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- xx) VERSION HISTORY
- xx) CREDITS
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/ \	X	= Jump	Analog Stick = Run Around
BATTLE	Circle	= Bravery Attack	D-Pad = Move Camera
CONTROLS:	Square	= Physical/HP Attack	R Shoulder = Guard
\ /	Triangle	= Quick Move	L Shoulder = Lock-on Target

PSP BATTLE SCREEN:

```

|
|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 Gauge 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.

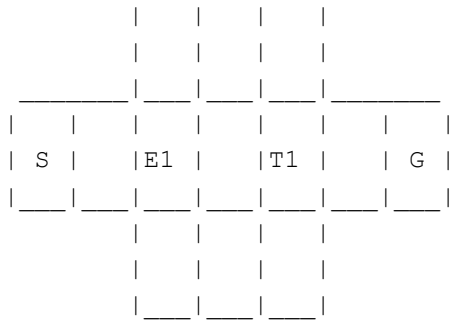
Blocking

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



Legend:

E1 = Enemy: False Hero

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

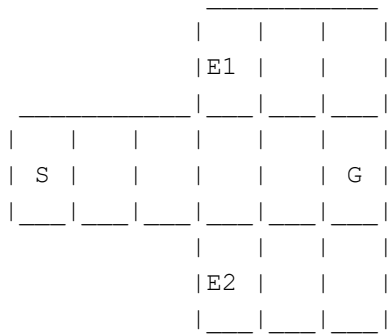
```

.----- .----- .----- .----- .-----
|HP:338|CP:330|BRV:58|ATK:11|DEF:5|LCK:10|
'-----'-----'-----'-----'-----'
  
```

T1 = Treasure Chest [1st: Broadsword, 2nd: 10PP]

G = Goal

STAGE 4:



Legend:

E1 = Enemy: False Hero

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

```

.----- .----- .----- .----- .-----
|HP:338|CP:330|BRV:49|ATK:11|DEF:6|LCK:10|
'-----'-----'-----'-----'-----'
  
```

E2 = Enemy: False Hero

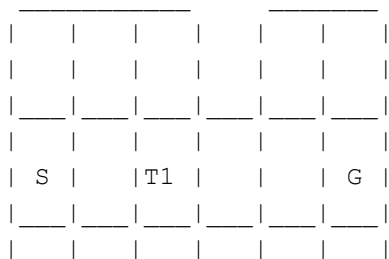
DP Chance: Critical hit within 10 seconds [DP +1]

```

.----- .----- .----- .----- .-----
|HP:338|CP:330|BRV:49|ATK:11|DEF:6|LCK:10|
'-----'-----'-----'-----'-----'
  
```

G = Goal

STAGE 5:



```

| | | | |
|_|_|_|_|_|

```

Legend:

T1 = Treasure Chest [1st: Power Ring, 2nd: 10PP]

G = Goal [Villain: False Stalwart]

```

.-----
|HP:338|CP:330|BRV:49|ATK:13|DEF:6|LCK:10|
'-----'

```

Tip: Simply attack the False Garland with Bravery attacks until he breaks, after which you can finish him off with an HP attack or two.

With the prologue finished you'll unlock the PP Catalog. Here you can unlock characters and other extra's by expending PP. This comes naturally through the course of the game.

```

|_____||_____||_____||_____||_____|| | | | | |
|| ___/| ___/| \ . || [2.1] Destiny Odyssey I: Warrior of Light ||
|| |__| |__| | \ \ . || _____||
|| ___| | ___| | | | | | _____||
|| | | | | | | | | | | | | This is the chapter of the Warrior of Light from the ||
| \ | \ | | | | | | | | | | original Final Fantasy. 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 | Mandragora (Summon)  |          80 PP    |
| 5 |          Tomahawk     |         120 PP    |
| 6 |          Dwarven Axe  |         200 PP    |
| 7 |          Rosetta Stone|         300 PP    |
'-----'

```

DESTINY ODYSSEY I-1:

```

|_____||_____||_____||_____||_____|| |
| E4 | | | | |
|_____||_____||_____||_____||_____||
| | | | | E3 | | | | |
|_____||_____||_____||_____||_____||
| | | | | E1 | | | | | B | G |
|_____||_____||_____||_____||_____||
| | | | | E2 | | | | |
|_____||_____||_____||_____||_____||
| | | | |
| T1 | | | | |
|_____||_____||_____||_____||_____||

```

|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]

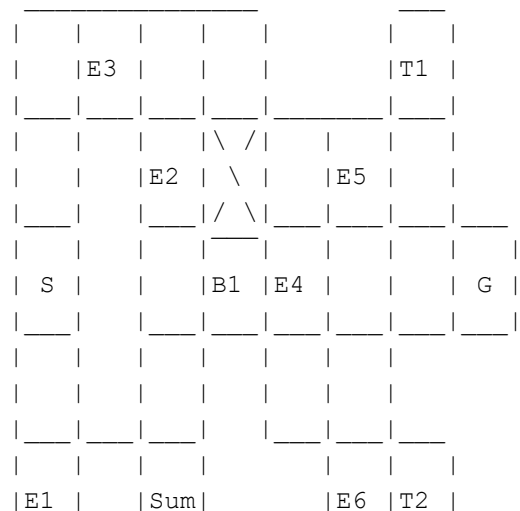
G = Goal/Story Fight [Sephiroth]

|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:




```

||  _| |  _| | | | || |
|| |  | |  | | | || This chapter offers a medium challenge and essentially |
| \|      \|  |____| | functions as a stepping stone.  Difficulty: [**] |
|_____||_____||_____||

```

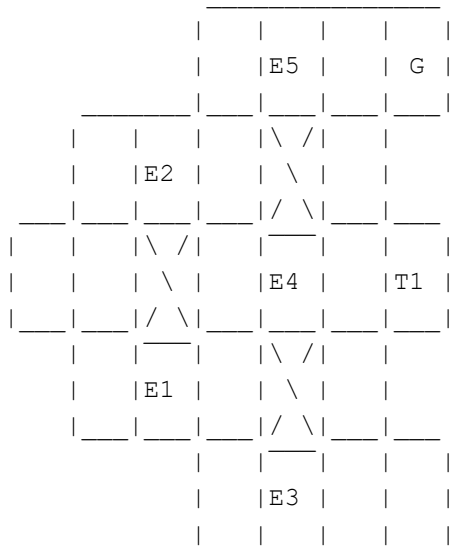
Level Completion Rewards:

```

.------.
|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 |   Malboro (Summon)   |          80 PP      |
| 5 |          Flame Lance   |         120 PP      |
| 6 |          Ice Lance     |         200 PP      |
| 7 |         Rosetta Stone  |         300 PP      |
'-----'

```

DESTINY ODYSSEY II-1:



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:

```
-----  
| | | | | | | | | | |
| G |B1 | | | |E4 | | | |Sum|  
|___|___|___|___|___|___|___|___|  
| | | | | | | | | |  
| | | \ / | | \ / | | | |  
| | | \ | | \ | | | |  
|___|___|/ \ |___|/ \ |___|___|  
| | | | | | | | | |  
|T2 |E5 | | | |S | | |E3 |T1 |  
|___|___|___|___|___|___|___|___|  
| | | | | | | | | |  
| | | \ / | | \ / | | | |  
| | | \ | | \ | | | |  
|___|___|/ \ |___|/ \ |___|___|  
| | | | | | | | | |  
|T3 | | |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]

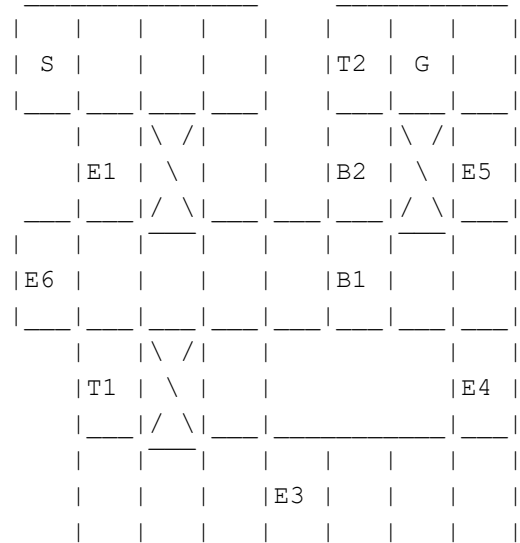
B1 = Barrier [Unlocked by defeating E2]

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:



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|
'-----'

E5 = Enemy [Semi-Boss]: Capricious Reaper

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

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

B1 = Barrier [Unlocked by defeating E1]
 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]

