

Vagrant Story Armor Stats FAQ

by Garrison

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Vagrant Story Armor Stats FAQ v1.00

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I. Introduction

Wow, this is gonna be short. I wrote the guide on weapon stats, so why not write one for armor stats. Yup, that's all there is to it.

All of the stats come from the end of the Armor.syd file on the Vagrant Story game disc. I just decoded them for you.

II. The Stats

Here is a listing of the base stats for shields and armor. Pick a material and armor or shield and then add the material modifiers to the base stat to get the final stats for that item. Sound easy? Good.

The numbers following each record represent the data from the file for that item. Here is a list of what I assume each column to be. The strength, intelligence, and agility are all verified by the game. I think column two may refer to a visual model file or something similar as only the shields have a number there other than 00.

Data Columns:

- 1. Armor Number
- 2. Possible Visual Info...
- 3. Armor Type
- 4. Always 00
- 5. Strength
- 6. Intelligence
- 7. Agility
- 8. Always 00

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/-----=-----\  
|Materials |Str Int Agl|  
|-----=-----|  
|Wood      |+1 +6  0 |  
|Leather   |+0 +5  0 |  
|Bronze    |+2 +1 -2 |  
|Iron      |+4 +2 -2 |  
|Hagane    |+6 +2 -1 |
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Silver	+3	+1	-1	
Damascus	+8	+3	-1	

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|Shield |Str Int Agl|

Buckler	5	3	-1		01	60	01	00	05	03	ff	00
Pelta	5	4	-1		02	66	01	00	05	04	ff	00
Targe	6	4	-1		03	63	01	00	06	04	ff	00
Quad	7	7	-1		04	64	01	00	07	07	ff	00
Circle	8	7	-1		05	69	01	00	08	07	ff	00
Tower	12	10	-2		06	65	01	00	0c	0a	fe	00
Spiked	12	11	-2		07	6a	01	00	0c	0b	fe	00
Round	14	13	-2		08	62	01	00	0e	0d	fe	00
Kite	15	13	-2		09	6b	01	00	0f	0d	fe	00
Casserole	15	14	-2		0a	6c	01	00	0f	0e	fe	00
Heater	18	16	-2		0b	68	01	00	12	10	fe	00
Oval	18	17	-2		0c	67	01	00	12	11	fe	00
Knight	18	18	-2		0d	6f	01	00	12	12	fe	00
Hoplite	21	24	-3		0e	61	01	00	15	18	fd	00
Jazeraint	23	23	-3		0f	6d	01	00	17	17	fd	00
Dread	25	20	-3		10	6e	01	00	19	14	fd	00

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|Head Armor |Str Int Agl|

Bandana	1	3	0		11	00	02	00	01	03	00	00
Bear Mask	2	4	0		12	00	02	00	02	04	00	00
Wizard Hat	1	10	0		13	00	02	00	01	0a	00	00
Bone Helm	2	3	-1		14	00	02	00	02	03	ff	00
Chain Coif	3	5	-1		15	00	02	00	03	05	ff	00
Spangenhelm	3	5	-1		16	00	02	00	03	05	ff	00
Cabasset	4	5	-1		17	00	02	00	04	05	ff	00
Sallet	5	6	-1		18	00	02	00	05	06	ff	00
Barbut	6	7	-1		19	00	02	00	06	07	ff	00
Basinet	7	8	-1		1a	00	02	00	07	08	ff	00
Armet	8	9	-2		1b	00	02	00	08	09	fe	00
Close Helm	9	10	-2		1c	00	02	00	09	0a	fe	00
Burgonet	10	11	-2		1d	00	02	00	0a	0b	fe	00
Hoplite Helm	11	15	-2		1e	00	02	00	0b	0f	fe	00
Jazeraint Helm	12	13	-2		1f	00	02	00	0c	0d	fe	00
Dread Helm	13	12	-2		20	00	02	00	0d	0c	fe	00

