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Songs to listen to while reading this FAQ: "Boiler" by Limp Bizkit, "St. Anger" by Metallica, and "Always" by Saliva.

1.0	INTRODUCTION	1.0
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Well, in my never-ending quest to write for every Final Fantasy game released in the U.S., I have now come to the crossroads of Final Fantasy Tactics Advance. I really suck at writing guides for this kind of game, which is why I haven't yet attempted to write for Final Fantasy Tactics (one of my all time favorite games).

I won't pretend to be an expert on this game, because I'm not one. I'm sure the message board and other FAQ writers will know far more about this game than I do. But I will do my best to figure out everything and then put it into this guide. I hope you will find this to be a nice source of FFTA info, but it will never be the top FFTA guide available.

Well then, I hope you enjoy my first attempt at an FAQ for a strategy game, and make sure to email me with any questions you have!

- Psycho Penguin

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| SECTONE1 | ----- [ 1.1 GUIDE INTRODUCTION ]
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Like I stated above, I am not claiming to be an expert on Final Fantasy Tactics Advance at all. I will try my hardest to provide as in-depth information as possible. I am not going to wow you with a fancy game basics section, but I will try my best to provide information into all of the important aspects of the game.

My biggest strength here will be my ability to provide you with in-depth job and ability sections, as well as breaking down every mission in the game. I suck at game basics, like I said, but I will definitely be strong in the walkthrough department.

Basically, if you're looking for a quality, in-depth complete breakdown of FFTA, you might not find it here. But, if you're looking for a way to get through that tough battle, or an in-depth analysis of the Paladin class, you may have come to the right place here.

I hope you enjoy my first attempt at writing for a strategy game!

CONTROL PAD

Battle: Move the cursor around.
Battle Entry: You can use it to choose the unit you want in battle.
World Map: Move the cursor around.

SELECT

Battle: View a helpful in-depth tutorial/help mode.
Battle Entry: View the world laws.
World Map: View a helpful in-depth tutorial/help mode.

START

Battle: Opens the system menu for you.
Battle Entry: Push it when you want to start the battle.
World Map: Opens the system menu for you.

L BUTTON

Battle: Use it as a shortcut button for selected option in the System Menu.
Battle Entry: Switch to the field view.
World Map: View the world laws.

R BUTTON

Battle: This button is not used during battle.
Battle Entry: View info on selected unit.
World Map: View the info on an area you select.

A BUTTON

Battle: Confirm selection.
Battle Entry: Confirm selection.
World Map: Confirm selection.

B BUTTON

Battle: Cancel selection, view range of highlighted unit.
Battle Entry: Cancel selection.
World Map: Cancel selection.

| SECTTWO2 | ----- [2.2 BATTLE SYSTEM]

The battle system is pretty complex to figure out at first, but once you get the hang of it, it is really no problem. You get to move around on a battlefield grid. When you move into the area you wish to move to, you get to choose between one of several abilities. Each ability does something different. If you choose to attack, you can, but each attack has a certain range to it.

For instance, a normal physical attack will only stretch one or two spaces (at most), but you can do a "special attack", including magic, which will spread several spaces across. Therefore, I advise having all characters in your party having a long range attack, so all enemies are in trouble at all times.

There are two things to pay attention to while you are doing an attack. Check the lower left hand corner, and you will see a rectangle with two numbers in it. A percentage will show up, which indicates the percentage you have that the attack will land without missing.

You will also see a minus sign and a number next to it. This indicates the estimated damage that you will do if the attack lands. Both these numbers are not guaranteed, but rather estimated, but you will get a good idea of how your attack will fare from these two numbers alone.

For those of you that are used to the Final Fantasy Tactics game (and who isn't, because it's such an awesome game, and I'm assuming you played that before playing the portable version of it), you are familiar with Experience and JP.

Experience still plays out the same way as it did before. Every time you perform a command (and not just attack, either, you can do all sorts of things, ranging from Item to Magic), you will get EXP, which helps you raise levels. When you get 100 EXP, you raise a level, and then your statistics will increase.

JP is a change from Final Fantasy Tactics, however. In that classic game, Final Fantasy Tactics had JP, which helped you level up abilities. In this game, you get JP from killing an enemy normally or using the ability of the day (check section 2.5, judgment system, for more information). You use JP to perform combo attacks. Once you get 100 JP, you can summon a creature.

I'll have more about the battle system in an upcoming version of the guide.

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| SECTTWO3 | ----- [ 2.3 ABILITIES SYSTEM ]
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The abilities system has changed from Final Fantasy Tactics, as well. Hell, now it seems to have taken a page directly from Final Fantasy IX. Now, in order to gain abilities, you have to equip an armor or weapon, and then extract abilities directly from them.

It is very important that you check the abilities that a weapon or armor has before equipping it. You don't want to end up learning the same abilities over and over again if you can help it, and some weapons and armor share similar abilities to other weapons and armor, so make sure to keep track of that.

After each battle, the characters in your party will gain AP based off the requirements of the battle. The AP you earn will go to each ability you have equipped on both your weapons and armor. When you gain enough AP to master an ability, you no longer have to have the weapon or armor equipped in order to use it.

Magic also works in a similar way, in case you were wondering. Some job classes come automatically equipped with some magic, but certain magic spells can be learned only by equipping certain special weapons or armor.

In case you were wondering, AP is not split. Each ability can gain the same amount of AP. For instance, if you are trying to learn 4 abilities, and you

gain 160 AP, each ability gets 160 AP, not 40. Also, each character gets it, as well as each weapon and armor. Leveling up becomes pretty fun because of this. ^_^

Also, the weapons and armor you equip will keep its AP regardless of whether or not you switch while learning abilities, so don't worry about that. You can't carry over AP to other weapons and armor, either, you only get AP for the weapon or armor you have equipped.

I will have more on the unique abilities system in an upcoming version of the guide.

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| SECTTWO4 | ----- [ 2.4 MENU SYSTEM ]
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COMING SOON!

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| SECTTWO5 | ----- [ 2.5 OTHER BASICS ]
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Final Fantasy Tactics Advance is a pretty complex game, so I made a separate section for basics that didn't fit into any of the other sections. Stay tuned for a list of "things you should know before playing the game".

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| JUDGMENT SYSTEM |
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The judgment system is one of the most unique systems I have ever seen in a video game, and Squaresoft finally got an original idea done that was pretty fun to play.

It basically works like this: before each battle, a judge comes and selects some laws, bars some abilities, and selects a special ability that will gain you JP if you use it.

The laws are set at the beginning of the battle. They sometimes ban certain commands (imagine not being able to use physical attacks for an entire mission), as well as barring you from using abilities to kill enemies. If you do so, there are punishments.

When you first break a law, you get a yellow card. This reduces your statistics and prevents you from gaining AP at the end of a battle. And don't think it goes away automatically, either. You have to go to jail, pay a fine, and then fight several battles in good behavior before having the yellow card removed.

If you break the law a few times, or kill an enemy by using a barred ability, you get a red card and are sent straight to jail. You can't use the jailed character for the remainder of the battle, and you have to pay a hefty fine to get him out of jail.

However, there are some positives. If you kill an enemy normally, or if you use the "special ability of the day", which is an ability the judge chooses before the battle, you gain JP, which you can then use to do combo moves or summon magic.

Here's an example of the judgment system. In Snow in Lutia mission, there is a

Thunder Ban. This means the people who are capable of casting Thunder are not allowed to do so. If they cast it, and an enemy doesn't die, they get a yellow card. Their statistics are now weakened, and they don't get AP after the battle. If they cast Thunder and an enemy dies, they go to jail.

MISSIONS

Going on missions is the main focus of Final Fantasy Tactics Advance. While you only need to do a certain amount to complete the game, you can do side-missions, which increase your statistics and net you valuable items and more. To do so, select missions underneath the main mission. Some missions require you to complete another mission before doing them, and other missions (dispatch) missions require you to be a certain job class or fulfill another obligation before partaking in them.

The key thing to remember about these dispatch missions is that Marche and Montblanc cannot undergo them. If the mission requires a soldier, Marche cannot be the only soldier in the party. You have to find someone else to become a soldier, and then they can be dispatched to do the mission.

Here is a list of the types of missions in the game.

Story Based: These are the most expensive, and they advance the storyline and open a new area when you win. Always located on top.

Battle: Like a story-based mission, only optional. These always cost a decent amount of money and always require you to fulfill an obligation during battle.

Dispatch: This is where you send someone out on their own mission. Check the Clan Levels section below on how to increase your chances of getting the clan member back alive.

Free-Area: This mission involves fighting off a wave of enemies, setting up a camp, and then fighting off rival clans. It's a lot of fun.

Encounter: A random battle mission in which you fight a rival clan.

CLAN LEVELS

The Clan is basically the group of people with you during the game. They are also the ones you can send out on these special dispatch and other missions during the game. You may notice that after each battle, you get CP. This stands for Clan Points. For every 100 AP, you gain a skill level in one of 8 areas.

These areas of level building are important, because they help you to complete certain missions easier, as well as picking up rare items. Most missions require you to be a certain Clan Level to even undergo the mission, so watch out for those. The 8 levels are: Combat, Smithing, Appraise, Negotiation, Magic, Craft, Collection, and Track.

Those should all be fairly obvious. Each of these skills help your clan out in Free-Area and Dispatch missions. The higher your skill level, the easier of a time the clan member will have, and the rarer the item he/she will bring back. It is very important to keep your clan level high, so undergo as many battle missions as you possibly can.

More on the other game basics will be coming soon, so stay tuned for that!

| Mission 000: First Fight! |

| Mission Objective: Defeat all enemies! |

| Enemies: White Monk, Warrior |

| Law: Item Ban (can't use Items at all) |

| This battle is pretty straightforward and easy. The moogle will explain |
| the judgment system before the battle starts. Just have Marche move behind |
| the White Monk and attack it, then the moogle will use a black magic spell |
| to kill the enemy. He'll then explain how JP works. Target the Warrior, |
| and when it dies, it'll use a Potion, but since it's against the law, he's |
| off to jail. Battle is over, you win. |

After the battle, the moogle will offer you help. By the way, his name is
Montblanc, I just thought I'd point that out since he didn't come and try to
attack me. I only have the basic armor and weapons, you know. ^_^

Montblanc introduces you to his clan of moogles, and Marche decides to join
the clan for now. You will soon be on the world map, and you'll get a tutorial
about placing items on the world map to open towns. This is an idea that was
first employed in Legend of Mana, which is not really a bad game, but this
idea is pretty stupid in my opinion. Oh well, just a game. :)

Before you go any further, go to the menu now. You will see you have the
ability to switch between your clan members, but I advise not doing that right
now, as you don't really have any Gil to mess with. Instead, switch Marche's
secondary ability to Item, which will prove invaluable in upcoming boss
battles. Now, enter the town, go to the pub, accept the mission, which opens
Giza Plains up, and save your game.

| Mission 001: Herb Picking |

| Rank: 3 | Battle | Price: 300 Gil | Location: Giza Plains |

| Mission Objective: Defeat all enemies! |

| Reward: 600 Gil, 40 AP |

| Enemies: Goblin x3, Red Cap, Sprite |

| Make sure to check the daily laws before entering the battle. If it is not |
| a good law, you can always walk around for a day or two and then check it |
| again so it is more suitable. It is very important that you got a good law |
| going for you, as you don't have many abilities to work with here. |

| The key to winning this battle is to keep the 2 mages away from the 5 |
| enemies. They are weak defensively, so have them stay away from the |
| enemies, while Marche and the 2 warriors move towards the enemies and |
| dispatch of them. Have the Archer stay behind and aim arrows towards the |
| enemies, while the Black Mage uses black magic. |

| Black magic can be used to hit multiple enemies, by the way. This is a |
| very important aspect of the battle system that will help you numerous |
| times, so make sure to get the hang of it now. Also note that your players |
| will not be affected by the spell, so feel free to use the magic if they |
| are in the way. |

| I would kill the Red Cap first, as it has a higher physical attack than |

| the three Goblins. Take care of the Goblins next, and then focus on the |
| Sprite, unless you can use black magic on it. The Sprite has a high evade, |
| unless you aim at it from the back. |

Battle Tactics Learned: Black magic and evasion rates. You can use black magic on multiple enemies at one time, and it won't affect your characters at all if they are in the range as well. Evasion rates can be crucial, unless you aim your attacks from behind the enemy. If you do that, then their evasion rates will go way down.

After this battle, you will receive an item that lets you place a location called Lutia Pass on the world map. Do so, then return to Cyril and select the second mission - Thesis Hunting.

Before you undergo your mission, it's time to start placing jobs and abilities on your characters. At this point in the game, Montblanc and Marche are your two most important characters, as they will have to be in a lot of your battles early on. Therefore, focus on them at first. I recommend having Montblanc become a Fighter, while Marche becomes a thief.

Marche will eventually want to be a Soldier, Thief, and Fighter, but I prefer having him be a Thief, first, since it would be easiest for him to train as the weaker of the 3 job classes while the battles are still relatively easy. Plus, the thief's abilities definitely come in handy in this game. "Steal" is a very useful command that comes in handy later, so I recommend knocking that job class off now, so make him a Thief.

Now, you can choose whether to do Mission 2 or not.. actually, I made you. Haha. Follow my walkthrough, I choose to do the side missions later on.

This mission focuses on you having to recover a thesis that was stolen from Coleman. This means going to Lutia Pass and encountering the bandits who stole it, and then defeating them in order to recover it. Simple enough, so let's go, shall we? Make sure to save before doing so.

| Mission 002: Thesis Hunt |

| Rank: 3 | Battle | Price: 900 Gil | Location: Lutia Pass |

| Mission Objective: Defeat all enemies! |
| Reward: 4,000 Gil, 40 AP and Pure Staff |
| Enemies: Soldier x2, Thief x2, Archer, White Mage |

| Since Marche is a thief, his attack power will not be as high, but due to |
| Montblanc's magic, it won't be too much of a problem. If you have a white |
| mage, this battle will be pretty simple. It starts off with the bandits |
| confronting you, and the battle begins, as you have to recover the stolen |
| thesis from these guys. |

| Of course, if you take a look at your six enemies, you will notice a White |
| Mage on their team. Therefore, it is crucial that you go after him first. |
| He starts off far away from you, so use ranged attack magic and move |
| towards him with Marche. Marche may not be able to get him, though, |
| because the white mage is a wuss and will keep running away from you. |
| Fortunately, magic will eventually knock him out, preventing him from |
| healing the opponents. |

| Now, you have a decision to make. Do you go after the soldiers, thieves, |

| or archer? I say worry about the archer first, since he can stay far away |
| from you and can prove to be pretty annoying. One of the thieves can |
| counter your attacks, but fortunately they have yet to even master the |
| Steal ability. Once you take care of those 3, finish off the soldiers and |
| this battle is over. It's simple, so sorry I didn't describe how to kill |
| them, but seriously, all you have to do is walk around and attack them |
| until they die. It's really not that hard at all. |

After the mission, Montblanc thinks you are ready to enter Clan Battles. This accomplishes two things: One, you can now select "clan" on the menu, and fix up your clan and check status on battles, etc. Two, you can now fight random battles on the world map. This helps you gain experience and AP, and will come in handy numerous times during the game.

