Dissidia: Final Fantasy FAQ/Walkthrough

by Absolute Steve

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FOR THE FULL EXPERIENCE OF |
THIS GUIDE, WITH ADDITIONAL
SECTIONS AND GAME VIDEOS: |
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                                                           WMb.
                                                            22i
                       facebook.com/absolutesteve
                             INTRODUCTION
You've asked for it, and now you're in for quite a 00=-*=-*=-*=-*=-00
treatment. The balance has been disrupted by Chaos, \ \ |\ \ | \ \  Absolute Steve \ \ |\ \ |
and Cosmos calls for the aid of ten heroes to help
                                               Version: 1.10 ||
her in the battle against evil. Play with many of your ||Playstation Portable||
favorite Final Fantasy characters, including villains! || faq@shillatime.org ||
                                                || www.shillatime.org ||
                                                00=-*=-*=-*=-*=-*=-00
- Absolute Steve
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I) BASICS [BSC]

1		1
/ X	= Jump	Analog Stick = Run Around
BATTLE Cir	cle = Bravery Attac	k D-Pad = Move Camera
CONTROLS: Squ	are = Physical/HP A	ttack R Shoulder = Guard
\/ Tri	angle = Quick Move	L Shoulder = Lock-on Target
ll		I
	PSP BATTLE SCR	EEN:

Accessory Bonus		
EX		
/\		
.''.	XXX(Bravery)	
: :		
HP		(XXX)
\/ `' <> <>	1000/1000	(Map Bravery)

Bravery:

=======

This is the large number above the HP bar. Bravery is your attack strength.

Your Bravery measures your attack strength. By attacking your opponent with the [Circle] button, you can steal away your foes' Bravery. Just keep in mind that this doesn't eat up any of their HP. If your opponent's Bravery falls to zero, it'll 'Break'. This gives your Bravery a large boost, so it's an excellent time to start attacking with the [Square Button].

Dealing Damage

You can damage your opponent with the [Square Button]. You'll deal as much damage as your current Bravery is at that time.

Map Bravery

In the bottom center of the screen you'll see another large number. This is the Map Bravery, which is added to your own Bravery when you Break your opponent's Bravery.

Hit Points (HP):

==========

Represented by the horizontal bar on the lower left of the screen. Under this bar is the actual amount of HP listed, for example 2000/2100. The first number represents your current amount of HP, whilst the second stands for your maximum amount of HP. The crystals under the HP bar represent 1000 HP each and can be used as a quick reference to see how much HP you or your opponent has left.

EX Gauge:

=======

This is the vertical bar in the very left corner of the screen which represents your EX Gauge.

Collect Ex Cores and EX Force to fill your EX Gauge. Ex Cores are blue bell-like objects and fill your EX Guage quite a bit, while EX Forces are little blue orbs that slightly fill up your EX Gauge.

When your EX Gauge reaches the maximum, press [R + Square] to enter EX Mode. This allows you to perform an Ex Burst. While you're in Ex Mode, connect with your opponent by pressing [Square] and a square mark surrounded by swords will appear. Press [Square] at this time to perform the Ex Burst. Of course you can also cancel the chance to perform it by pressing [Circle].

If you're a victim to your foe's EX Burst, quickly tap [Circle] to boost your defense bar. Be warned, however. If you fill this gauge too high your defense will actually suffer instead of gaining a boost.

Quick Move

When you see three yellow triangles pointing in a specific direction, press [Triangle] to perform a quick move. These moves allow you to run up against walls, perform flying leaps or grind over the stage.

Free Air Dash

Simply press [R + Triangle] and you'll speed towards your opponent. You can use this whenever you like.

Locking on

By pressing the [L Button], you can lock onto other things, such as an EX Core. Pressing it can also cancel lock-on altogether.

Evading

You can dodge blows by pressing [R + X]. Combined with the [Analog Stick], you can either dodge the blow by rolling left or right, but you can also jump over your opponent or take a step back.

Blocking

Blocking is done by pressing the [R Button]. If you successfully block a hit, it will briefly stagger your opponent, rendering them vulnerable.

Critical Hits

There are various conditions under which you can inflict critical hits on your opponent, which deal twice the regular damage. They are: EX Mode, a Successful Block, or Recovering Bravery. Make sure to pound away to inflict as many critical hits as you can during these times!

Switching between attacks

II)	MAIN WALKTHROUGH	[WALK]
	/ / `.	
П	-	This section goes over the basic elements you need to
\		be familiar with before diving in the main walkthrough.

Enemies:

Every Destiny Odyssey has five chapters, each with a unique map on which your character can move from tile to tile. Along the way you'll encounter various enemies in the form of regular foes, semi-boss enemies (which have two crossed swords behind them), golden enemies (which are gold, and have very low HP, but extremely high attack power), boss enemies (larger, brown manikins), mandatory story fights (bosses), and rare battle pieces that spawn after beating a Destiny Odyssey with a certain star ranking.

Treasure:

Besides enemies you'll also get your fair share of potions, ethers, and treasure chests. Potions restore your HP and fill up your EX Bar completely, while Ethers restore a magical map ability - these abilities can be used to damage foes on the map, reveal hidden pieces, or cure yourself among other things.

Destiny Points:

You'll start with a certain amount of Destiny Points (DP). Every time you move somewhere else and confirm your location (by for example initiating a fight), one DP is subtracted from your map total. You can ocassionally gain bonus DP by defeating enemies under specific criteria, such as winning the battle without losing any health, or winning the battle within 10 seconds.

At the end of a level you'll gain a reward based on how much DP you've got left. The rewards vary per level, and are displayed under each Destiny Odyssey.

Completion Summary:

When you complete a Destiny Odyssey you'll attain a certain star ranking. This is based on SP, Story Points, which are calculated by taking your DP into account, along with any retries, amount of battles you've fought and your remaining amount of HP at the end of levels. Any gained stars are never removed, and you can thus attain the highest star ranking by playing chapters several times. The rewards for completing Destiny Odysseys are as follows:

•					•
]	Rar	nking: Requ	ired SP:	Reward:	
-					
	1	Star	100	New Skill	
	2	Stars	200	Unlock Golden Barriers	
	3	Stars	300	Spawns Rare Battle Pieces	

 	4 Stars 	500*	100 PP	re Treasure C		
	After attair	ning all ng Desti	stars, add	itional PP is	won	
l						
	`. \ `.			.02] Prologue		I
				troductory ch with the stag		of the game to and combat.
STAGE 1:						
	_ 					
	_					
Legend:	_ _					
G = Goal						
STAGE 2:						
Legend:	ao Hora					
E1 = Enemy: Fal HP:338 CP:330						
'' T1 = Potion G = Goal	'	'	''			
STAGE 3:						

 S 	
Legend:	emy: False Hero
DP	Chance: Win within 10 seconds [DP +1] CP:330 BRV:58 ATK:11 DEF:5 LCK:10
''	easure Chest [1st: Broadsword, 2nd: 10PP]
STAGE 4:	
 S 	
Legend:	
DP	emy: False Hero Chance: EX Burst within 10 seconds [DP +1]
HP:338	 CP:330 BRV:49 ATK:11 DEF:6 LCK:10
DP	emy: False Hero Chance: Critical hit within 10 seconds [DP +1]
HP:338	CP:330 BRV:49 ATK:11 DEF:6 LCK:10
G = Goal	
STAGE 5:	

Legend:			
G = Goal [Villa	est [1st: Power Ring, 2nd: in: False Stalwart]	10PP]	
HP:338 CP:330 B	 RV:49 ATK:13 DEF:6 LCK:10		
Tip: Simply attacks unt	ck the False Garland with B il he breaks, after which yoff with an HP attack or two	ou can	
	e finished you'll unlock the ther extra's by expending P me.		
			ight from the
	Level Completion	Rewards:	
		Reward (2nd Time):	
		10 PP 20 PP 30 PP 50 PP	
	4 Mandragora (Summon) 5 Tomahawk	120 PP	
	6 Dwarven Axe 7 Rosetta Stone		
DESTINY ODYSSEY	I-1: 		

```
Legend:
_____
E1 = Enemy: False Hero
.----.
| HP:338|CP:330|BRV:49|ATK:11|DEF:14|LCK:10|
·-----
E2 = Enemy: Delusory Warlock
.----.
| HP:399|CP:331|BRV: 65|ATK:12|DEF:14|LCK:11|
·-----
E3 = Enemy: Imitation Liegeman
   DP Chance: Critical hit within 10 seconds [DP +1]
.----.
| HP:399|CP:331|BRV:101|ATK:13|DEF:14|LCK:11|
|-----|-----|-----|
E4 = Enemy: Phantasmal Harlequin [Unlocked by defeating E3]
   DP Chance: Win within 10 seconds
.----..
| HP:1000|CP:350|BRV:49|ATK:12|DEF:11|LCK:10|
·-----
T1 = Treasure Chest [1st: Power Ring, 2nd: 10PP]
B = Barrier [Unlock by defeating E1/E2/E4]
G = Goal [Villain Fight: Garland]
.----.
| HP:1731 | CP:336 | BRV:173 | ATK:24 | DEF:17 | LCK:13 |
·-----
What can I say? Garland is much more powerful than the regular enemies you've
been fighting, and he'll steal your Bravery very quickly. Make sure you dodge
his dashing attack, and never allow him to grab the EX Cores when they come into
play, as his EX Burst is insanely powerful and tears you apart.
DESTINY ODYSSEY I-2:
_____
```

				1
	T1	E4	E3	
	_	_ll	_l	
B6 B3	B1	1 1		
	_	_	_	
	\ /	\ /		
Sum G	\ E5	\		S
ll	/ \	/ \	_	
B5 B4	B2	1 1		
	_	_	_ I	
	T2	E2	E1	
	lI	II	_	

```
Legend:
```

S = Start

E1 = Enemy: Phantasmal Harlequin

DP Chance: Win within 10 seconds [DP +1]

```
| HP:1121 | CP:352 | BRV:107 | ATK:14 | DEF:13 | LCK:11 |
E2 = Enemy: Capricious Reaper
,----,---,----,----,----,----,----,
| HP:1121 | CP:332 | BRV:107 | ATK:12 | DEF:14 | LCK:11 |
·-----
B1 = Barrier [Unlocked by defeating E2]
E3 = Enemy [Semi-Boss]: Ephemeral Phantom
    DP Chance: Win without taking damage [DP +1]
,----,---,----,----,----,----,----,
| HP:1424 | CP:338 | BRV:258 | ATK:20 | DEF:12 | LCK:14 |
·-----
B2 = Barrier [Unlocked by defeating E3]
E4 = Enemy [Gold]: Counterfeit Youth
   DP Chance: Critical hit within 10 seconds [DP +1]
.----.
| HP: 1 | CP: 358 | BRV: 0 | ATK: 16 | DEF: 12 | LCK: 14 |
·-----
B3 = Barrier [Unlocked by defeating E4]
E5 = Enemy: Imitation Liegeman
   DP Chance: BRV Break within 10 seconds [DP +1]
.----.
| HP:1182 | CP:333 | BRV:113 | ATK:15 | DEF:16 | LCK:12 |
·-----
B4 = Barrier [Unlocked by defeating E5]
T1 = Treasure [Potion]
T2 = Treasure Chest [1st: Bronze Armor, 2nd: 10PP]
B5 = Gold Barrier [Unlocked after attaining a 2-star rating]
B6 = Gold Barrier [Unlocked after attaining a 2-star rating]
Sum = Summonstone [Ifrit]
  = Goal/Story Fight [Sephiroth]
.----.
| HP:1973|CP:341|BRV:220|ATK:25|DEF:21|LCK:15|
Sephiroth is a speedy powerhouse and executes series of quick slashes whenever
you draw nearby. He'll also chase you regularly. Try your best to dodge his
blows and collect EX Cores as they appear. Dodging Sephiroth's slashes should
allow you to get a few hits in on him.
DESTINY ODYSSEY I-3:
 |E3 | | |
                  | T1 |
 | |/ \|
      | |B1 |E4 | | G |
| S |
        __|__|__|
```

|E1 | |Sum|

|E6 |T2 |

```
Legend:
_____
S = Start
E1 = Enemy: Fallacious Tree
.----.
| HP: 580 | CP: 354 | BRV: 118 | ATK: 15 | DEF: 18 | LCK: 12 |
·-----
Sum = Summonstone [Ifrit auto]
E2 = Enemy [Semi-Boss]: Delusory Warlock
   DP Chance: Win without taking damage [DP +1]
.----.
| HP:1545|CP:341|BRV:238|ATK:20|DEF:15|LCK:15|
·-----
E3 = Enemy: Capricious Reaper [Appears after defeating E2]
   DP Chance: Critical hit within 10 seconds [DP +1]
.----.
| HP: 641 | CP: 336 | BRV: 124 | ATK: 15 | DEF: 17 | LCK: 13 |
·-----
B1 = Barrier [Unlocked by defeating E3]
E4 = Story Fight [Ultimecia]
   DP Chance: BRV Break within 10 seconds [DP +1]
.----.
| HP:2042|CP:344|BRV:335|ATK:27|DEF:23|LCK:16|
·-----
E5 = Enemy [Semi-Boss]: Imaginary Champion
   DP Chance: Keep foe from getting EX Cores [DP +1]
.----.
| HP:1545|CP:341|BRV:224|ATK:20|DEF:14|LCK:15|
·-----
T1 = Treasure Chest [1st: In Midair, 2nd: (75%) 30PP, (25%) 50PP]
E6 = Enemy [Semi-Boss]: Ephemeral Phantom
   DP Chance: Wall Rush within 10 seconds [DP +1]
.----.
| HP:1606|CP:342|BRV:266|ATK:23|DEF:15|LCK:15|
·-----
T2 = Treasure [Ether]
B2 = Barrier [Unlocked by defeating E6]
G = Goal
DESTINY ODYSSEY I-4:
_____
    __|__|__|
  | |\ /| | | |
         | |\ /|
 | | \ | T3 | | \ |
  _|___|/ \|___|__|/ \|__ |
 | S |
    |T4 |B1 |
            __ | ____ | ___
```

| | | \ |E5 |

_|__|/\|

```
|E2 | | E3 | |T1 | E4 |
|___|__|
Legend:
_____
S = Start
E1 = Enemy [Semi-Boss]: Transient Witch
   DP Chance: Win within 10 seconds [DP +1]
| HP:1552|CP:343|BRV:307|ATK:23|DEF:13|LCK:16|
·-----
E2 = Enemy: Fallacious Tree
.----.
| HP:1364 | CP:356 | BRV:130 | ATK:17 | DEF:20 | LCK:13 |
·-----
E3 = Enemy [Semi-Boss]: Ephemeral Phantom
   DP Chance: Win without losing HP [DP +1]
.----.
| HP:1667 | CP:343 | BRV:222 | ATK:24 | DEF:24 | LCK:16 |
!----!---!----!----!----!----!
T1 = Treasure Chest [1st: Rosetta Stone, 2nd: (75%) 30PP, (25%) 50PP]
E4 = Enemy: Capricious Reaper
   DP Chance: Win without taking damage [DP +1]
.----.
| HP:1145|CP:335|BRV:180|ATK:14|DEF: 8|LCK:12|
·-----
E5 = Enemy: Phantasmal Harlequin
   DP Chance: Critical hit within 10 seconds [DP +1]
.----.
| HP:1303 | CP:355 | BRV:124 | ATK:17 | DEF:16 | LCK:13 |
·-----
E6 = Enemy [Boss]: Counterfeit Wraith
   DP Chance: Win battle [DP +1]
.----.
| HP:2806 | CP:368 | BRV:483 | ATK:41 | DEF:39 | LCK:19 |
·-----
T2 = Treasure Chest [1st: Slasher, 2nd: (75%) 30PP, (25%) 50PP]]
T3 = Treasure [Potion]
B1 = Gold Barrier [Unlocked after attaining a 4-star rating]
T4 = Treasure Chest [1st: Rosetta Stone]
G = Goal/ Story Fight [The Emperor]
.----.
| HP:2101|CP:347|BRV:368|ATK:33|DEF:27|LCK:17|
·-----
The Emperor mainly uses traps in the form of mines, as well as his dangerous
Flare spell. Collecting EX Cores is of vital importance in this fight. Make
sure you focus on avoiding the Emperor's attacks and look for an opening to
get a shot at him.
DESTINY ODYSSEY I-5:
_____
         |T2 | |T4 |
```

|E5 | |E6 | | | __|__|__|__|___|___

```
| G | B1 | E3 | E1 | S |
     |E4 | | | |E2 |
      | ____ | ____ | ____ | ____ |
         |T1 | |T3 |
         |___|
Legend:
-----
S = Start
E1 = Enemy: Delusory Warlock
    DP Chance: BRV Break within 10 seconds [DP +1]
,----,--,---,---,---,---,---,---,---,
| HP:1485 | CP:339 | BRV:141 | ATK:19 | DEF:21 | LCK:14 |
·-----
E6 = Enemy [Gold]: Counterfeit Youth [Appears after defeating E1]
    DP Chance: EX Burst within 10 seconds [DP +1]
| HP: 1 | CP:364 | BRV: 0 | ATK:22 | DEF:18 | LCK:17 |
·-----
T1 = Treasure Chest [1st: Guard Ring, 2nd: 10PP]
E3 = Enemy [Semi-Boss]: Imitation Despot
    DP Chance: Keep foe from getting EX Cores [DP +1]
,----,---,----,----,----,----,----,
| HP:1788 | CP:345 | BRV:238 | ATK:24 | DEF:18 | LCK:17 |
·----
B1 = Barrier [Unlocked by defeating E3]
E4 = Enemy: Transient Witch
    DP Chance: Win without taking damage [DP +1]
.----.
| HP:1485|CP:339|BRV:141|ATK:20|DEF:18|LCK:14|
·-----
T2 = Treasure Chest [1st: On the Ground, 2nd: 10PP]
E5 = Enemy: Imaginary Champion [Appears after opening T2]
| HP:1424 | CP:338 | BRV:136 | ATK:18 | DEF:19 | LCK:14 |
·-----
E6 = Enemy: Fallacious Tree [Appears after opening T2]
.----.
| HP:1424 | CP:357 | BRV:136 | ATK:18 | DEF:21 | LCK:14 |
·-----
T3 = Treasure [Potion]
T4 = Treasure Chest [1st: Mythril] [Spawns after attaining a 4-star rating]
G = Goal/Story Fight [Garland]
.----.
| HP:2640 | CP:350 | BRV:311 | ATK:41 | DEF:35 | LCK:19 |
'----'----'-----'-----'-----'
Garland's only weakness lies in his fairly slow attacks. Take advantage of this
by blocking or defending from Garland's attacks and pound him with bravery
attacks. Follow this up with an EX Burst. It certainly helps a great deal if
you use the Ray Bomb skill on Garland before the battle begins to cut down 40%
of his HP.
    __/| /| `.
                          [2.2] Destiny Odyssey II: Firion
```

Level Completion Rewards:

DP:	Reward (1st Time):	Re	 ward (2r	nd Time	e):
=== =	=======================================	== ==	======		===
0	100 Gil	-	10	PP	
1	300 Gil	-	20	PP	
2	600 Gil		30	PP	
3	1000 Gil		50	PP	
4	Malboro (Summon)	-	80	PP	
5	Flame Lance		120	PP	
6	Ice Lance		200	PP	
7	Rosetta Stone	1	300	PP	
''-		'			'

DESTINY ODYSSEY II-1:

		1 1
1	E5	G
	_	11
	\ /	
E2	\	1
	_ / \	I
\ /		1 1
	E4	T1
/ \	_ _	.
_	\ /	1
E1	\	1
lll	_ / \	I
		1 1
	E3	1 1
I	_ _	

Legend:

```
E1 = Enemy: Ephemeral Vision
   DP Chance: Win without taking damage [DP +1]
.----.
| HP: 338 | CP: 330 | BRV: 95 | ATK: 11 | DEF: 12 | LCK: 10 |
·-----
E2 = Enemy: Imitation Liegeman
| HP: 338 | CP: 330 | BRV: 49 | ATK: 12 | DEF: 13 | LCK: 10 |
·-----
E3 = Enemy: Fallacious Wanderer
.----.
| HP:1061|CP: 351|BRV:111|ATK: 12|DEF: 13|LCK: 11|
·-----
E4 = Enemy: Transient Lion
   DP Chance: BRV Break within 10 seconds [DP +1]
```

| HP:1000|CP: 330|BRV: 95|ATK: 10|DEF: 12|LCK: 10|

```
E5 = Enemy: False Hero
| HP:1000|CP: 330|BRV: 49|ATK: 11|DEF: 14|LCK: 10|
·-----
T1 = Treasure Chest [1st: Spear, 2nd: (75%) 30PP, (25%) 50PP]]
G = Goal
DESTINY ODYSSEY II-2:
     | S | |E1 |
              | |T2 |
   |E2 |
        |E3 | | |B2 |Sum| | |
    | \ |E5 |
        | | |/ \| |
             |T1 | |E4 | | |B1 | G |
   Legend:
E1 = Enemy [Semi-Boss]: Imitation Despot
| HP:1182|CP: 333|BRV:135|ATK: 14|DEF: 8|LCK: 12|
·-----
E2 = Enemy: Counterfeit Youth
   DP Chance: Critical hit within 10 seconds [DP +1]
.----.
| HP:1000|CP: 350|BRV: 95|ATK: 8|DEF: 12|LCK: 10|
·-----
E3 = Enemy: Phantasmal Girl
   DP Chance: Win within 10 seconds [DP +1]
,----,---,----,----,----,----,----,----,
| HP:1000|CP: 330|BRV: 95|ATK: 12|DEF: 11|LCK: 10|
'----'----'-----'-----'-----'-----'
E4 = Enemy: Ephemeral Vision
   DP Chance: EX Burst within 10 seconds [DP +1]
,----,---,----,----,----,----,----,
| HP:1182 | CP: 333 | BRV:113 | ATK: 14 | DEF: 7 | LCK: 12 |
'----'----'-----'-----'-----'-----'
B1 = Barrier [Unlocked by defeating E4]
T1 = Treasure [Potion]
E5 = Enemy [Gold]: Imaginary Soldier
.----.
| HP: 1 | CP: 333 | BRV:113 | ATK: 14 | DEF: 16 | LCK: 12 |
·-----
T2 = Treasure Chest [1st: Leather Armor, 2nd: (75%) 30PP, (25%) 50PP]]
B2 = Golden Barrier
Sum = Summonstone [Shiva]
G = Goal/Story Fight [Jecht]
```

```
| HP:1671 | CP: 336 | BRV:159 | ATK: 22 | DEF: 18 | LCK: 13 |
Jecht isn't at his best during this fight, and he'll mainly unleash his
swordmanskills on you. These are easily dodged, allowing you to get in a few
slashes. As usual, when you're EX-Mode ready perform your EX Burst to quickly
finish Jecht off.
DESTINY ODYSSEY II-3:
______
|\ /| |\ /|
     |T2 |E5 | | S | |E3 |T1 |
  |___|_
         |T4 |
           |E1 |
                |E2 |
  | ____ | ___ | ___ | ___ | ___ |
Legend:
E1 = Enemy: Phantasmal Girl
   DP Chance: Win without taking damage [DP +1]
.-----.
| HP: 399|CP: 331|BRV:101|ATK: 13|DEF: 12|LCK: 11|
·-----
E2 = Enemy [Semi-Boss]: Delusory Warlock
   DP Chance: BRV Break within 10 seconds [DP +1]
.----.
| HP:1303|CP: 336|BRV:124|ATK: 16|DEF: 10|LCK: 13|
·------
E3 = Enemy [Boss]: Fallacious Tree
   DP Chance: Win battle [DP +1]
T1 = Treasure Chest [1st: Scorpion, 2nd: (75%) 50PP, (25%) 100PP]]
E4 = Enemy [Semi-Boss]: Imitation Despot
   DP Chance: Win within 10 seconds [DP +1]
| HP:1364|CP: 337|BRV:143|ATK: 17|DEF: 11|LCK: 13|
·-----
Sum = Summonstone [Shiva auto]
E5 = Enemy [Semi-Boss]: Transient Lion
| HP:1303|CP: 336|BRV:124|ATK: 15|DEF: 9|LCK: 13|
·_____
```

T2 = Treasure Chest [1st: 495 Gil, 2nd: (75%) 30PP, (25%) 50PP]]

T3 = Treasure [Ether]
T4 = Treasure [Potion]

B1 = Barrier [Unlocked by defeating E2]

```
G = Goal/Story Fight [Ultimecia]
| HP:1800|CP: 339|BRV:192|ATK: 23|DEF: 19|LCK: 14|
·-----
Ultimecia uses long distance magic spells, including the spell Apocalypse.
Fortunately it's not too difficult to avoid getting hit by these spells,
allowing you to pound Ultimecia with bravery attacks. Especially her Apocalypse
spell takes some time to charge, giving you plenty enough time to strike.
```

DESTINY ODYSSEY II-4:

S			T2	G	
III			l	.	
\ /				\ /	
E1 \			B2	\	E5
/ \			l	/ \	
	·				
E6			B1		
			l	I	
\ /					
T1 \					E4
/ \					
	1				
		E3			
11		l	l	I	

```
Legend:
_____
```

```
S = Start
```

```
E1 = Enemy [Semi-Boss]: False hero
   DP Chance: Critical hit within 10 seconds [DP +1]
.----.
| HP:1424|CP: 338|BRV:136|ATK: 18|DEF: 13|LCK: 14|
·-----
T1 = Treasure Chest [1st: Kunai, 2nd: (75%) 30PP, (25%) 50PP]]
E2 = Enemy: Counterfeit Youth
   DP Chance: Win within 10 seconds [DP +1]
.----.
| HP:1121|CP: 352|BRV:107|ATK: 10|DEF: 14|LCK: 11|
·-----
E3 = Enemy [Semi-Boss]: Imitation Despot
.----.
| HP:1485|CP: 339|BRV:155|ATK: 19|DEF: 13|LCK: 14|
'----'----'-----'-----'-----'-----'
E4 = Enemy: False Stalwart
   DP Chance: Win without taking damage [DP +1]
,----,---,----,----,----,----,----,
| HP:1121 | CP: 332 | BRV:107 | ATK: 15 | DEF: 16 | LCK: 11 |
```

·-----

,----,---,----,----,----,----,----, | HP:1485 | CP: 339 | BRV:141 | ATK: 18 | DEF: 12 | LCK: 14 | ·-----

DP Chance: Keep foe from getting EX Cores [DP +1]

E5 = Enemy [Semi-Boss]: Capricious Reaper

```
B2 = Golden Barrier [Unlocked after attaining a 2-star rating
T2 = Treasure Chest [1st: Rosetta Stone]
T3 = Treasure Chest [1st: Bergamot] [Appears after attaining a 4-star rating]
E6 = Enemy [Rare]: Imitation Despot Lv.24 [Appears after 3-star rating]
   DP Chance: Win Battle [DP +2]
.----.
| HP:2394|CP: 358|BRV:228|ATK: 34|DEF: 36|LCK: 22|
G = Goal
DESTINY ODYSSEY II-5:
-----
|E5 | | |T3 |E4 | |T2 |
|___|__|__|
    | |\ /| | | |
     |E3 | \ | |
                  1 1
     _|___|/ \|____|
 | G | B1 | | E6 | | S |
          ___|__|__|
  | |\ /| |
     _|_|/ \|__
|T3 |T1 | | |E2 | |E1 | |
|___|_
Legend:
_____
S = Start
E1 = Enemy: Delusory Warlock
   DP Chance: Critical hit within 10 seconds [DP +1]
.----.
| HP:1242|CP: 335|BRV:118|ATK: 15|DEF: 17|LCK: 12|
·-----
E2 = Enemy [Gold]: Imaginary Soldier
   DP Chance: EX Burst within 10 seconds [DP +1]
.----.
| HP: 1 | CP: 341 | BRV:147 | ATK: 20 | DEF: 22 | LCK: 15 |
·-----
T1 = Treasure Chest [1st: Rosetta Stone, 2nd: (75%) 30PP, (25%) 50PP]
             [Appears after defeating E2]
E3 = Enemy: False Stalwart
   DP Chance: Win within 10 seconds [DP +1]
.----.
| HP:1182|CP: 333|BRV:113|ATK: 16|DEF: 17|LCK: 12|
·-----
T2 = Treasure [Potion] [Appears after defeating E3]
E4 = Enemy [Semi-Boss]: Fallacious Wanderer
| HP:1545|CP: 359|BRV:147|ATK: 20|DEF: 13|LCK: 15|
·-----
T3 = Treasure Chest [1st: Orange Drop, 2nd: (75%) 30PP, (25%) 50PP]
E5 = Enemy [Semi-Boss]: Capricious Reaper
```

B1 = Barrier [Unlocked by defeating E1]

DP Chance: Win without taking damage [DP +1] .----. | HP:1606|CP: 342|BRV:153|ATK: 20|DEF: 14|LCK: 15| ·-----B1 = Barrier [Unlocked by defeating E5] T3 = Treasure Chest [Mythril] [Appears after 4-star rating] E6 = Enemy [Rare]: Imitation Liegeman [Unlocked after 3-star rating] DP Chance: Win battle [DP +2] .----. | HP:2575|CP: 361|BRV:245|ATK: 38|DEF: 39|LCK: 23| |-----|----|-----| G = Goal/Story Fight [The Emperor] | HP:2042|CP: 344|BRV:302|ATK: 31|DEF: 29|LCK: 16| ·-----The Emperor will often use Flare, which is easily avoided. His arrow attack is processed swiftly, however. As usual, collect any EX Cores whenever they become available in the stage, and use your bravery attacks from closeby to effectively stall the Emperor's Bravery. Follow up with a few HP attacks or even an EX Burst to down this lame boss. [2.3] Destiny Odyssey III: Onion Knight

Level Completion Rewards:

DP:	Reward (1st Time):		e):
===	=========	==========	===
0	100 Gil	10 PP	
1	300 Gil	20 PP	
2	600 Gil	30 PP	
3	1000 Gil	50 PP	
4	Ultros (Summon)	80 PP	
5	Flame Rod	120 PP	
6	Ice Rod	200 PP	
7	Rosetta Stone	300 PP	
·	'	'	'

DESTINY ODYSSEY III-1:

		1		
		T1	E4	
			_	l
	1 1	1	1	
	E2	1		
11	_11	1_	_	
		\ /	\ /	1 1
	1 1	\ E3	\	G
	_	/ \	_ / \	
				1 1
	E1	1		E6
II	_		_1	

```
Legend:
_____
S = Start
E1 = Enemy: Counterfeit Youth
.-----.
| HP: 338|CP: 350|BRV: 49|ATK: 8|DEF: 4|LCK: 10|
·-----
E2 = Enemy: Delusory Knight
| HP: 338|CP: 330|BRV: 49|ATK: 10|DEF: 3|LCK: 10|
·-----
T1 = Treasure Chest [1st: Red Drop, 2nd: (75%) 30PP, (25%) 50PP]
E3 = Enemy: Counterfeit Wraith
| HP:1061|CP: 351|BRV: 65|ATK: 11|DEF: 5|LCK: 11|
·-----
E4 = Enemy: False Stalwart
,----,---,----,----,----,----,----,
| HP: 399|CP: 331|BRV: 55|ATK: 14|DEF: 7|LCK: 11|
'----'----'-----'-----'-----'
E5 = Enemy: Ephemeral Vision
   DP Chance: BRV Break within 10 seconds [DP +1]
.-----.
| HP: 338|CP: 330|BRV: 95|ATK: 11|DEF: 4|LCK: 10|
'----'----'-----'-----'-----'
E6 = Enemy: Imaginary Soldier
   DP Chance: Win without taking damage [DP +1]
| HP:1000|CP: 330|BRV: 49|ATK: 11|DEF: 5|LCK: 10|
·-----
G = Goal
```

DESTINY ODYSSEY III-2:

1 1 1		I I	_
S	E4	T2	1
111	_	_ _	_
\ /		\ /	1
\ E1		\	
/ \	_	_ / \	_
1 1 1 1	\ /		1 1
E2	\ E3	E5	G
lll	_ / \	_ _	_
1 1 1		\ /	
T1		\	
lll	_	_ / \	_
1 1 1			
1 1 1		B1	Sum
1111	_	_	_

Legend:

```
S = Start
E1 = Enemy [Semi-Boss]: Ephemeral Vision
   DP Chance: Win without losing HP [DP +1]
.-----.--.--.--.
| HP:1303|CP: 336|BRV:173|ATK: 16|DEF: 9|LCK: 13|
|-----|----|-----|
E2 = Enemy: Phantasmal Harlequin
| HP:1000|CP: 350|BRV: 95|ATK: 12|DEF: 3|LCK: 10|
·-----
T1 = Treasure [Potion]
E3 = Enemy [Semi-Boss]: Delusory Warlock
   DP Chance: Win within 10 seconds [DP +1]
| HP:1242|CP: 335|BRV:129|ATK: 15|DEF: 9|LCK: 12|
|-----|----|-----|
E4 = Enemy [Gold]: Capricious Thief
1|CP: 337|BRV:648|ATK: 15|DEF: 9|LCK: 13|
·-----
T2 = Treasure Chest [1st: Yellow Drop, 2nd: (75%) 30PP, (25%) 50PP]
E5 = Enemy [Semi-Boss]: Counterfeit Wraith
   DP Chance: BRV Break within 10 seconds [DP +1]
.----..
| HP:1303|CP: 355|BRV:136|ATK: 15|DEF: 9|LCK: 13|
·-----
B1 = Gold Barrier [Unlocked after 2-star rating]
Sum = Summonstone [Phoenix]
 = Goal
```

DESTINY ODYSSEY III-3:

					1		
T1		1		E3			Sum
	_		_		_	_	.
					1		
	E2	1		T2		E6	
	_	_		. I	_	l	
E1		1		G			
	_	_	l	. I	_	l	
		1	B1			E7	
	_	_	_	l		_	.
S	1		E4	1	1		E5
	1				1		

```
Legend:
```

S = Start

.----.

| HP: 520|CP: 322|BRV:113|ATK: 14|DEF: 15|LCK: 12|

```
E2 = Enemy [Semi-Boss]: Counterfeit Wraith
   DP Chance: Win within 10 seconds [DP +1]
.----.
| HP:1364|CP: 356|BRV:156|ATK: 16|DEF: 10|LCK: 13|
T1 = Treasure Chest [1st: Hide Armlet, 2nd: (75%) 30PP, (25%) 50PP]
E3 = Enemy [Boss]: Imitation Despot
   DP Chance: Win battle [DP +1]
| HP:2624 | CP: 348 | BRV:432 | ATK: 40 | DEF: 37 | LCK: 18 |
|-----|----|-----|
T2 = Treasure Chest [1st: Full Metal Staff, 2nd: (75%) 30PP, (25%) 50PP]
E4 = Enemy: Capricious Reaper
.----.
| HP:1121 | CP: 332 | BRV: 61 | ATK: 12 | DEF: 13 | LCK: 11 |
|-----|----|-----|
E5 = Enemy: Delusory Warlock
   DP Chance: Win without taking damage [DP +1]
| HP:1121 | CP: 332 | BRV: 61 | ATK: 13 | DEF: 15 | LCK: 11 |
·-----
B1 = Barrier [Unlocked by defeating E5]
Sum = Summonstone [Phoenix auto]
E6 = Enemy [Semi-Boss]: Imaginary Soldier
.----.
| HP:1485|CP: 339|BRV:155|ATK: 19|DEF: 13|LCK: 14|
·-----
E7 = Enemy [Rare]: Counterfeit Wraith [Appears after 3-star rating]
   DP Chance: Win battle [DP +2]
| HP:2515|CP: 375|BRV:240|ATK: 51|DEF: 51|LCK: 23|
·-----
G = Goal
DESTINY ODYSSEY III-4:
             | |E2 |
             |T4 |
                 | G |
  |\ /| | | | |
  |/ \|___|
          _ | _
               _ | _
 |E1 | |E3 | \ |
              __|__|_|
      | | | | | | | | | |
       | | T2 | \ |
| S |
          __|__|/ \|
     | | | | | | | | | | | |
```

Legend:

