

Breath of Fire III Secrets FAQ

by slivers7

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Breath of Fire III Hidden Info and Codes

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This document should only be found at:

www.gamefaqs.com

www.neoseeker.com

www.psxcodez.com

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*Version History

0.4-- Minor, minor update! A few codes and things
in the faeries section. And a correction.
Keep hoping for the next one! ; 08/07/2004

0.3-- I must be a poor writer! Either that or there's something wrong in the pipeworks somewhere. Is this version up? ; 13/06/2004

0.2-- It didn't get posted up! I wonder if it's because of the filename...? Well, a lot of changes since the last version! ; 06/06/2004

0.1-- The bare bones of this document, I've tried to put in the most important stuff that gamers would like to know about. I'll try an update soon, but, it's been so long since I last worked on a guide! ; 19/05/2004

*Disclaimer

I don't own any of the elements of Breath of Fire 3 that are copyrighted by Capcom and any related companies. I'm not a staff of the company that made the Gameshark, nor am I anyone who participated in the creation of the Sony I'm a typical small-fry game guide writer. By I, I'm referring to myself, ZC Liu in this guide. Plain enough?

Assume too that like all small-fry game guide writers, I take serious offense at attempts to take info from my guides without my permission. A simple "Please" usually paves the way, and those who can't be bothered with it will simply not use my guides. Retaliation will come in all the various forms I know to date.

I can't claim absolute ownership of all that appears in this document. Quite a lot of information I'd gained from reading at message boards and magazines, but I'm including them in this guide since no one bothered to do so. Cobblered together, they're mighty precious info! The rest though is typically all mine, from the long hours I've spent playing and hacking this well-loved game. The Gameshark codes are mostly my creations. Same way, just ask and you'll get them. They may or may not work for your game, or they might work so well as to spoil your gaming experience. Indulge in them for a while, but don't come to rely on them. Well, that's it. I'm open to questions and suggestions at slivers7@yahoo.com , but don't expect too much of me, since this guide is a work of interest.

*The Basics of Hidden Info in BoF 3

Before learning a subject, typically one has to briefly define what that subject is about. Try recalling when your new subject teacher first introduced you to Physics. Something closer? Remember when you first learnt what a RPG was? Well, something like that. So, what's 'hidden info' supposed to be?

Most of you should have an idea. Likely the first example you get in BoF 3 is when you use a Moxa on one of your characters and, hey, how DO I see how much Willpower my character has? *Applause* Willpower is 'hidden info'! Unfair is a way to put it, since with games like Final Fantasy 7 and beyond, they've provided stat screens for close to everything. If you take the time to notice though, you find'll things that you'd like to know about, but somehow the game DOESN'T tell you, for pretty much every game in existence. Stuff that they don't show you, things that you don't know about, info that you can't relate to, simple things that you don't notice... Fellas, welcome to the maze of

hidden info in BoF 3!

The list includes:

- *Willpower
- *Flame, Frost, Electric, Earth, Wind, Holy, Psionic, Status, Death
- *Surprise, Reprisal, Critical, Dodge, Accuracy
- *Stamina Level
- *ATK, DEF, SPD, I.Q., Reprisal Modifiers

Willpower:

- *Stat which increases probability of triggering "Guts!" event.
- *"Guts!" automatically revives a character with 1 HP right after the character gets KOed in battle.
- *Being KOed by anything at all can trigger "Guts!", even attacks from your own party members!
- *A "Guts!" message in green appears when this happens...
- *As well as a different screen message for each character:

Ryu : Ryu recovers with willpower
Rei : Heh, guess I slipped...
Teepo: OK, now I'm angry!
Nina : Don't count me out yet!
Momo : Hey! That hurt!
Peco : Wheeeeeeeeeep!
Garr : Was that supposed to hurt?

- *Can be triggered more than once per battle.
- *NOT ever noted to activate for Weretiger form and Dragon forms.
- *Negative statuses will be gone, including Poison, Silence, etc.
- *Positive statuses will be kept, including Berserk, Last Resort, etc.
- *Any stat-modifiers will remain, for example several ATK.UPs and SPD.Downs.
- *The maximum value Willpower can be boosted to is 99.
- *Equipping the Lion's Belt accessory will give a +10 Willpower effect in battle, each.
- *Using a Moxa outside of battle will give a permanent +1 to the target character's Willpower stat; no warning given when stat is already maxed out

Flame, Frost, Electric, Earth, Wind, Holy, Psionic, Status, Death:

- *They're the characters' affinity or resistance towards the corresponding elements, effects, or move-types.
- *In levels ranging from 0 to 7. The higher the level, the stronger the affinity or resistance.
- *Temporary means of changing these attributes include equipping various pieces of equipment, apprenticing under some Masters, taking inoculations... and changing into dragon forms.
- *NO PERMANENT means of changing these innate attributes, which differ from character to character.
- *Actual range in levels is from 0 to 6, when the change is a simple addition or subtraction. Level 7 is possible only when the modification says "* to 7", which forces the stat to be so regardless of other changes.
- *There are some slight differences in the way they behave; check the list below for their effects.

- *Elements, like Frost, correspondingly modifies the resultant damage.
- *Holy is an odd element that can be used offensively or for curative effects. The following tables show the details.
- *Psionic effects usually come as stat-lowering effects like ATK.Down. For beneficial ones like SPD.UP, the system does not consider resistance.
- *Status is obvious; Poison, anyone?
- *Death influences the chance of an outright KO, like the Instant Kill effect,

but also includes the probability for Death-type moves like Leech Power to succeed.

Flame, Frost, Electric, Earth, Wind		Psionic, Status, Death	
LV	Effect For Elemental Attacks	LV	Resistance To Effects
0	300% as damage to HP	0	-200% resistance; weakness
1	200% as damage to HP	1	-100% resistance; weakness
2	100% as damage to HP; default LV	2	0% resistance; default LV
3	75% as damage to HP	3	25% resistance
4	50% as damage to HP	4	50% resistance
5	25% as damage to HP	5	75% resistance
6	NO damage to HP	6	100% resistance
7	100% absorbed as HP; heals HP	7	200% resistance; effective?

Holy		Holy	
LV	Effect For Offensive Moves	LV	Effects For Curative Spells
0	300% as damage to HP	0	300%, HP damage
1	200% as damage to HP	1	200%, HP damage
2	200% as damage to HP	2	100%, HP damage
3	167% as damage to HP	3	0%, HP damage
4	133% as damage to HP	4	50%, HP restore
5	100% as damage to HP; default LV	5	100%, HP restore; default LV
6	50% as damage to HP	6	200%, HP restore
7	NO damage to HP	7	400%, HP restore

EXCEPTIONS

- *Depress is a Psionic-type move, which does AP damage on the opposite party. In this case, Psionic behaves like an element-type, such as Electric
- *Chill is a Frost-type move, which does Frost damage on the opposite party, and has an additional chance to cause SPD.Down. The SPD.Down effect is pitted against the targets' Psionic resistance, not Frost resistance.
- *Temptation is a Status-type move, which inflicts Confuse on your opponents, plus causes DEF.Down, SPD.Down, and ATK.Down. Here, the entire move is used against the enemies' Status resistance, and has nothing to do with Psionic resistance in any way.

Surprise, Reprisal, Critical, Dodge, Accuracy:

- *Literally, the rates for the corresponding effects...
- *Surprise affects your chances for surprise attacks when starting random battles. I can't really pin down how it works, though. I think it's the average value of your three party members' Surprise rate that the battle system uses. Or it might just be the lead character? But is that the lead character during battles, or the lead character when walking around battlefields? See what I mean?
- *Reprisal affects the tendency of reprisals triggering against physical attacks; Peco has the highest natural Reprisal at 50.
- *Critical is simply critical% to most players!
- *Dodge is the likelihood of dodging physical attacks.
- *Accuracy translates into the hit% for physical attacks.
- *The maximum value for all these stats is at 100, though there ain't any legal ways to attain that for Critical and Dodge, which is just as well.
- *Temporary ways to change these stats include equipping specific items, apprenticing under certain Masters, and using some moves during battle.
- *NO PERMANENT ways to modify these innate stats, which differ from character to character.

Fatigue Points:

Dunno the real term for this one. You know, when your battle ends and any character is left KOed, they get revived with 1 HP and their max HP gets highlighted in yellow? That's a sign of fatigue (tired, sore, whatever...), and everytime something similar happens, that character gets plonked with 1 Fatigue Point. It doesn't indicate anywhere how many Fatigue Points there are, though if you repeat the needed steps, you'll find that the max HP just gets lower and lower. For each Fatigue Point a character gets, you'll see a 10% deduction from the true max HP of that character. Default is 0 points, of course. Coming is the tech stuff:

What increases Fatigue Points

- *Character is KOed in battle and unrevived when battle ends; max 5 points
- *Character uses the Disembowel move in battle; max 5 points
- *Use of a Mandrake for healing a character; max 9 points
- *Extreme thirst in desert, which affects ALL characters; max 9 points

EFFECT: -10% of true max HP for each Fatigue Point taken

Resting at an Inn, or what the game considers a proper resting facility, will remove your entire party's Fatigue Points. Resting at Camp, or using a Water Jug when traveling in the desert, will not affect this in any way.

ATK, DEF, SPD, I.Q., Reprisal Modifiers:

- *Only used when in battle.
- *Modifiers on your characters' corresponding stat.
- *Affected by moves such as Slow, or use of items like Ginseng.
- *When successful, you'll see ATK.Down and SPD.UP or similar messages above the affected characters.
- *You DON'T get to see how much it increases your stat by. I'll be covering this in a movelist later
- *The caps for all of these modifiers is at +50 and -25. Though there doesn't seem to be anyway to lower your Reprisal modifier.

EXCEPTION

- *Celerity, the self-empowering move that increases your ATK, DEF, SPD, and I.Q. modifiers by +50, is capable of breaching the +50 limit. If any positive modifiers were applied before using Celerity, they'll be added on past the +50 limit. That means it's possible to reach an effective boost of +100 for each of these stat modifiers with Celerity! Take care not to use another stat-modifying move on that character though, as the game's calculations will take the +50 limit into consideration again.
-

That's all I can think of for your characters' hidden stats and such. I'll try to put on more stuff later!

*Bits of BoF 3 on the Hidden-Side Up

Well, after that gedunky tutorial, here's what a list of you can handle in the game that does things you can't see normally. It's all I can think of, anyhow. This section includes Equipment, Masters, Innoculations, and Moves. Actually, not Moves. They'll be covered in their own list later on. Tempted as I am to put in every bit of info about the following, most of them are already covered in other guides, and this guide's about hidden info... So, on to it!

EQUIPMENT

They're effective only when equipped. Don't be ridiculous and think otherwise!

Weapons

AshurasSword Death +3

-

Deadly Blade Critical +8

-

Dragon Blade Dragon-slayer
Use to cast Fireblast

-

Holy Avenger Property: Holy
Devil-slayer
Use to cast Might

-

Lifestealer Death +3

-

PiercingEdge Use to cast Weaken

-

Royal Dagger Use to cast Protect

-

Royal Sword Use to cast Lightning

-

Slicer Critical +8

-

ThievesKnife Critical +4, Surprise +5

BlessedStaff Death +1
Use to cast Heal ; only during battles

-

LacquerStaff Use to cast Silence ; auto-targets enemies

-

Ouroboros Status +1, Death +1
Use to cast Raise Dead

-

Ruby Scepter Use to cast Flare

-

Thunder Rod Use to cast Jolt

-

WindCutter Use to cast Cyclone

Homing Bomb Accuracy to 100

Brass Claws Use to cast Simoon

Beast Spear User loses HP equal to 1/20 of max HP each turn during battle, to the limit of 1 HP

-

Gunginir Accuracy to 100

-

Rufad'sSpear Use to cast Shield

Handgear

DragonShield Flame to 7

-

Flame Shield Flame +2

-

Ice Shield Frost +2

-

Mind Shield Psionic +2

-

Protectors Status +2

Headgear

Divine Helm Death to 7

-

Dragon Helm Flame to 7

-

Silver Tiara Psionic +2, Status +2, Death +2

-

Sun Mask Flame +2

Body Armor

AsbestosArm Flame +2

-

BlizzardMail Frost +2

-

Diana'sDress Psionic +2, Status +2, Death +2

-

Dragon Armor Flame to 7

-

Force Armor Psionic to 7

-

Holy Robe Psionic +2, Status +2, Death +2

-

Life Armor In battle, replenishes an additional 1 HP per turn, cumulative with all other HP-restoring effects; e.g. Refuge Formation. Outside battle, restores an additional 1 HP per step taken, cumulative with Cupid's Lyre (x1) and Ivory Charm (x1).

-

Magma Armor Flame to 7, Frost -1

-

ManlyClothes When KOed, auto-revives character with max HP; works on Rei's Weretiger form, but not for Ryu's dragon forms. Soul Gem has the higher priority in taking effect, when both are equipped.
<The Manly Clothes were ripped!>

-

Mist Armor Holy +2, Psionic +2, Status +2, Death +2

-

PhantomDress Holy -3, Psionic to 7, Status to 7, Death to 7

-

Robe of Wind Electric +2, Wind +2, Earth +4

Accessories

Artemis' Cap Accuracy +10

-

Barrier Ring Psionic +3

-

Coupons Cost price when buying from shops x0.8, no cumulative effect; effective when equipped by anyone in the current party.

-

Cupid's Lyre In battle, replenishes an additional 1 HP per turn, cumulative with all other HP-restoring effects; e.g. Refuge Formation. Outside battle, restores an additional 1 HP per step taken, cumulative with Life Armor and Ivory Charm, but not another Cupid's Lyre.

-

Diamond Ring Death +3

-

Hawk's Ring Surprise +20

-

Ivory Charm Flame +2, Frost +2, Electric +2, Earth +2, Wind +2, Holy +2, Psionic+2, Status +2, Death +2
In battle, replenishes an additional 1 HP per turn, cumulative with all other HP-restoring effects; e.g. Refuge Formation. Outside battle, restores an additional 1 HP per step taken, cumulative with Life Armor and Cupid's Lyre, but not another Ivory Charm.

-

Life Sandals Status +1

-

Light Bangle Status +3

-

Lion's Belt Willpower +10

-

Midas Stone Total Zenny won at end of battles x1.5, no cumulative effect; effective when equipped by anyone in current party, but not if that character is KOed when the battle ends

-

Ring of Fire Flame to 7

-

Ring of Ice Frost to 7

-

Soul Gem When KOed, auto-revives character with max HP; works on Rei's Weretiger form, but not for Ryu's dragon forms. Has priority over ManlyClothes in taking effect, when both are equipped.
<The spirit stone shattered!>

-

Talisman Death +1

-

Thunder Ring Electric to 7

MASTERS

Here's the bonus effects that being the apprentice of some Masters give your characters. Like before, these changes are effective only while you still retain the status of an apprentice.

Mygas Surprise +5, Dodge -2

-

Yggdrasil Flame -1

-

D'lonzo Surprise +10, Dodge +5, Accuracy +5

-

Fahl Dodge -5

-

Hondara Holy +1, Death +2

-

Hachio Critical +3

-

Ladon Flame +3, Status +1, Death +1

-

Meryleep Dodge +10

INNOCULATIONS

If you don't know where to go for these, try the buildings with a first-aid sign hanging outside. Junk Town, Rhapala, Urkan Tapa, and Wyndia should have them. Be prepared to pay for the temporary effects, though! Plus, you can have only one 'block' in effect for the same character. Useful for some parts of the game (hint-hint-Mt. Zublo-hint-hint).