I even recommend fighting once or twice right now. Make sure Marche gains at least a few "Steal" abilities right away. I went ahead and gave him Steal EXP and Steal Gil, since they only cost 100 AP each. Once you gain those two and Steal Shield, you should be sick of random fighting, and will want to continue the story, right? I'm with you on that, so let's see what we have to do next.

Place the next symbol on the world map. This opens up Nubswood. You can now choose to do more missions, or complete the next one, which upgrades the story. Note I don't have walkthroughs up for some of these missions right now, so if you want to complete them, go for it. Doing so upgrades the weapons and armor you find in towns. Here is some good stuff to look out for right now, if you do some side missions.

White Monk: Kaiser Knuckles teach Air Render attack

White Mage: Bless Staff teaches Life spell.

When you are ready, select The Cheetahs and we are on our way!

This mission focuses on some con artists in Nubswood who are cheating people out of their hard earned money, so it's time for them to serve hard time. That's where you come into play, as your objective is to defeat them, so their reign of conning people in Nubswood is finished.

| Mission 003: The Cheetahs |

| Rank: 3 | Battle | Price: 1,200 Gil | Location: Nubswood |

| Mission Objective: Defeat all enemies! |

| Reward: 6,000 Gil, Atmos Blade, Fortune Ring, and 40 AP |

| Enemies: Black Mage, Thief, Archer, White Monk, Fighter |

| You'll only get four units this time out, so make sure to bring along a |
| White Monk. Other than that, bring a White Mage, Black Mage, and Fighter. |
| When the mission starts, Marche will see his friend Ritz (!) accompanying |
| a stranger named Shara, chasing the fiends into the woods. Since those are |
| the same enemies you want to face, you and Ritz will team up for this |
| battle. |

| This mission will be VERY simple. Ritz and Shara move by themselves and do |
| their own thing, so don't worry about them. The White Monk is useful here, |
| especially since you got the Air Render attack (from the Kaiser Knuckles, |
| right? I told you to do that!). Just make sure he's away from the enemies, |
| as it's a range-based attack, and will not do anything if the enemy is |
| next to him. |

| The key to winning this battle is just to finish off the enemies that Ritz |
| and Shara attacked. The enemies will barely have a chance. The only one |
| that may cause problems is the Black Mage, and perhaps the Archer, because |
| they both have long range attacks. If they hurt you, just have your White |
| Mage come over and heal them. So, keep your white mage close to the |
| characters at all time. |

| Hell, it's okay to keep all of your characters close to each other for |
| this battle, since the enemies won't do much damage, and you'll basically |
| be following Ritz and Shara's lead and finishing what they started. This |
| is a very easy battle and you should have no problems with it at all. Have |
| Marche steal some EXP if you want, that's how easy this battle can be if |
| you just follow these simple directions. |

You will now have a scene with Marche and Ritz. The two old friends are reunited, but they have completely different desires. Ritz doesn't want to return to the old world, as she likes it here a lot in this new world. Marche is a little homesick, though, and just wants to get home. The two decide to part ways again, and a new place will open on the world map: Elut Sands.

Back in Cyril, Marche will be kind of depressed, and Montblanc will want to know what's wrong. Marche says he's just thinking about the next mission. They discuss things for a while, and Montblanc will end up comforting both Kupo and Marche. Marche thought he knew a way to get Ritz and himself back to the real world, but right now he is totally clueless as to how.

Fight the bottom missions (coming in a future update) if you wish, then choose the top one to advance the story. Make sure everyone is around Level 6 or 7 before entering this one, as it's the toughest story battle yet.

This mission really doesn't have much background to it, it's just a battle out in the desert plains with some wild animals. They've been causing some problems out there, and your job is to eliminate them.

| Mission 004: Desert Peril |

| Rank: 3 | Battle | Price: 1,500 Gil | Location: Elut Sands |

| Mission Objective: Defeat all enemies! |
| Reward: 7,000 Gil, Randomized Item, and 40 AP |
| Enemies: Red Panther x2, Couerl, Thunder Flan, Antlion |

| Make sure to bring along a Black Mage, and if someone has the Aim ability, |
| bring them along too. This battle is relatively painless. The Thunder Flan |
| is your first concern, as it starts off closer to you. However, Montblanc |
| (or your Black Mage) can just cast a spell other than Thunder on it, and |
| it will go down quicker than Chris Rix in a first half of a big game. The |
| Couerl is the only enemy you won't have to worry about right away, as it's |
| too far away to be a major issue at the moment. |

| Time to focus on the Red Panthers. If someone has the Aim ability, use it |
| on the legs of the Antlion. Otherwise, have your physical attackers team |
| up on the Red Panthers, while the White Mage follows them just in case |
| they need curing. The Red Panthers physical attacks are a little stronger |
| than you may expect. Have your black mage and Montblanc finish the Antlion |
| enemy off with Fire. |

| The Couerl will now be near you, but since most of the enemies are
| defeated, or close to it, it's no problem. Move your physical attackers
| over to the Couerl and finish it off, as your black mages finish the Red
| Panthers off with weak spells which don't do much damage (but won't have
| to), unless the Red Panthers were already killed.

After this fight, Montblanc and Marche will wonder why the animals are suddenly acting this way. They think it has something to do with the crystals, and that's that. You now can place a new symbol on the map - ULIE RIVER.

If you still have Marche as a thief, you can make the decision to change him to a Fighter or other job class now. It's up to you. I recommend keeping him as a thief until you master the job, but you might want to get other abilities now, and it does take a little while to master the job class.

Make sure to undertake all the missions you can possibly do here before moving onto mission five - Twisted Flow.

In this mission, Marche finds himself in a dark room with a crystal, which turns into a Totema summon!

| Mission 005: Twisted Flow

| Rank: 3 | Battle | Price: 1,500 Gil | Location: Ulei River

| Mission Objective: Defeat the boss!
| Reward: 8,000 Gil, Bless Staff, Buster Sword
| Enemies: Famrit (Boss), Ahriman x2, Floateye x2

| Deploying units in this battle is critical to your survival. Make sure to
| bring along the people with the Air Render attack (Should be White Monk
| and Fighter), as well as a White Mage, Black Mage, and Archer. Range
| attacks are very important for this challenging, but not impossible,
| fight.

| This is your first taste of a boss fight. The boss comes with several
| enemies, but you only have to defeat the boss in order to complete the
| mission. However, for additional EXP, you can defeat the enemies if you
| want to. It's up to you.

| The Ahrimans are the real pain in the ass in this battle. Their attacks
| are of medium strength, but sometimes they do this annoying Roulette
| attacks, which kills a character on the battlefield. This can also kill an
| enemy or himself, so keep that in mind. The Floateyes are your basic
| enemies at this point, and won't be hard to kill if you choose to.

| However, your only objective is to beat Famrit, and it won't be too easy.
| You have 164 HP to knock off of him, and he has a very strong physical
| attack rate. Also, he counters attacks you do from up close, which is why
| I recommended bringing in all long-range attackers. Fire away with an
| Archer's charge attack, Black magic, and Air Render attacks in order to
| put him away. Make sure to keep the White Mage healing people at all
| times, that's what he is there for.

You will now encounter another scene. Marche will be interested as to why Famrit guarded the crystals, and Famrit will explain that the moogles and totemas are connected by the crystals, and have formed a power. The moogles

are known as "the white ones" to the totemas. Famrit now lends his power to Marche, and the crystal breaks. When it does, Mewt shows up in an image and says that the world will change if all the crystals break.

Mewt is now with his father Cid (haha, they found a way to sneak Cid in this one, too), and he's explaining to his dad about the schoolyard fight, and the rock in the snowball, but his dad doesn't have any idea what he's talking about. Worried, Mewt gets frustrated, and then finds out some startling news.

In the old world, Mewt's mother passed away, remember? In this world, she's alive, and is the Queen of Ivalice! Cid happens to be the man that makes all the laws now, and Mewt is the Prince of Ivalice. How the hell did this happen, and what is going on here now?

Marche now wants to go home, and he knows the only way he's going to do that is if he destroys all the crystal, You'll now get Cadonan to place on your world map, so do so and then enter. Two people will be talking about how they want the laws strengthened, and then they will approach Marche and say that laws will soon be nonexistent. After this scene, save and enter Cadonan for a mission.

Here in Cadonan, Marche will see the man he saw earlier, then the man will be ganged up on by a group of people who tell him that he can't run forever. It turns out this man's name is Ezel, and it's your mission to save him. At the select screen, you only get 5 choices.. so choose a white mage, black mage, archer, and two physical attackers. Let's begin!

Mission 006: Antilaws

| Rank: 3 | Battle | Price: N/A | Location: Cadonan |

| Mission Objective: Defeat all enemies! |

| Reward: 9,000 Gil, 40 AP, 100 CP |

Enemies: Gladiator, Illusionist, Hunter, Ninja, Fighter, Defender

| This is not a tough battle all in all. The only problem you will really |
| have is the fact that you start at the bottom of the hill, but soon you |
| will not have too much of a problem with that. Have your physical fighters |
| get rid of the Illusionist, Ninja, Fighter, and Defender, while Marche and |
| the Mages focus on the others. Also, use the Archer to stay at the bottom |
| of the hill, and use his long distance attacks to your advantage. |

| If you want an even easier time, have Montblanc clear out one side of |
| enemies, while Marche summons Famrit on his turn. Due to the high power of |
| this summon, it will easily knock out multiple enemies, and will really |
make this battle a breeze.

There, that wasn't so bad. After the fight, Ezel will tell Marche that he has to run away because some mean people are chasing him. A group led by Mewt's father will approach the two boys suddenly and start speaking to Ezel. Much to Marche's surprise, it turns out that Mewt's father is none other than the Judgemaster. Wow, what a shocking plot twist!!!!one!

He will then ask Ezel to come along so they can discuss the Antilaws. Then suddenly he pulls out a card, which completely envelops Ezel! Ezel says that only the judgemaster is allowed to use such an advanced card, and then he pulls out an antilaw card. He uses this card to help him and Marche escape, than Mewt's father (named Cid) will be shocked that Ezel learned an antilaw

card so quickly.

Back at the pub, Ezel and Marche are having a chat about the antilaw cards. Ezel will talk about his store, which carries all sorts of law cards. Alright, back on the map, a new place named Aisenfield is available, so open it up and then go there.

Choose the Diamond Rain mission, and we are ready to roll. Here are the jobs I recommend you bring along this time out. Archer, Dragoon, Fighter, 2 Thieves, Black Mage, and White Mage. This will give you a well-balanced team. Have one Thief bring Steal Armor, while the other equips another Steal ability. Fighter should have Air Render. Let's begin.

| Mission 007: Diamond Rain |

| Rank: 3 | Battle | Price: 2,100 Gil | Location: Aisenfield |

| Mission Objective: Defeat all enemies! |

| Reward: 10,600 Gil, 40 AP, 100 CP, Roda Volcano Symbol |

| Enemies: Icedrake x2, Ice Flan, Lamia, Bomb |

| The key to winning this battle is to keep your party members separated at |
| all times. Don't bunch all together, as the Ice Flan has a devastating Ice |
| Breath attack that will do damage to all party members in the range of the |
| attack. It's best to let just one or two people get hit by it, and not five |
| or six. Since most of the creatures here are weak against Fire, exploit |
| that weakness by casting Fire magic on the Ice enemies. |

| Besides that, have your non-magic users focus on the Lamia and Bomb. These |
| enemies are not terribly tough, but Bomb will blow up, as is typical in |
| these Final Fantasy games, if you do not kill him in time. Just have a |
| Fighter attack one, while a Dragoon jumps another one. The Archer can stay |
| behind and pick off the rest. Easy. |

Marche was hoping the Diamonds were crystals, but they are unfortunately not. There's not much to do now, so use the Volcano Symbol to open up a new town and enter. Make sure a Moogles is able to summon Famrit before entering the next story-based mission. Make sure to upgrade your equipment, too.

The party I recommend for this next mission is Black Mage, Dragoon, Summoner, and Dragoon. Have the Summoner be able to summon Ramuh, while the Black Mage has level 2 magic. If you don't have all of these abilities yet, do some side-quests first. I recommend doing them, anyways. Once you have completed them, save your game and choose Hot Awakening. Prepare yourself.

| Mission 008: Hot Awakening |

| Rank: 3 | Battle | Price: 2,400 Gil | Location: Roda Volcano |

| Mission Objective: Defeat all targets! |

| Reward: 11,600 Gil, 1 Weapon, 2 Cards (random selection) |

| Enemies: Ultima Crystal x8 |

| There are several ways to do this battle, but I have found a pretty easy |
| way that doesn't take too long. The Crystals never move, but they do a |
| range attack called Logos, which attacks everyone within a certain amount |
| of space around the Crystal. Therefore, have your Summoners and Moogles |

| stay back, and have them summon Ifrit and Ramuh, if they have the 10 JP
| necessary. This should easily take out a few of the crystals.

| You should be down to 3 or 4 crystals, so have the Black Mage prepare level
| 2 spells while a Dragoon jumps. This will take out 1 crystal, and will
| prevent damage to both characters (provided the Black Mage is out of the
| crystal's way). Have the rest of the party gang up on the other crystals
| until they are defeated. You shouldn't even have to heal.

| Now, what if your top 2 people, or person, can't summon thanks to a lack of
| JP? If neither can, this battle will be a little bit trickier. Have the
| Black Mage do a lot of level 2 magic. Him and the Dragoon will be very
| important in this battle, as they both can do attacks that prevent them
| from getting hit. You can keep doing this over and over until all 8 are
| dead, without getting hit, or you can have everyone join in the fun.

| The easiest way to do this battle is to time the turns of the Crystals and
| then do attacks in timing with their attacks. Have 3 people with ranged
| attacks go to the left crystal and take it out with attacks, then push L
| to look at the turn order. Have all 4 units wait until the next crystal
| gets its turn. It will attack, but it won't hit any of your characters.
| Move all of them to this crystal, and then kill it before it does its
| attack. Have them wait again, and rinse and repeat the process over and
| over. That is the easiest and safest way to win this fight.

Marche will wonder if those crystals were connected to a race like the Famrit was. Well, it's a good thought. A crystal will break, and then Mewt will appear, telling Marche to stop making him remember and to get out of this world. Marche is transported back to Roda Volcano, and Marche will wonder if Ivalice is really Mewt's dream world.

Preparing for the next mission is pretty simple. Have a Moogle learn two Thief skills, if he hasn't already. This allows him to change into the Gadgeteer class, so do that and equip him with Dream Claws. Also, have 2 people with Thief abilities equipped, Steal Armor and Steal Helmet. The next battle is a great opportunity to steal a lot of good equipment. However, the thieves there also can steal stuff from you, so you may want to take your best stuff off if needed.

