

# Final Fantasy VI Advance Items FAQ

by deathfisaro

Updated to v1.01 on Apr 10, 2007

Final Fantasy VI Advance  
Items database  
Version 1.00  
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This database uses 80 character width format.

1234567890123456789012345678901234567890123456789012345678901234567890

-----  
How to use [HOW]  
-----

Each section contains a tag that looks just like the one right above here.  
Use search and type in "[HOW]" for example, to jump to that section.

If you know the item number, you can search the item number followed by a dot.  
Ex) Search "150." if you want to search the item that's numbered 150.

If you do not know the number but know the name, search the name to jump to the item.  
Ex) Search "Nutsu" if you want to search for Nutsunokami.

Also in Item List [LIST] section, it only contains the item number and item name so if you wish to use it as a checklist, you can scroll through items faster.

This is a typical format of description of items.

\*\*\*\*\*

(Item Code). (Item Name)  
//1 line  
(In-game description of the item.)  
//2 lines

(For weapons)  
Damage Type  
//blank line or damage type  
(For other equips including relics)  
Halves Absorbs  
//blank line or damage type  
Negates Increases  
//blank line or damage type + one empty line

Can be equipped by  
//empty line  
(Members)  
//2 empty lines

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0

(If OK, Bushido/Runic/Two-handed will show, if not, it will be blank)

Runic OK

Two-handed OK

\*\*\*\*\*

Special note to equippability. If it says "Imp" instead of character names, it means you need to turn your character into an imp in order to take advantage of the equipment.

Items that share the same code but 128+number items are denoted by (2), meaning if you appear to have 129 daggers, it means you have 1 Apocalypse.

Character class names, Magic, Esper, Abilities are stored this way as well.

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Introduction [INTR]

-----

This is an items database for Final Fantasy VI Advance for GameBoy Advance. The main goal of this FAQ is to let you know about certain items before you get it, to help you decide which items to get for which character(s), and so on. All description/stats are from GBA version, so there should be no problem matching the items in game with this database.

-----  
Ever wondered how many items there are?  
Each item is represented by a one byte code, that is from 0 to 255.  
FF6A uses all 256 possible codes, but ONE item will never show up on your item list (that item is unarmed if you're curious). However FF6A dedicated 288 slots for the item list. So you don't have to worry about items overflowing and disappearing. If you somehow managed to collect all 255 items, there will be 16 lines of blank space at the very end of your item list. I still can't figure out why.

FF6A also uses a different sorting mechanism from item number (code). What I mean by that is, when you use sort command in item list, item #100 may end up after item #240. Basically item list is sorted by the following order.  
Consumable - Throwable - Weapon - Shield - Headgear - Armor - Tool - Relic

-----  
Version History

[HIST]

- v0.1 - 13.Feb.2007  
Complete list of item attributes/description/code.  
v0.15 - 14.Feb.2007  
Changed damage type Gravity to Earth for consistency.  
More descriptive [HOW] to use section.  
v0.20 - 17.Feb.2007  
Added description to Berserker Ring and Blizzard Orb  
Partial Setzer, Relm, Strago, Yeti, Gogo equipability.  
v1.00 - 12.Mar.2007  
Added all characters equipability.  
Moved Hyper Wrist 50% from next to Strength... to below description.  
Changed Yeti to Umaro.  
Dragon Den items complete.  
v1.01 - 8.Apr.2007  
Fixed typo.

-----  
Item Database

[DB]

-----  
\*\*\*\*\*  
Unarmed [UNAR]

-----  
Unarmed is the weapon(?) you get by removing weapon/shield from characters. Its Attack is 10, but it will change according to character stats/level/items. Note that you cannot have this in the item list.  
\*\*\*\*\*

255. Unarmed

Damage Type

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago

Strength ... 0            Attack            ... 10

Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*  
Knife [KNIFE]

-----  
Locke and Shadow can equip most knives, if not all. Valiant Knife surely is powerful, even at max HP.

0. Dagger

Light and well-balanced dagger.

Damage Type

Can be equipped by

Terra Locke Shadow Edgar Celes Strago Relm Setzer Mog Gogo

Strength	... 0	Attack	... 26
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK  
Two-handed OK

\*\*\*\*\*  
1. Mythril Knife

Sturdy adventurer's knife forged from pure mythril.

Damage Type

Can be equipped by

Terra Locke Shadow Edgar Celes Strago Relm Setzer Mog Gogo

Strength	... 0	Attack	... 30
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK  
Two-handed OK

\*\*\*\*\*

## 2. Main Gauche

Short dagger that sometimes parries enemy attacks.

Damage Type

Can be equipped by

Locke

Strength	...	0	Attack	...	59
Speed	...	+4	Defense	...	0
Stamina	...	0	Evasion	...	+10
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Runic OK

Two-handed OK

\*\*\*\*\*

## 3. Air Knife

Knife imbued with the power of wind

Damage Type

Wind

Can be equipped by

Locke Strago Relm Gogo

Strength	...	0	Attack	...	76
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Runic OK

Two-handed OK

\*\*\*\*\*

## 4. Thief's Knife

Knife that sometimes steals from an enemy.

Damage Type

Can be equipped by

Locke Shadow

Strength	...	0	Attack	...	88
Speed	...	0	Defense	...	0

Stamina	... 0	Evasion	... +10
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... +10

Runic OK  
Two-handed OK

\*\*\*\*\*

### 5. Assassin's Dagger

Blade that may randomly dispatch an enemy in one hit.

Damage Type

Can be equipped by

Locke Shadow

Strength	... 0	Attack	... 106
Speed	... +3	Defense	... 0
Stamina	... 0	Evasion	... +10
Magic	... +2	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK  
Two-handed OK

\*\*\*\*\*

### 6. Man-Eater

Dagger that is especially effective against humanoids.  
(Deals twice damage to humanoids)

Damage Type

Can be equipped by

Terra Locke Shadow Edgar Celes Strago Relm Setzer Mog Gogo

Strength	... 0	Attack	... 146
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... +10

Runic OK  
Two-handed OK

\*\*\*\*\*

### 7. Swordbreaker

Shortsword that sometimes deflects enemy attacks.

Damage Type

Can be equipped by

Locke Shadow Strago Relm Gogo

Strength	... 0	Attack	... 164
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... +30
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0
Bushido	OK		
Runic	OK		
Two-handed	OK		

\*\*\*\*\*

### 8. Gladius

Blessed dagger with the power to smite evil foes.

Damage Type

Holy

Can be equipped by

Terra Locke Shadow Edgar Celes Strago Relm Setzer Mog Gogo

Strength	... 0	Attack	... 204
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... +10
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0
Bushido	OK		
Runic	OK		
Two-handed	OK		

\*\*\*\*\*

### 9. Valiant Knife

Knife that grows in power as its wielder's HP dwindles.  
(Ignores defense)

Damage Type

Can be equipped by

Locke

Strength	... 0	Attack	... 145
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... +10
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK  
Two-handed OK

\*\*\*\*\*

### 1(2). Zwill Crossblade

Twin-bladed dagger sought by a legendary adventurer.

Damage Type

Wind

Can be equipped by

Locke

Strength	... +3	Attack	... 220
Speed	... +7	Defense	... 0
Stamina	... +3	Evasion	... +30
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... +20

Runic OK  
Two-handed OK

\*\*\*\*\*

Sword [SWRD]

-----  
Locke can't use heavy swords, but generally widely equipable by characters.  
Most swords have bushido/runic/two-handed. Lightbringer, Ragnarok, Ultima Weapon  
KILL.

\*\*\*\*\*

### 10. Mythril Sword

Simple sword forged from mythril.

Damage Type

Can be equipped by

Terra Locke Edgar Celes

Strength	... 0	Attack	... 38
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Bushido OK  
Runic OK  
Two-handed OK

\*\*\*\*\*

### 11. Great Sword

Thick, broad-bladed sword.



Damage Type

Can be equipped by

Terra Edgar Celes

Strength	... 0	Attack	... 54
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0
Bushido	OK		
Runic	OK		
Two-handed	OK		

\*\*\*\*\*

## 12. Rune Blade

Sword that draws MP from its wielder to deal criticals.

Damage Type

Can be equipped by

Terra Edgar Celes

Strength	... 0	Attack	... 55
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... +10
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0
Bushido	OK		
Runic	OK		
Two-handed	OK		

\*\*\*\*\*

## 13. Flametongue

Sword that may cast Fire upon striking an enemy.

Damage Type

Fire

Can be equipped by

Terra Locke Edgar Celes

Strength	... 0	Attack	... 108
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... +2	Magic Defense	... 0
		Magic Evasion	... 0

Bushido OK  
Runic OK  
Two-handed OK

\*\*\*\*\*

#### 14. Icebrand

Sword that may cast Blizzard upon striking an enemy.

Damage Type

Ice

Can be equipped by

Terra Locke Edgar Celes

Strength	...	0	Attack	...	108
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	+2	Magic Defense	...	0
			Magic Evasion	...	0

Bushido OK

Runic OK

Two-handed OK

\*\*\*\*\*

#### 15. Thunder Blade

Sword that may cast Thunder upon striking an enemy.

Damage Type

Thunder

Can be equipped by

Terra Locke Edgar Celes

Strength	...	0	Attack	...	108
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	+2	Magic Defense	...	0
			Magic Evasion	...	0

Bushido OK

Runic OK

Two-handed OK

\*\*\*\*\*

#### 16. Bastard Sword

Sword with a long, narrow blade made for thrusting.

