

# Battle Hunter Item List

by Ayalla

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Battle Hunters Item List - What They Are and What They Do

Version 4.33

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THIS FAQ IS 50% THE WORK OF CONTRIBUTORS WHO SENT E-MAIL TO ME. THEY ARE LISTED BELOW. YOU ALL HAVE MY GRATITUDE!!!

About This Document: This item list is written for the game Battle Hunters on the Playstation One console. This game is currently (as of 08/08/01) available at your local video game shop for about ten bucks. and is the most entertaining multiplayer strategy RPG I can remember playing. But I digress. This item list has been created to help people know precisely what the items in Battle Hunters are good for, as they can certainly be confusing from time to time.

First Update: added 27 items, the names and effects of which were sent to me by Jodai@msn.com (aka BattleHunter)!

Second Update: added 7 new items, the names, appearance and effects of which were sent by DivineKnight!

Third Update: added final 6 items, and fixed the number of the Angel Wing, info sent in by Armand Tan!

Fourth Update: added the appearances of some items that didn't have it; fixed errors concerning the Controller; added to info for Vintage; and the price tag for Unit X - all compliments of KyranBlacklove!!

THANK YOU!

And so, I present, the new, improved:

Ayalla's Battle Hunters Item List Version Three-Point-Three-Three!

\*001: Scrap

Appearance: Looks like a silver domino with six dots on it  
Worthless. You can occasionally raise the price you get for Scrap to 55 credits, but if you fail in raising the price, you're forced by the game to take 25 credits for it.

\*002: Silver

Appearance: A grey lump  
No use except salability, usually sells for around 750 credits.

\*003: Gold

Appearance: A brown/gold lump  
No use except salability.

\*004: Platinum

Appearance: A blackened silver lump  
Use unknown; probably only to sell.

\*005: Controller / Stop CAL's first attack

Appearance: Looks like a controller with two sticks coming out of a white box.

Supposedly after you identify it, it will allow you to stop the enemy

CAL's first attack as it says, but it never seemed to work for me...

\*006: Sensor A / Evade 5%

Appearance: Looks like a blue gameboy

After you identify it, while you have it equipped it raises your evade rate by 5%.

\*007: Sensor B / Evade 10%

Appearance: Looks like a red gameboy

After identified, ups your evade by 10%

\*008: Sensor C / Evade 15%

Appearance: Looks like an orange gameboy

After identified, ups your evade by 15%.

\*009: Sensor D / Evade 20%

Appearance: Looks like a green gameboy

After identified, ups your evade by 20%.

\*010: Sensor E / Evade 25%

Appearance: A grey game boy

After identified, ups your evade by 25%

\*011: Actuator X / Effect EMPTY

Appearance: Unknown

After identified, gives your enemy EMPTY when you get doubles in battle

\*012: Generator / Effect STUN

Appearance: Looks like four black squares w/ red gem in the middle

After identified, gives your enemy STUN when you get doubles in battle

\*013: Unit X

Appearance: Looks like a pile of black squares w/ red gem on top

Unsure of effects; sells for 15000 CR! 0.0!!

\*014: Disc 1 / BG 06

Appearance:

After identified, you can access the sixth background picture in the Options>Change Background area. You may sell the disc, and the background remains accessible (for that character).

\*015: Disc 2 / BG 07

Appearance:

After identified, you can access the seventh background picture in the Options>Change Background area. You may sell the disc, and the background remains accessible (for that character).

\*016: Disc 3 / BG 08

Appearance:

After identified, you can access the eighth background picture in the Options>Change Background area. You may sell the disc, and the background remains accessible (for that character).

\*017: Disc 4 / BG 09

Appearance:

After identified, you can access the ninth background picture in the Options>Change Background area. You may sell the disc, and the background remains accessible (for that character).

\*018: Disc 5 / BG 10

Appearance:

After identified, you can access the tenth background picture in the Options>Change Background area. You may sell the disc, and the background remains accessible (for that character).