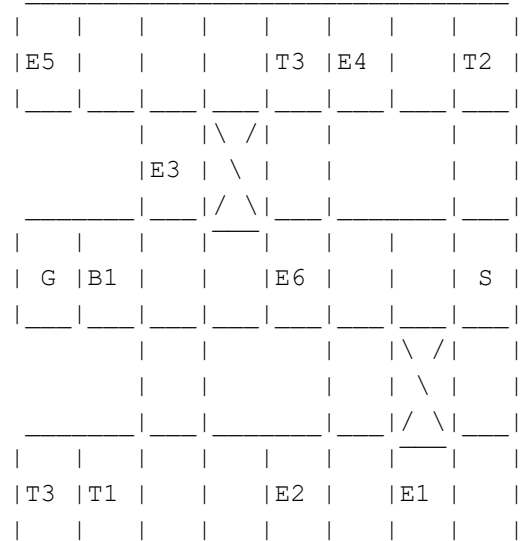
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.-----
|HP:2394|CP: 358|BRV:228|ATK: 34|DEF: 36|LCK: 22|
'-----'

```

G = Goal

DESTINY ODYSSEY II-5:



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

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|
'-----'

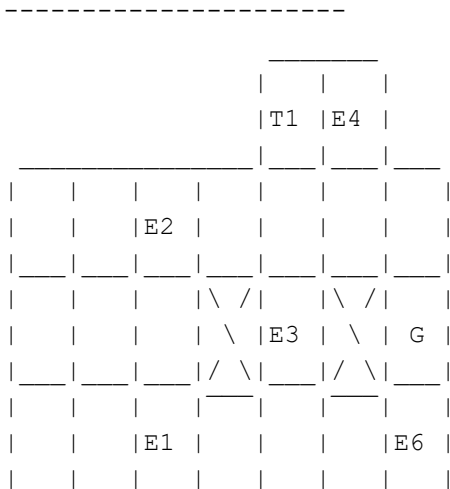
The Emperor will often use Flare, which is easily avoided. His arrow attack is processed swiftly, however. As usual, collect any EX Cores whenever they become available in the stage, and use your bravery attacks from closeby to effectively stall the Emperor's Bravery. Follow up with a few HP attacks or even an EX Burst to down this lame boss.

[2.3] Destiny Odyssey III: Onion Knight	
Onion Knight's chapter isn't one of the easiest, and its challenge lies in the unknown. 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	Ultros (Summon)	80 PP
5	Flame Rod	120 PP
6	Ice Rod	200 PP
7	Rosetta Stone	300 PP

DESTINY ODYSSEY III-1:



```

|   |
|E5 |
|___|

```

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:

```

|   |   |   |   |   |   | | |
| S |   |   | E4 |   | T2 |
|___|___|___|___|___|___|
|   |\ / |   |   |\ / |
|   | \ |E1 |   |   | \ |
|___|/ \ |___|___|___|/ \ |___|___|
|   |___|   |\ / |   |___|   |
|E2 |   |   | \ |E3 |   |E5 | G |
|___|___|___|/ \ |___|___|___|___|
|   |   |   |___|   |\ / |   |
|   |   |T1 |   |   | \ |   |
|___|___|___|___|___|/ \ |___|___|
|   |   |   |   |   |   |
|   |   |   |   |   |B1 |Sum|
|___|___|___|   |___|___|___|___|

```

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

|HP: 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]

G = Goal

DESTINY ODYSSEY III-3:

T1			E3			Sum	
__	__	__	__	__	__	__	__
	E2		T2		E6		
__	__		__		__	__	
E1			G				
__	__		__	__		__	
			B1		E7		
__	__	__	__	__	__	__	
S		E4			E5		
__	__	__	__	__	__	__	

Legend:

S = Start

E1 = Enemy [Semi-Boss]: Imaginary Champion

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

|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|

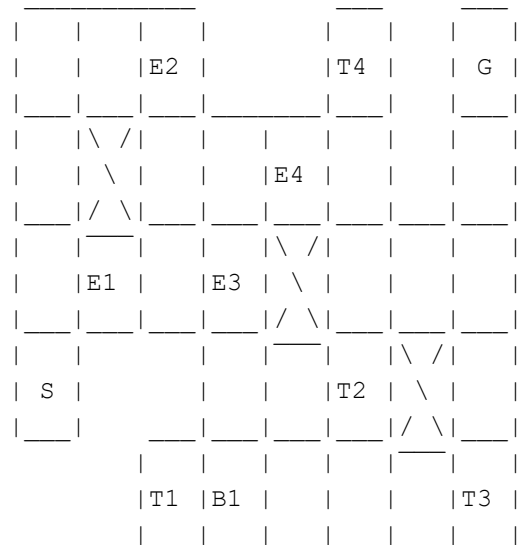
E7 = Enemy [Rare]: Counterfeit Wraith [Appears after 3-star rating]

DP Chance: Win battle [DP +2]

|HP:2515|CP: 375|BRV:240|ATK: 51|DEF: 51|LCK: 23|

G = Goal

DESTINY ODYSSEY III-4:



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]

|HP: 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]

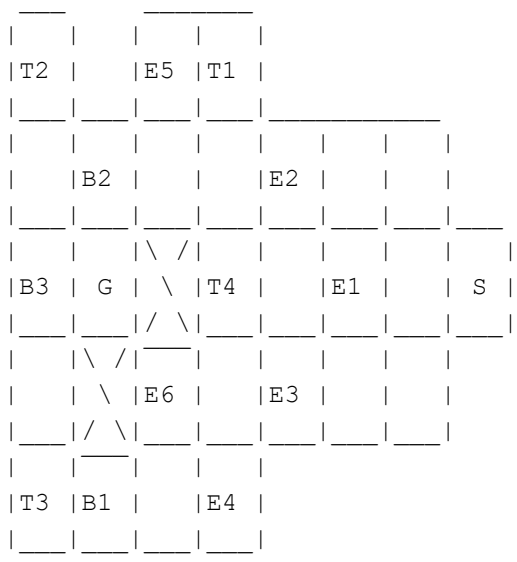
T4 = Treasure Chest [Tea Tree]

G = Goal/Story Fight [Terra]

|HP:1859|CP: 342|BRV:202|ATK: 25|DEF: 21|LCK: 15|

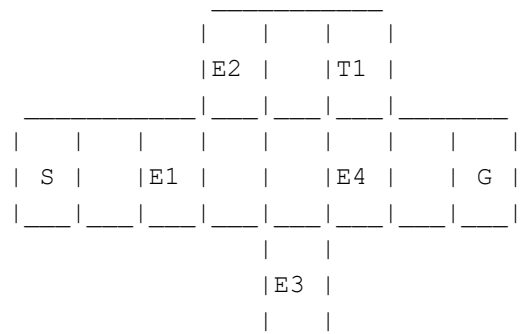
Terra uses Tornado often, so you'll want to keep a fair distance from her. After her spells are over, quickly dash over and pummel her with a few fast bravery attacks. Repeat until she is broken, then time a Comet spell to hurt her significantly. Since Terra is in EX Mode during (almost) the entire battle you might want to look for EX Cores and perform a Burst yourself.

DESTINY ODYSSEY III-5:



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

DESTINY ODYSSEY IV-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|
'-----'

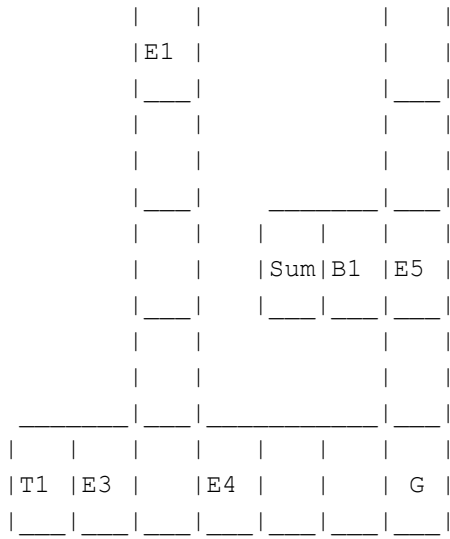
```

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

G = Goal

DESTINY ODYSSEY IV-2:





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|
'-----'