Damage Type

Can be equipped by

Terra Edgar Celes

Strength	...	0	Attack	...	98
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Bushido OK  
Runic OK  
Two-handed OK

\*\*\*\*\*

### 17. Stoneblade

Sword that may cast Break upon striking an enemy.

Damage Type

Can be equipped by

Terra Edgar Celes

Strength	...	0	Attack	...	117
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Bushido OK  
Runic OK  
Two-handed OK

\*\*\*\*\*

### 18. Blood Sword

Sword that absorbs HP from its victims.

Damage Type

Can be equipped by

Terra Locke Edgar Celes

Strength	...	0	Attack	...	117
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	+10
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Bushido OK  
Runic OK  
Two-handed OK

\*\*\*\*\*

19. Enhancer

Sword that boosts its wielder's magic.

Damage Type

Can be equipped by

Terra Edgar Celes

Strength	...	0	Attack	...	117
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	+7	Magic Defense	...	0
			Magic Evasion	...	+20
Bushido	OK				
Runic	OK				
Two-handed	OK				

\*\*\*\*\*

20. Crystal Sword

Glittering blade cut from an enormous crystal shard.

Damage Type

Can be equipped by

Terra Edgar Celes

Strength	...	0	Attack	...	167
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0
Bushido	OK				
Runic	OK				
Two-handed	OK				

\*\*\*\*\*

21. Falchion

Single-edged sword that sometimes blocks attacks.

Damage Type

Can be equipped by

Terra Locke Edgar Celes

Strength	...	0	Attack	...	176
----------	-----	---	--------	-----	-----

Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	+10
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0
Bushido	OK				
Runic	OK				
Two-handed	OK				

\*\*\*\*\*

## 22. Soul Sabre

Drains MP and may casts Death upon striking an enemy.

Damage Type

Can be equipped by

Terra Locke Edgar Celes

Strength	...	0	Attack	...	125
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	+10
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0
Bushido	OK				
Runic	OK				
Two-handed	OK				

\*\*\*\*\*

## 23. Organyx

Organic blade that uses MP to deal criticals. May break.

Damage Type

Can be equipped by

Terra Edgar Celes

Strength	...	0	Attack	...	182
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0
Bushido	OK				
Runic	OK				
Two-handed	OK				

\*\*\*\*\*

## 24. Excalibur

Legendary holy sword.

Damage Type

Holy

Can be equipped by

Terra Locke Edgar Celes

Strength	... +2	Attack	... 217
Speed	... +2	Defense	... 0
Stamina	... +1	Evasion	... +20
Magic	... +1	Magic Defense	... 0
		Magic Evasion	... 0
Bushido	OK		
Runic	OK		
Two-handed	OK		

\*\*\*\*\*

25. Zantetsuken

May randomly dispatch an enemy in one hit.

Damage Type

Can be equipped by

Terra Locke Edgar Celes

Strength	... 0	Attack	... 208
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0
Bushido	OK		
Runic	OK		
Two-handed	OK		

\*\*\*\*\*

26. Lightbringer

Legendary sword of the heavens. Randomly casts Holy.

(Always critical using MP if MP is enough, Casts Holy on chance, Same damage from back row)

Damage Type

Can be equipped by

Terra Locke Edgar Celes

Strength	... +7	Attack	... 255
Speed	... +7	Defense	... 0
Stamina	... +7	Evasion	... +50
Magic	... +7	Magic Defense	... 0

Bushido OK  
Runic OK  
Two-handed OK

\*\*\*\*\*

27. Ragnarok

Sword that may cast Flare upon striking an enemy

Damage Type

Can be equipped by

Terra Locke Edgar Celes

Strength	... +7	Attack	... 255
Speed	... +3	Defense	... 0
Stamina	... +7	Evasion	... +30
Magic	... +7	Magic Defense	... 0
		Magic Evasion	... +30

Bushido OK  
Runic OK  
Two-handed OK

\*\*\*\*\*

28. Ultima Weapon

Sword whose attack power is bound to its wielder's HP.  
(Ignores defense)

Damage Type

Can be equipped by

Terra Locke Edgar Celes

Strength	... 0	Attack	... ???
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

0(2). Apocalypse

Mighty blade forged in a bygone age.

Damage Type

Can be equipped by

Terra

Strength	... +7	Attack	... 250
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... +20
Magic	... +7	Magic Defense	... 0
		Magic Evasion	... +20
Bushido	OK		
Runic	OK		
Two-handed	OK		

\*\*\*\*\*

6(2). Save the Queen

Treasured sword of a renowned general.

Damage Type

Can be equipped by

Terra Locke Edgar Celes

Strength	... 0	Attack	... 240
Speed	... +4	Defense	... 0
Stamina	... +3	Evasion	... +40
Magic	... +7	Magic Defense	... 0
		Magic Evasion	... +40
Bushido	OK		
Runic	OK		
Two-handed	OK		

\*\*\*\*\*

14(2). Excalipoor

Legendary holy sword...?

Damage Type

Can be equipped by

Terra Locke Edgar Celes

Strength	... 0	Attack	... 1
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0
Bushido	OK		
Runic	OK		
Two-handed	OK		

\*\*\*\*\*

Spear

[SPR]



-----  
Spears generally have good Attack, but nothing really stands out.  
(I want my Dragon Lance back)

\*\*\*\*\*

### 29. Mythril Spear

Simple spear forged from mythril.

Damage Type

Can be equipped by

Edgar Mog

Strength	... 0	Attack	... 70
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK

Two-handed OK

\*\*\*\*\*

### 30. Trident

Three-pronged military spear.

Damage Type

Water

Can be equipped by

Edgar Mog

Strength	... 0	Attack	... 93
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK

Two-handed OK

\*\*\*\*\*

### 31. Heavy Lance

Heavy lance used primarily by mounted soldiers.

Damage Type

Can be equipped by

Edgar Mog

Strength	... 0	Attack	... 112
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK  
Two-handed OK

\*\*\*\*\*

### 32. Partisan

Ornate spear with a twin-headed axe blade on its head.

Damage Type

Can be equipped by

Edgar Mog

Strength	... 0	Attack	... 150
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK  
Two-handed OK

\*\*\*\*\*

### 33. Holy Lance

Lance that may cast Holy upon striking an enemy.

Damage Type

Holy

Can be equipped by

Edgar Mog

Strength	... 0	Attack	... 190
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... +3	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK  
Two-handed OK

\*\*\*\*\*

34. Golden Spear

Decorative spear with a golden tip.

Damage Type

Can be equipped by

Edgar Mog

Strength	... 0	Attack	... 139
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK  
Two-handed OK

\*\*\*\*\*

35. Radiant Lance

Mighty spear that glows with an inner light.

Damage Type

Can be equipped by

Edgar Mog

Strength	... +3	Attack	... 227
Speed	... +2	Defense	... 0
Stamina	... +1	Evasion	... 0
Magic	... +3	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK  
Two-handed OK

\*\*\*\*\*

36. Impartisan

Crude, crescent-tipped fishing spear used by imps.  
(If a character NOT in imp status wears it, it will have 1 attack.)

Damage Type

Can be equipped by

Imp

Strength	... 0	Attack	... 253
----------	-------	--------	---------

Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK  
Two-handed OK

\*\*\*\*\*

#### 4(2). Longinus

Legendary spear said to hold sway over the world.

Damage Type

Can be equipped by

Edgar

Strength	... +7	Attack	... 235
Speed	... +3	Defense	... 0
Stamina	... +3	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK  
Two-handed OK

\*\*\*\*\*

#### 10(2). Gungnir

Legendary lance of the gods.

Damage Type

Can be equipped by

Mog

Strength	... 0	Attack	... 240
Speed	... 0	Defense	... 0
Stamina	... +7	Evasion	... 0
Magic	... +7	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK  
Two-handed OK

\*\*\*\*\*

Kunai [KUNA]

-----  
Ninja daggers. I always thought ninjas carry buncha kunais and throw at will.  
So shouldn't Shadow attack all enemies =P? Like Shadow slashes one enemy, jumps  
and throws kunais to all enemies. Wouldn't that be cool if you're Shadow's fan

\*\*\*\*\*

37. Kunai

Basic, straight-bladed ninja dagger.

Damage Type

Can be equipped by

Shadow

Strength	... 0	Attack	... 82
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK

Two-handed OK

\*\*\*\*\*

38. Kodachi

Lightweight ninja sword with a medium-length blade.

Damage Type

Can be equipped by

Shadow

Strength	... 0	Attack	... 93
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK

Two-handed OK

\*\*\*\*\*

39. Sakura

Ninja sword imbued with the power of wind.

Damage Type

Wind

Can be equipped by

Shadow

Strength	...	0	Attack	...	112
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Runic OK  
Two-handed OK

\*\*\*\*\*

#### 40. Sasuke

Blade thought to have belonged to a famous ninja.

Damage Type

Can be equipped by

Shadow

Strength	...	0	Attack	...	121
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Runic OK  
Two-handed OK

\*\*\*\*\*

#### 41. Ichigeki

May randomly dispatch an enemy in one hit.

Damage Type

Can be equipped by

Shadow

Strength	...	0	Attack	...	190
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Runic OK  
Two-handed OK

\*\*\*\*\*

#### 42. Kagenui

Ninja sword that may cast Stop upon striking an enemy.

Damage Type

Can be equipped by

Shadow

Strength	... 0	Attack	... 220
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK  
 Two-handed OK

\*\*\*\*\*

### 3(2). Oborozuki

Ninja sword that shines silver like the moon.