S = Start

E1 = Enemy [Semi-Boss]: Ephemeral Vision

|___|

```
DP Chance: Win within 10 seconds [DP +1]
| HP:1485|CP: 339|BRV: 95|ATK: 19|DEF: 12|LCK: 14|
·-----
E2 = Enemy: False Stalwart
,----,---,----,----,----,----,----,----,
| HP: 580 | CP: 335 | BRV:118 | ATK: 17 | DEF: 18 | LCK: 12 |
'----'----'-----'-----'-----'
E3 = Enemy: Phantasmal Harlequin
   DP Chance: Win within 10 seconds [DP +1]
,----,---,----,----,----,----,----,----,
| HP: 580 | CP: 354 | BRV:118 | ATK: 16 | DEF: 7 | LCK: 12 |
|-----|----|-----|
B1 = Gold Barrier [Unlocked after 2-star rating]
T1 = Treasure Chest [1st: Rosetta Stone]
E4 = Enemy [Gold]: Capricious Thief
   DP Chance: Win within 10 seconds [DP +1]
1|CP: 341|BRV:882|ATK: 18|DEF: 12|LCK: 15|
T2 = Treasure Chest [Rosetta Stone]
E5 = Enemy [Semi-Boss]: Counterfeit Wraith
   DP Chance: Win without losing HP [DP +1]
.----..
| HP:1545|CP: 359|BRV:101|ATK: 19|DEF: 13|LCK: 15|
·-----
T3 = Treasure [Potion]
T4 = Treasure Chest [Tea Tree]
G = Goal/Story Fight [Terra]
| HP:1859|CP: 342|BRV:202|ATK: 25|DEF: 21|LCK: 15|
|-----|----|-----|
Terra uses Tornado often, so you'll want to keep a fair distance from her.
After her spells are over, quickly dash over and pummel her with a few fast
bravery attacks. Repeat until she is broken, then time a Comet spell to hurt
her significantly. Since Terra is in EX Mode during (almost) the entire battle
you might want to look for EX Cores and perform a Burst yourself.
-----
DESTINY ODYSSEY III-5:
______
```

```
|T2 | |E5 |T1 |
|B2 | | |E2 |
           ___|___|___|
 ___|__|
 |B3 | G | \ |T4 | |E1 | | S |
|___|_|_|/ \|___|
| | \ |E6 | |E3 | | |
 _|/ \|___|__|__
         __ | ____ | ___
|T3 |B1 | |E4 |
1___1__1__1
```

```
Legend:
_____
S = Start
E1 = Enemy: Delusory Warlock
   DP Chance: BRV Break within 10 seconds [DP +1]
,----,---,----,----,----,----,----,----,
| HP:1364 | CP: 337 | BRV:130 | ATK: 17 | DEF: 19 | LCK: 13 |
'----'----'-----'-----'-----'
E2 = Enemy: Imaginary Champion
   DP Chance: Wall Rush within 10 seconds [DP +1]
,----,---,----,----,----,----,----,----,
| HP:1424 | CP: 338 | BRV:136 | ATK: 18 | DEF: 19 | LCK: 14 |
|-----|----|-----|
B1 = Barrier [Unlocked by defeating E2]
E3 = Enemy: False Stalwart
   DP Chance: Win within 10 seconds [DP +1]
| HP:1303|CP: 336|BRV:124|ATK: 18|DEF: 19|LCK: 13|
|-----|----|-----|
E4 = Enemy [Semi-Boss]: Imitation Despot
   DP Chance: Win without taking damage [DP +1]
.-----.
| HP:1667|CP: 343|BRV:159|ATK: 22|DEF: 16|LCK: 16|
'----'----'-----'-----'-----'
B2 = Barrier [Unlocked after defeating E4]
T1 = Treasure Chest [1st: White Drop, 2nd: (75%) 30PP, (25%) 50PP]
E5 = Enemy: Capricious Reaper
.----..
| HP:1364 | CP: 337 | BRV:130 | ATK: 16 | DEF: 18 | LCK: 13 |
·-----
T2 = Treasure Chest [1st: Guard Stick, 2nd: (75%) 30PP, (25%) 50PP]
T3 = Treasure [Potion]
T4 = Treasure Chest [Appears after 4-star rating]
B3 = Barrier [Unlocked after defeating E5]
E6 = Enemy: Counterfeit Youth [Appears after 3-star rating]
| HP:2697 | CP: 378 | BRV:257 | ATK: 36 | DEF: 40 | LCK: 24 |
·-----
G = Goal/Story Fight [Cloud of Darkness]
| HP:2004 | CP: 364 | BRV:350 | ATK: 32 | DEF: 26 | LCK: 17 |
·-----
Cloud of Darkness can be defeated more easily by using the Ray Bomb skill on
her to scrape off 40% off her HP. In battle, she'll usually block your attacks
and counterattack with her own. EX Cores will prove extremely useful and an
EX Burst might even finish the fight quickly.
         /| `
                       [2.4] Destiny Odyssey IV: Cecil Harvey
\ |
          | | | switching between his light/darkside. Difficulty: [*] |
                    Level Completion Rewards:
            .---.------
            |DP: | Reward (1st Time): |Reward (2nd Time): |
```

=	-==	= =			=======================================	
	0		100 Gil		10 PP	
	1		300 Gil		20 PP	
	2		600 Gil		30 PP	
	3		1000 Gil		50 PP	
	4		Bomb (Summon)		80 PP	
	5		Flame Armor		120 PP	
	6		Ice Armor		200 PP	
	7		Rosetta Stone		300 PP	
١.		٠.		,		

DESTINY ODYSSEY IV-1:

				_	
	1		1	1	
	E2	1	T1	1	
	_	_ l	_	_	
	1	1	1	1	1 1
S E1	1	1	E4	1	G
III	_	_l	_	_l	_
		1	1		
		E3	1		
			_		

Legend:

S = Start

E1 = Enemy: Delusory Knight

.----. | HP: 338|CP: 330|BRV: 49|ATK: 10|DEF: 11|LCK: 10|

'----'----'-----'-----'-----

E2 = Enemy: Transient Lion

.----.

| HP: 338 | CP: 330 | BRV: 49 | ATK: 10 | DEF: 12 | LCK: 10 |

E3 = Enemy: Capricious Thief

DP Chance: Critical hit within 10 seconds [DP +1]

.----.

| HP: 338 | CP: 330 | BRV: 95 | ATK: 9 | DEF: 3 | LCK: 10 |

E4 = Enemy: Imaginary Soldier

DP Chance: Win without taking damage [DP +1]

.----.

| HP:1000|CP: 330|BRV: 95|ATK: 11|DEF: 5|LCK: 10|

T1 = Treasure Chest [1st: Dark Sword, 2nd: (75%) 30PP, (25%) 50PP]

G = Goal

DESTINY ODYSSEY IV-2:

								_
					1			
	S			E2	1	T2		
1		_	_ _	_	_l	_	_1	_

```
|E1 |
     |Sum|B1 |E5 |
|T1 |E3 |
       |E4 |
            | G |
|___|__|
Legend:
-----
S = Start
E1 = Enemy: Phantasmal Girl
.----.
| HP: 338|CP: 330|BRV: 95|ATK: 12|DEF: 11|LCK: 10|
·-----
E2 = Enemy: Imitation Liegeman
   DP Chance: BRV Break within 10 seconds [DP +1]
| HP:1000|CP: 330|BRV: 49|ATK: 12|DEF: 5|LCK: 10|
|-----|----|-----|
E3 = Enemy [Semi-Boss]: Delusory Warlock
   DP Chance: Win within 10 seconds [DP +1]
| HP:1121 | CP: 332 | BRV: 61 | ATK: 11 | DEF: 19 | LCK: 11 |
|-----|----|-----|
E4 = Enemy: Capricious Thief
   DP Chance: Win without losing HP [DP +1]
.-----.
| HP:1000|CP: 330|BRV: 49|ATK: 9|DEF: 3|LCK: 10|
·-----
T1 = Treasure Chest [1st: Dark Armor, 2nd: (75%) 30PP, (25%) 50PP]
T2 = Treasure [Potion]
E5 = Enemy [Semi-Boss]: Counterfeit Youth
.----.
| HP:1121 | CP: 352 | BRV: 61 | ATK: 10 | DEF: 14 | LCK: 11 |
·-----
B1 = Gold Barrier [Unlocked after 2-star rating]
Sum = Summonstone [Carbuncle]
G = Goal
DESTINY ODYSSEY IV-3:
_____
             |E5 | | G |
   | S |
```

```
|E1 |B1 |T1 |T3 | |T2 |
             |E4 |
            |E2 | | E3 | |T4 |E6 |Sum|
     _ | _
        _|__|
Legend:
-----
S = Start
E1 = Enemy: Transient Lion
   DP Chance: Win without taking damage [DP +1]
.-----.--.--.---.
| HP:1000|CP: 330|BRV: 95|ATK: 10|DEF: 12|LCK: 10|
E2 = Enemy [Semi-Boss]: Counterfeit Youth
.----..
| HP:1242|CP: 354|BRV: 72|ATK: 12|DEF: 16|LCK: 12|
·-----
B1 = Barrier [Unlocked by defeating E2]
E3 = Enemy: Counterfeit Wraith
   DP Chance: Win within 10 seconds [DP +1]
.-----.
| HP:1000|CP: 350|BRV: 95|ATK: 10|DEF: 12|LCK: 10|
|-----|----|-----|
Sum = Summonstone [Carbuncle auto]
E4 = Enemy [Gold]: Ephemeral Vision
   DP Chance: Critical hit within 10 seconds [DP +1]
| HP: 1 | CP: 335 | BRV: 165 | ATK: 15 | DEF: 8 | LCK: 12 |
·-----
T1 = Treasure Chest [Dark Shield]
T2 = Treasure [Ether]
E5 = Enemy [Semi-Boss]: Delusory Warlock
   DP Chance: EX Burst within 10 seconds [DP +1]
.----.
| HP:1182 | CP: 333 | BRV: 67 | ATK: 14 | DEF: 20 | LCK: 12 |
·-----
T3 = Treasure [Potion] [Appears after defeating E5]
T4 = Treasure Chest [Appears after 4-star rating]
E6 = Enemy [Rare]: Delusory Warlock [Appears after 3-star rating]
   DP Chance: Win battle [DP +2]
.----.
| HP:2333|CP: 356|BRV:222|ATK: 33|DEF: 35|LCK: 21|
G = Goal/Story Fight [Exdeath]
| HP:1792 | CP: 356 | BRV:141 | ATK: 20 | DEF: 20 | LCK: 13 |
·_____
```

It helps to use your Maser Eye skill beforehand on Exdeath - or even twice if you refill the skill with the Ether. This lowers his HP by 20-40%, which is more than a good start. Exdeath is slow and mostly relies on short-distance magic. You can use this to your advantage by staying away from Exdeath, allowing him to perform a magical attack, then quickly dash towards him while in your paladin form and pound away. Snag any EX Cores you can find to ensure a swift victory.

DESTINY ODYSSEY IV-4:

	1 1 1	
	T1	E4 T3
ll	_	
	1 1	
	E3	
	lI	ll
	1 1	
S	1 1	G
	lI	
	1 1	
	1 1	E5
	_	
	1 1	
E1	E2	B1 T2
ll	_	

```
Legend:
```

```
S = Start
E1 = Enemy [Semi-Boss]: Imaginary Soldier
   DP Chance: Win within 10 seconds [DP +1]
| HP:1364 | CP: 337 | BRV: 84 | ATK: 17 | DEF: 19 | LCK: 13 |
·-----
E2 = Enemy: Transient Witch
   DP Chance: Win without taking damage [DP +1]
| HP:1061 | CP: 331 | BRV:101 | ATK: 13 | DEF: 3 | LCK: 11 |
·-----
E3 = Enemy: Phantasmal Girl
   DP Chance: BRV Break within 10 seconds [DP +1]
.----.
| HP:1061|CP: 331|BRV:101|ATK: 13|DEF: 4|LCK: 11|
·-----
T1 = Treasure Chest [1st: Dark Helm, 2nd: (75%) 30PP, (25%) 50PP]]
E4 = Enemy: Imaginary Champion
   DP Chance: Win battle [DP +1]
| HP:2640|CP: 347|BRV:322|ATK: 40|DEF: 36|LCK: 17|
·-----
T3 = Treasure Chest [1st: Shell Armor, 2nd: (75%) 30PP, (25%) 50PP]]
B1 = Gold Barrier [Unlocks after 2-star rating]
T2 = Treasure Chest [1st: Rosetta Stone]
E5 = Enemy: Delusory Warlock
.----.
| HP:1424 | CP: 338 | BRV:107 | ATK: 18 | DEF: 28 | LCK: 14 |
·-----
```

DESTINY ODYSSEY IV-5:

G = Goal

```
|T1 |
        |E4 |
              |T3 |
   1 1
        |E2 |
     |B1 |
           |B2 |
                |E5 | G |
| S |
  | | |E3 | |E6 |
        |E1 |
       |T2 |
             |T4 |
   Legend:
_____
S = Start
E1 = Enemy: Counterfeit Wraith
   DP Chance: Win without taking damage [DP +1]
| HP:1121 | CP: 352 | BRV:107 | ATK: 12 | DEF: 14 | LCK: 11 |
·-----
E2 = Enemy: Imitation Liegeman
,----,---,----,----,----,----,----,
| HP:1121 | CP: 332 | BRV:107 | ATK: 14 | DEF: 15 | LCK: 11 |
'----'----'-----'-----'-----'
T1 = Treasure Chest [1st: Guard Ring, 2nd: (75%) 30PP, (25%) 50PP]
B1 = Barrier [Unlocked by defeating E1]
E3 = Enemy [Semi-Boss]: Transient Witch
   DP Chance: BRV Break within 10 seconds [DP +1]
| HP:1485|CP: 339|BRV: 95|ATK: 20|DEF: 18|LCK: 14|
·-----
B2 = Barrier [Unlocked by defeating E3]
E4 = Enemy [Gold]: Ephemeral Vision
| HP: 1 | CP: 339 | BRV: 170 | ATK: 19 | DEF: 13 | LCK: 14 |
·_____
T2 = Treasure Chest [1st: Rosetta Stone, 2nd: (75%) 30PP, (25%) 50PP]
              [Appears after defeating E4]
E5 = Enemy: Delusory Knight
   DP Chance: Win within 10 seconds [DP +1]
.----.
| HP:1121 | CP: 332 | BRV:107 | ATK: 12 | DEF: 13 | LCK: 11 |
T3 = Treasure [Potion]
T4 = Treasure Chest [Mythril] [Appears after 4-star rating]
E6 = Enemy: Delusory Knight [Appears after 3-star rating]
   DP Chance: Win battle [DP +2]
| HP:3367|CP: 361|BRV:314|ATK: 36|DEF: 37|LCK: 23|
·-----
G = Goal/Story Fight [Golbez]
.----.
| HP:2357|CP: 343|BRV:200|ATK: 30|DEF: 26|LCK: 16|
·-----
Golbez is another fairly slow opponent, a disadvantage you can exploit by
```

switching to Cecil's Paladin form. It helps if you have a (nearly) filled EX Bar, so using the Aura skill while still on the map (which fills the EX bar by 50%) is a pre. The actual fight won't be too difficult if you manage to grab all EX Cores, keep draining Golbez' bravery and finish him off with HP attacks.

I I	
/ / `.	[2.5] Destiny Odyssey V: Bartz Klauser
	Bartz has a fairly hard odyssey ahead of him in
\	<pre>comparison to others. Difficulty: [****]</pre>
11	

Level Completion Rewards:

DP:	Reward (1st Time):	Reward (2nd Time):
=== =		= =======
0	100 Gil	10 PP
1	300 Gil	20 PP
2	600 Gil	30 PP
3	1000 Gil	50 PP
4	Tonberry (Summon)	80 PP
5	Flame Shield	120 PP
6	Ice Shield	200 PP
7	Rosetta Stone	300 PP
11_		_!!

DESTINY ODYSSEY V-1:

```
·-----
E3 = Enemy: Phantasmal Girl
   DP Chance: BRV Break within 10 seconds [DP +1]
.----.
| HP:1061 | CP: 331 | BRV: 65 | ATK: 13 | DEF: 12 | LCK: 11 |
|-----|----|-----|
E4 = Enemy: Phantasmal Harlequin
| HP: 338|CP: 350|BRV: 95|ATK: 12|DEF: 11|LCK: 10|
·-----
T1 = Treasure Chest [1st: Longsword, 2nd: (75%) 30PP, (25%) 50PP]
E5 = Enemy: Fallacious Tree
   DP Chance: Win within 10 seconds [DP +1]
| HP:1061|CP: 351|BRV:101|ATK: 12|DEF: 15|LCK: 11|
·-----
G = Goal
DESTINY ODYSSEY V-2:
    | G | |E6 | |B1 | |E4 |
|B3 | |
      |E5 | \ |
               |T2 |
 ___|__|__|__|__|/ \||___|
|Sum| \ |B2 | \ |
           |___|/ \|___|/ \|___|
     _ | _ _ | _ _ | \ / | |
  | | |E2 | | \ |E3 |
  | S | |E1 | | | | |T1 |
1___1__1__1__1__1
Legend:
_____
S = Start
E1 = Enemy: Counterfeit Wraith
.----.
| HP: 338 | CP: 350 | BRV: 95 | ATK: 10 | DEF: 12 | LCK: 10 |
·-----
E5 = Enemy [Semi-Boss]: Transient Lion
   DP Chance: Win without losing HP [DP +1]
.----.
| HP:1242 | CP: 335 | BRV:153 | ATK: 14 | DEF: 16 | LCK: 12 |
T1 = Treasure [Potion]
E3 = Enemy: Imaginary Champion
   DP Chance: EX Burst within 10 seconds [DP +1]
| HP:1061|CP: 331|BRV:101|ATK: 12|DEF: 13|LCK: 11|
·-----
B1 = Barrier [Unlocked after defeating E3]
T2 = Treasure Chest [1st: 740 Gil, 2nd: (75%) 30PP, (25%) 50PP]
```

```
E4 = Enemy [Semi-Boss]: Phantasmal Girl
| HP:1242|CP: 335|BRV:141|ATK: 16|DEF: 15|LCK: 12|
·-----
B2 = Barrier [Unlocked by defeating E4]
E5 = Enemy: False Stalwart
.----..
| HP:1000|CP: 330|BRV: 49|ATK: 13|DEF: 14|LCK: 10|
·-----
E6 = Enemy [Semi-Boss]: Fallacious Tree
   DP Chance: EX Burst within 10 seconds [DP +1]
| HP:1303|CP: 355|BRV:148|ATK: 16|DEF: 19|LCK: 13|
·-----
B3 = Gold Barrier [Unlocks after a 2-star rating]
Sum = Summonstone [Leviathan]
 = Goal
DESTINY ODYSSEY V-3:
_____
  |Sum|
       |E2 |
           | | T3 |
```

Legend: ----S = Start

T1 = Treasure [Ether]

E1 = Enemy [Semi-Boss]: Transient Lion

DP Chance: BRV Break within 10 seconds [DP +1]

.-----. | HP:1121|CP: 332|BRV:107|ATK: 12|DEF: 14|LCK: 11|

| HP:1121|CP: 332|BRV:10/|ATK: 12|DEF: 14|LCK: 11|

E2 = Enemy [Semi-Boss]: Fallacious Tree

DP Chance: Critical hit within 10 seconds [DP +1]

| HP:1424|CP: 357|BRV:176|ATK: 18|DEF: 21|LCK: 14|

E3 = Enemy [Semi-Boss]: Phantasmal Harlequin

DP Chance: Win without taking damage [DP +1]

| HP:1364|CP: 356|BRV:156|ATK: 18|DEF: 17|LCK: 13|

Sum = Summonstone [Leviathan auto]

E4 = Enemy [Boss]: Capricious Reaper

```
DP Chance: Win battle [DP +1]
| HP:2739|CP: 348|BRV:432|ATK: 38|DEF: 37|LCK: 18|
·-----
T2 = Treasure Chest [1st: Shell Shield, 2nd: (75%) 50PP, (25%) 100PP]
E5 = Enemy: Imaginary Soldier
   DP Chance: Win within 10 seconds [DP +1]
| HP:1121 | CP: 332 | BRV:107 | ATK: 13 | DEF: 15 | LCK: 11 |
·-----
E6 = Enemy [Gold]: Imitation Liegeman
.----.
| HP: 1 | CP: 338 | BRV: 576 | ATK: 19 | DEF: 13 | LCK: 14 |
·-----
T3 = Treasure Chest [Rosetta Stone]
E7 = Enemy [Rare]: Fallacious Tree [Appears after 3-star rating]
   DP Chance: Win battle [DP +2]
| HP:3621 | CP: 375 | BRV:297 | ATK: 52 | DEF: 55 | LCK: 23 |
G = Goal/Story Fight [Golbez]
,----,---,----,----,----,----,----,----,
| HP:2035|CP: 341|BRV:191|ATK: 23|DEF: 23|LCK: 15|
|-----|----|-----|
Golbez is a rather slow opponent, allowing for easily evading his attacks.
Pummel him with Bravery attacks until he Breaks and finish him off with several
HP attacks.
DESTINY ODYSSEY V-4:
  |E5 |
          |E4 | |E6 |
      1
| S | |
        |E2 |
            | |B1 |
        | | E3 | \ |
             _|__|/ \|
          |E1 | |T1 | |B2 |T2 | G |
  __|___|
Legend:
_____
S = Start
E1 = Enemy [Gold]: Imitation Liegeman
.----.
   1|CP: 338|BRV:495|ATK: 19|DEF: 13|LCK: 14|
```

·-----

DP Chance: Win within 10 seconds [DP +1]

E2 = Enemy: Counterfeit Wraith

T1 = Treasure Chest [1st: Buckler, 2nd: (75%) 30PP, (25%) 50PP]

```
| HP:1182 | CP: 353 | BRV:113 | ATK: 13 | DEF: 15 | LCK: 12 |
B1 = Barrier [Unlocked by defeating E2]
E3 = Enemy: False Stalwart
   DP Chance: Win without losing HP [DP +1]
.----..
| HP:1545|CP: 341|BRV:161|ATK: 22|DEF: 23|LCK: 15|
·-----
E4 = Enemy: Phantasmal Girl
   DP Chance: Critical hit within 10 seconds [DP +1]
| HP:1242|CP: 335|BRV:118|ATK: 16|DEF: 15|LCK: 12|
|-----|----|-----|
E5 = Enemy [Semi-Boss]: Fallacious Tree
   DP Chance: Win without taking damage [DP +1]
| HP:1545|CP: 359|BRV:161|ATK: 20|DEF: 23|LCK: 15|
|-----|----|-----|
E6 = Enemy [Semi-Boss]: Imaginary Champion
   DP Chance: BRV Break within 10 seconds [DP +1]
,----,---,----,----,----,----,----,
| HP:1606|CP: 342|BRV:183|ATK: 21|DEF: 22|LCK: 15|
'----'----'-----'-----'-----'-----'
B2 = Gold Barrier [Unlocks after 2-star rating]
T2 = Treasure Chest [1st: Rosetta Stone]
T3 = Treasure Chest [Eucalyptus] [Appears after 4-star rating]
G = Goal
```

DESTINY ODYSSEY V-5:

T2 E4	T3		T1
1111	_ I	I	lll
1 1	1		
1 1			E3
ll	_	.	
G E6		E8	E2
lll	l	I	
\ /	1		\ /
\	E5		$ \ \ \ \ \ \ $
/ \	l	l	
	1		
E7			E1 S
ll	_	.	

Legend: -----

S = Start

E1 = Enemy: Transient Lion

| HP:1364|CP: 337|BRV:130|ATK: 16|DEF: 18|LCK: 13| ·-----

E2 = Enemy: Counterfeit Wraith

DP Chance: Critical hit within 10 seconds [DP +1]

```
| HP:1364 | CP: 356 | BRV:130 | ATK: 16 | DEF: 18 | LCK: 13 |
E3 = Enemy: Imitation Despot
   DP Chance: Win within 10 seconds [DP +1]
,----,---,----,----,----,----,----,----,
| HP:1303|CP: 336|BRV:171|ATK: 16|DEF: 18|LCK: 13|
'----'----'-----'-----'-----'
T1 = Treasure Chest [1st: White Drop, 2nd: (75%) 30PP, (25%) 50PP]
E4 = Enemy [Semi-Boss]: Imaginary Champion
,----,---,----,----,----,----,----,----,
| HP:1727 | CP: 344 | BRV:214 | ATK: 23 | DEF: 24 | LCK: 16 |
|-----|----|-----|
E5 = Enemy [Semi-Boss]: Phantasmal Harlequin
   DP Chance: Keep foe from getting EX Cores [DP +1]
| HP:1667|CP: 361|BRV:174|ATK: 23|DEF: 22|LCK: 16|
E6 = Enemy: False Stalwart
   DP Chance: EX Burst within 10 seconds [DP +1]
.-----.
| HP:1364|CP: 337|BRV:130|ATK: 19|DEF: 20|LCK: 13|
|-----|----|-----|
E7 = Enemy: Delusory Warlock
.----.
| HP:1667|CP: 343|BRV:174|ATK: 22|DEF: 24|LCK: 16|
·-----
T2 = Treasure Chest [1st: Cyan Drop, 2nd: (75%) 30PP, (25%) 50PP]
T3 = Treasure Chest [Mythril] [Appears after 4-star rating]
E8 = Enemy [Rare]: Fallacious Wanderer [Appears after 3-star rating]
   DP Chance: Win battle (DP +2)
.----.
| HP:2697 | CP: 378 | BRV:257 | ATK: 39 | DEF: 40 | LCK: 24 |
'----'----'-----'-----'-----'
G = Goal/Story Fight [Exdeath]
.-----.
| HP:2458|CP: 364|BRV:282|ATK: 33|DEF: 29|LCK: 17|
·-----
Exdeath is a slow opponent, allowing you to avoid his magical attacks and
counterattack with bravery skills. Collect EX Cores as they become available
and strike Exdeath with HP attacks as you see fit to dive into battle.
        __/| `
                     [2.6] Destiny Odyssey VI: Terra Branford
| \|
     \ |
         |____|| characters and takes long to master. Difficulty:[****]|
                   Level Completion Rewards:
           .---.------
           |DP:| Reward (1st Time): |Reward (2nd Time):|
           | 0 |
                    100 Gil
                              10 PP
                    300 Gil
           | 1 |
                              20 PP
```

30 PP

50 PP

600 Gil

1000 Gil

| 2 |

1 3 1

	4	-	Deathgaze (Summon)	1	80	PP	
	5	-	Flamescepter	1	120	PP	1
	6	-	Snowscepter	1	200	PP	1
	7		Rosetta Stone		300	PP	-
١.		٠,		_ '			'

DESTINY ODYSSEY VI-1:

1 1			1 1
S	E1	E7	T1
	ll	ll_	_11
1 1			1 1
E2			1 1
II	lI	II	_11
	I	II	
1 1			1 1 1
E3	E4	E5	G
11	ll	11	_11
1 1	1 1	1 1	1 1
1 1		E6	1 1
	ll	ll	_

Legend:

S = Start

E1 = Enemy: Delusory Knight Lv.2

Battle Map: Lunar Subterrane

.----.

| HP: 399|CP: 331|BRV: 55|ATK: 11|DEF: 4|LCK: 11|

E2 = Enemy: Phantasmal Girl Lv.1
Battle Map: Order's Sanctuary

.----.

| HP: 338 | CP: 330 | BRV: 49 | ATK: 12 | DEF: 3 | LCK: 10 |

E3 = Enemy: False Hero Lv.2

Battle Map: Lunar Subterrane

.-----. |HP: 399|CP: 331|BRV: 55|ATK: 12|DEF: 7|LCK: 11|

E4 = Enemy: Phantasmal Harlequin Lv.3

Battle Map: Order's Sanctuary

DP Chance: Win within 10 seconds [DP +1]

.-----. |HP:1121|CP: 352|BRV: 61|ATK: 14|DEF: 5|LCK: 11|

E5 = Enemy: Imitation Despot Lv.3

Battle Map: Order's Sanctuary

.----.

| HP:1121 | CP: 332 | BRV: 61 | ATK: 13 | DEF: 7 | LCK: 11 |

E6 = Enemy: Ephemeral Phantom Lv.2

Battle Map: Lunar Subterrane

DP Chance: BRV Break within 10 seconds [DP +1]

.----.

| HP: 399|CP: 331|BRV: 55|ATK: 14|DEF: 6|LCK: 11|

```
·-----
T1 = Treasure Chest [1st: Staff, 2nd: (75%) 30PP, (25%) 50PP]
E7 = Enemy: Counterfeit Wraith Lv.2
   Battle Map: Lunar Subterrane
.----.
| HP:1061|CP: 351|BRV: 55|ATK: 11|DEF: 5|LCK: 11|
|-----|----|-----|
G = Goal
DESTINY ODYSSEY VI-2:
_____
| G |B3 |Sum| | | | | | | | | | | | | |
         | S | |E6 | |
 | |\ /|
         |B2 | \ |
         | | | | | | | | | | | | | | | | |
 __|_|/|\|___|
  | | E3 | |
       | |/ \| |
|T2 |E4 |
         |E2 |
      Legend:
-----
S = Start
T1 = Treasure [Potion]
E1 = Enemy: Capricious Reaper Lv.2
   Battle Map: Lunar Subterrane
| HP:1061|CP: 331|BRV: 55|ATK: 11|DEF: 5|LCK: 11|
·-----
E2 = Enemy [Semi-Boss]: Phantasmal Harlequin Lv.7
   Battle Map: Dream's End
   DP Chance: Win within 10 seconds [DP +1]
B1 = Barrier [Unlocked after defeating E2]
.----.
| HP:1364|CP: 356|BRV:169|ATK: 18|DEF: 9|LCK: 13|
·-----
E3 = Enemy [Gold]: Transient Lion Lv.8
   Battle Map: Order's Sanctuary
.----.
| HP: 38 | CP: 338 | BRV: 615 | ATK: 17 | DEF: 17 | LCK: 14 |
·-----
E4 = Enemy: Delusory Knight Lv.3
   Battle Map: Dream's End
   DP Chance: Critical hit within 10 seconds [DP +1]
| HP:1121 | CP: 332 | BRV: 61 | ATK: 12 | DEF: 13 | LCK: 11 |
·-----
T2 = Treasure Chest [1st: Robe, 2nd: (75%) 30PP, (25%) 50PP]
```

E5 = Enemy [Semi-Boss]: Fallacious Tree Lv.8

```
Battle Map: Order's Sanctuary
   DP Chance: Win without taking damage [DP +1]
.----.
| HP:1424 | CP: 357 | BRV:176 | ATK: 18 | DEF: 13 | LCK: 14 |
·------
B2 = Barrier [Unlocked after defeating E5]
B3 = Gold Barrier [Unlocked after attaining a 2-star rating]
Sum = Demon Wall Summonstone
E6 = Enemy: False Stalwart Lv.2
   Battle Map: Lunar Subterrane
| HP: 399|CP: 331|BRV:101|ATK: 14|DEF: 15|LCK: 11|
·-----
G = Goal
DESTINY ODYSSEY VI-3:
    | S | |T1 |E4 | | | G |
  |B1 | |E5 | \ |
         |___|/ \|
       |E3 |
             |T2 |E6 |T3 |
           | ___|__|____
     |E1 |
     | |/ \| |
          | |-
 | |E2 |
  _ | _ _ _ |
             __|__|__|
Legend:
-----
S = Start
E1 = Enemy: Delusory Warlock Lv.6
   Battle Map: Planet's Core
   DP Chance: Keep foe from getting EX Cores [DP +1]
.----.
| HP: 641 | CP: 336 | BRV: 124 | ATK: 16 | DEF: 18 | LCK: 13 |
·-----
E2 = Enemy [Semi-Boss]: Ephemeral Phantom Lv.10
   Battle Map: Dream's End
   DP Chance: Win without taking damage [DP +1]
.----.
| HP:1545|CP: 341|BRV:205|ATK: 22|DEF: 14|LCK: 15|
·-----
B1 = Barrier [Unlocked after defeating E2]
E3 = Enemy: Fallacious Tree Lv.5
   Battle Map: Lunar Subterrane
| HP:1242|CP: 354|BRV: 72|ATK: 15|DEF: 18|LCK: 12|
·-----
T1 = Treasure Chest [1st: Power Ring, 2nd: (75%) 30PP, (25%) 50PP]
E4 = Enemy [Semi-Boss]: Phantasmal Harlequin Lv.8
```

```
Battle Map: Planet's Core
   DP Chance: Win within 10 seconds [DP +1]
.----.
| HP:1424 | CP: 357 | BRV:149 | ATK: 19 | DEF: 10 | LCK: 14 |
·------
E5 = Enemy [Semi-Boss]: Capricious Reaper Lv.10
   Battle Map: Order's Sanctuary
   DP Chance: BRV Break within 10 seconds [DP +1]
.-----.
| HP:1545|CP: 341|BRV:191|ATK: 19|DEF: 13|LCK: 15|
·-----
T2 = Treasure [Ether]
Sum = Demon Wall [Auto]
E6 = Enemy [Boss]: Transient Witch Lv.18
   Battle Map: Lunar Subterrane
   DP Chance: Win battle [DP +1]
| HP:2030 | CP: 350 | BRV:193 | ATK: 41 | DEF: 27 | LCK: 19 |
·-----
T3 = Treasure Chest [1st: Mage's Staff, 2nd: (75%) 30PP, (25%) 50PP]
G = Goal/Story Fight [Cloud Lv.12]
  Battle Map: Planet's Core
| HP:2035|CP: 343|BRV:159|ATK: 27|DEF: 24|LCK: 16|
·-----
DESTINY ODYSSEY VI-4:
_____
        | | |T1 |B1 |T2 |
               | |E2 |E6 |
    |E1 | |E5 | | G |
I S I
|___|
    | | |E3 |E4 |
      ___|__|___|
     |E7 | |T3 | |
       __|__|
Legend:
_____
S = Start
E1 = Enemy [Gold]: Transient Lion Lv.11
   Battle Map: Crystal World
   DP Chance: Critical hit within 10 seconds [DP +1]
```

| HP: 47|CP: 342|BRV:636|ATK: 20|DEF: 15|LCK: 15|

DP Chance: EX Burst within 10 seconds [DP +1]

E2 = Enemy: Counterfeit Wraith Lv.6
Battle Map: Order's Sanctuary

```
| HP:1303|CP: 355|BRV:124|ATK: 15|DEF: 17|LCK: 13|
E3 = Enemy: Imitation Despot Lv.6
    Battle Map: Dream's End
    DP Chance: Wall Rush within 10 seconds [DP +1]
,----,---,----,----,----,----,----,----,
| HP: 641|CP: 336|BRV:124|ATK: 16|DEF: 18|LCK: 13|
'----'----'-----'-----'-----'
E4 = Enemy: False Hero Lv.7
   Battle Map: Crystal World
,----,---,----,----,----,----,----,----,
| HP: 702|CP: 337|BRV:130|ATK: 17|DEF: 20|LCK: 13|
·-----
E5 = Enemy [Semi-Boss]: Phantasmal Harlequin Lv.12
    Battle Map: Lunar Subterrane
    DP Chance: Win within 10 seconds [DP +1]
.-----.
| HP:1667|CP: 361|BRV:190|ATK: 23|DEF: 14|LCK: 16|
·-----
E6 = Enemy [Semi-Boss]: False Stalwart Lv.6
   Battle Map: Kefka's Tower
,----,---,----,----,----,----,----,
| HP:1667|CP: 343|BRV:190|ATK: 24|DEF: 17|LCK: 16|
·-----
T1 = Treasure Chest [1st: 495 Gil, 2nd: (75%) 30PP, (25%) 50PP]
B1 = Gold Barrier [Unlocked after receiving a 2-star rating]
T2 = Treasure Chest [Rosetta Stone]
T3 = Treasure Chest [Clary Sage] [Unlocked after 4-star rating]
E7 = Enemy [Rare]: Phantasmal Harlequin Lv.27 [Appears after 3-star rating]
    Battle Map: Order's Sanctuary
    DP Chance: Win battle (DP +2)
.----.
| HP:2575|CP: 376|BRV:245|ATK: 54|DEF: 51|LCK: 23|
·-----
G = Goal
```

DESTINY ODYSSEY VI-5:

1			
Ī	İ	T3	E7
İ	İ		
i -			
I	E3	E2 E8	B E6
I			1 1 1
		_	
S		T4	G
11_	11	11	1 11
E	1	E4	-
1_	_	II	
1			1 1 1
1	T1	T2	E5
1_	_	_ _ _	