Flameblock		Raises flame attack resistance	->	Flame	+2
Frostblock		Raises frost attack resistance	->	Frost	+2
Thunderblock		Raises electric attack resistance	->	Electric	+2
Earthblock		Raises earth attack resistance	->	Earth	+2
Windblock		Raises wind attack resistance	->	Wind	+2
Mindblock		Raises ability/magic resistance	->	Psionic	+2
Changeblock		Raises status change resistance	->	Status	+2
Deathblock		Raises death attack resistance	->	Death	+2

*On Character Stats

This section is all about your BoF 3 characters stats, from the hidden to the obvious. Since this guide's on hidden info, that's what's coming up first.

	Flame		Frost		Electric		Earth		Wind		Holy		Psionic		Status		Death	
	ALL		2		2		2		2		5		2		2		2	

EXCEPTIONS

*Nina-> Wind 3
 *Peco-> Death 4
 *Garr-> Flame 4
 *Whelp-> Flame 6, Electric 3, Earth 3, Wind 4, Holy 4, Psionic 3, Death 3
 ; during start-of-game sequence at Dauna Mine

	Surprise		Reprisal		Critical		Dodge		Accuracy			
	Ryu (Child)		50		12		5		6		95	
	Ryu (Adult)		55		12		5		8		100	
	Rei		75		6		5		25		100	
	Teepo		50		12		5		6		95	
	Nina (Child)		50		0		3		10		100	
	Nina (Adult)		50		0		3		12		100	
	Momo		30		0		0		4		70	
	Peco		35		50		3		0		90	
	Garr		55		16		8		4		90	

```
|-----|-----|
|Whelp (!) |      10 |    100 |    15 | 10 |    95 |
|-----|-----|
```

Whelp (!): during start-of-game sequence at Dauna Mine

Starting Willpower

```
-----
Ryu   : 1
Rei   : 3
Teepo: 1
Nina  : 2
Momo  : 6
Peco  : 1
Garr  : 11
Whelp: 0 ; during start-of-game sequence at Dauna Mine
```

NOTE! The ONLY way for Willpower to increase permanently in this game is through the use of the Moxa item. Leveling up will not affect your characters' Willpower stat in any way, while the Willpower boost given by the Lion's Belt is effective only when this accessory is equipped.

Starting EXP

```
-----
Ryu   : 0
Rei   : 90
Teepo: 0
Nina  : 90
Momo  :1000
Peco  : 0
Garr  :3000
Whelp: 0 ; during start-of-game sequence at Dauna Mine
```

NOTE! The Whelp does not gain any EXP during the start-of-game sequence at Dauna Mine, even though some of the enemies there do have a bit of EXP, and there's some Z as well. The game does NOT give any after-battle rewards during this sequence, which might explain why. Sort of like the final boss battle bit.

----- -LEVEL-UP TABLES

Yeah, someone else did this already, but I've made one myself earlier, and it seems wasteful not to put this in. Okay, this is a long list in table form showing what happens when you level-up your characters. I've put down some bits on starting stats, as well as a summary of stats at some intervals, through plain leveling-up. There's a bit on moves learnt through the way, and a few bonuses of sorts. Well, if you think you'll fall asleep, by all means skip this! Oh, and EXTRA! Peco seems to skip straight up from Level 97 to Level 99, at least in my version of the game. A bug? I think mine's the NTSC.

Start at Level 00: Whelp (start-of-game sequence at Dauna Mine)

```
*
00 Whelp
-----
HP | 15
AP | 15
Pwr| 10
```

Def| 8
Agl| 4
Int| 8

Start at Level 01: Ryu, Teepo, Peco

	*		*			*	
01	Ryu	Rei	Teepo	Nina	Momo	Peco	Garr
HP	20	-	22	-	-	40	-
AP	11	-	13	-	-	8	-
Pwr	12	-	13	-	-	18	-
Def	10	-	10	-	-	14	-
Agl	8	-	10	-	-	3	-
Int	10	-	12	-	-	4	-

EXP - 10 R, T
- 15 P

02	Ryu	Rei	Teepo	Nina	Momo	Peco	Garr
HP	2	-	2	-	-	3	-
AP	-	-	-	-	-	1	-
Pwr	1	-	1	-	-	3	-
Def	-	-	1	-	-	-	-
Agl	1	-	-	-	-	-	-
Int	1	-	-	-	-	-	-

EXP - 30 R, T
- 45 P

03	Ryu	Rei	Teepo	Nina	Momo	Peco	Garr
HP	3	-	3	-	-	4	-
AP	1	-	2	-	-	1	-
Pwr	1	-	2	-	-	1	-
Def	1	-	-	-	-	1	-
Agl	1	-	1	-	-	1	-
Int	2	-	3	-	-	-	-

EXP - 60 R(Purify), T(Frost)
- 90 P

04	Ryu	Rei	Teepo	Nina	Momo	Peco	Garr
HP	4	-	4	-	-	4	-
AP	3	-	4	-	-	3	-
Pwr	1	-	2	-	-	3	-
Def	1	-	2	-	-	2	-
Agl	-	-	1	-	-	1	-
Int	3	-	4	-	-	-	-

Start at Level 05: Rei, Nina

EXP - 105 R, T
- 158 P

	*		*				
05	Ryu	Rei	Teepo	Nina	Momo	Peco	Garr

```

-----
HP | 3 | 42 | 5 | 27 | - | 14 | -
AP | 3 | 12 | 3 | 33 | - | 6 | -
Pwr| 2 | 23 | 2 | 13 | - | 6 | -
Def| 2 | 15 | 1 | 13 | - | 5 | -
Agl| 1 | 19 | - | 14 | - | - | -
Int| 3 | 22 | 2 | 24 | - | 3 | -

```

EXP - 173 R(Protect), T
 - 138 I, N
 - 260 P

06 Ryu Rei Teepo Nina Momo Peco Garr

```

-----
HP | 5 | 4 | 5 | 5 | - | 2 | -
AP | 2 | 1 | 2 | 4 | - | 2 | -
Pwr| 1 | 3 | 1 | 1 | - | 2 | -
Def| 2 | 2 | 2 | - | - | 1 | -
Agl| - | 1 | 2 | 2 | - | 2 | -
Int| - | 3 | 3 | 4 | - | - | -

```

EXP - 275 R, T
 - 219 I, N(Simoon)
 - 413 P

07 Ryu Rei Teepo Nina Momo Peco Garr

```

-----
HP | 4 | 5 | 3 | 2 | - | 6 | -
AP | 4 | - | 4 | 5 | - | - | -
Pwr| 3 | 4 | 4 | 2 | - | 2 | -
Def| 1 | 3 | 2 | 1 | - | - | -
Agl| 2 | 2 | - | - | - | - | -
Int| 3 | - | - | 2 | - | - | -

```

EXP - 428 R, T
 - 341 I, N
 - 643 P

08 Ryu Rei Teepo Nina Momo Peco Garr

```

-----
HP | 4 | 7 | 5 | 4 | - | 14 | -
AP | 4 | 3 | 4 | 4 | - | 5 | -
Pwr| 2 | 3 | 2 | 2 | - | 7 | -
Def| 3 | 3 | 3 | 2 | - | 6 | -
Agl| - | 1 | 1 | 1 | - | 1 | -
Int| 3 | 4 | 5 | 5 | - | 5 | -

```

EXP - 658 R, T
 - 523 I(Jolt), N(Blunt)
 - 988 P

09 Ryu Rei Teepo Nina Momo Peco Garr

```

-----
HP | 5 | 4 | 5 | 3 | - | 5 | -
AP | 3 | 2 | 3 | 6 | - | 2 | -
Pwr| 3 | 2 | 3 | 2 | - | 2 | -
Def| 3 | 2 | 3 | 2 | - | 2 | -
Agl| 2 | - | - | 2 | - | - | -
Int| 4 | 1 | 4 | 2 | - | - | -

```

Start at Level 10: Momo

EXP - 946 R(Rejuvenate), T
- 796 I, N(Weaken)
- 1419 P(Dream Breath)

*

10	Ryu	Rei	Teepo	Nina	Momo	Peco	Garr
HP	6	5	6	4	52	6	-
AP	5	-	6	4	40	4	-
Pwr	3	4	2	3	30	3	-
Def	2	3	2	2	25	3	-
Agl	-	3	2	1	15	-	-
Int	4	4	4	4	50	-	-

Stats at Level 10:

10	Ryu	Rei	Teepo	Nina	Momo	Peco	Garr
HP	56	67	60	45	52	98	-
AP	36	18	41	56	40	32	-
Pwr	29	39	32	23	30	46	-
Def	25	28	26	20	25	34	-
Agl	15	26	17	20	15	8	-
Int	33	34	37	41	50	12	-

EXP - 1305 R, T, M
- 1137 I, N
- 1958 P

11	Ryu	Rei	Teepo	Nina	Momo	Peco	Garr
HP	2	4	3	2	3	5	-
AP	3	-	4	7	2	-	-
Pwr	4	3	4	2	-	4	-
Def	2	2	2	1	-	-	-
Agl	1	2	1	-	2	1	-
Int	3	-	5	2	2	-	-

EXP - 1754 R, T, M(Sleep)
- 1563 I(Slow), N(Iceblast)
- 2628 P

12	Ryu	Rei	Teepo	Nina	Momo	Peco	Garr
HP	6	6	7	6	5	3	-
AP	3	4	2	3	6	2	-
Pwr	2	2	4	3	3	2	-
Def	2	3	1	-	2	3	-
Agl	2	-	-	1	-	-	-
Int	2	3	2	4	5	-	-

Start at Level 13: Garr

EXP - 2315 R, T(Fireblast), M(Quake)

- 2096 I(Silence), N(Slow)
- 3466 P

*

13 Ryu Rei Teepo Nina Momo Peco Garr

HP		2		5		1		5		5		15		99
AP		7		2		6		3		-		5		7
Pwr		3		3		3		3		4		7		58
Def		-		-		2		2		2		6		44
Agl		-		3		2		2		-		-		17
Int		5		1		4		-		3		6		21

- EXP - 3016 R, T(Iceblast), M(Confuse)
- 2763 I, N
- 4408 P
- 3588 G(Fireblast)

14 Ryu Rei Teepo Nina Momo Peco Garr

HP		5		3		7		1		4		3		5
AP		2		-		6		8		5		1		-
Pwr		1		4		4		-		2		1		5
Def		4		2		3		3		1		2		3
Agl		-		1		-		-		1		-		1
Int		4		1		5		6		3		-		2

- EXP - 3892 R, T, M
- 3596 I, N(Typhoon)
- 5468 P
- 4631 G

15 Ryu Rei Teepo Nina Momo Peco Garr

HP		4		6		6		4		4		5		7
AP		5		-		3		5		3		3		2
Pwr		3		-		-		2		4		3		3
Def		2		4		3		1		3		-		1
Agl		3		2		1		3		2		3		-
Int		2		4		1		1		-		-		2

- EXP - 4988 R(Shield), T, M
- 4637 I(Speed), N(Lightning)
- 6660 P
- 5935 G

16 Ryu Rei Teepo Nina Momo Peco Garr

HP		7		6		5		3		5		5		4
AP		-		3		2		5		4		3		-
Pwr		2		1		4		2		2		3		6
Def		4		2		2		3		3		3		4
Agl		-		1		2		2		-		-		1
Int		5		-		6		7		6		-		1

- EXP - 6221 R, T, M(Speed)
- 5808 I, N
- 8002 P(Venom Breath)
- 7402 G

17 Ryu Rei Teepo Nina Momo Peco Garr

```

-----
HP | 5 | 5 | 7 | 5 | 2 | 14 | 8
AP | 3 | 2 | - | 4 | 2 | 6 | 3
Pwr| 4 | 4 | 2 | - | 3 | 7 | 4
Def| 2 | 1 | 4 | 2 | - | 6 | 2
Agl| 2 | - | - | 1 | 1 | - | -
Int| 3 | 3 | - | 4 | 4 | 2 | 1

```

EXP - 7608 R, T, M
 - 7125 I, N(Drain)
 - 9504 P
 - 9052 G

18 Ryu Rei Teepo Nina Momo Peco Garr

```

-----
HP | 8 | - | 7 | 2 | 6 | 15 | 8
AP | 3 | 2 | 6 | 6 | 5 | 7 | -
Pwr| 3 | 3 | 4 | 1 | 1 | 6 | 5
Def| 3 | - | 3 | 1 | 2 | 5 | 3
Agl| - | 2 | 2 | - | - | 2 | 2
Int| 3 | 3 | 4 | 2 | 6 | 2 | -

```

EXP - 9168 R(Raise Dead), T, M(Rejuvenate)
 - 8607 I(Lightning), N
 - 11187 P
 - 10909 G

19 Ryu Rei Teepo Nina Momo Peco Garr

```

-----
HP | 5 | 4 | 6 | 4 | 4 | 6 | 4
AP | 4 | - | 5 | 3 | 6 | - | 1
Pwr| 4 | 2 | 3 | 3 | 4 | 2 | 3
Def| 3 | 3 | 4 | 3 | 1 | 2 | 2
Agl| - | - | - | 2 | 1 | - | 1
Int| 3 | 1 | 1 | 6 | 5 | - | 2

```

EXP - 10923 R(Remedy), T, M(Might)
 - 10274 I, N
 - 13071 P(Rejuvenate)
 - 12998 G

20 Ryu Rei Teepo Nina Momo Peco Garr

```

-----
HP | 6 | 5 | 5 | 3 | 5 | 4 | 5
AP | 5 | 4 | 6 | 6 | 2 | 3 | -
Pwr| 6 | 5 | 4 | 2 | 3 | 3 | 2
Def| 2 | 3 | 1 | 1 | 4 | 3 | 3
Agl| 2 | 2 | 3 | - | 1 | - | -
Int| - | 4 | 2 | 3 | 4 | - | 3

```

 Stats at Level 20:

20 Ryu Rei Teepo Nina Momo Peco Garr

```

-----
HP | 106 | 111 | 114 | 80 | 95 | 173 | 140
AP | 71 | 35 | 81 | 106 | 75 | 62 | 13
Pwr| 61 | 66 | 65 | 41 | 56 | 84 | 86
Def| 49 | 48 | 51 | 37 | 43 | 64 | 62

```

Agl | 25 | 39 | 28 | 31 | 23 | 14 | 22
Int | 63 | 53 | 67 | 76 | 88 | 22 | 32

EXP - 12897 R, T, M
- 12149 I, N
- 15181 P(Purify)
- 15348 G(Gambit)

21 Ryu Rei Teepo Nina Momo Peco Garr

HP | 4 | 6 | 4 | - | 3 | 7 | 6
AP | 4 | 3 | 5 | 9 | 7 | 4 | -
Pwr | 3 | 3 | 3 | 2 | 2 | 1 | 4
Def | 3 | 2 | 2 | 2 | 2 | - | 5
Agl | - | 1 | 2 | 1 | - | - | -
Int | 6 | - | 6 | 6 | 7 | - | 2

EXP - 15118 R, T, M
- 14259 I, N
- 17544 P
- 17992 G

22 Ryu Rei Teepo Nina Momo Peco Garr

HP | 7 | 3 | 8 | 5 | 6 | 14 | 10
AP | 5 | - | 4 | 5 | 3 | 7 | 2
Pwr | 4 | 5 | 4 | - | 4 | 7 | 6
Def | 2 | 3 | 4 | 2 | - | 6 | 3
Agl | 3 | 1 | 2 | 1 | 2 | 1 | 1
Int | - | 3 | 2 | 1 | 2 | 4 | 1

