

Dissidia 012[duodecim] Final Fantasy EXP/AP Farming Guide

by thesamecruise

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DISSIDIA
012: [Duodecim]
Final Fantasy

[Farming AP and EXP]

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[Intro]

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"You will not recognise me as I never posted anything in the forum"

This is my first FAQ/Guide so if anything goes wrong while you follow my FAQ, don't send me an angry e-mail. Just tell me what went wrong and i'll fix it. Feel free to correct my grammar, I won't be offended. If you wanted to use any contents from my guide, go ahead but mention my name for the least.

So what's this guide about? It's about getting your character stronger mainly through the use of original rules.

You will need quite a bit of skills and experiance in playing DISSIDIA but the trick that I found out can easily boost your character up.

[Frequently(?) Asked Question]

-What's AP/EXP

You are either a noob or ignorance to ask this question but if you didn't, I'll tell you anyway. Exp stands for Experience which are required to level up. AP stands for Ability Points which is required for a mastery over one of your character's skills.

-Why master a skill?

When you master a skill, it will cost less CP (cost point) which will

open up more room for other skill to be enabled. The more skill you have in your arsenal, the better.

-Why level up?

So your character will learn more move and become tougher DUH.

[Getting started]

-The "must have"

The simplest and the most important things in farming AP and EXP is the calendar icon boost. Whenever you have the chance to goto [PP Catalogue] located in main menu, buy [AP Icon Boost LV2] THEN [EXP Icon Boost LV10] located under the [Calendar] tab. Yes, you will have to buy from LV2 up to LV10.

You also need to be able to fight a high LVL opponent, so you would need to buy a [CPU Level Cap + 10] up tp at least [CPU Level Cap + 60].

In order to effectively farm EXP and AP outside [Story Mode] AND without having to fight [Chaos] AND without the use of [Magic Pot], you will have to do some tweaking with the [Original Rules]. This includes the exploitation of a glitch.

You: wait a sec! what the hell is [Original Rules]?

Deary me, I forgot! [Original Rules] is a set of rules that really alter the gameplay. It's hard to explain but you will "get it" when you "get to tweak it"

First go to [Data Config] in the main menu, you will see the option saying [Original Rules], go into it. You will see lot's of option here, select [No Rule] under the heading [My Rule] and choose [Edit]

Now, you will come across a menu that looks similar to accomplishment menu.

You will set up two set of rules, EXP farm and AP farm

Here's what you need for each rule:

Parameter	Value (EXP)	Value (AP)
Initial Stage Bravery	Maximum	
Stage Bravery Recovery Time	Default	
Banish Trap Damage	Default	
Warp Damage	Default	
Critical Hit Rate	Maximum	
Critical Damage	Maximum	
EX Core Appearance Rate	Empty	
EX Core Absorption	Empty	
EX Force Absorption	Empty	

EX Mode Duration	Empty
Wall Rush Damage	Maximum
Bravery Bonus	Empty Maximum (glitched bit here)
Stage Bravery	Default
Assist Break Rate	Default
EX Break Rate	Default
Assist Gauge Charge (Attack)	Maximum
Assist Gauge Charge (Hit)	Maximum
Assist Lock Duration	Default
Assist Gauge Depletion Rate	Default
EX Damage from Assist attack	Default
EX Revenge Duration	Default

*Don't forget to name the rules to prevent confusions.

When you used the EXP rules against any opponent with lvl insanely higher than you, You should find that the AI opponent doesn't have the amount of BRV it used to have, and you should have around 9999! Because setting bravery bonus to -100 in the rule caused this.

According to a person called "Card-Trader" this is what he said:

"It's not actually a glitch. The Bravery Bonus setting is a way to adjust the amount of Bravery awarded to a player for being a higher level than the opponent. For example, if you set it to 0, and then fight against a lv 100 opponent with a lv 1 character, the opponent will NOT have 9999 Bravery, but will have the same amount of Bravery he/she would have when fighting against someone of the same level. When you set it to a negative value, it goes one step further. In the same situation of a lv 1 vs a lv 100, when the Bravery Bonus is set to negative 100, the lv 100 player would again have the same amount of Bravery he/she would have when fighting against someone of the same level. Instead, the bravery that would have been awarded to them for being at a massively high level is instead awarded to the lv 1 character. Put simply: when its at positive 100, things are normal, and the higher level player gets a Bravery Bonus; when its at 0, NO player gets the Bravery Bonus; and when its at negative 100, things are backwards, and the LOWER level player gets the Bravery Bonus."