Legend:

```
S = Start
T1 = Treasure Chest [1st: EX Mode, 2nd: 10PP]
E1 = Enemy: Ephemeral Phantom Lv.9 [Chains after opening T1]
    Battle Map: Kefka's Tower
| HP:1485|CP: 339|BRV:141|ATK: 21|DEF: 21|LCK: 14|
|-----|----|-----|
E2 = Enemy [Semi-Boss]: Imitation Despot Lv.13
    Battle Map: Order's Sanctuary
    DP Chance: Win without taking damage [DP +1]
| HP:1727 | CP: 344 | BRV:198 | ATK: 23 | DEF: 17 | LCK: 16 |
|-----|----|-----|
E3 = Enemy: Fallacious Tree Lv.9 [Chains after defeating E2]
    Battle Map: Crystal World
    DP Chance: BRV Break within 10 seconds [DP +1]
| HP:1485|CP: 358|BRV:141|ATK: 19|DEF: 22|LCK: 14|
|-----|----|-----|
T2 = Treasure Chest [1st: Rosetta Stone, 2nd: (75%) 30PP, (25%) 50PP]
E4 = Enemy: Capricious Reaper Lv.8 [Chains after opening T2]
    Battle Map: Lunar Subterrane
| HP: 762 | CP: 338 | BRV: 136 | ATK: 17 | DEF: 19 | LCK: 14 |
·-----
E5 = Enemy [Semi-Boss]: False Stalwart Lv.14
   Battle Map: Crystal World
.----..
| HP:1788 | CP: 345 | BRV:204 | ATK: 26 | DEF: 19 | LCK: 17 |
·-----
E6 = Enemy [Gold]: Transient Lion Lv.14
   Battle Map: Order's Sanctuary
    DP Chance: Critical hit within 10 seconds [DP +1]
.----.
| HP: 56|CP: 345|BRV:699|ATK: 23|DEF: 18|LCK: 17|
·-----
E7 = Enemy: Delusory Warlock Lv.9 [Chains after defeating E6]
   Battle Map: Lunar Subterrane
    DP Chance: Wall Rush within 10 seconds [DP +1]
.----.
| HP:1485|CP: 339|BRV:141|ATK: 19|DEF: 21|LCK: 14|
·-----
T3 = Treasure [Potion] [Appears after defeating E7]
T4 = Treasure Chest [Mythril] [Appears after 4-star rating]
E8 = Enemy: Phantasmal Girl Lv.30 [Appears after 3-star rating]
    Battle Map: Kefka's Tower
    DP Chance: Win battle [DP +2]
.-----.
| HP:2757|CP: 365|BRV:263|ATK: 62|DEF: 58|LCK: 25|
'----'----'-----'-----'-----'-----'
G = Goal/Story Fight [Kefka Lv.17]
   Battle Map: Kefka's Tower
,----,---,----,----,----,----,----,
| HP:2450 | CP: 366 | BRV:358 | ATK: 36 | DEF: 28 | LCK: 18 |
·-----
Kefka can be defeated my spawning Flood after building up a decent amount of
Bravery, although you're better off using Tornado in small corridors. Kefka's
Magic Pot Summon can mimic your bravery, so you should never build up too much
of it as you'll risk turning the tables instantly. Try and dodge Kefka's Trine
```

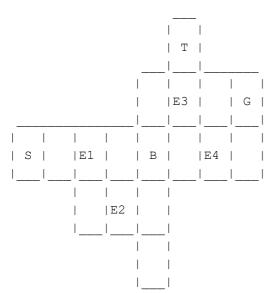
HP attack as much as you can while pounding him with bravery attacks to counter

	[2.7] Destiny Odyssey VII: Cloud Strife
_ _ \ `.	
	Cloud's chapter is arguably the easiest odyssey, and
\	therefore a good place to start. Difficulty: [*]

Level Completion Rewards:

DP:	Reward (1st Time):	Rewa	rd (2r	nd Time):
=== =	=======================================	= ====	=====		==
0	100 Gil		10	PP	- 1
1	300 Gil		20	PP	- 1
2	600 Gil		30	PP	- 1
3	1000 Gil		50	PP	-
4	Typhon (Summon)		80	PP	- 1
5	Zweihander		120	PP	-
6	Flamberge		200	PP	-
7	Rosetta Stone		300	PP	-
		,			

DESTINY ODYSSEY VII-1:



Legend:

S = Start

E1 = Enemy: Imaginary Soldier

.-----. |HP: 338|CP: 330|BRV: 49|ATK: 11|DEF: 13|LCK: 10|

E2 = Enemy: Capricious Thief

.----. | HP: 338|CP: 330|BRV: 49|ATK: 9|DEF: 11|LCK: 10|

B = Barrier [Unlocked by defeating two enemies]

E3 = Enemy: False Hero

DP Chance: Win within 10 seconds [DP +1]

.----.

```
E4 = Enemy: Imaginary Champion
   DP Chance: Win without taking damage [DP +1]
| HP:1000|CP: 330|BRV: 49|ATK:11|DEF: 12|LCK: 10|
|-----|----|-----|
T = Treasure Chest [1st: Buster Sword, 2nd: (75%) 30PP, (25%) 50PP]
G = Goal
DESTINY ODYSSEY VII-2:
 | G | E5 | | | T2 | |
 | |E4 | | | B |Sum|
        | |E1 | |E3 | |
 | S | | | E2 | | T1 |
  __|__|
Legend:
_____
S = Start
E1 = Enemy: Ephemeral Vision
   DP Chance: BRV Break within 10 seconds [DP +1]
.----.
| HP: 338 | CP: 330 | BRV: 49 | ATK: 11 | DEF: 12 | LCK: 10 |
·-----
E2 = Enemy [Semi-Boss]: Delusory Knight
   DP Chance: Win without taking damage [DP +1]
,----,---,----,----,----,----,----,----,
| HP:1121 | CP: 332 | BRV: 61 | ATK: 16 | DEF: 13 | LCK: 11 |
'----'----'-----'-----'-----'-----'
E3 = Enemy [Gold]: Phantasmal Girl
.----.
| HP: 1 | CP: 332 | BRV: 462 | ATK: 14 | DEF: 5 | LCK: 11 |
·-----
T1 = Treasure Chest [1st: Bronze Bangle, 2nd: (75%) 30PP, (25%) 50PP]
  = Golden Barrier [Unlocks after 2-star rating]
Sum = Summon Crystal [Magic Pot]
T2 = Treasure [Potion]
  = Enemy: False Stalwart
    DP Chance: Critical hit within 10 seconds [DP +1]
| HP:1000|CP: 330|BRV: 49|ATK: 13|DEF: 14|LCK: 10|
·-----
E5 = Enemy [Semi-Boss]: Imaginary Champion
```

DP Chance: Win without taking damage [DP +1]

| HP:1000|CP: 330|BRV: 49|ATK:11|DEF: 14|LCK: 10|

```
.-----.
|HP:1182|CP: 333|BRV: 67|ATK: 19|DEF: 14|LCK: 12|
'----'----'-----'------'------'------'
```

DESTINY ODYSSEY VII-3:

	1						
T1	E1		B2		E5		T4
I	_ I	_l	l	_l	_	_l	11
							1
				T3			1
	_ I	_l		l	_	I	l
							1 1
S		1					G
I	_ I	_l			_	I	11
							1
		E2		T2			1
	1	_		_l	_	_I	I
							1
	E3		B1		1	E4	Sum
	l	_l	l	_l	_	_l	

Legend:

```
S = Start
```

E1 = Boss Fight: Ephemeral Phantom

DP Chance: Win battle [DP +1]

.----.

| HP:2040|CP: 334|BRV:334|ATK: 35|DEF: 31|LCK: 16|

This can be a fairly tough fight, so make sure you equip the Buster Sword and any accessories you've acquired at this point onward. When he charges his

Ultimate Jecht Shot, quickly move away until the attack has finished.

```
T1 = Treasure Chest [1st: Hard Breaker, 2nd: (75%) 30PP, (25%) 50PP]
```

E2 = Enemy: Delusory Knight

DP Chance: BRV Break within 10 seconds [DP +1]

.----.

| HP:1000|CP: 330|BRV: 95|ATK: 10|DEF: 11|LCK: 10|

·_____

E3 = Enemy: Capricious Thief

DP Chance: Win without taking damage [DP +1]

.----.

| HP:1000|CP: 330|BRV: 49|ATK: 9|DEF: 11|LCK: 10|

B1 = Barrier [Unlocked by defeating E3]

B2 = Barrier [Unlocked by defeating E1]

T2 = Treasure [Ether]

T3 = Treasure [Potion]

E4 = Enemy [Semi-Boss]: Imaginary Champion

DP Chance: EX Burst within 10 seconds [DP +1]

.----.

| HP:1242|CP: 335|BRV: 72|ATK: 20|DEF: 15|LCK: 12|

·-----

Starting the battle with an airial Braver is almost always a surefire hit. During the remainder of the fight, Firion will regularly use his Weaponsmaster attack. It is important to dodge this - you can strike Firion immediately afterwards.

DESTINY ODYSSEY VII-4:

		-			. ——
	 T1 BG	1			 T4
		l			
1 1	\			1	
E1	\ E4		B2	1	E6
II	/ \	.l	_ I	_ I	
1 1					
S	B1	E7			G
1 1	1 1	1	1		1 1
''	.	·	. I		. ' '
		-	-		.''
		 	 B3	 E5	.''
		-	 B3 	 E5 _	.'
		-	 B3 	 E5 	
		 	 B3 	 E5 T3	

Legend:

```
S = Start
```

E1 = Enemy: False Hero

·-----

| HP:1061|CP: 331|BRV: 55|ATK: 12|DEF: 15|LCK: 11|

E2 = Enemy: Phantasmal Harlequin

DP Chance: BRV Break within 10 seconds [DP +1]

| HP: 399|CP: 351|BRV:101|ATK: 13|DEF: 12|LCK: 11|

B1 = Barrier [Unlocked by defeating E2]

E3 = Enemy: Fallacious Wanderer

DP Chance: Win within 10 seconds

.----.

| HP: 399|CP: 351|BRV: 55|ATK: 12|DEF: 13|LCK: 11|

E4 = Enemy [Semi-Boss]: Imitation Liegeman

DP Chance: Keep foe from getting EX Cores [DP +1]

.----.

```
| HP:1364 | CP: 337 | BRV: 84 | ATK: 22 | DEF: 19 | LCK: 13 |
·-----
BG = Barrier [Gold] [Unlocks after 2-star rating]
T1 = Treasure Chest [Rosetta Stone]
T2 = Treasure Chest [1st: Leather Armor, 2nd: (75%) 30PP, (25%) 50PP]
B2 = Barrier [Unlocked by defeating E3]
B3 = Barrier [Unlocked by defeating E4]
E5 = Enemy [Semi-Boss]: Imaginary Champion
.----.
| HP:1424 | CP: 338 | BRV: 90 | ATK: 29 | DEF: 18 | LCK: 14 |
|-----|----|-----|
T3 = Treasure Chest [1st: Bronze Helm, 2nd: (75%) 30PP, (25%) 50PP]
E6 = Enemy [Semi-Boss]: Phantasmal Harlequin
    DP Chance: Wall Rush within 10 seconds [DP +1]
.----.
| HP:1424 | CP: 357 | BRV: 90 | ATK: 27 | DEF: 20 | LCK: 14 |
·-----
E7 = Enemy [Rare]: Imaginary Champion [Appears after 3-star rating]
    DP Chance: Win battle [DP +2]
.----.
| HP:2333|CP: 356|BRV:279|ATK: 51|DEF: 49|LCK: 21|
|-----|----|-----|
T4 = Treasure Chest [Lemongrass] [Appears after 4-star rating]
G = Goal
```

DESTINY ODYSSEY VII-5:

```
1 1
 |E1 |
   |E4 |
      |T3 |
 __|__|_
  | S |
        |__|
  | |E3 | |B1 |B2 | G |
    _ | ___
          |T1 | |E2 |T2 | | |
 __|__|
  |E5 |
```

Legend: -----

```
S = Start
E1 = Enemy: Imitation Liegeman
    DP Chance: Win without taking damage [DP +1]
| HP:1121 | CP: 332 | BRV:107 | ATK: 14 | DEF: 15 | LCK: 11 |
·-----
T1 = Treasure [Potion: Appears after defeating E2]
E2 = Enemy [Gold]: Phantasmal Girl
    DP Chance: BRV Break within 10 seconds [DP +1]
```

```
| HP: 1 | CP: 341 | BRV: 702 | ATK: 21 | DEF: 12 | LCK: 15 |
  ._____!___!___!
E3 = Enemy: False Stalwart
   DP Chance: Win within 10 seconds [DP +1]
.----.
| HP:1121|CP: 332|BRV:107|ATK: 15|DEF: 16|LCK: 11|
|-----|----|-----|
T2 = Treasure [1st: Rosetta Stone, 2nd: (75%) 30PP, (25%) 50PP]
E4 = Enemy [Semi Boss]: Fallacious Wanderer
   DP Chance: Win without taking damage [DP +1]
| HP:1545|CP: 359|BRV:136|ATK: 30|DEF: 21|LCK: 15|
·-----
B1 = Barrier [Unlocked by defeating E3]
B2 = Barrier [Unlocked by defeating E4]
T3 = Treasure Chest [Mythril] [Appears after 4-star rating]
E5 = Enemy [Rare]: Imaginary Soldier
   DP Chance: Win battle [DP +2]
| HP:2575|CP: 361|BRV:245|ATK: 37|DEF: 39|LCK: 23|
·-----
G = Goal/Story Fight [Sephiroth]
| HP:2095|CP: 343|BRV:184|ATK: 27|DEF: 24|LCK: 16|
·-----
Sephiroth is no pushover and has fast, lethal attacks at his disposal. Make
sure to equip your best weapons and equipment before plunging into battle.
During the fight, make sure you always grab the EX Core and initiate EX Mode
whenever possible. If you get slammed into a wall you might also initiate EX
Mode. When Sephiroth is charging, quickly deliver a blow to prevent him from
performing an unblockable attack.
                    [2.8] Destiny Odyssey VIII: Squall Leonhart
11 __1 1 __1 1 1 1 1 1
    \| | _____|| treasure and ambushes. Difficulty: [***]
```

Level Completion Rewards:

DP:	Reward (1st Time):	Re	ward (2r	nd Time):
=== ==		= ==	======		==
0	100 Gil		10	PP	
1	300 Gil		20	PP	
2	600 Gil		30	PP	
3	1000 Gil		50	PP	
4	PuPu (Summon)		80	PP	
5	Flametongue		120	PP	
6	Icebrand		200	PP	
7	Rosetta Stone		300	PP	
''		_ '			'

DESTINY	ODYSSEY	VIII-1:

```
|E2 | |E5 | | | | | |
            | S | |E1 | | |E6 |B1 | G |
         |E3 | |E4 |T1 |
     1____1___1___1
Legend:
-----
S = Start
E1 = Enemy: Transient Lion
.----.
| HP: 338 | CP: 330 | BRV: 49 | ATK: 10 | DEF: 4 | LCK: 10 |
·-----
E2 = Enemy: Delusory Knight [Appears after defeating E1]
.----..
| HP: 399|CP: 331|BRV: 55|ATK: 11|DEF: 4|LCK: 11|
·-----
E3 = Enemy: Ephemeral Vision [Appears after defeating E1]
| HP: 338|CP: 330|BRV: 49|ATK: 11|DEF: 4|LCK: 10|
·-----
E4 = Enemy: Transient Witch [Appears after defeating E3]
.----.
| HP: 399|CP: 331|BRV:111|ATK: 13|DEF: 3|LCK: 11|
·-----
T1 = Treasure [1st: Revolver, 2nd: (75%) 30PP, (25%) 50PP]
E5 = Enemy: Phantasmal Girl [Appears after defeating E2]
   DR Chance: BRV Break within 10 seconds [DP +1]
.----.
| HP: 399|CP: 331|BRV: 55|ATK: 13|DEF: 4|LCK: 11|
·-----
E6 = Enemy: Capricious Thief [Appears after defeating E4]
   DP Chance: Win without taking damage [DP +1]
.----.
| HP:1061|CP: 331|BRV: 55|ATK: 10|DEF: 4|LCK: 11|
'----'----'-----'-----'-----'-----'
B1 = Barrier [Unlocked by defeating E6]
G = Goal
DESTINY ODYSSEY VIII-2:
_____
  |E1 | |E2 |
            |T2 |
  |___|
  | |\ /| | | |
```

_|__|/ \|___|__|

```
| S | |E3 | |E4 | |B1 | G |
     |Sum|B2 |E5 | | |T1 |
|___|__
           Legend:
-----
S? = Start
E1 = Enemy: Fallacious Tree
,----,---,----,----,----,----,----,----,
| HP:1000|CP: 350|BRV: 49|ATK: 11|DEF: 6|LCK: 10|
·-----
E2 = Enemy: Capricious Thief [Appears after defeating E1]
   DP Chance: Win within 10 seconds [DP +1]
.----.
| HP: 520 | CP: 333 | BRV: 78 | ATK: 12 | DEF: 6 | LCK: 12 |
·-----
E3 = Enemy: Delusory Knight [Appears after defeating E2]
   DP Chance: Keep foe from getting EX Cores [DP +1]
,----,---,----,----,----,---,---,---,
| HP:1000|CP: 330|BRV: 49|ATK: 10|DEF: 3|LCK: 10|
·-----
E4 = Enemy [Gold]: Fallacious Wanderer [Appears after defeating E2]
   DP Chance: Critical Hit within 10 seconds [DP +1]
| HP: 1 | CP: 354 | BRV: 2709 | ATK: 15 | DEF: 16 | LCK: 12 |
·-----
E5 = Enemy [Semi Boss]: Transient Witch [Appears after defeating E3]
.-----.
| HP: 580 | CP: 335 | BRV: 118 | ATK: 16 | DEF: 6 | LCK: 12 |
·-----
B2 = Gold Barrier [Unlocks after 2-star rating]
Sum = Summonstone [Bahamut]
T1 = Treasure [Potion]
T2 = Treasure Chest [1st: Purple Drop, 2nd: (75%) 30PP, (25%) 50PP]
               [Appears after defeating E4]
B1 = Barrier [Unlocked by defeating E5]
G = Goal
DESTINY ODYSSEY VIII-3:
 |E4 | |E5 | |B2 | |T3 |
```

| | G |

|E3 | | S | |E1 | |___|__|__|

```
| |T1 |
| Sum |
    |E2 | |E6 |B1 | |T2 |
| | ___ | ___ | ___ | ___ | ___ | ___ | ___ |
Legend:
_____
S = Start
E1 = Enemy: Delusory Knight
   DP Chance: BRV Break within 10 seconds [DP +1]
| HP:1061|CP: 331|BRV: 55|ATK: 11|DEF: 12|LCK: 11|
·-----
E2 = Enemy [Gold]: Fallacious Wanderer [Appears after defeating E1]
   DP Chance: BRV Break within 10 seconds [DP +1]
| HP: 1 | CP: 356 | BRV: 3276 | ATK: 17 | DEF: 18 | LCK: 13 |
·-----
Sum = Summonstone [Bahamut auto]
E3 = Enemy [Semi-Boss]: Ephemeral Vision
   DP Chance: Win without taking damage [DP +1]
.----.
| HP:1303|CP: 336|BRV: 78|ATK: 16|DEF: 17|LCK: 13|
E4 = Enemy [Semi-Boss]: Phantasmal Harlequin [Appears after defeating E2]
   DP Chance: EX Burst within 10 seconds [DP +1]
| HP: 702 | CP: 356 | BRV: 143 | ATK: 18 | DEF: 17 | LCK: 13 |
·-----
E5 = Enemy: Imaginary Champion [Appears after defeating E3]
| HP: 399|CP: 331|BRV: 55|ATK: 12|DEF: 13|LCK: 11|
·-----
E6 = Enemy [Semi-Boss]: Transient Witch [Appears after defeating E5]
| HP: 702 | CP: 337 | BRV: 143 | ATK: 18 | DEF: 16 | LCK: 13 |
'----'----'-----'-----'-----'-----
B1 = Barrier [Unlocked by defeating E4]
B2 = Barrier [Unlocked by defeating E6]
T1 = Treasure [Potion] [Appears after defeating E5]
T2 = Treasure [Ether]
T3 = Treasure Chest [1st: Bronze Bangle, 2nd: (75%) 30PP, (25%) 50PP]
G = Goal/Story Fight [Kuja]
.-----.
| HP:1800|CP: 339|BRV: 192|ATK: 21|DEF: 21|LCK: 14|
'----'----'-----'-----'-----'-----'
Kuja's attacks are surprisingly weak with the notable exception of his annoying
Flare Star. Dodge this and follow up with bravery attacks. When Kuja has
been weakened enough, finish the fight with a few more HP attacks.
DESTINY ODYSSEY VIII-4:
-----
```

```
|T4 |B3 |E6 | |E7 | |B2 |T3 |
1____1__1___1___1
             _ | ___
                _ | _
     |T2 | | \ |
     __|__|
    |E1 | |E5 | |E4 |B1 | G |
 | |\ /|
         | S | | \ | | T5 |
|___|_|/|\|__||__|
  | |E2 | |E8 |E3 |T1 |
    __|__|
Legend:
S = Start
E1 = Enemy: Capricious Thief
   DP Chance: Keep foe from getting EX Cores [DP +1]
| HP:1082|CP: 333|BRV: 113|ATK: 12|DEF: 14|LCK: 12|
·-----
E2 = Enemy: Phantasmal Harlequin [Appears after defeating E1]
   DP Chance: Win within 10 seconds [DP +1]
,----,--,---,---,---,---,---,---,---,---,
| HP:1182|CP: 353|BRV: 113|ATK: 15|DEF: 14|LCK: 12|
·-----
E3 = Enemy: Ephemeral Phantom [Appears after defeating E2]
.----.
| HP: 459|CP: 332|BRV: 107|ATK: 15|DEF: 15|LCK: 11|
·-----
T1 = Treasure Chest [1st: Leather Hat, 2nd: (75%) 30PP, (25%) 50PP]
E4 = Enemy [Semi-Boss]: Transient Witch [Appears after defeating E3]
   DP Chance: Critical hit within 10 seconds [DP +1]
.-----.
| HP:1485|CP: 339|BRV: 95|ATK: 20|DEF: 18|LCK: 14|
·-----
E5 = Enemy [Boss]: False Stalwart [Appears after defeating E2]
   DP Chance: Win battle [DP +1]
.----.
| HP:2508|CP: 349|BRV: 372|ATK: 43|DEF: 40|LCK: 18|
This false Garland can be quite a challenge and you might want to save this
battle for later. Nonetheless, try to evade all of his attacks and counter
whenever possible.
______
T2 = Potion [Appears after defeating E5]
E6 = Enemy [Semi-Boss]: Fallacious Tree [Appears after defeating E1]
.----.
| HP: 762 | CP: 357 | BRV: 90 | ATK: 18 | DEF: 13 | LCK: 14 |
·_____
B3 = Gold Barrier [Unlocks after 2-star rating]
T4 = Treasure Chest [Rosseta Stone]
E7 = Enemy [Semi-Boss]: Phantasmal Girl [Appears after defeating E6]
| HP:1485|CP: 339|BRV: 95|ATK: 20|DEF: 19|LCK: 14|
·-----
B1 = Barrier [Unlocked by defeating E4]
```

B2 = Barrier [Unlocked by defeating E5]

```
T5 = Treasure Chest [Geranium] [Appears after 4-star rating]
E8 = Enemy [Rare]: Transient Witch [Appears after 3-star rating]
   DP Chance: Win battle [DP +2]
| HP:2454|CP: 359|BRV: 359|ATK: 52|DEF: 48|LCK: 22|
·-----
G = Goal/Story Fight [Warrior of Light]
.----.
| HP:2034 | CP: 342 | BRV: 178 | ATK: 25 | DEF: 25 | LCK: 15 |
·-----
Warrior of Light is a close-ranged fighter like Squall, so you're facing an
opponent of similar strength. Dodging his attacks will prove crucial for
success, as does charging towards Warrior from a distance, only to stop shortly
before him to perform an Aerial Circle. This is most effective after sapping
some of his Bravery away first.
______
DESTINY ODYSSEY VIII-5:
_____
|T2 |B2 | |T3 | | |E2 |
| \ |E4 |
          |E7 |
 __|/ \|___|_
|B3 | G |B1 |E3 | |
               | | S |
  |\ /| | | |
| | \ |E6 | |T1 |
  __|/ \|___|__|__|__|__|_
__I___
Legend:
_____
S = Start
E1 = Enemy [Gold]: Fallacious Wanderer
   DP Chance: Critical hit within 10 seconds [DP +1]
.----.
| HP: 1 | CP: 360 | BRV: 3213 | ATK: 21 | DEF: 22 | LCK: 15 |
E2 = Enemy: Imaginary Champion
   DP Chance: Critical hit within 10 seconds [DP +1]]
.----.
| HP: 641 | CP: 336 | BRV: 124 | ATK: 16 | DEF: 17 | LCK: 13 |
·-----
E3 = Enemy: Ephemeral Phantom [Appears after defeating E2]
   DP Chance: Win within 10 seconds [DP +1]]
.-----.
| HP:1303|CP: 336|BRV: 124|ATK: 18|DEF: 18|LCK: 13|
·-----
E4 = Enemy: Phantasmal Harlequin [Appears after defeating E2]
```

DP Chance: EX Burst within 10 seconds [DP +1]]

T3 = Treasure Chest [1st: Sun Blade, 2nd: (75%) 30PP, (25%) 50PP]

```
| HP:1667 | CP: 361 | BRV: 159 | ATK: 23 | DEF: 22 | LCK: 16 |
T1 = Treasure Chest [1st: Guard Ring, 2nd: (75%) 30PP, (25%) 50PP]
E5 = Enemy: Phantasmal Girl [Appears after defeating E1]
,----,---,----,----,----,----,----,----,
| HP:1242|CP: 335|BRV: 72|ATK: 16|DEF: 15|LCK: 12|
'----'----'-----'-----'-----'-----
E6 = Enemy: Fallacious Tree [Appears after defeating E5]
| HP:1606|CP: 360|BRV: 153|ATK: 21|DEF: 24|LCK: 15|
·-----
B1 = Barrier [Unlocked by defeating five enemies]
B2 = Barrier [Unlocked by defeating E6]
B3 = Barrier [Unlocked by defeating E4]
B4 = Barrier [Unlocked by defeating E1]
T2 = Treasure Chest [1st: Rosetta Stone, 2nd: (75%) 30PP, (25%) 50PP]
T3 = Treasure Chest [Mythril] [Appears after 4-star rating]
E7 = Enemy: Transient Lion [Appears after 3-star rating]
   DP Chance: Win battle (DP +2)
| HP:1606|CP: 360|BRV: 153|ATK: 21|DEF: 24|LCK: 15|
G = Goal/Story Fight [Ultimecia]
| HP:2171|CP: 345|BRV: 280|ATK: 33|DEF: 24|LCK: 17|
·-----
Ultimecia uses powerful long range magic spells such as Apocalypse and Shockwave
Pulsar. You'll want to stay away from her and only rush in to drain he bravery.
When a comfortable amount of her bravery has been drained, dash to her and
perform HP attacks. As usual, it helps a great deal to acquire any EX cores
before she can and to perform a perfect Renzokuken for additional damage.
   /| /| `.
                      [2.9] Destiny Odyssey IX: Zidane Tribal
\| |____|| tough bosses aside. Difficulty: [***]
                    Level Completion Rewards:
```

DP:	Reward (1st Time):	R	eward (2r	nd Time	e):
=== =		= =	=======	-====	===
0	100 Gil		10	PP	
1	300 Gil		20	PP	
2	600 Gil		30	PP	
3	1000 Gil		50	PP	
4	Cactuar (Summon)		80	PP	
5	Main Gauche		120	PP	
6	Mage Masher		200	PP	
7	Rosetta Stone		300	PP	1
''-		_ ' _			'

DESTINY ODYSSEY IX-1:

E1	T1		E4	B1
	1 1			
1 1	 I I		 I I	1 1
 I I	 I I		 I I	i i
· ·	· · _		· · 	· ·
· · ·	E2	i	E3	 G
· · ·		i		
''	' ' -	'	'' 	' '
1 1	 I I		 I I	1 1
1 1				1 1
''	''		''	''
S	1 1		 	E5
1 2 1	1 1		 	
\\	l l		ll	.'
Legend:				
S = Star	t			
E1 = Ener	my: Fa	llacio	us Wande	rer

```
,----,---,---,----,----,---,---,---,---,
| HP: 338 | CP: 350 | BRV: 49 | ATK: 11 | DEF: 12 | LCK: 10 |
·-----
T1 = Treasure Chest [1st: Knife, 2nd: (75%) 30PP, (25%) 50PP]
E2 = Enemy: Capricious Thief
,----,---,---,----,----,---,---,---,---,
| HP: 338|CP: 330|BRV: 49|ATK: 9|DEF: 11|LCK: 10|
·-----
E3 = Enemy: Counterfeit Youth [Appears after defeating E2]
   DP Chance: BRV Break within 10 seconds [DP +1]
.----.
| HP: 338|CP: 350|BRV: 95|ATK: 8|DEF: 12|LCK: 10|
·-----
E4 = Enemy: False Hero [Appears after opening T1]
.----.
| HP:1061|CP: 331|BRV: 65|ATK: 12|DEF: 15|LCK: 11|
·-----
E5 = Enemy: Capricious Reaper
   DP Chance: Critical Hit within 10 seconds [DP +1]
.----.
| HP:1061|CP: 331|BRV: 101|ATK: 11|DEF: 13|LCK: 11|
·-----
B1 = Barrier [Unlocked by defeating E1]
```

DESTINY ODYSSEY IX-2:

G = Goal

```
|Sum| B | |T2 | | |
   1___1__1__1__1__1__1__1
Legend:
-----
S = Start
E1 = Enemy [Semi-Boss]: Counterfeit Youth
   DP Chance: Win without taking damage [DP +1]
| HP:1182 | CP: 353 | BRV: 78 | ATK: 11 | DEF: 7 | LCK: 12 |
·-----
T1 = Treasure Chest [1st: Leather Hat, 2nd: (75%) 30PP, (25%) 50PP]
E2 = Enemy: Fallacious Wanderer
   DP Chance: Critical hit within 10 seconds [DP +1]
| HP:1000|CP: 350|BRV: 95|ATK: 11|DEF: 12|LCK: 10|
·-----
E3 = Enemy [Gold]: Delusory Knight [Appears after opening T1]
.----.
| HP: 1 | CP: 333 | BRV: 125 | ATK: 13 | DEF: 7 | LCK: 12 |
·-----
E4 = Enemy: Capricious Reaper [Appears after defeating E1]
   DP Chance: Win within 10 seconds [DP +1]
| HP: 580 | CP: 335 | BRV: 129 | ATK: 14 | DEF: 16 | LCK: 12 |
·-----
T2 = Potion [Appears by defeating E2]
B = Gold Barrier [Unlocks after 2-star rating]
Sum = Summonstone [Alexander]
T3 = Treasure Chest [Charomile] [Appears after 4-star rating]
  = Goal/Story Fight [Kefka]
| HP:1679|CP: 356|BRV: 179|ATK: 21|DEF: 18|LCK: 13|
·-----
Kefka uses Blizzaga a lot, which is dodged fairly easily. Offensive appears to
be the best defense in this battle, so pummel Kefka with Bravery attacks and
unleash several Shift Breaks when you have him cornered.
DESTINY ODYSSEY IX-3:
-----
   l____l___l___l
    | | | | / | |
          |B1 | \ | |
   ____| ___| / \|__
```

|___|

| |\ /| | | |\ |B3 |

|___|/ \|___|

```
|T1 | |E1 | |S |
| ____ | ___ | ___ | ___ | ___ | ___ | ___ | ___ |
Legend:
_____
S = Start
E1 = Enemy: False Hero
   DP Chance: Wall Rush within 10 seconds [DP +1]
| HP:1121|CP: 332|BRV: 107|ATK: 13|DEF: 16|LCK: 11|
·-----
B1 = Barrier [Unlocked by defeating E1]
T1 = Treasure [Ether]
E2 = Enemy [Semi-Boss]: Capricious Reaper
.----.
| HP:1424 | CP: 338 | BRV: 163 | ATK: 17 | DEF: 11 | LCK: 14 |
·-----
Sum = Summonstone [Alexander auto]
E3 = Enemy: Transient Lion
   DP Chance: Win within 10 seconds [DP +1]
| HP:1061|CP: 331|BRV: 55|ATK: 11|DEF: 13|LCK: 11|
·-----
T2 = Treasure Chest [1st: Green Drop, 2nd: (75%) 30PP, (25%) 50PP]
E4 = Enemy [Semi-Boss]: Imitation Despot
    DP Chance: BRV Break within 10 seconds [DP +1]
,----,---,---,----,----,---,---,---,---,
| HP:1364|CP: 337|BRV: 84|ATK: 17|DEF: 19|LCK: 13|
'----'----'-----'-----'-----'-----
E5 = Enemy [Boss]: Delusory Warlock
   DP Chance: Win battle [DP +1]
.-----.
| HP:2384|CP: 347|BRV: 382|ATK: 39|DEF: 36|LCK: 17|
'----'----'-----'-----'-----'-----
T3 = Treasure Chest [1st: Triton Dagger, 2nd: (75%) 50PP, (25%) 100PP]
B2 = Barrier [Unlocked by defeating E4]
B3 = Barrier [Unlocked by defeating E3]
B4 = Barrier [Unlocked by defeating E2]
G = Goal/Story Fight [Garland]
.-----.
| HP:1913|CP: 339|BRV: 155|ATK: 32|DEF: 20|LCK: 14|
·-----
Garland has a few decent attacks up his sleeve such as Cyclone, but he's still
at a disadvantage because he's much slower than Zidane. Pound him with bravery
attacks and try to crush him before he gets a chance to catch up with you.
DESTINY ODYSSEY IX-4:
______
```

| S | | E6 | | | T1 | |

|E1 | |E2 |T4 |

1____1___1___1

_ | _

__ | __

```
IE3 I
             |B1 |
| G |B2 |
       |E5 |
              ___|__|__|
  | |E4 | | |T2 |B3 |T3 |
   Legend:
_____
S = Start
E1 = Enemy: Transient Witch
.----.
| HP:1485|CP: 339|BRV: 155|ATK: 20|DEF: 18|LCK: 14|
·-----
T1 = Treasure Chest [1st: Leather Clothing, 2nd: (75%) 30PP, (25%) 50PP]
E2 = Enemy [Semi-Boss]: Fallacious Tree
   DP Chance: Keep foe from getting EX Cores [DP +1]
,-----.
| HP: 823|CP: 358|BRV: 141|ATK: 19|DEF: 22|LCK: 14|
·-----
E3 = Enemy [Semi-Boss]: Transient Lion
   DP Chance: Win without taking damage [DP +1]
.----.
| HP:1485|CP: 339|BRV: 95|ATK: 18|DEF: 12|LCK: 14|
·-----
B1 = Barrier [Unlocked by defeating E3]
E4 = Enemy [Semi-Boss]: Capricious Reaper [Appears by opening T1]
   DP Chance: EX Burst within 10 seconds [DP +1]
.-----.
| HP: 944 | CP: 342 | BRV: 183 | ATK: 20 | DEF: 22 | LCK: 15 |
·-----
E5 = Enemy: Ephemeral Phantom
   DP Chance: Win within 10 seconds [DP +1]
. -----. . ----. . ----- . ----- . ----- . ----- .
| HP:1182|CP: 333|BRV: 113|ATK: 16|DEF: 16|LCK: 12|
·-----
T2 = Treasure [Potion]
B3 = Gold Barrier [Unlocks after 2-star rating]
T3 = Treasure Chest [Rosetta Stone]
B2 = Barrier [Unlocked by defeating E2]
T4 = Treasure Chest [Mythril] [Appears after 4-star rating]
E6 = Enemy: Capricious Reaper [Appears after 3-star rating]
   DP Chance: Win battle [DP +2]
.----.
| HP:2454|CP: 359|BRV: 234|ATK: 50|DEF: 50|LCK: 22|
G = Goal
DESTINY ODYSSEY IX-5:
   |E1 | |E3 | |B4 | G |
```

```
| S | | \ |E2 |
  _|_|/\|
          | | |E4 |
   |T1 |
       - 1
   |___|_|__|
           | |/ \| | |
        1
                <sup>-</sup>| |
|T2 |E5 | |B3 | | |B2 |
1____1___1___1
Legend:
_____
S = Start
E1 = Enemy: Counterfeit Wraith
   DP Chance: Win within 10 seconds [DP +1]
| HP:1242|CP: 354|BRV: 72|ATK: 14|DEF: 8|LCK: 12|
E2 = Enemy [Semi-Boss]: Imitation Despot
   DP Chance: Win without taking damage [DP +1]
| HP:1545|CP: 341|BRV: 101|ATK: 20|DEF: 22|LCK: 15|
·-----
E3 = Enemy: Ephemeral Phantom
   DP Chance: Keep foe from getting EX Cores [DP +1]
| HP:1303|CP: 336|BRV: 78|ATK: 18|DEF: 18|LCK: 13|
·-----
E4 = Enemy [Semi-Boss]: Fallacious Tree
   DP Chance: BRV Break within 10 seconds [DP +1]
| HP:1606|CP: 360|BRV: 153|ATK: 21|DEF: 24|LCK: 15|
·-----
T1 = Treasure Chest [1st: 740 Gil, 2nd: (75%) 30PP, (25%) 50PP]
B1 = Barrier [Unlocked by defeating E2]
B2 = Barrier [Unlocked by defeating E1]
B3 = Barrier [Unlocked by defeating E3]
E5 = Enemy [Gold]: Delusory Knight
   DP Chance: Critical hit within 10 seconds [DP +1]
.----.
| HP: 1 | CP: 336 | BRV: 136 | ATK: 15 | DEF: 9 | LCK: 13 |
·-----
T2 = Treasure Chest [1st: Rosetta Stone, 2nd: (75%) 30PP, (25%) 50PP]
B4 = Barrier [Unlocked by defeating E5]
E6 = Enemy [Rare]: Capricious Thief
   DP Chance: Win battle [DP +2]
.-----.
| HP:2636|CP: 362|BRV: 251|ATK: 36|DEF: 51|LCK: 24|
|-----|----|-----|-----|-----|
G = Goal/Story Fight [Kuja]
.----.
| HP:2268 | CP: 345 | BRV: 282 | ATK: 31 | DEF: 26 | LCK: 17 |
·-----
Kuja is fast and uses all kinds of magic. As such it is difficult to deliver
```

blows; It helps to flee towards the upper platforms and spam Tidal Flame with an occassional Swift Break in between while Kuja tries to reach you from below. Whenever EX Cores come into play, quickly rush towards them and perform your EX Burst if possible.

