30	-		
			[0]				
Shimmer Stone	-	[0]	0/0 ->0	0/0 ->0	-		
			[0]				
Mattock	-	[0]	0/0 ->0	0/0 ->0	-		
			[0]				
Ticket	-	[0]	0/0 ->0	0/0 ->0	-		
			[0]				
Stone	-	[0]	0/0 ->0	0/0 ->0	-		
			[0]				
Leaf's Bead	-	[0]	0/0 ->0	0/0 ->0	-		
			[0]				
Cast-Off Ball	-	[0]	0/0 ->0	0/0 ->0	-		
			[0]				



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	ACKNOWLEDGEMENTS	[C8000]
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-MADJAK91-

- Helping with some of the item translations
- Smith Shop Upgrade section

-PERSON WHO WROTE THE JAPANESE SITE-

- Again this person deserves all the credit for this faqs information. I simply did all the necessary translations for all the players who cannot read Japanese, although i can't read Japanese either so i was forced to use an online translator, which was TERRIBLE, so this took me a LONG TIME to translate.

Here is the link to this information

[http://translate.googleusercontent.com/translate\\_c?act=url&depth=1&hl=en&ie=UTF8&prev=\\_t&rurl=translate.google.ca&sl=ja&tl=en&u=http://www.h-eba.com/arc2/arc2/item2/limit.html&usg=ALkJrhj3Zc\\_emxgpsNr6Fgk042oU1E224Q](http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev=_t&rurl=translate.google.ca&sl=ja&tl=en&u=http://www.h-eba.com/arc2/arc2/item2/limit.html&usg=ALkJrhj3Zc_emxgpsNr6Fgk042oU1E224Q)

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