EXP - 17615 R(Vitalize), T, M
- 16633 I, N(Leech Power)
- 20191 P
- 20966 G

23 Ryu Rei Teepo Nina Momo Peco Garr

HP | 7 | 6 | 7 | 5 | 6 | 4 | 7
AP | 3 | 4 | 2 | 4 | 6 | 2 | 2
Pwr | 3 | 2 | 3 | 3 | 4 | 3 | 3
Def | 4 | 1 | 3 | 1 | 2 | 2 | 4
Agl | 2 | - | - | - | 1 | - | 1
Int | 5 | 3 | 4 | 4 | 5 | - | 3

EXP - 20426 R, T, M(Remedy)
- 19304 I, N
- 23155 P
- 24312 G

24 Ryu Rei Teepo Nina Momo Peco Garr

HP | 5 | 7 | 4 | 2 | 4 | 6 | 5
AP | 6 | 3 | 7 | 8 | 3 | - | -
Pwr | 5 | - | 6 | 3 | 5 | 2 | 5
Def | - | 4 | 2 | - | 4 | 3 | 4
Agl | 2 | 3 | 3 | 3 | 1 | 2 | 1
Int | 4 | - | 7 | - | 4 | - | -

EXP - 23588 R, T, M
- 22309 I, N
- 26475 P
- 28076 G

25 Ryu Rei Teepo Nina Momo Peco Garr

HP | 4 | 4 | 5 | 4 | 3 | 7 | 3
AP | 6 | - | 6 | 7 | 4 | 3 | -
Pwr| 2 | 4 | 2 | 2 | 1 | 4 | 4
Def| 3 | 3 | 4 | 2 | 3 | 2 | 2
Agl| - | 2 | - | 2 | - | - | -
Int| 4 | 4 | 3 | 6 | 7 | - | 3

EXP - 27146 R(Barrier), T, M
- 25689 I, N
- 30127 P
- 32311 G(Kyrie)

26 Ryu Rei Teepo Nina Momo Peco Garr

HP | 9 | 5 | 8 | 2 | 5 | 5 | 9
AP | 2 | - | 7 | 7 | 2 | 2 | 1
Pwr| 6 | 4 | 7 | 1 | 3 | 7 | 3
Def| 3 | - | 4 | 3 | 1 | 4 | 4
Agl| - | 2 | 3 | - | 2 | 2 | -
Int| - | 1 | - | 2 | 5 | - | 3

EXP - 31148 R, T, M(Raise Dead)
- 29492 I, N
- 34144 P
- 37075 G

27 Ryu Rei Teepo Nina Momo Peco Garr

HP | 5 | 5 | 6 | 6 | 6 | 15 | 8
AP | 5 | - | 5 | 4 | 1 | 6 | -
Pwr| 4 | 3 | 5 | 3 | 2 | 3 | 6
Def| 2 | 3 | 4 | 1 | 1 | 7 | 3
Agl| 3 | 1 | 1 | 2 | - | - | 2
Int| 4 | 4 | 4 | 5 | 3 | 5 | 1

EXP - 35651 R, T, M
- 33770 I, N(Blizzard)
- 38563 P
- 42435 G

28 Ryu Rei Teepo Nina Momo Peco Garr

HP | 6 | 3 | 5 | 4 | 5 | 5 | 5
AP | 6 | 3 | 7 | 8 | 5 | 2 | 3
Pwr| 4 | 2 | 5 | 2 | 4 | 1 | 6
Def| 3 | 1 | 2 | 3 | 2 | 3 | 5
Agl| - | 3 | - | - | 1 | - | -
Int| 5 | 2 | 7 | 5 | 3 | - | -

EXP - 40717 R(Restore), T, M(Ragnarok)
- 38570 I(Death), N
- 43424 P

- 48465 G

29 Ryu Rei Teepo Nina Momo Peco Garr

HP | 7 | 6 | 7 | 6 | 6 | 7 | 7
AP | 4 | 2 | 5 | 3 | 3 | 2 | -
Pwr| 4 | 3 | 3 | 3 | 2 | 1 | 4
Def| 3 | 2 | 3 | 1 | 3 | 1 | 4
Agl| 2 | - | 1 | 1 | 1 | - | 1
Int| - | 2 | - | 3 | 7 | - | 2

EXP - 46416 R, T, M
- 43970 I, N
- 48771 P(Icebreath)
- 55249 G(Inferno)

30 Ryu Rei Teepo Nina Momo Peco Garr

HP | 8 | 5 | 7 | 4 | 4 | 15 | 8
AP | 4 | 3 | 2 | 5 | 4 | 7 | -
Pwr| 5 | 3 | 4 | - | 3 | 7 | 5
Def| 3 | 3 | 3 | 3 | 2 | 7 | 4
Agl| - | 1 | 2 | 2 | 1 | 1 | 1
Int| 4 | 2 | 4 | 6 | 5 | 3 | 1

Stats at Level 30:

30 Ryu Rei Teepo Nina Momo Peco Garr

HP | 168 | 161 | 175 | 118 | 143 | 258 | 208
AP | 116 | 53 | 131 | 166 | 113 | 97 | 21
Pwr| 101 | 95 | 106 | 60 | 86 | 120 | 132
Def| 75 | 70 | 82 | 55 | 63 | 99 | 100
Agl| 37 | 53 | 42 | 43 | 32 | 20 | 29
Int| 95 | 74 | 104 | 114 | 136 | 34 | 48

EXP - 52827 R(Resurrect), T, M
- 50045 I, N
- 54653 P(Firebreath)
- 62881 G

31 Ryu Rei Teepo Nina Momo Peco Garr

HP | 6 | 2 | 6 | 2 | 2 | 6 | 4
AP | 6 | - | 6 | 8 | 5 | 3 | -
Pwr| 6 | - | 6 | - | 4 | 4 | 3
Def| 2 | 4 | 2 | 3 | - | 2 | 3
Agl| 1 | 2 | 1 | 1 | - | 2 | 1
Int| 2 | 1 | 2 | 5 | 8 | - | -

EXP - 60039 R, T, M
- 56879 I, N
- 61123 P
- 71467 G

32 Ryu Rei Teepo Nina Momo Peco Garr

HP | 8 | 5 | 8 | 5 | 6 | 4 | 5

AP		4		1		4		-		2		-		1
Pwr		5		4		5		2		2		3		5
Def		3		2		3		1		3		2		4
Agl		1		2		1		2		-		-		-
Int		4		-		4		4		5		-		2

EXP - 68153 R, T, M(Vitalize)
 - 64568 I, N(Sirocco)
 - 68240 P
 - 81126 G

33 Ryu Rei Teepo Nina Momo Peco Garr

HP		6		4		6		4		5		6		8
AP		5		-		5		7		3		2		-
Pwr		3		4		3		2		-		2		6
Def		3		1		3		3		2		4		2
Agl		-		-		-		-		3		-		1
Int		4		3		4		5		3		-		1

EXP - 77281 R(Vigor), T, M
 - 73217 I, N
 - 76068 P
 - 91992 G

34 Ryu Rei Teepo Nina Momo Peco Garr

HP		7		5		7		5		4		5		9
AP		3		2		3		6		4		-		2
Pwr		6		1		6		3		-		4		4
Def		-		1		-		-		3		-		2
Agl		2		3		2		2		1		1		-
Int		3		4		3		-		4		-		3

EXP - 87550 R, T, M
 - 82948 I, N
 - 84679 P
 - 104217 G

35 Ryu Rei Teepo Nina Momo Peco Garr

HP		3		4		3		3		5		15		6
AP		7		-		7		7		4		8		1
Pwr		4		3		4		1		5		7		4
Def		4		3		4		2		1		6		4
Agl		2		1		3		2		-		-		1
Int		-		2		-		5		7		3		3

EXP - 99103 R(Bonebreak), T, M(Restore)
 - 93895 I, N
 - 95099 P
 - 117970 G

36 Ryu Rei Teepo Nina Momo Peco Garr

HP		9		3		9		5		9		8		6
AP		1		4		1		5		3		-		-
Pwr		5		2		5		-		1		3		5
Def		2		2		2		2		4		-		3
Agl		1		2		2		-		2		-		-

Int| 5 | - | 5 | 3 | 3 | - | -

EXP - 112100 R, T, M
- 106211 I, N(Myollnir)
- 106561 P
- 133442 G

37 Ryu Rei Teepo Nina Momo Peco Garr

HP | 5 | 6 | 5 | 1 | 5 | 7 | 9
AP | 5 | 2 | 5 | 5 | 2 | 3 | -
Pwr| 4 | 4 | 4 | 2 | 4 | 2 | 3
Def| 3 | 1 | 3 | - | 2 | 2 | 1
Agl| - | - | - | 3 | 2 | 1 | 2
Int| 4 | - | 4 | 4 | 5 | - | 2

EXP - 126721 R, T, M
- 120066 I(Myollnir), N
- 119169 P
- 150848 G

38 Ryu Rei Teepo Nina Momo Peco Garr

HP | 4 | 3 | 4 | 5 | 6 | 6 | 4
AP | 3 | 2 | 3 | 4 | 5 | 1 | -
Pwr| 3 | - | 3 | - | 4 | 2 | 3
Def| 3 | 3 | 3 | 2 | 2 | 3 | 4
Agl| 3 | 2 | 2 | - | - | - | 1
Int| - | 4 | - | 6 | 6 | - | 1

EXP - 143170 R, T, M
- 135653 I, N
- 133038 P
- 170430 G

39 Ryu Rei Teepo Nina Momo Peco Garr

HP | 6 | 5 | 6 | - | 5 | 14 | 3
AP | 4 | - | 4 | 9 | 1 | 6 | 4
Pwr| 4 | 3 | 4 | 1 | 3 | 7 | 5
Def| 2 | 2 | 2 | 1 | 1 | 4 | 2
Agl| - | 1 | - | - | 2 | 1 | -
Int| 6 | 4 | 4 | 5 | 4 | 4 | -

EXP - 161676 R, T, M
- 153188 I, N
- 148641 P
- 192459 G

40 Ryu Rei Teepo Nina Momo Peco Garr

HP | 5 | 5 | 5 | 4 | 4 | 4 | 8
AP | - | 4 | - | 7 | 4 | 2 | -
Pwr| 3 | 4 | 2 | 1 | 4 | 1 | 4
Def| 3 | 3 | 3 | 1 | 2 | - | 3
Agl| 2 | 2 | 2 | 2 | - | - | 1
Int| 4 | 3 | 4 | 2 | 4 | - | 3

Stats at Level 40:

40 Ryu Rei Teepo Nina Momo Peco Garr

HP		227		203		234		152		194		333		270
AP		154		68		169		224		143		122		29
Pwr		144		120		148		72		116		155		174
Def		100		92		107		70		83		122		128
Agl		49		68		55		55		42		25		36
Int		127		95		134		153		185		41		63

EXP - 182495 R, T, M
- 172915 I, N
- 168388 P
- 217242 G

41 Ryu Rei Teepo Nina Momo Peco Garr

HP		4		3		4		3		3		6		4
AP		3		2		3		6		4		2		1
Pwr		3		2		3		-		2		2		4
Def		3		1		3		-		1		-		3
Agl		1		-		2		2		-		2		2
Int		4		1		4		4		5		-		-

EXP - 205916 R, T, M
- 195107 I, N
- 190603 P
- 245123 G

42 Ryu Rei Teepo Nina Momo Peco Garr

HP		5		4		5		4		4		4		6
AP		5		1		5		5		2		-		-
Pwr		4		-		4		2		4		3		2
Def		-		3		-		1		3		3		3
Agl		-		2		1		1		-		-		-
Int		2		3		2		4		2		-		2

EXP - 232265 R, T, M
- 220074 I, N
- 215595 P
- 276489 G

43 Ryu Rei Teepo Nina Momo Peco Garr

HP		6		5		6		-		2		15		4
AP		2		-		2		7		4		6		-
Pwr		3		3		3		1		3		7		5
Def		2		2		2		2		-		5		1
Agl		2		2		1		1		3		1		1
Int		1		-		1		1		3		4		2

EXP - 261907 R, T, M
- 248162 I, N
- 243711 P
- 311776 G

44 Ryu Rei Teepo Nina Momo Peco Garr

HP | 3 | 2 | 3 | 4 | 6 | - | 5
AP | 5 | 3 | 5 | 4 | 3 | 1 | -
Pwr| 3 | 3 | 3 | - | 2 | 3 | 3
Def| 2 | 4 | 2 | 3 | 3 | 2 | 3
Agl| 2 | 1 | 2 | - | - | - | 1
Int| 4 | 3 | 4 | 2 | 4 | - | 1

EXP - 295255 R, T, M
- 279761 I, N
- 275341 P
- 351474 G

45 Ryu Rei Teepo Nina Momo Peco Garr

HP | 5 | 5 | 5 | 2 | 5 | 5 | 6
AP | 4 | 2 | 4 | 5 | 2 | 1 | -
Pwr| 2 | 4 | 2 | 1 | 4 | - | 3
Def| 3 | - | 3 | 1 | - | - | 4
Agl| - | 3 | - | 2 | 2 | - | -
Int| - | 3 | - | 4 | 4 | - | 3

EXP - 332771 R, T, M
- 315310 I, N
- 310926 P
- 396134 G

46 Ryu Rei Teepo Nina Momo Peco Garr

HP | 3 | 4 | 3 | 3 | 3 | 4 | 4
AP | - | - | - | 4 | 2 | 3 | 1
Pwr| 2 | 2 | 2 | 2 | - | 1 | 2
Def| 3 | 3 | 3 | - | 2 | 2 | 3
Agl| 1 | - | 3 | 1 | 1 | - | 1
Int| 2 | 1 | 2 | 3 | - | - | -

EXP - 374976 R, T, M
- 355306 I, N
- 350958 P
- 446377 G

47 Ryu Rei Teepo Nina Momo Peco Garr

HP | 5 | 4 | 5 | - | - | 13 | 5
AP | 4 | - | 4 | 5 | 4 | 6 | -
Pwr| 3 | - | 3 | - | 3 | 6 | 4
Def| 1 | 3 | 1 | 2 | 1 | 5 | 1
Agl| - | 2 | - | - | - | - | 1
Int| 4 | - | 4 | 4 | 3 | 3 | 1

EXP - 422457 R, T, M
- 400298 I, N
- 395994 P
- 502900 G

48 Ryu Rei Teepo Nina Momo Peco Garr

HP | 3 | 2 | 3 | 3 | 4 | 3 | 2
AP | 3 | 2 | 3 | 3 | 2 | 2 | -
Pwr| - | 3 | - | 1 | 2 | 3 | 3

Def	2	1	2	1	2	1	3
Agl	2	1	2	2	1	1	-
Int	1	2	1	2	1	-	1

EXP - 474873 R, T, M
 - 450914 I, N
 - 446659 P
 - 566488 G

49 Ryu Rei Teepo Nina Momo Peco Garr

HP	4	2	4	2	3	3	3
AP	2	-	2	4	1	-	-
Pwr	3	1	3	1	2	2	4
Def	2	-	2	-	-	2	2
Agl	-	-	1	1	1	-	1
Int	3	1	3	2	4	-	-

EXP - 534966 R, T, M
 - 507857 I, N
 - 503657 P
 - 632023 G

50 Ryu Rei Teepo Nina Momo Peco Garr

HP	3	1	3	2	2	-	3
AP	2	-	2	3	2	2	-
Pwr	2	2	2	-	-	1	2
Def	-	1	-	1	1	-	2
Agl	-	1	-	-	-	-	1
Int	3	2	3	2	4	-	1

 Stats at Level 50:

50 Ryu Rei Teepo Nina Momo Peco Garr

HP	268	235	275	175	226	386	312
AP	184	78	199	269	170	145	31
Pwr	169	140	173	80	138	183	206
Def	118	110	125	81	96	142	153
Agl	57	80	67	65	50	29	44
Int	151	111	158	181	215	48	74

EXP - 600501 R, T, M
 - 571917 I, N
 - 567780 P
 - 697558 G

51 Ryu Rei Teepo Nina Momo Peco Garr

HP	-	3	-	3	-	2	5
AP	2	-	2	2	3	1	1
Pwr	-	2	-	-	2	-	2
Def	1	2	1	2	1	1	-
Agl	1	1	1	1	-	-	-
Int	-	-	-	-	2	-	2

EXP - 666036 R, T, M
- 637452 I, N
- 633315 P
- 763093 G

52 Ryu Rei Teepo Nina Momo Peco Garr

HP | 3 | - | 3 | 1 | 3 | 10 | 2
AP | - | 1 | - | 4 | 1 | 5 | -
Pwr| 2 | 1 | 2 | - | - | 5 | -
Def| - | 2 | - | - | - | 5 | 3
Agl| - | - | - | 1 | 1 | - | -
Int| 3 | 1 | 3 | 1 | 3 | 2 | -

EXP - 731571 R, T, M
- 702987 I, N
- 698850 P
- 828628 G

53 Ryu Rei Teepo Nina Momo Peco Garr

HP | 2 | 4 | 2 | - | 3 | 1 | -
AP | - | - | - | 1 | - | - | -
Pwr| 1 | - | 1 | 1 | 1 | - | 3
Def| - | - | - | 2 | 2 | 2 | 1
Agl| - | 2 | - | - | - | - | 1
Int| 2 | - | 2 | 3 | - | - | -

EXP - 797106 R, T, M
- 768522 I, N
- 764385 P
- 894163 G

54 Ryu Rei Teepo Nina Momo Peco Garr

HP | - | - | - | 2 | 1 | 2 | 1
AP | 2 | 2 | 2 | - | 2 | - | -
Pwr| - | - | - | - | 1 | - | 2
Def| 1 | 2 | 1 | - | - | 1 | -
Agl| 2 | 1 | 2 | 2 | 2 | - | -
Int| - | 2 | - | - | 2 | - | 1

EXP - 862641 R, T, M
- 834057 I, N
- 829920 P
- 959698 G

55 Ryu Rei Teepo Nina Momo Peco Garr

HP | 4 | 2 | 4 | - | - | 3 | -
AP | - | - | - | 2 | - | 1 | 1
Pwr| 1 | 3 | 1 | 1 | 3 | 2 | -
Def| - | - | - | 1 | - | - | 2
Agl| 2 | - | 2 | - | - | 1 | -
Int| - | 1 | - | 3 | - | - | -

EXP - 928176 R, T, M
- 899592 I, N
- 895455 P

- 1025233 G

56 Ryu Rei Teepo Nina Momo Peco Garr

HP | - | 2 | - | 3 | 1 | - | 4
AP | 4 | - | 4 | - | 4 | 2 | -
Pwr| 2 | - | 2 | - | - | 3 | 1
Def| - | 1 | - | - | 2 | 2 | -
Agl| - | - | - | 2 | - | - | 1
Int| 3 | - | 3 | - | 1 | - | -

EXP - 993711 R, T, M

- 965127 I, N

- 960990 P

- 1090768 G

57 Ryu Rei Teepo Nina Momo Peco Garr

HP | 3 | - | 3 | 2 | - | 9 | 2
AP | 3 | 3 | 3 | - | - | 5 | -
Pwr| 3 | - | 3 | - | 1 | 5 | 3
Def| 2 | - | 2 | 1 | 1 | 4 | 1
Agl| - | 2 | - | - | 2 | - | -
Int| - | 1 | - | 2 | 4 | 3 | -

EXP - 1059246 R, T, M

- 1030662 I, N

- 1026525 P

- 1156303 G

58 Ryu Rei Teepo Nina Momo Peco Garr

HP | 2 | 1 | 2 | - | 2 | - | 3
AP | - | - | - | 4 | 3 | - | -
Pwr| - | 3 | - | - | - | 2 | -
Def| - | - | - | - | 1 | - | 1
Agl| 3 | 1 | 3 | 1 | - | 1 | -
Int| - | - | - | 1 | - | - | 1

EXP - 1124781 R, T, M

- 1096197 I, N

- 1092060 P

- 1221838 G

59 Ryu Rei Teepo Nina Momo Peco Garr

HP | 4 | 3 | 4 | 3 | 2 | 3 | 3
AP | 2 | - | 2 | - | - | - | 1
Pwr| 2 | - | 2 | 2 | 1 | 1 | -
Def| - | 2 | - | - | - | 2 | 1
Agl| - | 1 | - | 1 | - | - | 2
Int| 1 | 1 | 1 | - | 3 | - | -

EXP - 1190316 R, T, M

- 1161732 I, N

- 1157595 P

- 1287373 G

60 Ryu Rei Teepo Nina Momo Peco Garr

HP | 3 | - | 3 | 2 | 3 | 1 | 2

AP		1		2		1		3		2		-		-
Pwr		-		1		-		-		2		-		1
Def		2		-		2		2		-		2		2
Agl		1		-		1		2		1		-		1
Int		-		2		-		3		-		-		1

Stats at Level 60:

60	Ryu	Rei	Teepo	Nina	Momo	Peco	Garr							
HP		289		250		296		191		241		417		334
AP		198		86		213		285		185		159		34
Pwr		180		150		184		84		149		201		218
Def		124		119		131		89		103		161		164
Agl		66		88		76		75		56		31		49
Int		160		119		167		194		230		53		79

EXP - 1255851 R, T, M
- 1227267 I, N
- 1223130 P
- 1352908 G

61	Ryu	Rei	Teepo	Nina	Momo	Peco	Garr							
HP		2		2		2		-		-		-		-
AP		3		-		3		1		1		-		1
Pwr		1		1		1		1		-		1		3
Def		-		1		-		1		-		-		-
Agl		-		2		-		-		-		-		1
Int		-		-		-		2		4		-		-

EXP - 1321386 R, T, M
- 1292802 I, N
- 1288665 P
- 1418443 G

62	Ryu	Rei	Teepo	Nina	Momo	Peco	Garr							
HP		2		-		2		2		2		2		2
AP		-		1		-		3		-		-		-
Pwr		1		-		1		-		-		1		-
Def		2		-		2		1		1		-		2
Agl		-		2		-		2		-		1		-
Int		1		-		1		1		-		-		1

EXP - 1386921 R, T, M
- 1358337 I, N
- 1354200 P
- 1483978 G

63	Ryu	Rei	Teepo	Nina	Momo	Peco	Garr							
HP		-		1		-		1		1		4		1
AP		1		-		1		-		-		4		-
Pwr		2		2		2		2		2		6		2
Def		1		1		1		-		-		5		1
Agl		2		-		2		-		-		-		-

Int | - | - | - | - | 2 | 2 | -

EXP - 1452456 R, T, M
- 1423872 I, N
- 1419735 P
- 1549513 G

64 Ryu Rei Teepo Nina Momo Peco Garr

HP | - | 1 | - | 1 | 2 | - | 1
AP | - | 1 | - | 2 | 2 | - | -
Pwr | - | - | - | - | 1 | - | -
Def | 2 | 2 | 2 | 1 | 1 | 1 | -
Agl | - | - | - | 1 | - | - | 2
Int | 3 | 3 | 3 | 2 | - | - | -

EXP - 1517991 R, T, M
- 1489407 I, N
- 1485270 P
- 1615048 G

65 Ryu Rei Teepo Nina Momo Peco Garr

HP | 3 | - | 3 | 3 | 1 | 1 | -
AP | - | 1 | - | - | - | - | 1
Pwr | 1 | - | 1 | - | 1 | 1 | 3
Def | - | - | - | 2 | - | - | 1
Agl | - | 2 | - | - | 3 | - | -
Int | 1 | - | 1 | 2 | 1 | - | -

EXP - 1583526 R, T, M
- 1554942 I, N
- 1550805 P
- 1680583 G

66 Ryu Rei Teepo Nina Momo Peco Garr

HP | - | 4 | - | 2 | - | - | 3
AP | - | - | - | - | 1 | 2 | -
Pwr | - | 1 | - | 1 | - | - | -
Def | - | - | - | - | 1 | - | -
Agl | 4 | 1 | 4 | 2 | - | 1 | -
Int | - | 2 | - | - | 2 | - | 2

EXP - 1649061 R, T, M
- 1620477 I, N
- 1616340 P
- 1746118 G

67 Ryu Rei Teepo Nina Momo Peco Garr

HP | 4 | - | 4 | - | 2 | - | -
AP | 2 | 2 | 2 | 3 | - | - | 1
Pwr | - | - | - | - | 1 | 1 | 1
Def | 1 | 2 | 1 | - | - | 1 | 1
Agl | - | 1 | - | 1 | - | - | -
Int | - | - | - | 1 | - | - | -

EXP - 1714596 R, T, M

- 1686012 I, N
- 1681875 P
- 1811653 G

68 Ryu Rei Teepo Nina Momo Peco Garr

```

-----
HP | - | - | - | 2 | - | 1 | 4
AP | - | - | - | 1 | 1 | 1 | -
Pwr| 3 | 3 | 3 | 1 | 1 | - | -
Def| - | - | - | 1 | 2 | - | -
Agl| - | 2 | - | - | - | - | 1
Int| 2 | - | 2 | 3 | - | - | -

```

- EXP - 1780131 R, T, M
- 1751547 I, N
 - 1747410 P
 - 1877188 G

69 Ryu Rei Teepo Nina Momo Peco Garr

```

-----
HP | - | 3 | - | 1 | - | 4 | 2
AP | 1 | - | 1 | - | 1 | 5 | -
Pwr| - | - | - | - | - | 4 | 1
Def| - | 1 | - | 1 | - | 4 | -
Agl| 1 | - | 1 | - | 2 | - | 1
Int| - | 1 | - | - | 1 | 1 | 1

```

- EXP - 1845666 R, T, M
- 1817082 I, N
 - 1812945 P
 - 1942723 G

70 Ryu Rei Teepo Nina Momo Peco Garr

```

-----
HP | 2 | 1 | 2 | - | 3 | - | 1
AP | 1 | - | 1 | 2 | - | 1 | -
Pwr| - | 2 | - | 2 | 2 | - | 2
Def| 1 | 2 | 1 | - | - | - | 2
Agl| - | 1 | - | 1 | - | - | -
Int| - | 1 | - | 2 | - | - | 1

```

Stats at Level 70:

70 Ryu Rei Teepo Nina Momo Peco Garr

```

-----
HP | 302 | 262 | 309 | 201 | 252 | 429 | 348
AP | 206 | 91 | 221 | 297 | 191 | 172 | 37
Pwr| 188 | 159 | 192 | 91 | 157 | 215 | 230
Def| 131 | 128 | 138 | 96 | 108 | 172 | 171
Agl| 73 | 99 | 83 | 82 | 61 | 33 | 54
Int| 167 | 126 | 174 | 207 | 240 | 56 | 84

```

- EXP - 1911201 R, T, M
- 1882617 I, N
 - 1878480 P
 - 2008258 G

71 Ryu Rei Teepo Nina Momo Peco Garr

HP | 3 | - | 3 | 2 | 1 | 2 | -
AP | - | 2 | - | - | - | - | 1
Pwr| 2 | - | 2 | 1 | 1 | 2 | -
Def| - | - | - | - | - | 1 | 2
Agl| - | 1 | - | - | - | - | 1
Int| 1 | - | 1 | 2 | 2 | - | 1

EXP - 1976736 R, T, M
- 1948152 I, N
- 1944015 P
- 2073793 G

72 Ryu Rei Teepo Nina Momo Peco Garr

HP | - | 2 | - | - | - | - | 2
AP | 2 | - | 2 | - | 2 | 1 | -
Pwr| - | 1 | - | 1 | - | - | -
Def| - | - | - | 1 | 1 | 2 | -
Agl| 2 | - | 2 | 2 | - | - | -
Int| - | - | - | - | - | - | -

EXP - 2042271 R, T, M
- 2013687 I, N
- 2009550 P
- 2139328 G

73 Ryu Rei Teepo Nina Momo Peco Garr

HP | - | - | - | - | 2 | - | 2
AP | - | 1 | - | 2 | - | - | -
Pwr| - | 1 | - | - | - | 1 | 2
Def| 2 | - | 2 | 1 | 1 | - | -
Agl| - | 2 | - | - | 3 | 1 | 1
Int| - | - | - | - | 1 | - | -

EXP - 2107806 R, T, M
- 2079222 I, N
- 2075085 P
- 2204863 G

74 Ryu Rei Teepo Nina Momo Peco Garr

HP | 2 | 1 | 2 | 1 | - | 4 | -
AP | - | 2 | - | - | 1 | 4 | -
Pwr| 1 | - | 1 | - | 2 | 3 | -
Def| - | 1 | - | 2 | 1 | 4 | 1
Agl| - | 1 | - | - | - | - | -
Int| - | 1 | - | 1 | 1 | 1 | 2

EXP - 2173341 R, T, M
- 2144757 I, N
- 2140620 P
- 2270398 G

75 Ryu Rei Teepo Nina Momo Peco Garr

HP | - | 1 | - | - | - | - | 3
AP | 3 | - | 3 | 3 | - | 2 | -
Pwr| - | 2 | - | - | - | - | 1

Def		1		-		1		1		-		1		-
Agl		-		1		-		3		-		-		1
Int		-		-		-		1		3		-		-

EXP - 2238876 R, T, M
 - 2210292 I, N
 - 2206155 P
 - 2335933 G

76 Ryu Rei Teepo Nina Momo Peco Garr

HP		1		3		1		2		1		1		-
AP		-		-		-		-		-		-		1
Pwr		-		-		-		1		2		2		1
Def		-		1		-		-		-		-		-
Agl		1		-		1		-		-		-		-
Int		3		-		3		-		-		-		-

EXP - 2304411 R, T, M
 - 2275827 I, N
 - 2271690 P
 - 2401468 G

77 Ryu Rei Teepo Nina Momo Peco Garr

HP		1		-		1		-		1		2		1
AP		-		-		-		1		2		1		-
Pwr		2		2		2		-		-		-		-
Def		-		1		-		1		1		2		2
Agl		1		2		1		1		1		-		-
Int		1		1		1		2		-		-		1

EXP - 2369946 R, T, M
 - 2341362 I, N
 - 2337225 P
 - 2467003 G

78 Ryu Rei Teepo Nina Momo Peco Garr

HP		-		-		-		-		1		-		1
AP		2		2		2		-		2		-		-
Pwr		-		-		-		-		2		2		2
Def		-		-		-		1		-		-		-
Agl		-		2		-		1		-		1		-
Int		1		-		1		2		1		-		-

EXP - 2435481 R, T, M
 - 2406897 I, N
 - 2402760 P
 - 2532538 G

79 Ryu Rei Teepo Nina Momo Peco Garr

HP		-		-		-		1		-		2		2
AP		2		2		2		2		-		1		-
Pwr		-		-		-		-		-		-		1
Def		2		2		2		2		2		1		-
Agl		1		-		1		-		1		-		1
Int		-		-		-		1		2		-		-

EXP - 2501016 R, T, M
- 2472432 I, N
- 2468295 P
- 2598073 G

80 Ryu Rei Teepo Nina Momo Peco Garr

```
-----  
HP | 2 | 2 | 2 | 1 | 2 | - | -  
AP | 1 | - | 1 | - | - | - | 1  
Pwr| 1 | 1 | 1 | 1 | - | 1 | -  
Def| - | 2 | - | - | - | - | 1  
Agl| - | 1 | - | - | 1 | - | -  
Int| 2 | - | 2 | - | - | - | 1
```

