

The Legend of Dragoon Character FAQ

by CCajes

Updated to v2.6 on Jan 7, 2001

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T H E L E G E N D O F D R A G O O N : C H A R A C T E R F A Q  
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AUTHOR: CHRISTOFFERSON CAJES

LISTED AS: CCajes

E-MAIL: cyrus\_viii@hotmail.com

COUNTRY: Philippines

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P L A Y S T A T I O N O N L Y
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SECTION 2: UPDATED VERSIONS
~~~~~

VERSION 1.0 [NOV. 24, 2k]

- Finished the Character's addition skill list and the character's dragoon addition magic list. and updated yet the character's level up list. and make the art design of the character Faq: The Legend of Dragoon.

VERSION 1.5 [NOV. 27, 2k]

- Finished the Character's gameshark codes, Character's Dragoon spirit location, System menu, disclaimer, introduction, updated the hint list and Character's level up list.

VERSION 2.0 [DEC. 1, 2k]

- Finished the Characters Armed list section and updated the Character's Level up list. Add the Character's item list.

VERSION 2.2 [DEC. 15, 2k]

- Huge update in the Characters level up list. finished the character information section.

VERSION 2.5 [DEC. 20, 2k]

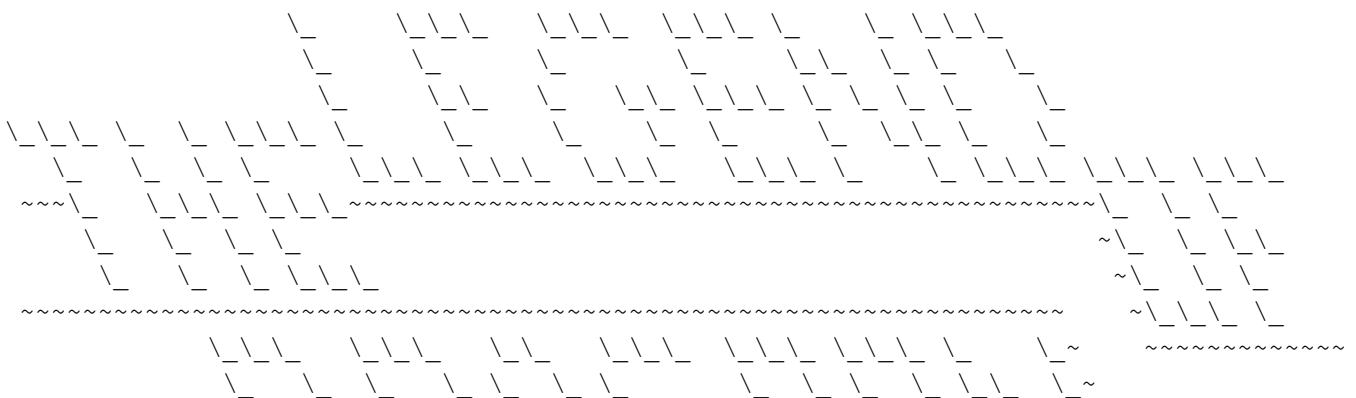
- Finished the Characters level up list. Complete addition of the Menu List.

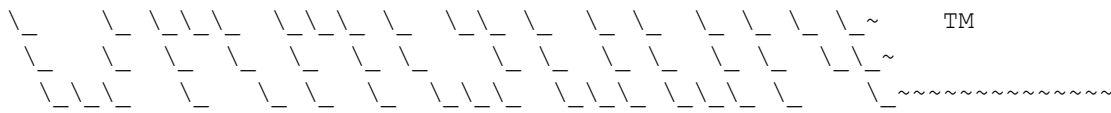
VERSION 2.6 [JAN. 7, 2001

- Small corrections in some sections of the FAQ.

~~~~~  
SECTION 3: INTRODUCTION
~~~~~

When the clash of swords echo, the journey chasing  
the past ends and the journey to know today begins.





One soul seeks another and pledges their sworn friendship to another.  
One mystery beget the next and the doors of fate are opened.

Legend of Dragoon is a story of a young guy named Dart who is searching for the Black monster in order to get revenge for his parents and his villegers who dead from the incident, but afterwards meets a girl named Shana when you rescue her in the prison and with a new companion friend Lavitz. after that event Dart then help his friend Lavitz to defeat the enemy. and further in the game encounters more friends and loses some friends.

After defeating King Albert's uncle, Dart and his friends will then be searching for a man name Llyod to get some answers why he kidnapped Shana and why he knows about the moon gem. and further in the game Dart and his friends will get more adventures and see some characters from the past.

This game is has a good story line, Dragoon Transformation Scenes, Dragoon magic scenes, addition skills and FMV scenes but the only problem of this game the over design of their Dragoon Armor costumes. for example the Dragoon Armor of the divine dragon, it my have super cool powers but I don't understand the structure of the armor and it look so heavy to look at the armor and its too big for Dart. but nonetheless I consider it as one of the great RPG games I have played.

=====  
SECTION 4: MENU LIST  
=====

~~~~~\  
SYSTEM SCREEN \~~~~~
~~~~~

/-----\   CH. 1 Serdian War      -----  Dart LV 7	
-----      Character   D'LV 2 SP 10	
picture   HP 73/210	
/-----/ MENU      -----  MP 100/100	
-----\   Status Use it    -----  EXP 130/200	
Item --> Discard    -----	
Armed List   /-----\   Additions Goods      -----  Lavitz LV 3	
Replaces       Character   D'LV 1 SP 30	
Config       picture   HP 90/100	
Save      -----  MP 10/100	
-----     -----  EXP 130/110	
-----	

/-----  /-----\   GOLD 1507327 005:21:57      -----  Shana LV 4
Ds *** Star       Character   D'LV 1 SP 25
Dust 23       picture   HP 73/120
-----     -----  MP 90/100
-----  EXP 130/204

This is the main menu that shows lots of sub-menus on the left side and on the right side you'll see the current use characters pictures and the current status. On the upper left you can see the location and the chapter you've currently accomplishing. In the lower portion at the left you'll see your gold, time, Dragoon spirits and stardust.

```

~~~~~\
STATUS MENU SCREEN \~~~~~
~~~~~

```

```

/-----\ |-----|
| |-----| Dart      LV 60 | | W Fairy Sword |
| | Character | D'LV   5   SP 500 | | H Legend of Casque |
| | picture  | HP   190/7500 | | A Red DG Armor |
| |         | MP   100/100 | | F Magical Greaves |
| |-----| EXP   560791/ - | | a Attack Badge |
|-----| |-----|

```

```

/-----| /-----|
|      Body  Weapon  Total  Dragoon | |      Magic      MP | | | | | | |
|-----| |-----|
| AT      | 150 | 59 | 209 | 170% | | 1 | Divine DG Ball | 50 |
| DF      | 150 | 41 | 191 | 250% | | 2 | Divine DG Cannon | 50 |
| MAT     | 150 | 70 | 220 | 170% | |   | | |
| MDF     | 150 | 167 | 317 | 250% | |   | | |
| SPEED   | 50  | 10  | 60  |      | |   | | |
| A-HIT   |     | 100% | 100% |      | |   | | |
| M-HIT   |     | 100% | 100% |      | |   | | |
| A-AV    |     | 5%  | 5%  |      | |   | | |
| M-AV    |     | 55% | 55% |      | |   | | |
|-----| |-----|

```

In the status menu, you'll see the character's current status like his/her level, HP, MP, SP, EXP, and the total abilities of your character as a normal person and as a Dragoon. You can also see the equipped items of your character and the dragoon magic they current have.

```

~~~~~\
ITEM: USE IT MENU SCREEN \~~~~~
~~~~~

```

```

|-----\ |-----\
| Healing Rain | | Completely recovers |
| Moon Serenade | | HP for all |
| Mind Purifier | |-----|
| Body Purifier |
| |
|-----|

```

```

/-----|
| Dart | Rose | Haschel | Albert | Meru | Kongol | Miranda |
| picture | Picture | Picture | Picture | Picture | Picture | Picture |
|-----|-----|-----|-----|-----|-----|-----|
| 1497 | 3611 | 5503 | 1906 | 1508 | 7968 | 5444 |
| HP ---- | HP ---- | HP ---- | HP ---- | HP ---- | HP ---- | HP ---- |
| 7500 | 5138 | 6606 | 8074 | 4500 | 9750 | 5870 |

```

```

|-----|-----|-----|-----|-----|-----|-----|
| 100 | 100 | 100 | 100 | 100 | 100 | 100 |
| MP --- | MP --- | MP --- | MP --- | MP --- | MP --- | MP --- |
| 100 | 100 | 100 | 100 | 100 | 100 | 100 |
|-----|-----|-----|-----|-----|-----|-----|

```

This is the item use menu, where you can heal, restore the MP of one or all characters. You can also put out the status effect of your character that came from the enemies, using Mind, Body purifier.

```

~~~~~\
ITEM: DISCARD/LIST MENU SCREEN \~~~~~
~~~~~

```

```

/-----| /-----|
| Armed item 130/255 | | Used item 32/32 | |
|-----| |-----|
| W | Broad Sword | | Healing Rain |
| a | Phantom Shield | | Moon Serenade |
| a | Attack Badge | | Angel's Prayer |
| a | Wargod's Amulet | | Mind Purifier |
| a | Poison Guard | | Body Purifier |
| W | Short Bow | | Thunder Bolt |
| A | Leather Armor | | Meteor Fall |
|-----| |-----|

```

```

|-----|\ |-----|\
| Press Triangle to Sort | | Earth based attack |
| | | for all (multi). |
|-----| |-----|

```

```

IF DISCARD: Really want to Yes
              throw this away? No

```

This is the Discard/list menu, if your in the discard menu you can discard item in the item menu by highlighting the item. If your in the List menu, you can see the descriptions of each of the items you've highlighted.

```

~~~~~\
ITEM: GOODS MENU SCREEN \~~~~~
~~~~~

```

```

/-----| /-----|
| Goods | | Goods |
|-----| |-----|
| Blue Dragoon DS | | Jade Dragoon DS |
| Gold Dragoon DS | | Violet Dragoon DS |
| Silver Dragoon DS | | Dark Dragoon DS |
| Divine Dragoon DS | | War Bulletin |
| Prison Key | | Axe from the Shack |
| Water Bottle | | Life Water |
| Magic Oil | | Pass for Valley |
|-----| |-----|

```

```

|-----|\ |-----|\
| | | Dragoon Spirit From |
| | | Lenus water-based |
|-----| |-----|

```

This is the Goods menu, this menu reveals the rare items that you've get during the game. And also, it show the Goods discriptions when highlighted.

```

~~~~~\
ADDITIONS MENU SCREEN \~~~~~
~~~~~

/-----\
| |-----| Kongol      LV 60 |
| | Character | D'LV  5   SP 500 |
| | picture  | HP   190/9705   |
| |          | MP   100/100     |
| |-----| EXP  560791/ -   |
|-----|

/-----|
|      Name          LV  ADD   SP   DAM%  NEXT LV |
|-----|
| 1 | Pursuit        | 5 | 1 | 50 | 150 | 80/- |
| 2 | Inferno         | 5 | 3 | 20 | 200 | 81/- |
| 3 | Bone Crush     | 5 | 5 | 100 | 300 | 99/- |
| |                  | | | | | | |
| |                  | | | | | | |
| |                  | | | | | | |
| |                  | | | | | | |
|-----|

```

This is the addition menu, where you selec a character and it will show the character's status and it's current learned additions.

```

~~~~~\
REPLACE MENU SCREEN \~~~~~
~~~~~

/-----\ /-----| /-----| /-----|
| |-----| Dart      LV 7 | / | / | / | | | |
| | Character | D'LV  2   SP 10 | | Character | | Character | | Character |
| | picture  | HP   73/210   | | Picture   | | Picture   | | Picture   |
| |          | MP   100/100  | |-----| |-----| |-----|
| |-----| EXP  130/200  | | LV 59   | | LV 60   | | LV 60   |
|-----| | HP  5583 | | HP  9750 | | HP  4500 |
| |          | MP  100   | | MP  100  | | MP   50  |
|-----| |          | |          | |          |

/-----\ /-----|
| |-----| Lavitz     LV 3 | |-----| |-----| |-----|
| | Character | D'LV  1   SP 30 | |-----| |-----| |-----|
| | picture  | HP   90/100   | /-----|
| |          | MP   10/100  | /
| |-----| EXP  130/110  | | Character |
|-----| | Picture   |
|-----| |-----|
|-----\ | LV 60 |
| |-----| Shana     LV 4 | | HP 5250 |
| | Character | D'LV  1   SP 25 | | MP  80  |
| | picture  | HP   73/120   | |
| |          | MP   90/100   | |-----|

```

```
| |-----| EXP 130/204 |
|-----|
```

This is called the replace menu, where you replace the current used characters by another character in the rightside.