\*019: Disc 6 / BG 11

Appearance: Blue hard disc

After identified, you can access the eleventh background picture in the Options>Change Background area. You may sell the disc, and the background remains accessible (for that character).

\*020: Disc 7 / BG 12

Appearance:

After identified, you can access the twelfth background picture in the Options>Change Background area. You may sell the disc, and the

background remains accessible (for that character).

\*021: Disc 8 / BG 13

Appearance: Orange hard disc

After identified, you can access the thirteenth background picture in the Options>Change Background area. You may sell the disc, and the background remains accessible (for that character).

\*022: Disc 9 / BG 14

Appearance:

After identified, you can access the fourteenth background picture in the Options>Change Background area. You may sell the disc, and the background remains accessible (for that character).

\*023: Disc 10 / BG 15

Appearance:

After identified, you can access the fifteenth background picture in the Options>Change Background area. You may sell the disc, and the background remains accessible (for that character).

\*024: Disc 11 / BG 16

Appearance: Blue CD

After identified, you can access the sixteenth background picture in the Options>Change Background area. You may sell the disc, and the background remains accessible (for that character).

\*025: Disc 12 / BG 17

Appearance: Orange CD

After identified, you can access the seventeenth background picture in the Options>Change Background area. You may sell the disc, and the background remains accessible (for that character).

\*026: Disc 13 / BG 18

Appearance: Yellow CD

After identified, you can access the eighteenth background picture in the Options>Change Background area. You may sell the disc, and the background remains accessible (for that character).

\*027: Disc 14 / BG 19

Appearance: Green CD

After identified, you can access the nineteenth background picture in the Options>Change Background area. You may sell the disc, and the background remains accessible (for that character).

\*028: Disc 15 / BG 20

After identified, you can access the twentieth background picture in the Options>Change Background area. You may sell the disc, and the background remains accessible (for that character).

\*029: Chip / Stop RAD's first attack

Appearance: Kinda looks like a pager

Supposedly, this item (after identified, and while in your inventory) will stop the first attack of the enemy that looks like a four-legged mech (like a Fuchikoma from Ghost in the Shell). I haven't noticed much improvement with it though, and recommend leaving the space in your inventory open for armor or something.

\*030: Universe

Appearance: Red Book

Useless except for salability. And you only get around 100 credits for it.

\*031: Earth

Appearance: Brown Book

Useless except for salability of 100 credits.

\*032: Religion

Appearance: Blue Book

Useless except for salability of 100 credits

\*033: Foods

Appearance: Black Book

Useless except for salability of 100 credits

\*034: Games

Appearance: Grey Book

Useless except for salability of 100 credits

\*035: Folklores / Encounter Rate is 0

Appearance: Lavender Book with a Yellow Cross on it

After identified, while you have it equipped, enemies will not just "appear" next to this character. (They will for other characters in the dungeon, however.)

\*036: Warfare

Appearance: Unknown

After identified, while you have it equipped, increases the damage you do when you get doubles in a fight.

\*037: Defending

Appearance: Looks like a towel on a stick that has a yellow D on it

After identified, while you have it equipped, when rolling doubles in combat (while defending) you take zero damage.

\*038: Travel

Appearance: Looks like a towel on a stick that has a blue E on it

After identified, while you have it equipped, adds +1 to your Movement.