Level Completion Rewards:

	Reward (1st Time):	Reward (2nd Time):
=== =		== ====================================
0	100 Gil	10 PP
1	300 Gil	20 PP
2	600 Gil	30 PP
3	1000 Gil	50 PP
4	Behemoth (Summon)	80 PP
5	Barbut	120 PP
6	Winged Helm	200 PP
7	Rosetta Stone	300 PP
''-		

DESTINY ODYSSEY X-1:

> | |T2 | |E6 | | |___|__|__|

E3 = Enemy: Imaginary Soldier

.-----. |HP: 399|CP: 331|BRV: 55|ATK: 12|DEF: 14|LCK: 11|

·-----

```
E4 = Enemy: False Hero
.----..
| HP:1000|CP: 330|BRV: 49|ATK: 11|DEF: 14|LCK: 10|
·-----
T1 = Treasure Chest [1st: 495 Gil, 2nd: (75%) 30PP, (25%) 50PP]
E5 = Enemy: Fallacious Wanderer
   DP Chance: Wall Rush within 10 seconds [DP +1]
.----.
| HP: 338 | CP: 350 | BRV: 95 | ATK: 11 | DEF: 12 | LCK: 10 |
·-----
T2 = Treasure [Potion]
E6 = Enemy: Ephemeral Phantom
   DP Chance: EX Burst within 10 seconds [DP +1]
| HP:1000|CP: 330|BRV: 95|ATK: 13|DEF: 13|LCK: 10|
·-----
G = Goal
DESTINY ODYSSEY X-2:
      |E8 | | G | |E4 |T1 |
|E7 |
     |E3 |
 ___|
       | |T2 |
      |Sum| B | | |
       |___|
            |E6 | | | | | |
            |E1 |E2 |
| |E5 | | S | | |
  Legend:
_____
E1 = Enemy: False Stalwart
.-----.
| HP:1000|CP: 330|BRV: 95|ATK: 13|DEF: 14|LCK: 10|
·-----
E2 = Enemy [Gold]: False hero
   DP Chance: Critical hit within 10 seconds [DP +1]
.-----.
| HP: 1 | CP: 335 | BRV: 141 | ATK: 15 | DEF: 11 | LCK: 12 |
·-----
 = Gold Barrier [Unlocks after 2-star rating]
Sum = Summonstone [Magus Sisters]
E3 = Enemy: Imitation Liegeman
   DP Chance: Win within 10 seconds [DP +1]
.-----.
| HP:1000|CP: 330|BRV: 95|ATK: 12|DEF: 13|LCK: 10|
·-----
T1 = Treasure Chest [1st: Bronze Helm, 2nd: (75%) 30PP, (25%) 50PP]
E4 = Enemy [Semi-Boss]: Counterfeit Youth
```

```
DP Chance: Win without taking damage [DP +1]
| HP:1085|CP: 353|BRV: 175|ATK: 11|DEF: 7|LCK: 12|
·-----
E5 = Enemy: Capricious Thief
,----,---,---,----,----,---,---,---,---,
| HP:1000|CP: 330|BRV: 95|ATK: 9|DEF: 11|LCK: 10|
'----'----'-----'-----'-----'-----
T2 = Treasure Chest [1st: Leather Armor, 2nd: (75%) 30PP, (25%) 50PP]
E6 = Enemy [Semi-Boss]: Imaginary Soldier
   DP Chance: Win without losing HP [DP +1]
,----,---,----,----,----,----,----,
| HP:1182 | CP: 333 | BRV: 129 | ATK: 14 | DEF: 9 | LCK: 12 |
·-----
E7 = Enemy: Fallacious Wanderer
,----,---,---,----,----,---,---,---,---,
| HP:1000|CP: 350|BRV: 95|ATK: 11|DEF: 12|LCK: 10|
E8 = Enemy: Ephemeral Phantom
   DP Chance: Wall Rush within 10 seconds [DP +1]
| HP:1182 | CP: 333 | BRV: 129 | ATK: 16 | DEF: 9 | LCK: 12 |
```

DESTINY ODYSSEY X-3:

```
Legend:
```

S = Start

E1 = Enemy: Fallacious Wanderer

DP Chance: BRV Break within 10 seconds [DP +1]
.----!HP:1061|CP: 351|BRV: 55|ATK: 12|DEF: 13|LCK: 11|

E2 = Enemy: Imaginary Soldier

DP Chance: Critical Hit within 10 seconds [DP +1]
.-----|HP:1121|CP: 332|BRV: 61|ATK: 13|DEF: 15|LCK: 11|

T1 = Treasure [Ether]

```
Sum = Summonstone [Magus Sisters auto]
E3 = Enemy [Semi-Boss]: Transient Witch
   DP Chance: EX Burst within 10 seconds [DP +1]
| HP:1206|CP: 336|BRV: 186|ATK: 17|DEF: 7|LCK: 13|
·-----
WARNING: Approach this enemy from the left side if you don't want the tough
      Boss nearby to chain you!
E4 = Enemy [Boss]: Phantasmal Harlequin
   DP Chance: Win battle [DP +1]
| HP:2066|CP: 363|BRV: 385|ATK: 33|DEF: 22|LCK: 17|
·-----
T2 = Treasure Chest [1st: Healing Helm, 2nd: (75%) 50PP, (25%) 100PP]
E5 = Enemy [Semi-Boss]: Ephemeral Phantom
   DP Chance: Wall Rush within 10 seconds [DP +1]
| HP:1303|CP: 336|BRV: 140|ATK: 18|DEF: 11|LCK: 13|
T3 = Treasure [Potion]
T4 = Treasure [1st: Buckler, 2nd: (75%) 30PP, (25%) 50PP]
E6 = Enemy: Counterfeit Wraith
| HP: 399|CP: 351|BRV: 101|ATK: 11|DEF: 13|LCK: 11|
·-----
E7 = Enemy [Semi-Boss]: Capricious Thief
| HP:1145|CP: 335|BRV: 180|ATK: 13|DEF: 7|LCK: 12|
·-----
G = Goal/Story Fight [The Emperor]
.----.
| HP:1739|CP: 338|BRV: 159|ATK: 21|DEF: 21|LCK: 14|
'----'----'-----'-----'-----'-----
The Emperor likes to use Flare a lot, which is fortunately extremely easy to
avoid as long as you're not constantly hugging your enemy. If the Emperor
charges up for an attack, quickly dash over and smack him around to stall this.
Your Energy Rain attack will prove valuable in this fight - make good use of it.
______
DESTINY ODYSSEY X-4:
  | |E6 | |T2 |E8 | | G |
    __|__|
 |E5 | |E7 |
```

|E4 | |T4 |

__|__|__|

|\ /|

|/ \| |

```
Legend:
_____
S = Start
E1 = Enemy: Counterfeit Youth
   DP Chance: Win within 10 seconds [DP +1]
| HP:1061|CP: 351|BRV: 101|ATK: 9|DEF: 13|LCK: 11|
·-----
E2 = Enemy [Gold]: False Hero
   DP Chance: Wall Rush within 10 seconds
,----,---,---,----,----,---,---,---,---,
    1|CP: 339|BRV: 170|ATK: 19|DEF: 15|LCK: 14|
·-----
T1 = Treasure Chest [1st: 740 Gil, 2nd: (75%) 30PP, (25%) 50PP]
E3 = Enemy [Semi-Boss]: Ephemeral Phantom
   DP Chance: EX Burst within 10 seconds [DP +1]
| HP:1485|CP: 339|BRV: 174|ATK: 21|DEF: 14|LCK: 14|
·-----
B = Gold Barrier [Unlocks after 2-star rating]
T3 = Treasure Chest [Rosetta Stone]
E4 = Enemy: Imitation Liegeman
   DP Chance: Win without taking damage [DP +1]
.-----..
| HP:1182 | CP: 333 | BRV: 113 | ATK: 15 | DEF: 16 | LCK: 12 |
·-----
E5 = Enemy: Counterfeit Wraith
| HP:1121 | CP: 352 | BRV: 107 | ATK: 12 | DEF: 14 | LCK: 11 |
·-----
E6 = Enemy [Semi-Boss]: Delusory Warlock
   DP Chance: Break within 10 seconds [DP +1]
| HP:1364 | CP: 337 | BRV: 146 | ATK: 17 | DEF: 12 | LCK: 13 |
·-----
T2 = Treasure Chest [1st: Blue Drop, 2nd: (75%) 30PP, (25%) 50PP]
E7 = Enemy: Capricious Thief [Appears after opening T2]
.----..
| HP:1121|CP: 332|BRV: 107|ATK: 11|DEF: 13|LCK: 11|
·-----
E8 = Enemy: Transient Witch
.-----.
| HP:1121|CP: 332|BRV: 107|ATK: 14|DEF: 12|LCK: 11|
·-----
T4 = Treasure Chest [Bergamot] [Appears after 4-star rating]
E9 = Enemy [Rare]: Ephemeral Phantom [Appears after 3-star rating]
   DP Chance: Win battle (DP +2)
.----..
| HP:2394 | CP: 358 | BRV: 228 | ATK: 54 | DEF: 36 | LCK: 22 |
G = Goal
```

DESTINY ODYSSEY X-5:

|___|__|

	 T2 	 	 	 	 E2 	 	
	 	 E5 	 	 T1 	 	 E1 	
 G	 E6	· 	 		· · <u></u>		
'	 	 E4			 E3	 	''
	 	 	 T3		<u> </u>	 E7	
	l	l	l	l		·	
Lege	nd:						
S = S	Star	t					
E1 =						lock	
	DP (Chan	ce:	Win	with	in 1	0 seco

```
onds [DP +1]
                       . ----- . ----- .
| HP:1242|CP: 335|BRV: 118|ATK: 15|DEF: 17|LCK: 12|
·-----
T1 = Treasure Chest [1st: Rosetta Stone, 2nd: (75%) 30PP, (25%) 50PP]
E2 = Enemy [Gold]: False Hero
   DP Chance: Critical hit within 10 seconds [DP +1]
1|CP: 341|BRV: 176|ATK: 20|DEF: 16|LCK: 15|
·-----
E3 = Enemy [Semi-Boss]: Imitation Liegeman
   DP Chance: Win without taking damage [DP +1]
| HP:1545|CP: 341|BRV: 180|ATK: 21|DEF: 15|LCK: 15|
·-----
E4 = Enemy: False Stalwart
   DP Chance: Ex Burst within 10 seconds [DP +1]
,----,---,----,----,----,----,----,
| HP:1303|CP: 336|BRV: 124|ATK: 18|DEF: 19|LCK: 13|
·-----
E5 = Enemy: Counterfeit Wraith
.----.
| HP:1242|CP: 354|BRV: 118|ATK: 14|DEF: 16|LCK: 12|
·-----
E6 = Enemy [Semi-Boss]: Imitation Despot
   DP Chance: BRV Break within 10 seconds [DP +1]
.----.
| HP:1491|CP: 342|BRV: 238|ATK: 21|DEF: 15|LCK: 15|
·-----
T2 = Treasure [Potion] [Appears after defeating E6]
T3 = Treasure Chest [Mythril] [Appears after 4-star rating]
E7 = Enemy [Rare]: Ephemeral Vision
   DP Chance: Win battle [DP +2]
.-----.
| HP:2575|CP: 361|BRV: 245|ATK: 55|DEF: 38|LCK: 23|
|-----|----|-----|-----|-----|
G = Goal/Story Fight [Jecht]
| HP:2095|CP: 344|BRV: 237|ATK: 34|DEF: 26|LCK: 16|
```

·-----

Jecht's attack pack a punch, and are of medium range. While it can be tricky to keep up with Jecht, try to evade his short-ranged attacks and strike immediately afterwards. Equipping Summons before initiating battle could tip the odds in your favor, as could collecting EX Cores before Jecht. Stay on your toes and strike when you see an opening to do so.

		-
/ / `.		
_ _ \ `.		- !
_	The Shade Impulse chapters are unlocked after beating	
\ \	all regular chapters. Difficulty: [*****]	

Shade Impulse is unlocked after you beat any of the main characters' odysseys. You can select your favorite (or strongest) hero and dive in - just be warned that tough enemies lie ahead.

Level Completion Rewards:

DP:	Reward (1st Time):	Reward	(2r	nd Time):	
=== =		= ======	-===		:
0	300 Gil		10	PP	
1	900 Gil		20	PP	
2	1800 Gil		30	PP	
3	3000 Gil		50	PP	
4	Lich (Summon)		80	PP	
5	Barbut	1	L20	PP	
6	Winged Helm	2	200	PP	
7	Rosetta Stone	3	300	PP	
11		_ '			,

Shade Impulse I-1:

Legend:

S = Start

o beare

E1 = Enemy: Delusory Knight

DP Chance: Win without taking damage [DP +1]

.----.

```
| HP:1485 | CP: 339 | BRV: 141 | ATK: 18 | DEF: 19 | LCK: 14 |
E2 = Enemy [Semi-Boss]: Imaginary Champion
,-----,---,----,----,----,----,----,
| HP:1788 | CP: 345 | BRV: 203 | ATK: 24 | DEF: 26 | LCK: 17 |
·-----
E3 = Enemy: False Hero
| HP:1424|CP: 338|BRV: 136|ATK: 18|DEF: 21|LCK: 14|
·-----
E4 = Enemy [Semi-Boss]: Phantasmal Girl
   DP Chance: Win without losing HP [DP +1]
,----,---,---,----,----,---,---,---,---,
| HP:1716|CP: 347|BRV: 283|ATK: 26|DEF: 25|LCK: 17|
·-----
E5 = Enemy [Boss]: False Stalwart
.-----.
| HP:3489|CP: 360|BRV: 537|ATK: 56|DEF: 54|LCK: 23|
·-----
T1 = Treasure Chest [1st: Valor Incense, 2nd: (50%) 50PP,
              (25%) Geranium, (20%) Ylang Ylang, (5%) Valor Resin]
T2 = Treasure Chest [Appears after defeating all enemies]
              [1st: Gold, 2nd: (50%) 50PP, (25%) Rosemary,
               (20%) Tea Tree, (5%) Arcane Resin]
G = Goal [Appears after defeating E2]
Shade Impulse I-2:
       |E1 | |E2 |B2 |Sum|
                |E8 |
|E3 | |E4 | |E5 |T1 |
1___1__1__1_
  |B1 |
|T2 | | E6 | E7 | G |
  Legend:
_____
S = Start
E1 = Enemy [Semi-Boss]: Fallacious Tree
   DP Chance: Win within 20 seconds [DP +1]
```

```
·-----
B2 = Gold Barrier [Unlocks after 2-star rating]
Sum = Summonstone [Scarmiglione]
E3 = Enemy: Counterfeit Youth
| HP:1485|CP: 358|BRV: 141|ATK: 16|DEF: 20|LCK: 14|
·-----
E4 = Enemy [Gold]: Ephemeral Vision
| HP: 1 | CP: 348 | BRV: 270 | ATK: 26 | DEF: 27 | LCK: 18 |
·-----
E5 = Story Fight [Kefka]
   DP Chance: Win battle [DP +2]
,----,---,----,----,----,----,----,
| HP:2762|CP: 367|BRV: 296|ATK: 41|DEF: 42|LCK: 19|
·-----
T1 = Treasure Chest [1st: Mythril, 2nd: (50%) 50PP, (25%) Bergamot,
              (20%) Eucalyptus, (5%) Destruction Resin]
T2 = Treasure [Potion] [Appears after defeating E5]
E6 = Enemy: Capricious Thief
,----,---,----,----,----,----,----,
| HP:1485|CP: 339|BRV: 141|ATK: 17|DEF: 19|LCK: 14|
·-----
E7 = Enemy [Semi-Boss]: Capricious Reaper
   DP Chance: Win without taking damage [DP +1]
.-----.
| HP:2041 | CP: 348 | BRV: 182 | ATK: 25 | DEF: 40 | LCK: 18 |
·-----
E8 = Enemy [Boss]: Delusory Knight
   DP Chance: Wall Rush within 10 seconds [DP +1]
.-----.
| HP:2636|CP: 362|BRV: 251|ATK: 37|DEF: 38|LCK: 24|
·-----
G = Goal
Shade Impulse I-3:
  | S | |E1 | |B2 | | |Sum|
         __|__|_
 |\ /| |\ /| |\ /|
 ___|/ \|___|/ \|
  |/ \|
 |E2 | |E4 | |E5 | |E7 | G |
    __1___1___1___1
| \ |
      |/ \|
             |/ \|
1 1
     |E3 | |T1 | |B1 | |E6 |T2 |
| | ___ | ___ | ___ | ___ | ___ | ___ | ___ | ___ |
Legend:
```

-----S = Start

E1 = Enemy: Fallacious Wanderer

```
| HP:1545|CP: 359|BRV: 147|ATK: 20|DEF: 21|LCK: 15|
B1 = Barrier [Unlocked by defeating E1]
E2 = Enemy: Phantasmal Girl
   DP Chance: BRV Break within 10 seconds [DP +1]
| HP:1545|CP: 341|BRV: 147|ATK: 21|DEF: 20|LCK: 15|
·-----
E3 = Enemy [Semi-Boss]: Counterfeit Wraith
| HP:2395|CP: 367|BRV: 336|ATK: 35|DEF: 33|LCK: 19|
·-----
B2 = Barrier [Unlocked by defeating E3]
E4 = Enemy [Boss]: Transient Witch
   DP Chance: Win within 20 seconds [DP +1]
| HP:3819|CP: 367|BRV: 793|ATK: 64|DEF: 59|LCK: 26|
·-----
T1 = Treasure [Ether]
Sum = Summonstone [Odin auto]
E5 = Enemy: Imitation Liegeman
   DP Chance: Battlegen within 10 seconds [DP +1]
| HP:1667|CP: 343|BRV: 159|ATK: 23|DEF: 24|LCK: 16|
·-----
E6 = Enemy [Boss]: Imitation Despot
| HP:3889|CP: 366|BRV: 670|ATK: 63|DEF: 60|LCK: 25|
·-----
E7 = Enemy [Semi-Boss]: Ephemeral Phantom
   DP Chance: Keep foe from getting EX Cores [DP +1]
| HP:2689|CP: 351|BRV: 256|ATK: 42|DEF: 34|LCK: 19|
·-----
T2 = Treasure Chest [Gold] [Appears after 4-star rating]
G = Goal
```

Shade Impulse I-4:

|T2 |E7 | |E3 | |E4 | |B3 | | S | |E2 | |E5 | |B2 |B1 | |E1 | IB4 I __|__|__| | |E6 |B5 |T1 | G | 1___1__1__1__1

Legend:

```
S = Start
E1 = Enemy: Capricious Reaper
   DP Chance: Battlegen within 10 seconds [DP +1]
| HP:1485|CP: 339|BRV: 141|ATK: 18|DEF: 20|LCK: 14|
·-----
B1 = Barrier [Unlocked by defeating E1]
E2 = Enemy: Imaginary Soldier
.----.
| HP:1606|CP: 342|BRV: 153|ATK: 21|DEF: 23|LCK: 15|
·-----
B2 = Barrier [Unlocked by defeating E2]
E3 = Enemy [Boss]: Ephemeral Vision
   DP Chance: Booster acc. multiplier > 8x [DP +1]
| HP:3895|CP: 368|BRV: 689|ATK: 66|DEF: 63|LCK: 26|
·-----
E4 = Enemy [Gold]: Phantasmal Girl
   DP Chance: Critical hit within 10 seconds [DP +1]
.-----.
| HP: 1 | CP: 353 | BRV: 879 | ATK: 31 | DEF: 30 | LCK: 20 |
·-----
B3 = Barrier [Unlocked by defeating E4]
E5 = Enemy [Semi-Boss]: Imaginary Champion
   DP Chance: Win without taking damage [DP +1]
,----,---,----,----,----,----,----,
| HP:2091|CP: 351|BRV: 199|ATK: 43|DEF: 30|LCK: 19|
'----'----'-----'-----'-----'-----
B4 = Barrier [Unlocked by defeating E5]
E6 = Enemy [Boss]: False Stalwart
.-----.
| HP:3974|CP: 370|BRV: 713|ATK: 69|DEF: 66|LCK: 27|
'----'----'-----'-----'-----'-----
B5 = Gold Barrier [Unlocks after 2-star rating]
T1 = Treasure Chest [Diamond]
E7 = Boss [Jecht]:
   DP Chance: Win battle (DP +2)
| HP:3241 | CP: 355 | BRV: 308 | ATK: 52 | DEF: 48 | LCK: 21 |
·-----
T2 = Treasure Chest [1st: Rosetta Stone, 2nd: (50%) 50PP, (25%) Chamomile,
               (20%) Lemongrass, (5%) Patience Resin]
G = Goal
Shade Impulse I-5:
          |E1 | | | |
           |T2 | |T3 |
  | |E2 | |E3 |
```

| | G |

| | | | | | | |

| S | | |E7 |

__|__|

```
|E5 |
         |E4 | |T1 |E6 | |
l____l___l___l___l___l
Legend:
_____
S = Start
E1 = Enemy: Delusory Warlock
   DP Chance: Win within 10 seconds [DP +1]
| HP:1485|CP: 339|BRV: 141|ATK: 19|DEF: 21|LCK: 14|
E2 = Enemy: Phantasmal Harlequin
   DP Chance: Critical hit within 10 seconds [DP +1]
| HP:1667|CP: 361|BRV: 159|ATK: 23|DEF: 22|LCK: 16|
·-----
E3 = Enemy [Boss]: Transient Witch
   DP Chance: Win without losing HP [DP +1]
| HP:3181 | CP: 373 | BRV: 303 | ATK: 48 | DEF: 46 | LCK: 28 |
·-----
E4 = Enemy [Boss]: Ephemeral Phantom
   DP Chance: Keep foe from getting EX Cores [DP +1]
| HP:3121 | CP: 372 | BRV: 297 | ATK: 48 | DEF: 48 | LCK: 28 |
·-----
E5 = Enemy [Gold]: False Hero
   DP Chance: Wall Rush within 10 seconds [DP +1]
1|CP: 355|BRV: 216|ATK: 32|DEF: 36|LCK: 21|
·-----
T1 = Treasure Chest [1st: Ivory Choker, 2nd: (50%) 50PP, (25%) Ylang Ylang,
             (20%) Rosemary, (5%) Life Resin]
E6 = Enemy: Counterfeit Youth
| HP:2212|CP: 370|BRV: 211|ATK: 28|DEF: 32|LCK: 20|
·-----
E7 = Enemy [Rare]: False Stalwart [Appears after 3-star rating]
   DP Chance: Win battle [DP +2]
.-----.
| HP:8093|CP: 427|BRV: 557|ATK: 93|DEF: 94|LCK: 50|
·-----
T2 = Treasure Chest [Gold] [Appears after 4-star rating]
T3 = Treasure [Potion] [Appears after defeating E4]
G = Goal/Story Fight [Exdeath]
.----..
| HP:3301|CP: 373|BRV: 301|ATK: 51|DEF: 53|LCK: 22|
/ |
                     [2.12] Shade Impulse: Chapter II
| \|
        |____|| you proceed. Difficulty: [******]
```

\ |

Level	Completion	Rewards:
-------	------------	----------

•	•		•			•
DP	·:	Reward (1st Time):	Reward	(2r	nd Time)	:
==	= =		= =====	====		==
0		400 Gil		10	PP	
1		1200 Gil		20	PP	
2		2400 Gil		30	PP	
3		4000 Gil		50	PP	
4		Marilith (Summon)		80	PP	
5	- 1	Warlord's Corselet		120	PP	
6		Warblade		200	PP	
7		Rosetta Stone		300	PP	

STAGE 1: _____

				1 1 1
	E3	T2	B1	E7
II	lI	1	_	_
	1 1		1	
	1 1		1	
II	ll		_	_lll
	1 1		1	
E1	E2		E5	E6
II	ll	_ I	_	_lll
\ /	1 1		1	\ /
\	1 1		1	\
/ \	ll	_	1	_ / \
	1 1		1	
T1	E4		B2	G
1 1				

```
Legend:
-----
```

```
S = Start
```

E1 = Enemy: Ephemeral Phantom

.----.. | HP:1485|CP: 339|BRV: 141|ATK: 21|DEF: 21|LCK: 14| ·-----

E2 = Enemy: Delusory Knight

.-----.

| HP:1485|CP: 339|BRV: 141|ATK: 18|DEF: 19|LCK: 14| ·-----

E3 = Enemy [Boss]: Fallacious Wanderer

| HP:3303|CP: 388|BRV: 315|ATK: 49|DEF: 50|LCK: 29|

·-----

E4 = Enemy [Gold]: Imaginary Soldier

.----.

|HP: 1|CP: 356|BRV: 222|ATK: 33|DEF: 35|LCK: 21| ·-----

E5 = Enemy [Semi-Boss]: Capricious Thief [Appears after defeating E2]

.----.

| HP:2394 | CP: 358 | BRV: 228 | ATK: 32 | DEF: 34 | LCK: 22 | |-----|----|-----|-----|-----|

E6 = Enemy [Semi-Boss]: Imitation Liegeman [Appears after defeating E1]

```
DP Chance: Battlegen within 10 second [DP +1]
.-----.
| HP:2454|CP: 359|BRV: 234|ATK: 36|DEF: 37|LCK: 22|
·-----
E7 = Enemy [Boss: Kuja]
   DP Chance: Win battle [DP +2]
| HP:3366|CP: 361|BRV: 388|ATK: 53|DEF: 51|LCK: 23|
·-----
T1 = Treasure Chest [1st: Gold, 2nd: (50%) 50PP, (25%) Eucalyptus,
              (20%) Chamomile, (5%) Phoenix Down]
             [Appears after defeating E7]
T2 = Treasure Chest [1st: Mythril, 2nd: (50%) 50PP, (25%) Tea Tree,
              (20%) Bergamot, (5%) Mystery Resin]
B1 = Barrier [Unlocked after defeating E4]
B2 = Barrier [Unlocked after defeating E3]
G = Goal
STAGE 2:
_____
             1 1
        |E2 | |E4 |T1 | |
    | |E1 | |E3 | |
             | | G |
| S |
 |E5 |
       |E7 |
             |E9 |
 |E6 | |E8 | |E10|B1 | |
  Legend:
_____
S = Start
E1 = Enemy: False Hero
.-----.
| HP:1606|CP: 342|BRV: 153|ATK: 21|DEF: 24|LCK: 15|
·-----
E2 = Enemy [Semi-Boss]: Counterfeit Wraith
   DP Chance: Wall Rush within 10 seconds [DP +1]
| HP:2636|CP: 377|BRV: 251|ATK: 37|DEF: 39|LCK: 24|
·-----
E3 = Enemy [Gold]: Fallacious Wanderer
   DP Chance: Critical hit within 10 seconds [DP +1]
.-----.
| HP: 1 | CP: 376 | BRV: 5145 | ATK: 37 | DEF: 38 | LCK: 23 |
·-----
E4 = Enemy [Boss]: False Stalwart
   DP Chance: BRV Break within 10 seconds [DP +1]
```

| HP:3484|CP: 379|BRV: 332|ATK: 54|DEF: 55|LCK: 31|

```
·-----
T1 = Treasure Chest [1st: Rosetta Stone, 2nd: (50%) 50PP, (25%) Lemongrass,
             (20%) Clary Sage, (5%) Valor Resin]
E5 = Enemy [Semi-Boss]: Transient Witch
| HP:2575|CP: 361|BRV: 245|ATK: 38|DEF: 36|LCK: 23|
·-----
E6 = Enemy: Delusory Warlock
| HP:1606|CP: 342|BRV: 153|ATK: 21|DEF: 23|LCK: 15|
·-----
E7 = Enemy: Counterfeit Wraith
| HP:1727|CP: 362|BRV: 165|ATK: 22|DEF: 24|LCK: 16|
·-----
E8 = Enemy [Boss]: Ephemeral Vision
   DP Chance: Keep foe from getting EX Cores [DP +1]
| HP:3424 | CP: 378 | BRV: 326 | ATK: 51 | DEF: 52 | LCK: 30 |
·-----
E9 = Enemy [Semi-Boss]: Transient Lion
   DP Chance: Win within 10 seconds [DP +1]
| HP:2575|CP: 361|BRV: 245|ATK: 36|DEF: 38|LCK: 23|
·-----
E10 = Enemy [Boss]: Imaginary Champion
, -----, ----, -----, ----, ----, -----, -----,
| HP:3484|CP: 379|BRV: 332|ATK: 52|DEF: 53|LCK: 31|
'----'----'-----'-----'-----'-----
B1 = Gold Barrier [Unlocked after 2-star rating]
Sum = Summonstone [Cagnazzo]
G = Goal
```

STAGE 3:

| S | | |E1 | |E2 | |Sum| |E3 | |E4 | |E5 | |T1 | | \ | |/ \| |T2 |E8 | |E7 | |E6 | | G | |___|_

Legend:

S = Start

E1 = Enemy: Fallacious Tree

.----.

```
| HP:1606|CP: 360|BRV: 153|ATK: 21|DEF: 24|LCK: 15|
E2 = Enemy [Boss]: Ephemeral Vision (Auto-Chains)
   DP Chance: Win within 20 seconds [DP +1]
| HP:3605|CP: 382|BRV: 343|ATK: 54|DEF: 55|LCK: 32|
·-----
E3 = Enemy: Ephemeral Phantom
   DP Chance: Win without taking damage [DP +1]
| HP:1727|CP: 344|BRV: 165|ATK: 25|DEF: 25|LCK: 16|
·-----
E4 = Enemy [Semi-Boss]: Counterfeit Youth (Auto-Chains)
   DP Chance: Battlegen within 10 seconds [DP +1]
.----.
| HP:2636|CP: 377|BRV: 251|ATK: 35|DEF: 39|LCK: 24|
·-----
E5 = Enemy [Boss]: Capricious Reaper
| HP:3666|CP: 383|BRV: 349|ATK: 54|DEF: 56|LCK: 32|
·-----
E6 = Enemy [Semi-Boss]: Phantasmal Harlequin
   DP Chance: Booster accessory multiplier >8x [DP +1]
| HP:2697|CP: 378|BRV: 257|ATK: 40|DEF: 39|LCK: 24|
·-----
E7 = Enemy: Imaginary Soldier
| HP:1788 | CP: 345 | BRV: 170 | ATK: 24 | DEF: 26 | LCK: 17 |
·-----
Sum = Summonstone [Odin]
T1 = Treasure [Ether]
E8 = Enemy [Boss: Cloud of Darkness]
   DP Chance: Win battle [DP +2]
| HP:3729|CP: 380|BRV: 415|ATK: 61|DEF: 60|LCK: 25|
·-----
T2 = Treasure Chest [Gold] [Appears after 4-star rating]
G = Goal
STAGE 4:
```

			1			
E1		E2		E7		E8
ll	I	_	_ I	_	_	
ll						.
1 1						1 1
S	E3			E6		
ll	.	_	_	_1	_	.
	E4					G
	I	_				
1 1						
T1	E5		T2	B1	T3	
II	.	_ I	_	_	_	.1

```
Legend:
_____
S = Start
E1 = Enemy: Phantasmal Girl
,----,---,---,----,----,---,---,---,---,
| HP:1727|CP: 344|BRV: 165|ATK: 24|DEF: 23|LCK: 16|
'----'----'-----'-----'-----'-----
E2 = Enemy: Ephemeral Vision [Appears after defeating E1]
,----,---,----,----,----,----,----,
| HP:1606|CP: 342|BRV: 153|ATK: 21|DEF: 22|LCK: 15|
·-----
E3 = Enemy [Semi-Boss]: Delusory Knight
   DP Chance: Win within 10 seconds [DP +1]
| HP:2818|CP: 366|BRV: 268|ATK: 40|DEF: 41|LCK: 25|
·-----
E4 = Enemy: False Stalwart [Appears after defeating E2]
| HP:1848|CP: 347|BRV: 176|ATK: 27|DEF: 28|LCK: 17|
·-----
E5 = Enemy [Boss]: Transient Witch [Appears after defeating E3]
   DP Chance: EX Burst within 10 seconds [DP +1]
| HP:3727|CP: 384|BRV: 355|ATK: 57|DEF: 55|LCK: 33|
·-----
T1 = Treasure Chest [1st: Phoenix Pinion, 2nd: (50%) 50PP, (40%) Geranium,
               (5%) Rosetta Stone, (5%) Arcane Resin]
T2 = Treasure [Potion]
B1 = Gold Barrier [Unlocks after 2-star rating]
T3 = Treasure chest [Diamond]
E6 = Enemy [Semi-Boss]: False Hero [Appears after defeating E4]
   DP Chance: Win without taking damage [DP +1]
.----.
| HP:2818|CP: 366|BRV: 357|ATK: 41|DEF: 44|LCK: 25|
·-----
E7 = Enemy [Boss]: Imaginary Champion [Appears after defeating E5]
   DP Chance: Keep foe from getting EX Cores [DP +1]
| HP:3787|CP: 385|BRV: 361|ATK: 57|DEF: 58|LCK: 33|
·-----
E8 = Enemy [Boss: Golbez] [Appears after defeating E5]
   DP Chance: Win battle [DP +2]
.-----.
| HP:3811|CP: 368|BRV: 386|ATK: 66|DEF: 63|LCK: 26|
·-----
G = Goal [Appears after defeating E7]
STAGE 5:
_____
        | | |T1 |
                  | G |
  |E3 | |E4 | \ |
```

__|___|__|__|/_\|___|__|

```
|/ \|
       |E6 |
  |E1 |
            l____l___l__
       _ [ ] ____ [ ___
            _ | ___
               | S |
               |T2 |
Legend:
_____
S = Start
E1 = Enemy: Imitation Despot
| HP:1909|CP: 348|BRV: 182|ATK: 26|DEF: 28|LCK: 18|
·-----
E2 = Enemy [Semi-Boss]: Imaginary Soldier
   DP Chance: Win within 10 seconds [DP +1]
| HP:2939|CP: 368|BRV: 369|ATK: 43|DEF: 45|LCK: 26|
·-----
E3 = Enemy [Boss]: Capricious Reaper
   DP Chance: BRV Break within 10 seconds [DP +1]
| HP:5408|CP: 389|BRV: 599|ATK: 94|DEF: 92|LCK: 35|
·-----
E4 = Enemy [Boss]: Delusory Warlock [Appears after defeating either E1/E2/E3]
| HP:4030|CP: 390|BRV: 384|ATK: 61|DEF: 63|LCK: 35|
·-----
E5 = Enemy [Semi-Boss]: Phantasmal Harlequin [After defeating either E1/E2/E3]
   DP Chance: Win without taking damage [DP +1]
| HP:3000|CP: 383|BRV: 286|ATK: 45|DEF: 44|LCK: 27|
·-----
E6 = Enemy: Transient Lion [Appears after defeating either E1/E2/E3]
.----.
| HP:1788|CP: 345|BRV: 170|ATK: 23|DEF: 25|LCK: 17|
·-----
E7 = Enemy [Semi-Boss]: Counterfeit Youth [After defeating either E4/E5/E6]
   DP Chance: Booster accessory multiplier >8x [DP +1]
.----.
| HP:3060|CP: 384|BRV: 291|ATK: 42|DEF: 46|LCK: 27|
·-----
E8 = Enemy: Ephemeral Phantom [After defeating either E4/E5/E6]
.----.
| HP:1848|CP: 347|BRV: 176|ATK: 27|DEF: 27|LCK: 17|
·-----
E9 = Enemy [Gold]: Delusory Knight [After defeating either E4/E5/E6]
.----.
   1|CP: 370|BRV: 362|ATK: 43|DEF: 45|LCK: 27|
T1 = Treasure [Potion]
T2 = Treasure Chest [1st: Pretty Orb, 2nd: (50%) 50PP, (25%) Bergamot,
             (20%) Eucalyptus, (5%) Destruction Resin]
T3 = Treasure Chest [Gold] [After 4-star rating]
G = Enemy [Boss]: The Emperor
| HP:4153|CP: 373|BRV: 512|ATK: 73|DEF: 71|LCK: 28|
·-----
```