If that's too much for you, a certain someone called "Amy Rose" said a really compact version of those:

"The -100 bravery is reversed, so it seems as though your character is the higher level and you get the bravery boost."

My version?:

"Setting BRV bonus to -100 reverse the process and cause the low lvl to

gain BRV bonus from having their lvl lower than the opponent."

Your version? go ask yourself!

>THX to "Amy Rose" and "Card-Trader"

*I will refer to this as the "Glitch" even though it's not. Why?
Because it's simpler this way!

-The "optional"

You must have noticed that I've prevented both player to use EX mode with those rules, this is because we are going to use [Gabranth], the EX mode addict, as our scape goat. He's pretty much hopeless without his EX mode and so you would want a few PP to unlock him. Fortunately, [Gabranth] can be bought at the start of the game in [DUODECIM]. (The price is now oblivious to me). BUT, you don't really need [Gabranth] as [Warrior of Light] ([WoL]) would do just fine.

One of the item i'm trying to make is [Beckoning Cat], this gives you:

- EXP +20%
- AP +100%
- PP +20%

And it NEVER breaks :3

Those parameter will double the amount of AP you would normally get. Sweet isn't it? Too bad I don't have it now, but I know that it requires:

- [Lucky Charm]
- [Mog's Amulet]
- [Tome of Lies] x 2

...and a few Gils

Also, here's a list of other AP/EXP boosting item that you should wear when farming AP/EXP

- Diamonds armor set:+100% AP
- [Diamond Ring]:+400% AP, 100% breakability
- [Diamond Necklace]:+200% AP, also 100% breakability
- [Diamond Stud]:+100% AP, again 100% breakability

Beware that the name might not be accurate according to which region you bought it from.

Having a Black Chocobo is good, you can get it by buying [Play Plan - Black Chocobo Course], it will be a great boost to exp. You can change your play plan any time in the [Data Config] menu.

[Farming the EXP]

1. Goto [Quick Battle (1-on-1)] in the [Battle Mode] located in the main menu
2. Set up your charracter
 - 2.1 When setting up your character, make sure he/she have their distinctive HP Attack move that easily catch the AI opponent. E.g. [Cloud]'s [Braver], [WoL]'s [Shining Wave], [Firion]'s [Straight Arrow], ETC.
 - 2.2 You do NOT need any BRV boosting accessory, it might ruin the "Glitch".
 - 2.3 Set your character LVL to any lvl between 5-80. Your opponent needs to

have at least 20 LVL higher than you for the "Glitch" to work.

3. Select an "Easy to Defeat" enemy
 - 3.1 [Gabranth] is the best choice, if unavailable, use [EXdeath] instead.
But if you have not unlocked anyone, just use [WoL]
4. Set up the Battle
 - 4.1 The best [Stage] to fight is [Edge of madness]
 - 4.2 Set the [Strength (CPU)] to [Maximum], this way, you get sick amount of EXP
 - 4.3 Set the [Level (CPU)] to as high as possible.
 - 4.4 Set the [Type (CPU)] to anything that sounds defensive, you wouldn't want him to attack you and Break you.
 - 4.5 Set the rule to the one of the two you made earlier. Which one? the one for EXP farming obviously.
 - 4.6 Just ignore the [Judgment]
5. Enter Battle.
 - 5.1 Kick his ass.

You should find that the AI opponent doesn't have the amount of BRV it used to have, and you should have around 9999! Because setting bravery bonus to -100 in the rule caused this.

If you didn't get 9999 BRV, just attack the enemy, it will be easy to trigger a Critical with this rule and Critical hit really hurts here. Break him and get that 9999 BRV from [Stage BRV]

[Farming the AP]

*note: you need to be at least on LVL 35 (or sometimes, more), [Farming the EXP] should solve your problem. Also, make sure today's a bonus day for AP.

1. Goto [Quick Battle (1-on-1)] in the [Battle Mode] located in the main menu
2. Set up your character
 - 2.1 When setting up your character's skills, get rid of every skill that you have mastered, you don't even need evasion or block. the only skill that you need to have even if it is mastered is an "easy to hit" skills such as [Cloud]'s [Braver], [WoL]'s [Shining Wave].
 - 2.2 Set your character LVL to as high as possible.
3. Select an "Easy to Defeat" enemy
 - 3.1 [Gabranth] is the best choice, if unavailable, use [EXdeath] instead.
But if you have not unlocked anyone, just use [WoL]
4. Set up the Battle
 - 4.1 The best [Stage] to fight is [Edge of Madness]
 - 4.2 Set the [Strength (CPU)] to [Minimal], this way, [Gabranth] will be hopelessly screwed.
 - 4.3 Set the [Level (CPU)] to 1.