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|Body Armor |Str Int Agl|

Jerkin	5	5	0		21	00	03	00	05	05	00	00
Hauberk	5	10	0		22	00	03	00	05	0a	00	00
Wizard Robe	3	20	0		23	00	03	00	03	14	00	00
Cuirass	7	8	0		24	00	03	00	07	08	00	00
Banded Mail	8	8	-1		25	00	03	00	08	08	ff	00
Ring Mail	7	12	-1		26	00	03	00	07	0c	ff	00
Chain Mail	9	12	-1		27	00	03	00	09	0c	ff	00
Breastplate	11	12	-2		28	00	03	00	0b	0c	fe	00
Segmentata	13	13	-1		29	00	03	00	0d	0d	ff	00
Scale Armor	15	15	-1		2a	00	03	00	0f	0f	ff	00
Brigandine	17	17	-2		2b	00	03	00	11	12	fe	00
Plate Mail	18	17	-2		2c	00	03	00	12	12	fe	00
Fluted Armor	18	18	-2		2d	00	03	00	12	13	fe	00

Hoplite Armor	18	22	-3		2e	00	03	00	12	16	fd	00	
Jazeraint Armor	19	20	-3		2f	00	03	00	13	14	fd	00	
Dread Armor	20	19	-3		30	00	03	00	14	13	fd	00	
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Leg Armor	Str	Int	Agl										
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Sandals		1	7	0		31	00	04	00	01	07	00	00
Boots		2	3	0		32	00	04	00	02	03	00	00
Long Boots		2	5	0		33	00	04	00	02	05	00	00
Cuisse		3	5	0		34	00	04	00	03	05	00	00
Light Greave		4	5	0		35	00	04	00	04	05	00	00
Ring Leggings		5	6	-1		36	00	04	00	05	06	ff	00
Chain Leggings		6	7	-1		37	00	04	00	06	07	ff	00
Fusskampf		7	8	-1		38	00	04	00	07	08	ff	00
Poleyn		8	9	-1		39	00	04	00	08	09	ff	00
Jambeau		9	10	-2		3a	00	04	00	09	0a	fe	00
Missaglia	10	11	-3		3b	00	04	00	0a	0b	fd	00	
Plate Leggings	11	11	-2		3c	00	04	00	0b	0b	fe	00	
Fluted Leggings	12	12	-2		3d	00	04	00	0c	0c	fe	00	
Hoplite Leggings	13	18	-3		3e	00	04	00	0d	12	fd	00	
Jazeraint Leggings	14	17	-3		3f	00	04	00	0e	11	fd	00	
Dread Leggings	15	15	-3		40	00	04	00	0f	0f	fd	00	
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Arm Armor	Str	Int	Agl										
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Bandage		1	8	0		41	00	05	00	01	08	00	00
Leather Glove		2	4	0		42	00	05	00	02	04	00	00
Reinforced Glove		2	4	0		43	00	05	00	02	04	00	00
Knuckles		3	5	0		44	00	05	00	03	05	00	00
Ring Sleeve		4	5	-1		45	00	05	00	04	05	ff	00
Chain Sleeve		4	6	-1		46	00	05	00	04	06	ff	00
Gauntlet		5	6	-1		47	00	05	00	05	06	ff	00
Vambrace		6	7	-1		48	00	05	00	06	07	ff	00
Plate Glove		7	8	-1		49	00	05	00	07	08	ff	00
Rondanche		8	9	-1		4a	00	05	00	08	09	ff	00
Tilt Glove		8	9	-2		4b	00	05	00	08	09	fd	00
Freiturnier		9	10	-1		4c	00	05	00	09	0a	ff	00
Fluted Glove	10	11	-3		4d	00	05	00	0a	0b	fe	00	
Hoplite Glove	11	15	-3		4e	00	05	00	0b	0f	fe	00	
Jazeraint Glove	12	14	-3		4f	00	05	00	0c	0e	fe	00	
Dread Glove	13	13	-3		50	00	05	00	0d	0d	fe	00	
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III. Copyright Info

Everything in this guide, other than the data quoted from the Vagrant Story disc and the name "Vagrant Story" is copyright 2001 Kristopher Wall. Noone may reprint this FAQ in whole or part without my permission. As the game is old and nobody is making professional guides anymore I doubt this'll be a problem. Oh yeah... "Vagrant Story" is copyright Squaresoft as is the quoted data. Yada, yada, yada...