	[2.13] Shade Impulse: Chapter III	
		1
	One of the most difficult chapters in the entire game	
\ \	because of many tough enemies. Difficulty: [*******]	

Level Completion Rewards:

DP: Reward (1st Time):	Reward (2)	nd Time):
	= =======	
0 500 Gil	10	PP
1 1500 Gil	20	PP
2 3000 Gil	30	PP
3 5000 Gil	50	PP
4 Kraken (Summon)	80	PP
5 Barbariccia's Wristlet	120	PP
6 Scarmiglione's Fang	200	PP
7 Rosetta Stone	300	PP
11		

STAGE 1:

Legend:

S = Start

b beare

E1 = Enemy: Transient Witch

.-----. |HP:2030|CP: 350|BRV: 193|ATK: 29|DEF: 27|LCK: 19|

E2 = Enemy: Counterfeit Wraith

DP Chance: Win within 10 seconds [DP +1]

| HP:2091|CP: 368|BRV: 199|ATK: 28|DEF: 30|LCK: 19|

E3 = Enemy [Semi-Boss]: Imaginary Soldier

DP Chance: Win without taking damage [DP +1]

.----.

| HP:3181|CP: 373|BRV: 303|ATK: 47|DEF: 49|LCK: 28|

```
E4 = Enemy [Semi-Boss]: Fallacious Wanderer
.----.
| HP:3242|CP: 387|BRV: 309|ATK: 48|DEF: 49|LCK: 29|
·-----
E5 = Enemy [Semi-Boss]: Imaginary Champion
   DP Chance: Booster accessory multiplier >8x [DP +1]
| HP:3181|CP: 373|BRV: 303|ATK: 70|DEF: 48|LCK: 28|
·-----
E6 = Enemy [Boss]: Capricious Thief
   DP Chance: Win within 20 seconds [DP +1]
| HP:4151|CP: 393|BRV: 395|ATK: 98|DEF: 94|LCK: 36|
·-----
T1 = Treasure Chest [1st: Gold, 2nd: (50%) 50PP, (25%) Chamomile,
              (20%) Lemongrass, (5%) Patience Resin]
T2 = Treasure Chest [Appears after defeating all 6 enemies]
             [1st: Diamond, 2nd: (50%) 50PP, (25%) Clary Sage,
              (20%) Geranium, (5%) Life Resin]
G = Goal
STAGE 2:
_____
         |E8 |
               | G |
    |E1 | |E2 |B2 | |
  | S | |
       |B1 |
     |E3 | |E4 | | |
    | |E5 | |T1 | |
 Legend:
-----
S = Start
E1 = Enemy: Fallacious Tree
.----.
| HP:2030 | CP: 367 | BRV: 193 | ATK: 28 | DEF: 31 | LCK: 19 |
'----'----'-----'-----'-----'-----
E2 = Enemy [Semi-Boss]: False Stalwart
.----.
| HP:3242|CP: 374|BRV: 309|ATK: 78|DEF: 51|LCK: 29|
·-----
E3 = Enemy: Ephemeral Phantom
   DP Chance: Win within 10 seconds [DP +1]
.----.
| HP:2091 | CP: 351 | BRV: 199 | ATK: 31 | DEF: 31 | LCK: 19 |
·-----
E4 = Enemy [Boss]: Phantasmal Harlequin
```

·-----

```
| HP:4211 | CP: 403 | BRV: 401 | ATK: 65 | DEF: 64 | LCK: 37 |
E5 = Enemy [Semi-Boss]: Counterfeit Youth
   DP Chance: Win without taking damage [DP +1]
,----,---,---,----,----,---,---,---,---,
| HP:3242|CP: 387|BRV: 309|ATK: 45|DEF: 66|LCK: 29|
'----'----'-----'-----'-----'-----
E6 = Enemy [Semi-Boss]: Phantasmal Girl
   DP Chance: Win without taking damage [DP +1]
| HP:3303|CP: 376|BRV: 315|ATK: 71|DEF: 67|LCK: 29|
·-----
E7 = Enemy [Boss: Ultimecia]
   DP Chance: Win battle [DP +2]
| HP:4335|CP: 377|BRV: 506|ATK: 72|DEF: 72|LCK: 30|
·-----
B1 = Gold Barrier [Unlocks after 2-star rating]
Sum = Summonstone [Rubicante]
T1 = Treasure Chest [1st: Phoenix Down, 2nd: (50%) 50PP, (25%) Ylang Ylang,
               (20%) Rosetta Stone, (5%) Mystery Resin]
B2 = Barrier [Unlocks after defeating E8]
E8 = Enemy [Boss]: False Hero
   DP Chance: Win within 20 seconds [DP +1]
.-----..
| HP:4272 | CP: 395 | BRV: 407 | ATK: 65 | DEF: 68 | LCK: 37 |
·-----
G = Goal
STAGE 3:
       |T1 |
        |E4 |
             |Sum|
   1 1
             1 1
        |E3 |
             |E6 |
 |E5 |
| S |
    |E2 |
               |E7 |
     |T2 |
     |Sum|
               |T3 |
     Legend:
-----
S = Start
E1 = Enemy [Boss]: Transient Lion
   DP Chance: Win without taking damage [DP +2]
.----.
| HP:4393|CP: 397|BRV: 418|ATK: 66|DEF: 68|LCK: 38|
·-----
```

T1 = Treasure Chest [1st: Attractorb, 2nd: (50%) 50PP, (25%) Tea Tree,

```
(20%) Bergamot, (5%) Phoenix Down]
E2 = Enemy [Boss]: Imitation Liegeman
   DP Chance: Win within 20 seconds [DP +2]
.-----.--.--.---.
| HP:4272|CP: 395|BRV: 407|ATK: 66|DEF: 67|LCK: 37|
·-----
Sum = Summonstone [Ramuh auto]
E3 = Enemy [Semi-Boss]: Imaginary Champion
   DP Chance: Win within 10 seconds [DP +1]
| HP:3424 | CP: 378 | BRV: 326 | ATK: 74 | DEF: 52 | LCK: 30 |
·-----
E4 = Enemy [Boss]: Delusory Knight
| HP:4514|CP: 400|BRV: 430|ATK: 68|DEF: 69|LCK: 39|
·-----
E5 = Enemy [Boss]: Imitation Despot
   DP Chance: Win without taking damage [DP +2]
| HP:5772|CP: 396|BRV: 413|ATK: 66|DEF: 99|LCK: 38|
·-----
T2 = Treasure [Ether]
E6 = Enemy [Boss]: Delusory Warlock
   DP Chance: Win within 20 seconds [DP +2]
.----.
| HP:4454|CP: 399|BRV: 424|ATK: 68|DEF: 70|LCK: 39|
·-----
Sum = Summonstone [Barbariccia]
E7 = Enemy [Rare]: False Hero [Appears after 3-star rating]
   DP Chance: Win battle [DP +3]
.-----.
| HP:2091 | CP: 351 | BRV: 199 | ATK: 31 | DEF: 31 | LCK: 19 |
·-----
T3 = Treasure Chest [Diamond] [Appears after 4-star rating]
G = Goal
STAGE 4:
 | S | |E1 | |E3 | |E5 |T1 |
  |E2 | |E4 | | |E6 |
          |T3 |
             |T2 |
          | | | | |\ /|
     | G | |E9 | | \ |
|B1 |
             _|__|/ \|
```

Legend:

|E10|

|E8 | | E7 |

S = Start

```
E1 = Enemy [Gold]: Counterfeit Youth
.-----.
    1|CP: 390|BRV:
              0|ATK: 48|DEF: 52|LCK: 30|
·-----
E2 = Enemy [Boss]: Phantasmal Harlequin
   DP Chance: Win within 20 seconds [DP +1]
| HP:4696 | CP: 411 | BRV: 447 | ATK:112 | DEF:107 | LCK: 41 |
·-----
E3 = Enemy [Gold]: Capricious Thief
,----,---,---,----,----,---,---,---,---,
    1|CP: 378|BRV:1422|ATK: 49|DEF: 51|LCK: 30|
·-----
E4 = Enemy [Boss]: False Stalwart
   DP Chance: Win within 10 seconds [DP +1]
.-----.-.--.--.
| HP:4757|CP: 405|BRV: 590|ATK:116|DEF:112|LCK: 41|
·-----
E5 = Enemy [Boss]: Counterfeit Wraith
   DP Chance: Win without taking damage [DP +1]
.-----.
| HP:4757|CP: 412|BRV: 453|ATK:111|DEF:109|LCK: 41|
·-----
T1 = Treasure Chest [1st: Rosetta Stone, 2nd: (50%) 50PP, (25%) Eucalyptus,
             (20%) Chamomile, (5%) Valor Resin]
E6 = Enemy [Boss]: Capricious Reaper
   DP Chance: Win within 20 seconds [DP +1]
| HP:4817|CP: 406|BRV: 459|ATK: 73|DEF: 75|LCK: 42|
·-----
T2 = Treasure [Potion]
E7 = Enemy [Gold]: Imitation Liegeman
1|CP: 379|BRV:1440|ATK: 53|DEF: 54|LCK: 31|
E8 = Enemy [Gold]: Transient Lion
| HP: 174 | CP: 379 | BRV: 332 | ATK: 51 | DEF: 53 | LCK: 31 |
·-----
E9 = Enemy [Boss]: Transient Witch
   DP Chance: Win within 20 seconds [DP +1]
.----.
| HP:6840|CP: 407|BRV: 465|ATK:120|DEF:115|LCK: 42|
E10 = Enemy [Boss: Sephiroth]
   DP Chance: Win battle [DP +2]
| HP:4942|CP: 382|BRV: 447|ATK: 86|DEF: 88|LCK: 32|
B1 = Gold Barrier [Unlocks after 2-star rating]
T3 = Treasure Chest [Gold]
G = Goal
STAGE 5:
_____
```

| S | |

|T4 |E6 |

	_	l	I	_l	l	ll			
E1		E3		E5					
ll	_I	l	I	l	l	l			
	T1		E7			G			
ll	_	l	l	l	l				
E2		E4							
ll	_	l	l	l	l				
	T2			T3					
	l		l	l	l				
Legend:									
S = Start									
T1 = Tre	easur	e Ch	est	[Ope	ning	Spaw	ır.		

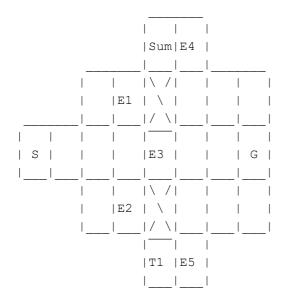
```
Treasure Chest [Opening Spawns E1/E2/E3/E4]
   [1st: Arcana Incense, 2nd: (85%) 10PP, (5%) Geranium,
    (5%) Ylang Ylang, (5%) Destruction Resin]
E1 = Enemy [Boss]: Counterfeit Youth
   DP Chance: Win without taking damage [DP +1]
| HP:4938|CP: 415|BRV: 470|ATK: 73|DEF: 77|LCK: 43|
·-----
E2 = Enemy [Boss]: Imitation Despot
   DP Chance: Win without taking damage [DP +1]
| HP:4999|CP: 410|BRV: 476|ATK: 77|DEF: 79|LCK: 43|
·-----
E3 = Enemy [Boss]: Phantasmal Girl
   DP Chance: Win without losing HP [DP +1]
| HP:7022 | CP: 411 | BRV: 482 | ATK:123 | DEF:119 | LCK: 44 |
·-----
E4 = Enemy [Boss]: Fallacious Tree
   DP Chance: Win without taking damage [DP +1]
.----.
| HP:5120 | CP: 418 | BRV: 701 | ATK:123 | DEF:124 | LCK: 44 |
·-----
T2 = Treasure Chest [Diamond] [Appears after 4-star rating]
T3 = Treasure [Potion] [After 4 enemies are defeated]
E5 = Enemy [Boss]: False Stalwart
   DP Chance: Win without taking damage [DP +1]
.----.
| HP:7487 | CP: 414 | BRV: 668 | ATK:133 | DEF: 84 | LCK: 45 |
·-----
E6 = Enemy [Boss]: Delusory Warlock
   DP Chance: Win without losing HP [DP +1]
.----.
| HP:5181 | CP: 413 | BRV: 685 | ATK: 80 | DEF: 82 | LCK: 45 |
·_____
T4 = Treasure Chest [After 4 enemies are defeated]
   [1st: Gold, 2nd: (50%) 50PP, (25%) Rosemary,
    (20%) 300PP, (5%) Rosetta Stone]
E7 = Enemy [Rare]: False Stalwart [Appears after 3-star rating]
   DP Chance: Win battle [DP +3]
```

| HP:9487 | CP: 448 | BRV: 910 | ATK:179 | DEF:112 | LCK: 59 | ·-----

```
G = Enemy [Boss: Garland]
   DP Chance: Win within 20 seconds [DP +1]
.----.
| HP:4696 | CP: 411 | BRV: 447 | ATK:112 | DEF:107 | LCK: 41 |
·-----
                      [2.14] Shade Impulse: Chapter IV
| | | __ | | | __ | | | \ `.|
  | \|
    \| |____|| Expect difficult levels. Difficulty: [*******]
   Note: There are no rewards for the final chapter of Shade Impulse.
STAGE 1:
_____
   |E1 |
            |E2 |
          | G |
|Sum|E5 |
      |E4 |
                 |T1 |
Legend:
-----
S = Start
E1 = Enemy [Semi-Boss]: Phantasmal Harlequin
.----.
| HP:2697 | CP: 378 | BRV: 257 | ATK: 61 | DEF: 57 | LCK: 24 |
·-----
E2 = Enemy [Semi-Boss]: Transient Witch
.----.
| HP:2697|CP: 364|BRV: 257|ATK: 62|DEF: 38|LCK: 24|
·-----
E3 = Enemy [Semi-Boss]: Imaginary Champion
.-----.
| HP:2818|CP: 366|BRV: 268|ATK: 64|DEF: 42|LCK: 25|
·-----
T1 = Treasure [Potion]
E4 = Enemy [Semi-Boss]: Capricious Reaper
.-----.
| HP:2636|CP: 362|BRV: 251|ATK: 54|DEF: 39|LCK: 24|
·-----
E5 = Enemy [Semi-Boss]: Ephemeral Phantom
| HP:2818|CP: 366|BRV: 268|ATK: 43|DEF: 43|LCK: 25|
```

·-----

STAGE 2:



E1 = Enemy [Semi-Boss]: Fallacious Tree

Legend:

```
S = Start
```

E5 = Enemy [Semi-Boss]: Imitation Despot

| HP:3060|CP: 371|BRV: 291|ATK: 45|DEF: 47|LCK: 27|

G = Enemy [Boss: Chaos]

Sum = Summonstone [Tiamat]

.----.

| HP:5497|CP: 387|BRV: 549|ATK: 95|DEF: 99|LCK: 34|



|Strategy: |----|It is important to prepare well for the final battle. Use the character with | |the best stats, alternatively the character you're best with. Note that Chaos| |must be slayed three times in a row in order to defeat him. The first two |victories will not do you any good unless you defeat Chaos in the third battle| |which makes this the most important one. |The stage doesn't have any areas you can use to cover and is not very big |either. EX Cores will spawn on the throne's platform, so keep that in mind. |Starting the battle with a fullly charged EX bar definitely helps a little, |but proper equipment is just as important; Use the best you have. |Equipping a helpful Summonstone is always a good idea. A good strategy is to | |use summons that can help you survive rather than playing offensive. As such, | |Carbuncle could, for example, bring Chaos' BRV down to your level when he's |got an insane amount of one-hit-killing BRV at his disposal, buying you some |precious time. As a rule of thumb, try to save your summon for the third |round. |It is difficult to avoid Chaos' HP attacks, but a rather important aspect of |your victory as Chaos is temporarly vulnerable as he misses an attack. |sure to strike back immediately after a successful dodge. ATTACKS: |o Soul of Oblivion: This attack has a very big range and Chaos need to charge ----- this for a good while. Attack Chaos while he's charging | to interrupt the attack. Alternatively you can try to avoid the attack, but| | you'll need to be extremely far away and is thus the less likable of your two options. o Condemn: Chaos attacks enemies closeby with a big burst of fire. This is ----- best avoided by dodging away from Chaos. o Divine Punishment: Forms a chaos of flames, then strikes with flame swords. ----- To avoid this attack, don't move at all in the flames, then dodge the flame swords. If you're very far away from Chaos, this can also be dodged by quickly dashing towards him. | O Utter Chaos: Chaos grows into a giant version of himself and starts to ----- attack with an enormous sword. Dodge horizontal slashes by jumping (obviously), while you're better off dodging to the sides avoiding his vertical slashes. o Brink of Delusion: This attack is the follow-up attack of Utter Chaos. ----- To avoid, take note of the circles that light up around the stage and avoid standing in any. |o Scarlet Rain: The area is engulfed in flames and Chaos throws several fire ----- balls at you. Block the smaller fireballs after jumping, and | try to avoid the large fireball altogether by dodging sideways. |o Demonsdance: Chaos teleports over your character and attempts to drop onto ----- them for five times total. Take note whenever Chaos teleports above you and dodge each of his drop attempts at the last possible moment

to mazimize evasion effeciency.

[CHR]

Please note the use of abbreviations in the upcoming sections, due to lack of space in a 80 character width format.

MB = Map Break

III) CHARACTERS

WR = Wall Rush

GC = Guard Crush

|Attack Name:

When effects are displayed numerical, this means the 1st hit inflicts said effect, the 2nd imput inflicts the next effect, and so on. Everything else should be mostly self-explanatory.

 	 	 _/ _ 		I	\ `. 	[3.1.1] Warrior of Light The Warrior of Light from the original Final Fantasy is an all-round character with no real weakness.									
_ -						Grow									
	Level	:		HP:	CP: Bra	avery:	Attack:	 Defense: ======	L	uck:					
	1 5	 		 1000 1242 1545	330 335	95 118	11 15	14	— 	10 12 15	Movement Stats:				
 	20 30	1		2151 2757	353 365	205 263	30 40	33	 	20 25	Speed (ground) 100% Air Dash Speed 100%				
	50	1		3363 3969 4575	389	378	50 60 70	63	 	30 35 40	Jump Amount 1				
	80			5181 5787 6393	425	551	90	93	 	45 50 55	''				
	100	 - '	_	6999 '-	450 '	667	110 '	113	 • _	60 	 -				
' -					g Equipr					E2	K Mode Information:				
		==	: :				=====				Oversoul [Press the correct ctions for six times total]				
	Weapons Greatswords, Swords, Axes Head Helms Hands Gauntlets, Shields							o EX E: - Rege			: wly regenerates HP]				
	Armor			Light 	Armor,	Body 7	Armor	- Prote	ec	t [Ra	ack [Protects VS Weak Magic] aises Defense somewhat] essing [Deals extra damage]				

Bravery Attacks:

|Type|CPN|CPM|AP:|Obtain at:|Effects:

======================================	==== =:	== =	=== === =		-==	: ===========	ĺ
Crossover	Air	30	15 120	Level	1	Chase/Map Break/Wall Rush	
Dayflash	Land	30	15 90	Level	1	Map Break/Wall Rush	
Red Fang	Land	20	10 120	Level	1	I	
Sword Thrust	Land	30	15 180	Level	5	Map Break/(Wall Rush*)	
Rising Buckler	Air	30	15 120	Level	9	Map Break/Wall Rush	
Shield Strike	Air	30	15 120	Level	13	Map Break/Wall Rush	
Blue Fang	Land	20	10 120	Level	19	1	
White Fang	Land	20	24 120	Level	24	Map Break	
Ascension	Land	30	15 90	Level	30	Chase/Map Break/Wall Rush	
'	''-	'-	''			. '	'

HP Attacks:

	Type CPN CPM AP: Obtain at Effects:
=========	= ==== === === ====== =======
Shining Wave	Land 40 20 180 Level 1 Guard Crush/Map Break
Shield of Light	Land 40 20 180 Level 1 MB/WR/GC/Guard
Shield of Light	Air 40 20 180 Level 1 MB/WR/GC/Guard
Radiant Sword	Air 40 20 180 Level 38 Wall Rush
	-
Rune Saber	Air 40 20 300 Chain from Crossover MB/WR/GC
Rune Saber	Land 40 20 300 Chain from Ascension MB/WR/GC
Bitter End A	Air 40 24 300 Chain from Rising Buckler MB/WR/GC
Bitter End B	Air 40 15 300 Chain from Shield Strike MB/WR/GC
· !	

Actions:

	•				
Action Name:	(CPN C	CPM AP:	How to obta	in:
	= =	=== =	=== ===	========	======
Air Dash		10	5 100	Level	4
Jump Boost		10	5 150	Level	7
Jump Boost+		20	10 150	Master Jump	Boost
Jump Boost++	-	40	20 150	Master Jump	Boost+
Reverse Air Dash	-	10	5 100	Level	18
Speed Boost		20	10 150	Level	21
Speed Boost+		40	20 150	Master Spee	ed Boost
Speed Boost++		70	35 150	Master Spee	ed Boost+
Reverse Free Air Dash	1	30	15 200	Level	29
Recovery Attack		20	10 120	Level	32
Controlled Recovery		10	5 120	Level	32
Jump Times Boost		20	10 150	Level	39
Jump Times Boost+		40	20 150	Master	JTB
Jump Times Boost++		70	30 150	Master	JTB+
Omni Air Dash		40	20 300	Level	40
Multi-Air Slide		10	5 250	Level	53
Multi-Air Slide+		30	15 300	Master	MAS
Midair Evasion Boost		20	10 150	Level	57
·	٠.	'	'		

Support:

Action Name:	10	CPN (CPM AP: How	to obta	ain:	
======================================	= =	=== =	=== ====		======	=
Auto Recovery		20	5 250	Level	11	
Auto Chase		20	5 250	Level	11	
Auto EX Command		30	10 300	Level	15	
Auto EX Burst		20	5 150	Level	15	
Auto EX Defense		30	10 300	Level	26	

```
|Evasion Time Boost | 20| 10|220| Level 64 |
```

Action Name:	CPN	CPM AP:	How to obtain:
	===	=== ===	=======================================
EX Critical Boost	45	40 300	Level 25
Disable EX Critical Boost	20	10 300	Master EXCB
Riposte	45	40 300	Level 35
Disable Riposte	20	10 300	Master Riposte
Sneak Attack	50	45 360	Level 43
Disable Sneak Attack	30	15 360	Master Sneak Attack
Physical Shield	20	10 280	Level 47
Magic Shield	20	10 280	Level 50
Bravery Regen	20	10 280	Level 60
First Strike	40	35 360	Level 67
Disable First Strike	20	10 360	Master First Strike
Concentration	30	15 250	Level 71
Concentration+	60	30 250	Master Concentration
Concentration++	100	50 250	Master Concentration+
Cat Nip	30	25 300	Level 74
Disable Cat Nip	20	10 300	Master Cat Nip
Anti-EX	30	20 300	Level 78
Disable Anti-EX	20	10 300	Master Anti-EX
Achy	30	15 250	Level 81
Achy+	60	30 250	Master Achy
Counterattack	50	45 360	Level 85
Disable Counterattack	30	15 360	Master Counterattack
Gambler's Spirit	30	15 300	Level 88
Disable Gambler's Spirit	20	10 300	Master GS
Back to the Wall	30	25 300	Level 92
Disable Back to the Wall	20	10 300	Master BttW
Precision Jump	10	5 180	Level 95
Snooze and Lose	100	50 250	Level 98
EXP to HP	20	0 500	Level 100
EXP to Bravery	20	0 500	Level 100
EXP to EX Force	20	0 500	Level 100
	1 1	,	

 		/	/	[3.1.2] Firion										
			/ ,	.										
\	$ \ \ \ $ his weapons for both close combat and distant strikes.													
				_										
			S.	tat Gr	owtł	n:								
I	evel	: HP:	CP: B:	ravery	: At	ttack	: De	fense	: L	uck:				
=	====	= ====	==== =		= ==		= ==	=====	= =	====				
	1	1000	330	95		12		13		10				
	5	1242	335	118	-	16		17		12	Movement Stats:			
	10	1545	341	147	-	21		22		15				
	20	2151	353	205		31		32		20	Speed (ground) 75%			
	30	2757	365	263		41		42		25	Air Dash Speed 75%			
	40	3363	377	320		51		52		30	Quickmove Speed 75%			
11	50	3969	389	378	1	61	1	62		35	Jump Amount 1			

```
|| 60 | 4575| 401| 436 | 71 | 72 | 40 | Jump Height | 50% | |
|| 70 | 5181 | 413 | 493 | 81 | 82 | 45 | Jump Rising Speed | 75% | |
| | 80 | 5787 | 425 | 551 | 91 |
                              92 | 50 | '----' |
| 90 | 6393 | 437 | 609 | 101 | 102 | 55 | |
| | 100 | 6999 | 450 | 667 | 111 | 112 | 60 |
| | -----| -----| -----| -----| -----| -----|
     Fitting Equipment:
                                      EX Mode Information:
|.----.
                                      -----
||Type: |Can Equip:
                  | o EX Burst: Fervid Blazer [Damage dealt |
| | ====== | ======= |
                                      adds up to HP]
||Weapons|All Weapons
||Head |Helms, Hats
                         o EX Effects:
- Regen [Slowly regenerates HP]
                              - Blood Weapon [Absorbs HP equal to
||Armor |Clothing, Light Armor |
                                           Damage dealt]
| '-----
                       Bravery Attacks:
. ------. . ----. . --- . --- . --- . --- . --- . --- . ---- . ---- . ---- . ---- . ---- . ---- . ---- . ---- .
            |Type|CPN|CPM|AP:|Obtain at:|Effects:
|Attack Name:
| Air| 20| 10|120| Level 1 |
lFire
             | Air| 20| 10|120| Level 1 |
            |Land| 30| 15| 90| Level 1 |Pull In/Guard Crush, MB/WR
|Reel Axe
            |Land| 30| 15| 90| Level 1 |Pull In/Map Break, Wall Rush
|Rope Knife
|Lance Combo
            |Land| 30| 15| 90| Level 3 |1:MB, 2:MB/Chase, 3:MB/WR
Swordslash
             |Land| 20| 10|120| Level 9 |Chase
|Thunder
             | Air| 20| 10|120| Level 16 |
Swordslash
            | Air| 20| 10| 80| Level 23 |Chase
.-----..
|Attack Name:
             |Type|CPN|CPM|AP:|Obtain at|Effects:
|Straightarrow |Land| 40| 20|180| Level 1|Wall Rush/Map Break
|Straightarrow | Air| 40| 20|180| Level 1|Wall Rush/Map Break
|Shield Bash
            | Air| 40| 20|180| Level 30|Guard; GC/MB
| \mbox{Weaponsmaster} \qquad | \mbox{Air}| \mbox{ 40}| \mbox{ 20}| \mbox{300}| \mbox{ Level 38}| \mbox{MB/WR/GC}
|Double Trouble C |Land| 40| 20|300|Chain from Reel Axe
                                             |MB/WR/GC
|Double Trouble B |Land| 40| 20|300|Chain from Rope Knife
                                             |MB/WR/GC
|Double Trouble A |Land| 40 | 20 | 300 | Chain from Lance Combo | MB/WR/GC
                          Actions:
```

CPN	CPM AP: How to obtain:
== ===	=== ===
10	5 100 Level 4
20	10 150 Level 7
40	20 150 Master Speed Boost
70	35 150 Master Speed Boost+
10	5 100 Level 18
10	5 150 Level 21
20	10 150 Master Jump Boost
40	20 150 Master Jump Boost+
sh 10	5 100 Level 29
	CPN == == 10 20 40 70 10 10 40

Recovery Attack		20	10 120	Level	32	
Controlled Recovery		10	5 120	Level	32	
Jump Times Boost		20	10 150	Level	39	
Jump Times Boost+		40	20 150	Master	JTB	
Jump Times Boost++		70	30 150	Master	JTB+	
Omni Air Dash		40	20 300	Level	40	
Multi-Air Slide		10	5 250	Level	53	
Multi-Air Slide+		30	15 300	Master	MAS	
Midair Evasion Boost		20	10 150	Level	57	
1	٠.	'	'.			'

Support:

				·
Action Name:	CPN	CPM AP: H	ow to obtain:	
	= ===	=== === =		==
Auto Recovery	20	5 250	Level 11	- 1
Auto Chase	20	5 250	Level 11	- 1
Auto EX Command	30	10 300	Level 15	-
Auto EX Burst	20	5 150	Level 15	- 1
Auto EX Defense	30	10 300	Level 26	
Evasion Time Boost	20	10 220	Level 64	-
1	_ ' '	'_		•

				How to obtain:
				Level 25
-				Level 35
· •	20			Master Riposte
				Level 43
				Master Sneak Attack
· •				Level 47
Magic Shield			•	Level 50
				Level 60
	40	35	360	Level 67
Disable First Strike	20	10	360	Master First Strike
Concentration	30	15	250	Level 71
Concentration+	60	30	250	Master Concentration
Concentration++	100	50	250	Master Concentration+
Cat Nip	30	25	300	Level 74
Disable Cat Nip	20	10	300	Master Cat Nip
Anti-EX	30	20	300	Level 78
Disable Anti-EX	20	10	300	Master Anti-EX
Achy	30	15	250	Level 81
Achy+	60	30	250	Master Achy
Counterattack	50	45	360	Level 85
Disable Counterattack	30	15	360	Master Counterattack
Gambler's Spirit	30	15	300	Level 88
Disable Gambler's Spirit	20	10	300	Master GS
Back to the Wall	30	25	300	Level 92
Disable Back to the Wall	20	10	300	Master BttW
Precision Jump	10	5	180	Level 95
	100			
EXP to HP	20	0	500	Level 100
EXP to Bravery	20	0	500	Level 100
				Level 100
'	'	'	'	' '

/ 	/	' ` \	· `. _					3.1.	3] Or	nion Knight	
 		 								encer. He's very fast and HP and bravery attacks.	cai
				c Gro							
 Level:	HP:	CP:	Brav	ery:	Att	ack:		nse:	Luck	:	
===== 1	1000			95		-==== 8		-=== .2	10		
	1242				İ	12	•	-2 1 -6	12	•	
	1545			L47	İ	17		· 21	15	·	
20	2151	353	2	205	1	27	3	31	20	Speed (ground) 150) 응 [
30	2757	365	2	263		37	4	11	25	Air Dash Speed 150) 응 [
40	3363	377	3	320	1	47	5	51	30	Quickmove Speed 150) 응 [
50	3969	389	3	378		57	6	51	35	Jump Amount 4	4
60	4575	401	4	136		67	7	71	40	Jump Height 25	5%
70	5181	413	4	193	1	77	8	31	45	Jump Rising Speed 100)응
80	5787	425	5	551		87	9	91	50	· · · · · · · · · · · · · · · · · · ·	'
90	6393	437	6	509		97	10)1	55	1	
	6999				•	07	11		60	•	
	Bangl Parry Light	es, o ving N	Gaunt Weapo or, (lets ons Cloth	ning	 	-	- Dua	il Wie	Slowly regenerates HP] eld [Attacks faster allow:	ing
Attack N ======										ects: 	
Blizzard	l	:	Land	20	10	30	Level	1	Map	Break (in EX Mode)	
Multi-Hi	.t	13	Land	30	15	60	Level	. 1	1		
Thunder		- 1	Air	20	10	60	Level	. 1	Map	Break (in EX Mode)	
Turbo-Hi							Level				
 Blizzaga										zzard, MB/WR	
_										ti-Hit, MB/WR	
										nder, Map Break/Chase	
Extra Lu	inge	-	Air	30	15	120	Chain	from	ı Turk	oo-Hit, Map Break/Chase	
		·'·	'	''	'		Attac				
 Attack N										cts:	
											===
Blade To	rrent	:	Land	40	20	180	Level	1	MB/WI	R/GC	

Comet	Air 40 20 180 Level 1 Move OK/MB/GC	1
Firaga	Land 40 20 180 Level 13 Map Break/Gua	rd Crush
Wind Shear	Air 40 20 180 Level 28 Move OK/MB/GC	/WR
Quake	Land 40 20 300 Chain from Blizzard	MB/GC
Swordshower	Land 40 20 300 Chain from Multi-Hit	MB/WR/GC
Flare	Air 40 20 300 Chain from Thunder	MB/GC
Guiding Swipe	Air 40 20 300 Chain from Turbo-Hit	MB/WR/GC
1	!!	!!

Actions:

Action Name:	(CPN C	CPM AP: How to	obta	ain:
	: :	=== =	=== ==== ======		======
Air Dash		10	5 100 Le	evel	4
Jump Boost		10	5 150 Le	evel	7
Jump Boost+		20	10 150 Master	Jump	Boost
Jump Boost++		40	20 150 Master	Jump	Boost+
Reverse Air Dash		10	5 100 Le	evel	18
Speed Boost		20	10 150 Le	evel	21
Speed Boost+		40	20 150 Master	Spee	ed Boost
Speed Boost++		70	35 150 Master	Spee	ed Boost+
Reverse Free Air Dash		10	5 100 Le	evel	29
Recovery Attack		20	10 120 Le	evel	32
Controlled Recovery		10	5 120 Le	evel	32
Jump Times Boost		20	10 150 Le	evel	39
Jump Times Boost+		40	20 150 Mas	ster	JTB
Jump Times Boost++		70	30 150 Mas	ster	JTB+
Omni Air Dash		40	20 300 Le	evel	40
Multi-Air Slide		10	5 250 Le	evel	53
Multi-Air Slide+		30	15 300 Mas	ster	MAS
Midair Evasion Boost	1	20	10 150 Le	evel	57
!	٠.	'-	!!		'

Support:

		.		
Action Name:		CPM AP: How		
	= ===	=== === ===	======	======
Auto Recovery	20	5 250	Level	11
Auto Chase	20	5 250	Level	11
Auto EX Command	30	10 300	Level	15
Auto EX Burst	20	5 150	Level	15
Auto EX Defense	30	10 300	Level :	26
Evasion Time Boost	20	10 220	Level	64
·	- ' '	''		'

	- ·				•
Action Name:	(CPN	CPM AP:	How to obtain:	
	= =	===	=== ===		:
EX Critical Boost	-	45	40 300	Level 25	
Riposte	-	45	40 300	Level 35	
Disable Riposte	-	20	10 300	Master Riposte	
Sneak Attack	-	50	45 360	Level 43	
Disable Sneak Attack	-	30	15 360	Master Sneak Attack	
Physical Shield		20	10 280	Level 47	
Magic Shield		20	10 280	Level 50	1
Bravery Regen		20	10 280	Level 60	1
First Strike		40	35 360	Level 67	1
Disable First Strike	-	20	10 360	Master First Strike	1

Concentration	30	15 250 Level 71
Concentration+	60	30 250 Master Concentration
Concentration++	100	50 250 Master Concentration+
Cat Nip	30	25 300 Level 74
Disable Cat Nip	20	10 300 Master Cat Nip
Anti-EX	30	20 300 Level 78
Disable Anti-EX	20	10 300 Master Anti-EX
Achy	30	15 250 Level 81
Achy+	60	30 250 Master Achy
Counterattack	50	45 360 Level 85
Disable Counterattack	30	15 360 Master Counterattack
Gambler's Spirit	30	15 300 Level 88
Disable Gambler's Spirit	20	10 300 Master GS
Back to the Wall	30	25 300 Level 92
Disable Back to the Wall	20	10 300 Master BttW
Precision Jump	10	5 180 Level 95
Snooze and Lose	100	50 250 Level 98
EXP to HP	20	0 500 Level 100
EXP to Bravery	20	0 500 Level 100
EXP to EX Force	20	0 500 Level 100
	- ' '	!!