4.4 Set the [Type (CPU)] to anything that sounds defensive, you wouldn't want him to attack you and ruin the AP chance.

4.5 Set the rule to the one of the two you made earlier. Which one? the one for AP farming obviously.

4.6 Just ignore the [Judgment]

5. Enter Battle.

5.1 Kick his ass.

You should, again, have 9999 BRV. If not, your LVL isn't high enough. Also, make sure you have as much AP boost as possible on your character, should be easy to whop up 21 AP with just a press of Square button.

*note: You will lose your AP chance if you got hit, so don't.

Make sure to do this on the day with AP Boost Icon.

[Farming EXP and AP Simultaneously]

An unnamed person with this e-mail (rosszimmerle@hotmail.com), suggested a tactic of farming both AP and EXP simultaneously, but I didn't managed to work it out but our old "Card-Trader" seems to be very generous and worked it out for me.

"If you want to get AP for 1 character who's at a high level, but you want experience for other characters, then do a party battle. If you set it for Tournament, with the AP character at the top of the list and the exp characters beneath him, you can fight against up to 5 opponents with the lead character getting all the AP and the entire party getting the same exp. You can even stack things your way with the rules: use the exp ruleset that you suggested with the AP accessories, and lower the level of the lead character to around 80 or lower to have 9999 bravery when fighting lv 100 opponents. Just make sure that the lead character does not have any of the "exp to _" extra abilites equipped, or no one in the party will get exp from his fight. This strategey is particularly effective for levelling up characters you hate by battling with characters you like. I used it to level up Kuja a dozen or so levels so that I could get through his report with ease (I hate Kuja)."

Well... once simplified, this way of farming will get the character that you don't really wanted to play stronger so you could clear his report and will also net your favorite character some AP, it should be in these steps.

1. Goto [Quick Battle (Party)] in the [Battle Mode] located under the main menu

2. Set up your party.

2.1 The character you wanted to farm AP should be the "lead character" that will kick [Gabranth] ass to oblivion and get EXP for everyone in the team

2.1.1 Make sure that your "lead character" doesn't have [EXP to __] in his slot or there will be no exp for your team.

2.1.2 Set the lvl of your "lead" to 80 but if his LVL isn't high enough you can just leave it alone.

2.1.3 make sure he/she have their distinctive HP Attack move that easily catch the AI opponent. E.g. [Cloud]'s [Braver], [WoL]'s [Shining Wave], [Firion]'s [Straight Arrow], ETC.

2.2 Set any other 4 character in to your party, no customization needed.

3. Set up your opponent party.

3.1 [Gabranth] and [Exdeath] are the best choice, you can also add [The Emperor]. These three are the easiest to defeat.

3.2 Set up the Battle for each opponent

3.2.1 The best [Stage] to fight is [Edge of Madness].

3.2.2 Set the [Strength (CPU)] to [Maximum], this way everyone get sick amount of exp.

3.2.3 Set the [Level (CPU)] to 100. If not possible, atleast make him 20 LVL higher than you.

3.2.4 Set the [Type (CPU)] to anything that sounds defensive, you wouldn't want him to attack you and ruin the AP chance.

3.2.5 Set the rule to the one of the two you made earlier. Which one? the one for AP farming obviously.

3.2.6 Just ignore the [Judgment]

4. Enter Battle

4.1 Get mad on Square button.

This should not be as difficult, but you might decide to put [Gabranth] alone in his party as [EXdeath] could Block EVERYTHING and [The Emperor] could cast a lot of annoying traps that ruin you AP chance.

[Character strategies]

more to come my friend ;)

[Contacts]

My e-mail is "dr.miti@hotmail.com" without quotation mark

I'm not a doctor BTW :P

[Version history]

> 0.50
Mostly done, left with character strategies.

> 0.51
Fixed some trick+grammar

> 0.55
Added explanation for "Glitch", Added [Farming EXP and AP Simultaneously]

[Credits]

Thank you:

Square Enix for making this

Gamefaqs for helping every gamers in need.

Sony for creating PSP

Many people who told me about the cosmos-damn meaning of AP

Certain someone that made me noticed some of my grammar mistake

Amy Lynn Rose (ness_user_alr112@yahoo.com) and Card-Trader
(iamto_90@yahoo.com) for explaining BRV bonus to me and making sense while
doing it. Others did tried to explain but failed to make sense.

Again, Card-Trader for working out the party farming.

(rosszimmerle@hotmail.com) for finding out |that| idea.

P.S. if you wished to be credited by name, e-mail me.

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