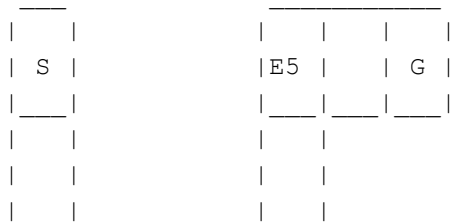
```

B1 = Gold Barrier [Unlocked after 2-star rating]

Sum = Summonstone [Carbuncle]

G = Goal

DESTINY ODYSSEY IV-3:



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]

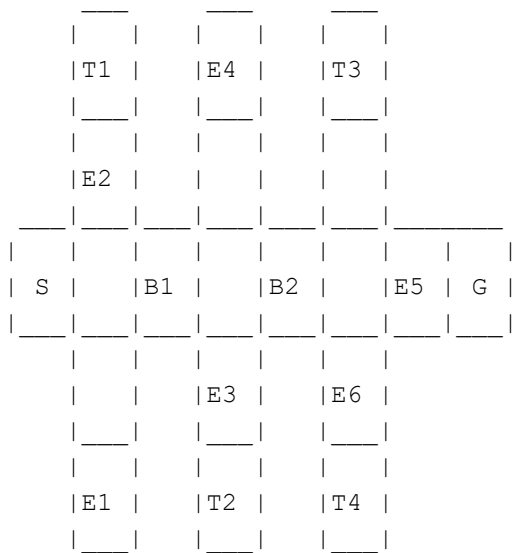
DP Chance: Win battle [DP +2]

 |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.



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

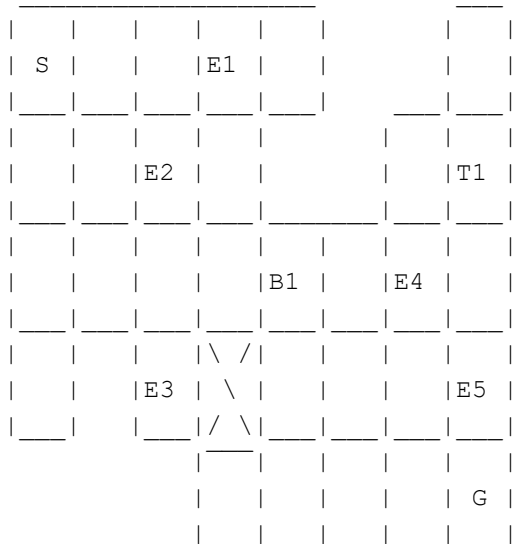
switching to Cecil's Paladin form. It helps if you have a (nearly) filled EX Bar, so using the Aura skill while still on the map (which fills the EX bar by 50%) is a pre. The actual fight won't be too difficult if you manage to grab all EX Cores, keep draining Golbez' bravery and finish him off with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

[2.5] Destiny Odyssey V: Bartz Klauser	
Bartz has a fairly hard odyssey ahead of him in comparison to others. 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	Tonberry (Summon)	80 PP
5	Flame Shield	120 PP
6	Ice Shield	200 PP
7	Rosetta Stone	300 PP

DESTINY ODYSSEY V-1:



Legend:

S = Start

E1 = Enemy: Imaginary Soldier

 |HP: 399|CP: 331|BRV: 65|ATK: 12|DEF: 14|LCK: 11|
 '-----'-----'-----'-----'-----'

B1 = Barrier [Unlocked by defeating E1]

E2 = Enemy: Fallacious Wanderer

 |HP: 338|CP: 350|BRV: 49|ATK: 11|DEF: 12|LCK: 10|

```

'-----'
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 |
|___|___|___|___|___|___|___|___|

```

Legend:

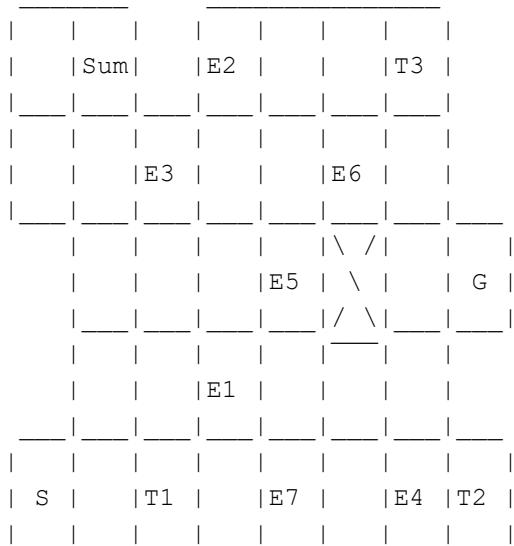
```

-----
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]
 G = Goal

DESTINY ODYSSEY V-3:



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|
 '-----'
 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|
'-----'

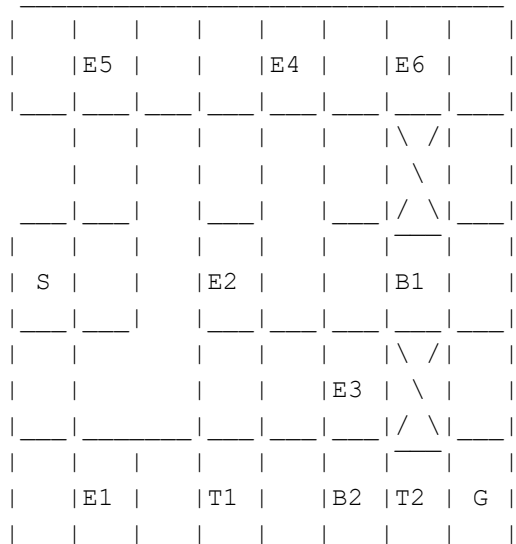
G = Goal/Story Fight [Golbez]

|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:



Legend:

S = Start

E1 = Enemy [Gold]: Imitation Liegeman

|HP: 1|CP: 338|BRV:495|ATK: 19|DEF: 13|LCK: 14|
'-----'

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

E2 = Enemy: Counterfeit Wraith

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

```

-----
|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|
'-----'

```

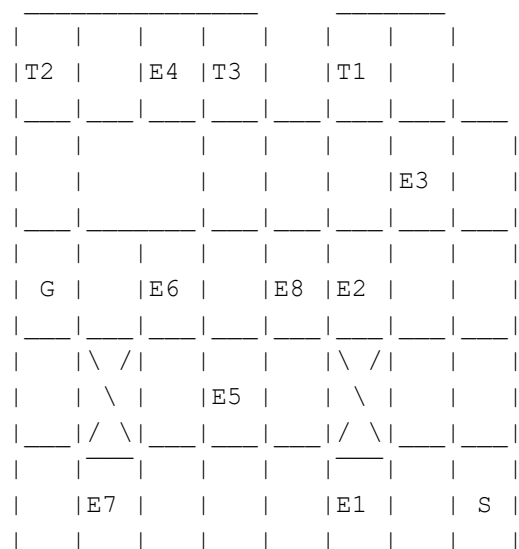
B2 = Gold Barrier [Unlocks after 2-star rating]

T2 = Treasure Chest [1st: Rosetta Stone]

T3 = Treasure Chest [Eucalyptus] [Appears after 4-star rating]

G = Goal

DESTINY ODYSSEY V-5:



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.

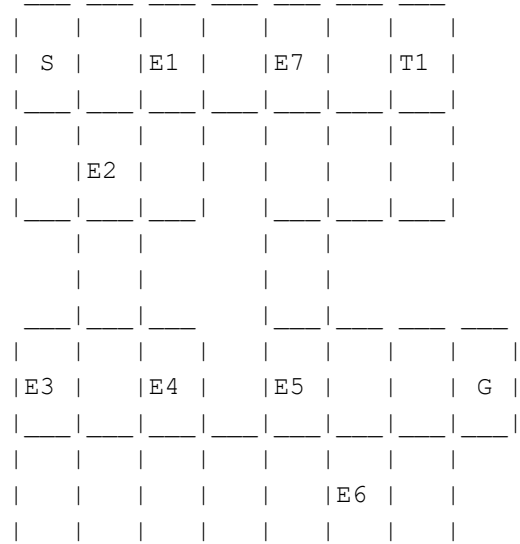
[2.6] Destiny Odyssey VI: Terra Branford	
Terra's chapter is arguably the hardest of all main characters and takes long to master. Difficulty:[*****]	

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	Deathgaze (Summon)	80 PP	
5	Flamescepter	120 PP	
6	Snowscepter	200 PP	
7	Rosetta Stone	300 PP	

DESTINY ODYSSEY VI-1:



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]

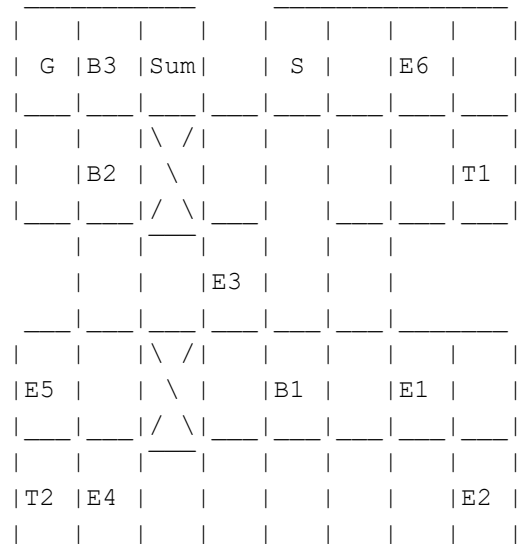
E7 = Enemy: Counterfeit Wraith Lv.2

Battle Map: Lunar Subterrane

|HP:1061|CP: 351|BRV: 55|ATK: 11|DEF: 5|LCK: 11|
'-----'-----'-----'-----'-----'-----'-----'

G = Goal

DESTINY ODYSSEY VI-2:



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

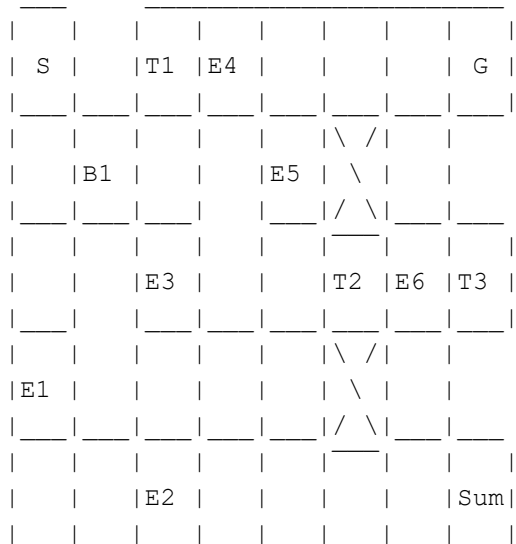
E6 = Enemy: False Stalwart Lv.2

Battle Map: Lunar Subterrane

|HP: 399|CP: 331|BRV:101|ATK: 14|DEF: 15|LCK: 11|

G = Goal

DESTINY ODYSSEY VI-3:



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|

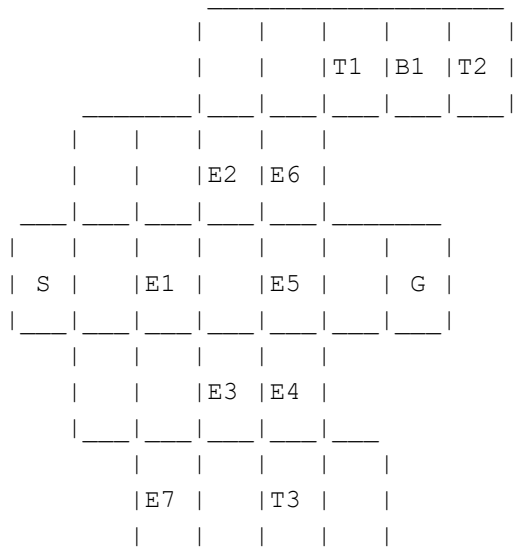
T3 = Treasure Chest [1st: Mage's Staff, 2nd: (75%) 30PP, (25%) 50PP]

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:



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|

E2 = Enemy: Counterfeit Wraith Lv.6

Battle Map: Order's Sanctuary

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

|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]

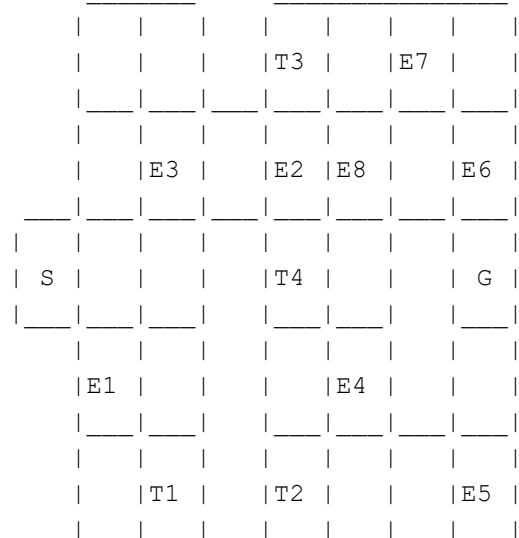
Battle Map: Order's Sanctuary

DP Chance: Win battle (DP +2)

|HP:2575|CP: 376|BRV:245|ATK: 54|DEF: 51|LCK: 23|

G = Goal

DESTINY ODYSSEY VI-5:



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 by 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

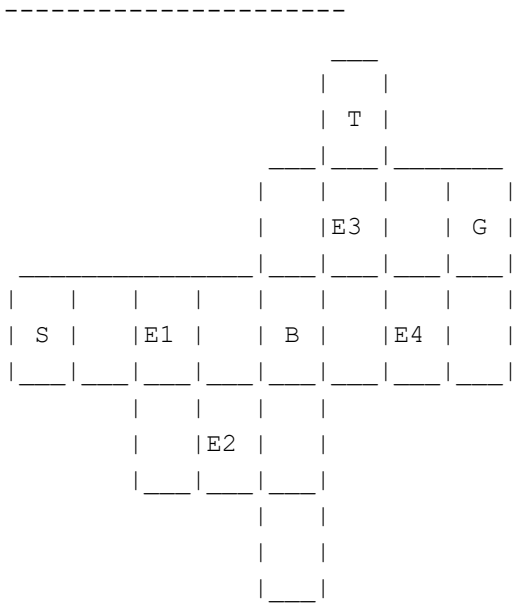
his other attacks.

[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):	Reward (2nd Time):
0	100 Gil	10 PP
1	300 Gil	20 PP
2	600 Gil	30 PP
3	1000 Gil	50 PP
4	Typhon (Summon)	80 PP
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]

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

E4 = Enemy: Imaginary Champion

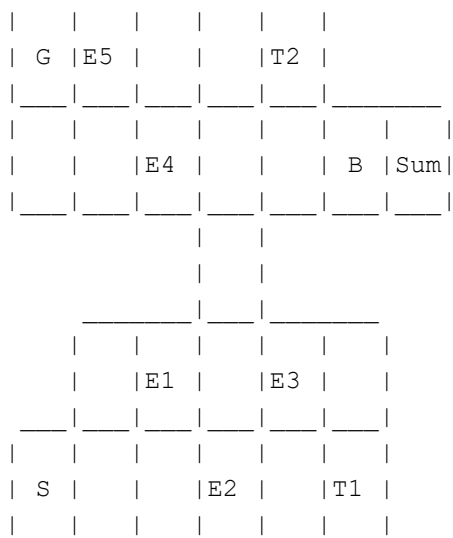
DP Chance: Win without taking damage [DP +1]

|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:



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]

B = Golden Barrier [Unlocks after 2-star rating]

Sum = Summon Crystal [Magic Pot]

T2 = Treasure [Potion]

E4 = 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:1182|CP: 333|BRV: 67|ATK: 19|DEF: 14|LCK: 12|
'-----'-----'-----'-----'-----'-----'-----

```

G = Goal

DESTINY ODYSSEY VII-3:

```

-----
|   |   |   |   |   |   |   |   |
|T1 |E1 |   |B2 |   |E5 |   |T4 |
|___|___|___|___|___|___|___|___|
|   |   |   |   |   |   |   |   |
|   |   |   |   |T3 |   |   |   |
|___|___|___|___|___|___|___|___|
|   |   |   |   |   |   |   |   |
| S |   |   |   |   |   |   | G |
|___|___|___|___|___|___|___|___|
|   |   |   |   |   |   |   |   |
|   |E2 |   |T2 |   |   |   |   |
|___|___|___|___|___|___|___|___|
|   |   |   |   |   |   |   |   |
|E3 |   |B1 |   |   |E4 |Sum|
|___|___|___|___|___|___|___|___|

```

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|
'-----'-----'-----'-----'-----'-----'-----

```


|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]

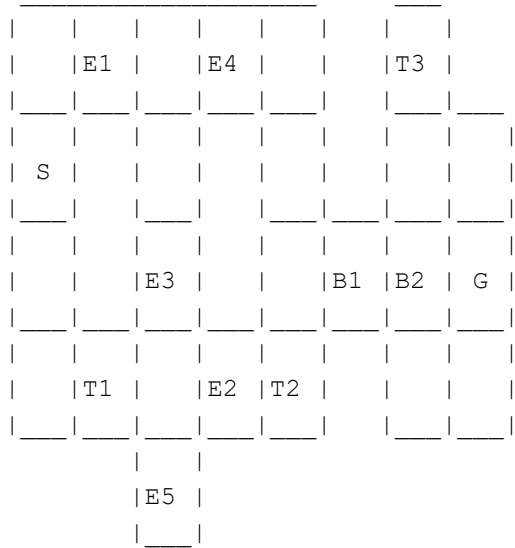
.-----'-----'-----'-----'-----'-----'

|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:



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	
Squall's chapter is of medium difficulty and has many treasure and ambushes. 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	PuPu (Summon)	80 PP
5	Flametongue	120 PP
6	Icebrand	200 PP
7	Rosetta Stone	300 PP

DESTINY ODYSSEY VIII-1:

| | | |

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			
E3	S	E1		G			

					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]

```

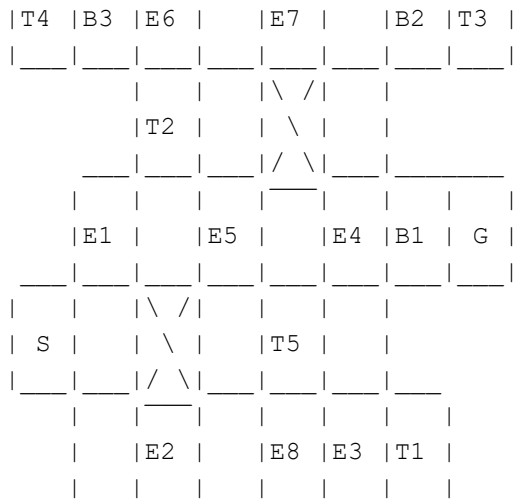
.-----
|HP:1800|CP: 339|BRV: 192|ATK: 21|DEF: 21|LCK: 14|
'-----'