Damage Type

Can be equipped by

Shadow

Strength	... +7	Attack	... 225
Speed	... +7	Defense	... 0
Stamina	... 0	Evasion	... +50
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... +10

Runic OK  
 Two-handed OK

\*\*\*\*\*

Katana [KATA]

-----

No Katana, no Cyan. No really striking weapon though.

\*\*\*\*\*

### 43. Ashura

Katana named for an avatar of war.

Damage Type

Can be equipped by

Cyan

Strength	... 0	Attack	... 57
----------	-------	--------	--------

Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0
Bushido	OK		
Runic	OK		
Two-handed	OK		

\*\*\*\*\*

#### 44. Kotetsu

Modest katana designed for ease of use.

Damage Type

Can be equipped by

Cyan

Strength	... 0	Attack	... 66
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0
Bushido	OK		
Runic	OK		
Two-handed	OK		

\*\*\*\*\*

#### 45. Kiku-ichimonji

Elegant katana with a chrysanthemum scabbard motif.

Damage Type

Can be equipped by

Cyan

Strength	... 0	Attack	... 81
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0
Bushido	OK		
Runic	OK		
Two-handed	OK		

\*\*\*\*\*

#### 46. Kazekiri

May invoke a razor gale upon striking an enemy.



Damage Type

Wind

Can be equipped by

Cyan

Strength	...	0	Attack	...	101
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Bushido OK

Runic OK

Two-handed OK

\*\*\*\*\*

#### 47. Murasame

Dancing blade that helps deflect enemy attacks.

Damage Type

Can be equipped by

Cyan

Strength	...	0	Attack	...	110
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	+10
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Bushido OK

Runic OK

Two-handed OK

\*\*\*\*\*

#### 48. Masamune

Masterfully made katana.

Damage Type

Can be equipped by

Cyan

Strength	...	0	Attack	...	162
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Bushido OK

Runic OK  
Two-handed OK

\*\*\*\*\*

#### 49. Murakumo

Ancient Doman blade lost during the War of the Magi.

Damage Type

Can be equipped by

Cyan

Strength	... 0	Attack	... 199
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Bushido OK  
Runic OK  
Two-handed OK

\*\*\*\*\*

#### 50. Nutsunokami

Mysterious katana that sometimes deflects attacks.

Damage Type

Can be equipped by

Cyan

Strength	... 0	Attack	... 215
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... +20
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Bushido OK  
Runic OK  
Two-handed OK

\*\*\*\*\*

#### 2(2). Zanmato

Legendary katana tempered in the depths of the earth.

Damage Type

Holy

Can be equipped by

Cyan

Strength	... +7	Attack	... 245
Speed	... 0	Defense	... 0
Stamina	... +7	Evasion	... +30
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Bushido OK  
Runic OK  
Two-handed OK

\*\*\*\*\*  
Rod [ROD]

-----  
Banon makes an appearance with one of the rods. Strago/Relm/Gogo weapon.  
\*\*\*\*\*

### 51. Healing Rod

Rod that restores HP to whomever it taps

Damage Type

Can be equipped by

Banon Strago Relm Gogo

Strength	... 0	Attack	... 200
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

Two-handed OK

\*\*\*\*\*

### 52. Mythril Rod

Plain rod forged from mythril.

Damage Type

Can be equipped by

Strago Relm Gogo

Strength	... 0	Attack	... 60
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... +2	Magic Defense	... 0
		Magic Evasion	... 0

Two-handed OK

\*\*\*\*\*

53. Flame Rod

Rod containing the power of Fira.

Damage Type

Fire

Can be equipped by

Strago Relm Gogo

Strength	...	0	Attack	...	60
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Two-handed OK

\*\*\*\*\*

54. Ice Rod

Rod containing the power of Blizzara.

Damage Type

Ice

Can be equipped by

Strago Relm Gogo

Strength	...	0	Attack	...	79
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Two-handed OK

\*\*\*\*\*

55. Thunder Rod

Rod containing the power of Thundara.

Damage Type

Thunder

Can be equipped by

Strago Relm Gogo

Strength	...	0	Attack	...	79
----------	-----	---	--------	-----	----

Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Two-handed OK

\*\*\*\*\*

### 56. Poison Rod

Rod containing the power of Poison.

Damage Type

Poison

Can be equipped by

Strago Relm Gogo

Strength	...	0	Attack	...	86
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Two-handed OK

\*\*\*\*\*

### 57. Holy Rod

Rod containing the power of Holy.

Damage Type

Holy

Can be equipped by

Strago Relm Gogo

Strength	...	0	Attack	...	124
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Two-handed OK

\*\*\*\*\*

### 58. Gravity Rod

Rod containing the power of Graviga.

Damage Type

Earth

Can be equipped by

Strago Relm Gogo

Strength	...	0	Attack	...	120
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Two-handed OK

\*\*\*\*\*

59. Punisher

Rod that draws MP from its wielder to deal criticals.

Damage Type

Can be equipped by

Strago Relm Gogo

Strength	...	0	Attack	...	111
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Two-handed OK

\*\*\*\*\*

60. Magus Rod

Rod that boosts its wielder's magic.

Damage Type

Can be equipped by

Strago Relm Gogo

Strength	...	0	Attack	...	168
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	+7	Magic Defense	...	0
			Magic Evasion	...	+30

Runic OK

Two-handed OK

\*\*\*\*\*

7(2). Stardust Rod

Legendary rod tipped with a swirling orb of stardust.

Damage Type

Can be equipped by

Strago

Strength	... 0	Attack	... 180
Speed	... 0	Defense	... 0
Stamina	... +4	Evasion	... 0
Magic	... +7	Magic Defense	... 0
		Magic Evasion	... 0

Two-handed OK

\*\*\*\*\*

Brush [BRSH]

-----  
Paintbrush. But do you sketch with brush as well? Didn't know that.

\*\*\*\*\*

61. Chocobo Brush

Vintage paintbrush.

Damage Type

Can be equipped by

Relm

Strength	... 0	Attack	... 60
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... +1	Magic Defense	... 0
		Magic Evasion	... 0

Two-handed OK

\*\*\*\*\*

62. Da Vinci Brush

Standard artist's paintbrush.

Damage Type

Can be equipped by

Relm

Strength	...	0	Attack	...	100
Speed	...	+1	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	+1	Magic Defense	...	0
			Magic Evasion	...	0

Two-handed OK

\*\*\*\*\*

### 63. Magical Brush

Paintbrush that enhances the user's abilities.

Damage Type

Can be equipped by

Relm

Strength	...	0	Attack	...	130
Speed	...	+1	Defense	...	0
Stamina	...	+1	Evasion	...	0
Magic	...	+1	Magic Defense	...	0
			Magic Evasion	...	0

Two-handed OK

\*\*\*\*\*

### 64. Rainbow Brush

Paintbrush with a beautifully patterned handle.

Damage Type

Can be equipped by

Relm

Strength	...	+1	Attack	...	146
Speed	...	+2	Defense	...	0
Stamina	...	+1	Evasion	...	0
Magic	...	+2	Magic Defense	...	0
			Magic Evasion	...	0

Two-handed OK

\*\*\*\*\*

### 8(2). Angel Brush

Mysterious brush made from an angel's quill.

Damage Type



Can be equipped by

Relm

Strength	... 0	Attack	... 170
Speed	... +7	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... +7	Magic Defense	... 0
		Magic Evasion	... 0

Runic OK

Two-handed OK

\*\*\*\*\*  
 Shuriken [SHRK]

-----  
 Not much of an equip, but still it's got the attributes other weapons got.

\*\*\*\*\*  
 65. Shuriken

Four-pointed ninja throwing star.  
 Use with the Throw command.  
 (Ignores defense)

Damage Type

Can be equipped by

Strength	... 0	Attack	... 86
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*  
 66. Fuma Shuriken

Five-pointed ninja throwing star.  
 Use with the Throw command.  
 (Ignores defense)

Damage Type

Can be equipped by

Strength	... 0	Attack	... 132
Speed	... 0	Defense	... 0

Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

### 67. Pinwheel

Pinwheel with sharp, cutting blades.  
Use with the Throw command.  
(Ignores defense)

Damage Type

Can be equipped by

Strength	...	0	Attack	...	190
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

Throw/Swing weapon [THSW]

-----  
I don't know what to name this section. These weapons appear as diamonds in item list.

\*\*\*\*\*

### 68. Chain Flail

Spiked steel ball connected by chain to a handle.  
(Same damage from back row)

Damage Type

Can be equipped by

Terra Celes Strago Relm Gogo

Strength	...	0	Attack	...	86
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Two-handed OK

\*\*\*\*\*

### 69. Moonring Blade

Steel throwing ring with a sharpened outer edge.  
(Same damage from back row)

Damage Type

Can be equipped by

Locke

Strength	...	0	Attack	...	95
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

### 70. Morning Star

Weapon with a heavy, steel ball at the end of its chain.  
(Same damage from back row)

Damage Type

Can be equipped by

Terra Celes Strago Relm Gogo

Strength	...	0	Attack	...	109
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Two-handed OK

\*\*\*\*\*

### 71. Boomerang

Curved, wooden throwing weapon.  
(Same damage from back row)

Damage Type

Can be equipped by

Locke

Strength	...	0	Attack	...	102
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0

\*\*\*\*\*

72. Rising Sun

Steel throwing ring with a serrated outer edge.  
(Same damage from back row)

Damage Type

Can be equipped by

Locke

Strength	...	0	Attack	...	117
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

73. Hawkeye

Versatile weapon that can be swung or thrown.  
(Same damage from back row)

Damage Type

Can be equipped by

Locke

Strength	...	0	Attack	...	111
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

74. Bone Club

Bone club covered in beautiful engravings.