Now, do some side missions if you want, and prepare for the next mission. Here is the party I recommend. Fighter/Air Render. Summoner/Ramuh/Sleep. Thief/Steal Armor. Gadgeteer/Steal Helmet. White Mage/Cura. Let's begin.

| Mission 009: Magic Wood

| Rank: 3 | Battle | Price: 2,400 Gil | Location: Koringwood

| Mission Objective: Defeat all enemies!

| Reward: 12,600 Gil, 40 AP, 100 CP, Salikawood Symbol

| Enemies: Archer, Black Mage, Summoner, Thief x2, Sniper, Time Mage

| This is when things really start to get interesting. As you see here, the
| big concern are the 2 Thieves, as they have the ability to steal things
| from you. The Archer, Black Mage, and Time Mage will run away from you,
| as they can cast ranged magic. This will make them hard to kill, and is why
| I recommended bringing along the Summoner (make sure he knows the Red Mage
| spell of "Sleep" before bringing him along). The Sniper will stay away,
| too, making this an interesting battle to win.

|
| Make sure to try to have someone learn Maintenance soon, as it stops the
| incoming Thievery attacks. You won't really have to worry about them here,
| as have the Summoner cast Sleep. This should send all the enemies to sleep.
| Have your Thieves steal equipment from their Thieves, then have your
| Fighter do Air Render. Now, the rest of the enemies should be awake. They
| won't be too happy and will do some damage.
|

| Have the White Mage cast Cura, then have the Summoner cast Sleep again. If
| he has 10 JP, have him cast Ramuh the next turn. Otherwise, just keep
| killing one enemy at a time, putting them to sleep, while the White Mage
| heals as needed. Preparation is good.
|

A judge will be all pissed and will sentence them all to jail, but Marche will
just leave. Place to Salikawood symbol on the world map and enter. Here, buy
new armor. The next battle is a boss battle, so it will be tougher than
normal. Did you learn Maintenance yet? If not, try to in the side missions
here.

Also, have an Animist in your party learn Sleep Count. Combined with the
Summoner's Sleep ability, the next mission will be pretty easy. Have Two
Thieves with Steal Armor/Steal Helm again, while a White Monk with Air Render
or Far Fist works best as well. Hopefully your Summoner is able to summon
Kirin by now, too. Try to learn skills for all these jobs in the side
missions, then save and accept the mission.

Need help on stuff after the ninth mission? Don't worry, I'll have that and
more for you tomorrow.

| SECTOPTM | ----- [3.1 OPTIONAL MISSIONS]

Here is a section for all the optional missions that you can do throughout the
game. I figured I might as well add this. Remember that these are optional and
you do not have to complete them, but I advise doing so anyways. :-)

| Mission 025: Wanted! |

| CAN BE COMPLETED AFTER MISSION 002 |

| Rank: 3 | Battle | Price: 900 Gil | Location: Nubswood |

| Mission Objective: Defeat the boss! |
| Reward: 4,600 Gil, 40 AP, 30 CP, Flower Vase |
| Enemies: White Mage, White Monk, Solder, Dolce |

| Right now I do recommend having a White Monk, White Mage, Black Mage, and
| Marche should definitely be a Thief, so he can learn some of their skills.
| This battle won't really be that tough. Have the physical attackers move
| in front of the magic users to shield them from any harm. The White Monk
| is closest to you, and will also be the one easiest to kill. Surround it
| and kill it with physical attacks.
|

| The White Mage and Soldier are next. Have the Black Mage hit the White
| Mage with magic, while the rest of your characters kill the Soldier. Then,
| spread your characters out so Dolce can't kill them all at once, and then
| take turns pounding away on him until he dies. This is not really hard to
|

| do all in all, and should only take a few minutes at most. |

| Mission 026: Wanted! |

| CAN BE COMPLETED AFTER MISSION 012 |

| Rank: 3 | Battle | Price: 2,700 Gil | Location: Jeraw Sands |

| Mission Objective: Defeat the boss! |

| Reward: 13,600 Gil, 40 AP, 30 CP |

| Enemies: Mog Knight, Time Mage, Juggler, Thief, White Monk, Warrior |

| This is a pretty easy battle to win. Most of the enemies here know only |
| time magic, like spells which increase their speed. Basically, nothing you |
| really have to worry about. The only enemy you have to kill is the Mog |
| Knight, but I do recommend killing the rest of the enemies as you will get |
| additional experience points and AP for doing so. The Warrior and White |
| Monk should be killed first, as they are the most powerful. Have Marche |
| be a high-powered job class and use physical attacks, along with other |
| physical attackers. |

| While the physical attackers focus on the powerful adversaries, have your |
| mages focus their magic on the Time Mage, Juggler, and then Thief, if |
| necessary (the attackers may have moved onto the Thief by now.) Once they |
| are all defeated, all that's left is the Mog Knight. All it really does is |
| weak physical attacks and Last Haste, a spell which increases the entire |
| enemy party's speed, BUT THEY'RE ALL DEAD ANYWAYS. :P So, he won't be much |
| of a problem at all. |

| Mission 027: Wanted! |

| CAN BE COMPLETED AFTER MISSION 001 |

| Rank: 3 | Battle | Price: 600 Gil | Location: Giza Plains |

| Mission Objective: Defeat the boss! |

| Reward: 2,800 Gil, 40 AP, 30 CP |

| Enemies: Dragoon, Alchemist, Archer, Gladiator, Thief |

| The party I recommend right now is White Mage, Black Mage, 2 Archers, and |
| 2 Fighters. This will give you a well rounded party right now, although |
| you may want to make Marche a Thief so he can learn some important steal |
| abilities that will come in handy for an upcoming boss mission. There are |
| five enemies here, all are job classes, and all will be somewhat difficult |
| to defeat. Dragoons are hardest, because they will do Jump sometimes, |
| making them harder to kill. The Archer is also annoying, and you should |
| immediately send your Black Mage after him. |

| The enemies here will hit you hard, which is why I recommended bringing |
| along a White Mage. His cure magic will prove to be invaluable for this |
| fight. While your Black Mage is focusing on the Archer, have the 2 Archers |
| go after the Alchemist. Once the Alchemist is done, the mission is over. |
| You can have the 2 Fighters (or Fighter and Thief, whatever you decided |
| on) go after the Gladiator, Thief, and Dragoon while you are waiting for |
| the Archers to finish off the Alchemist if you want. |

| Mission 032: Tower Ruins |

| CAN BE COMPLETED AFTER MISSIONS 008, 062, AND YOU MUST READ THE HERO GAOL. |

| Rank: 3 | Battle | Price: 3,000 Gil | Location: Koringwood |

| Mission Objective: Defeat all enemies! |
| Reward: 30 AP, 30 CP, Random Items |
| Enemies: Goblin, Icedrake, Malboro, Bomb, Firewyrm |

| The battle field for this area is pretty unique.. you're at the top of a |
| huge hill, and enemies are scattered around the hill. You'll want to move |
| fast and keep up with them before they start to corner your characters. |
| There are 3 weak enemies in this battle: Goblin, Icedrake, and Bomb. Bomb |
| knows a very weak breath attack, as does the Icedrake. These attacks are |
| not that strong and only affect people in a certain distance anyways. Take |
| care of those three enemies first. Have an Archer planted on top of the |
| hill so he can easily take out one enemy, while your physical attackers |
| get rid of the other 2. |

| The Malboro is something that is infamous for being an annoying creature |
| in mostly every recent Final Fantasy game. It has the Bad Breath attack |
| still, so bring along a White Mage (with Esuna) just in case. Have an |
| Archer and Black Mage take care of it from afar so the breath attack won't |
| hit them. The Firewyrm is sort of like the Icedrake, but the Fire Breath |
| attack is a little bit more harmful. Fortunately, you won't sustain that |
| much damage, if you even get hit by the attack. It's a spread ranged |
| attack, so chances are if you are far enough you won't ever get hit by its |
| attack to begin with. |

| Mission 033: Battle in Aisen |

| CAN BE COMPLETED AFTER MISSION 032. |

| Rank: 3 | Battle | Price: 2,000 Gil | Location: Aisenfield |

| Mission Objective: Defeat all enemies! |
| Reward: 0 Gil, 2x Random item, 2x Random Card |
| Enemies: Fencer, Fighter, Dragoon, Archer x2 |

| This is not a challenging battle at all. It's like a regular clan battle. |
| The Archers are pretty annoying and I'd probably worry about taking them |
| out, although it's a little annoying to do so without a lot of long range |
| characters, as Archers have a habit of running into a corner and firing |
| their little bows at you. The Fighter and Dragoon are as decently |
| challenging as always, but not impossible. I'd focus on the Dragoon first. |
| The Fencer knows the Nighthawk move, so get rid of him as well. |

| I'd bring along some long range characters to get rid of the Archers, |
| especially the Viera one. Get your strong physical attackers to get rid of |
| the powerful Fighter, then worry about the Dragoon and finally the Fencer. |
| The Fencer only uses Nighthawk sometimes and it's not the most dangerous |
| attack in the world. As long as you take out the Archers and Fighter as |
| soon as you can, you really won't struggle through this battle much at |
| all, more than likely. |

| Mission 037: Village Hunt |

| CAN BE COMPLETED AFTER MISSION 007 |

| Rank: 3 | Battle | Price: 900 Gil | Location: Eluut Sands |

| Mission Objective: Defeat all enemies! |

| Reward: 4,200 Gil, 40 AP, 30 CP |

| Enemies: Couerl, Goblin, Antlion x3 |

| White Mage, Black Mage, Archer, Summoner, Fighter, and White Monk is my |
| recommended party for this mission. There's only five enemies in this |
| mission, and despite the fact one of them proves to be a little bit tricky |
| if you are not careful, you will overall have a pretty easy time with this |
| one. The enemy to worry about is one of the Antlions named Ludora. It has |
| counter-attacking abilities, so have your archer and black mage take it |
| out, while the Fighter and White Monk lay waste to the rest of the enemies |
| on the battlefield. |

| The Summoner is getting kinda lonely, eh? Just be building its JP up, as |
| you will need it for an upcoming boss mission. Your five characters should |
| be more than enough for the five enemies to handle, and so this battle |
| will prove to be nothing more than a walk in the park. Just make sure not |
| to break the law. ^_^ |

| Mission 038: Fire! Fire! |

| CAN BE COMPLETED AFTER MISSION 001 |

| Rank: 1 | Battle | Price: 600 Gil | Location: Cyril |

| Mission Objective: Defeat all enemies! |

| Reward: 3,200 Gil, 40 AP, Random Item |

| Enemies: Bomb x4 |

| One of the easier missions in the game, as all you have to do is kill 4 |
| bombs, and they are not exactly the toughest enemies in the game. Make |
| sure to bring along a Black Mage so he can cast Blizzard magic. This will |
| prove to be invaluable. Also, make sure not to form a circle around a Bomb, |
| as it can do this blaze attack that hits everyone in the circle for 40+ HP. |
| As long as you remember these basic things, you will be fine. Blizzard |
| works best, of course, but physical attacks are fine as well. |

| Mission 039: The Wanderer |

| CAN BE COMPLETED AFTER MISSION 015 |

| Rank: 1 | Battle | Price: 11,400 Gil | Location: Muscadet |

| Mission Objective: Defeat all enemies! |

| Reward: 11,400 Gil, Tonberrian, 40 AP, 30 CP |

| Enemies: Tonberry x2, Masterberry |

| This mission is somewhat tough, but since you are able to bring in six |

| units against their three, it should prove to be a little bit easier than |
| you may expect. Never underestimate the Tonberries, though. Those of you |
| that are veterans of the Final Fantasy series knows it has a nasty attack, |
| referred to as "Karma" in this game, which does 999 damage to your unit. |
| Therefore, make sure to have a good strategy entering this battle. |
|
| Each of these enemies knows the Knife attack, which reduces someone's HP |
| by 90 percent. Be careful to not get hit by that too much, but fortunately |
| this attack can never kill you. Its physical attacks can, though. The |
| battle area is basically a town with houses and stuff, the Tonberries are |
| spread out, so have two units go after each one. It doesn't really matter |
| what classes you use here, as long as you have effective long-range and |
| some healers. Archer and Chemists are kinda useful here, as are strong |
| physical attackers. |

More optional missions are coming soon, stay tuned.

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| 4.0 | FREQUENTLY ASKED QUESTIONS | 4.0 |
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SECTFAQS

Here is a list of questions I saw floating around the internet that were asked a lot. If you have any more, feel free to ask.

1. Is this game like Final Fantasy Tactics?

A: Sort of. The battles work the same way, and the jobs system is still here, but there are tons of differences. The abilities system changed, the storyline is all new, and overall it feels like a completely different game.

2. Should I get this or Disgaea?

A: I'd personally get Disgaea, since I feel this game has too many flaws (I don't like the new judgment system, or the new abilities system), but you can't really go wrong with either game, and I am glad I got both.

3. Is Cloud really in this game?

A: No, unlike FFT, Cloud is not in this game.

4. How do I start a free area mission?

A: You basically have to do what it tells you to do. If it tells you the dispatch needs three battles, you fight three battles. If it has days, you walk around for the number of days it tells you to.

5. Are there random battles?

A: The only random battles you will see are the people that walk around on the world map. Those are the only "random battles" in this entire game.

6. Can you walk around in towns this time?

A: No, you can't. You still get the same old options, pub, shop, etc. You can only control your characters on the world map, and even then it's just to walk from one spot to the next.

7. What's the maximum amount of JP I can have?

A: You can have up to 10 JP at one time.

8. Do enemies level up as you do?

A: Yes, they do. They probably won't be at the exact same level, but you will notice their levels will increase as yours do. Note that some story based enemies won't level up as you do, as they have a set level.

9. How does the mission system work?

A: When you go to a pub in a town, you get to select from several missions. Only one of them is a story based mission, the rest are optional, but allow you to pick up AP and EXP, as well as items you sometimes can't find anywhere else.

10. How much JP do you need to summon Totema?

A: You need 10 JP to summon a Totema.

11. What statistic increases the stealing rate?

(Thanks to Terence from GameFAQs FFTA board for this helpful answer!)

A: No stat determines the success rate of stealing. The only things that determine accuracy (including steal accuracy) are:

Ability Type (Attack, Status, or 100% Hit)

Ability Bonuses (2x, 1x, 0.5x, 0.25x; Steal: Weapon is a 1x, Steal: Ability is a 0.25x)

Target's Evade (or Status Evade for Status Type attacks)

Which side of the unit you're attacking

Support Abilities (like Concentrate or Turbo MP)

Statuses (like Blind)

...and in the case of Steal itself, the Thief Armllet accessory.

Your units level and stats do **not** affect this one bit. To increase your success in stealing, you are recommended to always steal from behind your opponents, have Concentrate set as your Support ability, and have Thief Armllets equipped.

12. There's multiplayer?!?

A: There sure is, but it's only co-op, so don't be expecting to kick ass.

13. Can you change character names?

Starting: Soldier, Archer, Thief, White Mage, Black Mage

=====

Paladin, Fighter: 2 Soldier A-Abilities learned

Hunter: 2 Archer A-Abilities learned

Ninja: 2 Thief A-Abilities learned

Illusionist: 3 White Mage A-Abilities and 5 Black Mage A-Abilities learned

Blue Mage: 1 White Mage A-Ability and 1 Black Mage A-Ability learned

| ARCHER |

You should probably know the deal with Archers by now. They have somewhat weak attack power, but their main advantage comes from the fact that they fire arrows from long distance, making them a good class to hide away from the enemies. Against enemies that use solely short-ranged attacks, Archers could be a real lifesaver. Concentrate is its best ability you can learn, as it lets you focus all your energy, increasing statistics dramatically for the duration of the battle. Aim helps you aim for various body parts, which come in handy when enemies are wearing armor.