```
~~~~~\
CONFIG MENU SCREEN \~~~~~
~~~~~
```

```
/-----|
| Vibrate  Off    On      |
|-----|
| Sound    Stereo Mono    |
|-----|
| Morph    Normal Fast    |
|-----|
| Mote     Off    Half    Stay |
|-----|
```

This is the config menu where you adjust the options you've selected to improved you've gaming features.

```
~~~~~\
SAVE MENU SCREEN \~~~~~
~~~~~
```

```
1 /-----|
| |-----| |-----| |-----| LV 60  D'LV 5  HP 7500/7500 |
| | Pic | | Pic | | Pic | Gold 99999990 050:45:37 |
| |     | |     | |     | Ds ***** Star Dust 2 |
| |-----| |-----| |-----| -----|
|                                     Moon |
|-----|
2 /-----|
| |-----| |-----| |-----| LV 60  D'LV 5  HP 3500/7500 |
| | Pic | | Pic | | Pic | Gold 99999990 051:45:37 |
| |     | |     | |     | Ds ***** Star Dust 2 |
| |-----| |-----| |-----| -----|
|                                     Moon |
|-----|
3 /-----|
| |-----| |-----| |-----| LV 60  D'LV 5  HP 1500/7500 |
| | Pic | | Pic | | Pic | Gold 99999990 052:45:37 |
| |     | |     | |     | Ds ***** Star Dust 2 |
| |-----| |-----| |-----| -----|
|                                     Moon |
|-----|
```

This is the save menu, this is where you save the game. And also, this is where you load the game by highlighting the selected save game.

```
=====
SECTION 5: HINTS LIST
=====
```

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```



HINT IN BATTLE MODE \

"ADDITION SKILLS."

- Select attack command. then the aiming sight appears. when this sight overlaps the [] in the center, press the "X" button. Gray [] means too fast, Blue [] means too slow, White [] means perfect.

"ABOUT COUNTER ATTACKING."

- Enemies don't wait around to be attacked. sometimes they fight back. during the attack, they might show hints of a counterattack. press the O button when the red counterattack sight appears overlaying the []. failure, express you to an attack and you're blown away. a multiple attack ends there.

"ABOUT DEFENSE"

- Tactics are not merely swinging the sword. during bad times, defend and wait for a chance! defending helps recover HP a little and halves the damages! also it completely protects against attacks that cause an abnormal status!

"OBTAINING ADDITIONS."

- Combat experience lets you learn new skills. skills can be selected from "Addition" on the system screen. select the skill before the battle. you can't change in the battle! each addition skill is unique. some skills are easy to use, some are powerful. every skill seems good, but don't be fooled! the secret of survival is to select the skill that suits you! even a beginner's Double slash can be effective! it depends on you skill. remember!

HINT IN HOW TO USE ITEMS \

"ATTACK ITEM'S DAMAGE"

- An attack item's basic damage is determined by the magic power(MAT) & the attributes. Here, let me tell you about MAT. Frankly, an item is a magic with a form. so, if you have more magic power results will be greater! next are elements. there are eight elements. Fire, Water, Wind, Earth, Light, Darkness, Thunder and non-elemental. So this is the point! never forget opposing combinations of Fire & Water, Wind & earth, Light & Darkness! Using the opposite attacking item to the enemy's doubles the damage! and using an attacking item with the same element halves the damage! elements appears when you select an enemy in battle. the window color lets you know which one. I'll tell you about window colors & attributes in "ATTACK ITEM'S ELEMENT". Be efficient when you use items by thinking about their attributes!

"ATTACK ITEM'S ELEMENT"

- The characters have elemental properties. there are eight possible. Fire, Water, Wind, Earth, Light, Darkness, Thunder, and non- elemental. let me explain each of them. "Fire base" window color is red, the opposite is water. "Water base" window color is Blue, the opposite is Fire. "Wind base" window color is Green, the opposite is earth. "Earth base" window color is Brown, the opposite is wind. "Light base" window color is Yellow, the opposite is Darkness. "Darkness base" window color is Dark blue, the opposite is Light. "Thunder base" window color is Magenta, there is no opposite. "Non-elemental" window color is Grey, there is no opposite. being opposite matters when using an attack item. I'll tell you the details about opposites in "ATTACK ITEM'S DAMAGE".

"HOW TO USE A MULTIPLYING ITEM"

- Select the item command. then select an item with "(multi)" in the item description window, and select the target. it's no different from other item

right! now, here is the difference with multiplying items! When a multiplying item is used. the button icon is displayed at the bottom right of the screen. then just hit "X" as many as you can to get greater damage out of your enemy.

~~~~~\
HINT IN DRAGOON BATTLE MODE \~~~~~
~~~~~

"DRAGOON TRANSFORMATION"

- Dragoon transformations need spiritual power, spirit points (SP). you can accumulate SP by attacking enemies. when your SP is full, a transformation command appears. selecting that allows you to become a Dragoon. For quicker transformation, change the setting on the system screen. select "config", highlight "morph" then select "short", that's all.

"DRAGOON ADDITIONS"

- First, transform yourself in to a Dragoon. you emit power all at once with Dragoon additions charge up your power. Press the X button when the spirit meter light reaches the top. when successful, the light continues to revolve & the power is charaged accordingly.

"DRAGOON MAGIC"

- First' transform yourself to a Dragoon. there are two commands after a transformation, a Dragoon Addition & a Dragoon Spell. you need a certain MP to use a Dragoon spell, the spells you can use are highlighted. select the spell & then the target. then you can cast the spell. getting SP by attacking allows your Dragoon level to increase and you'll have more spell choices. In the end, you can only rely on your own sword.

=====
SECTION 6: CHARACTER INFORMATION
=====

NAME: Dart
SEX: Male
RACE: Human
HAIR: Blonde
AGE: 23
HEIGHT: 178 cm
BIRTH PLACE: Neet
ELEMENT: Fire

He is the main character of the game, using a sword weapon. he has the most many addition skills and has an average in all his abilities. he already lost his parent when he was just 5 years old and after that day, he trained his self to be strong and go on a quest to find the black monster who killed his parents and destroy the village. As he journey, he'll meet lots of friends and love ones like Lavitz, Rose, Haschel, Albert, Kongol, Meru, Miranda and especially Shana. Shana is a childhood friend of his and treats her like his younger sister, but as the time goes by he sees that she is not a little girl anymore but a woman. then he'll let her feel the love from his heart further in the game.

NAME: Shana
SEX: Female
RACE: Human
HAIR: Brown
AGE: 18
HEIGHT: 160 cm

BIRTH PLACE: Seles Village  
ELEMENT: Light

She is the childhood friend of Dart when they were just little and when she grows up and meets Dart again in the game, she is in love with him and thinks about him every single day, when Dart is still on the journey to find the Black monster. She uses arrow and bow to fight, but she has no good in offensive and defensive attacks. Her healing power as a Dragoon makes her more useful in battles. She has a hidden power inside of her but she didn't know about it. She will join with Dart after you've rescued her from the Hellena prison.

NAME: Lavitz  
SEX: Male  
RACE: Human  
HAIR: Yellow  
AGE: 34  
HEIGHT: 170 cm  
BIRTH PLACE: Bale  
ELEMENT: Wind

Lavitz joins you in the Hellena Prison while you rescue Shana, he is the leader of the first knighthood in Bale. He is loyal to his country and to his King and the King is his best friend. Lavitz has a great offensive strength and good defense, that makes him one of the greatest characters in the game but he lacks speed sometimes. He and Dart will become good friends in Disc 1 but unfortunately he'll die in Disc 1 and be replaced by his Best Friend the King of Bale, Albert.

NAME: Rose  
SEX: Female  
RACE: Human  
HAIR: Black  
AGE: 11,026  
HEIGHT: 170 cm  
BIRTH PLACE: Unknown  
ELEMENT: Darkness

She is the first lady Dragoon, in the game and helps Dart how to be a great Dragoon knight and tells you a lot of information about the Dragoon campaign. She will join you when Dart battles with Kongol in Town of Hoax. She is a beautiful and mysterious woman of all female characters, she is attracted by Dart's characteristics and that they are the same manners as Zieg but realizes that Dart is not Zieg. She is the most powerful female character in the game, both offense and defense. But she has a disadvantage in her HP. But she will cool down and calm later in the game.

NAME: Haschel  
SEX: Male  
RACE: Human  
HAIR: Grey  
AGE: 70  
HEIGHT: 163 cm  
BIRTH PLACE: Rouge  
ELEMENT: Thunder

He is an old man but a master of the Rouge martial arts, he and Dart have

seen each other for a long time when Dart searches for the black monster while he is searching for his long lost daughter. his daughter run away from him for 20 years. he has a great offensive attacks and speed but his weakness is in his defensive about magic attacks. you see in the Hero contest in Lohan and then joins with you later after the contest.

NAME: Albert  
SEX: Male  
RACE: Human  
HAIR: Yellow  
AGE: 26  
HEIGHT: 175 cm  
BIRTH PLACE: Indel's Castle, Bale  
ELEMENT: Wind

He is the King of Bale and the best friend of Lavitz. he'll replace Lavitz when he die in Disc 1, he persue Lloyd because of the moon gem has taken away from him. Albert is so education person who knows about lots of things, he also uses a spear like Lavitz. he has also have the same addition skill as Lavitz. he will be attracted by a Princess in Tiberoa.

NAME: Meru  
SEX: Female  
RACE: Wingly  
HAIR: Platinum  
AGE: 16  
HEIGHT: 154 cm  
BIRTH PLACE: Wingly forest  
ELEMENT: Water

She a wingly little girl and you'll meet her first in the Flower City of Donau when you are going to rescue someone from the bandit's hideout. she is the fastest character both in female and male, she uses a huge hammer as her weapon. she has a low HP and weak physical defense and offensive attacks but she a strong magical offense and magical defense. when she join Dart in the others in the journey, she will be entertaining them all with her silly pranks.

NAME: Kongol  
SEX: Male  
RACE: Giganto  
HAIR: Black  
AGE: 37  
HEIGHT: 250 cm  
BIRTH PLACE: Home of the Gigantos  
ELEMENT: Earth

He is a Giganto species and at first he will be your enemy but after you've defeated Emperor Doel, he will join you in your journey later in the game. he maybe not smart but he has the strongest offensive and physical defense character in the game and has the highest HP, but he has also weakness like the others. he has a very slow speed and weal against magical defense. he use his huge axe to exterminate enemies in one strike.

NAME: Miranda  
SEX: Female

RACE: Human  
HAIR: Yellow  
AGE: 26  
HEIGHT: 170 cm  
BIRTH PLACE: Deningrad  
ELEMENT: Light

She is the bossy character in the game and often punches some knights in the game when you meet her. like Shana she uses bow and arrow, she has no addition skill like the others and has weakness of her magic defense. but she is quite good in battle when you are out of healing items, she will join in Dart's party when Shana rejects her Dragoon spirit and then replaces her in position.

=====  
SECTION 7: CHARACTER'S LEVEL UP LIST  
=====

```
~~~~~  
CHARACTER: DART  
|~~~~~|~~~~~|~~~~~|  
| LEVEL | HP: | EXP. NEEDED TO NEXT LEVEL |  
|~~~~~|~~~~~|~~~~~|  
| 1 | 30 | 20 |  
|~~~~~|~~~~~|~~~~~|  
| 2 | 60 | 43 |  
|~~~~~|~~~~~|~~~~~|  
| 3 | 90 | 102 |  
|~~~~~|~~~~~|~~~~~|  
| 4 | 120 | 200 |  
|~~~~~|~~~~~|~~~~~|  
| 5 | 150 | 345 |  
|~~~~~|~~~~~|~~~~~|  
| 6 | 180 | 548 |  
|~~~~~|~~~~~|~~~~~|  
| 7 | 210 | 819 |  
|~~~~~|~~~~~|~~~~~|  
| 8 | 240 | 1166 |  
|~~~~~|~~~~~|~~~~~|  
| 9 | 270 | 1600 |  
|~~~~~|~~~~~|~~~~~|  
| 10 | 300 | 2129 |  
|~~~~~|~~~~~|~~~~~|  
| 11 | 330 | 2764 |  
|~~~~~|~~~~~|~~~~~|  
| 12 | 413 | 3515 |  
|~~~~~|~~~~~|~~~~~|  
| 13 | 496 | 4390 |  
|~~~~~|~~~~~|~~~~~|  
| 14 | 579 | 5400 |  
|~~~~~|~~~~~|~~~~~|  
| 15 | 662 | 6553 |  
|~~~~~|~~~~~|~~~~~|  
| 16 | 745 | 7860 |  
|~~~~~|~~~~~|~~~~~|  
| 17 | 828 | 9331 |  
|~~~~~|~~~~~|~~~~~|  
| 18 | 911 | 10974 |  
|~~~~~|~~~~~|~~~~~|
```