 Level:									
=====			_						
					' 11	İ	10		i I
	1242			14	15		12	Movement Stats (I	Pal/DK):
	1545			19	20		15		
	2151			29	30		20	Speed (ground)	100/75%
30	2757	365	263	39	40		25	Air Dash Speed	100/75%
40	3363	377	320	49	50			Quickmove Speed	
50	3969	389	378	59	60		35	Jump Amount	1/1
60	4575	401	436	69	70		40	Jump Height	150/50%
70	5181	413	493	79	80		45	Jump Rising Speed	d 100/50%
80	5787	425	551	89	90		50	'	-''
90	6393	437	609	99	100		55	1	I
			667		•	•	60		
''	'	'		'	'	'		1	
			ipment:				E	X Mode Information	: :
 Type: =====	Can E	quip:		1	o EX Bi	urs		Soul Shift [Push twing to see the control of the co	
Weapons							_		7 - 1-1-2-1
Head	•				o EX E:	ffe	ects	:	
Hands	•		auntlets	·				lowly regenerates H	HP]
Armor				·		_		[Change Job (R + So	
'	'							rength: [Attacks x1	

Bravery Attacks:

•	Type CPN CPM AP:	•	·
•			·
=========	:= ==== ===	======= ====	=======================================
Dark Cannon	Land 20 10 180	Level 1 DK	Guard/Map Break
Gravity Ball	Air 20 10 140	Level 1 DK	K Wall Rush/Map Break
Radiant Wings	Air 20 10 120	Level 1 PA	Map Break/Wall Rush
Slash	Land 20 10 180	Level 1 PA	\ Chase
Valiant Blow	Land 20 10 140	Level 1 DK	X 1:MB, 2:WR/MB
Shadow Lance	Land 20 10 90	Level 3 DK	K Wall Rush/Map Break
Sacred Cross	Air 20 10 120	Level 8 PA	\ Chase
Nightfall	Air 20 10 180	Level 13 DK	C Chase, Map Break
Searchlight	Air 20 10 90	Level 17 PA	4
Lightning Rise	Land 20 10 180	Level 27 PA	Guard/Map Break/Chase
Paladin Arts	Air 30 15 300	Level 38 DK	X 1:MB, 2:Change -> PA
Dark Step	Land 30 15 200	Level 44 PA	Chase/MB, Change -> DK
'	''		

DK = Dark Knight, PA = Paladin

HP Attacks:

	,,,,,,	
Attack Name:	Type CPN CPM AP: Obtain at Effects:	
========		==
Saint's Fall	Air 40 20 360 Level 1 MB/WR/GC, Change -> PA	
Soul Eater	Land 40 20 360 Level 1 MB/WR/GC, Change -> DK	-
Dark Flame	Land 40 20 360 Level 22 MB/WR/GC, Change -> DK	
Paladin Force	Air 40 20 360 Level 33 MB/WR/GC, Change -> PA	- 1
'	!!!!!	'

Actions:

	•				
Action Name:	(CPN C	CPM AP:	How to obta	ain:
	= =	=== =	=== ===	========	======
Air Dash		10	5 100	Level	4
Speed Boost		20	10 150	Level	7
Speed Boost+		40	20 150	Master Spee	ed Boost
Speed Boost++		70	35 150	Master Spee	ed Boost+
Jump Boost		10	5 150	Level	21
Jump Boost+		20	10 150	Master Jump	Boost
Jump Boost++		40	20 150	Master Jump	Boost+
Reverse Air Dash		10	5 100	Level	18
Reverse Free Air Dash	1	10	5 100	Level	29
Recovery Attack		20	10 120	Level	32
Controlled Recovery		10	5 120	Level	32
Jump Times Boost		20	10 150	Level	39
Jump Times Boost+		40	20 150	Master	JTB
Jump Times Boost++		70	30 150	Master	JTB+
Omni Air Dash		40	20 300	Level	40
Multi-Air Slide		10	5 250	Level	53
Multi-Air Slide+		30	15 300	Master	MAS
Midair Evasion Boost		20	10 150	Level	57
1	٠,	'	'		

Support:

Action Name:	CP	NICP	M AP: How	to obta	ain:	
	= ==	===	= === ====	======		=
Auto Recovery	2	0	5 250	Level	11	
Auto Chase	2	0	5 250	Level	11	

Auto EX Command		30	10 300	Level	15	
Auto EX Burst		20	5 150	Level	15	
Auto EX Defense		30	10 300	Level	26	
Evasion Time Boost		20	10 220	Level	64	
1	_ •	'	'			'

Action Name:		CPM AP: How to obtain:
,		40 300 Level 25
-		40 300 Level 35
Disable Riposte		10 300 Master Riposte
Sneak Attack	50	45 360 Level 43
Disable Sneak Attack	30	15 360 Master Sneak Attack
Physical Shield	20	10 280 Level 47
Magic Shield	20	10 280 Level 50
Bravery Regen	20	10 280 Level 60
First Strike	40	35 360 Level 67
Disable First Strike	20	10 360 Master First Strike
Concentration	30	15 250 Level 71
Concentration+	60	30 250 Master Concentration
Concentration++	100	50 250 Master Concentration+
Cat Nip	30	25 300 Level 74
Disable Cat Nip	20	10 300 Master Cat Nip
Anti-EX	30	20 300 Level 78
Disable Anti-EX	20	10 300 Master Anti-EX
Achy	30	15 250 Level 81
Achy+	60	30 250 Master Achy
Counterattack	50	45 360 Level 85
Disable Counterattack	30	15 360 Master Counterattack
Gambler's Spirit	30	15 300 Level 88
Disable Gambler's Spirit	20	10 300 Master GS
Back to the Wall	30	25 300 Level 92
Disable Back to the Wall	20	10 300 Master BttW
Precision Jump	10	5 180 Level 95
Snooze and Lose	100	50 250 Level 98
EXP to HP	20	0 500 Level 100
EXP to Bravery	20	0 500 Level 100
EXP to EX Force	20	0 500 Level 100
1	. ' '	''

T T										
/ / ``	[3.1.5] Bartz Klauser									
\ a	attacks of other characters with support abilities.									
ll	[
I	I									
Stat	Growth:									
Level: HP: CP: Brave	ery: Attack: Defense: Luck:									
===== ==== ====										
1 1000 330 9	95 11 13 10									
5 1242 335 11	18 15 17 12 Movement Stats:									
10 1545 341 14	47 20 22 15									
20 2151 353 20	05 30 32 20 Speed (ground) 100%									
30 2757 365 26	63 40 42 25 Air Dash Speed 100%									

```
|| 40 | 3363| 377| 320 | 50 | 52 | 30 | |Quickmove Speed ||100%| |
|| 50 | 3969| 389| 378 | 60 | 62 | 35 | Jump Amount | 1 | |
                              72 | 40 | |Jump Height | 75%| |
| | 60 | 4575 | 401 | 436 | 70 |
|| 70 | 5181
| 413
| 80 | 82 | 45 | |
Jump Rising Speed
|<br/>100%
| |
| | | 80 | 5787 | 425 | 551 | 90 | 92 | 50 | '-----'
| 90 | 6393 | 437 | 609 | 100 | 102 | 55 |
| | 100 | 6999 | 450 | 667 | 110 | 112 | 60 |
Fitting Equipment:
                                     EX Mode Information:
|.----.
                                     _____
||Type: |Can Equip: | o EX Burst: Master Mime [Press correct |
                              buttons indicated on screen] |
| | ====== | ======= |
||Weapons|All Weapons
||Head |All Headwear
                          o EX Effects:
                          ||Hands |All Handwear
                              - Regen [Slowly regenerates HP]
| | Armor | All Armor | - Goblin Punch [(R+Square), if at same | | '-----' | Lvl as enemy DMG greatly increases] |
```

Bravery Attacks:

Attack Name:	Type CPN CPM AP: Obtain at: Effects:
=========	= ==== === === ====== =======
Ascedent Lance	Land 30 15 120 Level
Holy	Air 20 10 120 Level
Reel Impulse	Land 30 15 120 Level 1 1:Guard Crush, 2:WR/MB
Storm Shot	Air 30 15 180 Level 1 Map Break/Wall Rush
Climbarrel	Land 40 20 120 Level 3 1:MB, 2:MB/Chase
Solid Ascension	Land 40 20 120 Level 10 Map Break
Slidehazzard	Air 30 15 180 Level 28 1:MB, 2:MB, 3:MB, 4:MB/WR
1	_ ! ! ! ! ! !

HP Attacks:

	·
Attack Name:	Type CPN CPM AP: Obtain at Effects:
========	= === == == === =====
Soul Eater	Land 30 15 120 Level 1 GC/WB
Wind Shear	Air 50 25 300 Level 1 Move OK/Pull-In/GC/MB
Flood	Land 50 25 180 Level 13 Map Break
Paladin Force	Air 50 25 180 Level 38
Flare	Air 50 25 300 Chain from Holy, MB/GC

Actions:

	. –		·	
Action Name:	C	PN C	CPM AP: How	to obtain:
	=	== =	:== ===	=======================================
Air Dash		10	5 100	Level 4
Speed Boost		20	10 150	Level 7
Speed Boost+		40	20 150 Mas	ter Speed Boost
Speed Boost++		70	35 150 Mas	ter Speed Boost+
Reverse Air Dash		10	5 100	Level 18
Jump Boost		10	5 150	Level 21
Jump Boost+		20	10 150 Mas	ter Jump Boost
Jump Boost++		40	20 150 Mas	ter Jump Boost+
Reverse Free Air Dash	.	10	5 100	Level 29
Recovery Attack		20	10 120	Level 32

Controlled Recovery	10	5 120	Level	32	-
Jump Times Boost	20	10 150	Level	39	
Jump Times Boost+	40	20 150	Master	JTB	-
Jump Times Boost++	70	30 150	Master	JTB+	-
Omni Air Dash	40	20 300	Level	40	-
Multi-Air Slide	10	5 250	Level	53	- 1
Multi-Air Slide+	30	15 300	Master	MAS	- 1
Midair Evasion Boost	20	10 150	Level	57	- 1
1		, ,			

Support:

					·
Action Name:		CPN	CPM AP: How	to obtain:	1
	=	=== =			===
Auto Recovery	-	20	5 250	Level 11	-
Auto Chase	-	20	5 250	Level 11	-
Auto EX Command	-	30	10 300	Level 15	- 1
Auto EX Burst	-	20	5 150	Level 15	-
Auto EX Defense	-	30	10 300	Level 26	- 1
Evasion Time Boost	-	20	10 220	Level 64	- 1
·	_ •	'	'		'

Action Name: CPN CPM AP: How to complete Lex Critical Boost 45 40 300 Let Riposte 45 40 300 Let Disable Riposte 20 10 300 Master Sneak Attack 50 45 360 Let Disable Sneak Attack 30 15 360 Master Physical Shield 20 10 280 Let Magic Shield 20 10 280 Let	evel 25 evel 35 evel 35 evel 43 Sneak Attack evel 47 evel 50 evel 60
EX Critical Boost	evel 25 evel 35 er Riposte evel 43 evel 47 evel 50 evel 60 evel 60
Riposte	evel 35 er Riposte evel 43 Sneak Attack evel 47 evel 50 evel 60
Disable Riposte	er Riposte Proposition Pro
Sneak Attack	evel 43 Sneak Attack evel 47 evel 50 evel 60
Disable Sneak Attack	Sneak Attack evel 47 evel 50 evel 60
Physical Shield	evel 47 evel 50 evel 60
Magic Shield 20 10 280 Le	evel 50
	evel 60
Bravery Regen	evel 67
First Strike	
Disable First Strike 20 10 360 Master	First Strike
Concentration 30 15 250 Le	evel 71
Concentration+ 60 30 250 Master C	Concentration
Concentration++ 100 50 250 Master C	Concentration+
Cat Nip 30 25 300 Le	evel 74
Disable Cat Nip	er Cat Nip
Anti-EX 30 20 300 Le	evel 78
Disable Anti-EX 20 10 300 Maste	er Anti-EX
Achy 30 15 250 Le	evel 81
Achy+ 60 30 250 Mast	er Achy
Counterattack 50 45 360 Le	evel 85
Disable Counterattack 30 15 360 Master C	Counterattack
Gambler's Spirit 30 15 300 Le	evel 88
Disable Gambler's Spirit 20 10 300 Mas	ster GS
Back to the Wall 30 25 300 Le	evel 92
Disable Back to the Wall 20 10 300 Mast	er BttW
Precision Jump 10 5 180 Le	evel 95
Snooze and Lose 100 50 250 Le	evel 98
EXP to HP	evel 100
EXP to Bravery	evel 100
EXP to EX Force	evel 100

/ 	/		`. 				1.6]	Terra 	Branford 			
<u> </u>									erkin and has a wide ells at her disposal.			
			Stat G	rowth	:							
Level:	HP:	CP: I	Braver	y: At	tack		se:	Luck:				
=====	·							•				
	1000		95		12	1:		10				
	1242		118		16	1		12	Movement Stats:			
	1545		147		21 31	20		15 20	 Speed (ground) 50%			
	2151 2757		205 263		41	31		25				
	3363		320		51	1 5		30				
	3969		378		61	1 6		35				
	45751		436		71	1 7		40				
·	5181		493		81	81		45				
·	5787		551		91		0	50 J				
90	6393	437			101	100	0	55				
100					111	11		60				
	Fittin			:				EX	Mode Information:			
	 Can E					• 0 E	X Bu	 ırst: R	iot Blade [Press Left &			
======	====	=====	-====	=====	====	l		С	ircle several times]			
Weapons				ggers								
Head			Hats			o EX Effects:						
Hands			1						en [Slowly regenerates HP]			
Armor									ess X to glide when aerial l [Press Circle or Square			
								=	ting spell to cast again]			
						ery Atta						
ttack N	ame:	T	ype CP	N CPM	AP:	Obtain	at:	Effec	ts:			
====== lizzara									======================================			
								-	reak/Wall Rush			
'ire								_	reak/Chase			
hundara		1	Air 2	0 10	90	Level	1	Map B	reak			
lizzara								_	/Map Break/Wall Rush			
lizzard	Combo	1	Air 3	0 15	140	Level	6	Map B	reak/Wall Rush			
oly		1	Air 2	0 10	140	Level	10	Map B	reak/Chase			
oly Com	bo	1	Air 3	0 15	1200	Level	20	1:MB/	Chase, 2:MB			
raviga		Lá	and 3	0 15	180	Level	24	MB/WR	/Move OK/Pull-In			
eteor						Level		=	reak 			
						P Attaci						
ttack N									s:			
		-	_						=======================================			
lood						Level		_				
Cornado		2	Air 4	0 20	180	Level	1	MB/WR/	GC/Move OK/Pull-In			

Tornado	Land 40 20 180 Level 14 MB/WR/GC/Move OK/Pull-In	
Meltdown	Air 40 20 300 Level 38	- 1
Flare	Air 50 25 300 Chain from Holy, MB/GC	1
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Actions:

Action Name:	(CPN C	CPM AP: How to obtain:
=========	=	=== =	=== === =====
Reverse Free Air Dash		10	5 100 Level 2
Air Dash		10	5 100 Level 4
Jump Boost		10	5 150 Level 7
Jump Boost+		20	10 150 Master Jump Boost
Jump Boost++		40	20 150 Master Jump Boost+
Speed Boost		20	10 150 Level 21
Speed Boost+		40	20 150 Master Speed Boost
Speed Boost++		70	35 150 Master Speed Boost+
Reverse Air Dash		10	5 100 Level 18
Recovery Attack		20	10 120 Level 32
Controlled Recovery		10	5 120 Level 32
Jump Times Boost		20	10 150 Level 39
Jump Times Boost+		40	20 150 Master JTB
Jump Times Boost++		70	30 150 Master JTB+
Omni Air Dash		40	20 300 Level 40
Multi-Air Slide		10	5 250 Level 53
Multi-Air Slide+		30	15 300 Master MAS
Midair Evasion Boost		20	10 150 Level 57
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Support:

Action Name:		CPN	CPM AP: Hov	v to obtain:	
	=	===	=== === ===	-=======	===
Auto Recovery		20	5 250	Level 11	-
Auto Chase		20	5 250	Level 11	-
Auto EX Command		30	10 300	Level 15	-
Auto EX Burst		20	5 150	Level 15	-
Auto EX Defense		30	10 300	Level 26	
Evasion Time Boost		20	10 220	Level 64	
•					

Action Name:	C	PN C	CPM AP: I	How to obtain	in:	
	=	== =	=== ===			
EX Critical Boost	-	45	40 300	Level	25	
Riposte	-	45	40 300	Level	35	
Disable Riposte	:	20	10 300	Master Ri	iposte	
Sneak Attack	.	50	45 360	Level	43	
Disable Sneak Attack	.	30	15 360	Master Snea	ak Attack	
Physical Shield	:	20	10 280	Level	47	
Magic Shield	:	20	10 280	Level	50	
Bravery Regen	:	20	10 280	Level	60	
First Strike	-	40	35 360	Level	67	
Disable First Strike	:	20	10 360	Master Firs	st Strike	
Concentration	.	30	15 250	Level	71	
Concentration+		60	30 250 1	Master Conce	entration	
Concentration++	1	001	50 250 1	Master Conce	entration+	
Cat Nip	.	30	25 300	Level	74	

Disable Cat Nip		20	10 300	Master Cat Nip	
Anti-EX		30	20 300	Level 78	
Disable Anti-EX		20	10 300	Master Anti-EX	
Achy		30	15 250	Level 81	
Achy+		60	30 250	Master Achy	
Counterattack		50	45 360	Level 85	
Disable Counterattack		30	15 360 M	aster Counterattack	
Gambler's Spirit		30	15 300	Level 88	
Disable Gambler's Spirit		20	10 300	Master GS	
Back to the Wall		30	25 300	Level 92	
Disable Back to the Wall		20	10 300	Master BttW	
Precision Jump		10	5 180	Level 95	
Snooze and Lose	[100	50 250	Level 98	
EXP to HP		20	0 500	Level 100	
EXP to Bravery		20	0 500	Level 100	
EXP to EX Force		20	0 500	Level 100	
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1		_/		/ `	.					[3.1.	7]	Clo	ouc	d Strife
 -	 		I	 										introduction. He's a solid inly short range attacks.
					Sta	it Gro	OW:	th:			_		_	
	Leve]	 L:	HP:	 CP:	 Bra	very	: 2	Attack:	 [efense:	. –	uck:	- . :	
	=====	==	=====	====	===	=====	= =	======	=	======	=	====	=	I
	1		1000	330		95		11		13		10		I
	5		1242	335		118		15		17		12		Movement Stats:
	10		1545	341		147		20		22		15		
	20		2151	353		205		30		32		20		Speed (ground) 75%
	30		2757	365		263		40		42		25		Air Dash Speed 100%
	40		3363	377		320		50		52		30		Quickmove Speed 100%
	50		3969	389		378		60		62		35		Jump Amount 1
	60		4575	401		436	-	70		72		40	1	Jump Height 75%
	70		5181	413		493		80		82		45		Jump Rising Speed 75%
	80		5787	425		551	-	90		92		50	1	''
	90		6393	437		609	-	100		102		55	1	I
	100		6999	450		667	1	110		112		60		I
•		'		'	'		_ ' .		٠-		' -		- '	
			Fitti	ng Eq	uipm	nent:						Ε	EX	Mode Information:
	 Туре:		Can					 		o EX B	ur	st:		nnislash [Tap Circle to ill up the gauge]
			Grea											I ap che gaage;
	weapo Head		Hats			O MOT	در	ı		o EX E	ff	ecte		
	Hands		Bang	•		alds		ı						owly regenerates HP]
	Armoi		Ligh				ווֹר	na I			-			apon(Crush) [Ignores Guard]
1		- 			∵⊥, 									apon (Atk) [The higher
														P, the higher his power]
_														

Bravery Attacks:

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Attack Name:	Type CPN CPM AP: Obtain at: Effects:	
==========	== === === === ======= ======	=
Climhazard	Land 30 15 120 Level 1 1:MB, 2:MB, 3:WR/MB	
Double Cut	Land 30 15 120 Level 1 Chase	
Fire	Land 20 10 90 Level 1	
Slashing Blow	Air 30 15 300 Level	
Sonic Break	Land 30 15 180 Level	
Fira	Land 20 10 90 Level 8	
Aerial Fang	Air 30 15 140 Level 10 Map Break/Chase	
Rising Fang	Air 30 15 150 Level 17 Map Break/Wall Rush	
Firaga	Land 30 15 120 Level 23 Map Break	
Blade Beam	Land 30 15 120 Level 30 Map Break/Chase	
'	''	_ '

HP Attacks:

•		
Attack Name:	Type CPN C	CPM AP: Obtain at Effects:
==========	== ==== =	== == === ====
Braver	Air 40	20 180 Level 1 Map Break/Wall Rush/Guard Crush
Cross-Slash	Land 40	20 180 Level 1 Map Break/Wall Rush/Guard Crush
Meteorain	Land 40	20 300 Level 38 MB/GC
Meltdown	Air 40	20 300 Level 38
	-	
Omnislash Version	5 Air 40	20 300 Chain from Slashing Blow, MB/GC/WR
Finishing Touch	Land 40	20 300 Chain from Sonic Break, MB/GC/WR
·	!!!_	!!

Actions:

	-				
Action Name:				How to obta	
	=	===	=== ===	=======	
Air Dash		10	5 100	Level	4
Speed Boost		20	10 150	Level	7
Speed Boost+		40	20 150	Master Spee	ed Boost
Speed Boost++		70	35 150	Master Spee	ed Boost+
Reverse Air Dash		10	5 100	Level	18
Jump Boost		10	5 150	Level	21
Jump Boost+		20	10 150	Master Jump	Boost
Jump Boost++		40	20 150	Master Jump	Boost+
Reverse Free Air Dash	1	10	5 100	Level	29
Recovery Attack		20	10 120	Level	32
Controlled Recovery		10	5 120	Level	32
Jump Times Boost		20	10 150	Level	39
Jump Times Boost+		40	20 150	Master	JTB
Jump Times Boost++		70	30 150	Master	JTB+
Omni Air Dash		40	20 300	Level	40
Multi-Air Slide		10	5 250	Level	53
Multi-Air Slide+		30	15 300	Master	MAS
Midair Evasion Boost		20	10 150	Level	57
·		'	' '	'	'

Support:

Action Name:	CPN CPM AP: How	to obtain:
=========	=== === ===	=======================================
Auto Recovery	20 5 250	Level 11
Auto Chase	20 5 250	Level 11
Auto EX Command	30 10 300	Level 15
Auto EX Burst	20 5 150	Level 15
Auto EX Defense	30 10 300	Level 26

Action Name:	CPN	CPM AP: How to obtain:
	===	=== === ======
EX Critical Boost	45	40 300 Level 25
Riposte	45	40 300 Level 35
Disable Riposte	20	10 300 Master Riposte
Sneak Attack	50	45 360 Level 43
Disable Sneak Attack	30	15 360 Master Sneak Attack
Physical Shield	20	10 280 Level 47
Magic Shield	20	10 280 Level 50
Bravery Regen	20	10 280 Level 60
First Strike	40	35 360 Level 67
Disable First Strike	20	10 360 Master First Strike
Concentration	30	15 250 Level 71
Concentration+	60	30 250 Master Concentration
Concentration++	100	50 250 Master Concentration+
Cat Nip	30	25 300 Level 74
Disable Cat Nip	20	10 300 Master Cat Nip
Anti-EX	30	20 300 Level 78
Disable Anti-EX	20	10 300 Master Anti-EX
Achy	30	15 250 Level 81
Achy+	60	30 250 Master Achy
Counterattack	50	45 360 Level 85
Disable Counterattack	30	15 360 Master Counterattack
Gambler's Spirit	30	15 300 Level 88
Disable Gambler's Spirit	20	10 300 Master GS
Back to the Wall	30	25 300 Level 92
Disable Back to the Wall	20	10 300 Master BttW
Precision Jump	10	5 180 Level 95
Snooze and Lose	100	50 250 Level 98
EXP to HP	20	0 500 Level 100
EXP to Bravery	20	0 500 Level 100
EXP to EX Force	20	0 500 Level 100
1	·	

 -		 /।	/						[3.1.	8]	Squa	ll Leonhart	
\	1	\		l	_ he h	as	acces	S	to many	р	owerf	ıl bravery attacks.	1
													I
													- 1
					Stat Gro	wt]	h:						
			·					• •					
I	evel	:	HP:	CP:	Bravery:	A	ttack:]	Defense:	ΙI	uck:		-
=	====	= =	====	====	======	=	=====	= =	======	=	====		-
	1		1000	330	95		10		12		10		- 1
	5		1242	335	118		14		16		12	Movement Stats:	- 1
	10		1545	341	147		19		21		15		
	20		2151	353	205		29		31		20	Speed (ground) 1009	ž
	30		2757	365	263		39		41		25	Air Dash Speed 1009	ž
	40		3363	377	320		49		51		30	Quickmove Speed 1009	ž
	50		3969	389	378		59		61		35	Jump Amount 1	
	60		4575	401	436		69		71		40	Jump Height 759	ò

```
|| 70 | 5181 | 413 | 493 | 79 | 81 | 45 | Jump Rising Speed | 100% | |
| 90 | 6393 | 437 | 609 | 99 | 101 | 55 |
| | 100 | 6999 | 450 | 667 | 109 | 111 | 60 |
| ' - - - - ' - - - - ' - - - - ' - - - - - ' - - - - - ' - - - - - ' - - - - - '
  Fitting Equipment:
                               EX Mode Information:
|.----.
                               -----
||Type: |Can Equip: | o EX Burst: Renzokuken [Press the R |
| | ====== | ======= |
                               trigger at the right time] |
||Weapons|Swords, Thrown Weapons |
                    o EX Effects:
||Head |Hats, Helms
```

Bravery Attacks:

	-,,,,,	
Attack Name:	Type CPN CPM AP: Obtain at: Effects:	
========	= ==== === === ==== ====== ======	=
Blizzard Barret	Land 20 10 90 Level 1	
Heel Crush	Air 30 15 180 Level	
Upper Blues	Land 30 15 90 Level	
Solid Barrel	Land 30 15 120 Level 3 Map Break/Chase	
Thunder Barret	Land 30 15 120 Level 3 Map Break	
Beat Fang	Air 30 15 180 Level 10 1+2+3:MB, 4:MB/WR	
Fusillade	Land 30 15 120 Level 22 Map Break/Chase	
Mystic Flurry	Air 30 15 180 Level 33 Map Break/Wall Rush	
1	_	_ •

HP Attacks:

Attack Name:	Type CPN CPM AP: Obtain at Effects:	
======================================	= ==== === === ====== ========	
Aerial Circle	Air 40 20 180 Level 1 MB/WR/GC/Guard/Pull-In	
Fated Circle	Land 40 20 180 Level 1 Wall Rush/Guard/GC/Pull-In	
Rough Divide	Land 40 20 300 Level 1 MB/GC/WR	
Rough Divide	Air 40 20 300 Level 16 MB/GC/WR	
Blasting Zone	Land 40 20 300 Level 28 Map Break/Wall Rush	
Revolver Drive	Land 40 20 180 Level 38 MB/GC/WR	
1		,

Actions:

Action Name: C	CPN C	CPM AP: How to obtain:
	=== =	
Air Dash	10	5 100 Level 4
Speed Boost	20	10 150 Level 7
Speed Boost+	40	20 150 Master Speed Boost
Speed Boost++	70	35 150 Master Speed Boost+
Reverse Air Dash	10	5 100 Level 18
Jump Boost	10	5 150 Level 21
Jump Boost+	20	10 150 Master Jump Boost
Jump Boost++	40	20 150 Master Jump Boost+
Reverse Free Air Dash	10	5 100 Level 29
Recovery Attack	20	10 120 Level 32
Controlled Recovery	10	5 120 Level 32
Jump Times Boost	20	10 150 Level 39

Jump Times Boost+		40	20 150	Master	JTB	
Jump Times Boost++		70	30 150	Master	JTB+	
Omni Air Dash		40	20 300	Level	40	
Multi-Air Slide		10	5 250	Level	53	
Multi-Air Slide+		30	15 300	Master	MAS	
Midair Evasion Boost		20	10 150	Level	57	
	_	_				_

Support:

Action Name:	CPN CPM AP: How	
	= === === ===	=======================================
Auto Recovery	20 5 250	Level 11
Auto Chase	20 5 250	Level 11
Auto EX Command	30 10 300	Level 15
Auto EX Burst	20 5 150	Level 15
Auto EX Defense	30 10 300	Level 26
Evasion Time Boost	20 10 220	Level 64
1	_!!	'

Action Name:			How to obtain:
	===	=== ===	=======
EX Critical Boost	45	40 300	Level 25
Riposte	45	40 300	Level 35
Disable Riposte	20	10 300	Master Riposte
Sneak Attack	50	45 360	Level 43
Disable Sneak Attack	30	15 360	Master Sneak Attack
Physical Shield	20	10 280	Level 47
Magic Shield	20	10 280	Level 50
Bravery Regen	20	10 280	Level 60
First Strike	40	35 360	Level 67
Disable First Strike	20	10 360	Master First Strike
Concentration	30	15 250	Level 71
Concentration+	60	30 250	Master Concentration
Concentration++	100	50 250	Master Concentration+
Cat Nip	30	25 300	Level 74
Disable Cat Nip	20	10 300	Master Cat Nip
Anti-EX	30	20 300	Level 78
Disable Anti-EX	20	10 300	Master Anti-EX
Achy	30	15 250	Level 81
Achy+	60	30 250	Master Achy
Counterattack	50	45 360	Level 85
Disable Counterattack	30	15 360	Master Counterattack
Gambler's Spirit	30	15 300	Level 88
Disable Gambler's Spirit	20	10 300	Master GS
Back to the Wall	30	25 300	Level 92
Disable Back to the Wall	20	10 300	Master BttW
Precision Jump	10	5 180	Level 95
Snooze and Lose	100	50 250	Level 98
EXP to HP	20	0 500	Level 100
EXP to Bravery	20	0 500	Level 100
EXP to EX Force	20	0 500	Level 100
·	' '		''

```
\| | ____|| mid-aerial combat.
           Stat Growth:
|.----.
||Level:| HP: | CP:|Bravery:|Attack:|Defense:|Luck:|
| | ===== | ==== | ===== | ===== | ===== | ===== |
  1 | 1000| 330|
              95 | 9 |
                         11 | 10 |
  5 | 1242| 335| 118 | 13 |
                         15 | 12 |
                                    Movement Stats:
20 | 2151 | 353 | 205 | 28 | 30 | 20 | Speed (ground) | 125% | 1
|| 30 | 2757| 365| 263 | 38 | 40 | 25 | |Air Dash Speed ||125%| |
|| 40 | 3363| 377| 320 | 48 | 50 | 30 | |Quickmove Speed ||125%| |
|| 50 | 3969| 389| 378 | 58 | 60 | 35 | Jump Amount
                                            | 2 | | | | | | | | | | | |
|| 60 | 4575| 401| 436 | 68 | 70 | 40 | |Jump Height | 100%| |
|| 70 | 5181 | 413 | 493 | 78 | 80 | 45 | Jump Rising Speed | 150% | |
| | 80 | 5787 | 425 | 551 | 88 |
                         90 | 50 |
                                 '----' |
|| 90 | 6393| 437| 609 | 98 | 100 | 55 |
| | 100 | 6999 | 450 | 667 | 108 | 110 | 60 |
| '-----
    Fitting Equipment:
                               EX Mode Information:
                               _____
|.----.
                   o EX Burst: Reverse Gaia [Tap Circle to |
||Type: |Can Equip:
| | ====== | ======= |
                               increase the amount of hits] |
||Weapons|Daggers, Thrown Weapons |
||Head |Hats, Hairpins |
                       o EX Effects:
||Hands |Bangles, Gauntlets,
                     - Regen [Slowly regenerates HP]
  |Parrying Weapons
                     - Aerial Jump [Allows 10 jumps total] |
||Armor |Light Armor, Clothing | - Dodge Jump [Invincibility is granted|
| '-----'
                          while jumping from ground into air] |
                   Bravery Attacks:
|Type|CPN|CPM|AP:|Obtain at:|Effects:
|Attack Name:
|Rumble Rush
|Scoop Art
          |Land| 30| 15|180| Level 1 |Map Break/Chase
          | Air| 20| 10|120| Level 1 |
|Swift Attack | Air| 30| 15|160| Level 1 |Map Break/Chase
          | Air| 30| 15|180| Level 3 | Map Break/Chase
Tempest
          | Air| 30| 15|180| Level 8 | Map Break/Wall Rush
Vortex
|Swift Attack
          |Land| 30| 15|200| Level 33 |Map Break/Chase
|Solution 9
           | Air| 30| 15|140| Level 24 |
HP Attacks:
|Type|CPN|CPM|AP:|Obtain at|Effects:
|Attack Name:
|Free Energy
            | Air| 40| 20|180| Level 1|
|Shift Break
            | Air| 40| 20|180| Level 1|Map Break/Pull-In
|Stellar Circle 5 | Land| 40| 20|180| Level 31|MB/GC/Pull-In
```

Revolver Drive	Land 40 20 180 Level 38 MB/GC/WR	
	-	
Meo Twister A	Land 40 20 300 Chain from Rumble Rush, MB	
Meo Twister B	Land 40 20 300 Chain from Swift Attack (Air), MB	
Meo Twister A	Air 40 20 300 Chain from Tempest, MB	
Meo Twister B	Air 40 20 300 Chain from Swift Attack (Land), MB	
		'

Actions:

Action Name:	(CPN C	CPM AP: How to obtain:
	=	=== =	=== === ======
Air Dash		10	5 100 Level 4
Jump Boost		10	5 150 Level 7
Jump Boost+		20	10 150 Master Jump Boost
Jump Boost++		40	20 150 Master Jump Boost+
Reverse Air Dash		10	5 100 Level 18
Speed Boost		20	10 150 Level 21
Speed Boost+		40	20 150 Master Speed Boost
Speed Boost++		70	35 150 Master Speed Boost+
Reverse Free Air Dash		10	5 100 Level 29
Recovery Attack		20	10 120 Level 32
Controlled Recovery		10	5 120 Level 32
Jump Times Boost		20	10 150 Level 39
Jump Times Boost+		40	20 150 Master JTB
Jump Times Boost++		70	30 150 Master JTB+
Omni Air Dash		40	20 300 Level 40
Multi-Air Slide		10	5 250 Level 53
Multi-Air Slide+		30	15 300 Master MAS
Midair Evasion Boost		20	10 150 Level 57
·	٠.	'-	

Support:

Action Name:	CPN	CPM AP: How	to obtain:	1
==========	== ===	=== ===		==
Auto Recovery	20	5 250	Level 11	-
Auto Chase	20	5 250	Level 11	-
Auto EX Command	30	10 300	Level 15	-
Auto EX Burst	20	5 150	Level 15	
Auto EX Defense	30	10 300	Level 26	
Evasion Time Boost	20	10 220	Level 64	
·	'	·		'

	- . ·			•
Action Name:	(CPN	CPM AP: How to obtain:	
	= =	===	=== === ======	
EX Critical Boost		45	40 300 Level 25	
Riposte		45	40 300 Level 35	
Disable Riposte		20	10 300 Master Riposte	
Sneak Attack		50	45 360 Level 43	
Disable Sneak Attack		30	15 360 Master Sneak Attack	
Physical Shield		20	10 280 Level 47	
Magic Shield		20	10 280 Level 50	
Bravery Regen		20	10 280 Level 60	
First Strike		40	35 360 Level 67	
Disable First Strike		20	10 360 Master First Strike	
Concentration		30	15 250 Level 71	
Concentration+	-	60	30 250 Master Concentration	

Concentration++	100	50 250 Master Concentration+
Cat Nip	30	25 300 Level 74
Disable Cat Nip	20	10 300 Master Cat Nip
Anti-EX	30	20 300 Level 78
Disable Anti-EX	20	10 300 Master Anti-EX
Achy	30	15 250 Level 81
Achy+	60	30 250 Master Achy
Counterattack	50	45 360 Level 85
Disable Counterattack	30	15 360 Master Counterattack
Gambler's Spirit	30	15 300 Level 88
Disable Gambler's Spirit	20	10 300 Master GS
Back to the Wall	30	25 300 Level 92
Disable Back to the Wall	20	10 300 Master BttW
Precision Jump	10	5 180 Level 95
Snooze and Lose	100	50 250 Level 98
EXP to HP	20	0 500 Level 100
EXP to Bravery	20	0 500 Level 100
EXP to EX Force	20	0 500 Level 100
·	_ ' '	!!