```

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:

--	--	--	--	--	--	--	--



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]

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

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|
'-----'

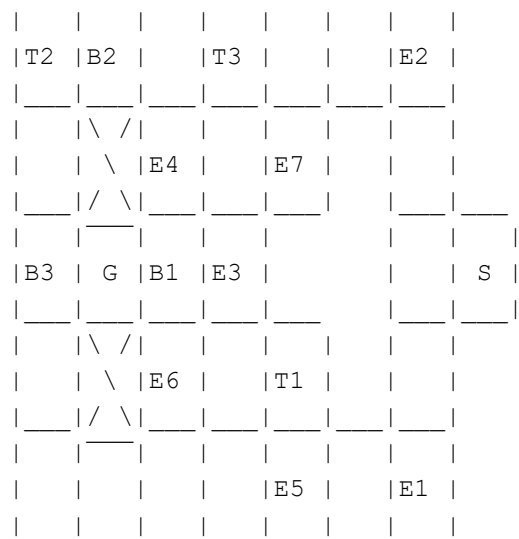
G = Goal/Story Fight [Warrior of Light]

.-----
|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:



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]]

```

.----- .----- .----- .----- .-----
|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 her 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 |
|| |__ | |__ | | \ \ . |-----|
|| ____| | ____| | | | |-----|
|| | | | | | | | | | Zidane's chapter is another one of medium difficulty, |
| \ | \ | | ____| | tough bosses aside. 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 |    Cactuar (Summon)   |          80 PP      |
| 5 |      Main Gauche     |         120 PP      |
| 6 |      Mage Masher     |         200 PP      |
| 7 |      Rosetta Stone   |         300 PP      |
'-----'-----'-----'-----'-----

```



```
|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]

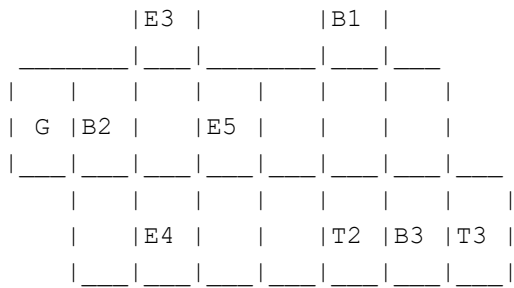
G = Goal/Story Fight [Garland]

```
.-----
|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 |
|___|___|___|___|___|___|___|
|   |   |   |   |   |   |
```

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]

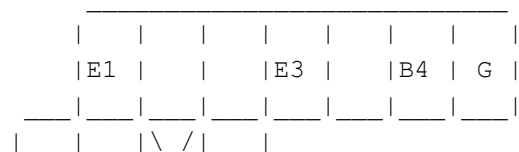
```

.-----
|HP:2454|CP: 359|BRV: 234|ATK: 50|DEF: 50|LCK: 22|
'-----'

```

G = Goal

DESTINY ODYSSEY IX-5:



```

| S |   | \ | E2 |
|___|___|/ \|___|_____
|   |___|   |   |   |   |
|T1 |   |   |   |   | E4 |
|___|___|___|___|___|___|___
|   |   |   |   | \ /|   |   |
|   |   |   | B1 | \ |   | E6 |
|___|___|___|___|/ \|___|___|
|   |   |   |   |___|   |   |
|T2 |E5 |   | B3 |   | B2 |
|___|___|___|___|___|___|___

```

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 occasional 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.

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|

B = 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:

	E7	E6	T4	E5	T3		
S	T1				G		
			Sum	E3			
	E1	E2		E4	T2		

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]

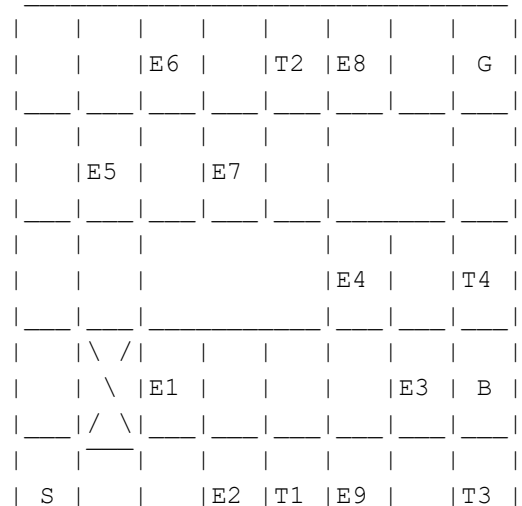
```

-----
|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:



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

|HP: 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|
'-----'-----'-----'-----'-----'-----'

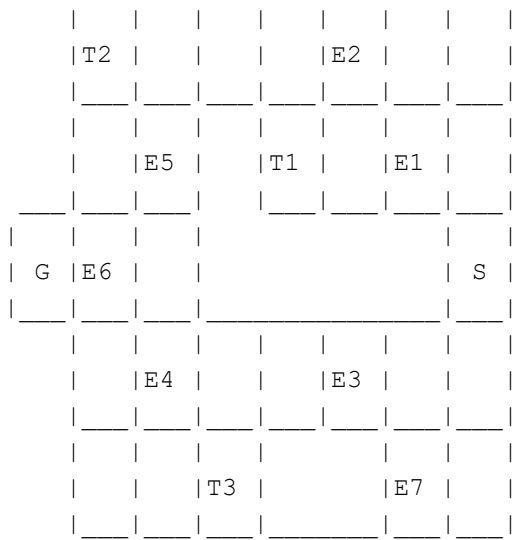
T4 = Treasure Chest [Bergamot] [Appears after 4-star rating]

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



Legend:

S = Start

E1 = Enemy: Delusory Warlock

DP Chance: Win within 10 seconds [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]

```

.-----
|HP: 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 [Jeht]

```

.-----
|HP:2095|CP: 344|BRV: 237|ATK: 34|DEF: 26|LCK: 16|
'-----'

```


Jeht's attack pack a punch, and are of medium range. While it can be tricky to keep up with Jeht, 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 Jeht. Stay on your toes and strike when you see an opening to do so.

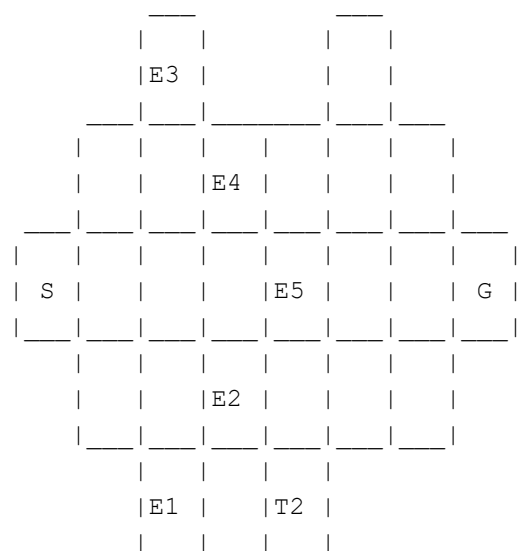
[2.11] Shade Impulse: Chapter I	
The Shade Impulse chapters are unlocked after beating all regular chapters. Difficulty: [*****]	

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 (2nd 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	120 PP
6	Winged Helm	200 PP
7	Rosetta Stone	300 PP

Shade Impulse I-1:



Legend:

S = Start

E1 = Enemy: Delusory Knight

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

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]:

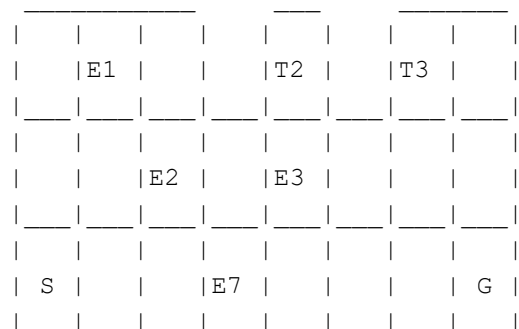
DP Chance: Win battle (DP +2)

|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:




```

'-----'-----'-----'-----'-----'-----'
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 |
|___|___|___|___|___|___|___|___|
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |
| 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:

E1			E2		E7		E8
S		E3			E6		
		E4					G
T1		E5		T2	B1	T3	

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|
'-----'

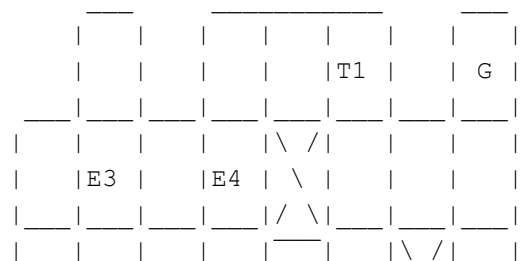
E8 = Enemy [Boss: Golbez] [Appears after defeating E5]