\*039: Garnet

Appearance: Looks like a red Tetris block

Useful only for salability

\*040: Amethyst

Appearance: Looks like a purple seed, oblong with a split through the middle

Useful only for salability

\*041: Aquamarine

Appearance: Long blue gem

Useful only for salability

\*042: Diamond

Appearance: Six-sided white gem

Useful only for salability

\*043: Emerald

Appearance: Oblong green gem

Useful only for salability

\*044: Pearl

Appearance: Greyish sphere

Useful only for salability

\*045: Ruby

Appearance: Oblong red gem

Useful only for salability

\*046: Jade

Appearance: Slightly elongated lavender circle

Useful only for salability

\*047: Sapphire

Appearance: Four-sided diamond shaped dark blue gem

Useful only for salability

\*048: Opal

Appearance: Dark green oval with orange markings / striations running over it

Useful only for salability

\*049: Topaz

Appearance: Long orange/brown gem

Useful only for salability

\*050: Turquoise

Appearance: Small blue circle

Useful only for salability

\*051: Cursed Gem / Evade -90%

Appearance: Blue Diamond (six-sided gem)

After identified, while in inventory, drops your evade by 90%. Worth

picking up, however, because you get 6666 CR for it.

\*052: Fear Stone / Panic +20%

Appearance: A round black rock with a flame on the bottom

After identified, while in inventory, raises your chances of Panicking... once again, worth picking up because you get 6666 CR for it.

\*053: Dark Gem / Empty 20%

Appearance: Four-sided diamond shaped black gem (Black Sapphire)

After you identify this gem, whenever it's in your inventory, it is possible that while in the dungeon your card "hand" will be emptied out randomly. However, it's worth snagging because of its 6666 credit price tag - just don't KEEP it on your character!

\*054: Silver Ring

Appearance: A silver ring

Useful only for salability

\*055: Gold Ring

Appearance: A gold ring

Useful only for salability

\*056: Black Gem

Appearance: Unknown, I'm guessing it looks like a black gem.

After ID'ed while in inventory you never roll a 5 or 6. I'm hoping this gem has a big payoff! =P

\*057: Amulet / Dice more than 2

Appearance: Looks like a red amulet

After identified, you'll never get a 1 or 2 during dice rolls (not sure if this is movement \*and\* battle or not)

\*058: Angel Wing (spelled Angle Wing in-game, I think)

Appearance: Unknown, but I bet it looks like a wing

After identified, while equipped, allows you to restore HP while moving.

\*059: Medicine

Appearance: Looks like a first aid kit

After you identify the item, while you have it equipped the amount of HP you receive when you Rest is raised.

\*060: Crutch / Leg Damage +1 MV

Appearance: Looks like a crutch, some people think a tennis racquet

After identified, while you have the Crutch equipped, whenever you have leg damage you will still have +1 Movement.

\*061: Releaser / Stops PANIC

Appearance: Pill bottle and pills

After identified, while you have this item equipped, you will still get panicked when you get hit with a special attack but the panic will go away on your turn.

\*062: Bottle

Appearance: A green bottle

Utterly useless, you only get 25 credits for it, sometimes you can raise the price to 27, but it's more likely the guy will just drop the price to 12 and take it away.

\*063: Soda

Appearance: A red bottle

Useful only to sell, and only sells for around 150 credits.

\*064: Juice

Appearance: A purple bottle

Useful only to sell, sells for about 500 credits

\*065: Cider

Appearance: A black bottle

Useful only to sell

\*066: Fragrance / Stop BRO's first attack

Appearance: Bottle of perfume

After ID'ed and in inventory, supposedly this stops BRO (the jelly's) first attack... never worked for me, though.

\*067: Vase

Appearance: A brown vase

Useful only to sell

\*068: Wood Doll

Appearance: Brown, looks like the head from a totem, or one of those

Easter Island heads

Useful only to sell

\*069: Porcelain

Appearance: Looks like a key with red stripes

Useful only to sell

\*070: Figurine

Appearance: Looks like a little elephant

Useful only to sell

\*071: Vintage

Appearance: Looks like a voodoo doll

After ID'ed and in inventory, makes the character unable to recover HP;

however, whenever you are dealt damage in combat it gives your opponent

a random status ailment

\*072: Coin

Appearance: Some kind of picture with random shapes on it

Useless, only sells for 100 credits

\*073: Dollhouse

Appearance: Picture with a person on it (Looks like the Mona Lisa)