Equippable Items: Bows, Hats, Clothing

How Stats Level Up: Move +4, Jump +2, Eva +50, Spd +1, Att. +7, Def +7, HP +7, MP +1, Power +6, Resistance +8

Abilities Learned

=====

Name | Aim: Arms

Type | A-Ability
AP | 200
Item | Wall Bow
Description | Disables the target for the next three turns.

Name | Aim: Legs

Type | A-Ability
AP | 200
Item | Thorn Bow
Description | Immobilizes the target for the next three turns.

Name | Blackout

Type | A-Ability
AP | 200
Item | Char Bow
Description | Causes the darkness status effect.

Name | Block Arrow

Type | R-Ability
AP | 300

Item | Green Beret
Description | Dodges any bow and arrow attacks for remainder of battle.

Name | Boost

Type | A-Ability
AP | 100
Item | Longbow
Description | Increases your attack power for next attack.

Name | Bow Combo

Type | C-Ability
AP | 100
Item | Mythril Bow
Description | Uses up all AP to do a combo.

Name | Burial

Type | A-Ability
AP | 300
Item | Silver Bow
Description | Takes care of the undead.

Name | Concentrate

Type | S-Ability
AP | 300
Item | Target Bow
Description | Increases your statistics a great deal.

Name | Cupid

Type | A-Ability
AP | 200
Item | Artmeis Bow
Description | Charms the targeted enemy.

Name | Faster

Type | A-Ability
AP | 300
Item | Perseus Bow
Description | Ignores any R-Abilities.

Name | Take Aim

Description | Lowers the target's magic power.

Name | Monkey Grip

Type | S-Ability

AP | 300

Item | Vigilante

Description | Hold a 2-handed sword in 1 grip.

Name | Mug

Type | A-Ability

AP | 300

Item | Diamond Sword

Description | Attacks and steals some Gil from the enemy.

Name | Powerbreak

Type | A-Ability

AP | 200

Item | Barong

Description | Lowers the target's attack power.

Name | Provoke

Type | A-Ability

AP | 300

Item | Blood Sword

Description | Drives the target berserk.

Name | Sensor

Type | A-Ability

AP | 300

Item | Burglar Sword

Description | Shows hidden equipment on the targeted enemy.

Name | Shieldbearer

Type | S-Ability

AP | 300

Item | Bronze/Opal Sword

Description | Can wear a shield in any class.

Name | Speedbreak

Type | A-Ability
AP | 200
Item | Silver Sword
Description | Lowers the target's speed.

| SECTSIX2 | ----- [6.2 ABILITIES]

Abilities are a lot of fun to learn. In this game, each job gives you abilities which you can learn. In this section, I list the name of the ability, what class learns the ability, the type of ability it is, how much AP it costs to learn, what item lets you learn it, and what the ability does.

Fun, huh?

How do you learn abilities? Simple. Find the ability you want to learn, and equip the job class and item needed. Now, learn the required AP, and voila, the ability is free for you to use at any time.

There are four types of abilities: action, reaction, support, and combo. Action are physical attack skills that help you attack enemies. Reaction are defensive skills, support help your statistics, and combo abilities give you combos to use.

ABILITY LIST

Name | Aim: Arms

Class | Archer
Type | A-Ability
AP | 200
Item | Wall Bow
Description | Disables the target for the next three turns.

Name | Aim: Legs

Class | Archer
Type | A-Ability
AP | 200
Item | Thorn Bow
Description | Immobilizes the target for the next three turns.

Name | Blackout

Class | Archer
Type | A-Ability
AP | 200
Item | Char Bow
Description | Causes the darkness status effect.

Name		Block Arrow
------	--	-------------

Class		Archer
Type		R-Ability
AP		300
Item		Green Beret
Description		Dodges any bow and arrow attacks for remainder of battle.

Name		Boost
------	--	-------

Class		Archer
Type		A-Ability
AP		100
Item		Longbow
Description		Increases your attack power for next attack.

Name		Bow Combo
------	--	-----------

Class		Archer
Type		C-Ability
AP		100
Item		Mythril Bow
Description		Uses up all AP to do a combo.

Name		Burial
------	--	--------

Class		Archer
Type		A-Ability
AP		300
Item		Silver Bow
Description		Takes care of the undead.

Name		Combat Combo
------	--	--------------

Class		Soldier
Type		C-Ability
AP		100
Item		Mythril Sword
Description		Uses all AP to do a combo attack.

Name		Concentrate
------	--	-------------

Class		Archer
Type		S-Ability
AP		300
Item		Target Bow
Description		Increases your statistics a great deal.

Name | Cupid

Class | Archer
Type | A-Ability
AP | 200
Item | Artmeis Bow
Description | Charms the targeted enemy.

Name | Faster

Class | Archer
Type | A-Ability
AP | 300
Item | Perseus Bow
Description | Ignores any R-Abilities.

Name | First Aid

Class | Soldier
Type | A-Ability
AP | 100
Item | Shortsword
Description | Heals own Hit Points and recover status effects.

Name | Magicbreak

Class | Soldier
Type | A-Ability
AP | 200
Item | Ancient Sword
Description | Lowers the target's magic points.

Name | Mindbreak

Class | Soldier
Type | A-Ability
AP | 200
Item | Buster Sword
Description | Lowers the target's magic power.

Name | Monkey Grip

Class | Soldier
Type | S-Ability
AP | 300
Item | Vigilante
Description | Hold a 2-handed sword in 1 grip.

Name	Mug
------	-----

Class	Soldier
Type	A-Ability
AP	300
Item	Diamond Sword
Description	Attacks and steals some Gil from the enemy.

Name	Powerbreak
------	------------

Class	Soldier
Type	A-Ability
AP	200
Item	Barong
Description	Lowers the target's attack power.

Name	Provoke
------	---------

Class	Soldier
Type	A-Ability
AP	300
Item	Blood Sword
Description	Drives the target berserk.

Name	Sensor
------	--------

Class	Soldier
Type	A-Ability
AP	300
Item	Burglar Sword
Description	Shows hidden equipment on the targeted enemy.

Name	Shieldbearer
------	--------------

Class	Soldier
Type	S-Ability
AP	300
Item	Bronze/Opal Sword
Description	Can wear a shield in any class.

Name	Speedbreak
------	------------

Class	Soldier
Type	A-Ability
AP	200
Item	Silver Sword
Description	Lowers the target's speed.

Bless Staff	Attack +23, Resistance +5	
+-----+	+-----+	+-----+
Blood Sword	Attack +18	
+-----+	+-----+	+-----+
Blue Saber	Attack +25, Speed +2	
+-----+	+-----+	+-----+
Burglar Sword	Attack +39	
+-----+	+-----+	+-----+
Buster Sword	Attack +35, Defense +5	
+-----+	+-----+	+-----+
Cactus Stick	Attack +62, Power +2, Resistance +5	
+-----+	+-----+	+-----+
Char Bow	Attack +21	
+-----+	+-----+	+-----+
Charfire	Attack +47, Speed +2	
+-----+	+-----+	+-----+
Cheer Staff	Attack +32, Resistance +5, Evade +2	
+-----+	+-----+	+-----+
Chill Rod	Attack +27, Power +2	
+-----+	+-----+	+-----+
Chirijiraden	Attack +65	
+-----+	+-----+	+-----+
Cinquedeas	Attack +57, Speed +5, Evade +2	
+-----+	+-----+	+-----+
Claymore	Attack +49, Defense +5	
+-----+	+-----+	+-----+
Colichemarde	Attack +36, Speed +2	
+-----+	+-----+	+-----+
Cranequin	Attack +29	
+-----+	+-----+	+-----+
Crescent Bow	Attack +45	
+-----+	+-----+	+-----+
Cure Staff	Attack +29, Resistance +5	
+-----+	+-----+	+-----+
Defender	Attack +37	
+-----+	+-----+	+-----+
Diabolique	Attack +41, Resistance +5, Speed +2	
+-----+	+-----+	+-----+
Diamond Sword	Attack +32	
+-----+	+-----+	+-----+
Djinn Flyssa	Attack +34, Power +2, Speed +2, Evade +2	
+-----+	+-----+	+-----+
Dream Watcher	Attack +43, Power +10, Resistance +15	
+-----+	+-----+	+-----+
Druid Mace	Attack +33, Power +3, Resistance +5	
+-----+	+-----+	+-----+
Ebon Blade	Attack +84, Defense +5	
+-----+	+-----+	+-----+
Eclipse	Attack +76, Magic +5, Defense +5	
+-----+	+-----+	+-----+
El Cid Sword	Attack +47, Defense +10	
+-----+	+-----+	+-----+
Energy Mace	Attack +29, Power +2	
+-----+	+-----+	+-----+
Epeprism	Attack +37, Speed +2, Jump +1	
+-----+	+-----+	+-----+
Estoc	Attack +32, Speed +2	
+-----+	+-----+	+-----+
Ewigon Blade	Attack +40, Defense +3, Resistance +3	
+-----+	+-----+	+-----+

Excalibur	Attack +47, Strength +2, Speed +1, Evade +5	
+-----+	+-----+	+-----+
Excalibur 2	Attack +67, Strength +3, Speed +4, Evade +5	
+-----+	+-----+	+-----+
Estreledge	Attack +77, Defense +5, Move +5	
+-----+	+-----+	+-----+
Falchion	Attack +27, Defense +5	
+-----+	+-----+	+-----+
Femme Fetale	Attack +49, Speed +2	
+-----+	+-----+	+-----+
Fey Bow	Attack +31, Evade +2	
+-----+	+-----+	+-----+
Firewheel Rod	Attack +21, Power +2	
+-----+	+-----+	+-----+
Flamberge	Attack +35, Defense +5, Speed +2	
+-----+	+-----+	+-----+
Flame Rod	Attack +27, Power +2	
+-----+	+-----+	+-----+
Flametongue	Attack +38	
+-----+	+-----+	+-----+
Fleuret	Attack +27, Speed +2	
+-----+	+-----+	+-----+
Force Rod	Attack +25, Power +5	
+-----+	+-----+	+-----+
Gale Sword	Attack +36, Speed +1	
+-----+	+-----+	+-----+
Garnet Staff	Attack +31, Resistance +5, Defense +5	
+-----+	+-----+	+-----+
Gastra Bow	Attack +51	
+-----+	+-----+	+-----+
Guard Staff	Attack +21, Defense +5, Resistance +5	
+-----+	+-----+	+-----+
Gupti Aga	Attack +38, Speed +2	
+-----+	+-----+	+-----+
Hades Bow	Attack +33	
+-----+	+-----+	+-----+
Hardedge	Attack +42	
+-----+	+-----+	+-----+
Harpe	Attack +42, Strength +5	
+-----+	+-----+	+-----+
Heaven's Cloud	Attack +39, Resistance +5	
+-----+	+-----+	+-----+
Heretic Rod	Attack +31, Power +20	
+-----+	+-----+	+-----+
Hunt Bow	Attack +33	
+-----+	+-----+	+-----+
Icebrand	Attack +42	
+-----+	+-----+	+-----+
Iceprism	Attack +45	
+-----+	+-----+	+-----+
Jack Knife	Attack +22, Evade +1	
+-----+	+-----+	+-----+
Jambiya	Attack +31, Magic +2, Evade +1	
+-----+	+-----+	+-----+
Joyeuse	Attack +37, Resistance +5, Evade +2	
+-----+	+-----+	+-----+
Judge Staff	Attack +21, Power +3, Resistance +5	
+-----+	+-----+	+-----+
Kard	Attack +35, Evade +2	
+-----+	+-----+	+-----+

Khukuri	Attack +37, Speed+2, Evade +1	
+-----+	+-----+	+-----+
Kikuichimonji	Attack +40, Resistance +5	
+-----+	+-----+	+-----+
Kotetsu	Attack +37	
+-----+	+-----+	+-----+
Kris Knife	Attack +30, Resistance +5, Evade +1	
+-----+	+-----+	+-----+
Laglace Sword	Attack +41, Strength +5	
+-----+	+-----+	+-----+
Last Letter	Attack +45, Speed +2, Evade +3	
+-----+	+-----+	+-----+
Life Crosier	Attack +35, Power +2, Resistance +10	
+-----+	+-----+	+-----+
Lionheart	Attack +34, Defense +2, Resistance +1	
+-----+	+-----+	+-----+
Lohengrin	Attack +46	
+-----+	+-----+	+-----+
Long Bow	Attack +19	
+-----+	+-----+	+-----+
Lorebreaker	Attack +51	
+-----+	+-----+	+-----+
Lotus Mace	Attack +37, Power +2, Resistance +5	
+-----+	+-----+	+-----+
Madu	Attack +33, Speed +2	
+-----+	+-----+	+-----+
Mage Masher	Attack +35, Power +5, Resistance +10, Speed +2	
+-----+	+-----+	+-----+
Malbow	Attack +55	
+-----+	+-----+	+-----+
Mandragora	Attack +37, Power +2, Resistance +5	
+-----+	+-----+	+-----+
Manganese	Attack +47, Strength +10, Evade +3	
+-----+	+-----+	+-----+
Marduk Bow	Attack +39	
+-----+	+-----+	+-----+
Masamune	Attack +65	
+-----+	+-----+	+-----+
Masamune 100	Attack +79, Power +5	
+-----+	+-----+	+-----+
Master Bow	Attack +41, Evade +2	
+-----+	+-----+	+-----+
Master Sword	Attack +59	
+-----+	+-----+	+-----+
Materia Blade	Attack +17, Strength +15, Resistance +10	
+-----+	+-----+	+-----+
Max's Oathbow	Attack +61, Power +2, Evade +2	
+-----+	+-----+	+-----+
Morning Star	Attack +33, Power +8, Resistance +8	
+-----+	+-----+	+-----+
Murasame	Attack +31	
+-----+	+-----+	+-----+
Mythril Blade	Attack +32, Jump +1	
+-----+	+-----+	+-----+
Mythril Bow	Attack +32, Jump +1	
+-----+	+-----+	+-----+
Mythril Brand	Attack +32, Jump +1	
+-----+	+-----+	+-----+
Mythril Epee	Attack +32, Speed +1	
+-----+	+-----+	+-----+