19	994	12800
20	1077	14817
21	1160	17036
22	1272	19467
23	1384	22118
24	1496	25000
25	1608	28121
26	1720	31492
27	1832	35123
28	1944	39022
29	2056	43200
30	2168	47665
31	2280	52428
32	2399	57499
33	2518	62886
34	2637	68600
35	2756	74649
36	2875	81044
37	2994	87795
38	3113	94910
39	3232	102400
40	3351	110273
41	3470	118540
42	3729	127211
43	3988	136294
44	4247	145800
45	4506	155737
46	4765	166116
47	5024	176947
48	5283	188238

49	5542	200000
50	5801	215303
51	6060	231216
52	6220	247754
53	6380	264928
54	6540	282750
55	6700	301232
56	6860	320386
57	7020	340224
58	7180	360758
59	7340	382000
60	7500	999999

CHARACTER: LAVITZ/ALBERT

LEVEL	HP:	EXP. NEEDED TO NEXT LEVEL
3	100	110
4	133	203
5	166	350
6	199	557
7	231	831
8	264	1183
9	297	1624
10	330	2161
11	363	2806
12	454	3567
13	545	4456
14	636	5481
15	728	6651
16	819	7978

17	910	9471
18	1002	11139
19	1093	12992
20	1184	15039
21	1276	17292
22	1399	19759
23	1522	22450
24	1645	25375
25	1768	28543
26	1892	31965
27	2015	35650
28	2138	39607
29	2261	43848
30	2384	48380
31	2508	53215
32	2638	58361
33	2769	63829
34	2900	69629
35	3031	75769
36	3162	82260
37	3293	89112
38	3424	96334
39	3555	103936
40	3686	111927
41	3817	120318
42	4101	129119
43	4386	138338
44	4671	147987
45	4956	158073
46	5241	168608



47	5526	179601
48	5811	191061
49	6096	203000
50	6381	218531
51	6666	234684
52	6842	251470
53	7018	268901
54	7194	286991
55	7370	305750
56	7546	325191
57	7722	345327
58	7898	366169
59	8074	387730
60	8250	999999

CHARACTER: SHANA/MIRANDA

LEVEL	HP:	EXP. NEEDED TO NEXT LEVEL
4	96	204
5	120	352
6	144	559
7	168	835
8	192	1189
9	216	1632
10	240	2172
11	264	2820
12	330	3585
13	396	4478
14	463	5508

15	529	6684
16	596	8018
17	662	9517
18	728	11193
19	795	13056
20	861	15113
21	928	17377
22	1017	19856
23	1107	22560
24	1196	25500
25	1286	28684
26	1376	32122
27	1465	35825
28	1555	39802
29	1644	44064
30	1734	48618
31	1824	53477
32	1919	58649
33	2014	64144
34	2109	69972
35	2204	76142
36	2300	82665
37	2395	89551
38	2490	96808
39	2585	104448
40	2680	112479
41	2776	120911
42	2983	129755
43	3190	139020
44	3397	148716

45	3604	158852
46	3812	169439
47	4019	180486
48	4226	192003
49	4433	204000
50	4640	219608
51	4848	235840
52	4976	252709
53	5104	270226
54	5232	288405
55	5360	307256
56	5488	326793
57	5616	347028
58	5744	367973
59	5872	389640
60	6000	999999

CHARACTER: ROSE

LEVEL	HP:	EXP. NEEDED TO NEXT LEVEL
8	168	1193
9	189	1636
10	210	2178
11	231	2828
12	289	3596
13	347	4434
14	405	5524
15	463	6704
16	521	8041
17	579	9545

18	637	11226
19	695	13094
20	753	15158
21	812	17428
22	890	19914
23	968	22627
24	1047	25575
25	1125	28768
26	1204	32217
27	1282	35931
28	1360	39919
29	1439	44193
30	1517	48761
31	1596	53634
32	1679	58821
33	1762	64332
34	1845	70177
35	1929	76366
36	2012	82908
37	2095	89814
38	2179	97093
39	2262	103636
40	2345	112809
41	2429	121267
42	2610	130137
43	2791	139429
44	2972	149153
45	3154	159319
46	3335	169937
47	3516	181016

48	3698	192567
49	3879	204600
50	4060	220253
51	4242	236533
52	4354	253452
53	4466	271021
54	4578	289253
55	4690	308160
56	4802	327754
57	4914	348049
58	5026	369055
59	5138	390786
60	5250	999999

CHARACTER: HASCHEL

LEVEL	HP:	EXP. NEEDED TO NEXT LEVEL
13	446	4434
14	521	5454
15	595	6619
16	670	7939
17	745	9424
18	819	11084
19	894	12928
20	969	14965
21	1044	17207
22	1144	19661
23	1245	22339
24	1346	25250
25	1447	28402
26	1548	31807

27	1648	35474
28	1749	39412
29	1850	43632
30	1951	48142
31	2052	52953
32	2159	58074
33	2266	63515
34	2373	69286
35	2480	75396
36	2587	81855
37	2694	88673
38	2801	95859
39	2908	103424
40	3015	111376
41	3123	119726
42	3356	128483
43	3589	137657
44	3822	147258
45	4055	157294
46	4288	167777
47	4521	178716
48	4754	190120
49	4987	202000
50	5220	217455
51	5454	233528
52	5598	250231
53	5742	267577
54	5886	285577
55	6030	304244
56	6174	323589

57	6318	343626
58	6462	364365
59	6606	385820
60	6750	999999

CHARACTER: MERU

LEVEL	HP:	EXP. NEEDED TO NEXT LEVEL
17	496	9443
18	546	11106
19	596	12953
20	646	14995
21	696	17241
22	763	19700
23	830	22383
24	897	25300
25	964	28459
26	1032	31870
27	1099	35544
28	1166	39490
29	1233	43718
30	1300	48237
31	1368	53057
32	1439	58189
33	1510	63641
34	1582	69423
35	1653	75545
36	1725	82017
37	1796	88848
38	1867	96049

39	1939	103628
40	2010	111596
41	2082	119963
42	2237	128737
43	2392	137929
44	2548	147549
45	2703	157606
46	2859	168110
47	3014	179070
48	3169	190497
49	3325	202400
50	3480	217885
51	3636	233490
52	3732	250727
53	3828	268107
54	3924	286143
55	4020	304846
56	4116	324230
57	4212	344306
58	4308	365087
59	4404	386584
60	4500	999999

CHARACTER: KONGOL

LEVEL	HP:	EXP. NEEDED TO NEXT LEVEL
19	1292	13017
20	1400	15069
21	1508	17326
22	1653	19798



23	1799	22494
24	1944	25425
25	2090	28599
26	2236	32028
27	2381	35720
28	2527	39685
29	2672	43934
30	2818	48475
31	2964	53320
32	3118	58476
33	3273	63955
34	3428	69766
35	3582	75918
36	3737	82422
37	3892	89287
38	4046	96523
39	4201	104140
40	4356	112148
41	4511	120555
42	4847	129373
43	5184	138611
44	5521	148278
45	5857	158385
46	6194	168940
47	6531	179955
48	6867	191438
49	7204	203400
50	7541	218962
51	7878	235146
52	8086	251965

53	8294	269431
54	8502	287556
55	8710	306352
56	8918	325832
57	9126	346007
58	9334	366890
59	9542	388494
60	9750	999999

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SECTION 8: CHARACTER'S ADDITION SKILL LIST  
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CHARACTER: DART \~~~~~
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ADDITION SKILL #1: DOUBLE SLASH		LEARN: FROM THE START
LEVEL	SP GAIN	DAMAGE
1	35	150%
2	35	157%
3	35	165%
4	35	180%
5	35	202%

ADDITION SKILL #2: VOLCANO		LEARN: LEVEL 2
LEVEL	SP GAIN	DAMAGE
1	20	200%
2	24	210%
3	28	220%
4	32	230%
5	36	240%

ADDITION SKILL #3: BURNING RUSH			LEARN: LEVEL 8
LEVEL	SP GAIN	DAMAGE	ADD: 2   COMBOS: 3
1	30	150%	
2	45	150%	
3	60	150%	
4	75	150%	
5	102	150%	

ADDITION SKILL #4: CRUSH DANCE			LEARN: 15
LEVEL	SP GAIN	DAMAGE	ADD: 4   COMBOS: 5
1	50	150%	
2	60	172%	
3	75	195%	
4	85	217%	
5	100	250%	

ADDITION SKILL #5: MADNESS HERO			LEARN: 22
LEVEL	SP GAIN	DAMAGE	ADD: 5   COMBOS: 6
1	60	100%	
2	90	100%	
3	120	100%	
4	150	100%	
5	204	100%	

ADDITION SKILL #6: MOON STRIKE			LEARN: 29
LEVEL	SP GAIN	DAMAGE	ADD: 6   COMBOS: 7
1	20	200%	
2	20	240%	
3	20	280%	
4	20	320%	