Useful only to sell, only sells for around 150 credits

\*074: Painting

Appearance: A painting

Useful only to sell

\*075: Sun Dress

Appearance: A blue dress

Useful only to sell

\*076: Dress

Appearance: A purple dress

Useful only to sell

\*077: Dark Dress

Appearance: A black dress

Useful only to sell

\*078: Dark Pants / Escape + 1

Appearance: Black pantaloons

After identified, while you have this item equipped it adds 1 to your

chances to escape a battle

\*079: Jumpsuit / Escape + 2

Appearance: Green clothing

After identified, while you have this item equipped it adds 2 to your

chances to escape a battle

\*080: Trenchcoat / Escape + 3

Appearance: Looks like a white cape

After identified, while you have this item equipped it adds 3 to your

chances to escape a battle

\*081: Body Armor / DEF + 1

Appearance: Looks like a fur coat

After identified, while you have this item equipped it adds 1 to your

defense

\*082: Full Armor / DEF + 2

Appearance: Looks like a bullet proof vest

After ID'ed, while equipped, adds 2 to your defense

\*083: Cap / DEF + 1

Appearance: A baseball cap

After identified, while you have this item equipped it adds 1 to your

defense

\*084: Helmet / DEF + 2

Appearance: Futuristic helmet

After identified, while you have this item equipped it adds 2 to your defense

\*085: Handgun SS / ATK + 1

Appearance: An old-style gun

After identified, while you have this item equipped it adds 1 to your attack

\*086: Handgun MS / ATK + 2

Appearance: A sleek, silver gun

After identified, while you have this item equipped it adds 2 to your attack

\*087: Handgun LS / ATK + 3

Appearance: Unknown

After ID'ed, while in inventory, adds 3 to your attack

\*088: Wargun SS / ATK + 1

Appearance: A small submachine gun

After identified, while you have this item equipped it adds 1 to your attack

\*089: Wargun MS / ATK + 2

Appearance: A silver, larger version of Wargun SS

After ID'ed, while in inventory, adds 2 to your attack

\*090: Wargun LS / ATK + 3

Appearance: A large submachine gun

After identified, while you have this item equipped it adds 3 to your attack

\*091: Shotgun SS / ATK + 1

Appearance: A shotgun

After ID'ed, while in inventory, adds 1 to your attack

\*092: Shotgun MS / ATK + 2

Appearance: Shotgun with two brown parts on barrel

After ID'ed, while in inventory, adds 2 to your attack

\*093: Shotgun LS / ATK + 3

Appearance: Looks like a sniper rifle

After ID'ed, while in inventory, adds 3 to your attack

\*094: Glove / ATK + 1

Appearance: White brass knuckles

After identified, while you have this item equipped it adds 1 to your attack

\*095: War Glove / ATK + 2

Appearance: Brown glove

After ID'ed, while in inventory, adds 2 to your attack.

\*096: Claw / ATK + 3

Appearance: A silver claw

After ID'ed, while in inventory, adds 3 to your attack.

\*097: Knife / ATK + 1

Appearance: A knife

After identified, while you have this item equipped it adds 1 to your attack

\*098: Sword / ATK + 2

Appearance: A scimitar

After identified, while you have this item equipped it adds 2 to your attack

\*099: Long Sword / ATK + 3

Appearance: A samurai sword

After ID'ed, while in inventory, adds 3 to your attack.

\*100: Buster / Stop GON's first attack

Appearance: A whip

After ID'ed, supposed to stop the first attack of GON (the boss creature that appears when all your cards are gone). Have no personal experience to know if it works, but if it does...!!

Some notes concerning items: All items with in-dungeon effects, or effects on the character's stats, only take effect if the character still has them in their inventory, and ONLY take effect on that character. The Discs are unique in that their effect, allowing you access to the extra backgrounds, takes effect even after the discs have been sold - but ONLY if you identified the disc first, and ONLY for the character who identified the disc.

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