_											
 	Stat Growth:										
	Level:	HP: CP:	Bravery:	Attack:	Defense:	Luck:	I				
	1	===== 1000 330 1242 335	95	11	11 15	10	•	/EV).			
	10	1545 341	147	20	20	15					
	30	2151 353 2757 365	263	30	30	25	Speed (ground) 1 Air Dash Speed 1	.25/150%			
		3363 377 3969 389		50 60	50 60	35	Quickmove Speed 1 Jump Amount	1/1			
	70	4575 401 5181 413	493	70 80	70 80	45	Jump Height 1 Jump Rising Spd 1	.25/150%			
	90	5787 425 6393 437	609	100	90	50 55	''- 	'			
		6999 450 ''			110 	60 '	 -				
 		Fitting Equ				ΕΣ	X Mode Information:				
	Type:	 Can Equip: = ====== s Grappling	: 	 ======			Blitz Ace [Press Ci the indicator is in				
					o EX E	ffects	:				
	Head							Enhanced] Tidus' er] ncibility			

Bravery Attacks:									
Attack Name:	Type CPN CPM AP: Obtain at: Effects:	1							
========	== ==== === === ======= ====== ========	=====							
Hop Step	Air 30 15 140 Level 1 Chase	1							
Sonic Buster	Land 30 15 140 Level 1 1:MB, 2:MB, 3:MB/WR	1							
Stick & Move	Air 30 15 180 Level	1							
Wither Shot	Land 20 10 90 Level 1 Chase	1							
Dart & Weave	Land 30 15 120 Level 3 Map Break/Chase/Evades	1							
Full Slide	Air 30 15 180 Level 6 1:MB, 2:MB, 3:MB/WR	1							
Sphere Shot	Land 20 10 90 Level 9 Map Break/Wall Rush	1							
Hop Step	Land 30 15 120 Level 12 Chase	1							
Wither Shot	Air 20 10 120 Level 16 Chase	1							
Dart & Weave	Air 30 15 180 Level 20 Map Break/Chase/Evades	1							
Stick & Move	Land 30 15 120 Level 24 MB/Chase/Evades/Move OK	1							
Cut & Run	Land 30 15 140 Level 28 Map Break/Guard/Chase/Evac	des							
'	''	'							

HP Attacks:

Attack Name:	Type CPN CPM AP: Obtain at Effects:
==========	
Energy Rain	Air 40 20 180 Level
Spiral Cut	Land 40 20 180 Level 1 Map Break/Guard Crush
Charge & Assault	Land 40 20 300 Level 33 Map Break/Guard Crush
Energy Rain	Land 40 20 180 Level 38
Jecht Shot	Air 40 20 300 Level 44 MB/GC/WR
Quick Hit D	\mid Air \mid 40 \mid 20 \mid 300 \mid Chain from Stick & Move (Air), MB/GC/WR \mid
Quick Hit B	Land 40 20 300 Chain from Dart & Weave (Land), MB/GC/WR
Quick Hit E	\mid Air \mid 40 \mid 20 \mid 300 \mid Chain from Dart & Weave (Air), MB/GC/WR \mid
Quick Hit A	Air 40 20 300 Chain from Stick & Move (Land), MB/GC/WR
Quick Hit C	Land 40 20 300 Chain from Cut & Run, MB/GC/WR
·	'''''

Actions:

Action Name:	(CPN	CPM	AP:	How to	obta	ain:
==========							
Air Dash		10	5	100]	Level	4
Jump Boost		10	5	150	1	Level	7
Jump Boost+		20	10	150	Maste	r Jump	o Boost
Jump Boost++		40	20	150	Maste	r Jump	o Boost+
Reverse Air Dash		10	5	100]	Level	18
Speed Boost		20	10	150]	Level	21
Speed Boost+		40	20	150	Maste:	r Spe	ed Boost
Speed Boost++		70	35	150	Maste	r Spe	ed Boost+
Reverse Free Air Dash		10	5	100	1	Level	29
Recovery Attack		20	10	120	1	Level	32
Controlled Recovery		10	5	120	1	Level	32
Jump Times Boost		20	10	150	1	Level	39
Jump Times Boost+		40	20	150	Ma	aster	JTB
Jump Times Boost++		70	30	150	Ma	aster	JTB+
Omni Air Dash		40	20	300	1	Level	40
Multi-Air Slide		10	5	250	1	Level	53
Multi-Air Slide+		30	15	300	Ma	aster	MAS
Midair Evasion Boost		20	10	150	1	Level	57
·	١.	'	'		'		'

Support:

Action Name:	CPN CPM AP: How t	to obtain:
	= === === ====	
Auto Recovery	20 5 250	Level 11
Auto Chase	20 5 250	Level 11
Auto EX Command	30 10 300	Level 15
Auto EX Burst	20 5 150	Level 15
Auto EX Defense	30 10 300	Level 26
Evasion Time Boost	20 10 220	Level 64
'	- ' ' '	'

Action Name:			How to obtain:
EX Critical Boost		40 300	·
Riposte		40 300	
Disable Riposte			Master Riposte
Sneak Attack		45 360	·
Disable Sneak Attack	30	15 360	Master Sneak Attack
Physical Shield	20	- 1 1	·
Magic Shield		10 280	
Bravery Regen	20	10 280	Level 60
First Strike	40	35 360	Level 67
Disable First Strike	20	10 360	Master First Strike
Concentration	30	15 250	Level 71
Concentration+	60	30 250	Master Concentration
Concentration++	100	50 250	Master Concentration+
Cat Nip	30	25 300	Level 74
Disable Cat Nip	20	10 300	Master Cat Nip
Anti-EX	30	20 300	Level 78
Disable Anti-EX	20	10 300	Master Anti-EX
Achy	30	15 250	Level 81
Achy+	60	30 250	Master Achy
Counterattack	50	45 360	Level 85
Disable Counterattack	30	15 360	Master Counterattack
Gambler's Spirit	30	15 300	Level 88
Disable Gambler's Spirit	20	10 300	Master GS
Back to the Wall	30	25 300	Level 92
Disable Back to the Wall	20	10 300	Master BttW
Precision Jump	10	5 180	Level 95
Snooze and Lose	100	50 250	Level 98
EXP to HP	20	0 500	
EXP to Bravery	20	0 500	Level 100
EXP to EX Force	20	0 500	Level 100
·	''	''	'

	_
/	`. [3.2.1] Garland
	\`.
	_ Garland is a slow character, wielding an enormous
\ _	adaptive sword with which he can bash his opponents.
1	
	Stat Growth:

```
||Level:| HP: | CP:|Bravery:|Attack:|Defense:|Luck:|
| | ===== | ==== | ===== | ===== | ===== | ===== |
| 1 | 1000 | 330 | 95 | 13 | 14 | 10 |
5 | 1242| 335| 118 | 17 |
                             18 | 12 |
                                          Movement Stats:
|| 20 | 2151| 353| 205 | 32 | 33 | 20 | |Speed (ground) | 50%| |
|| 30 | 2757| 365| 263 | 42 | 43 | 25 | |Air Dash Speed | 75%| |
|| 40 | 3363| 377| 320 | 52 | 53 | 30 | |Quickmove Speed | 75%| |
|| 50 | 3969| 389| 378 | 62 | 63 | 35 | Jump Amount
                                                    | 1 | | | | | | | | | | |
|| 60 | 4575| 401| 436 | 72 | 73 | 40 | Jump Height | 50%| |
|| 70 | 5181| 413| 493 | 82 | 83 | 45 | Jump Rising Speed| 50%| |
| | 80 | 5787 | 425 | 551 | 92 | 93 | 50 |
                                       '----' |
| 90 | 6393 | 437 | 609 | 102 | 103 | 55 |
| | 100 | 6999 | 450 | 667 | 112 | 113 | 60 |
Fitting Equipment:
                                    EX Mode Information:
|.----.
                                    -----
||Type: |Can Equip:
                o EX Burst: Soul of Chaos [Tap Circle to
| | ====== | ======= |
                                    increase power]
||Weapons|Katana, Axes, Spears,
                         o EX Effects:
   |Greatswords
||Head |Helms
                             - Regen [Slowly regenerates HP]
                         ||Hands ||Gauntlets, Shields |
||Armor ||Light/Heavy Armor |
                            - Indominatable Remove [This allows
                             Garland to perform attacks while taking damage]
| ' - - - - - ' - - - - - - '
                      Bravery Attacks:
```

Attack Name:	Type CPN CPM AP: Obtain at	: Effects:
========	= ==== === === =========	= =======
Deathblow	Land 20 10 90 Level 1	Map Break
Chain Cast	Air 30 15 180 Level 1	Map Break/Chase
Round Edge	Land 30 15 120 Level 1	1:Move OK/MB, 2:MB, 3:MB
Twin Swords	Air 30 15 180 Level 1	Map Break/Wall Rush
Bardiche	Air 30 15 180 Level 3	Map Break/Wall Rush
Lance Charge	Land 30 15 120 Level 8	1:MB, 2:MB/WR
Twist Drill	Air 30 15 180 Level 19	1:Map Break, 2:Map Break/Chase
Highbringer	Land 30 15 120 Level 24	1:MB, 2:MB/C, 3:Time precisely/
		MB, 4:MB/WR
·	_	. '

HP Attacks:

Attack Name: Type CPN CPM AP: Obtain at Effects:		
Blaze	Attack Name:	Type CPN CPM AP: Obtain at Effects:
Earthquake	==========	==== === === ==========
Blaze	Blaze	Air 40 20 180 Level 1 Map Break
Cyclone	Earthquake	Land 40 20 180 Level 1 MB/GC/WR
Tsunami Land 40 20 300 Level 38 MB/GC/WR	Blaze	Land 40 20 180 Level 13 Map Break
	Cyclone	Air 40 20 300 Level 30 MB/GC/Pulls in
1	Tsunami	Land 40 20 300 Level 38 MB/GC/WR
	·	····

Actions:

•	•	•	•	•			•
Action Name:	CPN	CPM	AP:	How to	obtai	n:	
	===	===	===	=====		======	1
Air Dash	10	5	100	Le	evel	4	

Speed Boost		20	10 150 Level 7
Speed Boost+		40	20 150 Master Speed Boost
Speed Boost++		70	35 150 Master Speed Boost+
Reverse Air Dash		10	5 100 Level 18
Jump Boost		10	5 150 Level 21
Jump Boost+		20	10 150 Master Jump Boost
Jump Boost++		40	20 150 Master Jump Boost+
Reverse Free Air Dash	1	10	5 100 Level 29
Recovery Attack		20	10 120 Level 32
Controlled Recovery		10	5 120 Level 32
Jump Times Boost		20	10 150 Level 39
Jump Times Boost+		40	20 150 Master JTB
Jump Times Boost++		70	30 150 Master JTB+
Omni Air Dash		40	20 300 Level 40
Multi-Air Slide		10	5 250 Level 53
Multi-Air Slide+		30	15 300 Master MAS
Midair Evasion Boost		20	10 150 Level 57
	٠.	'	!!

Support:

Action Name:	CPN	CPM AP: How	to obtain:	
	= ===	=== ===	-======================================	
Auto Recovery	20	5 250	Level 11	
Auto Chase	20	5 250	Level 11	
Auto EX Command	30	10 300	Level 15	
Auto EX Burst	20	5 150	Level 15	
Auto EX Defense	30	10 300	Level 26	
Evasion Time Boost	20	10 220	Level 64	
1	_ '	'''	'	

						,,
Action Name:						How to obtain:
						Level 25
Riposte		45		40	300	Level 35
Disable Riposte		20		10	300	Master Riposte
Sneak Attack		50		45	360	Level 43
Disable Sneak Attack		30		15	360	Master Sneak Attack
Physical Shield		20		10	280	Level 47
Magic Shield		20		10	280	Level 50
Bravery Regen		20		10	280	Level 60
First Strike		40		35	360	Level 67
Disable First Strike		20		10	360	Master First Strike
Concentration		30		15	250	Level 71
Concentration+		60		30	250	Master Concentration
Concentration++	1	00		50	250	Master Concentration+
Cat Nip		30		25	300	Level 74
Disable Cat Nip		20		10	300	Master Cat Nip
Anti-EX		30		20	300	Level 78
Disable Anti-EX		20		10	300	Master Anti-EX
Achy		30		15	250	Level 81
Achy+		60		30	250	Master Achy
Counterattack		50		45	360	Level 85
Disable Counterattack		30		15	360	Master Counterattack
Gambler's Spirit		30		15	300	Level 88
Disable Gambler's Spirit		20		10	300	Master GS
Back to the Wall		30		25	300	Level 92
Disable Back to the Wall		20	l	10	300	Master BttW

Precision Jump	10 5 180	Level 95	1					
Snooze and Lose	100 50 250	Level 98						
EXP to HP	20 0 500	Level 100						
EXP to Bravery	20 0 500	Level 100						
EXP to EX Force	20 0 500	Level 100						
·			'					
l l								
/ / `.	[3.2.2]	The Emperor						
_ \ `.								
	peror has only avera	ge mobility but	makes up					
$ \ \ \ \ $ with his solid and powerful arsenal of magic traps.								
I								
Stat Growth:								
		· - .						
Level: HP: CP: Bravery: A	ttack: Defense: Luck	::						
-	===== ===== ====	:=						

95 | 11 | 13 | 10 |

|| 30 | 2757| 365| 263 | 40 | 42 | 25 | |Air Dash Speed | 75% | | || 40 | 3363| 377| 320 | 50 | 52 | 30 | |Quickmove Speed | 75%| |

|| 60 | 4575| 401| 436 | 70 | 72 | 40 | |Jump Height | 50%| |

5 | 1242| 335| 118 | 15 | 17 | 12 |

|| 50 | 3969| 389| 378 | 60 | 62 | 35 | |Jump Amount

Fitting Equipment: |.----.

| '-----

| | 70 | 5181 | 413 | 493 | 80 |

| | 80 | 5787 | 425 | 551 | 90 |

|| 90 | 6393 | 437 | 609 | 100 | 102 | 55 | | | 100 | 6999 | 450 | 667 | 110 | 112 | 60 |

 \Box

|| |Staves

||Head |Hairpins, Hats

||Hands |Bangles

||Armor |Robes, Clothing

EX Mode Information: -----

||Type: |Can Equip: | o EX Burst: Absolute Dominion [Enter the| ||=====| commands displayed to absorb| ||Weapons|Daggers, Swords, Rods, | the HP damage you deal]

o EX Effects:

- Regen [Slowly regenerates HP]

| - Blood Magic [Absorbs damage dealt] |

82 | 45 | |Jump Rising Speed| 25%| | 92 | 50 | '----' |

Movement Stats:

| 1 | |

Bravery Attacks:

•	• • • • • •	•
Attack Name:	Type CPN CPM AP: Obtain at: Effects:	
==========	== ==== === === ==== ===== ======	=
Landmine	Land 20 10 90 Level	
Light Crest	Air 30 15 180 Level	
Mine	Air 20 10 90 Level	
Thunder Crest	Land 30 15 120 Level	
Bombard	Land 30 15 120 Level 3 MB/GC/Chase	
Dynamite	Land 30 15 120 Level 8 MB/Chase (*)	
Light Crest	Land 30 15 120 Level 14 Map Break	
Dynamite	Air 30 15 180 Level 28 MB/Pull-in (*)	-
'	!!!!!	_ '

(*) Hold circle to power up this attack. The attack will gain power between 1.7 and 2.7 seconds of holding the button down.

HP Attacks:

	,,,,,,	·
Attack Name:	Type CPN CPM AP: Obtain at Effects:	
=========		==
Flare	Land 40 20 180 Level 1 Map Break/Guard Crush	
Flare	Air 40 20 180 Level	
Starfall	Land 40 20 300 Level 20 Map Break/Move-OK/Pull-in	
Starfall	Air 40 20 300 Level 38	
1		

Actions:

	• •		
Action Name:	(CPN C	CPM AP: How to obtain:
	= =	=== =	
Reverse Free Air Dash	1	10	5 100 Level 2
Air Dash		10	5 100 Level 4
Jump Boost		10	5 150 Level 7
Jump Boost+		20	10 150 Master Jump Boost
Jump Boost++		40	20 150 Master Jump Boost+
Reverse Air Dash		10	5 100 Level 18
Speed Boost		20	10 150 Level 21
Speed Boost+		40	20 150 Master Speed Boost
Speed Boost++		70	35 150 Master Speed Boost+
Recovery Attack		20	10 120 Level 32
Controlled Recovery		10	5 120 Level 32
Jump Times Boost		20	10 150 Level 39
Jump Times Boost+		40	20 150 Master JTB
Jump Times Boost++		70	30 150 Master JTB+
Omni Air Dash		40	20 300 Level 40
Multi-Air Slide		10	5 250 Level 53
Multi-Air Slide+		30	15 300 Master MAS
Midair Evasion Boost		20	10 150 Level 57
·	٠.	'	,,

Support:

Action Name:	-	CPN	CPM AP: Hov	v to obtain:	
	=	===	=== ===	-=======	===
Auto Recovery	-	20	5 250	Level 11	
Auto Chase	-	20	5 250	Level 11	
Auto EX Command		30	10 300	Level 15	
Auto EX Burst		20	5 150	Level 15	
Auto EX Defense		30	10 300	Level 26	
Evasion Time Boost		20	10 220	Level 64	
1	_ 1		!!!		

Action Name:	CPN CPM AP: How to obtain:
	==== === ===
EX Critical Boost	45 40 300 Level 25
Riposte	45 40 300 Level 35
Disable Riposte	20 10 300 Master Riposte
Sneak Attack	50 45 360 Level 43
Disable Sneak Attack	30 15 360 Master Sneak Attack
Physical Shield	20 10 280 Level 47

Magic Shield	20	10 280 Level 50
Bravery Regen	20	10 280 Level 60
First Strike	40	35 360 Level 67
Disable First Strike	20	10 360 Master First Strike
Concentration	30	15 250 Level 71
Concentration+	60	30 250 Master Concentration
Concentration++	100	50 250 Master Concentration+
Cat Nip	30	25 300 Level 74
Disable Cat Nip	20	10 300 Master Cat Nip
Anti-EX	30	20 300 Level 78
Disable Anti-EX	20	10 300 Master Anti-EX
Achy	30	15 250 Level 81
Achy+	60	30 250 Master Achy
Counterattack	50	45 360 Level 85
Disable Counterattack	30	15 360 Master Counterattack
Gambler's Spirit	30	15 300 Level 88
Disable Gambler's Spirit	20	10 300 Master GS
Back to the Wall	30	25 300 Level 92
Disable Back to the Wall	20	10 300 Master BttW
Precision Jump	10	5 180 Level 95
Snooze and Lose	100	50 250 Level 98
EXP to HP	20	0 500 Level 100
EXP to Bravery	20	0 500 Level 100
EXP to EX Force	20	0 500 Level 100
·	- ' '	!!

			Stat Gro						
 Level: =====	HP:	CP:	Bravery:	Attack:		Lu	ck:	I	
	1000				1 12	-	10	•	
	·		118	1 14	1 16	İ	12	•	
	1545			19	21	i	15	•	
	2151			29	31	İ	20	Speed (ground) 75%	
30	2757	365	263	39	41		25	Air Dash Speed 50%	
40	3363	377	320	49	51		30	Quickmove Speed 50%	
50	3969	389	378	59	61		35	Jump Amount	
60	4575	401	436	69	71		40	Jump Height 75%	
70	5181	413	493	79	81		45		
80	5787	425	551	89	91		50	''	
	·			99	101		55	·	
					111		60		
'''''' ''''' Fitting Equipment: EX Mode Information:									
			·				-		
Type: =====	Can E					Burs		Ultra Particle Beam [Fill the gauge with circle, up to	
Weapons	Rods,	Stav	res					120%]	
Head Hands	_				o ex e	'ffc	acte		

Armor Robes, Clothin			 			[Nu]	ll] Pa overy	owly regenerates HP] article Beam [Cancel the time of attacks by simply ag a HP attack]
				_		acks		
Attack Name:	Туре	CPN	CPM	I AE	P: O	otair	n at:	
			25 15	25 140 Level 1			l 1 l 1	Move OK (*)
*) 1: Map Break/Chase,								
Attack Name:	Ту	pe Cl	 PN C	 PM	AP:	 Obta	ain at	 : Effects:
[Anti-Air] Particle Beam Land 40 [Long-Range] Air 40 Particle Beam			40 40	20 20	180 300	Lev	vel 1	
·			40 40	20 20	300 180	Lev	vel 1 vel 12	P Guard/GC/MB
			A 	cti	ons	: 		·
Action Name								to obtain: ========
Air Dash Jump Boost			İ	10	5	100		Level 4 Level 7
Jump Boost-	++			40	20	150	Maste	er Jump Boost er Jump Boost+
=	5			20	10	150		Level 18 Level 21 er Speed Boost
Speed Boost	:++		1	70	35	150	Maste	er Speed Boost+
Reverse Free Air Dash Recovery Attack Controlled Recovery				20	10	120		Level 32
Jump Times Boost Jump Times Boost+				40	20	150	l M	Master JTB
Omni Air Da Multi-Air S	ash Slide		 	40 10	20 5	300 250		Level 53
Multi-Air S Midair Evas 	sion 1	Boost	t	20	10	150		

Support: .-----.

|Action Name:

|CPN|CPM|AP:|How to obtain:

Auto Recovery		20	5 250	Level 11	
Auto Chase		20	5 250	Level 11	
Auto EX Command		30	10 300	Level 15	
Auto EX Burst	-	20	5 150	Level 15	
Auto EX Defense		30	10 300	Level 26	
Evasion Time Boost		20	10 220	Level 64	
•					

Action Name:		CPM AP: How to obtain:
		=== === ===============================
•		40 300 Level 25
Riposte		40 300 Level 35
Disable Riposte		10 300 Master Riposte
Sneak Attack		45 360 Level 43
Disable Sneak Attack	30	15 360 Master Sneak Attack
Physical Shield		10 280 Level 47
Magic Shield	20	10 280 Level 50
Bravery Regen	20	10 280 Level 60
First Strike	40	35 360 Level 67
Disable First Strike	20	10 360 Master First Strike
Concentration	30	15 250 Level 71
Concentration+	60	30 250 Master Concentration
Concentration++	100	50 250 Master Concentration+
Cat Nip	30	25 300 Level 74
Disable Cat Nip	20	10 300 Master Cat Nip
Anti-EX	30	20 300 Level 78
Disable Anti-EX	20	10 300 Master Anti-EX
Achy	30	15 250 Level 81
Achy+	60	30 250 Master Achy
Counterattack	50	45 360 Level 85
Disable Counterattack	30	15 360 Master Counterattack
Gambler's Spirit	30	15 300 Level 88
Disable Gambler's Spirit	20	10 300 Master GS
Back to the Wall	30	25 300 Level 92
Disable Back to the Wall	20	10 300 Master BttW
Precision Jump	10	5 180 Level 95
Snooze and Lose	100	50 250 Level 98
EXP to HP	20	0 500 Level 100
EXP to Bravery	20	0 500 Level 100
EXP to EX Force	20	0 500 Level 100

	[3.2.4] Golbez									
	Golbez uses magic and physical attack alike. He is									
\ \	also decently mobile.									
	t Growth:									
Level: HP: CP: Bra	very: Attack: Defense: Luck: ===== ====== ======									
1 1000 330	95 11 13 10									

```
|| 20 | 2151| 353| 205 | 30 | 32 | 20 | |Speed (ground) | 75% | | | | |
|| 30 | 2757| 365| 263 | 40 | 42 | 25 | |Air Dash Speed |100%| |
|| 40 | 3363| 377| 320 | 50 | 52 | 30 | |Quickmove Speed |100%| |
|| 50 | 3969| 389| 378 | 60 | 62 | 35 | Jump Amount | 1 | |
|| 60 | 4575| 401| 436 | 70 | 72 | 40 | Jump Height |125%| |
|| 70 | 5181 | 413 | 493 | 80 | 82 | 45 | |Jump Rising Speed | 125% | |
| | | 80 | 5787 | 425 | | 551 | | 90 | | 92 | 50 | | ------| |
| 90 | 6393 | 437 | 609 | 100 | 102 | 55 |
| | 100 | 6999 | 450 | 667 | 110 | 112 | 60 |
| '-----'----'-----'------'------'------
Fitting Equipment:
                                      EX Mode Information:
|.----.
                                      -----
                 o EX Burst: Twin Moon [Enter commands
||Type: |Can Equip:
| | ====== | ======== |
                                     simultaneously]
||Weapons|Spears, Axes, Rods,
                          Greatswords
- Black Fang [Auto-breaks the enemy, |
                              but grants only stage BRV. Perform |
| '-----
                                attack with R + Square]
```

Bravery Attacks:

		•
Attack Name:	Type CPN CPM AP: Obtain at: Effects:	
	= ==== === === ====== ========	
Attack System	Land 30 15 180 Level 1	
Gravity Force	Air 30 15 120 Level	
Rising Wave	Land 30 15 180 Level 1 1:MB, 2:WR/MB	
Float System	Air 30 15 120 Level 8 1:MB, 2:MB/Chase, 3:WR	
Gravity System	Air 30 15 120 Level 13 1:MB, 2:MB/Chase, 3:WR	
Glare Hand	Land 30 15 180 Level 33 1:MB/Chase, 2:MB/WR	
·	_''	T

HP Attacks:

	· ·
Attack Name:	Type CPN CPM AP: Obtain at Effects:
======================================	: ==== === === ======
Genesis Rock	Air 40 20 180 Level 1 Move OK/MB/GC/WR
Nightglow	Land 40 20 180 Level 1 Move OK/MB/GC/WR
	.
Cosmic Ray A	Land 40 20 300 Chain from Rising Wave, MB/GC
Cosmic Ray D	Air 40 20 300 Chain from Float System, MB/GC/WR
Cosmic Ray C	Air 40 20 300 Chain from Gravity System, MB/GC/WR
Cosmic Ray B	Land 40 20 300 Chain from Glare Hand, MB/GC/WR
1	

Actions:

		.	
Action Name:	(CPN	CPM AP: How to obtain:
	== =	===	=== === ======
Air Dash	-	10	5 100 Level 4
Speed Boost		20	10 150 Level 7
Speed Boost+		40	20 150 Master Speed Boost
Speed Boost++		70	35 150 Master Speed Boost+
Reverse Air Dash		10	5 100 Level 18
Jump Boost	- 1	10	5 150 Level 21

Jump Boost+	20	10 150 Mas	ter Jum	Boost	
Jump Boost++	40	20 150 Mas	ter Jum	Boost+	
Reverse Free Air Dash	10	5 100	Level	29	
Recovery Attack	20	10 120	Level	32	
Controlled Recovery	10	5 120	Level	32	
Jump Times Boost	20	10 150	Level	39	
Jump Times Boost+	40	20 150	Master	JTB	
Jump Times Boost++	70	30 150	Master	JTB+	
Omni Air Dash	40	20 300	Level	40	
Multi-Air Slide	10	5 250	Level	53	
Multi-Air Slide+	30	15 300	Master	MAS	
Midair Evasion Boost	20	10 150	Level	57	
1	'	'			_ •

Support:

			··
Action Name:	CPN C	CPM AP: How to obtain:	1
===========	== ===		=====
Auto Recovery	20	5 250 Level 11	1
Auto Chase	20	5 250 Level 11	1
Auto EX Command	30	10 300 Level 15	
Auto EX Burst	20	5 150 Level 15	
Auto EX Defense	30	10 300 Level 26	
Evasion Time Boost	20	10 220 Level 64	1
·	!!	!!	

'			How to obtain:
•			Level 25
· -			Level 35
Disable Riposte	20	10 300	Master Riposte
Sneak Attack	50	45 360	Level 43
Disable Sneak Attack	30	15 360	Master Sneak Attack
Physical Shield	20	10 280	Level 47
Magic Shield	20	10 280	Level 50
Bravery Regen	20	10 280	Level 60
First Strike	40	35 360	Level 67
Disable First Strike	20	10 360	Master First Strike
Concentration	30	15 250	Level 71
Concentration+	60	30 250	Master Concentration
Concentration++	100	50 250	Master Concentration+
Cat Nip	30	25 300	Level 74
Disable Cat Nip	20	10 300	Master Cat Nip
Anti-EX	30	20 300	Level 78
Disable Anti-EX	20	10 300	Master Anti-EX
Achy	30	15 250	Level 81
Achy+	60	30 250	Master Achy
Counterattack	50	45 360	Level 85
Disable Counterattack	30	15 360	Master Counterattack
Gambler's Spirit	30	15 300	Level 88
Disable Gambler's Spirit	20	10 300	Master GS
Back to the Wall	30	25 300	Level 92
Disable Back to the Wall	20	10 300	Master BttW
Precision Jump	10	5 180	Level 95
Snooze and Lose	100	50 250	Level 98
EXP to HP	20	0 500	Level 100
EXP to Bravery	20	0 500	Level 100
EXP to EX Force	20	0 500	Level 100

/| /| `. | [3.2.5] Exdeath $|__$ | and deliver blows to his foes. \ | Stat Growth: |.----. ||Level:| HP: | CP:|Bravery:|Attack:|Defense:|Luck:| | | ===== | ==== | ==== | ===== | ===== | ===== | 14 | 10 | 1 | 1000| 330| 95 | 11 | \Box 5 | 1242| 335| 118 | 15 | 18 | 12 | Movement Stats: | 10 | 1545| 341| 147 | 20 | 23 | 15 | .----. | 20 | 2151| 353| 205 | 30 | 33 | 20 | | Speed (ground) | 25% | | || 30 | 2757| 365| 263 | 40 | 43 | 25 | |Air Dash Speed | 25% | | || 40 | 3363| 377| 320 | 50 | 53 | 30 | |Quickmove Speed | 25%| | || 50 | 3969| 389| 378 | 60 | 63 | 35 | Jump Amount | 1 | | 73 | 40 | |Jump Height | 50%| | | | 60 | 4575 | 401 | 436 | 70 | | | 70 | 5181 | 413 | 493 | 80 | 83 | 45 | |Jump Rising Speed| 50%| | 93 | 50 | '----' | || 80 | 5787| 425| 551 | 90 | | 90 | 6393 | 437 | 609 | 100 | 103 | 55 | | | 100 | 6999 | 450 | 667 | 110 | 113 | 60 | Fitting Equipment: EX Mode Information: |.----. _____ ||Type: |Can Equip: | o EX Burst: Power of the Void [Press O | | ====== | ======== | to fill gauge, release at 0]| ||Weapons|Rods, Staves ||Head |Helms o EX Effects: ||Hands |Gauntlets, Shields - Regen [Slowly regenerates HP] - Speed Guard [Auto-breaks the enemy, | ||Armor |Light/Heavy Armor but grants only stage BRV. Perform | attack with R + Square] Bravery Attacks: |Type|CPN|CPM|AP:|Obtain at:|Effects: |Attack Name: |-----| |Land| 30| 15|180| Level 1 |MB/Pull-in |Black Hole | Air| 20| 10|120| Level 1 |* |Low Block |Mid Block | Air| 20| 10| 90| Level 1 |* |Reverse Polarity |Land| 30| 15|180| Level 1 |MB/WR | Air| 30| 15|140| Level 1 |MB/WR |Reverse Polarity |Land| 30| 15|180| Level 1 |MB/WR |Vacuum Wave | Air| 20| 10| 90| Level 3 |* |High Block |Sword Dance |Land| 20| 10|120| Level 3 |WR |Omni Block | Air| 30| 15|140| Level 12 |*

|Land| 30| 15|180| Level 12 |MB/Move OK/Pull-in

| Air| 30| 15|140| Level 16 |MB/Pull-in

| Air| 30| 15|140| Level 24 |MB/Chase

| Air| 20| 10| 90| Level 20 |WR

|Land| 20| 10|120| Level 20 |*

|Hurricane

|Black Hole

|Low Block

|Sword Dance

|Vacuum Wave

Mid Block	Land 20 10 120 Level 24 *	
High Block	Land 20 10 120 Level 30 *	
Hurrican	Air 30 15 140 Level 34 MB/Move OK/Pull-in	
Omni Block	Land 30 15 180 Level 38 *	
1	!!!!!!!	'

* =

HP Attacks:

Attack Name:	Type CPN CPM AP: Obtain at Effects:
======================================	:= ==== === === ======= ======
Delta Attack	Land 40 20 180 Level 1 MB/GC/WR/Guard
Delta Attack	Air 40 20 180 Level
Almagest	Land 40 20 300 Level 8 MB/GC/WR
Grand Cross	Land 40 20 300 Level 16
Almagest	Air 40 20 300 Level 30 MB/GC/WR
Grand Cross	Air 40 20 300 Level 38
	-
Cosmic Ray A	Land 40 20 300 Chain from Rising Wave, MB/GC
Cosmic Ray D	Air 40 20 300 Chain from Float System, MB/GC/WR
Cosmic Ray C	\mid Air \mid 40 \mid 20 \mid 300 \mid Chain from Gravity System, MB/GC/WR \mid
Cosmic Ray B	Land 40 20 300 Chain from Glare Hand, MB/GC/WR
·	

Actions:

	•		
Action Name:	(CPN (CPM AP: How to obtain:
	: :	=== =	=== === =====
Air Dash		10	5 100 Level 4
Speed Boost		20	10 150 Level 7
Speed Boost+		40	20 150 Master Speed Boost
Speed Boost++		70	35 150 Master Speed Boost+
Reverse Air Dash		10	5 100 Level 18
Jump Boost		10	5 150 Level 21
Jump Boost+		20	10 150 Master Jump Boost
Jump Boost++		40	20 150 Master Jump Boost+
Reverse Free Air Dash		10	5 100 Level 29
Recovery Attack		20	10 120 Level 32
Controlled Recovery		10	5 120 Level 32
Jump Times Boost		20	10 150 Level 39
Jump Times Boost+		40	20 150 Master JTB
Jump Times Boost++		70	30 150 Master JTB+
Omni Air Dash		40	20 300 Level 40
Multi-Air Slide		10	5 250 Level 53
Multi-Air Slide+		30	15 300 Master MAS
Midair Evasion Boost		20	10 150 Level 57
·	٠.	'	!!!