Mythril Knife	Attack +32, Jump +1, Evade +1	
+-----+	+-----+	+-----+
Mythril Mace	Attack +32, Power +2, Jump +1, Resistance +5	
+-----+	+-----+	+-----+
Mythril Rapier	Attack +32, Speed +2, Jump +1	
+-----+	+-----+	+-----+
Mythril Rod	Attack +32, Power +2, Jump +1	
+-----+	+-----+	+-----+
Mythril Saber	Attack +32, Jump +1	
+-----+	+-----+	+-----+
Mythril Shot	Attack +32, Jump +1	
+-----+	+-----+	+-----+
Mythril Staff	Attack +32, Jump +1, Resistance +5	
+-----+	+-----+	+-----+
Mythril Sword	Attack +33	
+-----+	+-----+	+-----+
Nagrarok	Attack +75, Speed +6, Move +1	
+-----+	+-----+	+-----+
Nail Bow	Attack +29	
+-----+	+-----+	+-----+
Nike Bow	Attack +37, Defense +5	
+-----+	+-----+	+-----+
Ninja Knife	Attack +31	
+-----+	+-----+	+-----+
Nirvana Staff	Attack +34, Resistance +10	
+-----+	+-----+	+-----+
Nosada	Attack +42	
+-----+	+-----+	+-----+
Oblige	Attack +48	
+-----+	+-----+	+-----+
Ogun Blade	Attack +42, Strength +2	
+-----+	+-----+	+-----+
Onion Sword	Attack +29, Defense +5, Resistance +5	
+-----+	+-----+	+-----+
Orichalcum	Attack +60, Magic +2, Evade +1	
+-----+	+-----+	+-----+
Osafune	Attack +35, Defense +5	
+-----+	+-----+	+-----+
Paraiba Blade	Attack +33, Strength +10, Evade +2	
+-----+	+-----+	+-----+
Pearl Blade	Attack +46	
+-----+	+-----+	+-----+
Perseus Bow	Attack +42, Evade +2	
+-----+	+-----+	+-----+
Petalchaser	Attack +34	
+-----+	+-----+	+-----+
Power Staff	Attack +45, Defense +6, Resistance +5	
+-----+	+-----+	+-----+
Predator	Attack +37, Defense +5	
+-----+	+-----+	+-----+
Princess Rod	Attack +35, Power +2, Defense +5, Resistance +5	
+-----+	+-----+	+-----+
Pure Staff	Attack +23, Resistance +5	
+-----+	+-----+	+-----+
Ragnarok	Attack +36, Strength +5	
+-----+	+-----+	+-----+
Ranger Bow	Attack +23, Evade +2	
+-----+	+-----+	+-----+
Restorer	Attack +40, Magic +5, Resistance +5	
+-----+	+-----+	+-----+

Rhomphaia	Attack +57, Defense +5	
+-----+	+-----+	+-----+
Rod	Attack +18, Power +2	
+-----+	+-----+	+-----+
Rondell Dagger	Attack +33, Evade +1	
+-----+	+-----+	+-----+
Sage Crosier	Attack +31, Power +8, Resistance +8	
+-----+	+-----+	+-----+
Samson Sword	Attack +32, Defense +5	
+-----+	+-----+	+-----+
Sapere Aude	Attack +18, Power +6 Speed/Res/Eva 2, Move/Jump 1	
+-----+	+-----+	+-----+
Save the Queen	Attack +45, Defense +3, Resistance +3, Evade +5	
+-----+	+-----+	+-----+
Scarlettte	Attack +27, Power +2, Speed +2	
+-----+	+-----+	+-----+
Scramasax	Attack +29, Evade +1	
+-----+	+-----+	+-----+
Scorpion Tail	Attack +38, Power +2, Resistance +5	
+-----+	+-----+	+-----+
Sequence	Atk 32 Str 5 Spd 2 J 1 Def 2 Res 2 Move 1 Eva 2	
+-----+	+-----+	+-----+
Seventh Heaven	Attack +15, Evade +5	
+-----+	+-----+	+-----+
Shadow Blade	Attack +32, Evade +2	
+-----+	+-----+	+-----+
Shamshir	Attack +31, Evade +2	
+-----+	+-----+	+-----+
Short Sword	Attack +25	
+-----+	+-----+	+-----+
Silkmoon	Attack +55, Evade +2	
+-----+	+-----+	+-----+
Silver Bow	Attack +23	
+-----+	+-----+	+-----+
Silver Rapier	Attack +35, Speed +2	
+-----+	+-----+	+-----+
Silver Sword	Attack +30, Speed +2, Evade +2	
+-----+	+-----+	+-----+
Sleet Rod	Attack +21, Power +2	
+-----+	+-----+	+-----+
Snake Staff	Attack +29, Resistance +5	
+-----+	+-----+	+-----+
Soulsaber	Attack +39, Resistance +10, Evade +5	
+-----+	+-----+	+-----+
Spring Staff	Attack +28, Resistance +5	
+-----+	+-----+	+-----+
Stardust Rod	Attack +29, Power +2	
+-----+	+-----+	+-----+
Stinger	Attack +25, Speed +2	
+-----+	+-----+	+-----+
Striborg	Attack +33, Defense +5	
+-----+	+-----+	+-----+
Sun Blade	Attack +3, Speed +2	
+-----+	+-----+	+-----+
Sweep Blade	Attack +28	
+-----+	+-----+	+-----+
Sword Breaker	Attack +39, Evade +2	
+-----+	+-----+	+-----+
Tabarize	Attack +47, Speed +2, Defense +5, Evade +2	
+-----+	+-----+	+-----+

Target Bow	Attack +35, Evade +5	
+-----+	+-----+	+-----+
Terre Rod	Attack +23, Power +2	
+-----+	+-----+	+-----+
Thor Rod	Attack +27, Power +2	
+-----+	+-----+	+-----+
Thorn Bow	Attack +25	
+-----+	+-----+	+-----+
Thunder Rod	Attack +21, Power +2	
+-----+	+-----+	+-----+
Tiptaptwo	Attack +35, Resistance +9, Speed +15	
+-----+	+-----+	+-----+
Tonberrian	Attack +37, Speed +10	
+-----+	+-----+	+-----+
Twin Bow	Attack +31	
+-----+	+-----+	+-----+
Vajra	Attack +45, Defense +5, Resistance +5	
+-----+	+-----+	+-----+
Venus Blade	Attack +45, Strength +2, Speed +2	
+-----+	+-----+	+-----+
Vesper	Attack +39, Power +2, Resistance +5	
+-----+	+-----+	+-----+
Victor Sword	Attack +33, Defense +10, Resistance +10	
+-----+	+-----+	+-----+
Vigilante	Attack +37	
+-----+	+-----+	+-----+
Vitanova	Attack +38, Magic +2	
+-----+	+-----+	+-----+
White Staff	Attack +19, Resistance +5	
+-----+	+-----+	+-----+
Windslash Bow	Attack +25	
+-----+	+-----+	+-----+
Yoichi Bow	Attack +33	
+-----+	+-----+	+-----+
Zankplus	Attack +49	
+-----+	+-----+	+-----+
Zanmato	Attack +22, Power +2	
+-----+	+-----+	+-----+
Zeus Mace	Attack +15, Power +5, Resistance +5	
+-----+	+-----+	+-----+
Zorlin Shape	Attack +38, Speed +1, Evade +1	
+-----+	+-----+	+-----+

IN DEPTH WEAPONS LIST

This is a section where I show every statistic of the weapon, plus their type, abilities you can learn from them, and more.

	ADAMAN BLADE	
+-----+	+-----+	+-----+
Bonuses:	Attack +35, Defense +15	
Type:	Blade	
Abilities:	N/A	
Special:	N/A	
+-----+	+-----+	+-----+
+-----+	+-----+	+-----+

AERIAL HOLE |

Bonuses: Attack +43, Speed +8

Type: Rapier

Abilities: N/A

Special: N/A

AIR BLADE |

Bonuses: Attack +40

Type: Blade (Wind)

Abilities: Fighter-A (Air Blast), Gladiator-A (Bolt Sword)

Special: Nullifies wind magic.

ANCIENT SWORD |

Bonuses: Attack +32

Type: Greatsword

Abilities: Soldier-A (Magicbreak), Paladin-A (Subdue)

Special: N/A

APOCLAYPSE |

Bonuses: Attack +32

Type: Knight Sword (Dark)

Abilities: Templar-A (Rasp)

Special: N/A

AQUA SABER |

Bonuses: Attack +36, Evade +6

Type: Saber (Water)

Abilities: N/A

Special: N/A

ARBALEST |

Bonuses: Attack +42

Type: Greatbow (Earth)

Abilities: N/A

Special: N/A

ARCH SWORD |

Bonuses: Attack +48

Type: Knight Sword

Abilities: Paladin-A (Saint Cross), Templar-A (Soul Sphere)

Special: N/A

ARTEMIS BOW

Bonuses: Attack +27
Type: Bow
Abilities: Archer-A (Cupid)
Special: N/A

ASHURA

Bonuses: Attack +33
Type: Fire Katana
Abilities: Ninja-A (Fire Veil)
Special: N/A

ATMOS BLADE

Bonuses: Attack +36
Type: Blade (Lightning)
Abilities: Fighter-A (Air Render), Mog Knight-A (Mog Lance)
Special: N/A

AYVUIR BLUE

Bonuses: Attack +51, Resistance +10, Evade +2
Type: Blade
Abilities: N/A
Special: N/A

AYVUIR RED

Bonuses: Attack +62, Defense +10
Type: Blade
Abilities: N/A
Special: N/A

BARONG

Bonuses: Attack +30
Type: Greatsword
Abilities: Soldier-A (Powerbreak), Paladin-A (Parley)
Special: N/A

BATTLE MACE

Bonuses: Attack +31

Type: Mace
Abilities: Sage-A (Water, Aero)
Special: N/A

-----+

-----+

| BEASTSWORD |

-----+

Bonuses: Attack +50, Defense +5

Type: Broadsword

Abilities: N/A

Special: N/A

-----+

-----+

| BLOOD SWORD |

-----+

Bonuses: Attack +18

Type: Sword

Abilities: Soldier-A (Provoke), Dragoon-A (Wyrmkiller)

Special: Drains target's HP, refreshing your HP some.

-----+

-----+

| BLUE SABER |

-----+

Bonuses: Attack +25, Speed +2

Type: Saber

Abilities: Blue Mage-S (Learning)

Special: N/A

-----+

-----+

| BURGLAR SWORD |

-----+

Bonuses: Attack +39

Type: Sword

Abilities: Soldier-A (Sensor)

Special: N/A

-----+

-----+

| BUSTER SWORD |

-----+

Bonuses: Attack +35, Defense +5

Type: Sword

Abilities: Soldier-A (Mindbreak), Warrior-A (Mindbreak), Dragoon-A (Mindbreak)

Special: N/A

-----+

-----+

| CACTUS STICK |

-----+

Bonuses: Attack +62, Power +2, Resistance +5

Type: Mace

Abilities: N/A

Special: N/A

-----+

-----+

| CHAR BOW |
+-----+
Bonuses: Attack +21
Type: Bow
Abilities: Archer-A (Blackout)
Special: N/A
+-----+

| CHARFIRE |
+-----+
Bonuses: Attack +47, Speed +2
Type: Katana
Abilities: N/A
Special: N/A
+-----+

| CHEER STAFF |
+-----+
Bonuses: Attack +32, Resistance +5, Evade +2
Type: Staff
Abilities: White Mage-A (Auto-Life), Bishop-A (Judge), Summoner-A (Maden)
Special: N/A
+-----+

| CHILL ROD |
+-----+
Bonuses: Attack +27, Power +2
Type: Ice Rod
Abilities: Black Mage-A (Blizzaga), Time Mage-A (Stop), Illusionist-A
(Deluge)
Special: N/A
+-----+

| CHIRIJIRADEN |
+-----+
Bonuses: Attack +65
Type: Sword
Abilities: N/A
Special: N/A
+-----+

| CINQUEDEA |
+-----+
Bonuses: Attack +57, Magic +5, Evade +2
Type: Knife
Abilities: Thief-A (Steal Ability)
Special: N/A
+-----+

| CLAYMORE |
+-----+
Bonuses: Attack +49, Defense +5
Type: Broadsword
Abilities: Warrior-S (Monkey Grip)

Special: N/A

-----+
| COLICHEMARDE |

Bonuses: Attack +36, Speed +2

Type: Rapier

Abilities: Red Mage-S (Magic Power Plus)

Special: Nullifies the berserk status effect.

-----+
| CRANEQUIN |

Bonuses: Attack +29

Type: Greatbow

Abilities: Hunter-A (Sonic Boom), Sniper-A (Beso Toxic)

Special: N/A

-----+
| CRESCENT BOW |

Bonuses: Attack +45

Type: Bow

Abilities: N/A

Special: N/A

-----+
| CURE STAFF |

Bonuses: Attack +29, Resistance +5

Type: Healing Staff

Abilities: White Mage-A (Cura), Bishop-A (Cura), Summoner-A (Kirin)

Special: Heals the target's hit points.

-----+
| DEFENDER |

Bonuses: Attack +37

Type: Knight Sword

Abilities: Paladin-A (Nurse), Defender-A (Hibernate)

Special: N/A

-----+
| DIABOLIQUE |

Bonuses: Attack +41, Speed +2, Resistance +5

Type: Rapier

Abilities: N/A

Special: Nullifies Dark magic.

-----+
| DIAMOND SWORD |

Bonuses: Attack +32
Type: Greatsword
Abilities: Soldier-A (Mug)
Special: Blocks the Slow status effect from occurring.

-----+
| DREAM WATCHER |

Bonuses: Attack +43, Power +10, Resistance +15
Type: Staff
Abilities: N/A
Special: N/A

-----+
| DRUID MACE |

Bonuses: Attack +33, Power +3, Resistance +5
Type: Mace
Abilities: Sage-A (Blind), Alchemist-A (Poison)
Special: N/A

-----+
| DJINN FLYSSA |

Bonuses: Attack +34, Power +2, Speed +2, Evade +2
Type: Rapier (Wind)
Abilities: Fencer-A (Swallowtail), Elementalist-A (Shining Air)
Special: Enhances and nullifies wind magic.

-----+
| EBON BLADE |

Bonuses: Attack +84, Defense +5
Type: Blade (Dark)
Abilities: N/A
Special: N/A

-----+
| ECLIPSE |

Bonuses: Attack +76, Magic +5, Defense +5
Type: Broadsword
Abilities: N/A
Special: N/A

-----+
| EL CID SWORD |

Bonuses: Attack +47, Defense +10
Type: Broadsword
Abilities: Defender-A (Tremor)
Special: N/A

ENERGY MACE

Bonuses: Attack +29, Power +2, Resistance +5
Type: Mace
Abilities: Sage-A (Drain), Alchemist-A (Rasp)
Special: N/A

EPEPRISM

Bonuses: Attack +37, Speed +2, Jump +1
Type: Rapier
Abilities: Elementalist-A (Elemental Shift)
Special: Halves holy and dark damage.

ESTRELEDGE

Bonuses: Attack +77, Defense +5, Resistance +5
Type: Broadsword
Abilities: N/A
Special: N/A

ESTOC

Bonuses: Attack +32, Speed +2
Type: Rapier
Abilities: Fencer-A (Featherblow), Red Mage-A (Sleep), Elementalist-A (Heavy Dust)
Special: N/A

EWIGON BLADE

Bonuses: Attack +40, Defense +3, Resistance +3
Type: Blade
Abilities: Fighter-A (Far Fist), Mog Knight-A (Mog Guard)
Special: N/A

EXCALIBUR

Bonuses: Attack +47, Strength +2, Speed +1, Evade +5
Type: Knight Sword (Holy)
Abilities: Paladin-A (Holy Blade)
Special: Enhances and absorbs holy magic.