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:



```

| E2 | E5 | E7 | \ | | | | |
|___|___|___|___|___|___|/ \|___|
|   |   |   |   |   |   |   |
| E1 | E6 |   |   |   |   |   |
|___|___|___|___|___|___|___|___|
|   |   |   |   |   |   |   |
| S |   |   |   |   |   |   |
|___|   |   |   |   |   |   |

```

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]

```

.-----
|HP: 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|
'-----'

```

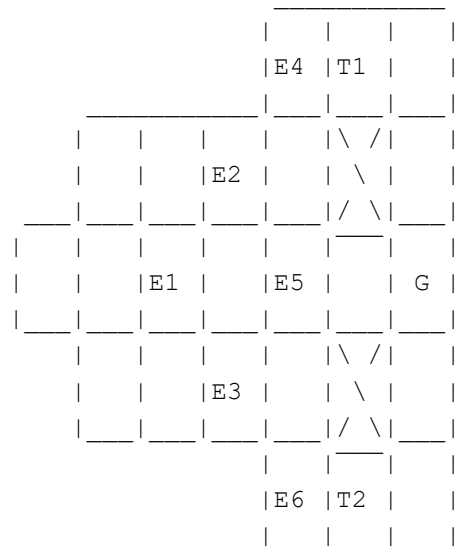
[2.13] Shade Impulse: Chapter III

One of the most difficult chapters in the entire game because of many tough enemies. Difficulty: [*****]

Level Completion Rewards:

DP:	Reward (1st Time):	Reward (2nd 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

STAGE 1:



Legend:

- S = Start
- 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 |   |   |
|___|___|___|___|___|___|
|   |   |   |   |   |   |
|E7 |   |   | S |   | E6 |
|___|___|___|___|___|___|
|   |   |   |   |   |   |
|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]

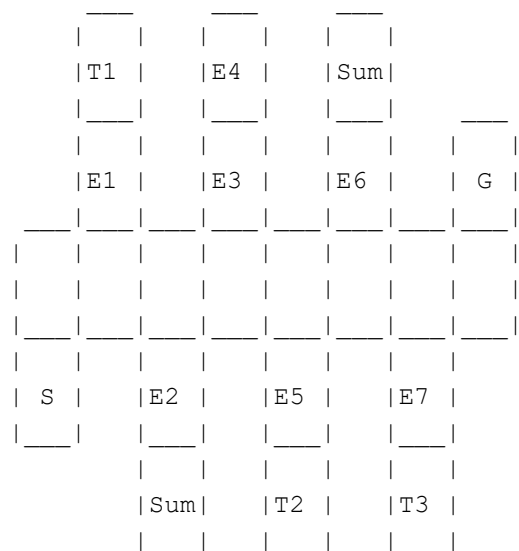
```

-----
|HP:4272|CP: 395|BRV: 407|ATK: 65|DEF: 68|LCK: 37|
'-----'

```

G = Goal

STAGE 3:



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]

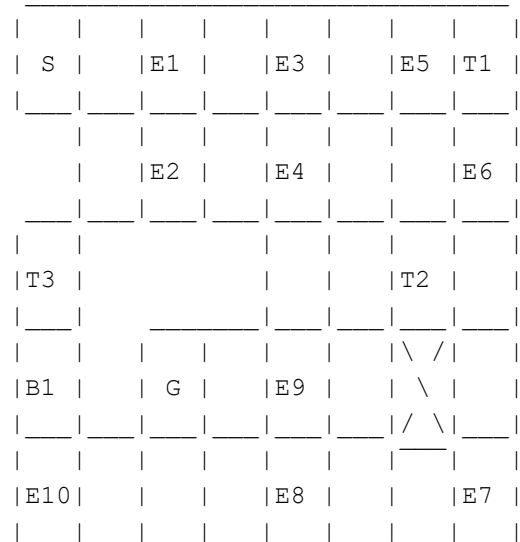
DP Chance: Win battle [DP +3]

|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:



Legend:

S = Start


```

E1 = Enemy [Gold]: Counterfeit Youth
.-----
|HP:   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
.-----
|HP:   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
.-----
|HP:   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 |  |  |

```

	E1		E3		E5		
		T1		E7			G
	E2		E4				
		T2		T3			

Legend:

S = Start

T1 = 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
<p>This is the last chapter in which you'll face Chaos. Expect difficult levels. Difficulty: [*****]</p>	

Note: There are no rewards for the final chapter of Shade Impulse.

STAGE 1:

```

-----
| | | | | | | | | | |
| | | E1 | | | E2 | | | |
|_|_|_|_|_|_|_|_|_|_|
| | | | | | | | | |
| | | | | | | | | |
|_|_|_|_|_|_|_|_|_|_|
| | | | | | | | | |
| | | | | | G | | E3 |
|_|_|_|_|_|_|_|_|_|_|
| | | | | | | | | |
|_|_|_|_|_|_|_|_|_|_|
| | | | | | | | | |
|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

```

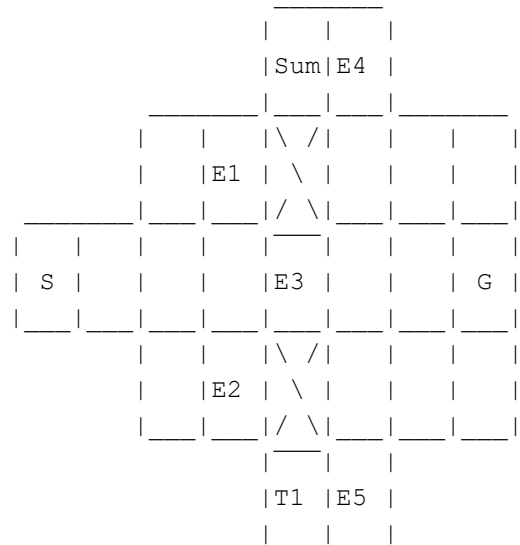
-----
|HP:2818|CP: 366|BRV: 268|ATK: 43|DEF: 43|LCK: 25|
-----

```

Sum = Summonstone [Ramuh]

G = Goal

STAGE 2:



Legend:

S = Start

E1 = Enemy [Semi-Boss]: Fallacious Tree

```

.-----
|HP:2878|CP: 381|BRV: 274|ATK: 64|DEF: 45|LCK: 26|
'-----'

```

E2 = Enemy [Semi-Boss]: Delusory Warlock

```

.-----
|HP:2939|CP: 368|BRV: 280|ATK: 43|DEF: 45|LCK: 26|
'-----'

```

E3 = Enemy [Semi-Boss]: Counterfeit Wraith

```

.-----
|HP:3000|CP: 383|BRV: 286|ATK: 65|DEF: 45|LCK: 27|
'-----'

```

E4 = Enemy [Semi-Boss]: False Stalwart

```

.-----
|HP:3060|CP: 371|BRV: 291|ATK: 47|DEF: 48|LCK: 27|
'-----'

```

Sum = Summonstone [Tiamat]

E5 = Enemy [Semi-Boss]: Imitation Despot

```

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

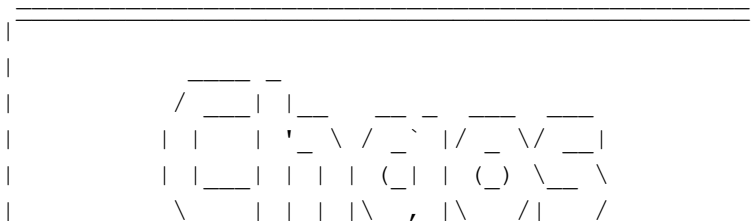
```

G = Enemy [Boss: Chaos]

```

.-----
|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 fully 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 temporarily vulnerable as he misses an attack. Be 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 maximize evasion efficiency.

III) CHARACTERS

[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
WR = Wall Rush
GC = Guard Crush

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

[3.1.1] Warrior of Light
The Warrior of Light from the original Final Fantasy is an all-round character with no real weakness.

Stat Growth:

Table with 7 columns: Level, HP, CP, Bravery, Attack, Defense, Luck. Includes Movement Stats: Speed (ground) 100%, Air Dash Speed 100%, Quickmove Speed 100%, Jump Amount 1, Jump Height 75%, Jump Rising Speed 100%.

Fitting Equipment:

EX Mode Information:

Type: Can Equip
Weapons: Greatswords, Swords, Axes
Head: Helms
Hands: Gauntlets, Shields
Armor: Light Armor, Body Armor
EX Burst: Oversoul [Press the correct D-pad directions for six times total]
EX Effects: Regen [Slowly regenerates HP], Mirror Attack [Protects VS Weak Magic], Protect [Raises Defense somewhat], Light's Blessing [Deals extra damage]

Bravery Attacks:

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

Attack Name	Type	CPN	CPM	AP	Level	Obtain at	Effects
Crossover	Air	30	15	120	1	Chase/Map Break/Wall Rush	
Dayflash	Land	30	15	90	1	Map Break/Wall Rush	
Red Fang	Land	20	10	120	1		
Sword Thrust	Land	30	15	180	5	Map Break/ (Wall Rush*)	
Rising Buckler	Air	30	15	120	9	Map Break/Wall Rush	
Shield Strike	Air	30	15	120	13	Map Break/Wall Rush	
Blue Fang	Land	20	10	120	19		
White Fang	Land	20	24	120	24	Map Break	
Ascension	Land	30	15	90	30	Chase/Map Break/Wall Rush	

HP Attacks:

Attack Name	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	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	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

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

Other:

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

[3.1.2] Firion

Firion is a Weapons Specialist, allowing him to use his weapons for both close combat and distant strikes.