Damage Type

Can be equipped by

Umaro

Strength	...	0	Attack	...	151
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

Two-handed OK

\*\*\*\*\*

### 75. Sniper

Throwing weapon that can also be held and swung.  
(Same damage from back row)

Damage Type

Can be equipped by

Locke

Strength	...	0	Attack	...	172
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

### 76. Wing Edge

Boomerang that may dispatch an enemy in one hit.  
(Same damage from back row)

Damage Type

Can be equipped by

Locke

Strength	...	+7	Attack	...	198
Speed	...	+7	Defense	...	0
Stamina	...	+1	Evasion	...	0
Magic	...	+2	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

### 12(2). Scorpion Tail

Flail shaped like a stinger and enchanted with Bio.

Damage Type

Poison

Can be equipped by

Gogo

Strength	... +4	Attack	... 225
Speed	... +4	Defense	... 0
Stamina	... +4	Evasion	... 0
Magic	... +4	Magic Defense	... 0
		Magic Evasion	... 0

Two-handed OK

\*\*\*\*\*

Gambler weapon [GMBL]

-----  
Thworing dice can deal some good damage if you're lucky, but it's dice after all

\*\*\*\*\*

### 77. Cards

Deck of playing cards sporting the mark of a casino.  
(Same damage from back row)

Damage Type

Can be equipped by

Setzer

Strength	... 0	Attack	... 104
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

### 78. Darts

Darts modified for use as weapons.  
(Same damage from back row)

Damage Type

Can be equipped by

Setzer

Strength	... 0	Attack	... 115
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0

\*\*\*\*\*

79. Death Tarot

Cards that may cast Death upon striking an enemy.  
(Same damage from back row)

Damage Type

Can be equipped by

Setzer

Strength	...	0	Attack	...	187
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

80. Viper Darts

Darts that may randomly dispatch an enemy in one hit.  
(Same damage from back row)

Damage Type

Can be equipped by

Setzer

Strength	...	0	Attack	...	133
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

81. Dice

Pair of dice that deal more damage the higher they roll.  
(Same damage from back row)

Damage Type

Can be equipped by

Setzer

Strength	...	0	Attack	...	???
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

## 82. Fixed Dice

Trio of dice that deal more damage the higher they roll.  
(Same damage from back row)

Damage Type

Can be equipped by

Setzer

Strength	...	0	Attack	...	???
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

## 9(2). Final Trump.

Legendary gambler's lucky deck.

Damage Type

Can be equipped by

Setzer

Strength	...	+3	Attack	...	215
Speed	...	+4	Defense	...	0
Stamina	...	+4	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

Fists

[FIST]

-----  
Sabin's knuckle/claws. Quite variety of damage type, stat bonus and damage.

\*\*\*\*\*

## 83. Metal Knuckles

Iron knuckles that put extra weight behind a punch.



Damage Type

Can be equipped by

Sabin

Strength	...	0	Attack	...	55
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

#### 84. Mythril Claws

Mythril fighting claws.

Damage Type

Can be equipped by

Sabin

Strength	...	0	Attack	...	65
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

#### 85. Kaiser Knuckles

Set of spiked knuckles imbued with holy might.

Damage Type

Holy

Can be equipped by

Sabin

Strength	...	0	Attack	...	83
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

#### 86. Venom Claws

Claws that may cast Poison upon striking an enemy.

Damage Type

Poison

Can be equipped by

Sabin

Strength	...	0	Attack	...	95
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

### 87. Burning Fist

Knuckles that may cast Fire upon striking an enemy.

Damage Type

Fire

Can be equipped by

Sabin

Strength	...	0	Attack	...	122
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

### 88. Dragon Claws

Claws infused with holy power.

Damage Type

Holy

Can be equipped by

Sabin

Strength	...	+2	Attack	...	188
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	+1	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

89. Tigerfang

Long, incredibly sharp fighting claws.

Damage Type

Can be equipped by

Sabin

Strength	... +3	Attack	... 215
Speed	... +2	Defense	... 0
Stamina	... +2	Evasion	... 0
Magic	... +3	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

5(2). Godhand

Legendary fighting knuckles imbued with holy might.

Damage Type

Holy

Can be equipped by

Sabin

Strength	... +7	Attack	... 220
Speed	... +3	Defense	... 0
Stamina	... +7	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

Shield [SHLD]

Most character can equip most shields. I have to say my favorite is Paladin's shield.

\*\*\*\*\*

90. Buckler

Light and simple shield.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 16
Stamina	... 0	Evasion	... +10
Magic	... 0	Magic Defense	... 10
		Magic Evasion	... 0

\*\*\*\*\*

### 91. Heavy Shield

Large, sturdy shield made of steel.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Edgar Celes Setzer

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 22
Stamina	... 0	Evasion	... +10
Magic	... 0	Magic Defense	... 14
		Magic Evasion	... 0

\*\*\*\*\*

### 92. Mythril Shield

Elegant and lightweight shield forged from mythril.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 27
Stamina	... 0	Evasion	... +10
Magic	... 0	Magic Defense	... 18
		Magic Evasion	... 0

\*\*\*\*\*

### 93. Golden Shield

Brilliant shield made of solid gold.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Cyan Edgar Celes Setzer Mog

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 34
Stamina	... 0	Evasion	... +10
Magic	... 0	Magic Defense	... 23
		Magic Evasion	... 0

\*\*\*\*\*

#### 94. Aegis Shield

Powerful shield that sometimes repels magic attacks.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 46
Stamina	... 0	Evasion	... +20
Magic	... 0	Magic Defense	... 52
		Magic Evasion	... +40

\*\*\*\*\*

#### 95. Diamond Shield

Baroque shield with large inlaid diamonds.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Cyan Edgar Celes Setzer

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 40

Stamina	... 0	Evasion	... +10
Magic	... 0	Magic Defense	... 27
		Magic Evasion	... 0

\*\*\*\*\*

### 96. Flame Shield

Shield containing the power of Firaga.

Halves	Absorbs
	Fire
Negates	Increases
Ice	Water

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 41
Stamina	... 0	Evasion	... +20
Magic	... 0	Magic Defense	... 28
		Magic Evasion	... +10
		Fira:	x5

\*\*\*\*\*

### 97. Ice Shield

Shield containing the power of Blizzaga.

Halves	Absorbs
	Ice
Negates	Increases
Fire	Wind

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 42
Stamina	... 0	Evasion	... +20
Magic	... 0	Magic Defense	... 28
		Magic Evasion	... +10
		Blizzara:	x5

\*\*\*\*\*

### 98. Thunder Shield

Shield containing the power of Thundaga.

Halves Absorbs  
Ice, Fire Thunder  
Negates Increases  
Wind

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 43
Stamina	... 0	Evasion	... +20
Magic	... 0	Magic Defense	... 28
		Magic Evasion	... +10

\*\*\*\*\*

### 99. Crystal Shield

Glimmering shield cut from a single, enormous crystal.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Cyan Edgar Celes Setzer

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 50
Stamina	... 0	Evasion	... +10
Magic	... 0	Magic Defense	... 34
		Magic Evasion	... 0

\*\*\*\*\*

### 100. Genji Shield

Ancient shield from a foreign land.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 54

Stamina	... 0	Evasion	... +20
Magic	... 0	Magic Defense	... 50
		Magic Evasion	... +20

\*\*\*\*\*

### 101. Tortoise Shield

Crude turtle shell shield used by imps.

(If a character NOT in imp status wears it, it will have 1 defense.)

Halves	Absorbs
	Water
Negates	Increases

Can be equipped by

Imp

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 66
Stamina	... 0	Evasion	... +30
Magic	... 0	Magic Defense	... 66
		Magic Evasion	... +30
		Imp: x1	

\*\*\*\*\*

### 102. Cursed Shield

Bloodstained shield that inflicts various status ailments.

Halves	Absorbs
Negates	Increases
	Water, Earth, Poison, Lightning,
	Ice, Fire

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... -7	Attack	... 0
Speed	... -7	Defense	... 0
Stamina	... -7	Evasion	... 0
Magic	... -7	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

### 103. Paladin's Shield

Wondrous shield that blocks a variety of attacks.



Halves Absorbs  
Holy, Thunder, Ice, Fire  
Negates Increases  
Water, Earth, Wind, Poison

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 59
Stamina	... 0	Evasion	... +40
Magic	... 0	Magic Defense	... 59
		Magic Evasion	... +40
		Ultima: x1	

\*\*\*\*\*

#### 104. Force Shield

Shield that defends only against magic.

Halves Absorbs  
Water, Earth, Wind, Thunder, Ice, Fire  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 70
		Magic Evasion	... +50
		Shell: x5	

\*\*\*\*\*

Headgear [HEAD]

-----  
There are quite a lot of headgears, equipability depends heavily on what type of headgear it would be in real life. (Like.. they wouldn't let you put a veil on Cyan...)

\*\*\*\*\*

#### 105. Leather Cap

Lightweight, stitched leather cap.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 11
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 7
		Magic Evasion	... 0

\*\*\*\*\*

### 106. Hairband

Female's hairband.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Celes Relm

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 12
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 8
		Magic Evasion	... 0

\*\*\*\*\*

### 107. Plumed Hat

Silk hat adorned with a flashy chocobo plume.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 14
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 9
		Magic Evasion	... 0

\*\*\*\*\*

108. Beret

Cap that increases the success rate of Sketch.