EXCALIBUR 2

Bonuses: Attack +87, Strength +3, Speed +4, Evade +5
Type: Knight Sword

Abilities: N/A

Special: N/A

| FALCHION |

Bonuses: Attack +27, Defense +5

Type: Broadsword

Abilities: Warrior-A (Magicbreak)

Special: N/A

| FEMME FATALE |

Bonuses: Attack +49, Speed +2

Type: Rapier

Abilities: N/A

Special: Nullifies Doom magic.

| FEY BOW |

Bonuses: Attack +31, Evade +2

Type: Greatbow (Wind)

Abilities: Hunter-A (Aim: Vitals), Sniper-A (Aim: Armor), Assassin-A (Shadowbind)

Special: N/A

| FIREWHEEL ROD |

Bonuses: Attack +21, Power +2

Type: Fire Rod

Abilities: Black Mage-A (Fira), Time Mage-A (Haste), Illusion-A (Prominence)

Special: N/A

| FLAMBERGE |

Bonuses: Attack +35, Speed +2

Type: Rapier

Abilities: Fencer-A (Piercethrough), Red Mage-A (Blizzard), Elementalist-A (White Flame)

Special: N/A

| FLAME ROD |

Bonuses: Attack +27, Power +2

Type: Fire Rod

Abilities: Black Mage-A (Firaga)

Special: N/A

FLAMETONGUE

Bonuses: Attack +38
Type: Blade (Fire)
Abilities: Fighter-A (Backdraft), Gladiator-A (Fire Sword), Mog Knight-A (Mog Attack)
Special: N/A

FLEURET

Bonuses: Attack +27, Speed +2
Type: Rapier
Abilities: Red Mage-A (Cure), Elementalist-A (Earth Heal)
Special: N/A

FORCE ROD

Bonuses: Attack +25, Power +5
Type: Rod
Abilities: Time Mage-A (Quarter)
Special: N/A

GALE SWORD

Bonuses: Attack +36, Speed +1
Type: Sword (Wind)
Abilities: Soldier-A (Greased Bolt)
Special: N/A

GARNET STAFF

Bonuses: Attack +31, Defense +5, Resistance +5
Type: Staff
Abilities: Bishop-A (Barrier), Summoner-A (Carbuncle)
Special: N/A

GASTRA BOW

Bonuses: Attack +51
Type: Greatbow
Abilities: N/A
Special: N/A

GUARD STAFF

Bonuses: Attack +21, Defense +5, Resistance +5
Type: Staff

Abilities: White Mage-A (Protect), Summoner-A (Ifrit)

Special: N/A

| GUPTI AGA |

Bonuses: Attack +38, Speed +2

Type: Rapier

Abilities: Fencer-A (Checkmate)

Special: N/A

| HADES BOW |

Bonuses: Attack +33

Type: Greatbow (Dark)

Abilities: Hunter-A (Sidewinder), Sniper-A (Death Sickle)

Special: N/A

| HARPE |

Bonuses: Attack +42, Strength +5

Type: Saber

Abilities: N/A

Special: N/A

| HARDEGE |

Bonuses: Attack +42

Type: Greatsword

Abilities: N/A

Special: Blocks Doom from occurring.

| HERETIC ROD |

Bonuses: Attack +31, Power +20

Type: Dark Rod

Abilities: N/A

Special: N/A

| HUNT BOW |

Bonuses: Attack +33

Type: Greatbow

Abilities: Hunter-A (Hunting), Sniper-A (Aim: Wallet)

Special: N/A

| ICE BRAND |

+-----+
Bonuses: Attack +42
Type: Blade (Ice)
Abilities: Gladiator-A (Ice Sword), Mog Knight-A (Mog Aid)
Special: N/A
+-----+

+-----+
| ICE PRISM |
+-----+
Bonuses: Attack +45
Type: Greatsword (Ice)
Abilities: N/A
Special: Absorbs fire and ice attacks.
+-----+

+-----+
| JACK KNIFE |
+-----+
Bonuses: Attack +22, Evade +1
Type: Knife
Abilities: Thief-A (Steal Gil), Juggler-A (Gil Toss)
Special: N/A
+-----+

+-----+
| JAMBIYA |
+-----+
Bonuses: Attack +31, Magic +2, Evade +1
Type: Knife
Abilities: Thief-A (Steal Accessory), Juggler-A (Dagger)
Special: N/A
+-----+

+-----+
| JOYEUSE |
+-----+
Bonuses: Attack +37, Speed +2, Resistance +5
Type: Rapier
Abilities: Fencer-A (Nighthawk), Elementalist-A (Evil Gaze)
Special: N/A
+-----+

+-----+
| KARD |
+-----+
Bonuses: Attack +35, Evade +2
Type: Knife
Abilities: Thief-A (Steal Helm)
Special: N/A
+-----+

+-----+
| KHUKURI |
+-----+
Bonuses: Attack +37, Speed +1, Evade +1
Type: Knife
Abilities: Thief-A (Steal EXP), Juggler-A (Fire Bomb)
Special: N/A
+-----+

-----+
| KIKUICHIMONJI |
-----+

Bonuses: Attack +40, Resistance +5
Type: Katana
Abilities: Ninja-A (Metal Veil), Assassin-A (Nightmare)
Special: N/A
-----+

-----+
| HEAVEN'S CLOUD |
-----+

Bonuses: Attack +39, Resistance +5
Type: Katana
Abilities: Ninja-A (Unspell)
Special: Absorbs the holy element.
-----+

-----+
| JUDGE STAFF |
-----+

Bonuses: Attack +21, Power +3, Resistance +5
Type: Staff
Abilities: White Mage-A (Shell), Bishop-A (Aero), Summoner-A (Ramuh)
Special: N/A
-----+

-----+
| KRIS KNIFE |
-----+

Bonuses: Attack +30, Resistance +5, Evade +1
Type: Knife
Abilities: Juggler-A (Hurl)
Special: N/A
-----+

-----+
| LAGLACE SWORD |
-----+

Bonuses: Attack +41, Strength +5
Type: Sword (Ice)
Abilities: N/A
Special: N/A
-----+

-----+
| LAST LETTER |
-----+

Bonuses: Attack +45, Speed +2, Evade +3
Type: Rapier
Abilities: N/A
Special: N/A
-----+

-----+
| LIFE CROSIER |
-----+

Bonuses: Attack +35, Power +2, Resistance +10
Type: Mace
-----+

Abilities: Sage-A (Bio), Alchemist-A (Toad)

Special: Absorbs earth damage and nullifies the poison status effect.

| LIONHEART |

Bonuses: Attack +34, Defense +2, Resistance +1

Type: Knight Sword

Abilities: Paladin-A (Defense), Defender-A (Defense)

Special: N/A

| LOHENGRIN |

Bonuses: Attack +46

Type: Knight Sword

Abilities: Defender-A (Aura), Templar-A (Haste)

Special: N/A

| LONG BOW |

Bonuses: Attack +19

Type: Bow

Abilities: Archer-A (Boost)

Special: N/A

| LOTUS MACE |

Bonuses: Attack +37, Power +2, Resistance +5

Type: Fire Mace

Abilities: Sage-A (Raise), Alchemist-A (Death)

Special: N/A

| LUREBREAKER |

Bonuses: Attack +51

Type: Greatsword

Abilities: N/A

Special: Blocks the Sleep status effect from occurring.

| MADU |

Bonuses: Attack +33, Speed +2

Type: Rapier

Abilities: Red Mage-A (Doublecast)

Special: N/A

| MAGE MASHER |

+-----+
Bonuses: Attack +34, Power +5, Speed +2, Resistance +10
Type: Rapier
Abilities: Fencer-A (Manastrike), Red Mage-A (Barrier)
Special: N/A
+-----+

+-----+
| MALBOW |
+-----+

Bonuses: Attack +55
Type: Bow
Abilities: N/A
Special: N/A
+-----+

+-----+
| MANGANESE |
+-----+

Bonuses: Attack +47, Strength +10, Evade +3
Type: Saber
Abilities: N/A
Special: N/A
+-----+

+-----+
| MARDUK BOW |
+-----+

Bonuses: Attack +39
Type: Greatbow
Abilities: N/A
Special: N/A
+-----+

+-----+
| MASAMUNE |
+-----+

Bonuses: Attack +65
Type: Katana
Abilities: Ninja-A (Oblivion), Assassin-A (Oblivion)
Special: N/A
+-----+

+-----+
| MASAMUNE 100 |
+-----+

Bonuses: Attack +79, Power +5
Type: Katana
Abilities: N/A
Special: N/A
+-----+

+-----+
| MASTER BOW |
+-----+

Bonuses: Attack +41, Evade +2
Type: Greatbow
Abilities: Hunter-A (Addle), Sniper-A (Aim: Weapon)
Special: N/A
+-----+

-----+
| MASTER SWORD |
-----+

Bonuses: Attack +59
Type: Greatsword
Abilities: N/A
Special: Blocks the KO status effect from occurring.
-----+

-----+
| MATERIA BLADE |
-----+

Bonuses: Attack +17, Strength +15, Resistance +10
Type: Blade
Abilities: Gladiator-A (Ultima Sword), Mog Knight-A (Ultima Charge)
Special: N/A
-----+

-----+
| MAX'S OATHBOW |
-----+

Bonuses: Attack +61, Power +2, Evade +2
Type: Greatbow (Dark)
Abilities: Sniper-A (Doom Archer)
Special: N/A
-----+

-----+
| MOON BLADE |
-----+

Bonuses: Attack +33, Power +2, Resistance +5
Type: Mace
Abilities: Alchemist-S (Power Up)
Special: N/A
-----+

-----+
| MURASAME |
-----+

Bonuses: Attack +31
Type: Water Katana
Abilities: Ninja-A (Water Veil), Assassin-A (Aphonia)
Special: N/A
-----+

-----+
| MYTHRIL BLADE |
-----+

Bonuses: Attack +32, Jump +1
Type: Blade
Abilities: Fighter-C (Fight Combo), Gladiator-C (Sword Combo), Mog Knight-C
(Charge Combo)
Special: N/A
-----+

-----+
| MYTHRIL BOW |
-----+

Bonuses: Attack +32, Jump +1

Type: Bow
Abilities: Archer-C (Bow Combo)
Special: N/A

-----+
| MYTHRIL BRAND |
-----+

Bonuses: Attack +32, Jump +1
Type: Knight Sword
Abilities: Paladin-C (Knight Combo), Templar-C (Sacred Combo), Defender-C
(Defend Combo)
Special: N/A

-----+
| MYTHRIL EPEE |
-----+

Bonuses: Attack +32, Jump +1
Type: Katana
Abilities: Ninja-C (Ninja Combo), Assassin-C (Killer Combo)
Special: N/A

-----+
| MYTHRIL KNIFE |
-----+

Bonuses: Attack +32, Jump +1, Evade +1
Type: Knife
Abilities: Thief-C (Thief Combo), Juggler-C (Juggler Combo)
Special: N/A

-----+
| MYTHRIL MACE |
-----+

Bonuses: Attack +32, Power +2, Jump +1, Resistance +5
Type: Mace
Abilities: Sage-C (Wise Combo), Alchemist-C (Gold Combo)
Special: N/A

-----+
| MYTHRIL RAPIER |
-----+

Bonuses: Attack +32, Speed +2, Evade +1
Type: Rapier
Abilities: Fencer-C (Lunge Combo), Red Mage-C (Red Combo), Elementalist-C
(Spirit Combo)
Special: N/A

-----+
| MYTHRIL ROD |
-----+

Bonuses: Attack +32, Power +2, Jump +1
Type: Rod
Abilities: Black Mage-C (Black Combo), Time Mage-C (Time Combo), Illusionist-C
(Spell Combo)
Special: N/A

MYTHRIL SABER

Bonuses: Attack +32, Jump +1
Type: Saber
Abilities: Blue Mage-C (Blue Combo)
Special: N/A

MYTHRIL STAFF

Bonuses: Attack +32, Jump +1, Resistance +5
Type: Staff
Abilities: White Mage-C (White Combo), Summoner-C (Summon Combo), Bishop-C (Bishop Combo)
Special: N/A

MYTHRIL SWORD

Bonuses: Attack +33, Jump +1
Type: Sword
Abilities: Soldier-C (Combat Combo), Warrior-C (Combat Combo)
Special: N/A

NAGRAROK

Bonuses: Attack +75, Speed +6, Move +1
Type: Knight Sword
Abilities: N/A
Special: N/A

NAIL BOW

Bonuses: Attack +29
Type: Bow
Abilities: Archer-A (Aim: Arm)
Special: N/A

NIKE BOW

Bonuses: Attack +37, Defense +5
Type: Greatbow (Lightning)
Abilities: Hunter-A (Weapon Attack +)
Special: N/A

NINJA KNIFE

	OSAFUNE

Bonuses:	Attack +35, Defense +5
Type:	Katana
Abilities:	Ninja-A (Earth Veil)
Special:	N/A

	PARAIBA BLADE

Bonuses:	Attack +33, Strength +10, Evade +2
Type:	Blade
Abilities:	Mog Knight-A (Mog Peek)
Special:	N/A

	PEARL BLADE

Bonuses:	Attack +46
Type:	Blade
Abilities:	Mog Knight-A (Mog Shield)
Special:	N/A

	PERSEUS BOW

Bonuses:	Attack +42, Evade +2
Type:	Bow
Abilities:	Archer-A (Faster)
Special:	N/A

	PETALCHASER

Bonuses:	Attack +34
Type:	Katana
Abilities:	Assassin-A (Last Breath)
Special:	N/A

	POWER STAFF

Bonuses:	Attack +45, Defense +6, Resistance +5
Type:	Staff
Abilities:	N/A
Special:	N/A

	PREDATOR

Bonuses:	Attack +37, Defense +5
Type:	Broadsword
Abilities:	Defender-R (Last Berserk)
Special:	N/A

PRINCESS ROD

Bonuses: Attack +35, Power +2, Defense +5, Resistance +5

Type: Rod

Abilities: Black Mage-A (Fire, Thunder, Ice)

Special: Enhances the power of wind, earth, and water based attacks.

PURE STAFF

Bonuses: Attack +23, Resistance +5

Type: Staff

Abilities: White Mage-A (Esuna), Summoner-A (Unicorn)

Special: N/A

RAGNAROK

Bonuses: Attack +36, Strength +5

Type: Knight Sword

Abilities: Paladin-A (Drop Weapon), Defender-A (Drop Weapon), Templar-A (Silence)

Special: N/A

RANGER BOW

Bonuses: Attack +23, Evade +2

Type: Greatbow (Earth)

Abilities: Hunter-A (Capture), Assassin-A (Ague)

Special: N/A

RESTORER

Bonuses: Attack +40, Magic +5, Resistance +5

Type: Sword

Abilities: Warrior-A (Downsize), Dragoon-A (Lancet)

Special: N/A

RHOMPHAIA

Bonuses: Attack +57, Defense +5

Type: Broadsword

Abilities: N/A

Special: N/A

ROD

Bonuses: Attack +18, Power +2
Type: Rod
Abilities: Black Mage-A (Fire, Thunder, Blizzard)
Special: N/A

RONDELL DAGGER

Bonuses: Attack +33, Evade +1
Type: Knife
Abilities: Thief-A (Steal Armor), Juggler-A (Ring)
Special: N/A

SAGE CROSIER

Bonuses: Attack +31, Power +8, Resistance +8
Type: Mace
Abilities: Alchemist-A (Astra)
Special: N/A

SAMSON SWORD

Bonuses: Attack +32, Defense +5
Type: Broadsword (Earth)
Abilities: Warrior-A (Powerbreak)
Special: N/A

SAPERE AUDE

Bonuses: Attack +18, Power +6, Speed +2, Jump +1, Defense +2, Resistance +2,
Move +1, Evade +2
Type: Rod
Abilities: N/A
Special: N/A

SAVE THE QUEEN

Bonuses: Attack +45, Defense +3, Resistance +3, Evade +5
Type: Knight Sword (Holy)
Abilities: Paladin-A (Cover), Defender-A (Expert Guard), Templar-A (Astra)
Special: Enhances holy magic.