Stats at Level 80:

80 Ryu Rei Teepo Nina Momo Peco Garr

```
-----  
HP | 311 | 271 | 318 | 208 | 260 | 440 | 359  
AP | 216 | 100 | 231 | 305 | 198 | 181 | 40  
Pwr| 194 | 166 | 198 | 95 | 164 | 226 | 237  
Def| 136 | 135 | 143 | 105 | 114 | 183 | 177  
Agl| 78 | 109 | 88 | 89 | 67 | 35 | 58  
Int| 175 | 128 | 182 | 216 | 250 | 57 | 89  
*****
```

EXP - 2566551 R, T, M
- 2537967 I, N
- 2533830 P
- 2663608 G

81 Ryu Rei Teepo Nina Momo Peco Garr

```
-----  
HP | - | - | - | 2 | - | 1 | 3  
AP | 2 | - | 2 | - | 1 | 2 | 1  
Pwr| 3 | 1 | 3 | - | 1 | - | -  
Def| - | - | - | 1 | 2 | - | 1  
Agl| - | 1 | - | 2 | - | 1 | -  
Int| - | 2 | - | - | - | - | -
```

EXP - 2632086 R, T, M
- 2603502 I, N
- 2599365 P
- 2729143 G

82 Ryu Rei Teepo Nina Momo Peco Garr

```
-----  
HP | 3 | 2 | 3 | - | 2 | - | 2  
AP | - | - | - | 2 | - | - | -  
Pwr| 1 | 1 | 1 | 1 | 1 | 1 | 1  
Def| - | - | - | - | - | 3 | 2  
Agl| - | - | - | 1 | - | - | -  
Int| - | - | - | 2 | 2 | - | 1
```

EXP - 2697621 R, T, M
- 2669037 I, N
- 2664900 P

- 2794678 G

83 Ryu Rei Teepo Nina Momo Peco Garr

HP		1		-		1		-		2		3		2
AP		-		1		-		1		1		-		-
Pwr		-		-		-		-		-		1		2
Def		2		1		2		-		1		-		-
Agl		1		2		1		-		1		1		2
Int		-		-		-		1		1		-		-

EXP - 2763156 R, T, M

- 2734572 I, N

- 2730435 P

- 2860213 G

84 Ryu Rei Teepo Nina Momo Peco Garr

HP		-		1		-		2		-		-		1
AP		-		-		-		-		-		-		-
Pwr		1		2		1		-		1		-		-
Def		-		1		-		1		1		2		1
Agl		1		-		1		-		-		-		-
Int		-		1		-		-		-		-		1

EXP - 2828691 R, T, M

- 2800107 I, N

- 2795970 P

- 2925748 G

85 Ryu Rei Teepo Nina Momo Peco Garr

HP		-		1		-		-		-		-		2
AP		1		1		1		1		2		2		-
Pwr		-		-		-		-		-		-		3
Def		-		-		-		-		-		-		-
Agl		-		-		-		1		-		-		-
Int		2		-		2		-		-		-		-

EXP - 2894226 R, T, M

- 2865642 I, N

- 2861505 P

- 2991283 G

86 Ryu Rei Teepo Nina Momo Peco Garr

HP		3		-		3		-		1		2		-
AP		-		-		-		1		-		-		1
Pwr		-		-		-		-		1		1		-
Def		1		1		1		-		-		-		-
Agl		2		1		2		-		-		-		-
Int		1		2		1		2		2		-		2

EXP - 2959761 R, T, M

- 2931177 I, N

- 2927040 P

- 3056818 G

87 Ryu Rei Teepo Nina Momo Peco Garr

HP		-		2		-		1		-		-		-
----	--	---	--	---	--	---	--	---	--	---	--	---	--	---

AP	2	-	2	-	2	2	1
Pwr	1	-	1	1	-	-	1
Def	-	-	-	1	1	1	2
Agl	2	1	2	2	1	1	1
Int	-	-	-	-	-	-	-

EXP - 3025296 R, T, M
 - 2996712 I, N
 - 2992575 P
 - 3122353 G

88 Ryu Rei Teepo Nina Momo Peco Garr

HP	1	-	1	-	1	1	2
AP	-	1	-	-	-	-	-
Pwr	1	-	1	-	2	2	-
Def	-	1	-	-	-	-	-
Agl	-	-	-	-	-	-	-
Int	-	-	-	2	3	-	-

EXP - 3090831 R, T, M
 - 3062247 I, N
 - 3058110 P
 - 3187888 G

89 Ryu Rei Teepo Nina Momo Peco Garr

HP	-	-	-	-	-	1	-
AP	-	1	-	1	-	1	-
Pwr	-	2	-	1	-	-	2
Def	1	-	1	-	1	-	-
Agl	-	1	-	-	-	1	-
Int	1	-	1	-	2	-	-

EXP - 3156366 R, T, M
 - 3127782 I, N
 - 3123645 P
 - 3253423 G

90 Ryu Rei Teepo Nina Momo Peco Garr

HP	2	1	2	2	1	3	1
AP	-	-	-	1	2	-	-
Pwr	2	1	2	-	1	-	-
Def	-	-	-	1	1	1	2
Agl	-	1	-	-	-	-	-
Int	1	1	1	1	-	-	-

 Stats at Level 90:

90 Ryu Rei Teepo Nina Momo Peco Garr

HP	321	278	328	215	267	451	372
AP	221	104	236	312	206	188	43
Pwr	203	173	207	98	171	231	246
Def	140	139	147	109	121	190	185
Agl	84	116	94	95	69	39	61
Int	180	134	187	224	260	57	93

EXP - 3221901 R, T, M
- 3193317 I, N
- 3189180 P
- 3318958 G

91 Ryu Rei Teepo Nina Momo Peco Garr

HP | - | 2 | - | - | - | - | 4
AP | 3 | - | 3 | 2 | 1 | 1 | 1
Pwr | - | - | - | - | 2 | 2 | 1
Def | - | - | - | - | - | - | -
Agl | 1 | - | 1 | 2 | 1 | - | -
Int | 1 | 1 | 1 | - | 1 | - | 1

EXP - 3287436 R, T, M
- 3258852 I, N
- 3254715 P
- 3384493 G

92 Ryu Rei Teepo Nina Momo Peco Garr

HP | - | - | - | - | 2 | - | 1
AP | - | 1 | - | - | 1 | 1 | -
Pwr | 1 | 1 | 1 | 1 | - | - | 1
Def | 1 | 2 | 1 | - | - | 2 | 2
Agl | 2 | - | 2 | - | - | 1 | -
Int | - | - | - | 2 | - | - | -

EXP - 3352971 R, T, M
- 3324387 I, N
- 3320250 P
- 3450028 G

93 Ryu Rei Teepo Nina Momo Peco Garr

HP | 1 | 1 | 1 | 1 | 1 | 1 | -
AP | - | - | - | - | - | - | 1
Pwr | - | - | - | 1 | - | - | -
Def | 1 | 1 | 1 | 1 | 1 | - | -
Agl | - | 3 | - | - | 2 | - | 1
Int | 3 | - | 3 | - | - | - | 1

EXP - 3418506 R, T, M
- 3389922 I, N
- 3385785 P
- 3515563 G

94 Ryu Rei Teepo Nina Momo Peco Garr

HP | 2 | - | 2 | - | - | 2 | 2
AP | 1 | - | 1 | 1 | 2 | - | -
Pwr | - | 2 | - | - | - | - | -
Def | - | - | - | - | 1 | 1 | -
Agl | - | - | - | 2 | - | - | -
Int | - | 1 | - | - | - | - | -

EXP - 3484041 R, T, M

- 3455457 I, N
- 3451320 P
- 3581098 G

95 Ryu Rei Teepo Nina Momo Peco Garr

HP		-		1		-		2		-		-		1
AP		1		1		1		-		-		1		-
Pwr		-		-		-		1		2		1		-
Def		2		1		2		-		-		2		1
Agl		-		-		-		-		-		-		-
Int		-		1		-		-		-		-		-

- EXP - 3549576 R, T, M
- 3520992 I, N
 - 3516855 P
 - 3646633 G

96 Ryu Rei Teepo Nina Momo Peco Garr

HP		-		2		-		-		1		-		-
AP		2		-		2		3		-		-		-
Pwr		1		1		1		-		-		1		2
Def		-		-		-		-		-		-		-
Agl		-		2		-		-		1		1		1
Int		-		-		-		1		3		-		-

- EXP - 3615111 R, T, M
- 3586527 I, N
 - 3582390 P
 - 3712168 G

97 Ryu Rei Teepo Nina Momo Peco Garr

HP		-		-		-		1		1		3		-
AP		-		2		-		-		-		-		1
Pwr		1		-		1		-		1		1		-
Def		1		-		1		1		1		-		1
Agl		2		-		2		-		-		-		-
Int		2		1		2		1		2		-		-

- EXP - 3680646 R, T, M
- 3652062 I, N
 - 3647925 P
 - 3777703 G

98 Ryu Rei Teepo Nina Momo Peco Garr

HP		1		1		1		1		-		-		1
AP		-		-		-		1		-		-		-
Pwr		-		1		-		1		1		-		1
Def		1		-		1		1		-		-		-
Agl		2		2		2		-		1		-		-
Int		-		-		-		-		-		-		2

- EXP - 3746181 R, T, M
- 3717597 I, N
 - 3647925 P
 - 3843238 G

99 Ryu Rei Teepo Nina Momo Peco Garr

```

-----
HP | 3 | - | 3 | - | - | 1 | 3
AP | - | - | - | 2 | 2 | 2 | 1
Pwr| 1 | - | 1 | - | 1 | - | 1
Def| - | 1 | - | - | - | 1 | -
Agl| - | - | - | 1 | - | - | -
Int| 1 | 1 | 1 | 1 | 1 | - | 1

```

Stats at Level 99:

```

      Ryu   Rei   Teepo  Nina  Momo  Peco  Garr
-----
HP | 328 | 285 | 335 | 220 | 272 | 458 | 384
AP | 228 | 108 | 243 | 321 | 212 | 193 | 47
Pwr| 207 | 178 | 211 | 102 | 178 | 236 | 252
Def| 146 | 144 | 153 | 112 | 124 | 196 | 189
Agl| 91  | 123 | 101 | 100 | 74  | 41  | 63
Int| 187 | 139 | 194 | 229 | 267 | 57  | 98
*****

```

*On the Weretiger Form

Well, here's my short treatise on Rei's Weretiger form. Hope it's enough of an appetizer for the next section!

Essentially, what happens when you command Rei to change into his Weretiger form is that he becomes permanently uncontrollable while in that form, and will perform normal attacks on any other combatant with berserk-raised power. He will not die in three turns like a character from using Berserk, though. Additionally, any use of the Influence move while the Weretiger form is dominant will force it to focus on attacking a specific target for a while. Though the message will not appear, critical hits are still possible, and you'll notice an incredibly higher amount of damage occasionally. Reprisals too are possible, though I've never seen it happen without some tinkering with a hacking device, as Rei simply has one of the lowest reprisal rates. But they do happen! And finally, if you have something like Lifestealer on Rei, a weapon that has the possibility of causing an Instant Kill, such lucky strikes might occur if you're interestingly lucky. Then again, most enemies don't survive many attacks from Rei's Weretiger form, and for those who can take a lot of punishment, they're likely capable of knocking out the Weretiger form faster than you can get Rei up again, and probably will be immune to Instant Kill as well. :P Wisen up! Weretiger's useful only if you're desperate, or incredibly confident, plus have that bit of luck. Otherwise, you'll probably do better trying to escape when your party's about decimated to shreds. Try not to rely on Weretiger too often, especially for long drawn-out battles, since you'll lose control of an excellent character for as long as Weretiger's around, plus you've got to use Influence every so often with another character (probably gonna be Ryu, huh), you probably can have better options. But it's fun to have the Weretiger form around! ;p Rrhoughgh!!

A summary of the characteristics of the Weretiger form:

*Rei will be uncontrollable by the player, and will randomly use a normal physical attack on any other combatant in battle, including your other party

members.

- *Attack strength is boosted by a magnitude similar to use of Berserk, causing your attacks to deal around 3 times the normal damage. This effect is not affected by the casting of Sanctuary, which resets stat-modifiers caused by moves like Protect and Slow.
- *Unlike using Berserk, shifting to the Weretiger form will not cause Rei to be automatically KOed in 3 turns. You won't get the "Pay the price for going berserk!" message!
- *Like a character who has used the Berserk move, the Weretiger form will be affected by the use of Influence, which forces it to focus on attacking a single target for some time until the target is KOed.
- *Similar to a character who has used Berserk, if Rei is KOed while in Weretiger form and directly revived due to virtue of the Soul Gem or Manly Clothes, he'd still retain the Weretiger form, and the Berserk status would still affect a character. As an aside, the KO countdown still continues for a character under Berserk, and will still kill the character by the end of the 3 turns.
- *Rei may be in Weretiger form, but his attacks will still retain the properties granted by his equipped weapon. That means if your weapon grants an elemental property, or has a chance of causing an Instant Kill, these qualities will still be present when the Weretiger attacks. The Heat Shotel and Lifestealer are examples of such weapons. This may be used to your advantage, as if you equip the appropriate element-absorbing items on your other party members, any random Weretiger attacks on them would heal them for a large amount of HP instead! Beware of doing the same for your enemies, though.
- *Reprisals are possible during the Weretiger form, subject though to Rei's innately low reprisal rate. If this occurs though, you can well laugh at your luckless enemy!
- *Rei will keep any stat-modifiers from before he turns into his Weretiger form. The same goes for any status changes. Yep, everything's still the same.
- *Revival through triggering of "Guts!" due to high Willpower has not been noted to date.

*On the Dragon Form

-HOW TO DETERMINE YOUR DRAGON FORM

The strengths and weaknesses of the resultant dragon form Ryu turns into can be determined based upon his present stats, if you take the time and have the interest to see this section to the end! Bear with this and you should be able to choose your dragon genes with more taste. Ok, wisdom!

A step-by-step walkthrough of what dragon form you end up with:

Check the total number of genes selected

V	V	
1 gene only	2 or 3 genes	
	V	
	Check for unique gene combinations ->	YES
	V	V
	None	*Unique form of your *
		*combination if EXACT *
		*combination is used. *
		#IF NOT, check for the#
		#presence of the: #
		#Infinity gene #

```
| #Failure gene #
| #Fusion gene #
| #similar to the #
| #next 3 steps; should #
| #they ALL be absent, #
| #THEN will you get the#
| #unique form! Use your#
| #common sense for some#
| #cases... you should #
| #have enough for this!#
```

V V

Check for Infinity gene -> YES -> *Kaiser form*

|

V

None

|

V

Check for Failure gene -> YES -> *FAILURE Whelp form*

|

V

None

|

V

Check for Fusion gene -> YES -> *Hybrid form*

|

V

|

V

None FAILURE WITHOUT PROPER CONDITIONS

|

V

|

V

Check for Mutant Gene -> YES -> *Resultant dragon form will get*

| *somewhat random stats and *

| *elemental changes, plus a *

| *random dragon form of: *

| *Whelp/Dragon/Warrior/Behemoth *

| #EXCEPT if the Force gene is #

| #spliced in too, you WILL have #

| #the Warrior form #

| !BUT should the Miracle gene be!

| !present as well, you'll END up!

| !with the Behemoth dragon form !