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| ~~~~~ | ~~~~~ | ~~~~~ |
| 5 | 20 | 350% |
| ~~~~~ | ~~~~~ | ~~~~~ |
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ADDITION SKILL #7: BLAZING DYNAMO | LEARN: MASTER ALL ADDITION SKILLS |
| ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ |
| LEVEL | SP GAIN | DAMAGE | ADD: 7 | COMBOS: 8 |
| ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ |
| 1 | 100 | 250% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 2 | 110 | 300% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 3 | 120 | 350% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 4 | 130 | 400% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 5 | 150 | 450% |
| ~~~~~ | ~~~~~ | ~~~~~ |
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CHARACTER: ROSE \ ~~~~~
| ~~~~~ | ~~~~~ |
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ADDITION SKILL #1: WHIP SMACK | LEARN: FROM THE START |
| ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ |
| LEVEL | SP GAIN | DAMAGE | ADD: 1 | COMBOS: 2 |
| ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ |
| 1 | 35 | 100% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 2 | 35 | 125% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 3 | 35 | 150% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 4 | 35 | 175% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 5 | 35 | 200% |
| ~~~~~ | ~~~~~ | ~~~~~ |
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ADDITION SKILL #2: MORE & MORE | LEARN: LEVEL 14 |
| ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ |
| LEVEL | SP GAIN | DAMAGE | ADD: 2 | COMBOS: 3 |
| ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ |
| 1 | 30 | 150% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 2 | 45 | 150% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 3 | 60 | 150% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 4 | 75 | 150% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 5 | 102 | 150% |
| ~~~~~ | ~~~~~ | ~~~~~ |
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ADDITION SKILL #3: HARD BLADE | LEARN: LEVEL 19 |
```

LEVEL	SP GAIN	DAMAGE	ADD: 5	COMBOS: 6
1	35	100%		
2	35	150%		
3	35	200%		
4	35	250%		
5	35	300%		

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ADDITION SKILL #4: DEMON'S DANCE | LEARN: MASTER ALL ADDITION SKILLS |

| LEVEL | SP GAIN | DAMAGE | ADD: 7 | COMBOS: 8 |
|-------|---------|--------|--------|-----------|
| 1     | 100     | 200%   |        |           |
| 2     | 100     | 280%   |        |           |
| 3     | 100     | 360%   |        |           |
| 4     | 100     | 440%   |        |           |
| 5     | 100     | 500%   |        |           |

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CHARACTER: HASCHEL \

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ADDITION SKILL #1: DOUBLE PUNCH | LEARN: FROM THE START |

| LEVEL | SP GAIN | DAMAGE | ADD: 1 | COMBOS: 2 |
|-------|---------|--------|--------|-----------|
| 1     | 35      | 100%   |        |           |
| 2     | 38      | 110%   |        |           |
| 3     | 42      | 120%   |        |           |
| 4     | 45      | 130%   |        |           |
| 5     | 50      | 150%   |        |           |

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ADDITION SKILL #2: FLURRY OF STYX | LEARN: LEVEL 14 |

| LEVEL | SP GAIN | DAMAGE | ADD: 2 | COMBOS: 3 |
|-------|---------|--------|--------|-----------|
| 1     | 20      | 150%   |        |           |
| 2     | 20      | 162%   |        |           |

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|   |    |      |
|---|----|------|
| 3 | 20 | 174% |
| 4 | 20 | 186% |
| 5 | 20 | 202% |

ADDITION SKILL #3: SUMMON 4 GODS | LEARN: LEVEL 18 |

| LEVEL | SP GAIN | DAMAGE | ADD: 3 | COMBOS: 4 |
|-------|---------|--------|--------|-----------|
| 1     | 50      | 100%   |        |           |
| 2     | 61      | 100%   |        |           |
| 3     | 75      | 100%   |        |           |
| 4     | 86      | 100%   |        |           |
| 5     | 100     | 100%   |        |           |

ADDITION SKILL #4: 5 RING SHATTERING | LEARN: LEVEL 22 |

| LEVEL | SP GAIN | DAMAGE | ADD: 4 | COMBOS: 5 |
|-------|---------|--------|--------|-----------|
| 1     | 35      | 150%   |        |           |
| 2     | 35      | 187%   |        |           |
| 3     | 40      | 225%   |        |           |
| 4     | 45      | 262%   |        |           |
| 5     | 50      | 300%   |        |           |

ADDITION SKILL #5: HEX HAMMER | LEARN: LEVEL 26 |

| LEVEL | SP GAIN | DAMAGE | ADD: 6 | COMBOS: 7 |
|-------|---------|--------|--------|-----------|
| 1     | 15      | 200%   |        |           |
| 2     | 15      | 250%   |        |           |
| 3     | 15      | 300%   |        |           |
| 4     | 15      | 350%   |        |           |
| 5     | 15      | 400%   |        |           |

ADDITION SKILL #6: OMNI-SWEEP | LEARN: MASTER ALL ADDITION SKILLS |

| LEVEL | SP GAIN | DAMAGE | ADD: 6 | COMBOS: 8 |
|-------|---------|--------|--------|-----------|
|-------|---------|--------|--------|-----------|

|   |     |      |
|---|-----|------|
| 1 | 50  | 300% |
| 2 | 75  | 345% |
| 3 | 100 | 390% |
| 4 | 125 | 435% |
| 5 | 150 | 501% |

CHARACTER: LAVITZ/ALBERT

|                            |         |                       |
|----------------------------|---------|-----------------------|
| ADDITION SKILL #1: HARPOON |         | LEARN: FROM THE START |
| LEVEL                      | SP GAIN | DAMAGE                |
| 1                          | 34      | 100%                  |
| 2                          | 38      | 110%                  |
| 3                          | 42      | 120%                  |
| 4                          | 45      | 130%                  |
| 5                          | 50      | 150%                  |

|                                  |         |                |
|----------------------------------|---------|----------------|
| ADDITION SKILL #2: SPINNING CANE |         | LEARN: LEVEL 5 |
| LEVEL                            | SP GAIN | DAMAGE         |
| 1                                | 35      | 100%           |
| 2                                | 35      | 125%           |
| 3                                | 35      | 150%           |
| 4                                | 35      | 175%           |
| 5                                | 35      | 200%           |

|                               |         |                |
|-------------------------------|---------|----------------|
| ADDITION SKILL #3: ROD TYPOON |         | LEARN: LEVEL 7 |
| LEVEL                         | SP GAIN | DAMAGE         |
| 1                             | 30      | 150%           |
| 2                             | 45      | 162%           |
| 3                             | 60      | 174%           |

|   |     |      |
|---|-----|------|
| 4 | 75  | 186% |
| 5 | 100 | 202% |

ADDITION SKILL #4: GUST OF WIND DANCE | LEARN: LEVEL 11 |

| LEVEL | SP GAIN | DAMAGE | ADD: 6 | COMBOS: 7 |
|-------|---------|--------|--------|-----------|
| 1     | 35      | 200%   |        |           |
| 2     | 35      | 240%   |        |           |
| 3     | 35      | 280%   |        |           |
| 4     | 35      | 320%   |        |           |
| 5     | 35      | 350%   |        |           |

ADDITION SKILL #5: FLOWER STORM | LEARN: MASTER ALL ADDITION SKILLS |

| LEVEL | SP GAIN | DAMAGE | ADD: 7 | COMBOS: 8 |
|-------|---------|--------|--------|-----------|
| 1     | 60      | 300%   |        |           |
| 2     | 90      | 324%   |        |           |
| 3     | 120     | 348%   |        |           |
| 4     | 150     | 372%   |        |           |
| 5     | 202     | 405%   |        |           |

CHARACTER: MERU

ADDITION SKILL #1: DOUBLE SMACK | LEARN: FROM THE START |

| LEVEL | SP GAIN | DAMAGE | ADD: 1 | COMBOS: 2 |
|-------|---------|--------|--------|-----------|
| 1     | 20      | 100%   |        |           |
| 2     | 24      | 110%   |        |           |
| 3     | 28      | 120%   |        |           |
| 4     | 32      | 130%   |        |           |
| 5     | 34      | 150%   |        |           |



| ADDITION SKILL #2: HAMMER SPIN |         |        | LEARN: LEVEL 21    |
|--------------------------------|---------|--------|--------------------|
| LEVEL                          | SP GAIN | DAMAGE | ADD: 3   COMBOS: 4 |
| 1                              | 35      | 150%   |                    |
| 2                              | 43      | 162%   |                    |
| 3                              | 51      | 174%   |                    |
| 4                              | 59      | 186%   |                    |
| 5                              | 70      | 202%   |                    |

| ADDITION SKILL #3: COOL BOOGIE |         |        | LEARN: LEVEL 26    |
|--------------------------------|---------|--------|--------------------|
| LEVEL                          | SP GAIN | DAMAGE | ADD: 4   COMBOS: 5 |
| 1                              | 60      | 100%   |                    |
| 2                              | 90      | 100%   |                    |
| 3                              | 120     | 100%   |                    |
| 4                              | 150     | 100%   |                    |
| 5                              | 200     | 100%   |                    |

| ADDITION SKILL #4: CAT'S CRADLE |         |        | LEARN: LEVEL 30    |
|---------------------------------|---------|--------|--------------------|
| LEVEL                           | SP GAIN | DAMAGE | ADD: 6   COMBOS: 7 |
| 1                               | 20      | 150%   |                    |
| 2                               | 20      | 195%   |                    |
| 3                               | 20      | 240%   |                    |
| 4                               | 20      | 285%   |                    |
| 5                               | 20      | 351%   |                    |

| ADDITION SKILL #5: PERKY STEP |         |        | LEARN: MASTER ALL ADDITION SKILLS |
|-------------------------------|---------|--------|-----------------------------------|
| LEVEL                         | SP GAIN | DAMAGE | ADD: 7   COMBOS: 8                |
| 1                             | 100     | 200%   |                                   |
| 2                             | 100     | 300%   |                                   |
| 3                             | 100     | 400%   |                                   |
| 4                             | 100     | 500%   |                                   |

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| ~~~~~ | ~~~~~ | ~~~~~ |
| 5 | 100 | 600% |
| ~~~~~ | ~~~~~ | ~~~~~ |
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CHARACTER: KONGOL \~~~~~
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ADDITION SKILL #1: PURSUIT | LEARN: FROM THE START |
| ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~ |
| LEVEL | SP GAIN | DAMAGE | ADD: 1 | COMBOS: 2 |
| ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~ |
| 1 | 35 | 100% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 2 | 38 | 110% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 3 | 42 | 120% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 4 | 45 | 130% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 5 | 50 | 150% |
| ~~~~~ | ~~~~~ | ~~~~~ |
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ADDITION SKILL #2: INFERNO | LEARN: LEVEL 23 |
| ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~ |
| LEVEL | SP GAIN | DAMAGE | ADD: 3 | COMBOS: 4 |
| ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~ |
| 1 | 20 | 100% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 2 | 20 | 125% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 3 | 20 | 150% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 4 | 20 | 170% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 5 | 20 | 200% |
| ~~~~~ | ~~~~~ | ~~~~~ |
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ADDITION SKILL #3: BONE CRUSH | LEARN: MASTER ALL ADDITION SKILLS |
| ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~ |
| LEVEL | SP GAIN | DAMAGE | ADD: 5 | COMBOS: 6 |
| ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~~~~~ | ~ |
| 1 | 100 | 200% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 2 | 100 | 220% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 3 | 100 | 240% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 4 | 100 | 260% |
| ~~~~~ | ~~~~~ | ~~~~~ |
| 5 | 100 | 300% |
| ~~~~~ | ~~~~~ | ~~~~~ |
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CHARACTER: SHANA/MIRANDA \~~~~~
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NOT ADDITION SKILL: ARROW ATTACK      | LEARN: HELLENA PRISON |
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
| LEVEL AS DRAGOON | SP GAIN | NO. OF ATTACKS |
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
|      1          |    35   | EACH ARROW ATTACK |
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
|      2          |    50   | EACH ARROW ATTACK |
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
|      3          |    70   | EACH ARROW ATTACK |
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
|      4          |   100   | EACH ARROW ATTACK |
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
|      5          |   150   | EACH ARROW ATTACK |
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|

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SECTION 9: DRAGOON LEVEL
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If you want to get new Dragoon magics from a certain character I suggest you accumulate lots of Sp in the battle from the enemies. getting SP will depend on the addition skill you used, because some addition may cause great damage but accumulate small amount of SP and some addition Skills have low damage rate but have lots of SP accumulated.

You may also get SP by equipping your characters with a certain armors, head gears, weapons and accessories which will accumulate SP when you are damaged by the enemy in Physical and Magical attacks or when you attack the enemy you have a percentage up with you're SP, for further information see the character's armed list in section 12.

```

~~~~~
 D R A G O O N L E V E L N E E D E D S P
~~~~~
Name          | 1 | 2 | 3 | 4 | 5 |
~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
| DART | 100 | 1200 | 6000 | 12000 | 20000 |
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
| LAVITZ/ALBERT | 100 | 1000 | 6000 | 12000 | 20000 |
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
| SHANA/MIRANDA | 100 | 1000 | 6000 | 12000 | 20000 |
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
| ROSE | 100 | 1200 | 6000 | 12000 | 20000 |
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
| HASCHEL | 100 | 1000 | 6000 | 12000 | 20000 |
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
| MERU | 100 | 2000 | 6000 | 12000 | 20000 |
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
| KONGOL | 100 | 2000 | 6000 | 12000 | 20000 |
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
~~~~~

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SECTION 10: CHARACTER'S DRAGOON ADDITION MAGIC LIST

CHARACTER: DART

MAGIC	MP: USED	LEARNED	EFFECTS
Flame Shot	10	D'Lv 1	Fire STR 50% Single
Explosion	20	D'Lv 2	Fire STR 25% All
Final Bust	30	D'Lv 3	Fire STR 75% Single
Red Eye Dragon	80	D'Lv 5	Fire STR 175% All

MAGIC	MP: USED	LEARNED	EFFECTS
Divine DG Ball	50	DISC 4	STR 50% All
Divine DG Cannon	50	DISC 4	STR 100% Single

CHARACTER: SHANA/MIRANDA

MAGIC	MP: USED	LEARNED	EFFECTS
Moon Light	10	D'Lv 1	Ally single 100% Rev & Rec
Star Children	20	D'Lv 2	Light STR 25% All
Heaven's Gate	30	D'Lv 3	Ally all 100% Recover
W Silver Dragon	80	D'Lv 5	Light STR 100% All HP

CHARACTER: LAVITZ/ALBERT

MAGIC	MP: USED	LEARNED	EFFECTS
Wing Blaster	10	D'Lv 1	Wind STR 25% All
Rose Storm	20	D'Lv 2	Damage Resist 50% Dur 3
Gaspluss	30	D'Lv 3	Wind STR 100% Single
Jade Dragon	80	D'Lv 5	Wing STR 75% All

~~~~~\  
CHARACTER: ROSE \~~~~~
~~~~~

MAGIC	MP: USED	LEARNED	EFFECTS
Astral Drain	10	D'Lv 1	Dark STR 25% Single & HP
Death Dimension	20	D'Lv 2	Dark STR 25% All & Fear
Demon's Gate	30	D'Lv 3	Lethal Attack for All
Dark Dragon	80	D'Lv 5	Darkn STR 100% Single

~~~~~\  
CHARACTER: HASCHEL \~~~~~
~~~~~

MAGIC	MP: USED	LEARNED	EFFECTS
Atomic Mind	10	D'Lv 1	Thunder STR 50% Single
Thunder Kid	20	D'Lv 2	Thunder STR 65% Single
Thunder God	30	D'Lv 3	Thunder STR 75% Single
Violet Dragon	80	D'Lv 5	Thunder STR 100% Single

~~~~~\  
CHARACTER: MERU \~~~~~
~~~~~

MAGIC	MP: USED	LEARNED	EFFECTS
Freezing Ring	10	D'Lv 1	Water STR 50% Single
Rainbow Breath	20	D'Lv 2	HP Recv & Cure - All
Diamond Dust	30	D'Lv 3	Water STR 50% All
Blue Dragon	80	D'Lv 5	Water STR 100% Single