SCARLETTE

Bonuses: Attack +25, Power +2, Speed +2
Type: Rapier (Fire)
Abilities: Red Mage-A (Fire), Elementalists-A (Fire Whip)
Special: N/A

SCORPION TAIL |

Bonuses: Attack +38, Power +2, Resistance +5
Type: Mace
Abilities: Alchemist-A (Meteor)
Special: N/A

SCRAMASAX |

Bonuses: Attack +29, Evade +1
Type: Knife
Abilities: Thief-A (Steal Shield), Juggler-A (Ball)
Special: N/A

SEQUENCE |

Bonuses: Attack +32, Strength +5, Speed +2, Jump +1, Defense +2, Resistance +2, Move +1, Evade +2
Type: Knight Sword
Abilities: N/A
Special: Gets more powerful as you win Battle Tournaments.

SEVENTH HEAVEN |

Bonuses: Attack +15, Evade +5
Type: Greatbow (Holy)
Abilities: Hunter-A (Ultima Shot)
Special: N/A

SHADOW BLADE |

Bonuses: Attack +32, Evade +2
Type: Blade
Abilities: Fighter-A (Beatdown), Gladiator-A (Beatdown), Mog Knight-A (Mog Rush)
Special: N/A

SHAMSHIR |

Bonuses: Attack +31, Evade +2
Type: Saber
Abilities: N/A
Special: N/A

SHORT SWORD |

Bonuses: Attack +25
Type: Sword
Abilities: Soldier-A (First Aid), Warrior-A (First Aid)
Special: N/A

-----+
| SILKMOON |

Bonuses: Attack +55, Evade +2
Type: Katana
Abilities: N/A
Special: N/A

-----+
| SILVER BOW |

Bonuses: Attack +23
Type: Bow
Abilities: Archer-A (Burial)
Special: N/A

-----+
| SILVER RAPIER |

Bonuses: Attack +35, Speed +2
Type: Rapier
Abilities: Fencer-A (Shadowstick), Red Mage-A (Poison), Elementalist-A
(Sliprain)
Special: N/A

-----+
| SILVER SWORD |

Bonuses: Attack +30, Speed +2, Evade +2
Type: Sword
Abilities: Soldier-A (Speedbreak), Warrior-A (Speedbreak)
Special: N/A

-----+
| SLEET ROD |

Bonuses: Attack +21, Power +2
Type: Ice Rod
Abilities: Black Mage-A (Blizzara), Time Mage-A (Silence), Illusionist-A
(Tempest)
Special: N/A

-----+
| SNAKE STAFF |

Bonuses: Attack +29, Resistance +5
Type: Staff
Abilities: Bishop-A (Break), Summoner-A (Shiva)
Special: Nullifies the petrify status effect.

Bonuses: Attack +28
Type: Blade
Abilities: Fighter-A (Rush), Gladiator-A (Rush)
Special: N/A

-----+
| SWORD BREAKER |
-----+

Bonuses: Attack +39, Evade +2
Type: Knife
Abilities: Thief-A (Steal Weapon)
Special: N/A

-----+
| TABERIZE |
-----+

Bonuses: Attack +47, Defense +5, Speed +2, Evade +2
Type: Broadsword
Abilities: N/A
Special: N/A

-----+
| TARGET BOW |
-----+

Bonuses: Attack +35, Evade +5
Type: Bow
Abilities: Archer-A (Concentrate)
Special: N/A

-----+
| TERRE ROD |
-----+

Bonuses: Attack +23, Power +2
Type: Earth Rod
Abilities: Time Mage-A (Slow), Illusionist-A (Soil Evidence)
Special: Enhances the power of earth based attacks.

-----+
| THOR ROD |
-----+

Bonuses: Attack +27, Power +2
Type: Lightning Rod
Abilities: Black Mage-A (Thundaga), Time Mage-A (Quicken), Illusionist-A
(Wild Tornado)
Special: N/A

-----+
| THORN BOW |
-----+

Bonuses: Attack +25
Type: Bow
Abilities: Archer-A (Aim: Legs)
Special: N/A

-----+

THUNDER ROD

Bonuses: Attack +21, Power +2
Type: Lightning Rod
Abilities: Black Mage-A (Thundara), Time Mage-A (Reflect), Illusionist-A (Tempest)
Special: N/A

TIPTAPTWO

Bonuses: Attack +35, Speed +15, Resistance +9
Type: Knife
Abilities: N/A
Special: N/A

TONBERRIAN

Bonuses: Attack +37, Speed +10, Evade +1
Type: Knife
Abilities: N/A
Special: N/A

TWIN BOW

Bonuses: Attack +31
Type: Greatbow
Abilities: Hunter-A (Advice), Sniper-A (Doubleshot)
Special: N/A

VAJRA

Bonuses: Attack +45, Defense +5, Resistance +5
Type: Broadsword (Lightning)
Abilities: Defender-A (Meltdown)
Special: Increases the strength of lightning based attacks.

VENUS BLADE

Bonuses: Attack +45, Strength +2, Speed +2
Type: Blade (Fire)
Abilities: Fighter-S (Doublehand), Gladiator-S (Doublehand)
Special: Absorbs fire magic, halves water damage.

VESPER

Bonuses: Attack +39, Power +2, Resistance +5

Type: Mace
Abilities: N/A
Special: N/A

-----+
| VICTOR SWORD |

Bonuses: Attack +33, Defense +10, Resistance +10
Type: Sword
Abilities: N/A
Special: N/A

-----+
| VIGILANTE |

Bonuses: Attack +37
Type: Greatsword
Abilities: Soldier-S (Monkey Grip)
Special: Blocks the Confuse status effect from occurring.

-----+
| VITANOVA |

Bonuses: Attack +37, Magic +2, Evade +2
Type: Sword
Abilities: Soldier-R (Dragonheart)
Special: Absorbs Holy magic.

-----+
| WHITE STAFF |

Bonuses: Attack +19, Resistance +5
Type: Staff
Abilities: White Mage-A (Cure)
Special: N/A

-----+
| WINDSLASH BOW |

Bonuses: Attack +25, Evade +2
Type: Greatbow (Wind)
Abilities: Hunter-A (Oust), Sniper-A (Conceal)
Special: N/A

-----+
| YOICHI BOW |

Bonuses: Attack +33
Type: Bow
Abilities: Archer-A (Take Aim)
Special: N/A

ADAMAN VEST

Bonuses: Defense +30, Resistance +3
Type: Clothing
Abilities: Thief-S (Maintenance), Alchemist-S (Maintenance)
Special: N/A

BRIGANDINE

Bonuses: Defense +37, Resistance +6
Type: Clothing
Abilities: Thief-R (Counter), White Monk-R (Counter)
Special: N/A

BRONZE ARMOR

Bonuses: Defense +30, Resistance +6
Type: Armor
Abilities: N/A
Special: N/A

CARABINI MAIL

Bonuses: Defense +38, Resistance +6
Type: Armor
Abilities: Templar-R (Bonecrusher)
Special: N/A

CHAIN PLATE

Bonuses: Defense +28, Resistance +4
Type: Clothing
Abilities: Red Mage-R (Catch), Juggler-R (Catch)
Special: N/A

CUIRASS

Bonuses: Defense +28, Resistance +2
Type: Armor
Abilities: N/A
Special: N/A

DIAMOND ARMOR

Bonuses: Defense +40, Resistance +3
Type: Armor
Abilities: Paladin-S (Weapon Def+), Defender-S (Weapon Def+)

Special: N/A

-----+

-----+

| DRAGON MAIL |

-----+

Bonuses: Defense +40, Resistance +8

Type: Armor

Abilities: N/A

Special: Halves fire damage.

-----+

-----+

| GAIA GEAR |

-----+

Bonuses: Defense +24, Resistance +12

Type: Clothing (Earth)

Abilities: Hunter-R (Auto-Regen), Sniper-R (Auto-Regen), Gadgeteer-R
(Auto-Regen)

Special: Absorbs earth damage.

-----+

-----+

| GENJI ARMOR |

-----+

Bonuses: Defense +46, Resistance +12

Type: Armor

Abilities: Paladin-R (Reflex)

Special: N/A

-----+

-----+

| GOLD ARMOR |

-----+

Bonuses: Defense +42, Resistance +6

Type: Armor

Abilities: Mog Knight-R (Last Haste)

Special: N/A

-----+

-----+

| IRON ARMOR |

-----+

Bonuses: Defense +34, Resistance +3

Type: Armor

Abilities: N/A

Special: N/A

-----+

-----+

| JUDO UNIFORM |

-----+

Bonuses: Defense +34, Resistance +8

Type: Clothing

Abilities: Blue Mage-R (Damage > MP), Morpher-R (Damage > MP), Gadgeteer-R
(Damage > MP)

Special: N/A

-----+

-----+

LEATHER GARB |

Bonuses: Defense +18, Resistance +4

Type: Clothing

Abilities: N/A

Special: N/A

MATERIA ARMOR |

Bonuses: Defense +52, Resistance +16

Type: Armor

Abilities: N/A

Special: N/A

MAXIMILLIAN |

Bonuses: Attack +3, Defense +46, Resistance +10

Type: Armor

Abilities: N/A

Special: N/A

MINERVA PLATE |

Bonuses: Defense +28, Resistance +14

Type: Clothing

Abilities: N/A

Special: Nullifies the darkness magic and status effect.

MIRROR MAIL |

Bonuses: Defense +36, Resistance +8

Type: Armor

Abilities: N/A

Special: Auto-Reflect

NINJA GEAR |

Bonuses: Speed +1, Defense +30, Resistance +6, Evade +2

Type: Clothing

Abilities: Ninja-R (Last Haste), Beastmaster-R (Last Haste), Fighter-R
(Bonecrusher)

Special: N/A

OPAL ARMOR |

Bonuses: Defense +42, Resistance +3

Type: Armor

Abilities: N/A

Special: N/A

-----+

-----+

| | PEYTRAL |

-----+

Bonuses: Attack +5, Strength +5, Speed +2, Jump +1, Defense +28, Resistance +2, Move +1, Evade +5

Type: Armor

Abilities: N/A

Special: Gets more powerful as you complete the Clan League mission more.

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-----+

| | PLATEMAIL |

-----+

Bonuses: Defense +38, Resistance +3

Type: Armor

Abilities: N/A

Special: N/A

-----+

-----+

| | POWER SASH |

-----+

Bonuses: Attack +2, Defense +34, Resistance +10

Type: Clothing

Abilities: Assassin-R (Return Fire), Juggler-R (Return Fire)

Special: N/A

-----+

-----+

| | SURVIVAL VEST |

-----+

Bonuses: Defense +34, Resistance +6

Type: Clothing

Abilities: Blue Mage-S (Immunity), Beastmaster-S (Immunity)

Special: N/A

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=====
| SECTSIX5 | ----- [6.5 HELMETS]
=====

Helmets are cool, they give you defensive increases and help you learn new abilities.

BASIC HELMETS LIST

Here is a listing of all the helmets in the game and the statistical boosts they give you.

NAME OF HELMET	STATISTICAL INCREASES
Bronze Helmet	Defense +4, Resistance +2

Cross Helmet	Defense +9, Resistance +4	
+-----+	+-----+	+-----+
Diamond Helmet	Defense +11, Resistance +5	
+-----+	+-----+	+-----+
Hanyaa Helmet	Defense +12, Resistance +8	
+-----+	+-----+	+-----+
Iron Helmet	Defense +5, Resistance +3	
+-----+	+-----+	+-----+
Opal Helmet	Defense +7, Resistance +3	
+-----+	+-----+	+-----+
Parade Helmet	Defense +13, Resistance +4	
+-----+	+-----+	+-----+

IN DEPTH HELMET LIST

This is a section where I show every statistic of the helmet, plus their type, abilities you can learn from them, and more.

+-----+		+-----+
		BRONZE HELMET
+-----+		+-----+
Bonuses:	Defense +4, Resistance +2	
Type:	Helm	
Abilities:	N/A	
Special:	N/A	
+-----+		+-----+

+-----+		+-----+
		CROSS HELMET
+-----+		+-----+
Bonuses:	Defense +9, Resistance +4	
Type:	Helm	
Abilities:	N/A	
Special:	N/A	
+-----+		+-----+

+-----+		+-----+
		DIAMOND HELMET
+-----+		+-----+
Bonuses:	Defense +11, Resistance +5	
Type:	Helm	
Abilities:	N/A	
Special:	N/A	
+-----+		+-----+

+-----+		+-----+
		HANYAA HELMET
+-----+		+-----+
Bonuses:	Defense +12, Resistance +8	
Type:	Helm	
Abilities:	N/A	
Special:	N/A	
+-----+		+-----+

+-----+		+-----+
		IRON HELMET
+-----+		+-----+
Bonuses:	Defense +5, Resistance +3	

Type: Helm
Abilities: N/A
Special: N/A

-----+
-----+
| OPAL HELMET |
-----+

Bonuses: Defense +7, Resistance +3
Type: Helm
Abilities: N/A
Special: N/A

-----+
-----+
| PARADE HELMET |
-----+

Bonuses: Defense +13, Resistance +4
Type: Helm
Abilities: N/A
Special: N/A

-----+
-----+
| SECTSIX6 | ----- [6.6 SHIELDS]
-----+

Shields are cool, they give you defensive increases and help you learn new abilities.

BASIC SHIELDS LIST

Here is a listing of all the shields in the game and the statistical boosts they give you.

NAME OF SHIELD	STATISTICAL INCREASES
Bronze Shield	Magic Resistance +2, Evade +4
Ice Shield	Magic Resistance +6, Evade +9
Opal Shield	Resistance +2, Magic Resistance +6
Round Shield	Resistance +4, Evade +5

IN DEPTH SHIELDS LIST

This is a section where I show every statistic of the shield, plus their type, abilities you can learn from them, and more.

-----+
| BRONZE SHIELD |
-----+

Bonuses: Magic Resistance +2, Evade +4

Type: Shield

Abilities: Soldier-S (Shieldbearer), Warrior-S (Shieldbearer), Fencer-S (Shieldbearer)

Special: N/A

-----+

-----+

| ICE SHIELD |

-----+

Bonuses: Magic Resistance +6, Evade +9

Type: Shield

Abilities: N/A

Special: Absorbs ice, halves fire damage, weak against lightning.

-----+

-----+

| OPAL SHIELD |

-----+

Bonuses: Resistance +2, Magic Resistance +6

Type: Shield

Abilities: Soldier-S (Shieldbearer), Warrior-S (Shieldbearer), Fencer-S (Shieldbearer)

Special: N/A

-----+

-----+

| ROUND SHIELD |

-----+

Bonuses: Resistance +4, Evade +5

Type: Shield

Abilities: Sage-S (Shieldbearer), Fencer-S (Shieldbearer), Mog Knight-S (Shield)

Special: N/A

-----+

=====

| SECTSIX7 | ----- [6.7 ACCESSORIES]

=====

Here is a quick list of all of the accessories in the game, as well as the bonuses they provide, and any abilities/extra stuff they give you.