V

None (For the following dragon forms,

| check for its combination in table)

|

V

Check for Miracle gene -> YES -> *Behemoth form*

|

V

None

|

V

Check for Force gene -> YES -> *Warrior form*

|

V

None

|

V

Recheck total number of genes, excluding the: Gross gene

|

|

|

|

Reverse gene

??? gene

		Trance gene
V	V	
1 gene only	2 or 3 genes	
V	V	
Whelp form	*Dragon form*	

The priority order goes as:

Infinity > Failure > Fusion > [UNIQUE DRAGON FORMS] > Miracle > Force > Others

The Infinity, Failure, and Fusion genes are Priority genes that will try to over-ride the other genes below them in the hierarchy. In a way, they also come under UNIQUE DRAGON FORMS. The Miracle, Force, and other genes come after UNIQUE DRAGON FORMS in order of priority, as they will not pose an impact if a gene combination for a UNIQUE DRAGON FORM is already present. Like, if you take a combination of ??? + Force + Mutant, you'll get the Pygmy dragon form and not a Warrior dragon form, as the Mutant + ??? combination out-ranks the presence of the Force gene. And so on. In some cases though, there are exceptions to the rule. The Myrmidon dragon form is created with Force + Trance, while Shadow + Trance gives the Tiamat dragon form. Since the Force gene ranks above the Shadow gene, one would expect that with a combination of Force + Trance + Shadow, you'd get the Myrmidon dragon form. The Tiamat dragon form is what you end up with though. Another relatively similar scenario pits the Mammoth against the Pygmy dragon form, as Miracle + ??? + Mutant. As it turns out here, you'll get the logical result, the Mammoth dragon form. My observation to this is that in these cases of contention, the system grants preference to the party-replacing dragon forms, which Tiamat and Mammoth both are. Long-winded! *Sigh*, before I forget, let's look at the list of UNIQUE DRAGON FORMS that I've been prattling about.

Infinity + Trance + Radiance	->	TRANCE-RADIANCE KAISER
Infinity + Failure	->	FAILURE KAISER
Infinity	->	BERSERK KAISER
Failure	->	FAILURE WHELP
Fusion	->	*Character* HYBRID ; see FUSION table
Shadow + Trance	->	TIAMAT
Miracle + ???	->	MAMMOTH
Force + Trance	->	MYRMIDON
Flame + Frost + Thunder	->	TRYGON
Miracle + Thorn + Reverse	->	WILDFIRE
Mutant + ???	->	PYGMY

Here's all on stats for all of Ryu's dragon forms. I'll give a short warning: IT'S LONG!! Some of them may be repetitive, but it should be easier for you to find what you're looking for. Unique dragon form stats are near the front!

The stats affected by transformation into a dragon form are:

HP (Max) | -> Simply multiply these stats by your dragon form's
Pwr, Def, Agl, Int | final stat modifiers!

Flame, Frost, Electric, Earth, Wind | -> These attributes are super-imposed
Holy | over by those of your dragon form's
Psionic, Status, Death |

Critical | -> These hidden stats are affected by only one unique dragon form,
Dodge | the Enhanced Rei Hybrid dragon form; basically a bonus for you!

AP | -> These stats, hidden or otherwise, are not known to be affected.
 Willpower | For the reprisal rate, this is somewhat unexplainable, since
 Surprise | some particular dragon forms, like Wildfire and Kaiser, seem
 Reprisal | to get reprisals much more often. Perhaps they get another
 Accuracy | modifier on this base stat?

All modifiers are used on the present value of your stats, meaning WITH your equipment included, though resistances are replaced by the dragon form. It should be noted though, that when switching between human and dragon form, and vice versa, you will LOSE all the temporary stat boost effects gained by some moves in battle, typically powerups or powerdowns from Speed, Last Resort, or Slow. Any status ailments you get while in either form will be carried over when you switch forms with Restore Form, and they will still be on your human form if your dragon form gets knocked out in battle, or end the battle without curing for lasting status effects like Poison.

In addition, you retain your equipped weapon's properties, particularly its element, if any. Other traits will come in too, such as the possibility of an Instant Kill hit when the Hidden Dagger is equipped. The effects of items like the Cupid's Lyre and Shaman's Ring WILL be active for their operating conditions, although it's obvious an equipped Soul Gem or Manly Clothes wouldn't save your dragon form! However, remember that ALL your various resistances are replaced by those of your current dragon forms', so don't think it odd if your equipped Ring of Fire didn't have any apparent effect. It simply CAN'T give your dragon form the influence it usually does. So, the short form of this paragraph would be:

'All your special resistance values are REPLACED by those of your current dragon form, and any usual effects from various sources on this will NOT be active WHILE IN DRAGON FORM. These sources include equipment, various Block inoculations (the injections!! *ouch*), and not to forget, related influence from specific Masters. ALL the rest of your stats are NOT affected unless the dragon form specifically has an impact on them. Hmmm, get it?' Short'ie??

 -BASE STAT MODIFIERS FOR DRAGON FORMS

	HP	Pwr	Def	Agl	Int
Whelp	120%	130%	120%	120%	100%
FAILURE Whelp	100%	100%	100%	100%	100%
Dragon	180%	150%	150%	120%	100%
Warrior	130%	230%	120%	180%	100%
Behemoth	330%	230%	230%	60%	100%
Hybrid					
Kaiser	REFER UNDER UNIQUE DRAGON FORMS!				
Unique					

 ATTRIBUTES

Flame, Frost, Electric, Earth, Wind -> 2

Holy -> 5
Mind, Status, Death -> 2

-STATS MODIFIERS FOR UNIQUE DRAGON FORMS

FAILURE	HP	Pwr	Def	Agl	Int
WHELP	-----				
	100%	100%	100%	100%	100%

|WILDFIRE | HP | Pwr | Def | Agl | Int |
| |-----|
| | 10% |250% |300% |200% |100% |
|-----|
|Flame to 6, Frost to 6, Electric to 6, |
|Earth to 6, Wind to 6 |
|Holy to 3 |
Psionic to 6, Status to 6, Death to 6

|TRYGON | HP | Pwr | Def | Agl | Int |
| |-----|
| |220% |180% |180% |120% |100% |
|-----|
Flame to 6, Frost to 6, Electric to 6

MYRMIDON	HP	Pwr	Def	Agl	Int

	180%	300%	120%	150%	100%

MAMMOTH	HP	Pwr	Def	Agl	Int

	1000%	200%	0%	50%	100%

PYGMY	HP	Pwr	Def	Agl	Int

	100%	10%	10%	300%	300%

|TIAMAT | HP | Pwr | Def | Agl | Int |
| |-----|
| |250% |180% |180% |100% |150% |
|-----|
|Earth to 6 |
|Holy to 3 |
Psionic to 6, Status to 6, Death to 6

```
|REI      |  HP | Pwr | Def | Agl | Int |
|HYBRID  |-----|
|         |150% |150% |120% |200% |100% |
|-----|
|+Force Gene to get the Enhanced form, |
|with a bonus of Critical +30, Dodge +30|
```

```
|MOMO     |  HP | Pwr | Def | Agl | Int |
|HYBRID  |-----|
|         |150% |150% |120% |100% |250% |
|-----|
|+??? Gene to get the Enhanced form,   |
|with a higher stat-modifier of        |
|Int x300% instead                      |
```

```
|PECO     |  HP | Pwr | Def | Agl | Int |
|HYBRID  |-----|
|         |250% |150% |150% | 80% |100% |
|-----|
|+Shadow Gene to get the Enhanced form, |
|with a basic regeneration rate of 5% of|
|max HP at the end of every turn       |
```

```
|NINA     |  HP | Pwr | Def | Agl | Int |
|HYBRID  |-----|
|         |120% |120% |100% |150% |250% |
|-----|
|Wind to 6                               |
|-----|
|+Eldritch Gene to get the Enhanced    |
|form, with a higher stat-modifier of   |
|Int x300% instead                      |
```

```
|FAILURE  |  HP | Pwr | Def | Agl | Int |
|KAISER  |-----|
|         |120% |130% |120% |120% |100% |
```

```
|BERSERK |  HP | Pwr | Def | Agl | Int |
|KAISER  |-----|
|         |300% |250% |250% |150% |150% |
|-----|
|Flame to 5, Frost to 5, Electric to 5, |
|Earth to 5, Wind to 5                   |
|Psionic to 6, Status to 6, Death to 6  |
```

```
|TRANCE- |  HP | Pwr | Def | Agl | Int |
|RADIANCE|-----|
|KAISER  |300% |250% |250% |150% |150% |
```

```
|-----|
|Flame to 5, Frost to 5, Electric to 5, |
|Earth to 5, Wind to 5 |
|Psionic to 6, Status to 6, Death to 6 |
|-----|
```

-ADDITIONAL EFFECTS OF DRAGON GENES

>ELEMENTAL DRAGON GENES

```
-----
|FLAME | Attribute Changes |
|-----|
| | Flame to 6, Frost to 1 |
|-----|
|+Thorn |Flame to 7, Frost to 0 |
|-----|
|+Reverse |Flame to 1, Frost to 6 |
|-----|
|+Thorn |Flame to 0, Frost to 7 |
|+Reverse | |
```

```
-----
|FROST | Attribute Changes |
|-----|
| | Flame to 1, Frost to 6 |
|-----|
|+Thorn |Flame to 0, Frost to 7 |
|-----|
|+Reverse |Flame to 6, Frost to 1 |
|-----|
|+Thorn |Flame to 7, Frost to 0 |
|+Reverse | |
```

```
-----
|THUNDER | Attribute Changes |
|-----|
| | Electric to 6 |
|-----|
|+Thorn |Electric to 7 |
|-----|
|+Reverse |Electric to 1 |
|-----|
|+Thorn |Electric to 0 |
|+Reverse | |
```

```
-----
|SHADOW | Attribute Changes / Impact |
|-----|
| | Holy to 4, Status to 5, Death to 5 |
|-----|
|+Thorn |Holy to 4, Status to 6, Death to 6 |
|-----|
|+Reverse |Holy to 6 |
|-----|
|+Thorn |Holy to 7 |
```

```

|+Reverse |
|-----|
|@Fusion |Creates ENHANCED PECO HYBRID |
|         |dragon form, when conditions apply |
|         |for PECO HYBRID dragon form      |
|-----|

```

```

|RADIANCE |          Attribute Changes      |
|-----|
|         |Holy to 6                         |
|-----|
|+Thorn   |Holy to 7                         |
|-----|
|+Reverse |Holy to 4, Status to 5, Death to 5 |
|-----|
|+Thorn   |Holy to 4, Status to 6, Death to 6 |
|+Reverse |
|-----|

```

INTERRUPT How to use the following stat tables:

At the top-left corner is the basic stat-affecting dragon gene, shown in CAPS. Below it, in the same column, are the various combinations with that basic gene that will induce different stat changes yet again. Read the matching line on the right column to see what dragon form that gene combination would give you, then apply the additional stat modifiers on top of the base stat modifiers given in the table above.

*An example:

I'm interested in knowing what sort of stat changes a gene combination of Force, Miracle, and Eldritch would give me. There happen to be tables for all of these 3 genes, so I look up the FORCE table for what I want. I find a sub-category with +Eldritch on top and @Miracle just below it. With Force as the primary gene, + marks Eldritch as the secondary gene, and @ signifies Miracle as the conclusive gene in this combination, including Eldritch. So, by reading only the line of @Miracle in this sub-category, I have the ADDITIONAL stat modifiers for a combination of Force+Eldritch+Miracle as:

Apply to Behemoth form

```

*HP   -30%
*Pwr   0%
*Def   0%
*Agl  +20%
*Int  +30%

```

Reading from the BASE STAT MODIFIERS FOR DRAGON FORMS in front, I see that the basic stat modifiers for the Behemoth form goes as:

```

|-----|
|         | HP | Pwr | Def | Agl | Int |
|-----|
|Behemoth |330%|230%|230%| 60%|100%|
|-----|

```

Thus, after applying the additional stat modifiers on top of the base stat modifiers, we get:

	HP	Pwr	Def	Agl	Int
RESULT	300%	230%	230%	80%	130%

Hope that helps! Reading gets easier after some practice, but you don't really need to do all that, just know that the dragon form works for your situation. The tables are for those who like maths, and those who simply like having the option of knowing what happens behind the scenes. Well, enjoy! There are such tables below for FORCE, DEFENDER, ELDRITCH, MIRACLE, GROSS, and some assorted stuff for the other genes.

>STAT-MODIFYING DRAGON GENES

FORCE	HP	Pwr	Def	Agl	Int	FORM
@Miracle	-30%	+30%	0%	+20%	0%	Behemoth
+Thorn	-30%	+30%	0%	+30%	0%	Warrior
@Miracle	-30%	+30%	+30%	+20%	0%	Behemoth
+Reverse	+50%	-50%	0%	-50%	0%	Warrior
@Miracle	-30%	-80%	-50%	+20%	0%	Behemoth
+Eldritch	-30%	0%	0%	0%	+30%	Warrior
@Miracle	-30%	0%	0%	+20%	+30%	Behemoth
+Thorn	+80%	-80%	0%	-80%	0%	Warrior
+Reverse						
+Thorn	-30%	-30%	0%	+30%	+60%	Warrior
+Eldritch						
+Eldritch	+50%	-30%	0%	-50%	-20%	Warrior
+Reverse						
+Defender	+20%	0%	+30%	-30%	0%	Warrior
@Miracle	0%	+30%	+30%	0%	0%	Behemoth
+Defender	+20%	+30%	+60%	-30%	0%	Warrior
+Thorn						
+Defender	+20%	-50%	-20%	-30%	0%	Warrior
+Reverse						
+Defender	+20%	-30%	+30%	-30%	+30%	Warrior
+Eldritch						
@Fusion	Creates ENHANCED REI HYBRID dragon form, when conditions apply for REI HYBRID dragon form					

DEFENDER	HP	Pwr	Def	Agl	Int	FORM
----------	----	-----	-----	-----	-----	------

	+30%	0%	+30%	-20%	0%	Whelp
	+30%	0%	+30%	-20%	0%	Dragon
@Force	+20%	0%	+30%	-30%	0%	Warrior
@Miracle	+30%	0%	+30%	-30%	0%	Behemoth
+Thorn	+60%	0%	+60%	-50%	0%	Dragon
@Force	+20%	+30%	+60%	-30%	0%	Warrior
@Miracle	+30%	+30%	+30%	-30%	0%	Behemoth
+Reverse	-20%	0%	-20%	+30%	0%	Whelp
	-20%	0%	-20%	+30%	0%	Dragon
@Force	+20%	-50%	-20%	-30%	0%	Warrior
@Miracle	-80%	-50%	-80%	+80%	0%	Behemoth
+Thorn	-50%	0%	-50%	+60%	0%	Dragon
+Reverse						
+Eldritch	+30%	-20%	+30%	-20%	+30%	Dragon
@Force	+20%	-30%	+30%	-30%	+30%	Warrior
@Miracle	+30%	-30%	+30%	-30%	+30%	Behemoth
+Eldritch	+60%	-50%	+60%	-50%	+60%	Dragon
+Thorn						
+Eldritch	-20%	+30%	-20%	+30%	-20%	Dragon
+Reverse						
+Force	0%	+30%	+30%	0%	0%	Behemoth
+Miracle						

ELDRITCH	HP	Pwr	Def	Agl	Int	FORM
	0%	-20%	0%	0%	+30%	Whelp
	0%	-20%	0%	0%	+30%	Dragon
@Force	0%	-30%	0%	0%	+30%	Warrior
@Miracle	0%	-30%	0%	0%	+30%	Behemoth
+Thorn	0%	-50%	0%	0%	+60%	Dragon
@Force	-30%	-30%	0%	+30%	+60%	Warrior
@Miracle	+30%	-30%	+30%	-30%	+60%	Behemoth
+Reverse	0%	+30%	0%	0%	-20%	Whelp