~~~~~\  
CHARACTER: KONGOL \~~~~~
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MAGIC	MP: USED	LEARNED	EFFECTS
Grand Stream	10	D'Lv 1	Earth STR 25% All
Meteor Strike	30	D'Lv 3	Earth STR 50% All
Gold Dragon	80	D'Lv 5	Earth STR 75% All

SECTION 11: CHARACTER'S DRAGOON SPIRIT LOCATION

~~~~~\  
CHARACTER: DART \~~~~~
~~~~~  
Name: Red-Eye Dragon DS(Dragoon Spirit)  
Color: Red  
Element: Fire  
Found: Disc 1

The Red-Eye Dragoon spirit is in Dart's position since the beginning of the game as a momento from his father. In the Town of Hoax after fighting Kongol, Rose will appear and helps him unleash the power of the Red-eye Dragoon Spirit and beats out Kongol.

~~~~~\  
CHARACTER: ROSE \~~~~~
~~~~~  
Name: Dark Dragon DS(Dragoon Spirit)  
Color: Dark  
Element: Darkness  
Found: Disc 1

The Dark Dragoon spirit is already use by Rose when she first come in the forest of Seles Village, But you can use her Dragoon spirit after she joins you in beating Kongol.

~~~~~\  
CHARACTER: LAVITZ \~~~~~
~~~~~  
Name: Jade Dragon DS(Dragoon Spirit)  
Color: Jade  
Element: Wind  
Found: Disc 1

When you are in the Dragon's nest and fighting Greham and his Dragon, after Defeating them Lavitz will get the Jade Dragoon spirit.

~~~~~\  
CHARACTER: SHANA \~~~~~
~~~~~  
Name: Silver Dragon DS(Dragoon Spirit)  
Color: Silver  
Element: Light  
Found: Disc 1

When Shana gets very sick and needs to cure her, you go to Shirly's Shrine to find the dragoni plant. And you'll get a fight with Drake and Shirly and after you've defeated them you get this Dragoon Spirit.

~~~~~\  
CHARACTER: ALBERT \~~~~~
~~~~~  
Name: Jade Dragon DS(Dragoon Spirit)  
Color: Jade

Element: Wind  
Found: Disc 1

When you rescue King Albert in the Hellena Prison, you fight with Fruegel. and after beating him, Llyod will kill Lavitz and after that the Jade Dragoon Spirit will be received by Albert and he'll then replaces Lavitz.

~~~~~\  
CHARACTER: HASCHEL \~~~~~
~~~~~  
Name: Violet Dragoon DS(Dragoon Spirit)  
Color: Violet  
Element: Thunder  
Found: End of Disc 1

When you are in seach of Emperor Doel, you'll head to the Black castle and then you'll have a battle with him. after killing Emperor Doel, Haschel will then Receive this Dragoon spirit and joins your journey.

~~~~~\  
CHARACTER: KONGOL \~~~~~
~~~~~  
Name: Gold Dragoon DS(Dragoon Spirit)  
Color: Gold  
Element: Earth  
Found: Disc 2, Disc 4

After Kongol joins you in the home of Giganto, head to Commercial Town of Lohan and get it from the same street vendor who sold you the water bottle. but you'll get it for a price. another way to get it is in disc 4, it will be automatically be yours after you've defeated Kongol's brother.

~~~~~\  
CHARACTER: MERU \~~~~~
~~~~~  
Name: Blue Dragoon DS(Dragoon Spirit)  
Color: Blue  
Element: Water  
Found: Disc 2

In the Undersea Cavern and after defeating Lenus and her Dragon, you'll get this Dragoon spirit.

~~~~~\  
CHARACTER: MIRANDA \~~~~~
~~~~~  
Name: Silver Dragon DS(Dragoon Spirit)  
Color: Silver  
Element: Light  
Found: Disc 3

Miranda will receive this Dragoon spirit from Shana when Shana collapsed in Deningrad and rejects the Dragoon spirit. she will not be in your party after that, she will be replaced by Miranda.

~~~~~\
ALL CHARACTERS ARMED \~~~~~

ARMOR:

| Name | Add Def | Add MagDef | Add Effect | Price |
|-----------------|---------|------------|---------------------------------|-------|
| Armor of Legend | 127 | 0 | Greatly reduces physical damage | 10000 |

HEAD GEARS:

| Name | Add Def | Add MagDef | Add MagAtk | Add Effect | Price |
|---------------|---------|------------|------------|------------------------|-------|
| Dragon Helm | 10 | 0 | 50 | Raises maximum HP 50% | 500 |
| Magical Hat | 0 | 10 | 50 | Raises maximum MP 50% | 500 |
| Pheonix Plume | 0 | 10 | 30 | Avoids B, C, F and D | 900 |
| Legend Casque | 0 | 127 | 50 | Great Magic protection | 10000 |

FOOT WEAR:

| Name | Add Def | Add Effect | Price |
|-----------------|---------|--|-------|
| Magical Greaves | 0 | Evading magic/physical attacks +5 pts. | 300 |

ACCESSORIES:

| Name | Add Effect | Price |
|--------------------|---|-------|
| Bracelet | | 10 |
| Fake Power Wrist | Raises Physical Attack by 5 | 100 |
| Power Wrist | Raises Physical Attack by 10 | 200 |
| Poison Guard | Prevent Poisoning | 200 |
| Knight Shield | Raises Physical Defense by 10 | 200 |
| Fake Knight Shield | Raises Physical Defense by 5 | 200 |
| Active Ring | Prevent dispiriting | 200 |
| Protector | Prevent arm blocking | 200 |
| Panic Guard | Prevent Confusion | 200 |
| Stun Guard | Prevent Stunness | 200 |
| Bravery Amulet | Prevent fear | 300 |
| Elude Cloak | Evade physical attack raised 20 pts | 300 |
| Spirit Cloak | Evade magical attack raised 20 pts | 300 |
| Magic Ego Bell | Prevent Bewitchment | 300 |
| Destone Amulet | Prevent petrification | 400 |
| Talisman | Prevent instant death | 500 |
| Spirit Ring | Recovers SP each turn | 500 |
| Therapy Ring | Wearer recovers 10% HP every turn in battle | 500 |
| Mage Ring | Recovers MP by 10% each turn | 500 |
| Dancer's Ring | Increase agility by 20 pts (Ladies only) | 500 |
| Bandit's Ring | Increases agility by 20 (Men only) | 500 |
| Holy Ankh | Revives from death with a given probability | 500 |
| Wargod's Amulet | Increase Physical and Magical Hit rate by 20% | 500 |
| Red-Eye Stone | Reduces fire-based damage by 50% | 500 |
| Silver Stone | Reduces light-based damage by 50% | 500 |
| Darkness Stone | Reduces darkness-based damage by 50% | 500 |
| Jade Stone | Reduces wind-based damage by 50% | 500 |
| Blue Sea Stone | Reduces water-based damage by 50% | 500 |
| Golden Stone | Reduces earth-based damage by 50% | 500 |
| Violet Stone | Reduces lightning-based damage by 50% | 500 |
| Magical Ring | Raises Magical Attack by 30 | 600 |

| | | | |
|-----------------|---|-------|--|
| Sage's Cloak | Evade magic & physical attack raised 20 pts. | 600 | |
| Spiritual Ring | Raises Magical Defense by 30 | 600 | |
| Rainbow Earring | Prevent all abnormal status | 1000 | |
| Attack Badge | Raises Physical & Magical attacking power | 1000 | |
| Guard Badge | Raises Physical & Magical defense power | 1000 | |
| Giganto Ring | Raises physical attack and defense by 20 pts. | 1000 | |
| Amulet | Doubles maximum MP | 1000 | |
| Physical Ring | Raises maximum HP by 50% | 1000 | |
| Wargod's Sash | Raises SP by 50% | 1000 | |
| Ruby Ring | Get SP from Magical Damage | 1000 | |
| Sapphire Pin | Get MP from Magical Damage | 1000 | |
| Emerald Earring | Get SP from Physical Damage | 1000 | |
| Platinum Collar | Get MP from Physical Damage | 1000 | |
| Wargod Calling | Automatic Addition, Half Damage and SP | 1000 | |
| Dragon Shield | Reduces Physical damage by 50% | 5000 | |
| Angel Scarf | Reduces damage from magic by 50% | 5000 | |
| Ultimate Wargod | Makes Addition completely successful | 10000 | |
| Phantom Shield | Reduces all damages by 50% | 10000 | |

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MALE ARMED FOOT WEARS: \~~~~~

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Name	Add Def	Add Effect	Price
Leather Boots	0		10
Iron Kneepiece	5		100
Combat Shoes	5	Evade physical attack raised 5 pts.	150
Bandit's Shoe	0	Gives 20 pts more agility	300

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FEMALE ARMED FOOT WEARS: \~~~~~

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Name	Add Def	Add Effect	Price
Leather Shoes	0		10
Soft Boots	5		100
Stardust Boots	5	Evade magical attack raised 5 pts.	150
Dancer's Shoe	0	Gives 20 pts more agility	500

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DART'S ARMED \~~~~~

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WEAPONS:

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| Name          | Add Attack | Add Effect                              | Price |
|---------------|------------|-----------------------------------------|-------|
| Broad Sword   | 2          |                                         | 20    |
| Bastard Sword | 7          |                                         | 60    |
| Heat Blade    | 18         | Fire-based                              | 150   |
| Falchion      | 26         |                                         | 250   |
| Mind Crush    | 34         | Confuses enemy with a given probability | 350   |
| Fairy Sword   | 39         | Gives 50% more SP                       | 400   |
| Claymore      | 44         |                                         | 500   |

| Soul Eater | 75 | Powerful but HP decays each turn | 450 |

ARMOR:

| Name          | Add Def | Add MagDef | Add Effect                         | Price |
|---------------|---------|------------|------------------------------------|-------|
| Leather Armor | 2       | 2          |                                    | 20    |
| Scale Armor   | 8       | 8          |                                    | 50    |
| Chain Mail    | 20      | 24         |                                    | 150   |
| Plate Mail    | 27      | 20         |                                    | 200   |
| Saint Armor   | 34      | 34         |                                    | 300   |
| Armor of Yore | 35      | 35         | Prevent poison, stun, arm blocking | 500   |
| Red DG Armor  | 41      | 40         | Nullifies fire-based attacks       | 800   |

HEAD GEARS:

| Name        | Add Def | Add MagDef | Add MagAtk | Add Effect                                   | Price |
|-------------|---------|------------|------------|----------------------------------------------|-------|
| Bandana     | 0       | 0          | 3          |                                              | 10    |
| Sallet      | 0       | 0          | 8          | Increase hit rate of physical attacks by 10% | 40    |
| Armet       | 0       | 5          | 23         |                                              | 100   |
| Knight Helm | 5       | 0          | 37         | Get SP from Magical Damage                   | 150   |

SHANA'S/MIRANDA'S ARMED

WEAPONS:

| Name           | Add Attack | Add Effect                              | Price |
|----------------|------------|-----------------------------------------|-------|
| Short Bow      | 3          |                                         | 20    |
| Sparkle Arrow  | 9          | Light Elemental                         | 50    |
| Long Bow       | 18         |                                         | 150   |
| Bemusing Arrow | 24         | Confuses enemy with a given probability | 250   |
| Virulent Arrow | 30         | Poison enemy with a given probability   | 350   |
| Arrow Of Force | 40         | Gives 50% more SP                       | 500   |
| Detonate Arrow | 50         | Can attack all                          | 400   |

ARMORS:

| Name            | Add Def | Add MagDef | Add Effect                                  | Price |
|-----------------|---------|------------|---------------------------------------------|-------|
| Clothes         | 4       | 5          |                                             | 20    |
| Leather Jacket  | 7       | 12         |                                             | 50    |
| Silver Vest     | 13      | 17         |                                             | 120   |
| Sparkle Dress   | 19      | 45         | Get SP from physical damage                 | 200   |
| Robe            | 25      | 35         | Get SP from magical damage                  | 300   |
| Rainbow Dress   | 32      | 55         | Avoids poison/stun/arm blocking             | 500   |
| Angel Robe      |         |            | Revives from death with a given probability | 500   |
| Silver DG Armor | 27      | 80         | Nullifies light-based attacks               | 800   |

HEAD GEARS:

| Name | Add Def | Add MagDef | Add MagAtk | Add Effect | Price |
|------|---------|------------|------------|------------|-------|
|------|---------|------------|------------|------------|-------|

|               |   |   |    |                       |     |
|---------------|---|---|----|-----------------------|-----|
| Felt Hat      | 0 | 0 | 5  |                       | 10  |
| Cape          | 0 | 0 | 17 |                       | 60  |
| Tiara         | 5 | 0 | 29 | Increase hit rate of  | 150 |
|               |   |   |    | Magical attack by 10% |     |
| Jeweled Crown | 0 | 5 | 42 | Get SP from Magical   | 200 |
|               |   |   |    | damage                |     |