Halves	Absorbs
Negates	Increases

Can be equipped by

Relm

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 21
Stamina	... 0	Evasion	... 0
Magic	... +3	Magic Defense	... 21
		Magic Evasion	... 0

\*\*\*\*\*

109. Magus Hat

Conical hat made from cloth with magical properties.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Celes Strago Relm Mog Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 15
Stamina	... 0	Evasion	... 0
Magic	... +5	Magic Defense	... 16
		Magic Evasion	... 0

\*\*\*\*\*

110. Bandana

Durable bandana woven from behemoth hair.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Sabin Celes Relm Gau

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 16
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 10
		Magic Evasion	... 0

\*\*\*\*\*

### 111. Iron Helm

Heavy iron helm.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Edgar Celes Setzer Gau

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 18
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 12
		Magic Evasion	... 0

\*\*\*\*\*

### 112. Hypno Crown

Crown that raises the success rate of Control.

Halves	Absorbs
Negates	Increases

Can be equipped by

Relm

Strength	... 0	Attack	... 0
Speed	... +2	Defense	... 23
Stamina	... 0	Evasion	... 0
Magic	... +4	Magic Defense	... 23
		Magic Evasion	... 0

\*\*\*\*\*

### 113. Priest's Miter

Hat that provides a 12.5% bonus to maximum MP.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 19
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 21
		Magic Evasion	... +10

\*\*\*\*\*

#### 114. Green Beret

Cap that provides a 12.5% bonus to maximum HP.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 19
Stamina	... 0	Evasion	... +10
Magic	... 0	Magic Defense	... 13
		Magic Evasion	... 0

\*\*\*\*\*

#### 115. Twist Headband

Headband often worn by martial artists.

Halves Absorbs  
Negates Increases

Can be equipped by

Locke Cyan Shadow Sabin Mog Gau

Strength	... +3	Attack	... 0
Speed	... +1	Defense	... 16
Stamina	... +2	Evasion	... 0
Magic	... 0	Magic Defense	... 10
		Magic Evasion	... 0

\*\*\*\*\*

116. Mythril Helm

Light but strong helm forged from mythril.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Celes Setzer Gau Gogo

Strength ... 0      Attack ... 0  
Speed ... 0      Defense ... 20  
Stamina ... 0      Evasion ... 0  
Magic ... 0      Magic Defense ... 13  
                         Magic Evasion ... 0

\*\*\*\*\*

117. Tiara

Female's tiara that provides a boost to magic.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Celes Relm

Strength ... 0      Attack ... 0  
Speed ... 0      Defense ... 22  
Stamina ... 0      Evasion ... 0  
Magic ... +2      Magic Defense ... 20  
                         Magic Evasion ... 0

\*\*\*\*\*

118. Golden Helm

Tough, steel helm plated with brilliant gold.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Cyan Edgar Celes Mog

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 22
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 15
		Magic Evasion	... 0

\*\*\*\*\*

### 119. Tiger Mask

Mask shaped like a roaring tiger's head.

Halves	Absorbs
Negates	Increases

Can be equipped by

Sabin Gau

Strength	... +3	Attack	... 0
Speed	... +2	Defense	... 21
Stamina	... +1	Evasion	... 0
Magic	... 0	Magic Defense	... 13
		Magic Evasion	... 0

\*\*\*\*\*

### 120. Red Cap

Cap that provides a 25% bonus to maximum HP.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... +4	Attack	... 0
Speed	... +3	Defense	... 24
Stamina	... +2	Evasion	... 0
Magic	... 0	Magic Defense	... 17
		Magic Evasion	... 0

\*\*\*\*\*

### 121. Mystery Veil





Speed	... +1	Defense	... 28
Stamina	... +1	Evasion	... 0
Magic	... +1	Magic Defense	... 23
		Magic Evasion	... 0

\*\*\*\*\*

124. Diamond Helm

Helm studded with diamonds of exceptional hardness.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Cyan Edgar Celes Setzer

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 27
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 18
		Magic Evasion	... 0

\*\*\*\*\*

125. Black Cowl

Solid black hood from a distant land.

Halves	Absorbs
Negates	Increases

Can be equipped by

Locke Shadow Sabin Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 26
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 17
		Magic Evasion	... 0

\*\*\*\*\*

126. Crystal Helm

Helm constructed of fused crystal shards.

Halves	Absorbs
--------	---------

Negates Increases

Can be equipped by

Terra Edgar Celes Setzer

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 29
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 19
		Magic Evasion	... 0

\*\*\*\*\*

127. Oath Veil

White bridal veil.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Celes Relm

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 32
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 31
		Magic Evasion	... 0

\*\*\*\*\*

128. Cat-Ear Hood

Hood that doubles the gil obtained after battle.

Halves Absorbs

Earth, Holy, Wind, Thunder, Ice, Fire

Negates Increases

Can be equipped by

Relm

Strength	... 0	Attack	... 0
Speed	... +2	Defense	... 33
Stamina	... 0	Evasion	... +10
Magic	... +4	Magic Defense	... 33
		Magic Evasion	... +10

\*\*\*\*\*

129. Genji Helm

Exotic helm from a foreign land.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 36
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 38
		Magic Evasion	... 0

\*\*\*\*\*

130. Thornlet

Cursed crown that gradually drains the wearer's HP.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 38
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

131. Saucer

Shallow saucer often seen on the heads of imps.

(If a character NOT in imp status wears it, it will have 1 defense.)

Halves Absorbs

Water

Negates Increases

Can be equipped by

Imp

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 42
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 42
		Magic Evasion	... 0
		Imp: x1	

\*\*\*\*\*

11(2). Dueling Mask

Fearsome battle mask that arouses one's fighting spirit.

Halves	Absorbs
Water, Earth, Holy, Wind, Poison, Thunder, Ice, Fire	
Negates	Increases

Can be equipped by

Gau

Strength	... +6	Attack	... 0
Speed	... +6	Defense	... 40
Stamina	... +6	Evasion	... +10
Magic	... +6	Magic Defense	... 40
		Magic Evasion	... +10

\*\*\*\*\*

Armor [ARMR]

-----  
Basically heavy armors, vests, and robes. And my god do I love Minerva Bustier.

\*\*\*\*\*

132. Leather Armor

Armor made of hardened leather.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 28
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 19
		Magic Evasion	... 0

\*\*\*\*\*

133. Cotton Robe

Multilayered cotton robe.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Strago Relm Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 32
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 21
		Magic Evasion	... 0

\*\*\*\*\*

134. Kenpo Gi

Martial arts uniform that offers excellent mobility.

Halves	Absorbs
Negates	Increases

Can be equipped by

Locke Shadow Sabin Gau

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 34
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 23
		Magic Evasion	... 0

\*\*\*\*\*

135. Iron Armor

Suit of heavy iron armor.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Edgar Celes Setzer

Strength	... 0	Attack	... 0
Speed	... -2	Defense	... 40
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 27
		Magic Evasion	... 0

\*\*\*\*\*

### 136. Silk Robe

Simple, lightweight silken robe.

Halves		Absorbs	
Negates		Increases	

Can be equipped by

Terra Celes Strago Relm Mog Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 39
Stamina	... 0	Evasion	... 0
Magic	... +1	Magic Defense	... 29
		Magic Evasion	... 0

\*\*\*\*\*

### 137. Mythril Vest

Incredibly lightweight mythril vest.

Halves		Absorbs	
Negates		Increases	

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 45
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 30
		Magic Evasion	... 0

\*\*\*\*\*

### 138. Ninja Gear

Ninja clothing from a faraway land.

Halves		Absorbs	
--------	--	---------	--

Negates

Increases

Can be equipped by

Locke Shadow Sabin Setzer Gau Gogo

Strength	... 0	Attack	... 0
Speed	... +2	Defense	... 47
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 32
		Magic Evasion	... 0

\*\*\*\*\*

### 139. White Dress

Attractive white dress that boosts the wearer's magic.

Halves

Absorbs

Negates

Increases

Can be equipped by

Terra Celes Relm

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 47
Stamina	... 0	Evasion	... 0
Magic	... +5	Magic Defense	... 35
		Magic Evasion	... 0

\*\*\*\*\*

### 140. Mythril Mail

Dazzling plate mail forged entirely from mythril.

Halves

Absorbs

Negates

Increases

Can be equipped by

Terra Locke Cyan Edgar Celes Setzer

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 51
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 34
		Magic Evasion	... 0

\*\*\*\*\*

### 141. Gaia Gear

Clothing that absorbs earth damage.

Halves	Absorbs
	Earth
Negates	Increases

Can be equipped by

Terra Locke Shadow Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 53
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 43
		Magic Evasion	... 0

\*\*\*\*\*

### 142. Mirage Vest

Vest that creates illusionary images of the wearer.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... +6	Defense	... 48
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 36
		Magic Evasion	... +10

\*\*\*\*\*

### 143. Golden Armor

Brilliant gold armor emblazoned with a rearing unicorn.

Halves	Absorbs
Negates	Increases

Can be equipped by



Terra Cyan Edgar Celes Setzer Mog

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 55
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 37
		Magic Evasion	... 0

\*\*\*\*\*

#### 144. Power Sash

Sash that strengthens the wearer.

Halves	Absorbs
Negates	Increases

Can be equipped by

Locke Cyan Shadow Sabin Gau

Strength	... +5	Attack	... 0
Speed	... +1	Defense	... 52
Stamina	... +5	Evasion	... 0
Magic	... 0	Magic Defense	... 35
		Magic Evasion	... 0

\*\*\*\*\*

#### 145. Luminous Robe

Robe that shines with a mysterious inner light.

