

Battle Hunter Item List Final

by Leress

Updated on Sep 8, 2006

Battle Hunter Item List

Version: 3/16/06 - Final
9/7/06 - Final v2

Author: Leress (Leress1@yahoo.com)

What this document is about:

This a listing of all the items in the game titled Battle Hunter for the PS1.
I got this game for about \$3.00 and it took about
a month and a half to get all the items
(because i was bored and i am completist).
Well I wanted to see what will happen if I got everything.

Format for this list

- Name
Appearance - what it looks like to me
Description - what the game says it is
Other notes about the item

So here is the list.

1 - Scrap

Appearance - Silverly domino with six dots on it
Description - None
Can only sell.

2 - Silver

Appearance - A grey lump
Description - None
Can only sell.

3 - Gold

Appearance - A brownish gold lump
Description - None
Can only sell.

4 - Platinum

Appearance - A blackened silverly lump
Description - None
Can only sell.

5 - Controller

Appearance - Two joysticks coming out of a
white box.
Description - Stop CAL's first attack
* It hasn't worked for me as far as i can tell
[update: It actually stops the creature from counterattacking]

6 - Sensor A

Appearance - A blue gameboy
Description - Evade 5%
* while equipped it raises your evade

rate by 5%.

7 - Sensor B

Appearance - A red gameboy

Description - Evade 10%

* while equipped it raises your evade rate by 10%.

8 - Sensor C

Appearance - An orange gameboy

Description - Evade 15%

*while equipped it raises your evade rate by 15%.

9 - Sensor D

Appearance - A green gameboy

Description - Evade 20%

*while equipped it raises your evade rate by 20%.

10 - Sensor E

Appearance - A grey game boy

Description - Evade 25%

*while equipped it raises your evade rate by 25%.

11 - Actuator X

Appearance - A car engine

Description - Effect EMPTY

* gives your enemy EMPTY status when you get doubles for your attack roll in battle
(Lighting strikes your character when it goes off)

12 - Generator

Appearance - A four black squares with a red gem in the middle

Description: Effect STUN

* gives your enemy STUN status when you get doubles for your attack roll in battle
(Lighting strikes your character when it goes off)

13 - Unit X

Appearance - A pile of black squares with red gem on top

Description - None

* sells for 15000 Credits W00T!!

14 - Disc 1

Appearance - A blue 3.5" disk

Description - BG 6

* gives you the sixth background

15 - Disc 2

Appearance - An orange 3.5" disk

Description - BG 7

* gives you the seventh background

16 - Disc 3

Appearance - An yellow 3.5" disk

Description - BG 8

* gives you the eighth background

17 - Disc 4

Appearance - A green 3.5" disk

Description - BG 9

* gives you the ninth background

18 - Disc 5

Appearance - A black 3.5" disk

Description - BG 10

* gives you the tenth background

19 - Disc 6

Appearance - A blue zip disk

Description - BG 11

* gives you the elventh background

20 - Disc 7

Appearance - An orang zip disk

Description - BG 12

* gives you the twelveth background

21 - Disc 8

Appearance - An yellow zip disk

Description - BG 13

* gives you the thirteenth background

22 - Disc 9

Appearance - A green zip disk

Description - BG 14

* gives you the fourteenth background

23 - Disc 10

Appearance - A black zip disk

Description - BG 15

* gives you the fifteenth background

24 - Disc 11

Appearance -A blue CD

Description - BG 16

* gives you the sixteenth background

25 - Disc 12

Appearance - An orange CD

Description - BG 17

* gives you the seventeenth background

26 - Disc 13

Appearance - A yellow CD

Description - BG 18

* gives you the eighteenth background

27 - Disc 14

Appearance - A green CD

Description - BG 19

* gives you the ninteenth background

28 - Disc 15

Appearance - A silver CD

Description - BG 20

* gives you the twentyth background

29 - Chip

Appearance - A pager

Description - Stop RAD's first attack

* It did not seem to work for me though

[update: It actually stops the creature from counterattacking]

30 - Universe

Appearance - A red book

Description - None

*Can only sell

31 - Earth

Appearance - A tan book

Description - None

*Can only sell

32 - Religion

Appearance - A blue book

Description - None

*Can only sell

33 - Foods

Appearance - A black book

Description - None

*Can only sell

34 - Games

Appearance -A gray book

Description - None

*Can only sell

35 - Folklores

Appearance - A book with a yellow cross on it

Description - Encounter rate is 0%

*enemies will not just "appear" next to the character.