	0%	+30%	0%	0%	-20%	Dragon	
@Force	+50%	-30%	-50%	0%	-20%	Warrior	
@Miracle	-50%	-30%	-50%	+50%	-20%	Behemoth	
+Defender	+30%	-20%	+30%	-20%	+30%	Dragon	
@Force	+20%	-30%	+30%	-30%	+30%	Warrior	
@Miracle	+30%	-30%	+30%	-30%	+30%	Behemoth	
+Thorn	0%	+60%	0%	0%	-50%	Dragon	
+Reverse							
+Thorn	+60%	-50%	+60%	-50%	+60%	Dragon	
+Defender							
+Defender	-20%	+30%	-20%	+30%	-20%	Dragon	
+Reverse							
+Force	-30%	0%	0%	+20%	+30%	Behemoth	
@Miracle							
@Fusion	Creates ENHANCED NINA HYBRID dragon form, when conditions apply for NINA HYBRID dragon form						

MIRACLE	HP	Pwr	Def	Agl	Int	FORM	
+Force	-30%	+30%	0%	+20%	0%	Behemoth	
+Defender	+30%	0%	+30%	-30%	0%	Behemoth	
+Reverse	-50%	-50%	-50%	+50%	0%	Behemoth	
+Eldritch	0%	-30%	0%	0%	+30%	Behemoth	
+Thorn	+30%	+30%	+30%	-30%	0%	Behemoth	
+Force	0%	+30%	+30%	0%	0%	Behemoth	
+Defender							
+Force	-30%	0%	0%	+20%	+30%	Behemoth	
+Eldritch							
+Force	-30%	+30%	+30%	+20%	0%	Behemoth	
+Thorn							
+Force	-30%	-80%	-50%	+20%	0%	Behemoth	
+Reverse							
+Defender	+30%	-30%	+30%	-30%	+30%	Behemoth	
+Eldritch							
+Defender	-80%	-50%	-80%	+80%	0%	Behemoth	
+Reverse							

+Defender	+30%	+30%	+30%	-30%	0%	Behemoth
+Thorn						

+Eldritch	+30%	-30%	+30%	-30%	+60%	Behemoth
+Thorn						

+Eldritch	-50%	-30%	-50%	+50%	-20%	Behemoth
+Reverse						

+Thorn						Wildfire
+Reverse						

GROSS		HP		Pwr		Def		Agl		Int		FORM	

		+30%		+30%		+30%		+30%		0%		Normal*	

+Thorn		+60%		+60%		+60%		+60%		0%		Normal*	

+Reverse		-20%		-20%		-20%		-20%		0%		Normal*	

+Thorn		-50%		-50%		-50%		-50%		0%		Dragon	
+Reverse													

*: By 'Normal', I'm referring to all non-unique forms and those without the Infinity Gene, Failure Gene, or Fusion Gene spliced in

>ASSIST DRAGON GENES

THORN		Impact	

		SEE TABLES FOR 'ELEMENTAL, STAT-MODIFYING' GENES	

REVERSE		Impact	

		SEE TABLES FOR 'ELEMENTAL, STAT-MODIFYING' GENES	

MUTANT		Impact	

		Acts as random mixture of up to 3 genes among	
		'ELEMENTAL, STAT-MODIFYING, REVERSE, TRANCE, ???'	
		genes; random effect will not create specific	
		UNIQUE DRAGON FORMS	

@???		Creates PYGMY dragon form	

???		Impact	

@Miracle		Creates MAMMOTH dragon form	

```
|-----|
|@Mutant |Creates PYGMY dragon form |
|-----|
|@Fusion |Creates ENHANCED MOMO HYBRID dragon form, when |
|         |conditions apply for MOMO HYBRID dragon form |
|-----|
```

```
|-----|
|TRANCE | | Impact |
|-----|
|@Shadow |Creates TIAMAT dragon form |
|-----|
|@Force |Creates MYRMIDON dragon form |
|-----|
|@Radiance |Creates TRANCE-RADIANCE KAISER dragon form |
|@Infinity | |
|-----|
```

>PRIORITY DRAGON GENES

```
|-----|
|FAILURE | | Impact |
|-----|
|         |Creates FAILURE WHELP dragon form |
|-----|
|@Infinity |Creates FAILURE KAISER dragon form |
|-----|
```

```
|-----|
|FUSION | | Impact |
|-----|
|Creates a corresponding HYBRID dragon form |
|depending on who your other two active party |
|members are: |
| |
| *PECO HYBRID- Peco + (Rei / Garr) |
| *REI HYBRID- Rei + (Nina / Momo) |
| *NINA HYBRID- Nina + (Peco / Garr) |
| *MOMO HYBRID- Momo + (Nina / Peco) |
| |
|For all other situations, the gene will not |
|grant any effect, and if used on its own, will |
|create a basic Whelp dragon form. For example: |
| |
| *You do not have a full 3-member battle party |
| *Your other two active party members are Garr |
| plus either Rei or Momo |
| *Any of your other two party members are |
| currently KOed in battle |
|-----|
```

```
|-----|
|INFINITY | | Impact |
|-----|
|         |Creates BERSERK KAISER dragon form |
|-----|
|@Failure |Creates FAILURE KAISER dragon form |
|-----|
|@Radiance |Creates TRANCE-RADIANCE KAISER |
|-----|
```

|@Trance |dragon form |

-MOVELIST FOR DRAGON FORMS

This is a short list that includes all the moves that you might get to use with the entire variety of dragon forms available. I've also included which dragon forms will have access to these moves. In alphabetical order. There's room for improvement, I know!

Aura	All Warrior forms Myrmidon form
Aura Breath	Myrmidon form
Blind	All Whelp forms
Blitz	All Behemoth forms
Blizzard	All normal forms with Frost+Eldritch genes; NOT with Flame gene added in Both Nina Hybrid forms
Bonebreak	Failure Kaiser form Trance-Radiance Kaiser form
Charge	All Behemoth forms Wildfire form
Chlorine	All normal forms with Shadow gene; NOT with Radiance gene added in All normal forms with Radiance+Reverse genes; NOT with Shadow gene added in
Combustion	Both Momo Hybrid forms
Counter	All normal forms with Defender gene
Death	All normal forms with Shadow+Eldritch genes; NOT with Radiance gene added in
Divine Breath	All normal forms with Radiance; NOT with Shadow gene added in All normal forms with Shadow+Reverse genes; NOT with Radiance gene added in
Doom Breath	Tiamat form
Dragon Breath	All Dragon forms Both Peco Hybrid forms Both Rei Hybrid forms Trygon form Pygmy form
Dream Breath	Both Peco Hybrid forms
Ebonfire	All normal forms with Flame+Shadow genes; NOT with Frost gene added in Dragon form with Frost+Radiance+Reverse genes

Flame Breath	All normal forms with Flame gene; NOT with Frost gene added in All normal forms with Frost+Reverse genes; NOT with Flame gene Trygon form
Flame Claw	All normal forms with Flame gene; NOT with Frost gene added in All normal forms with Frost+Reverse genes; NOT with Flame gene added in
Flame Strike	All Warrior forms with Flame gene; NOT with Frost gene added in All Warrior forms with Frost+Reverse genes; NOT with Flame gene added in Myrmidon form
Focus	All normal forms with Force gene
Frost Breath	All normal forms with Frost; NOT with Flame gene added in All normal forms with Flame+Reverse genes; NOT with Frost gene added in Trygon form
Frost Claw	All normal forms with Frost; NOT with Flame gene added in All normal forms with Flame+Reverse genes; NOT with Frost gene added in
Frost Strike	All Warrior forms with Frost; NOT with Flame gene added in All Warrior forms with Flame+Reverse genes; NOT with Frost gene added in Myrmidon form
Gaea's Breath	Enhanced Peco Hybrid form
Gambit	All Warrior forms Myrmidon form
Geo Breath	Normal Peco Hybrid form
Giant Growth	Mammoth form
Holy Strike	All Warrior forms with Radiance gene; NOT with Shadow gene added in All Warrior forms with Shadow+Reverse genes; NOT with Radiance gene added in Myrmidon form
Howling	All Kaiser forms
Hurricane	Enhanced Rei Hybrid form
Inferno	All normal forms with Flame+Eldritch genes; NOT with Frost gene added in Both Nina Hybrid forms
Kaiser Breath	All Kaiser forms
Lightning	Both Nina Hybrid forms
Magma Breath	Pygmy form
Meteor Strike	All Behemoth forms

	Mammoth form
Might	All Momo Hybrid forms
Myollnir	All normal forms with Thunder+Eldritch genes; NOT with Reverse gene added in Enhanced Nina Hybrid form
Protect	All Momo Hybrid forms
Ragnarok	Enhanced Momo Hybrid form
Remedy	All normal forms with Eldritch gene; NOT with Reverse gene added in Both Momo Hybrid forms
Restore	All normal forms with Eldritch gene; NOT with Reverse gene added in Both Momo Hybrid forms
Restore Form	All forms
Shadow Breath	All normal forms with Shadow gene; NOT with Radiance gene added in All normal forms with Radiance+Reverse genes; NOT with Shadow gene added in Tiamat form
Shadow Walk	Both Rei Hybrid forms
Shining Claw	All normal forms with Radiance; NOT with Shadow gene added in All normal forms with Shadow+Reverse genes; NOT with Radiance gene added in
Sirocco	Enhanced Nina Hybrid form
Snap	All Dragon forms Trygon form Pygmy form
Speed	All Momo Hybrid forms
Tempest	Normal Rei Hybrid form
Temptation	Both Nina Hybrid forms
Thunder Breath	All normal forms with Thunder gene; NOT with Reverse gene added in Trygon form
Thunder Claw	All normal forms with Thunder gene; NOT with Reverse gene added in
Thunder Strike	All Warrior forms with Thunder gene; NOT with Reverse gene added in Myrmidon form
Typhoon	Both Nina Hybrid forms
Venom Breath	Both Peco Hybrid forms

|Tiamat form

Vitalize |All normal forms with Eldritch gene; NOT with Reverse gene
| added in
|Enhanced Momo Hybrid form

Whelp Breath |All Whelp forms
|Wildfire form

Wind Strike |Myrmidon form

*On the Faeries

-GIFT SHOP QUIRKS

Most people know how the Gift Shop works. Get into battles, visit the Gift Shop, and get a free gift from each faerie assigned there. Repeat for more free gifts, and get into more battles in between visits to get better gifts! Well, that's the basics of it. It doesn't matter if you win or escape from the battle, just triggering a battle will make a contribution towards your total battle count. And for newbies, the gift given depends on the total number of battles you've encountered since you placed your faerie in the Gift Shop until you ask for your gift from a faerie. Each faerie has a separate counter, in case you didn't notice. Below is the complete gift list, I think. Check out da presents you get for 7 'n 77! And, well, everything 500 and beyond is a Spirit Ring!

No. Of Battles	Free Gift You Receive
0	I don't have anything right now. Come back later
1	Healing Herb
2- 3	Antidote
4- 6	Vitamin
7	Fish-head
8- 10	Vitamin
11- 15	Panacea
16- 20	Multi Vitamin
21- 25	Firecracker
26- 30	Icicle
31- 40	Life Shard
41- 50	Magic Shard
51- 60	Power Food

61- 70	Protein
71- 76	Swallow Eye
77	Coupons
78- 80	Swallow Eye
81- 90	Fish-head
91-200	Wisdom Fruit
201-499	Shaman's Ring
500+	Spirit Ring

-BINGO! YOU GOT THAT RIGHT!

The Number-Guessing Game at the BoF 3 casino is one of the most-frustating-ever-mini-games to best; outright, it's only slightly easier to win than the lottery! You do start with some clues though. It's a 3-digit number with 3 unique digits, which means the same digit will not be used for more than one card. Well, you still have to be extremely lucky to get it right the first time round. Failed in the first guess? Then you'll get more clues to help you out, each time you fail a guess. A 'hit' means that you got a card correct, while a 'blow' will notify you that one of the digits you chose was used in the number, but you guessed it on the correct card. It doesn't tell you which is which, of course, so if you get the number on the fourth try, count yourself pretty lucky you didn't get a 500 Z Rice Ball! Below are the two lists of yummy items you might get. It's more rewarding to go exploring with weakling faeries, though.

Normal Prize List

No. Of Guesses Taken	Possible Win Items
1	Cupid's Lyre, Shaman's Ring, Spirit Ring
2	Moon Tears, Speed Boots, Wisdom Fruit
3	Ivory Dice, Lion's Belt, Titan Belt
4	High Boots, Vitamins, Wisdom Seed
5	MultiVitamin, Napalm, Vitamins
6	Ammonia, MultiVitamin, Panacea
7	Healing Herb, Panacea, Vitamin
8	Bread, Healing Herb, Rice Ball

Cleared Game Prize List

No. Of	Possible Win Items
Guesses	
Taken	
-----	-----
1	Cupid's Lyre, GooKingSword, Shaman'sRing, Spirit Ring
-----	-----
2	Divine Helm, Lifestealer, ShotgunShell
-----	-----
3	Ascension, Light Bangle, Wisdom Fruit
-----	-----
4	Soul Gem, Wisdom Fruit
-----	-----
5	Panacea, Vitamins
-----	-----
6	Healing Herb, Vitamin
-----	-----
7	Green Apple, Rice Ball
-----	-----
8	Croc Tear
-----	-----

*Enemy Information List

Moves, HP, Attributes, Items, what there is to know about enemies is mostly down here. Well, I do need help to complete the parts of the general description of the enemy, and where they can be found. Right now, I've not finished collecting data on all the enemies, so there are only the bits on: Chrism Machine-soldiers, Eggs, Goblins, Gongs, Goos, Wizards.

Basically, enemies have the same stats like your characters, except for some bits. Base stats like AP and Def, and Attributes like Flame resistance goes by the same rules. But they don't have specific stats for stuff like Dodge rate and Reprisal rate, though. Instead, the game sort of tags them as likely to do those things, so the Nuts and Bolts are likely to dodge physical attacks, the Revenant enemies are likely to do critical hits with Lucky Strike. Oh, and the Cacti enemies are likely to get a Reprisal going whenever you pull a physical attack on them. Without these tags, enemies simply can't get Lucky Strikes and Reprisals, and they're not likely to dodge your physical attacks unless you try something with a less-than perfect (100) Accuracy. In addition, they have EXP and Z, as well as the filchable Stolen Item, and the Dropped Item as after-battle rewards. Oh right, they don't equip stuff on themselves, and they can't use Examine on your party to learn Skills from you. Plus they stay KOed after they get KOed. Right. Anything else?

Shown here are the values for HP, AP, Pwr, Def, Agl, Int, EXP, Z, as well as the Drop-chance for the Stolen and Dropped items. For the remaining attributes like Flame resistance or Death resistance, the default values are like yours, 5 for Holy, and 2 for the rest, so only values different from the default will be shown, to save space. The number shown after the Stolen and Dropped items is its Drop-chance, ranging in value from 0 to 7. 0 means the item cannot be obtained at all (you probably did something), while 7 means you get the item for sure if you do what's necessary (stealing if possible, or defeating the enemy). I've seen fractions popping up in some guides, so, if you want to think of it that way... 7 is a 1/1 chance, 6 is 1/2, 5 is 1/4, 4 is 1/8, 3 is 1/16, 2 is 1/32, 1 is 1/64, but 0 means you'll get nothing. Or something that goes like that. Chances are it's somewhat different, but don't worry too much about it. For some extra info, using Charm on an enemy will increase the Drop-chance of both items, +2 for the Stolen, and +1 for the Dropped. Charm works

only once, though. There's also the belief that equipping a Midas Stone on a battling character will increase your chances of getting items, though I can't say I've noticed it. It's your game. Oh yes, the AI responds in certain ways when you do some specific things, like inflicting Blind on the Eye Goo. I've put down what I've noticed at the end, and except for the stats, most things are open to correction by readers, so feel free to contribute or tell me what went wrong. Asta la vista!