Halves	Absorbs
Negates	Increases

Can be equipped by

Strago Relm Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 60
Stamina	... 0	Evasion	... 0
Magic	... +2	Magic Defense	... 43
		Magic Evasion	... 0

\*\*\*\*\*

#### 146. Diamond Vest

Breastplate with large diamonds set in its surface.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 65
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 44
		Magic Evasion	... 0

\*\*\*\*\*

#### 147. Red Jacket

Prized armor that negates fire damage.

Halves Absorbs

Negates Increases

Fire

Can be equipped by

Edgar Sabin

Strength	... +5	Attack	... 0
Speed	... +2	Defense	... 78
Stamina	... +4	Evasion	... 0
Magic	... +1	Magic Defense	... 55
		Magic Evasion	... 0

\*\*\*\*\*

#### 148. Force Armor

Armor that halves damage of multiple elements.

Halves Absorbs

Earth, Wind, Thunder, Ice, Fire

Negates Increases

Can be equipped by

Terra Locke Cyan Edgar Celes Setzer

Strength	... 0	Attack	... 0
----------	-------	--------	-------

Speed	... 0	Defense	... 69
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 68
		Magic Evasion	... +30

\*\*\*\*\*

149. Diamond Armor

Brilliant suit of diamond-plated armor.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Cyan Edgar Celes Setzer

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 70
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 47
		Magic Evasion	... 0

\*\*\*\*\*

150. Black Garb

Solid black clothing from a distant land.

Halves	Absorbs
Negates	Increases

Can be equipped by

Locke Shadow Sabin Setzer Gau Gogo

Strength	... 0	Attack	... 0
Speed	... +6	Defense	... 68
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 46
		Magic Evasion	... 0

\*\*\*\*\*

151. Magus Robe

Remnant from the age when magic still flourished.

Halves	Absorbs
--------	---------

Negates Increases

Can be equipped by

Strago Relm Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 68
Stamina	... 0	Evasion	... 0
Magic	... +5	Magic Defense	... 50
		Magic Evasion	... +10

\*\*\*\*\*

152. Crystal Mail

Resplendent suit of crystal plate mail.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Locke Cyan Edgar Celes Setzer

Strength	... 0	Attack	... 0
Speed	... 0	Defense	...
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	...
		Magic Evasion	... 0

\*\*\*\*\*

153. Regal Gown

Elegant dress designed to protect a princess.

Halves Absorbs

Negates Increases

Can be equipped by

Relm

Strength	... +1	Attack	... 0
Speed	... +2	Defense	... 70
Stamina	... +2	Evasion	... 0
Magic	... +3	Magic Defense	... 64
		Magic Evasion	... 0

\*\*\*\*\*

154. Genji Armor

Masterwork armor from a foreign land.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Celes Setzer

Strength	... +5	Attack	... 0
Speed	... +3	Defense	... 90
Stamina	... +2	Evasion	... 0
Magic	... +3	Magic Defense	... 80
		Magic Evasion	... 0

\*\*\*\*\*

155. Reed Cloak

Cloak made of reeds that is often worn by imps.  
(If a character NOT in imp status wears it, it will have 1 defense.)

Halves Absorbs  
Water  
Negates Increases

Can be equipped by

Imp

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 100
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 100
		Magic Evasion	... 0
		Imp: x1	

\*\*\*\*\*

156. Minerva Bustier

Breastplate that provides a 25% bonus to maximum MP.

Halves Absorbs  
Water, Earth, Holy, Poison  
Negates Increases  
Wind, Thunder, Ice, Fire

Can be equipped by

Terra Celes

Strength	... +1	Attack	... 0
Speed	... +2	Defense	... 88
Stamina	... +1	Evasion	... 0
Magic	... +4	Magic Defense	... 70
		Magic Evasion	... +10

\*\*\*\*\*

### 157. Tabby Suit

Cat suit that negates poison damage.

Halves		Absorbs	
Negates		Increases	
Poison			

Can be equipped by

Strago Relm

Strength	... +2	Attack	... 0
Speed	... +2	Defense	... 54
Stamina	... +2	Evasion	... 0
Magic	... +2	Magic Defense	... 36
		Magic Evasion	... 0

\*\*\*\*\*

### 158. Chocobo Suit

Negates poison...and brings out one's inner chocobo.

Halves		Absorbs	
Negates		Increases	
Poison			

Can be equipped by

Strago Relm

Strength	... +3	Attack	... 0
Speed	... +6	Defense	... 56
Stamina	... +2	Evasion	... 0
Magic	... 0	Magic Defense	... 38
		Magic Evasion	... 0

\*\*\*\*\*

159. Moogle Suit

Looks just like a moogle and negates poison, kupo!

Halves	Absorbs
Negates Poison	Increases

Can be equipped by

Strago Relm

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 58
Stamina	... 0	Evasion	... 0
Magic	... +5	Magic Defense	... 52
		Magic Evasion	... 0

\*\*\*\*\*

160. Nutkin Suit

Oversized squirrel costume.

Halves	Absorbs
Negates	Increases

Can be equipped by

Strago Relm

Strength	... 0	Attack	... 0
Speed	... +7	Defense	... 86
Stamina	... 0	Evasion	... 0
Magic	... +3	Magic Defense	... 67
		Magic Evasion	... 0

\*\*\*\*\*

161. Behemoth Suit

Costume made from actual behemoth hide.

Halves	Absorbs
Negates	Increases

Can be equipped by

Strago Reim

Strength	... +6	Attack	... 0
Speed	... +6	Defense	... 94
Stamina	... +6	Evasion	... 0
Magic	... +6	Magic Defense	... 73
		Magic Evasion	... 0

\*\*\*\*\*

162. Snow Scarf

Scarf that absorbs ice damage.

Halves	Absorbs
Fire	Ice
Negates	Increases

Can be equipped by

Mog Gau Umaro

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 128
Stamina	... 0	Evasion	... +10
Magic	... 0	Magic Defense	... 90
		Magic Evasion	... +10

\*\*\*\*\*

Tools [TOOL]

Tools are used by Edgar.

\*\*\*\*\*

163. Noiseblaster

Confuses all enemies with a blast of sound.

Use with the Tools command.

Where to obtain : Can be bought at Figaro Castle

\*\*\*\*\*

164. Bioblaster

Deals poison damage and sap status to all enemies.

Use with the Tools command.

Where to obtain : Can be bought at Figaro Castle

\*\*\*\*\*

165. Flash



Inflicts darkness on all enemies with a brilliant flash.  
Use with the Tools command.

Where to obtain : Can be bought at Figaro Castle after first multi-scenario

\*\*\*\*\*

#### 166. Chainsaw

Damages or instantly dispatches an enemy.  
Use with the Tools command.

\*\*\*\*\*

#### 167. Debilitator

Assigns an enemy a random elemental weakness.  
Use with the Tools command.

\*\*\*\*\*

#### 168. Drill

Penetrates an enemy's armor to deal severe damage.  
Use with the Tools command.

Where to obtain : Can be bought at Figaro Castle after first multi-scenario

\*\*\*\*\*

#### 169. Air Anchor

Causes an enemy to self-destruct upon moving.  
Use with the Tools command.

\*\*\*\*\*

#### 170. Auto Crossbow

Strikes all enemies with a spray of crossbow bolts.  
Use with the Tools command.

Where to obtain : Edgar brings it with him also can be bought at Figaro Castle

\*\*\*\*\*

Scrolls [SCRL]

-----  
Scrolls attack all enemies or adds status. Personally favor them over shurikens.  
\*\*\*\*\*

#### 171. Flame Scroll

Deals fire damage to all enemies.  
Use with the Throw command.

\*\*\*\*\*

#### 172. Water Scroll

Deals water damage to all enemies.

Use with the Throw command.

\*\*\*\*\*

### 173. Lightning Scroll

Deals lightning damage to all enemies.

Use with the Throw command.

\*\*\*\*\*

### 174. Invisibility Scroll

Grants invisibility when thrown.

Use with the Throw command.

\*\*\*\*\*

### 175. Shadow Scroll

Creates illusionary images of the thrower.

Use with the Throw command.

\*\*\*\*\*

Relic [RELC]

-----  
Most relics do not have a character equip requirement except a couple. There is really great number of combinations you can do for different characters.

\*\*\*\*\*

### 176. Silver Spectacles

Silver-rimmed spectacles.

Prevents darkness.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umoro

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

### 177. Star Pendant

Star-shaped pendant with a jewel at its center.

Prevents poison.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umario

Strength	...	0	Attack	...	0
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

### 178. Peace Ring

Ring that soothes the wearer's mind.  
Prevents berserk and confusion.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umario

Strength	...	0	Attack	...	0
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

### 179. Amulet

Protective charm worn around the neck.  
Prevents poison, darkness, and zombie.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umario

Strength	...	0	Attack	...	0
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0



Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umoro

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

### 183. Barrier Ring

Ring enchanted with a limited version of Shell.  
Casts Shell when the wearer is critically wounded.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umoro

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

### 184. Mythril Glove

Lightweight glove made of mythril.  
Casts Protect when the wearer is critically wounded.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umoro

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 6
Stamina	... 0	Evasion	... 0



Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umario

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

### 188. Angel Wings

Wings said to have been made from an angel's feathers.  
Casts Float on the wearer.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umario

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

### 189. Angel Ring

Ring adorned with a pair of silver angel wings.  
Casts Regen on the wearer.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umario

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0





Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umario

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... +10
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... +10

\*\*\*\*\*

### 193. Princess Ring

Beautiful ring designed to protect a royal daughter.  
Casts Protect and Shell when critically wounded.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Celes Relm

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

### 194. Cursed Ring

Ring said to have been forged by Death himself.  
Casts Doom on the wearer at the start of battle.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umario

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0



Equip on a yeti and see what happens.