(They will for other characters in the dungeon,

however they will come after the character if they have the target item)

36 - Warfare

Appearance - A white book with a red "A" on it

Description - Increase damage

* increases the damage you do when you get doubles

on your attack roll in a fight.

(An red "A" appears on your character when the item goes off)

37 - Defending

Appearance - A white book with a yellow "D" on it

Description - Avoid damage

* when rolling doubles in combat on your

defense roll you take zero damage.

(A yellow "D" appears on your character when the item goes off)

38: Travel

Appearance - A white book with a blue "E" on it

Description - MV +1

adds +1 to your Movement. It also help while escaping

39 - Garnet

Appearance - a red Tetris block

Description - None

*Can only sell

40 - Amethyst

Appearance - a purple seed with a split through the middle

Description - None

*Can only sell

41- Aquamarine

Appearance - Long blue gem

Description - None

*Can only sell

42 - Diamond

Appearance - a white hexagon gem

Description - None

*Can only sell

43 - Emerald

Appearance - a long green gem

Description - None

*Can only sell

44 - Pearl

Appearance - Greyish sphere

Description - None

*Can only sell

45 - Ruby

Appearance - a long red gem

Description - None

*Can only sell

46 - Jade

Appearance - an elongated purplish circle

Description - None

*Can only sell

47 - Sapphire

Appearance - a four-sided diamond shaped dark blue gem

Description - None

*Can only sell

48 - Opal

Appearance - a dark green oval with orange markings

Description - None

*Can only sell

49 - Topaz

Appearance - A long orangey gem

Description - None

*Can only sell

50 - Turquoise

Appearance: Small blue circle

Description - None

*Can only sell

51- Cursed Gem

Appearance - just like the Diamond except, blue

Description - Evade - 90%

* drops your evade by 90%,
but it sells for 6666 credits

52 - Fear Stone

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

Description - Panic +20%

* raises your chances of Panicking,
but it sells for 6666 credits

53 - Dark Gem

Appearance - just like the Sapphire except, black

Description - Empty 20 %

* it is possible that while in the dungeon
your card "hand" will be emptied out
randomly, but it sells for 6666 credits

54 - Silver Ring

Appearance - A silver ring

Description - None

*Can only sell

55 - Gold Ring

Appearance - A gold ring

Description - None

*Can only sell

56 - Black Gem

Appearance - A black ring with a yellow gem on top

Description - Dice less than 5.

* you never roll a 5 or 6. I can't remember how much
it sells for but it is worth it

57 - Amulet

Appearance - a red amulet

Description - Dice more than 2

* you'll never get a 1 or 2 during all dice rolls

58 - Angel Wing (spelled Angle Wing in-game)

Appearance - a feathered wing

Description - HP Heal Movement

*allows you to restore HP while moving.

59 - Medicine

Appearance - a first aid kit

Description - Rest Increased

* the amount of HP you recieve when you Rest is raised.

60 - Crutch

Appearance - a crutch

Description - Leg Damage +1 MV

*whenever you have leg damage you will still have +1 Movement.

61 - Releaser

Appearance - Pill bottle and pills

Description - Remove PANIC

* you will still get panicked ifyou get hit
with a special attack but the panic will go
away on your turn.

62 - Bottle

Appearance - green bottle

Description - None

*Can only sell

63 - Soda

Appearance - a red bottle

Description - None

*Can only sell

64 - Juice

Appearance - a purple bottle

Description - None

*Can only sell

65 - Cider

Appearance - a black bottle

Description - None

*Can only sell

66 - Fragrance

Appearance - a bottle of yellow perfume

Description - Stop BRO's first attack

* this stops BRO (the jelly's) first

attack... never worked for me.