~~~~~\  
LAVITZ'S/ALBERT'S ARMED \~~~~~

~~~~~  
WEAPONS:

Name	Add Attack	Add Effect	Price
Spear	4		20
Lance	19		100
Twister Glaive	28	Wind-based	140
Glaive	37		250
Spear of Terror	45	Frightens enemy with a given probability	300
Partisan	56		400
Halberd	65		500

~~~~~  
ARMORS:

| Name | Add Def | Add MagDef | Add Effect | Price |
|---------------|---------|------------|------------------------------------|-------|
| Leather Armor | 2 | 2 | | 20 |
| Scale Armor | 8 | 8 | | 50 |
| Chain Mail | 20 | 24 | | 150 |
| Plate Mail | 27 | 20 | | 200 |
| Saint Armor | 34 | 34 | | 300 |
| Armor of Yore | 35 | 35 | Prevent poison, stun, arm blocking | 500 |
| Jade DG Armor | 54 | 27 | Nullifies wind-based attacks | 800 |

~~~~~  
HEAD GEARS:

Name	Add Def	Add MagDef	Add MagAtk	Add Effect	Price
Bandana	0	0	3		10
Sallet	0	0	8	Increase hit rate of	40
				physical attacks by 10%	
Armet	0	5	23		100
Knight Helm	5	0	37	Get SP from Magical Damage	150

~~~~~\  
ROSE'S ARMED \~~~~~

~~~~~  
WEAPONS:

Name	Add Attack	Add Effect	Price
Raipier	13		60
Demon Stiletto	18		160

Shadow Cutter	24	Darkness-based	200	
Dancing Dagger	30		300	
Flamberge	35	Stuns enemy with a given probability	350	
Gladius	40	Instantly kills enemy with given	400	
		probability		
Dragon Buster	100		Can't	
			be	
			sell	

ARMORS:

Name	Add Def	Add MagDef	Add Effect	Price
Clothes	4	5		20
Leather Jacket	7	12		50
Silver Vest	13	17		120
Sparkle Dress	19	45	Get SP from physical damage	200
Robe	25	35	Get SP from magical damage	300
Rainbow Dress	32	55	Avoids poison/stun/arm blocking	500
Dark DG Armor	41	42	Nullifies darkness-based attacks	800

HEAD GEARS:

Name	Add Def	Add MagDef	Add MagAtk	Add Effect	Price
Felt Hat	0	0	5		10
Cape	0	0	17		60
Tiara	5	0	29	Increase hit rate of	150
				magical attack by 10%	
Rose's Hair Band	0	0	36	Avoids instant death	250

HASCHEL'S ARMED

WEAPONS:

Name	Add Attack	Add Effect	Price
Iron Knuckle	20		100
Beast Fang	31	Stuns enemy with a given probability	250
Diamond Claw	37		300
Brass Knuckle	43	Instantly kills enemy with given	350
		probability	
Thunder Fist	49	Thunder-based attack	450
Destroyer Mace	55	Becomes powerful inversely to HP	500

ARMORS:

Name	Add Def	Add MagDef	Add Effect	Price
Disciple Vest	13	8		60
Warrior Dress	25	23	Defense + 5%	150
Master's Vest	30	29	Get SP from physical damage	250
Energy Girdle	37	26	Gives 50% more SP	300
Satori Vest	40	31	Avoids poison, stun, arm blocking	500
Violet DG Armor	45	40	Nullifies thunder-based attacks	800

HEAD GEARS:

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~~~~~
Name Add Def Add MagDef Add MagAtk Add Effect Price
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
| Bandana | 0 | 0 | 3 | | 10 |
| Sallet | 0 | 0 | 8 | Increase hit rate of | 40 |
| | | | | physical attacks by 10% | |
| Armet | 0 | 5 | 23 | | 100 |
| Soul Headband | 5 | 5 | 25 | Get SP from magical | 200 |
| | | | | damage | |
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~~~~~\
MERU'S ARMED \~~~~~
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WEAPONS:

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~~~~~
Name Add Attack Add Effect Price
|~~~~~|~~~~~|~~~~~|~~~~~|
| Mace | 15 | | 200 |
| Morning Star | 20 | | 250 |
| War Hammer | 25 | | 300 |
| Heavy Mace | 30 | Stuns enemy with a given probability | 400 |
| Pretty Hammer | 15 | Gives twice as much SP but not powerful | 400 |
| Basher | 40 | | 500 |
~~~~~

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ARMORS:

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~~~~~
Name Add Def Add MagDef Add Effect Price
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
| Clothes | 4 | 5 | | 20 |
| Leather Jacket | 7 | 12 | | 50 |
| Silver Vest | 13 | 17 | | 120 |
| Sparkle Dress | 19 | 45 | Get SP from physical damage | 200 |
| Robe | 25 | 35 | Get SP from magical damage | 300 |
| Rainbow Dress | 32 | 55 | Avoids poison, stun, arm | |
| | | | blocking | 500 |
| Angel Robe | | | Revives from death with a given | 500 |
| | | | probability | |
| Blue Sea DG Armor | 30 | 54 | Nullifies water-based attacks | 800 |
~~~~~

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HEAD GEARS:

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~~~~~
Name Add Def Add MagDef Add MagAtk Add Effect Price
|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|~~~~~|
| Felt Hat | 0 | 0 | 5 | | 10 |
| Cape | 0 | 0 | 17 | | 60 |
| Tiara | 5 | 0 | 29 | Increase hit rate of | 150 |
| | | | | magical attack by 10% | |
| Jeweled Crown | 0 | 5 | 42 | Get SP from Magical | 200 |
| | | | | damage | |
~~~~~

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~~~~~\
KONGOL'S ARMED \~~~~~
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WEAPONS:

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Name Add Attack Add Effect Price

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Axe	45			200
Tomahawk	59			300
Battle Axe	67			350
Great Axe	79		Stuns enemy, with a given probability	400
Indora's Axe	88		Instantly kills enemy with probability	500

ARMORS:

Name	Add Def	Add MagDef	Add Effect	Price
Lion Fur	46	20		150
Breast Plate	59	14		250
Giganto Armor	75	25	Get SP from physiscal damage	400
Armor of Yore	35	35	Prevent poison, stun, arm blocking	500
Golden DG Armor	88	23	Nullifies earth-based attacks	800

HEAD GEARS:

Name	Add Def	Add MagDef	Add MagAtk	Add Effect	Price
Bandana	0	0	3		10
Sallet	0	0	8	Increase hit rate of physical attacks by 10%	40
Armet	0	5	23		100
Giganto Helm	10	5	14	Get SP from magical damage	200

SECTION 13: CHARACTERS ITEMS LIST

CHARACTERS FOR SELF-USE ITEMS:

ITEMS	EFFECTS	PRICE
Charm Potion	Reduces risk of encounter	4
Body Purifier	Nullifies poison/stunning/arm blocking	10
Healing Potion	Recover half of HP for individual	10
Mind Purifier	Dissolves fear, bewitchment, confusion, dispirited	20
Spirit Potion	Recovers 100 pts of SP during combat	20
Angel's Prayer	Revitalizes and recovers half of HP	30
Depetrifier	Dissolves petrification	30
Healing Fog	Completely recovers HP for individual	30
Healing Breeze	Recover half of HP for all	50
Sun Rhapsody	Completely recovers MP for individual	50
Healing Rain	Completely recovers HP for all	60
Attack Ball	Generates one of the attack items	100
Recovery Ball	Generates a recovery item	100
Moon Serenade	Completely recovers MP for all	200
Magic Shield	Nullifies magical attack for 3 turns(repeat)	400
Material Shield	Nullifies physical attack for 3 turns(repeat)	400

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 CHARACTERS FOR ENEMY-USE ITEMS: \~~~~~
 ~~~~~

ITEMS	EFFECTS	PRICE
Midnight Terror	Frightens minor enemies	20
Panic Bell	Confuses minor enemies	20
Poison Needle	Poisons minor enemies	20
Stunning Hammer	Stuns minor enemies	20
Total Vanishing	Destroy minor enemies	40
Sachet	Gives subtle good aroma (Kills minor enemy)	400
Pandemonium	Minor enemy only attacks one ally 3 turns	400
Speed Up	Doubles agility for 3 turns	400
Speed Down	Becomes slow for 3 turns	400
Power Up	Strength increase for 3 turns	400
Magic Signet Stone	Blocks enemy's move for 3 consecutive turns	400
Power Down	Becomes weak for 3 turns	400
Smoke Ball	100% sure escape from minor enemy	400

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 OFFENSIVE MULTI-HIT MAGICS ITEMS: \~~~~~
 ~~~~~

ITEMS	EFFECTS	PRICE
Detonate Rock	Detonates and attack for all enemies	10
FIRE:		
Burn Out	Fire-based individual attack	10
Gushing Magma	Fire-based attack for all enemies	20
Burning Wave	Powerful fire-based attack for all enemies	20
THUNDER:		
Spark Net	Thunder-based individual attack	10
Thunder Bolt	Thunder-based attack for all enemies	20
Flash Hall	Powerful Thunder-based attack for all enemies	20
EARTH:		
Pellet	Earth-based individual attack	10
Meteor Fall	Earth-based attack for all enemies	20
Gravity Grabber	Powerful Earth-based attack for all enemies	20
WATER:		
Spear Frost	Water-based individual attack	10
Fatal Blizzard	Water-based attack for all enemies	20
Frozen Jet	Powerful Water-based attack for all enemies	20
DARKNESS:		
Dark Mist	Darkness-based individual attack	10

Black Rain	Darkness-based attack for all enemies	20	
Night Raid	Powerful Darkness-based attack for all enemies	20	
~~~~~	~~~~~	~~~~~	~~~~~
LIGHT:			
~~~~~	~~~~~	~~~~~	~~~~~
Trans Light	Light-based individual attack	10	
Dancing Ray	Light-based attack for all enemies	20	
Spectral Flash	Powerful Light-based attack for all enemies	20	
~~~~~	~~~~~	~~~~~	~~~~~
WIND:			
~~~~~	~~~~~	~~~~~	~~~~~
Spinning Gale	Wind-based individual attack	10	
Rave Twister	Wind-based attack for all enemies	20	
Down Burst	Powerful Wind-based attack for all enemies	20	
Psyche Bomb	Unbased attack for all enemies(multi)	20	
Psyche Bomb X	Powerful Non-based attack for all enemies	200	
~~~~~	~~~~~	~~~~~	~~~~~

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SECTION 14: CHARACTER'S GOODS

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Goods	Discription
Dragon Blocker	A staff to seal the Divine Dragon.
Axe	An axe left in a shack in a field.
Vanishing Stone	A mysterious stone from Martel for getting Stardusts.
War Bulletin	Special Edition shows tension among Sandora and Serdio.
Lavitz's Pic	Lavitz's portrait drawn in Bale.
Kate's Bouquet	Good luck bouquet of Kate at the wedding.
Letter from Lynn	A letter from Lynn before he going to persue the HQ
	bandits.
Boat License	License to use a boat in Furni.
Pass for Valley	A gate pass to enter Zero gravity Valley.
Water Bottle	A bottle bought in Lohan to hold "life Water".
Life Water	Life Water from a monster plant. restores HP and MP.
Magic Oil	Pink fuel to lighten an elevator switch in Black Castle.
Prison Key	Key to unlock the 2nd prison tower where Shana is putted.
Key to Ship	Key from the Phantom Ship Captain.
Red Dragon DS	Fire-based Dragoon Spirit Dart's father left him.
Dark Dragon DS	Darkness-based Dragoon Spirit of mysterious Rose.
Jade Dragon DS	Wind-based Dragoon Spirit from Greham.
Silver Dragon DS	Light-based Dragoon Spirit from Shirley.
Violet Dragon DS	Thunder-based Dragoon Spirit from Doel.
Blue Dragoon DS	Water-based Dragoon Spirit from Lenus.
Gold Dragoon DS	Earth-based Dragoon Spirit found in Lohan.
Divine Dragon DS	Dragoon Spirit of Divine Dragon.
Red Stone	Key to open a room in Black Castle.
Blue Stone	Key to open a room in Black Castle.
Yellow Stone	Key to open a room in Black Castle.
Moon Gem	A great family treasure of Serdio.
Moon Dagger	A great family treasure of Tiberoa.
Moon Mirror	A great family treasure of Mille Seseau.
Law Maker	A Law certificate of production of the law in Zenebatos.
Law Output	A Law certificate of enactment of the law in Zenebatos.
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=====  
SECTION 15: CHARACTER'S GAMESHARK CODES  
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SOURCE: [www.cmgsccc.com](http://www.cmgsccc.com)

LOCATION: <http://www.cmgsccc.com/psx/lod/>