(Causes him to occasionally do an ice attack that hits all enemies.)

Halves	Absorbs
	Ice
Negates	Increases
Fire	

Can be equipped by

Umaro

Strength	...	0	Attack	...	0
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	+5	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

### 198. Berserker Ring

Deep crimson ring that absorbs fire damage.

Equip on a yeti and see what happens.

(Causes him to occasionally throw one of your party members at an enemy and deal heavy damage to them (but not hurt your party member.)

Halves	Absorbs
	Fire
Negates	Increases
Thunder	

Can be equipped by

Umaro

Strength	...	+5	Attack	...	0
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

### 199. Thief's Bracer

Bracer inhabited by the spirit of a thief.

Increases the success rate of the Steal command.

Halves	Absorbs
Negates	Increases

Can be equipped by

Locke Gogo

Strength	...	0	Attack	...	0
Speed	...	+5	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

200. Guard Bracelet

Bracelet enchanted with a protective charm.  
Casts Protect and Shell on the wearer.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umoro

Strength	...	0	Attack	...	0
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

201. Hero's Ring

Golden ring once worn by an ancient hero.  
Boosts both physical and magical attack power.  
(+25% single to physical and +25% single +87% pair to magic attack )

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umoro

Strength	...	0	Attack	...	0
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

202. Ribbon

Silk ribbon enchanted with powerful protective magic.  
Prevents all status ailments.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umaro

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

203. Muscle Belt

Belt worn by martial artists.  
Boosts maximum HP by 50%.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umaro

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

204. Crystal Orb

Powerful magic orb sealing away a mysterious power.  
Boosts maximum MP by 50%.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umaro

Strength	...	0	Attack	...	0
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

### 205. Gold Hairpin

Solid gold hairpin brimming with magical energy.  
Halves the MP cost of all magic.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umaro

Strength	...	0	Attack	...	0
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

### 206. Celestriad

Necklace with three star-shaped bangles on its chain.  
Reduces the MP cost of all magic to 1.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	...	0	Attack	...	0
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

207. Brigand's Glove

Leather glove designed to aid banditry.  
Changes the Steal command to Mug.

Halves Absorbs  
Negates Increases

Can be equipped by

Locke Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

208. Gauntlet

Steel hand and forearm guard used by knights.  
Allows one weapon to be held with both hands.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umaro

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 5
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

209. Genji Glove

Armored glove from a foreign land.  
Allows the wearer to equip a weapon in each hand.

Halves Absorbs  
Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	...	0	Attack	...	0
Speed	...	0	Defense	...	5
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

### 210. Hyper Wrist

Studded bracelet that radiates a mysterious power.  
Boosts the wearer's strength.  
(Adds 50% to strength)

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umario

Strength	...	0	Attack	...	0
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0

\*\*\*\*\*

### 211. Master's Scroll

Proof of a warrior's weapon mastery.  
Allows the bearer to attack four times per turn.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umario

Strength	...	0	Attack	...	0
Speed	...	0	Defense	...	0
Stamina	...	0	Evasion	...	0
Magic	...	0	Magic Defense	...	0
			Magic Evasion	...	0



\*\*\*\*\*

212. Prayer Beads

Beads used in meditation by warriors of a foreign land.  
Boosts evasion.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umaro

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... +20
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

213. Black Belt

Black cloth belt from a distant land.  
Wearer will sometimes counter physical attacks.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umaro

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

214. Heiji's Jitte

Exotic weapon from a foreign land.  
Changes the Slot command to Gil Toss.

Halves Absorbs

Negates Increases

Can be equipped by

Setzer Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

### 215. Fake Mustache

Artificial mustache once worn by a circus ringmaster.  
Changes the Sketch command to Control.

Halves	Absorbs
Negates	Increases

Can be equipped by

Relm Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

### 216. Soul of Thamasa

Ancient Thamasan orb enshrining a wondrous power.  
Changes the Magic command to Dualcast.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

217. Dragon Horn

Horn inhabited by the spirit of a dragoon.  
Makes the effect of the Jump command continuous.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

218. Merit Award

Badge awarded in honor of great achievements.  
Allows the wearer to equip any weapon or armor.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

219. Memento Ring

Ring blessed by departed mother's love.  
Prevents petrification, zombie, and instant death.

Halves Absorbs

Negates Increases

Can be equipped by

Shadow Relm

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

### 220. Safety Bit

Tiny sphere that whirls around the owner's head.  
Prevents petrification, zombie, and instant death.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umara

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

### 221. Lich Ring

Ring affected by a curse from beyond the grave.  
Makes the wearer undead.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umara

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0



Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umario

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

### 225. Alarm Earring

Earring capable of detecting enemy ambushes.  
Prevents back attacks and attacks from the sides.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umario

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

### 226. Gale Hairpin

Hairpin imbued with the power of wind.  
Increases the frequency of preemptive strikes.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umario

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

227. Sniper Eye

Scope that allows the wearer to lock onto a target.  
Ensures that physical attacks never miss.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umaro

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

228. Growth Egg

Strange egg with magical properties.  
Doubles the amount of EXP earned in battle.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umaro

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

229. Tintinnabulum

Collar with a small bell that rings as the wearer walks.  
Restores HP with each step taken.

Halves Absorbs

Negates Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umario

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

### 230. Sprint Shoes

Shoes enchanted to make the wearer move faster.  
Doubles walking speed.

Halves	Absorbs
Negates	Increases

Can be equipped by

Terra Locke Cyan Shadow Edgar Sabin Celes Strago Relm Setzer Mog Gau Gogo Umario

Strength	... 0	Attack	... 0
Speed	... 0	Defense	... 0
Stamina	... 0	Evasion	... 0
Magic	... 0	Magic Defense	... 0
		Magic Evasion	... 0

\*\*\*\*\*

### 13(2). Bone Wrist

Carved bone wristband that grants yetis great power.

Halves	Absorbs
Negates	Increases

Can be equipped by

Umario

Strength	... +5	Attack	... 0
Speed	... +5	Defense	... 10
Stamina	... +5	Evasion	... +10
Magic	... +5	Magic Defense	... 10
		Magic Evasion	... +10



\*\*\*\*\*  
Secret [SECR]  
-----

Sorry to disappoint you, but this item only changes characters' names. If you accidentally (?) named Terra Kefka, um this could be the item you dream of =P  
\*\*\*\*\*

231. Rename Card

Secret item.

\*\*\*\*\*  
Item [ITEM]  
-----

These are consumables and don't really have collection value, but I still need them for a complete list of items.  
\*\*\*\*\*

232. Potion

Restores 50 HP.

\*\*\*\*\*

233. Hi-Potion

Restores 250 HP.

\*\*\*\*\*

234. X-Potion

Fully restores HP.

\*\*\*\*\*

235. Ether

Restores 50 MP.

\*\*\*\*\*

236. Hi-Ether

Restores 150 MP.

\*\*\*\*\*

237. X-Ether

Fully restores MP.

\*\*\*\*\*

238. Elixir

Fully restores HP and MP.

\*\*\*\*\*

239. Megalixir

Fully restores the entire party's HP and MP. (Battle only)

\*\*\*\*\*

240. Phoenix Down

Cures KO status.

\*\*\*\*\*

241. Holy Water

Cures zombie status.

\*\*\*\*\*

242. Antidote

Cures poison.

\*\*\*\*\*

243. Eye Drops

Cures darkness.

\*\*\*\*\*

244. Gold Needle

Cures petrification.

\*\*\*\*\*

245. Remedy

Cures all status ailments except zombie and KO.

\*\*\*\*\*

246. Sleeping Bag

Fully restores one person's HP and MP.

Can be used outdoors.

\*\*\*\*\*

247. Tent

Fully restores the entire party's HP and MP.

Can be used outdoors.

\*\*\*\*\*

248. Green Cherry

Cures imp status.

\*\*\*\*\*

249. Magicite Shard

Summons a random esper. (Battle only)  
May even summon espers not in the party's possession.

\*\*\*\*\*

250. Super Ball

Bounces around the battlefield when thrown. (Battle only)  
Deals damage to all enemies.

\*\*\*\*\*

251. Echo Screen

Cures silence. (Battle only)

\*\*\*\*\*

252. Smoke Bomb

Releases a cloud of thick smoke when thrown. (Battle only)  
Allows the party to escape from battle.

\*\*\*\*\*

253. Teleport Stone

Enchanted with the Teleport spell.  
Teleports the party out of a dungeon or battle.

\*\*\*\*\*

254. Dried Meat

Cures an empty stomach.

Where to obtain : Can be bought at Mobliz.

\*\*\*\*\*

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Item List [LIST]

-----

I'm dumping the item code and item name on this section. I'll still keep some tag for your reference, use this for a checklist if you wish.