[update: It actually stops the creature from counterattacking]

67 - Vase

Appearance - A brown vase

Description - None

*Can only sell

68 - Wood Doll

Appearance - Brown, Catus people from final fantasy

Description - None

*Can only sell

69 - Porcelain

Appearance - a yellow bear pez with red stripes

Description - None

*Can only sell

70 - Figurine

Appearance - a little elephant

Description - None

*Can only sell

71 - Vintage

Appearance - a brown voodoo doll

Description - Unable to heal HP

* makes the character unable to recover HP however,

whenever you are dealt damage in combat

it gives your opponent

a random status ailment

72 - Coin

Appearance - Some kind of picture with random shapes on it

Description - None

*Can only sell

73 - Dollhouse

Appearance - a painting with a person on it

Description - None

*Can only sell

74 - Painting

Appearance - a painting with a house on a hill

Description - None

*Can only sell

75 - Sun Dress

Appearance - a blue dress

Description - None

*Can only sell

76 - Dress

Appearance - a purple dress

Description - None

*Can only sell

77 - Dark Dress

Appearance - a black dress

Description - None

*Can only sell

78 - Dark Pants

Appearance - a black ninja suit

Description - Escape +1

* adds 1 to your chances to escape a battle

(you become translucent while you try to escape)

79 - Jumpsuit

Appearance - a green ninja suit

Description - Escape +2

* adds 2 to your chances to escape a battle

(you become translucent while you try to escape)

80 - Trenchcoat

Appearance - a white trenchcoat

Description - Escape +3

* adds 3 to your chances to escape a battle

(you become translucent while you try to escape)

81 - Body Armor

Appearance - a fur coat

Description - DF +1

* adds 1 to your defense

82 - Full Armor

Appearance - a bullet proof vest

Description - DF +2

* adds 2 to your defense

83 - Cap

Appearance - a baseball cap

Description - DF +1

*adds 1 to your defense

84 - Helmet

Appearance - a futuristic looking helmet

Description - DF +2

* adds 2 to your defense

85 - Handgun SS

Appearance - a revolver

Description - AT +1

* adds 1 to your attack

86 - Handgun MS

Appearance - sleek, silver pistol

Description - AT +2

* adds 2 to your attack

87 - Handgun LS

Appearance - a sleek, silver pistol
with a brown handle

Description - AT+3

* adds 3 to your attack

88 - Wargun SS

Appearance - a small submachine gun

Description - AT +1

* adds 1 to your attack

89 - Wargun MS

Appearance - a silver, larger version of Wargun SS

Description - AT +2

*adds 2 to your attack

90 - Wargun LS

Appearance - large submachine gun

Description - AT +3

* adds 3 to your attack

91 - Shotgun SS

Appearance - a shotgun

Description - AT +1

* adds 1 to your attack

92 - Shotgun MS

Appearance - a shotgun with two brown parts on barrel

Description - AT +2

* adds 2 to your attack

93 - Shotgun LS

Appearance - looks like a M14A1

Description - AT +3

*adds 3 to your attack

94 - Glove

Appearance - White brass knuckles

Description - AT +1

* adds 1 to your attack

95 - War Glove

Appearance - a brown glove with a sliver plate on it

Description - AT +2

* adds 2 to your attack.

96 - Claw

Appearance - a silver claw

Description - AT +3

* adds 3 to your attack.

97 - Knife

Appearance - a knife

Description - AT +1

*adds 1 to your attack

98 - Sword

Appearance - a curved sword with a brown handle

Description - AT +2

* adds 2 to your attack

99 - Long Sword

Appearance - a samurai sword with a black handle

Description - AT +3

* adds 3 to your attack.

100 - Buster

Appearance: A whip

Description - Stop DON's first attack

* stops the first attack of GON (the boss creature that appears when all your cards are gone).

I didn't work for me though

[update: It actually stops the creature from counterattacking]

:extra info

The boss's full name is DRAGON

After getting all the items identified you receive a special wallpaper and the rank of S for your hunter rank. Yay ^_^

Thank You:

Succes for making the game

A1 for publishing the game

Gamestop for having the game listed for \$2.99

And for Redbull for keeping me awake to get me through the gaming

Hope this list helps you and Later Days!

This document is copyright Leress and hosted by VGM with permission.