```
| ~~~~~ |
| Dart Codes |
| ~~~~~ |
| 1st-27th by DrummerIX |
| ~~~~~ |
| 1) Infinite HP | 800BAEFC 270F |
| 2) Infinite MP | 800BAEFE 03E7 |
| 3) Infinite SP | 800BAF00 03E7 |
| 4) Max Level | 300BAF06 003C |
| 5) Max Dragoon Level | 300BAF07 0005 |
| 6) Quick Level Gain | 800BAEF4 FFFF |
| 7) In-Party Modifier | 300BAEF8 00?? |
| 8) Equipped Weapon Modifier | 300BAF08 00?? |
| 9) Equipped Helmet Modifier | 300BAF09 00?? |
| 10) Equipped Body Modifier | 300BAF0A 00?? |
| 11) Equipped Legs Modifier | 300BAF0B 00?? |
| 12) Equipped Accessory | 300BAF0C 00?? |
| Modifier | |
| 13) Equipped Addition To | 300BAF0D 00?? |
| Perform In-Battle (00-06) | |
| 14) Max Addition Slot 1 Level | 300BAF0E 0063 |
| 15) Max Addition Slot 2 Level | 300BAF0F 0063 |
| 16) Max Addition Slot 3 Level | 300BAF10 0063 |
| 17) Max Addition Slot 4 Level | 300BAF11 0063 |
| 18) Max Addition Slot 5 Level | 300BAF12 0063 |
| 19) Max Addition Slot 6 Level | 300BAF13 0063 |
| 20) Max Addition Slot 7 Level | 300BAF14 0063 |
| 21) Max Addition Slot 1 Exp | 300BAF16 0063 |
| 22) Max Addition Slot 2 Exp | 300BAF17 0063 |
| 23) Max Addition Slot 3 Exp | 300BAF18 0063 |
| 24) Max Addition Slot 4 Exp | 300BAF19 0063 |
| 25) Max Addition Slot 5 Exp | 300BAF1A 0063 |
| 26) Max Addition Slot 6 Exp | 300BAF1B 0063 |
| 27) Max Addition Slot 7 Exp | 300BAF1C 0063 |
| 28) Max HP | 800BE65E 270F |
| ~~~~~ |
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| ~~~~~ |
| Haschel Codes |
| ~~~~~ |
| 1st-27th by DrummerIX |
| ~~~~~ |
| 1) Infinite HP | 800BAFAC 270F |
| 2) Infinite MP | 800BAFAE 03E7 |
| 3) Infinite SP | 800BAFB0 03E7 |
| 4) Max Level | 300BAFB6 003C |
| 5) Max Dragoon Level | 300BAFB7 0005 |
| 6) Quick Level Gain | 800BAFA4 FFFF |
| 7) In-Party Modifier | 300BAFA8 00?? |
| 8) Equipped Weapon Modifier | 300BAFB8 00?? |
| 9) Equipped Helmet Modifier | 300BAFB9 00?? |
| 10) Equipped Body Modifier | 300BAFBA 00?? |
| 11) Equipped Legs Modifier | 300BAFBB 00?? |
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12) Equipped Accessory	300BAFBC	00??
Modifier		
13) Equipped Addition To	300BAFBD	00??
Perform In-Battle (00-06)		
14) Max Addition Slot 1 Level	300BAFBE	0063
15) Max Addition Slot 2 Level	300BAFBF	0063
16) Max Addition Slot 3 Level	300BAFC0	0063
17) Max Addition Slot 4 Level	300BAFC1	0063
18) Max Addition Slot 5 Level	300BAFC2	0063
19) Max Addition Slot 6 Level	300BAFC3	0063
20) Max Addition Slot 7 Level	300BAFC4	0063
21) Max Addition Slot 1 Exp	300BAFC6	0063
22) Max Addition Slot 2 Exp	300BAFC7	0063
23) Max Addition Slot 3 Exp	300BAFC8	0063
24) Max Addition Slot 4 Exp	300BAFC9	0063
25) Max Addition Slot 5 Exp	300BAFCA	0063
26) Max Addition Slot 6 Exp	300BAFCB	0063
27) Max Addition Slot 7 Exp	300BAFCC	0063
28) Max HP	800BE8DE	270F

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| Kongol Codes |

| ~~~~~ |  
| 1st-27th by DrummerIX |

|                               |          |      |
|-------------------------------|----------|------|
| 1) Infinite HP                | 800BB030 | 270F |
| 2) Infinite MP                | 800BB032 | 03E7 |
| 3) Infinite SP                | 800BB034 | 03E7 |
| 4) Max Level                  | 300BB03A | 003C |
| 5) Max Dragoon Level          | 300BB03B | 0005 |
| 6) Quick Level Gain           | 800BB028 | FFFF |
| 7) In-Party Modifier          | 300BB02C | 00?? |
| 8) Equipped Weapon Modifier   | 300BB03C | 00?? |
| 9) Equipped Helmet Modifier   | 300BB03D | 00?? |
| 10) Equipped Body Modifier    | 300BB03E | 00?? |
| 11) Equipped Legs Modifier    | 300BB03F | 00?? |
| 12) Equipped Accessory        | 300BB040 | 00?? |
| Modifier                      |          |      |
| 13) Equipped Addition To      | 300BB041 | 00?? |
| Perform In-Battle (00-06)     |          |      |
| 14) Max Addition Slot 1 Level | 300BB042 | 0063 |
| 15) Max Addition Slot 2 Level | 300BB043 | 0063 |
| 16) Max Addition Slot 3 Level | 300BB044 | 0063 |
| 17) Max Addition Slot 4 Level | 300BB045 | 0063 |
| 18) Max Addition Slot 5 Level | 300BB046 | 0063 |
| 19) Max Addition Slot 6 Level | 300BB047 | 0063 |
| 20) Max Addition Slot 7 Level | 300BB048 | 0063 |
| 21) Max Addition Slot 1 Exp   | 300BB04A | 0063 |
| 22) Max Addition Slot 2 Exp   | 300BB04B | 0063 |
| 23) Max Addition Slot 3 Exp   | 300BB04C | 0063 |
| 24) Max Addition Slot 4 Exp   | 300BB04D | 0063 |
| 25) Max Addition Slot 5 Exp   | 300BB04E | 0063 |
| 26) Max Addition Slot 6 Exp   | 300BB04F | 0063 |
| 27) Max Addition Slot 7 Exp   | 300BB050 | 0063 |
| 28) Max HP                    | 800BEABE | 270F |

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| Lavitz Codes |
|~~~~~|
| 1st-27th by DrummerIX |
|~~~~~|~~~~~|
| 1) Infinite HP | 800BAF28 270F |
| 2) Infinite MP | 800BAF2A 03E7 |
| 3) Infinite SP | 800BAF2C 03E7 |
| 4) Max Level | 300BAF32 003C |
| 5) Max Dragoon Level | 300BAF33 0005 |
| 6) Quick Level Gain | 800BAF20 FFFF |
| 7) In-Party Modifier | 300BAF24 00?? |
| 8) Equipped Weapon Modifier | 300BAF34 00?? |
| 9) Equipped Helmet Modifier | 300BAF35 00?? |
| 10) Equipped Body Modifier | 300BAF36 00?? |
| 11) Equipped Legs Modifier | 300BAF37 00?? |
| 12) Equipped Accessory | 300BAF38 00?? |
| Modiefier | |
| 13) Equipped Addition To | 300BAF39 00?? |
| Perform In-Battle (00-06) | |
| 14) Max Addition Slot 1 Level | 300BAF3A 0063 |
| 15) Max Addition Slot 2 Level | 300BAF3B 0063 |
| 16) Max Addition Slot 3 Level | 300BAF3C 0063 |
| 17) Max Addition Slot 4 Level | 300BAF3D 0063 |
| 18) Max Addition Slot 5 Level | 300BAF3E 0063 |
| 19) Max Addition Slot 6 Level | 300BAF3F 0063 |
| 20) Max Addition Slot 7 Level | 300BAF40 0063 |
| 21) Max Addition Slot 1 Exp | 300BAF42 0063 |
| 22) Max Addition Slot 2 Exp | 300BAF43 0063 |
| 23) Max Addition Slot 3 Exp | 300BAF44 0063 |
| 24) Max Addition Slot 4 Exp | 300BAF45 0063 |
| 25) Max Addition Slot 5 Exp | 300BAF46 0063 |
| 26) Max Addition Slot 6 Exp | 300BAF47 0063 |
| 27) Max Addition Slot 7 Exp | 300BAF48 0063 |
| 28) Max HP | 800BE6FE 270F |
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| Meru Codes |
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| 1st-27th by DrummerIX |
|~~~~~|~~~~~|
| 1) Infinite HP | 800BB004 270F |
| 2) Infinite MP | 800BB006 03E7 |
| 3) Infinite SP | 800BB008 03E7 |
| 4) Max Level | 300BB00E 003C |
| 5) Max Dragoon Level | 300BB00F 0005 |
| 6) Quick Level Gain | 800BAFFC FFFF |
| 7) In-Party Modifier | 300BB000 00?? |
| 8) Equipped Weapon Modifier | 300BB010 00?? |
| 9) Equipped Helmet Modifier | 300BB011 00?? |
| 10) Equipped Body Modifier | 300BB012 00?? |
| 11) Equipped Legs Modifier | 300BB013 00?? |
| 12) Equipped Accessory | 300BB014 00?? |
| Modifier | |
| 13) Equipped Addition To | 300BB015 00?? |
| Perform In-Battle (00-06) | |
| 14) Max Addition Slot 1 Level | 300BB016 0063 |
| 15) Max Addition Slot 2 Level | 300BB017 0063 |

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| 16) Max Addition Slot 3 Level | 300BB018 0063 |
| 17) Max Addition Slot 4 Level | 300BB019 0063 |
| 18) Max Addition Slot 5 Level | 300BB01A 0063 |
| 19) Max Addition Slot 6 Level | 300BB01B 0063 |
| 20) Max Addition Slot 7 Level | 300BB01C 0063 |
| 21) Max Addition Slot 1 Exp | 300BB01E 0063 |
| 22) Max Addition Slot 2 Exp | 300BB01F 0063 |
| 23) Max Addition Slot 3 Exp | 300BB020 0063 |
| 24) Max Addition Slot 4 Exp | 300BB021 0063 |
| 25) Max Addition Slot 5 Exp | 300BB022 0063 |
| 26) Max Addition Slot 6 Exp | 300BB023 0063 |
| 27) Max Addition Slot 7 Exp | 300BB024 0063 |
| 28) Max HP | 800BEA1E 270F |
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| Rose Codes |
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| 1st-27th by DrummerIX |
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| 1) Infinite HP | 800BAF80 270F |
| 2) Infinite MP | 800BAF82 03E7 |
| 3) Infinite SP | 800BAF84 03E7 |
| 4) Max Level | 300BAF8A 003C |
| 5) Max Dragoon Level | 300BAF8B 0005 |
| 6) Quick Level Gain | 800BAF78 FFFF |
| 7) In-Party Modifier | 300BAF7C 00?? |
| 8) Equipped Weapon Modifier | 300BAF8C 00?? |
| 9) Equipped Helmet Modifier | 300BAF8D 00?? |
| 10) Equipped Body Modifier | 300BAF8E 00?? |
| 11) Equipped Legs Modifier | 300BAF8F 00?? |
| 12) Equipped Accessory | 300BAF90 00?? |
| Modifier | |
| 13) Equipped Addition To | 300BAF91 00?? |
| Perform In-Battle (00-06) | |
| 14) Max Addition Slot 1 Level | 300BAF92 0063 |
| 15) Max Addition Slot 2 Level | 300BAF93 0063 |
| 16) Max Addition Slot 3 Level | 300BAF94 0063 |
| 17) Max Addition Slot 4 Level | 300BAF95 0063 |
| 18) Max Addition Slot 5 Level | 300BAF96 0063 |
| 19) Max Addition Slot 6 Level | 300BAF97 0063 |
| 20) Max Addition Slot 7 Level | 300BAF98 0063 |
| 21) Max Addition Slot 1 Exp | 300BAF9A 0063 |
| 22) Max Addition Slot 2 Exp | 300BAF9B 0063 |
| 23) Max Addition Slot 3 Exp | 300BAF9C 0063 |
| 24) Max Addition Slot 4 Exp | 300BAF9D 0063 |
| 25) Max Addition Slot 5 Exp | 300BAF9E 0063 |
| 26) Max Addition Slot 6 Exp | 300BAF9F 0063 |
| 27) Max Addition Slot 7 Exp | 300BAFA0 0063 |
| 28) Max HP | 800BE38E 270F |
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| Shana Codes |
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| 1st-27th by DrummerIX |
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| 1) Infinite HP | 800BAF54 270F |
| 2) Infinite MP | 800BAF56 03E7 |
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3) Infinite SP	800BAF58 03E7
4) Max Level	300BAF5E 003C
5) Max Dragoon Level	300BAF5F 0005
6) Quick Level Gain	800BAF4C FFFF
7) In-Party Modifier	300BAF50 00??
8) Equipped Weapon Modifier	300BAF60 00??
9) Equipped Helmet Modifier	300BAF61 00??
10) Equipped Body Modifier	300BAF62 00??
11) Equipped Legs Modifier	300BAF63 00??
12) Equipped Accessory	300BAF64 00??
Modifier	
13) Equipped Addition To	300BAF65 00??
Perform In-Battle (00-06)	
14) Max Addition Slot 1 Level	300BAF66 0063
15) Max Addition Slot 2 Level	300BAF67 0063
16) Max Addition Slot 3 Level	300BAF68 0063
17) Max Addition Slot 4 Level	300BAF69 0063
18) Max Addition Slot 5 Level	300BAF6A 0063
19) Max Addition Slot 6 Level	300BAF6B 0063
20) Max Addition Slot 7 Level	300BAF6C 0063
21) Max Addition Slot 1 Exp	300BAF6E 0063
22) Max Addition Slot 2 Exp	300BAF6F 0063
23) Max Addition Slot 3 Exp	300BAF70 0063
24) Max Addition Slot 4 Exp	300BAF71 0063
25) Max Addition Slot 5 Exp	300BAF72 0063
26) Max Addition Slot 6 Exp	300BAF73 0063
27) Max Addition Slot 7 Exp	300BAF74 0063
28) Max HP	800BE79E 270F