(Knife)

- 0. Dagger
- 1. Mythril Knife
- 2. Main Gauche
- 3. Air Knife
- 4. Thief's Knife
- 5. Assassin's Dagger

6. Man-Eater
7. Swordbreaker
8. Gladius
9. Valiant Knife
- 1(2). Zwill Crossblade

(Sword)

10. Mythril Sword
11. Great Sword
12. Rune Blade
13. Flametongue
14. Icebrand
15. Thunder Blade
16. Bastard Sword
17. Stoneblade
18. Blood Sword
19. Enhancer
20. Crystal Sword
21. Falchion
22. Soul Sabre
23. Organyx
24. Excalibur
25. Zantetsuken
26. Lightbringer
27. Ragnarok
28. Ultima Weapon
- 0(2). Apocalypse
- 6(2). Save the Queen
- 14(2). Excalipoor

(Spear)

29. Mythril Spear
30. Trident
31. Heavy Lance
32. Partisan
33. Holy Lance
34. Golden Spear
35. Radiant Lance
36. Impartisan
- 4(2). Longinus
- 10(2). Gungnir

(Kunai)

37. Kunai
38. Kodachi
39. Sakura
40. Sasuke
41. Ichigeki
42. Kagenui
- 3(2). Oborozuki

(Katana)

43. Ashura
44. Kotetsu
45. Kiku-ichimonji
46. Kazekiri
47. Murasame
48. Masamune
49. Murakumo
50. Nutsunokami

2(2). Zanmato

(Rod)

- 51. Healing Rod
  - 52. Mythril Rod
  - 53. Flame Rod
  - 54. Ice Rod
  - 55. Thunder Rod
  - 56. Poison Rod
  - 57. Holy Rod
  - 58. Gravity Rod
  - 59. Punisher
  - 60. Magus Rod
- 7(2). Stardust Rod

(Brush)

- 61. Chocobo Brush
  - 62. Da Vinci Brush
  - 63. Magical Brush
  - 64. Rainbow Brush
- 8(2). Angel Brush

(Shuriken)

- 65. Shuriken
- 66. Fuma Shuriken
- 67. Pinwheel

(Throw/Swing weapon)

- 68. Chain Flail
  - 69. Moonring Blade
  - 70. Morning Star
  - 71. Boomerang
  - 72. Rising Sun
  - 73. Hawkeye
  - 74. Bone Club
  - 75. Sniper
  - 76. Wing Edge
- 12(2). Scorpion Tail

(Gambler weapon)

- 77. Cards
  - 78. Darts
  - 79. Death Tarot
  - 80. Viper Darts
  - 81. Dice
  - 82. Fixed Dice
- 9(2). Final Trump

(Fists)

- 83. Metal Knuckles
  - 84. Mythril Claws
  - 85. Kaiser Knuckles
  - 86. Venom Claws
  - 87. Burning Fist
  - 88. Dragon Claws
  - 89. Tigerfang
- 5(2). Godhand

(Shield)

- 90. Buckler

91. Heavy Shield
92. Mythril Shield
93. Golden Shield
94. Aegis Shield
95. Diamond Shield
96. Flame Shield
97. Ice Shield
98. Thunder Shield
99. Crystal Shield
100. Genji Shield
101. Tortoise Shield
102. Cursed Shield
103. Paladin's Shield
104. Force Shield

(Headgear)

105. Leather Cap
106. Hairband
107. Plumed Hat
108. Beret
109. Magus Hat
110. Bandana
111. Iron Helm
112. Hypno Crown
113. Priest's Miter
114. Green Beret
115. Twist Headband
116. Mythril Helm
117. Tiara
118. Golden Helm
119. Tiger Mask
120. Red Cap
121. Mystery Veil
122. Circlet
123. Royal Crown
124. Diamond Helm
125. Black Cowl
126. Crystal Helm
127. Oath Veil
128. Cat-Ear Hood
129. Genji Helm
130. Thornlet
131. Saucer
- 11(2). Dueling Mask

(Armor)

132. Leather Armor
133. Cotton Robe
134. Kenpo Gi
135. Iron Armor
136. Silk Robe
137. Mythril Vest
138. Ninja Gear
139. White Dress
140. Mythril Mail
141. Gaia Gear
142. Mirage Vest
143. Golden Armor
144. Power Sash
145. Luminous Robe

146. Diamond Vest
147. Red Jacket
148. Force Armor
149. Diamond Armor
150. Black Garb
151. Magus Robe
152. Crystal Mail
153. Regal Gown
154. Genji Armor
155. Reed Cloak
156. Minerva Bustier
157. Tabby Suit
158. Chocobo Suit
159. Moogle Suit
160. Nutkin Suit
161. Behemoth Suit
162. Snow Scarf

(Tools)

163. Noiseblaster
164. Bioblaster
165. Flash
166. Chainsaw
167. Debilitator
168. Drill
169. Air Anchor
170. Auto Crossbow

(Scrolls)

171. Flame Scroll
172. Water Scroll
173. Lightning Scroll
174. Invisibility Scroll
175. Shadow Scroll

(Relic)

176. Silver Spectacles
177. Star Pendant
178. Peace Ring
179. Amulet
180. White Cape
181. Jeweled Ring
182. Fairy Ring
183. Barrier Ring
184. Mythril Glove
185. Protect Ring
186. Hermes Sandals
187. Reflect Ring
188. Angel Wings
189. Angel Ring
190. Knight's Code
191. Dragoon Boots
192. Zephyr Cloak
193. Princess Ring
194. Cursed Ring
195. Earring
196. Gigas Glove
197. Blizzard Orb
198. Berserker Ring
199. Thief's Bracer

200. Guard Bracelet  
201. Hero's Ring  
202. Ribbon  
203. Muscle Belt  
204. Crystal Orb  
205. Gold Hairpin  
206. Celestriad  
207. Brigand's Glove  
208. Gauntlet  
209. Genji Glove  
210. Hyper Wrist  
211. Master's Scroll  
212. Prayer Beads  
213. Black Belt  
214. Heiji's Jitte  
215. Fake Mustache  
216. Soul of Thamasa  
217. Dragon Horn  
218. Merit Award  
219. Memento Ring  
220. Safety Bit  
221. Lich Ring  
222. Molulu's Charm  
223. Ward Bangle  
224. Miracle Shoes  
225. Alarm Earring  
226. Gale Hairpin  
227. Sniper Eye  
228. Growth Egg  
229. Tintinnabulum  
230. Sprint Shoes  
13(2). Bone Wrist

(Secret)

231. Rename Card

(Item)

232. Potion  
233. Hi-Potion  
234. X-Potion  
235. Ether  
236. Hi-Ether  
237. X-Ether  
238. Elixir  
239. Megalixir  
240. Phoenix Down  
241. Holy Water  
242. Antidote  
243. Eye Drops  
244. Gold Needle  
245. Remedy  
246. Sleeping Bag  
247. Tent  
248. Green Cherry  
249. Magicite Shard  
250. Super Ball  
251. Echo Screen  
252. Smoke Bomb  
253. Teleport Stone  
254. Dried Meat



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Things to come

[UPDT]

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- Anything else you want to be dealt here? E-mail me to the following address.

depiguard-gamefaqs[at]yahoo.co.kr  
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Editing

[EDIT]

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You might have noticed the numbering on items. why did I do it and how did I come up with all the numbers?

First of all, developers of FF6A came up with such item codes, and I wrote them down for editing. If you move your save to a computer, you can use a hex editor to get missed items, duplicate, add, or whatever. There's one problem of checksum. Meaning, if you had 45 potions, you wanted to change it to 99 elixirs, without properly changing the same, you may end up busting your save. The easiest method I recommend is swapping.

\* Note: If you decide to edit, you'll be responsible for the loss of fun, possibility of busting a save, and causing unpredicted errors. The later two will not happen if you properly edit the file. \*

By the time you get good enough equips, you'll have loads of money. But bunch of cheap potions, place it right next to the item you wish to duplicate. Let's say your item list looks like this.

Potion : 99           Ragnarok : 1  
X-Potion : 99        Ether : 99

search 232 27 234 235 in hexadecimal. There shouldn't be a lot of matches. See if other items around it have corresponding code. If it did, you can swap 27 and 232, which results in

Ragnarok : 99        Potion : 1  
X-Potion : 99        Ether : 99

Similarly you can create Ultima Weapon + Miracle Shoes pair from Mythril Knife + Echo Screen pair by changing 1 251 to 28 224 (Note the sum is still 252).

Memory editing is a lot easier because you don't have to worry about checksum, but I have no idea how to memory edit a GBA.

Recommended tool is AXE3.

Well, you only edit if you really decide to. There's no need to, I won't force you to. But maybe try it once to see all 255 items in the item list at the same time.  
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Special thanks to

[THNK]

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- Nate Bodine for detailed description of Berserker Ring and Blizzard Orb  
- "s h" (or caprontos) and Billy Lanning for suggesting "Imp" category for some items (Impartisan, Tortoise shield, Saucer, and Reed Cloak.)  
- squirrel for pseudo-2byte items.  
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This is more of a database than FAQ at the moment. It's due to my progress in the game. Since I'm not exactly sure what other things I will add, I might end up playing the game couple times over.

Looking for contributors. Mainly on "Where to obtain" part.

I tried to keep my opinion minimal, there are only few places I did, I think it will stay this way.

There is no frequently asked questions section yet because nobody asked me anything.

The terms Database, guide, and FAQ are interchangeable for this FAQ.

And I ran out of things to write on my lil free space.

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I am the sole author of this items FAQ. At this time, this items FAQ is only available on:

<http://www.GameFAQs.com>

<http://www.Neoseeker.com>

If you see this somewhere else please notify me at

[depiguard-gamefaqs\[at\]yahoo.co.kr](mailto:depiguard-gamefaqs[at]yahoo.co.kr).

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