-----+

| ANGEL RING |

-----+

Bonuses: N/A

Type: Ring

Abilities: N/A

Special: Nullifies zombie, dark, silence, frog, poison, slow, disarm, doom, auto-raise, and immobilize spells.

-----+

-----+

| BATTLE BOOTS |

-----+

Bonuses: Defense +7

Type: Shoes

Abilities: N/A

Special: N/A

-----+

-----+

| BONE ARMLETS |

-----+

Bonuses: Attack +3, Defense +6, Resistance +8, Evade +5

Type: Armlets

Abilities: N/A

Special: N/A

-----+

-----+

| BRACERS |

-----+

Bonuses: Attack +5, Defense +12

Type: Armlets

Abilities: N/A

Special: N/A

-----+

-----+

| CALIGULA |

-----+

Bonuses: Attack +3, Defense +10

Type: Shoes

Abilities: N/A

Special: N/A

-----+

-----+

| DASH BOOTS |

-----+

Bonuses: Defense +2, Move +1

Type: Shoes

Abilities: N/A

Special: N/A

-----+

-----+

| FEATHER BOOTS |

-----+

Bonuses: Defense +3

Type: Shoes

Abilities: N/A

Special: Lets you walk on water.

-----+

-----+

| FIRE MITTS |

-----+

Bonuses: Defense +8, Resistance +10

Type: Armlets

Abilities: N/A

Special: Nullifies fire magic.

-----+

-----+

| FORTUNE RING |

-----+

Bonuses: Defense +3, Resistance +5
Type: Ring
Abilities: N/A
Special: Nullifies the sleep and doom spells.

-----+
| GALMIA SHOES |

Bonuses: Speed +2, Defense +3
Type: Shoes
Abilities: N/A
Special: Cannot walk over water, but lets you ignore elevation.

-----+
| GAUNTLETS |

Bonuses: Attack +5, Defense +5
Type: Armlets
Abilities: N/A
Special: N/A

-----+
| GENJI ARMLETS |

Bonuses: Attack +5, Strength +2, Defense +10, Resistance +5
Type: Armlets
Abilities: N/A
Special: N/A

-----+
| GERMINAS |

Bonuses: Jump +2, Defense +3
Type: Shoes
Abilities: N/A
Special: N/A

-----+
| MAGIC RING |

Bonuses: Strength +3, Resistance +10
Type: Ring
Abilities: N/A
Special: N/A

-----+
| MINDU GEM |

Bonuses: Defense +3, Resistance +3
Type: Gem
Abilities: N/A
Special: Nullifies the petrify, frog, confuse, poison, darkness, and silence status effects. Halves the lightning damage.

+-----+
| NINJA TABI |

+-----+
Bonuses: Defense +3, Move +2
Type: Shoes
Abilities: N/A
Special: N/A
+-----+

+-----+
| RED BOOTS |

+-----+
Bonuses: Defense +3, Resistance +5, Evade +2
Type: Shoes
Abilities: N/A
Special: N/A
+-----+

+-----+
| RUBY EARRINGS |

+-----+
Bonuses: Defense +3, Resistance +6
Type: Ring
Abilities: N/A
Special: Nullifies confuse and charm status effects, and halves dark magic.
+-----+

+-----+
| SCARAB |

+-----+
Bonuses: Defense +2, Move +8
Type: Ring
Abilities: N/A
Special: Nullifies immobilize, disarm, and frog status effects.
+-----+

+-----+
| SPIKED BOOTS |

+-----+
Bonuses: Defense +4
Type: Shoes
Abilities: N/A
Special: N/A
+-----+

+-----+
| STAR ARMLET |

+-----+
Bonuses: Strength +6, Speed +2, Defense +4, Resistance +4
Type: Armlet
Abilities: N/A
Special: Nullifies the stop and slow status effects.
+-----+

+-----+
| THIEF ARMLETS |

+-----+
Bonuses: Defense +3, Attack +3
Type: Armlets
+-----+

Abilities: N/A

Special: Gives you a better chance of stealing items from enemies.

+-----+

=====

| SECTSIX8 | ----- [6.8 ITEMS]

=====

Here is a list of all the items in the game and how they affect the party during the game.

NORMAL ITEMS

There are two types of items: normal ones and mission ones. The normal items are listed here and can be used during battle, usually to heal status effects or cause damage to enemies.

+-----+

| ANTIDOTE |

+-----+

Description: Heals the Poison status effect.

+-----+

+-----+

| BANDAGE |

+-----+

Description: Removes the Don't Move and Don't Act status effects.

+-----+

+-----+

| EYE DROPS |

+-----+

Description: Heals the Darkness status effect.

+-----+

+-----+

| HOLY WATER |

+-----+

Description: Heals the Undead and Block Suck status effects.

+-----+

+-----+

| POTION |

+-----+

Description: Heals 25 HP.

+-----+

MISSION ITEMS

There are two types of items: normal ones and mission ones. The mission items are listed here and are required for certain missions to unlock. I'll list when you earn the items, and when you get to use them.

+-----+

| ADAMAN ALLOY |

-----+
Earned in Missions: Adaman Alloy (131), Adaman Order (184)
Use to Unlock Missions: Blade+ Turtle (285), Armor + Turtle (297)
Item Used To: Slightly enhances defense.
-----+

-----+
| ADAMANTITE |
-----+

Earned in Missions: Mountain-Mountain Treasure Hunt, Metal Hunt (207)
Use to Unlock Missions: Mysidia Alloy (132), Adaman Alloy (131), Adaman
Order (184), Magic Mysidia (185)
Item Used To: Slightly enhances defense.
-----+

-----+
| AHRIMAN EYE |
-----+

Earned in Missions: Watching You (113)
Use to Unlock Missions: Staring Eyes (050)
Item Used To: Enhances the Darkness status effect.
-----+

-----+
| AHRIMAN WING |
-----+

Earned in Missions: Faithful Fairy (135)
Use to Unlock Missions: Young Love (141)
Item Used To: N/A
-----+

-----+
| ALLY FINDER |
-----+

Earned in Missions: Lost in Mist (161)
Use to Unlock Missions: Dark kids (162)
Item Used To: N/A
-----+

-----+
| ALLY FINDER 2 |
-----+

Earned in Missions: Missing Meow (067), Darn Kids (162)
Use to Unlock Missions: Beastly Gun (284)
Item Used To: N/A
-----+

-----+
| AMBER |
-----+

Earned in Missions: New Antilaw (056)
Use to Unlock Missions: N/A
Item Used To: Enhances defense and resistance.
-----+

-----+
| ANCIENT BILLS |
-----+

Earned in Missions: Swap Meet (183)
Use to Unlock Missions: N/A
-----+

```

Item Used To:          N/A
+-----+
|
|
+-----+
Earned in Missions:    The Skypole (201), Ruins Survey (202)
Use to Unlock Missions: The Last Day (143), Swap Meet (183)
Item Used To:          Enhances attack power and resistance.
+-----+

+-----+
|
|
+-----+
Earned in Missions:    Earthy Colors (139)
Use to Unlock Missions: N/A
Item Used To:          Enhances defense.
+-----+

+-----+
|
|
+-----+
Earned in Missions:    No Scents (173)
Use to Unlock Missions: To Meden (153)
Item Used To:          Enhances defense.
+-----+

+-----+
|
|
+-----+
Earned in Missions:    Clan League (043)
Use to Unlock Missions: N/A
Item Used To:          Enhances defense and resistance.
+-----+

+-----+
|
|
+-----+
Earned in Missions:    Coo's Break (157), Run with Us (190)
Use to Unlock Missions: Valuable Fake (286)
Item Used To:          N/A
+-----+

+-----+
|
|
+-----+
Earned in Missions:    Math is Hard (208), The Witness (209), Life Or Death
                       (210)
Use to Unlock Missions: Runaway Boy (166), Minstrel Song (293), Black Hat
                       (295)
Item Used To:          Enhances power.
+-----+

+-----+
|
|
+-----+
Earned in Missions:    Scarface (179), Thorny Dreams (193)
Use to Unlock Missions: Fey's Blade (099), Weaver's War (287)
Item Used To:          Enhances defense and resistance.
+-----+

```

BLOOD SHAWL

Earned in Missions: Faceless Dolls (134)
Use to Unlock Missions: Unlucky Stars (282)
Item Used To: Enhances defense and resistance.

BLUE ROSE

Earned in Missions: Desert Rose (051)
Use to Unlock Missions: Old Friends (107)
Item Used To: Strengthens Dark elemental magic.

BODY CEFFYL

Earned in Missions: Body Ceffyl (197)
Use to Unlock Missions: The Spiritstone (198)
Item Used To: Enhances attack and defense.

BOMB SHELL

Earned in Missions: Help Dad (218), Rubber or Real (219)
Use to Unlock Missions: Honor Lost (155), Cheap Laughs (170)
Item Used To: Enhances defense.

BROKEN SWORD

Earned in Missions: Inspiration (156), Why Am I Wet? (189)
Use to Unlock Missions: Blade & Turtle (285), Refurbishing (289)
Item Used To: N/A

OTHER RANDOM STUFF

SECTION7

Here is where I end the guide by spewing off a bunch of random stuff, but the credits are very important to me.

| THANKSTO | [7.1 CREDITS]

I'd just like to thank the following people for their support:

- Ryan Harrison for being one of my best GameFAQs friends and always supporting me when the going got tough.

- The group of friends I made on GameFAQs: Thanks to you guys for supporting me when things got tough, and you know I always got you back. This guide could also not be possible without Dan Gordon and Deflux, so big ups to you guys for motivating me to get my ass into gear.

- winnie the poop, for telling me some crap about the game basics that I completely forgot and probably would have ignored anyways. <3

- Job class guide at GameFAQs for a little bit of help with jobs and abilities.

- Dark Vortex's amazing guide for motivation. Yami's crappy guide for motivation as well. (Oh, and Dark Vortex helped me with some weapon stats inadvertently, so thanks dude *thumbs up*)

- KoopaKid, for the cool ASCII art because I suck ass at making them.

=====
| REVHIST | ----- [7.2 REVISION HISTORY]
=====

THIS BE WHERE TEH REVISION HISTORY BE AT LIEK TOTALLY!

v0.17 - December 6, 2005 - 271.8K

- Wow, time goes by quick sometimes..
- More weapons list work.. getting done slowly.

v0.16 - November 29, 2005 - 256.9K

- More weapons list work completed.

v0.15 - November 28, 2005 - 249.6K

- Meh, one day....
- More weapons list work and reformatting.
- I'll start the walkthrough again once I am done DQ8.

v0.14 - June 6, 2005 - 199.8K

- More weapons list work. Rapiers added in.
- I added in mission 033. Wow. I'll do more later now that I am motivated to do so. I'll add in a mission counter tomorrow. (Never mind, added it in now. Haha. 17/300. Ouch.)
- Mission items list updated through B.

v0.13 - May 27, 2005 - 184.6K

- More weapons list work and reformatting.
- I am restarting the game today and will continue the walkthrough when I get back to that part of the game.

v0.12 - May 13, 2005 - 159.7K

- Got off my ass to do a minor update, expect more work tomorrow I hope.

v0.11 - December 17, 2004 - 142.6K

- Woah, another update. I am really rolling. My son's coming into town with my ex soon so we'll see how long it lasts.

- Did some more minor reformatting.

- Worked on the weapons list more.

- Started the jobs and abilities sections at last. Abilities and jobs done through two human classes: Soldier and Archer.

- Boy, this guide is going to take FOREVER. I got motivation now, at least.

v0.10 - December 16, 2004 - 121.7K

- Whoops, kind of a late update here...

- Reformatted the lists and stuff, time to work on those.

- Added on some weapons, started the in-depth lists and worked on them until I got to where I was in the basic lists.

- Got done the entire accessories list.

- More to come tomorrow, I promise. Well, my promise didnt work last time..

v0.09 - November 26, 2003 - 98.6K

- Sorry for yet another late update. I can't believe it's been one week since I updated this guide last.

- I am trying to work on something my girlfriend told me.. that I should describe how to use all job classes during missions. I decided it would be best to just give an overview of the mission then.

- Check Mission 039 for the first attempt at this. That's the only mission I added today. Sorry. More to come tomorrow, I promise.

v0.08 - November 19, 2003 - 96.0K

- I added a whole five optional missions. I am pretty happy about that. I still have a long way to go, but at least I am making some progress now. It's a start.

- I updated the game basics section 2.5 to include information on missions and clan levels.

- I am trying to work on game basics and optional missions now, and tomorrow I will work on those and add in the first job class rundown. Stay tuned for that.

v0.07 - November 18, 2003 - 82.3K

- Added 3 missions and 1 optional mission. That's a good update. I'm going to focus on optional missions for a while until I catch up to where I am in the game.

- Updated the weapons and armor list. Added about six of each.

v0.06 - November 17, 2003 - 69.3K

- Damn, sorry about taking so long.

- One mission added. I will work hard on this now.

v0.05 - September 29, 2003 - 65.5K

- Man, I have no motivation whatsoever lately.
- Just a minor update, sorry.

v0.04 - September 18, 2003 - 64.8K

- Been working and stuff, so sorry about the lack of updating again.
- Only had time to add one mission, sorry. 5 of 300 done.
- Added in the ASCII art. Cool.

v0.03 - September 16, 2003 - 59.4K

- Started work yesterday, and football was over the weekend, so you know.
- Back now with an update. Added three missions to the walkthrough. 4 of 300 done. ^_^
- Updated some lists slowly.
- Added a few more FAQs.. I believe four.
- Corrected some typos and upgraded format a little.
- That's about it for today.

v0.02 - September 12, 2003 - 43.5K

- I've been busy as hell the last two days, sorry.
- Added the first mission.
- Expect a LOT more in the upcoming week.

v0.01 - September 10, 2003 - 40.5K

- Finally got this guide underway.
- Format is completely done. Yay.
- Got some game basics work done.
- Started the walkthrough, ended it right before mission one.
- Started the lists.
- This was hard, because my word processor froze while I was saving, so I had to type most of it over again. I persevered and got the job done, though. ^_^

| ABOUTME | ----- [7.3 ABOUT THE AUTHOR]

You can check out all of my other guides on GameFAQs, which will hopefully include a very sexy Legend of Legaia: Duel Saga guide soon. I can't wait to finish that thing. I am most proud of this guide and Legend of Legaia, but I did guides for a lot of Final Fantasies, as well as some random Castlevania and wrestling games, and both Tales of Destiny games. Check them out!

In addition on my quest to write for all the Final Fantasy games, I will try to finish my Aria of Sorrow and Duel Saga guides, as well as some random NES games (Predator, NOES, Jeopardy Jr., and Puss and Boots, anyone?) and guides for the other 2 Castlevania games that employ the new style. Oh, and I might do a Wild Arms 3 guide. And a Grandia guide with my sexy Cyril. Stay tuned, kids.

=====
| CONCSTAT| ----- [8.1 CONCLUDING STATEMENT]
=====

I hope you all enjoyed my first attempt at a strategy game guide. It's not perfect, but it's the best I can do, and I appreciate any support and advice you can offer me. Until next time, this is Psycho Penguin, saying so long.

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| COPYINFO| ----- [8.2 COPYRIGHT INFORMATION]
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