I'll be coming back soon...

Chrysm Machine-soldiers:

[ProtoBot] Proto Bot
HP:65
AP:10
Pwr:53
Def:20
Agl:11
Int:50
Flame:4
Frost:4
Electric:1
Earth:6
Wind:4
Psionic:1
Status:7
Death:7
30 EXP
0 Z
Stolen item: Marbles--4
Dropped item: Cuirass--3
Moves: Attack

Hit with Electric attack-> [ProtoBot] gets Confuse status

[ArmorBot] Armor Bot
HP:65
AP:10
Pwr:22
Def:40
Agl:7
Int:50
Flame:6
Frost:6
Earth:6
Wind:6
Psionic:1
Status:7
Death:7
45 EXP
0 Z
Stolen item: Breastplate--3
Dropped item: Marbles--4
Moves: Attack, Charge

Hit with normal Attack-> Def x0.7

Hit with Electric attack-> [ArmorBot] gets Confuse status

[HyperBot] Hyper Bot

Death:7
500 EXP
0 Z
Stolen item: Wisdom Seed--4
Dropped item: Wisdom Fruit--3
Moves: Defend, Sacrifice, Transfer, Vitalize

Hit with Electric attack-> [TankBot] gets Confuse status

[DeathBot] Death Bot

HP:450
AP:50
Pwr:200
Def:125
Agl:23
Int:100
Flame:3
Frost:3
Electric:1
Earth:6
Wind:3
Psionic:5
Status:5
Death:7
960 EXP
100 Z
Stolen item: DamascusMail--3
Dropped item: Atomic Bomb--2
Moves: Attack, Barrier, Might, Protect, Triple Blow

Start of battle-> Uses Barrier, Protect, Might, then Triple Blow in 1st 4 turns
<INTRUDER ALERT. ARMING WEAPONS.>

[Berserkr] Berserker

HP:12000
AP:500
Pwr:600
Def:300
Agl:60
Int:999
Flame:3
Frost:3
Electric:3
Earth:6
Wind:3
Psionic:7
Status:7
Death:7
30000 EXP
3000 Z
Stolen item: Aries Gloves--3
Dropped item: Rufad'sSpear--3
Moves: Attack, Fire Whip

Start of battle-> Inflicted with Confuse
HP reduced to 3000 or less-> Moves: Berserk ; will not be auto-KOed in 3 turns!

Eggs:

12 EXP
10 Z
Stolen item: Waistcloth--3
Dropped item: Brass Helm--3
Moves: Attack, Influence

Without other enemies present-> Moves: Escape

[BlueGbln] Blue Goblin ; Influence-able

HP:120
AP:20
Pwr:100
Def:35
Agl:12
Int:1
Frost:1
Status:3
Death:4

95 EXP
75 Z
Stolen item: Beef Jerky--5
Dropped item: Scramasax--4
Moves: Attack, Escape, Jolt, Rejuvenate

[Hobgoblin] Hobgoblin

HP:380
AP:200
Pwr:188
Def:90
Agl:17
Int:50
Frost:1
Psionic:1
Death:5

800 EXP
300 Z
Stolen item: Power Food--3
Dropped item: Nothing
Moves: Attack, Intimidate, Jolt, Spirit Blast

With [BossGbln] present-> Priority on hitting [BossGbln] with Attack

Gongs:

[Gonghead]

HP:31
AP:18
Pwr:19
Def:11
Agl:7
Int:20
Frost:1
Earth:6
Psionic:1
Status:1
Death:1
8 EXP
10 Z
Stolen item: Vitamin--3

Dropped item: Life Shard--1
Moves: Attack, Giant Growth

[Gonger]

HP:70
AP:3
Pwr:45
Def:14
Agl:10
Int:4
Earth:6
Psionic:1
Status:1
Death:1
30 EXP
27 Z

Stolen item: MultiVitamin--3
Dropped item: Life Shard--2
Moves: Attack, Defend, Venom Breath

[Thrasher]

HP:90
AP:1
Pwr:140
Def:50
Agl:25
Int:50
Earth:6
Wind:1
Psionic:1
Status:1
Death:1
185 EXP
110 Z

Stolen item: Wisdom Seed--4
Dropped item: Nothing
Moves: Attack, Timed Blow, Watch Enemy

[Mad Gong]

HP:230
AP:30
Pwr:230
Def:52
Agl:30
Int:85
Frost:1
Earth:6
Psionic:1
Status:1
Death:1
850 EXP
0 Z

Stolen item: Ginseng--5
Dropped item: Nothing
Moves: Attack, Charge

Goos:

[Eye Goo] ; Influence-able*

HP:12
AP:5
Pwr:14
Def:7
Agl:4
Int:1
Psionic:1
Status:1
Death:1
2 EXP
4 Z
Stolen item: Healing Herb--5
Dropped item: Vitamin--3
Moves: Attack

On 10th turn-> Moves: Snooze
Inflicted with Blind: EXP x10
ONCE

[Mage Goo]
HP:22
AP:2
Pwr:16
Def:8
Agl:7
Int:20
Frost:1
Psionic:1
Status:1
Death:1
6 EXP
20 Z
Stolen item: Healing Herb--4
Dropped item: Wisdom Seed--1
Moves: Attack, Burn

Inflicted with Blind: EXP x3
ONCE

[Gooey]
HP:48
AP:12
Pwr:22
Def:6
Agl:1
Int:10
Psionic:7
Status:7
Death:7
9 EXP
4 Z
Stolen item: Marbles--4
Dropped item: Nothing
Moves: Defend

Start of battle-> Inflicted with Paralyse
Ryu Level 51+ -> Recovers from Paralyse in 1st turn,
Moves: Ebonfire

[Puff Goo] ; Influence-able, Reprisal*

HP:21
AP:5
Pwr:21
Def:12
Agl:6
Int:1
Psionic:3
Status:3
Death:3
15 EXP
7 Z
Stolen item: Healing Herb--5
Dropped item: Vitamin--3
Moves: Attack, Defend

Inflicted with Blind: EXP x3
ONCE

[GooTitan] Goo Titan

HP:350
AP:100
Pwr:120
Def:40
Agl:17
Int:950
Psionic:2
Status:1
Death:5
660 EXP
200 Z
Stolen item: Life Shard--3
Dropped item: Protectors--2
Moves: Attack, Defend, Escape, Burn, Charge, Timed Blow

Inflicted with Blind: Pwr, Def, Agl, Int x0.6
ONCE

Ryu Level higher-> Chance of using Timed Blow higher
[GooTitan] HP lower-> Chance of using Timed Blow higher

[Goo King]

HP:1500
AP:1000
Pwr:250
Def:110
Agl:70
Int:350
Psionic:5
Status:7
Death:7
15000 EXP
1000 Z
Stolen item: Green Apple--7
Dropped item: GooKingSword--1
Moves: Attack, Escape, Burn, Charge

Steal Stolen item-> Moves: Charge, Ragnarok, Sirocco, Tornado ; might not occur
<Goo King wants the item back!>

Wizards:

[Codger]
HP:225
AP:4
Pwr:155
Def:58
Agl:23
Int:250
Psionic:1
Status:1
Death:1
380 EXP
230 Z
Stolen item: Rare Book--3
Dropped item: Skill Ink--3
Moves: Attack, Bad back, Flying Kick, MagicShuffle

[Adept]
HP:190
AP:14
Pwr:205
Def:91
Agl:35
Int:300
Frost:1
Psionic:3
Status:4
Death:5
650 EXP
550 Z
Stolen item: Holy Robe--2
Dropped item: Shaman'sRing--1
Moves: MagicShuffle, Meditation

[ArchMage] Arch Mage ; HP Regen
HP:3000
AP:50000
Pwr:300
Def:150
Agl:80
Int:700
Psionic:7
Status:7
Death:7
48000 EXP
2000 Z
Stolen item: Soul Gem--5
Dropped item: Holy Avenger--7
Moves: Benediction, Blizzard, Mind Sword, Myollnir

More KOed party members-> Chance of using Benediction higher

*Gameshark Codes for BoF 3

The section people come looking for every time... at least, that's what I hope since this is what's absolutely my own work. I have to disclaim again, though. "By Sa, how I hate this!" I'm not someone who created the Gameshark, so don't

bother me on what works and what doesn't. These codes were created for use with the NTSC version of BoF 3, which is the only version I have, though I believe that by changing the offsets (for those of you who hack), the codes may be adjusted to work on other versions. Don't blame me for "screwing" up your game, since I don't possess the Force. Keep copies of your savegames if they're that important. Oh, and the earlier quote comes from Lord Golden, aka the Fool to some, featured in Robin Hobb's [The Tawny Man] series. Read about the legends of the Elderlings and be overwhelmed by their dragons. May the Force be with you. Plus a working Gameshark.

Dragon Form Control Status Codes

30145FBA 0? ; battle position 1
301460FA 0? ; battle position 2
3014623A 0? ; battle position 3

Replace ? with:

0 for control, with access to only Dragon(Attack) menu
1 for no control, the berserk behaviour of the typical Kaiser dragon form
2 for control, with access to all Ability menus

The scariest codes to date I've made for BoF 3, these codes affect only one thing: Ryu's dragon forms. Right. Well, the codes are effective only when you use Accession to switch Ryu over to any of his dragon forms. Substituting "2" in place of "?" for the codes seems only sensible. Not to forget evil. Press left and right from your Abilities menu to be entitled for the right to emit a sinister "Ooo...". Try the typical Berserk Kaiser dragon form and do the same to get to laugh aloud. Don't forget to use Kaiser Breath to finish up. For afters, leaving the codes on at all times don't seem to affect the game in any other way. Thank you, BoF 3 programmers! BTW, you don't need all three codes to be on. Just the one for Ryu's battle position will do. For those who like changing battle formations though, I find no reason not to have all three codes on throughout the entire game. Anything goes.

Dragon Form AP Cost

301463B8 ?? ; inputting 00 is recommended for AP cost-free dragon forms

This code too affects only Ryu's dragon forms. Putting "00" in place of "??" will reduce the AP cost for transformation to 0. Plus, this affects the AP maintenance cost each turn as well. Guilty? Put a value if you want. Since this is BoF 3, you can settle for "03". Veteran Gameshark users should know such values are typically in hex, and this is no exception. Don't expect setting the values at "10" to change the cost to 10 AP! Leaving this on has not been known to cause other side-effects. Unless you count the laughs.

Moves' AP Consumption

301463C8 ?? ; inputting 00 will make all skills used cost-free

"Smashing my own sign-board" it is. I wasn't the first to come up with this code. The GSCCC beat me to it. The effect is that all AP costs for using moves is reduced to 0. This doesn't affect the AP cost for Ryu's dragon forms, though. Accession costs 0 AP by the way, if you look where you should. The bad part? This affects your enemies as well, so unless you do something quirky, like use Leech Power a lot, they'll never run out of AP too! The catch? You still need enough AP to select the move to begin with, even though no AP will be deducted for using that move. Luckily this applies for the opposition too, so Vile Weeds don't become that much worse!

Number-Guessing Mini-game Digits

301DB080 ?? ; digit 1

301DB081 ?? ; digit 2
301DB082 ?? ; digit 3

That frustratingly nasty mini-game in Faerie Land can be totally wrecked with this series of codes. Whatever values you put in with these codes will be the digits for the Number-Guessing game, so even if you put 01 throughout, you'll STILL win if you put in the number 111. Get all those previously unattainable prizes!! The only catch for it to work is this: enter only values from 01 to 09 in place of ??, okay!? No responsibility will be taken for any unforeseen consequences. If you still want that bit of chance-iness, leave one or two digits unhacked, as you please.

Super Combo's Number Of Hits

301EC862 ?? ; try not to input values beyond 20

Not even Bunyan can do this without cheating! Want plenty of hits for the Super Combo move? You can have a "32 HIT COMBO!!" with this! Which isn't normally possible, by the way, not even if the game goes slower than 1 frame per second. So, if you input 20 in place of ??, you'll get a whopping 32 HITS and insanely high damage on your target. Don't input more than that, though, as the game is more than likely to hang for some reason. Oh, and if you notice an excessive amount of numbers at some moments, you'll just have to bear with them as a side-effect for using this code!

*Characters' Start-Apprenticing Level

301449EC ?? --- Ryu
30144A90 ?? --- Nina
30144B34 ?? --- Garr
30144BD8 ?? --- Teepo
30144C7C ?? --- Rei
30144D20 ?? --- Momo
30144DC4 ?? --- Peco

This codes are for altering the level at which your character started his or her current apprenticeship. Mainly, this is for learning skills from Masters easily, without having to level-up like an obsession was on you. The Masters teach your characters skills by taking the difference between your current level and the level at which you started calling out "Master!". So, the best value to replace ?? with should be 00. The magic number to use though seems to be FF, which will let that character learn any skill, or get an item, as fast as you can talk to that Master. Yeah, it's a mathematical catch!

*All 6 Battle Formations Available

30144F59 3F ; will enable access to all 6 battle formations in Tactics menu

As above. You get to use these formations much earlier than normal! And you don't have to worry about switching Masters in order to learn them the normal way.

*Celerity Countdown Timer

80145554 ???? ; inputting 0000 and 0000 will allow instant reuse of the skill
80145556 ???? ; for 1 more time

Bored of waiting so long for Celerity to re-activate? Difficult not to be, since it takes a whopping 5 hours under normal circumstances, starting directly after you use the move. This code will re-activate Celerity by resetting the timer, so as long as you keep the code on, you'll be able to use Celerity over and over. No side-effects!

*Bonebreak Countdown Timer

80145558 ???? ; inputting 0000 and 0000 will allow instant reuse of the skill
8014555A ???? ; for 1 more time

Similar to the Celerity move, Bonebreak also needs a full 5 hours of game time to recharge. The code resets the timer so that Bonebreak is immediately usable again. Need I say what keeping the code on does? Finally a better reason for keeping Ryu in human form! No side-effects on the code too!

*Credits

Here's a list of contributions to this document:

- Infinity Dragon, who pointed out that the Dragon Blade weapon also had the Dragon-slayer property.
 - Kusanagi, for suggesting the various uses of 'useless' moves like Watch Enemy and Unmotivate.
-

*Acknowledgements

As vital as the disclaimer, in some ways. Now, short. Later, longer, I hope!
So, scooby-snacks or the preferred equivalent to:

- The readers. Hope you found this guide useful, so give me feedback on how to better it!
 - CJayC and the Gamefaqs site. Can't imagine a gaming world without them!
"Olé!" "Wan Sui!" "Banzai!" "Never say die!" Cheers! 8P
 - calb, Galtor, and _Demo_, the ePSXe team, for creating one of the greatest emulator programs to date. And Pete, the P.E.Op.S team, and other emulation programmers, for bringing our gamers' fantasy to the real world!
 - My long-time e-penpal Carol, for believing I can still write. Thanksa!
 - Myself, of course. Who else didja think did all da hard work? Ok, I'm an obsessive game hacker! And I'm proud of it! Plus I write! Awlright!
 - Chris MacDonald, I hope you get this song:
[Spirit Dreams Inside]--Final Fantasy: The Spirits Within
-

FIN