Support:

	٠.							
Action Name:	(CPN CPM AP: How to obtain:						
	= =	=== =	=== ====		======			
Auto Recovery		20	5 250	Level	11			
Auto Chase		20	5 250	Level	11			
Auto EX Command		30	10 300	Level	15			
Auto EX Burst		20	5 150	Level	15			
Auto EX Defense		30	10 300	Level	26			
Evasion Time Boost		20	10 220	Level	64			
·	٠.	'	'			•		

Action Name:	CPN	CPM AP: How to obtain:
	===	=== ===
EX Critical Boost	45	40 300 Level 25
Riposte	45	40 300 Level 35
Disable Riposte	20	10 300 Master Riposte
Sneak Attack	50	45 360 Level 43
Disable Sneak Attack	30	15 360 Master Sneak Attack
Physical Shield	20	10 280 Level 47
Magic Shield	20	10 280 Level 50
Bravery Regen	20	10 280 Level 60
First Strike	40	35 360 Level 67
Disable First Strike	20	10 360 Master First Strike
Concentration	30	15 250 Level 71
Concentration+	60	30 250 Master Concentration
Concentration++	100	50 250 Master Concentration+
Cat Nip	30	25 300 Level 74
Disable Cat Nip	20	10 300 Master Cat Nip
Anti-EX	30	20 300 Level 78
Disable Anti-EX	20	10 300 Master Anti-EX
Achy	30	15 250 Level 81
Achy+	60	30 250 Master Achy
Counterattack	50	45 360 Level 85
Disable Counterattack	30	15 360 Master Counterattack
Gambler's Spirit	30	15 300 Level 88
Disable Gambler's Spirit	20	10 300 Master GS
Back to the Wall	30	25 300 Level 92
Disable Back to the Wall	20	10 300 Master BttW
Precision Jump	10	5 180 Level 95
Snooze and Lose	100	50 250 Level 98
EXP to HP	20	0 500 Level 100
EXP to Bravery	20	0 500 Level 100
EXP to EX Force	20	0 500 Level 100
1		

_												
11	/ / `. [3.2.6] Kefka Palazzo											
	I		I	\	•							
			1	_					_		_	c attacks to wreck his
/		\		l	_ oppo	ne	ents. H	iis	mobili	.ty	r is a	verage.
1					_							
1												
1					Stat Gro	wt	.h:					
						·						
L	evel:	:	HP:	CP:	Bravery:	A	ttack:	De	efense:	L	uck:	
=	=====	= =		====	======	= =	=====	==	======	= =	====	
	1		1000	330	95		12		11		10	
	5		1242	335	118		16	1	15		12	Movement Stats:
$ \cdot $	10		1545	341	147		21	1	20		15	
	20		2151	353	205		31	1	30		20	Speed (ground) 50%
\Box	30		2757	365	263		41	1	40		25	Air Dash Speed 75%
	40		3363	377	320	1	51	1	50		30	Quickmove Speed 75%
11	50		39691	389	378	1	61	1	60		35	Jump Amount 1
11	60		4575	401	436	I	71	I	70		40	Jump Height 125%
11	70		5181	413	493	1	81	I	80		45	Jump Rising Speed 150%
11	80		5787	425	551	1	91	I	90		50	!!
	90		6393	437	609	I	101	I	100		55	

```
| | 100 | 6999 | 450 | 667 | 111 | 110 | 60 |
| '-----'----'-----'-----'-----'-----
                                       EX Mode Information:
      Fitting Equipment:
|.----.
                                       _____
||Type: |Can Equip:
                        o EX Burst: Light of Judgement [Try to |
| | ====== | ======== |
                                       memorize and repeat entries] |
||Weapons|Instruments, Rods, Staves|
     |Hairpins, Hats
                             o EX Effects:
||Head
                          ||Hands |Bangles
                          - Regen [Slowly regenerates HP]
||Armor |Robes, Clothing
                      - Glide [Free Air Glide with X]
| '-----
                               - Exhilarating Magic [Projectiles will|
                                 multiply and/or bounce
                        Bravery Attacks:
. ------.
                 |Type|CPN|CPM|AP:|Obtain at:|Effects:
|Attack Name:
|-----|
|Lickety-Split Thundaga|Land| 20| 10| 90| Level 1 |Map Break/Wall Rush/Chase |
|Twisty-Turny Blizzaga |Land| 30| 15|180| Level 1 |Map Break/Wall Rush
|Waggle-Wobbly Firaga | Air| 20| 10| 90| Level 1 |Map Break
|Zap-Trap Thundaga | Air| 30| 15|120| Level 1 |Map Break/Chase
|Waggle-Wobbly Firaga |Land| 20| 10|140| Level 3 |Map Break
|Extra-Cripsy Firaga | Air| 30| 15|120| Level 3 | Map Break/Chase
|Extra-Crispy Firaga | Land| 30| 15|180| Level 6 | Map Break/Chase
|Scatter Spray Blizzaga|Land| 30| 15|180| Level 9 |Map Break
|Scatter Spray Blizzaga| Air| 30| 15|120| Level 9 |Map Break
|Lickery-Split Thundaga| Air| 20| 10|180| Level 16 |Map Break/Wall Rush/Chase
|Zap-Trap Thundaga | Land| 30| 15|180| Level 16 |Map Break/Chase
|Twisty-Turny Blizzaga | Air| 30| 15|120| Level 24 | Map Break/Wall Rush
                  |Land| 30| 15|180| Level 28 |Map Break/Wall Rush
|Ultima
|Ultima
                  | Air| 30| 15|120| Level 28 | Map Break/Chase
                  |Land| 30| 15|180| Level 31 |Map Break/Chase
|Meteor
Meteor
                  | Air| 30| 15|120| Level 31 | Map Break/Chase
                          HP Attacks:
|Type|CPN|CPM|AP:|Obtain at|Effects:
|Attack Name:
|Land| 40| 20|180| Level 1|MB/GC/WR
|Havoc Wing
                   | Air| 40| 20|180| Level 1|Map Break
ITrine
ITrine
                   |Land| 40| 20|180| Level 12|Map Break
                  | Air| 40| 20|180| Level 20|MB/GC/WR
|Havoc Wing
                  |Land| 40| 20|300| Level 34|Map Break *
|Hyperdrive
                  |Land| 40| 20|300| Level 38|(Hold)/MB/GC
|Forsaken
|Forsaken
                   | Air| 40| 20|300| Level 38|(Hold)/MB/GC
* = Hold button down. Power increases between 2.4 and 3.4 seconds of holding
   the button.
```

Actions:

•	•	•	•				•
Action Name:	(CPN C	CPM AP: How	to	obtai	in:	
======================================	===== =	=== =	=== ==== ====	====	=====	-=====	==
Reverse Free Air	Dash	10	5 100	Le	vel	2	- 1
Air Dash	1	10	5 100	Le	vel	4	- 1
Jump Boost	1	10	5 150	Le	vel	7	- 1
Jump Boost+	1	20	10 150 Mas	ter	Jump	Boost	- 1

Jump Boost++		40	20 150 Master Jump Boost+
Reverse Air Dash		10	5 100 Level 18
Speed Boost		20	10 150 Level 21
Speed Boost+		40	20 150 Master Speed Boost
Speed Boost++		70	35 150 Master Speed Boost+
Recovery Attack		20	10 120 Level 32
Controlled Recovery		10	5 120 Level 32
Jump Times Boost		20	10 150 Level 39
Jump Times Boost+		40	20 150 Master JTB
Jump Times Boost++		70	30 150 Master JTB+
Omni Air Dash		40	20 300 Level 40
Multi-Air Slide		10	5 250 Level 53
Multi-Air Slide+		30	15 300 Master MAS
Midair Evasion Boost		20	10 150 Level 57
·	٠.	'	!!

Support:

Action Name:		CPN CPM AP: How to obtain:						
	:=	=== =	=== === ==		:=			
Auto Recovery		20	5 250	Level 11				
Auto Chase		20	5 250	Level 11				
Auto EX Command		30	10 300	Level 15				
Auto EX Burst		20	5 150	Level 15				
Auto EX Defense		30	10 300	Level 26				
Evasion Time Boost		20	10 220	Level 64				
1	_ '	'	''		_ '			

Action Name:	•		•	How to obtain:
				=====================================
	45		•	
· ±	•		•	Level 35
· <u>-</u>	20		•	Master Riposte
				Level 43
•	•		•	Master Sneak Attack
Physical Shield	20		280	·
Magic Shield	20	10	280	Level 50
Bravery Regen	20	10	280	Level 60
First Strike	40	35	360	Level 67
Disable First Strike	20	10	360	Master First Strike
Concentration	30	15	250	Level 71
Concentration+	60	30	250	Master Concentration
Concentration++	100	50	250	Master Concentration+
Cat Nip	30	25	300	Level 74
Disable Cat Nip	20	10	300	Master Cat Nip
Anti-EX	30	20	300	Level 78
Disable Anti-EX	20	10	300	Master Anti-EX
Achy	30	15	250	Level 81
Achy+	60	30	250	Master Achy
Counterattack	50	45	360	Level 85
Disable Counterattack	30	15	360	Master Counterattack
Gambler's Spirit	30	15	300	Level 88
Disable Gambler's Spirit	20	10	300	Master GS
Back to the Wall	30	25	300	Level 92
Disable Back to the Wall	20	10	300	Master BttW
Precision Jump	10	5	180	Level 95
Snooze and Lose	100	50	250	Level 98
EXP to HP	20	0	500	Level 100

/ 	/	′I `. \	`.				[3.2	.7]	Sephiroth
l 		 _							swift, precise swordmanshi enemies down'.
			Stat Grow						
Level:	HP:	CP:	Bravery:	Atta	ack:	Defe	ense: L	uck:	I
	1000		95		-=== L1	==== 	==== = 12	10	
	1242				15	' 	16	12	•
	1545				20	' 	21	15	•
	2151				30	' 	31	20	
	2757				10	•	41	25	
	33631				50	•	51	30	-
	39691					' 	•	35	
	4575				70	•	71		-
	5181				30		'	45	
	5787				90	•	91	50	
	6393			1(0 0	1	.01	55	1
100	6999	450	667	11	0	1	.11	60	Ī
Weapons Head Hands Armor	Katar Helms Gaunt	na, Sp s clets, c/Heav	Shields		 		- Glid	n [S le [F	: lowly regenerates HP] ree Air Glide with X] s Angel [Reduces opponent'
							BRV to	1, a	lthough BRV is not absorbe
			.			-	tacks:		
ttack N		-====							Effects:
Shadow E							Level		
leaper	-								11:MB, 2:MB, 3:MB/Chase
udden (Cruelty	7							1:MB, 2:MB/Chase
blivior									Map Break/Wall Rush
									1:MB, 2:MB/WR
hadow E	lare		Air	30	15	180	Level	. 19	I
ervent'									1:MB, 2:MB/WR
			''	' '	'	' '			'

	= ==== === === ======	== ========
Hell's Gate	Air 40 20 300 Level	1 MB/GC/Move OK
Octaslash	Land 40 20 300 Level	1 MB/GC/WR
Scintilla	Land 40 20 300 Level	1 MB/GC/WR/Guard
Octaslash	Air 40 20 300 Level	13 MB/GC/WR
Scintilla	Air 40 20 300 Level	28 MB/GC/WR/Guard
Black Materia	Land 40 20 300 Level	33 MB/GC/WR/Pull-in *
Heaven's Light	Air 40 20 300 Level	38 MB/GC/WR
1	.	!!

^{* =} Hold button to increase power. The power will increase between 1.5 and 3.0 seconds of holding the button. Effects are only granted at maximum power.

Actions:

Action Name:				
=========	= =	=== =	=== ===	=======================================
Air Dash		10	5 100	Level 4
Speed Boost		20	10 150	Level 7
Speed Boost+		40	20 150	Master Speed Boost
Speed Boost++		70	35 150	Master Speed Boost+
Reverse Air Dash		10	5 100	Level 18
Jump Boost		10	5 150	Level 21
Jump Boost+		20	10 150	Master Jump Boost
Jump Boost++		40	20 150	Master Jump Boost+
Reverse Free Air Dash	1	10	5 100	Level 29
Recovery Attack		20	10 120	Level 32
Controlled Recovery		10	5 120	Level 32
Jump Times Boost		20	10 150	Level 39
Jump Times Boost+		40	20 150	Master JTB
Jump Times Boost++		70	30 150	Master JTB+
Omni Air Dash		40	20 300	Level 40
Multi-Air Slide		10	5 250	Level 53
Multi-Air Slide+		30	15 300	Master MAS
Midair Evasion Boost		20	10 150	Level 57
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Support:

Action Name:	CPN	CPM AP: Ho	ow to obtain:	
	====	=== === ==	-=========	==
Auto Recovery	20	5 250	Level 11	
Auto Chase	20	5 250	Level 11	
Auto EX Command	30	10 300	Level 15	
Auto EX Burst	20	5 150	Level 15	
Auto EX Defense	30	10 300	Level 26	
Evasion Time Boost	20	10 220	Level 64	
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Action Name:	(CPN C	CPM AP:	How to obtain:	-
	= =	=== =	=== ===		=
EX Critical Boost		45	40 300	Level 25	
Riposte		45	40 300	Level 35	
Disable Riposte		20	10 300	Master Riposte	
Sneak Attack		50	45 360	Level 43	
Disable Sneak Attack		30	15 360	Master Sneak Attack	
Physical Shield		20	10 280	Level 47	
Magic Shield		20	10 280	Level 50	

Bravery Regen	20	10 280 Level 60
First Strike	40	35 360 Level 67
Disable First Strike	20	10 360 Master First Strike
Concentration	30	15 250 Level 71
Concentration+	60	30 250 Master Concentration
Concentration++	100	50 250 Master Concentration+
Cat Nip	30	25 300 Level 74
Disable Cat Nip	20	10 300 Master Cat Nip
Anti-EX	30	20 300 Level 78
Disable Anti-EX	20	10 300 Master Anti-EX
Achy	30	15 250 Level 81
Achy+	60	30 250 Master Achy
Counterattack	50	45 360 Level 85
Disable Counterattack	30	15 360 Master Counterattack
Gambler's Spirit	30	15 300 Level 88
Disable Gambler's Spirit	20	10 300 Master GS
Back to the Wall	30	25 300 Level 92
Disable Back to the Wall	20	10 300 Master BttW
Precision Jump	10	5 180 Level 95
Snooze and Lose	100	50 250 Level 98
EXP to HP	20	0 500 Level 100
EXP to Bravery	20	0 500 Level 100
EXP to EX Force	20	0 500 Level 100
·	- ' ' .	

I I		I	_ enem. Stat Gro	ies at a wth:	es her wi safe dis	de ta	arr	while	magic to keep her reaping them apart.
 Level:					 Defense:				
5	·	330 335 341 353 365 377 389 401 413 425 437	95 118 147 205 263 320 378 436 493 551 609	12 16 21 31 41 51 61 71 81 91 101	====================================		10 12 15 20 25 30 35 40 45 50 55		Movement Stats: Deed (ground) 50% Dir Dash Speed 50% Dickmove Speed 50% Dimp Amount 1 Dimp Height 25% Dimp Rising Speed 25% Dimp Rising Speed 25% Dimp Rising Speed 25%
'' Type: ======	Fitting Can E Rods, Instr	g Equ quip: Stavument	ipment: es, Dagges		o EX B	ur ff ge	E st: ects	X Mode Time (with i : lowly	e Information: Compression [Press O Indicator in frame] regenerates HP] emporarily freezes

Armor	Robes,	Clothing		opponent,	perform	with	R +	Square]	- 1
'	- '		'						
1									

Bravery Attacks:

•		•	• •			•		•
Attack Name:	Type	CPN C	CPM AP: C	Obtain	at:	Effec	cts:	
	: ==== :	=== =	=== === =	-=====	====	=====		==
Knight's Arrow	Land	30	15 180	Level	1	Move	OK/MB	
Knight's Arrow	Air	30	15 140	Level	1	Move	OK/MB	
Knight's Axe	Air	30	15 140	Level	1	Move	OK/MB/GC	
Knight's Blade	Land	20	10 120	Level	1	Move	OK/MB	
Knight's Blade	Air	20	10 90	Level	6	Move	OK/MB	
Knight's Axe	Land	30	15 180	Level	12	Move	OK/MB/GC	
Fervent Blow	Land	30	15 120	Level	24	1:MB,	2:MB/WR	
1								

HP Attacks:

Attack Name:	Type CPN CPM AP: Obtain at Effects:
	= ==== === === ======
Great Attractor	Air 40 20 180 Level 1 *
Shockwave Pulsar	Land 40 20 180 Level 1 **
Great Attractor	Land 40 20 180 Level 17 *
Apocalypse	Land 40 20 300 Level 23
Shockwave Pulsar	Air 40 20 180 Level 29 **
Apocalypse	Air 40 20 300 Level 38 MB/GC
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- * = Hold button to increase power. Move OK/Map Break. The power increases after holding the button down for respectively 3.0, 4.5 or 6.0 seconds. Guard Crush is an added effect at 3.0 seconds.
- ** = Hold button to increase power. Move OK/Map Break/Guard Crush. Power increases after holding it down longer than 2.0 or 4.5 seconds.

Actions:

	•			
Action Name:	(CPN	CPM AP:	How to obtain:
	= =	===	=== ===	=======================================
Reverse Free Air Dash	1	10	5 100	Level 2
Air Dash		10	5 100	Level 4
Jump Boost		10	5 150	Level 7
Jump Boost+		20	10 150	Master Jump Boost
Jump Boost++		40	20 150	Master Jump Boost+
Reverse Air Dash		10	5 100	Level 18
Speed Boost		20	10 150	Level 21
Speed Boost+		40	20 150	Master Speed Boost
Speed Boost++		70	35 150	Master Speed Boost+
Recovery Attack		20	10 120	Level 32
Controlled Recovery		10	5 120	Level 32
Jump Times Boost		20	10 150	Level 39
Jump Times Boost+		40	20 150	Master JTB
Jump Times Boost++		70	30 150	Master JTB+
Omni Air Dash		40	20 300	Level 40
Multi-Air Slide		10	5 250	Level 53
Multi-Air Slide+		30	15 300	Master MAS
Midair Evasion Boost		20	10 150	Level 57
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Action Name:	CPN CPM AP: H	ow to obtain:	
	= === === =		=
Auto Recovery	20 5 250	Level 11	
Auto Chase	20 5 250	Level 11	
Auto EX Command	30 10 300	Level 15	
Auto EX Burst	20 5 150	Level 15	
Auto EX Defense	30 10 300	Level 26	
Evasion Time Boost	20 10 220	Level 64	
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Action Name:		CPM AP: How to obtain:
		4012001
		40 300 Level 25
-		40 300 Level 35
		10 300 Master Riposte
Sneak Attack		45 360 Level 43
•	30	·
Physical Shield	20	
Magic Shield	20	10 280 Level 50
Bravery Regen	20	10 280 Level 60
First Strike	40	35 360 Level 67
Disable First Strike	20	10 360 Master First Strike
Concentration	30	15 250 Level 71
Concentration+	60	30 250 Master Concentration
Concentration++	100	50 250 Master Concentration+
Cat Nip	30	25 300 Level 74
Disable Cat Nip	20	10 300 Master Cat Nip
Anti-EX	30	20 300 Level 78
Disable Anti-EX	20	10 300 Master Anti-EX
Achy	30	15 250 Level 81
Achy+	60	30 250 Master Achy
Counterattack	50	45 360 Level 85
Disable Counterattack	30	15 360 Master Counterattack
Gambler's Spirit	30	15 300 Level 88
Disable Gambler's Spirit	20	10 300 Master GS
Back to the Wall	30	25 300 Level 92
Disable Back to the Wall	20	10 300 Master BttW
Precision Jump	10	5 180 Level 95
Snooze and Lose	100	50 250 Level 98
EXP to HP	20	0 500 Level 100
EXP to Bravery		0 500 Level 100
EXP to EX Force		0 500 Level 100
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	[3.2.9] Kuja							
	Kuja is a fast character with useful abilities to chase characters all around the map.							
Stat Growth:								

11	=====	= ===	===	====	======	= =		=		= =	====	1
11	1	10	1000	330	95	1	10		12		10	1
	5	12	242	335	118	1	14		16		12	Movement Stats:
$ \cdot $	10	15	545	341	147	-	19		21		15	
-11	20	21	151	353	205	-	29		31		20	Speed (ground) 75%
	30	27	757	365	263	1	39		41		25	Air Dash Speed 100%
$ \cdot $	40	33	363	377	320	-	49		51		30	Quickmove Speed 100%
$ \cdot $	50	39	9691	389	378	-	59		61		35	Jump Amount 1
$ \cdot $	60	45	575	401	436	-	69		71		40	Jump Height 150%
$ \cdot $	70	51	181	413	493	-	79		81		45	Jump Rising Speed 100%
-11	80	57	787	425	551	-	89		91		50 I	''
	90	63	393	437	609	-	99		101		55	1
	100	69	9991	450	667	-	109		111		60 I	1
'		- '	'	'	'	- ' -		١-		- ' -	'	1
												1
-		Fit	ttin	g Equ	uipment:						EX	Mode Information:
١.												
	Type:						1		o EX I	Bur	st: Fi	inal Requiem [Tap O to
	=====	== ==	====	====			=====				er	nhance attack powers]
	Weapo	ns Ro	ods,	Stav	res, Dag	ger	s					I
	Head	На	airp.	ins,	Hats		- 1	o EX Effects:				
	Hands	Bá	angl	es			- 1	- Regen [Slowly regenerates HP]				
					othing		- 1		- H	/pe	er Glid	de [Extends glide]
'		'					'		- A1	ıto) Magic	C [Auto-casts Flare and
									Н	oly	when	falling, jumping, gliding
									aı	nd	touchi	ing down]
1_												

Bravery Attacks:

Attack Name:	Type CPN CPM AP: C		 Effects: =======
Remote Flare	- - Land 30 15 180		
Ring Holy	Air 20 10 90	Level 1	Move OK
Snatch Shot	Air 30 15 120	Level 1	1:Move OK/MB, 2:Move OK/MB/
1			Chase(close)/WR(far)
Strike Energy	Land 30 15 180	Level 1	1:Move OK/MB, 2:Move OK/MB/
1			Chase(close)/WR(far)
Snatch Blow	Land 30 15 180	Level 3	1:Move/MB, 2:Move OK/MB/
			Chase(far)/WR(close)
Strike Energy	Air 30 15 120	Level 6	1:Move OK/MB, 2:Move OK/MB/
			Chase(close)/WR(far)
Snatch Shot	Land 30 15 180	Level 12	1:Move OK/MB, 2:Move OK/MB/
			Chase(close)/WR(far)
Burst Energy	Air 30 15 120	Level 16	1:Move OK/MB, 2:Move OK/MB
Snatch Blow	Air 30 15 120	Level 20	1:Move OK/MB, 2:Move OK/MB/
			Chase(far)/WR(close)
Burst Energy	Land 30 15 180	Level 29	1:Move OK/MB, 2:Move OK/MB/
			Chase(far)/WR(close)
Ring Holy	Land 20 10 120	Level 33	Move OK
Remote Flare	Air 30 15 120	Level 33	Move OK/MB/WR
1	- ' ' ' ' ' -		''

HP Attacks:

Attack Name:	Type CPN CPM AP: Obtain at Effects:	- 1
==========	==== === === ====== =====	:==
Flare Star	Air 40 20 180 Level	
Seraphic Star	Land 40 20 180 Level 1 Pull-in/MB/GC	

Seraphic Star	Air 40	20 180	Level	9 Pull	-in/MB/GC	1
Flare Star	Land 40	20 180	Level	24 Move	OK/MB/GC/WR	1
Ultima	Land 40	20 300	Level	38 Move	OK/MB/GC	1
Ultima	Air 40	20 300	Level	44 Move	OK/MB/GC	1
1	'	''		'		'

Actions:

	•		
Action Name:	(CPN C	CPM AP: How to obtain:
	= =	=== =	
Reverse Free Air Dash	1	10	5 100 Level 2
Air Dash		10	5 100 Level 4
Jump Boost	-	10	5 150 Level 7
Jump Boost+		20	10 150 Master Jump Boost
Jump Boost++		40	20 150 Master Jump Boost+
Reverse Air Dash		10	5 100 Level 18
Speed Boost		20	10 150 Level 21
Speed Boost+		40	20 150 Master Speed Boost
Speed Boost++		70	35 150 Master Speed Boost+
Recovery Attack		20	10 120 Level 32
Controlled Recovery		10	5 120 Level 32
Jump Times Boost		20	10 150 Level 39
Jump Times Boost+		40	20 150 Master JTB
Jump Times Boost++		70	30 150 Master JTB+
Omni Air Dash		40	20 300 Level 40
Multi-Air Slide		10	5 250 Level 53
Multi-Air Slide+	1	30	15 300 Master MAS
Midair Evasion Boost		20	10 150 Level 57
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Support:

Action Name:	CPN CPM AP: How	to obtain:
	= === === ====	=======================================
Auto Recovery	20 5 250	Level 11
Auto Chase	20 5 250	Level 11
Auto EX Command	30 10 300	Level 15
Auto EX Burst	20 5 150	Level 15
Auto EX Defense	30 10 300	Level 26
Evasion Time Boost	20 10 220	Level 64
1		,

Action Name:	CPN CPM AP: How to obtain:
	:== === === ====
EX Critical Boost	45 40 300 Level 25
Riposte	45 40 300 Level 35
Disable Riposte	20 10 300 Master Riposte
Sneak Attack	50 45 360 Level 43
Disable Sneak Attack	30 15 360 Master Sneak Attack
Physical Shield	20 10 280 Level 47
Magic Shield	20 10 280 Level 50
Bravery Regen	20 10 280 Level 60
First Strike	40 35 360 Level 67
Disable First Strike	20 10 360 Master First Strike
Concentration	30 15 250 Level 71
Concentration+	60 30 250 Master Concentration
Concentration++	100 50 250 Master Concentration+
Cat Nip	30 25 300 Level 74

Disable Cat Nip		20	10 300	Master Cat Nip	-
Anti-EX		30	20 300	Level 78	
Disable Anti-EX		20	10 300	Master Anti-EX	1
Achy		30	15 250	Level 81	1
Achy+		60	30 250	Master Achy	1
Counterattack		50	45 360	Level 85	1
Disable Counterattack		30	15 360 M	aster Counterattack	1
Gambler's Spirit		30	15 300	Level 88	1
Disable Gambler's Spirit		20	10 300	Master GS	1
Back to the Wall		30	25 300	Level 92	1
Disable Back to the Wall		20	10 300	Master BttW	1
Precision Jump		10	5 180	Level 95	1
Snooze and Lose	1	100	50 250	Level 98	1
EXP to HP		20	0 500	Level 100	1
EXP to Bravery		20	0 500	Level 100	1
EXP to EX Force		20	0 500	Level 100	Τ
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/ 	/ / 	1	anytl _	[3.2.10] Jecht [Jecht is a melee powerhouse and his blade destroys anything and everything nearby him. [Jecht is a melee powerhouse and his blade destroys anything and everything nearby him.									
Level:	HP:	CP: B:	ravery:	Attack:	 Defense:	Luck:							
1	1000 1242 1545 2151 2757 3363 3969 4575 5181 5787 6393 6999	330 335 341 353 365 377 389 401 413 425 437	95 118 147 205 263 320 378 436 493 551 609	13 17 22 32 42 52 62 72 82 92 102	42 52 62 72 82 92 102	10 12 15 20 25 30 35 40 45 50 55	Movement Stats: 						
' 	Fitting Equipment: EX Mode Information:												
===== Weapon Head Hands Armor	ype: Can Equip: ===== =========== eapons Axes, Greatswords, Grappling Weapons ead Helms, Hats ands Bangles, Shields rmor Light Armor, Clothing					ffects gen [S ll Comi	Blitz King [Press O when indicator is at center] : lowly regenerates HP] bo [Allows the first hit to d, and still finish a combo]						

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|Attack Name: |Type|CPN|CPM|AP:|Obtain at:|Effects:

======================================	= ==== === === ==== == =======	=====
Jecht Rush	Land 45 25 90 Level 1 *	-
Jecht Stream	Air 45 25 180 Level 1 **, Map Break	1
Jecht Block	Land 30 15 120 Level 5 Guard	
Jecht Block	Air 30 15 120 Level 12 Guard	
·	_	'

- * = Hold button to increase power (between 0.3 and 0.8 seconds), Map Break.

 Many combos can be initiated from Jecht Rush (hold for less than 0.8 sec).

 An additional effect (Guard Crush) is granted when holding for 0.8+ sec.
- ** = Hold button to increase power (between 0.3 and 0.8 seconds) + Map Break.

HP Attacks:

,		•
Attack Name:	Type CPN CPM AP: Obtain at Effects:	
	: ==== === === ======= ================	
Jecht Blade	Land 40 20 180 Level 1 (*)	
Triumphant Grasp	Air 40 20 180 Level 1 (**)	
Jecht Blade	Air 40 20 180 Level 23	
Ultimate Jecht Shot	Land 40 20 300 Level 38 (*)	
·	.	,

- (*) = Hold button to increase power. The power increases between 1.0 and 1.5 seconds of holding the button down. Effects are Map Break/Guard Crush/ Wall Rush.
- (**) = Hold button to increase power. The power increases between 0.8 and 1.3
 seconds. Effects are Map Break/Guard Crush/Wall Rush.

Actions:

Action Name:	C	CPN C	CPM AP: How to obtain:
==========	=	=== =	=== ===
Air Dash		10	5 100 Level 4
Speed Boost		20	10 150 Level 7
Speed Boost+		40	20 150 Master Speed Boost
Speed Boost++		70	35 150 Master Speed Boost+
Reverse Air Dash		10	5 100 Level 18
Jump Boost		10	5 150 Level 21
Jump Boost+		20	10 150 Master Jump Boost
Jump Boost++		40	20 150 Master Jump Boost+
Reverse Free Air Dash		10	5 100 Level 29
Recovery Attack		20	10 120 Level 32
Controlled Recovery		10	5 120 Level 32
Jump Times Boost		20	10 150 Level 39
Jump Times Boost+		40	20 150 Master JTB
Jump Times Boost++		70	30 150 Master JTB+
Omni Air Dash		40	20 300 Level 40
Multi-Air Slide		10	5 250 Level 53
Multi-Air Slide+		30	15 300 Master MAS
Midair Evasion Boost		20	10 150 Level 57
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Support:

Action Name:	CPN CPM AP: How to obtain:	
======================================	=== === === ===========================	=
Auto Recovery	20 5 250 Level 11	
Auto Chase	20 5 250 Level 11	
Auto EX Command	30 10 300 Level 15	
Auto EX Burst	20 5 150 Level 15	1

1		_11		
Evasion Time	Boost 2	0 10 220	Level 64	
Auto EX Defer	nse 3	0 10 300	Level 26	

Action Name:	CPN	CPM AP: How to obtain:
	===	
EX Critical Boost	45	40 300 Level 25
Riposte	45	40 300 Level 35
Disable Riposte	20	10 300 Master Riposte
Sneak Attack	50	45 360 Level 43
Disable Sneak Attack	30	15 360 Master Sneak Attack
Physical Shield	20	10 280 Level 47
Magic Shield	20	10 280 Level 50
Bravery Regen	20	10 280 Level 60
First Strike	40	35 360 Level 67
Disable First Strike	20	10 360 Master First Strike
Concentration	30	15 250 Level 71
Concentration+	60	30 250 Master Concentration
Concentration++	100	50 250 Master Concentration+
Cat Nip	30	25 300 Level 74
Disable Cat Nip	20	10 300 Master Cat Nip
Anti-EX	30	20 300 Level 78
Disable Anti-EX	20	10 300 Master Anti-EX
Achy	30	15 250 Level 81
Achy+	60	30 250 Master Achy
Counterattack	50	45 360 Level 85
Disable Counterattack	30	15 360 Master Counterattack
Gambler's Spirit	30	15 300 Level 88
Disable Gambler's Spirit	20	10 300 Master GS
Back to the Wall	30	25 300 Level 92
Disable Back to the Wall	20	10 300 Master BttW
Precision Jump	10	5 180 Level 95
Snooze and Lose	100	50 250 Level 98
EXP to HP	20	0 500 Level 100
EXP to Bravery	20	0 500 Level 100
EXP to EX Force	20	0 500 Level 100
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$\mid \mid \ \mid \ \mid \ \mid \ \mid \ \mid \ \mid \ \mid \ \mid \ \mid$													
$ \ \ \ $ the form of magical supremacy.													
			S-	tat Gr	owtł	า:							
L	evel	: HP:	CP: B:	ravery	: At	tack	: De	efense	: L	uck:			
=	====	= ====	==== ==		= ==		= ==		= =	====			
$ \cdot $	1	1000	400	95		13	-	10	-	10			
$ \cdot $	5	1242	402	118		17		14	-	12	Movement Sta	ts:	
	10	1545	405	147		22	1	19		15			
	20	2151	410	205		32	1	29	1	20	Speed (ground)	100%	
$ \cdot $	30	2757	415	263		42	1	39	1	25	Air Dash Speed	100%	
П	40	3363	420	320		52	1	49	1	30	Quickmove Speed	100%	
П	50	3969	425	378		62	1	59	1	35	Jump Amount	2	

```
|| 60 | 4575| 430| 436 | 72 | 69 | 40 | Jump Height | 50% | |
|| 70 | 5181| 435| 493 | 82 |
                           79 | 45 | |Jump Rising Speed| 50%| |
| | 80 | 5787 | 440 | 551 | 92 | 89 | 50 | '-----' |
|| 90 | 6393| 445| 609 | 102 |
                           99 | 55 |
| | 100 | 6999 | 450 | 667 | 112 | 109 | 60 |
Fitting Equipment:
                                  EX Mode Information:
|.----.
                                   -----
||Type: |Can Equip:
                o EX Burst: Play Rough [Select spell
| | ====== | ======= |
                                  combo - For max. damage
||Weapons|Staves, Rods
                       select: Fire/Water/Thunder/ |
||Head |Hairpins, Hats
                                  Earth/Wind/Icel
||Hands |Bangles
||Armor |Robes, Clothing | o EX Effects:
| '----'
                            - Regen [Slowly regenerates HP]
                            - Manafont [BRV doesn't decrease after]
                              successfully performing HP attacks] |
                     Bravery Attacks:
|Type|CPN|CPM|AP:|Obtain at:|Effects:
|Attack Name:
|A Couple Attacks | Land| 30| 15| 90| Level 1 | MB/WR/Chase
               | Air| 30| 15|180| Level 1 |MB/Chase/Guard
|Retribution
                |Land| 30| 15|120| Level 3 |
|Bio
                | Air| 30| 15|120| Level 12 |
|Bio
|Bind
                |Land| 20| 10|120| Level 13 |
|Bind
                | Air| 20| 10|120| Level 13 |
```

HP Attacks:

|Land| 20| 10|120| Level 29 |

| Air| 20| 10|120| Level 29 |

|Stun

LStun

(*) = Increases in power when bravery is at 3000+ and 6000+ respectively.
 At full power, Map Break and Guard Crush are granted. At less power, only
 Map Break is granted as effect.

Actions:

Action Name:	(CPN C	CPM AP: Ho	w to obtai	in:	
======================================	== =	=== =	=== === ===			
Reverse Free Air Da	sh	10	5 100	Level	2	
Air Dash	-	10	5 100	Level	4	
Jump Boost		10	5 150	Level	7	
Jump Boost+		20	10 150 Ma	ster Jump	Boost	
Jump Boost++		40	20 150 Ma	ster Jump	Boost+	
Reverse Air Dash		10	5 100	Level 1	L8	
Speed Boost		20	10 150	Level 2	21	

Speed Boost+	40	20 150 Master Speed Boost	
Speed Boost++	70	35 150 Master Speed Boost+	
Recovery Attack	20	10 120 Level 32	
Controlled Recovery	10	5 120 Level 32	
Jump Times Boost	20	10 150 Level 39	
Jump Times Boost+	40	20 150 Master JTB	
Jump Times Boost++	70	30 150 Master JTB+	
Omni Air Dash	40	20 300 Level 40	
Multi-Air Slide	10	5 250 Level 53	
Multi-Air Slide+	30	15 300 Master MAS	
Midair Evasion Boost	20	10 150 Level 57	
1		1	

Support:

Action Name:	CPN CPM AP: How to obtain:	
======================================		==
Auto Recovery	20 5 250 Level 11	
Auto Chase	20 5 250 Level 11	
Auto EX Command	30 10 300 Level 15	
Auto EX Burst	20 5 150 Level 15	
Auto EX Defense	30 10 300 Level 26	
Evasion Time Boost	20 10 220 Level 64	
1		'

Action Name: CPN CPM AP: How to obtain:	
EX Critical Boost	
Riposte	
Disable Riposte	:e
Sneak Attack	:e
Disable Sneak Attack 30 15 360 Master Sneak At	
Physical Shield 20 10 280 Tevel 47	tack
Magic Shield 20 10 280 Level 50	
Bravery Regen 20 10 280 Level 60	I
First Strike	
Disable First Strike 20 10 360 Master First St	rike
Concentration 30 15 250 Level 71	
Concentration+ 60 30 250 Master Concentra	tion
Concentration++ 100 50 250 Master Concentra	tion+
Cat Nip 30 25 300 Level 74	
Disable Cat Nip 20 10 300 Master Cat N	∏ip
Anti-EX 30 20 300 Level 78	
Disable Anti-EX 20 10 300 Master Anti-E	ZX
Achy 30 15 250 Level 81	
Achy+	
Counterattack 50 45 360 Level 85	I
Disable Counterattack 30 15 360 Master Counterat	tack
Gambler's Spirit 30 15 300 Level 88	I
Disable Gambler's Spirit 20 10 300 Master GS	
Back to the Wall 30 25 300 Level 92	
Disable Back to the Wall 20 10 300 Master BttW	
Precision Jump 10 5 180 Level 95	
Snooze and Lose 100 50 250 Level 98	I
EXP to HP 20 0 500 Level 100	I
EXP to Bravery 20 0 500 Level 100	I
EXP to EX Force	!

/ 	/ /	 	\		[3.	3.2]	Gabranth		
		 			P attacks ng to EX			ery powerful, espe	ecially	
			Stat Gro							
			Bravery:	Attack:	Defense:	L	uck:	I		
=====	1000			9	======================================	==	==== 10			
5	1242	335	118	13	14		12	Movement (Normal	L/EX Mode):	
10	1545	341	147	18	19		15			
20	2151	353	205	28	29		20	Speed (ground)	50/125%	
30	2757	365	263	38	39		25	Air Dash Speed	50/125%	
40	3363	377	320	48	4 9		30	Quickmove Speed	50/125%	
50	3969	389	378	58	59		35	Jump Amount	1/1	
60	4575	401	436	68	69		40	Jump Height	50/125%	
70	5181	413	493	78	79			Jump Rising Spd	100/100%	
80	5787	425	551	88	89		50	'	''	
90	6393	437	609	98	99		55	1		
100 	6999 	450 '	667	108 '	109 '	 	60 	•		
	Fittin		ipment:				E:	X Mode Information	n:	
Type:	Can E	quip:		 =====	o EX Burst: Quickening [Choose with R, perform with X]					
Weapon	s Dagge	rs, G	reat/swo	rds						
Head	Helms			1	o EX E	ff	ects	:		
Hands	Gaunt	lets,	Shields	1	- Re	gei	n [S	lowly regenerates	HP]	
Armor	Light -'	/Heav	y Armor	 	- Stray's Tenacity [Gives a boost to abilities and power]					

xx) VERSION HISTORY

- 0.70 [24 August 2009]
- o First release.
- 1.00 [30 September 2009]

- o Apologies for taking a while to update. [Two words: Real Life]
- o All characters stats and abilities added.
- o All Main Odysseys added.
- o Level Completion Rewards added.
- 1.10 [13 October 2009]

o Added more information on Chaos.	
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xx) CREDITS

Main Credits:

=========

o Dennis/Richard: For maintaining Supercheats.

o Absolute Steve: For writing this FAQ, all rights reserved.

o My Readers: For any feedback, donations, and for reading this!

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