Stat Growth:

Level:	HP:	CP:	Bravery:	Attack:	Defense:	Luck:
1	1000	330	95	12	13	10
5	1242	335	118	16	17	12
10	1545	341	147	21	22	15
20	2151	353	205	31	32	20
30	2757	365	263	41	42	25
40	3363	377	320	51	52	30
50	3969	389	378	61	62	35

Movement Stats:

Speed (ground)	75%
Air Dash Speed	75%
Quickmove Speed	75%
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	o EX Effects:	
Head	Helms, Hats	- Regen	[Slowly regenerates HP]
Hands	Shields, Bangles, Parrying Weapons	- Blood Weapon	[Absorbs HP equal to Damage dealt]
Armor	Clothing, Light Armor		

Bravery Attacks:

Attack Name:	Type	CPN	CPM	AP:	Obtain at:	Effects:
Blizzard	Air	20	10	120	Level 1	
Fire	Air	20	10	120	Level 1	
Reel Axe	Land	30	15	90	Level 1	Pull In/Guard Crush, MB/WR
Rope Knife	Land	30	15	90	Level 1	Pull In/Map Break, Wall Rush
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

HP Attacks:

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
Weaponsmaster	Air	40	20	300	Level 38	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:

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	

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	

Other:

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	

[3.1.3] Onion Knight

Onion Knight is a Mystic Fencer. He's very fast and can chain bravery attacks into HP and bravery attacks.

Stat Growth:

Level:	HP:	CP:	Bravery:	Attack:	Defense:	Luck:	
1	1000	330	95	8	12	10	
5	1242	335	118	12	16	12	Movement Stats:
10	1545	341	147	17	21	15	Speed (ground) 150%
20	2151	353	205	27	31	20	Air Dash Speed 150%
30	2757	365	263	37	41	25	Quickmove Speed 150%
40	3363	377	320	47	51	30	Jump Amount 4
50	3969	389	378	57	61	35	Jump Height 25%
60	4575	401	436	67	71	40	Jump Rising Speed 100%
70	5181	413	493	77	81	45	
80	5787	425	551	87	91	50	
90	6393	437	609	97	101	55	
100	6999	450	667	107	111	60	

Fitting Equipment:

EX Mode Information:

Type:	Can Equip:	
Weapons	Swords, Rods, Staves, Daggers, Thrown Weapons	o EX Burst: Ninjitsu [Select "Shuriken"] Spellbook [Select "Holy"]
Head	Hats, Hairpins	o EX Effects:
Hands	Bangles, Gauntlets, Parrying Weapons	- Regen [Slowly regenerates HP] - Dual Wield [Attacks faster allowing to steal more BRV]
Armor	Light Armor, Clothing	- Sage's Wisdom [Enhances spells]

Bravery Attacks:

Attack Name:	Type	CPN	CPM	AP:	Obtain at:	Effects:
Blizzard	Land	20	10	30	Level 1	Map Break (in EX Mode)
Multi-Hit	Land	30	15	60	Level 1	
Thunder	Air	20	10	60	Level 1	Map Break (in EX Mode)
Turbo-Hit	Air	30	15	15	Level 3	
Blizzaga	Land	30	15	120	Chain from Blizzard, MB/WR	
Extra Slice	Land	30	15	90	Chain from Multi-Hit, MB/WR	
Thundaga	Air	30	15	180	Chain from Thunder, Map Break/Chase	
Extra Lunge	Air	30	15	120	Chain from Turbo-Hit, Map Break/Chase	

HP Attacks:

Attack Name:	Type	CPN	CPM	AP:	Obtain at:	Effects:
Blade Torrent	Land	40	20	180	Level 1	MB/WR/GC

Comet	Air	40	20 180	Level 1	Move OK/MB/GC	
Firaga	Land	40	20 180	Level 13	Map Break/Guard 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	

Actions:

Action Name:	CPN	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	

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	

Other:

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	

[3.1.4] Cecil Harvey

Cecil is called Split Soul as he can change between the Paladin (use an Aerial HP Attack) and Dark Knight (use a Ground HP Attack).

Stat Growth:

Level:	HP:	CP:	Bravery:	Attack:	Defense:	Luck:	
1	1000	330	95	10	11	10	
5	1242	335	118	14	15	12	Movement Stats (Pal/DK):
10	1545	341	147	19	20	15	Speed (ground) 100/75%
20	2151	353	205	29	30	20	Air Dash Speed 100/75%
30	2757	365	263	39	40	25	Quickmove Speed 100/75%
40	3363	377	320	49	50	30	Jump Amount 1/1
50	3969	389	378	59	60	35	Jump Height 150/50%
60	4575	401	436	69	70	40	Jump Rising Speed 100/50%
70	5181	413	493	79	80	45	
80	5787	425	551	89	90	50	
90	6393	437	609	99	100	55	
100	6999	450	667	109	110	60	

Fitting Equipment:

Type:	Can Equip:
Weapons	Greatsword, Swords, Axes
Head	Helms
Hands	Shields, Gauntlets
Armor	Light/Heavy Armor

EX Mode Information:

- o EX Burst: Soul Shift [Push two buttons simultaneously as they appear]
- o EX Effects:
 - Regen [Slowly regenerates HP]
 - Proteus [Change Job (R + Square)]
 - Inner Strength: [Attacks x1.5 Power]

Bravery Attacks:

Attack Name:	Type	CPN	CPM	AP:	Obtain at:	Form	Notes:
Dark Cannon	Land	20	10	180	Level 1	DK	Guard/Map Break
Gravity Ball	Air	20	10	140	Level 1	DK	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	1:MB, 2:WR/MB
Shadow Lance	Land	20	10	90	Level 3	DK	Wall Rush/Map Break
Sacred Cross	Air	20	10	120	Level 8	PA	Chase
Nightfall	Air	20	10	180	Level 13	DK	Chase, Map Break
Searchlight	Air	20	10	90	Level 17	PA	
Lightning Rise	Land	20	10	180	Level 27	PA	Guard/Map Break/Chase
Paladin Arts	Air	30	15	300	Level 38	DK	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

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+
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	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	
Evasion Time Boost	20 10 220	Level 64	

Other:

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	

[3.1.5] Bartz Klauser	
Bartz is a Mimic character that draws power from the attacks of other characters with support abilities.	

Stat Growth:

Level:	HP:	CP:	Bravery:	Attack:	Defense:	Luck:	
1	1000	330	95	11	13	10	
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) 100%
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	75%
70	5181	413	493	80	82	45	Jump Rising Speed	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			o EX Effects:			
Head	All Headwear			- Regen	[Slowly regenerates HP]		
Hands	All Handwear			- Goblin Punch	[(R+Square), if at same Lvl as enemy DMG greatly increases]		
Armor	All Armor						

Bravery Attacks:

Attack Name:	Type	CPN	CPM	AP:	Obtain at:	Effects:
Ascedent Lance	Land	30	15	120	Level 1	Map Break/Wall Rush
Holy	Air	20	10	120	Level 1	Map Break/Chase
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

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:	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	

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		

Other:

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		

Terra is described as an Esperkin and has a wide arsenal of powerful magic spells at her disposal.