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| Miranda Codes |

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| 1st-27th by DrummerIX |

|                               |               |
|-------------------------------|---------------|
| 1) Infinite HP                | 800BB05C 270F |
| 2) Infinite MP                | 800BB05E 03E7 |
| 3) Infinite SP                | 800BB060 03E7 |
| 4) Max Level                  | 300BB066 003C |
| 5) Max Dragoon Level          | 300BB067 0005 |
| 6) Quick Level Gain           | 800BB054 FFFF |
| 7) In-Party Modifier          | 300BB058 00?? |
| 8) Equipped Weapon Modifier   | 300BB068 00?? |
| 9) Equipped Helmet Modifier   | 300BB069 00?? |
| 10) Equipped Body Modifier    | 300BB06A 00?? |
| 11) Equipped Legs Modifier    | 300BB06B 00?? |
| 12) Equipped Accessory        | 300BB06C 00?? |
| Modifier                      |               |
| 13) Equipped Addition To      | 300BB06D 00?? |
| Perform In-Battle (00-06)     |               |
| 14) Max Addition Slot 1 Level | 300BB06E 0063 |
| 15) Max Addition Slot 2 Level | 300BB06F 0063 |
| 16) Max Addition Slot 3 Level | 300BB070 0063 |
| 17) Max Addition Slot 4 Level | 300BB071 0063 |
| 18) Max Addition Slot 5 Level | 300BB072 0063 |
| 19) Max Addition Slot 6 Level | 300BB073 0063 |
| 20) Max Addition Slot 7 Level | 300BB074 0063 |
| 21) Max Addition Slot 1 Exp   | 300BB076 0063 |
| 22) Max Addition Slot 2 Exp   | 300BB077 0063 |
| 23) Max Addition Slot 3 Exp   | 300BB078 0063 |

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| 24) Max Addition Slot 4 Exp | 300BB079 0063 |
| 25) Max Addition Slot 5 Exp | 300BB07A 0063 |
| 26) Max Addition Slot 6 Exp | 300BB07B 0063 |
| 27) Max Addition Slot 7 Exp | 300BB07C 0063 |
| 28) Max HP | 800BEB5E 270F |
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| Albert Codes |
| ~~~~~
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| 1st-27th by DrummerIX |
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```
| 1) Infinite HP | 800BAFD8 270F |
| 2) Infinite MP | 800BAFDA 03E7 |
| 3) Infinite SP | 800BAFDC 03E7 |
| 4) Max Level | 300BAFE2 003C |
| 5) Max Dragoon Level | 300BAFE3 0005 |
| 6) Quick Level Gain | 800BAFD0 FFFF |
| 7) In-Party Modifier | 300BAFD4 00?? |
| 8) Equipped Weapon Modifier | 300BAFE4 00?? |
| 9) Equipped Helmet Modifier | 300BAFE5 00?? |
| 10) Equipped Body Modifier | 300BAFE6 00?? |
| 11) Equipped Legs Modifier | 300BAFE7 00?? |
| 12) Equipped Accessory | 300BAFE8 00?? |
| Modifier | |
| 13) Equipped Addition To | 300BAFE9 00?? |
| Perform In-Battle (00-06) | |
| 14) Max Addition Slot 1 Level | 300BAFEA 0063 |
| 15) Max Addition Slot 2 Level | 300BAFEB 0063 |
| 16) Max Addition Slot 3 Level | 300BAFEC 0063 |
| 17) Max Addition Slot 4 Level | 300BAFED 0063 |
| 18) Max Addition Slot 5 Level | 300BAFEE 0063 |
| 19) Max Addition Slot 6 Level | 300BAFEF 0063 |
| 20) Max Addition Slot 7 Level | 300BAFF0 0063 |
| 21) Max Addition Slot 1 Exp | 300BAFF2 0063 |
| 22) Max Addition Slot 2 Exp | 300BAFF3 0063 |
| 23) Max Addition Slot 4 Exp | 300BAFF5 0063 |
| 24) Max Addition Slot 4 Exp | 300BAFF5 0063 |
| 25) Max Addition Slot 5 Exp | 300BAFF6 0063 |
| 26) Max Addition Slot 6 Exp | 300BAFF7 0063 |
| 27) Max Addition Slot 7 Exp | 300BAFF8 0063 |
| 28) Max HP | 800BE97E 270F |
| ~~~~~
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| ~~~~~
| All Character Codes |
| ~~~~~
```

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| All by DrummerIX |
| ~~~~~
```

```
| 1) Infinite HP | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 800BAEFC 270F |
| ~~~~~
| 2) Infinite MP | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 800BAEFE 03E7 |
| ~~~~~
| 3) Infinite SP | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 800BAF00 03E7 |
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| ~~~~~| ~~~~~|
| 4) Max Level | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAF06 003C |
| ~~~~~| ~~~~~|
| 5) Max Dragoon Level | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAF07 0005 |
| ~~~~~| ~~~~~|
| 6) Quick Level Gain | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 800BAEF4 FFFF |
| ~~~~~| ~~~~~|
| 7) All Characters In Party | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAEF8 0003 |
| ~~~~~| ~~~~~|
| 8) Max Addition Slot 1 Level | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAF0E 0063 |
| ~~~~~| ~~~~~|
| 9) Max Addition Slot 2 Level | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAF0F 0063 |
| ~~~~~| ~~~~~|
| 10) Max Addition Slot 3 Level | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAF10 0063 |
| ~~~~~| ~~~~~|
| 11) Max Addition Slot 4 Level | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAF11 0063 |
| ~~~~~| ~~~~~|
| 12) Max Addition Slot 5 Level | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAF12 0063 |
| ~~~~~| ~~~~~|
| 13) Max Addition Slot 6 Level | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAF13 0063 |
| ~~~~~| ~~~~~|
| 14) Max Addition Slot 7 Level | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAF14 0063 |
| ~~~~~| ~~~~~|
| 15) Max Addition Slot 1 Exp | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAF16 0063 |
| ~~~~~| ~~~~~|
| 16) Max Addition Slot 2 Exp | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAF17 0063 |
| ~~~~~| ~~~~~|
| 17) Max Addition Slot 3 Exp | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAF18 0063 |
| ~~~~~| ~~~~~|
| 18) Max Addition Slot 4 Exp | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAF19 0063 |

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| ~~~~~| ~~~~~|
| 19) Max Addition Slot 5 Exp | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAF1A 0063 |
| ~~~~~| ~~~~~|
| 20) Max Addition Slot 6 Exp | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAF1B 0063 |
| ~~~~~| ~~~~~|
| 21) Max Addition Slot 7 Exp | |
| (GS 3.0 Or Higher Needed!) | 5000092C 0000 |
| | 300BAF1C 0063 |
| ~~~~~| ~~~~~|

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SECTION 16: FLASHBACKS  
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1.) Who is Claire?

Claire is the long lost daughter of Haschel that runs away from him for many years, and still he have not found her. Also Claire is the mother of Dart and a wife of Zieg, remember the lolabay that Shana sung to the boy which she learn from Dart. And Dart often hears from his mother's lolabay when he is still little. and also Haschel hears the same lolaby for his daughter Claire while she is still in training in the Ruoge school martial arts.

And another addition to that is when you are in the Moon that never sets in Disc 4, when Haschel sees Claire and then you follow her but Haschel tells Dart that this girl(Claire) doesn't know him yet.

2.) Who is Zieg?

Zeig is one of the Dragoon Knights in the Dragoon campaign. and the holder of the Red-eye Dragoon spirit, he is also the Father of Dart. he'll be you're enemy in Disc 2 to Disc 4 but Dart then will know that his father body is just been used by the final enemy boss and after Dart defeats the final boss Zeig will sacrifice his self with Rose to destroy the Final enemy boss.

3.) Who is Shirley?

Shirley is one of the Dragoon Knights in the Dragoon campaign. and the holder of the Silver Dragoon spirit, you'll see her in the first time when you search for the dragoni plant to save Shana.

4.) Who is Syuveil?

Syuveil is one of the Dragoon Knights in the Dragoon campaign. and the holder of the Jade Dragoon spirit. like Albert and Lavits he is full of knowledge and likes to study interesting topics. you'll see him in the Dragoon tower studying life and death and Rose then will help him set free.

5.) Who is Damia?

Damia is one of the Dragoon Knights in the Dragoon campaign. and the holder of the Blue Sea Dragoon spirit, she half human and half mermaid and even younger than Meru. she is often lonely and frightened and only the other Dragoon holders understand her and comfort her.



6.) Who is Belzac?

Belzac is one of the Dragoon Knights in the Dragoon campaign. and the holder of the Golden Dragoon spirit, he loves kids and make it the reason to fight the the super virage in the Dragoon campaign. he like Shirley a lot and protects her from the falling tower by sacrificing his own body.

7.) Who is Kanzas?

Kanzas is one of the Dragoon Knights in the Dragoon campaign. and the holder of the Violet Dragoon spirit, he likes to kill his enemies and make a doll of them when they die. he doesn't like Rose but he joined as a Dragoon because of Shirley.

8.) Who is Emperor Doel?

Emperor Doel is the Uncle of King Albert and he is the one who kill Albert's father and the one who gives terror in many place in Disc 1. you'll fight him in Dics 1 and Disc 4, after that he'll realize that he has done wrong.

9.) Who is Llyod?

Llyod has the strongest magic power as a wingly species and he follows any order of Emperor Diaz(Zieg) to get a new world of peace where humans and winglies are equal. he is the one who planned to kidnapped Shana and he is also the one who will gather all the moon objects and give it to Zieg but unfortunately he'll die in Disc 4 in the battle with the final boss.

10.) Who is Lenus?

Lenus is a wingly girl who falls in love with Llyod and getting a time to be with him in a romantic moment. she protects him with her life and the result of that is she dead because of it.

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SECTION 17: DISCLAIMER  
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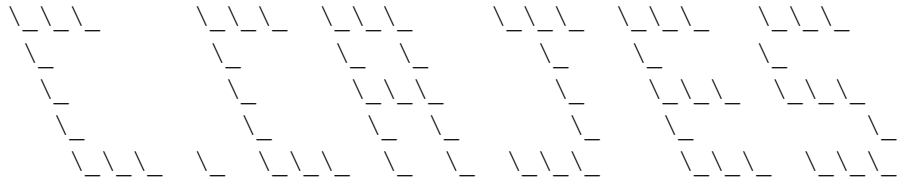
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SECTION 18: THANK YOU AND CREDITS  
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- Well, I thank myself for making this FAQ and listing all the character's informations. and thanks to my PC computer for helping me typing all this FAQ, and also thanks to my two eyes for watching every leveled up character.

- Thanks to Eugene Mansueto for his "The Legend of Dragoon" CD and letting me borrow it for a little while.

- Thanks to CjayC[www.gamefaqs.com] for his great site to help gamers and posting this FAQ.

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