Stat Growth:

Level	HP	CP	Bravery	Attack	Defense	Luck	
1	1000	330	95	12	11	10	
5	1242	335	118	16	15	12	
10	1545	341	147	21	20	15	
20	2151	353	205	31	30	20	Speed (ground) 50%
30	2757	365	263	41	40	25	Air Dash Speed 75%
40	3363	377	320	51	50	30	Quickmove Speed 75%
50	3969	389	378	61	60	35	Jump Amount 1
60	4575	401	436	71	70	40	Jump Height 150%
70	5181	413	493	81	80	45	Jump Rising Speed 100%
80	5787	425	551	91	90	50	
90	6393	437	609	101	100	55	
100	6999	450	667	111	110	60	

Movement Stats:

Fitting Equipment:

EX Mode Information:

Type	Can Equip	EX Burst
Weapons	Rods, Staves, Daggers	o EX Burst: Riot Blade [Press Left & Circle several times]
Head	Hairpins, Hats	o EX Effects:
Hands	Bangles	- Regen [Slowly regenerates HP]
Armor	Robes, Clothing	- Glide [Press X to glide when aerial]
		- Chainspell [Press Circle or Square after casting spell to cast again]

Bravery Attacks:

Attack Name	Type	CPN	CPM	AP	Obtain at	Effects
Blizzara	Air	30	15	140	Level 1	Map Break/Wall Rush/Guard
Blizzard Combo	Land	30	15	180	Level 1	Map Break/Wall Rush
Fire	Land	20	10	120	Level 1	Map Break/Chase
Thundara	Air	20	10	90	Level 1	Map Break
Blizzara	Land	30	15	180	Level 3	Guard/Map Break/Wall Rush
Blizzard Combo	Air	30	15	140	Level 6	Map Break/Wall Rush
Holy	Air	20	10	140	Level 10	Map Break/Chase
Holy Combo	Air	30	15	200	Level 20	1:MB/Chase, 2:MB
Graviga	Land	30	15	180	Level 24	MB/WR/Move OK/Pull-In
Meteor	Land	30	15	180	Level 29	Map Break

HP Attacks:

Attack Name	Type	CPN	CPM	AP	Obtain at	Effects
Flood	Land	40	20	180	Level 1	Map Break
Tornado	Air	40	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	

Flare	Air	50	25	300	Chain from Holy, MB/GC	

Actions:

Action Name:	CPN	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

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

Other:

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	

[3.1.7] Cloud Strife

Cloud almost doesn't need an introduction. He's a solid and powerful fighter with mainly short range attacks.

Stat Growth:

Level:	HP:	CP:	Bravery:	Attack:	Defense:	Luck:	
1	1000	330	95	11	13	10	
5	1242	335	118	15	17	12	Movement Stats:
10	1545	341	147	20	22	15	Speed (ground) 75%
20	2151	353	205	30	32	20	Air Dash Speed 100%
30	2757	365	263	40	42	25	Quickmove Speed 100%
40	3363	377	320	50	52	30	Jump Amount 1
50	3969	389	378	60	62	35	Jump Height 75%
60	4575	401	436	70	72	40	Jump Rising Speed 75%
70	5181	413	493	80	82	45	
80	5787	425	551	90	92	50	
90	6393	437	609	100	102	55	
100	6999	450	667	110	112	60	

Fitting Equipment:

Type:	Can Equip:		
Weapons	Greatswords, Swords		
Head	Hats, Helms		
Hands	Bangles, Shields		
Armor	Light Armor, Clothing		

EX Mode Information:

- o EX Burst: Omnislash [Tap Circle to fill up the gauge]
- o EX Effects:
 - Regen [Slowly regenerates HP]
 - Ultima Weapon(Crush) [Ignores Guard]
 - Ultima Weapon (Atk) [The higher Cloud's HP, the higher his power]

Bravery Attacks:

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 1	Map Break/Wall Rush
Sonic Break	Land	30	15	180	Level 3	Map Break/Wall Rush
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	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:	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

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

Other:

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

[3.1.8] Squall Leonhart

Squall's style is described as Relentless Revolver and he has access to many powerful bravery attacks.

Stat Growth:

Level:	HP:	CP:	Bravery:	Attack:	Defense:	Luck:
1	1000	330	95	10	12	10
5	1242	335	118	14	16	12
10	1545	341	147	19	21	15
20	2151	353	205	29	31	20
30	2757	365	263	39	41	25
40	3363	377	320	49	51	30
50	3969	389	378	59	61	35
60	4575	401	436	69	71	40

Movement Stats:

Level:	Speed (ground)	Air Dash Speed	Quickmove Speed	Jump Amount	Jump Height
1-60	100%	100%	100%	1	75%

70	5181	413	493	79	81	45	Jump Rising Speed	100%
80	5787	425	551	89	91	50		
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	- Regen	[Slowly regenerates HP]
Hands	Bangles, Shields	- Lion Heart (Range)	[Increases Range]
Armor	Light Armor, Clothing	- Lion Heart (Hit)	[Increases power]

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 1	Map Break/Wall Rush
Upper Blues	Land	30	15	90	Level 1	Map Break/Wall Rush
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

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

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	

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	

Other:

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	

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	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	

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	

Other:

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	

[3.1.10] Tidus

Tidus is a swift character with speedy counterattacks as well as a quick offense.

Stat Growth:

Level:	HP:	CP:	Bravery:	Attack:	Defense:	Luck:	
1	1000	330	95	11	11	10	
5	1242	335	118	15	15	12	Movement (Normal/EX):
10	1545	341	147	20	20	15	Speed (ground) 125/150%
20	2151	353	205	30	30	20	Air Dash Speed 125/150%
30	2757	365	263	40	40	25	Quickmove Speed 125/150%
40	3363	377	320	50	50	30	Jump Amount 1/1
50	3969	389	378	60	60	35	Jump Height 125/125%
60	4575	401	436	70	70	40	Jump Rising Spd 125/150%
70	5181	413	493	80	80	45	
80	5787	425	551	90	90	50	
90	6393	437	609	100	100	55	
100	6999	450	667	110	110	60	

Fitting Equipment:

EX Mode Information:

- | | | |
|---------|---------------------------|--|
| Type: | Can Equip: | o EX Burst: Blitz Ace [Press Circle when the indicator is in middle] |
| Weapons | Grappling Weapons, Swords | |
| Head | Hats, Helms | o EX Effects: |
| Hands | Bangles, Shields | - Regen [Slowly regenerates HP] |
| Armor | Light Armor, Clothing | - Mirror Dash [Running Speed Enhanced] |
| | | - Caladbolg (Atk) [The higher Tidus' HP, the higher his Atk power] |
| | | - Caladbolg (Dodge) [Longer invincibility frame during dodging] |

Bravery Attacks:

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

HP Attacks:

Attack Name:	Type	CPN	CPM	AP:	Obtain at:	Effects:
Energy Rain	Air	40	20	180	Level 1	Map Break/Guard Crush
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	
Jeht Shot	Air	40	20	300	Level 44	MB/GC/WR
Quick Hit D	Air	40	20	300	Chain from Stick & Move (Air),	MB/GC/WR
Quick Hit B	Land	40	20	300	Chain from Dart & Weave (Land),	MB/GC/WR
Quick Hit E	Air	40	20	300	Chain from Dart & Weave (Air),	MB/GC/WR
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 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

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

Other:

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

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

Level	HP	CP	Bravery	Attack	Defense	Luck	
1	1000	330	95	13	14	10	
5	1242	335	118	17	18	12	
10	1545	341	147	22	23	15	
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, Greatswords		o EX Effects:	
Head	Helms		- Regen	[Slowly regenerates HP]
Hands	Gauntlets, Shields		- Indominatable Remove	[This allows Garland to perform attacks while taking damage]
Armor	Light/Heavy Armor			

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	Air	40	20	180	Level 1	Map Break
Earthquake	Land	40	20	180	Level 1	MB/GC/WR
Blaze	Land	40	20	180	Level 13	Map Break
Cyclone	Air	40	20	300	Level 30	MB/GC/Pulls in
Tsunami	Land	40	20	300	Level 38	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	

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	

Other:

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	

[3.2.2] The Emperor

The Emperor has only average mobility but makes up with his solid and powerful arsenal of magic traps.

Stat Growth:

Level:	HP:	CP:	Bravery:	Attack:	Defense:	Luck:	
1	1000	330	95	11	13	10	
5	1242	335	118	15	17	12	Movement Stats:
10	1545	341	147	20	22	15	Speed (ground) 75%
20	2151	353	205	30	32	20	Air Dash Speed 75%
30	2757	365	263	40	42	25	Quickmove Speed 75%
40	3363	377	320	50	52	30	Jump Amount 1
50	3969	389	378	60	62	35	Jump Height 50%
60	4575	401	436	70	72	40	Jump Rising Speed 25%
70	5181	413	493	80	82	45	
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: Absolute Dominion [Enter the commands displayed to absorb the HP damage you deal]
Weapons	Daggers, Swords, Rods, Staves	
Head	Hairpins, Hats	o EX Effects:
Hands	Bangles	- Regen [Slowly regenerates HP]
Armor	Robes, Clothing	- Blood Magic [Absorbs damage dealt]

Bravery Attacks:

Attack Name:	Type	CPN	CPM	AP:	Obtain at:	Effects:
Landmine	Land	20	10	90	Level 1	Map Break/Pull-in
Light Crest	Air	30	15	180	Level 1	Map Break
Mine	Air	20	10	90	Level 1	Map Break/Pull-in
Thunder Crest	Land	30	15	120	Level 1	Map Break/Pull-in
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 1	Map Break/Guard Crush
Starfall	Land	40	20	300	Level 20	Map Break/Move-OK/Pull-in
Starfall	Air	40	20	300	Level 38	

Actions:

Action Name:	CPN	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+
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

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

Other:

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

Armor	Robes, Clothing		- Regen [Slowly regenerates HP]	
'-----'	-----'		- [Null] Particle Beam [Cancel the	
			recovery time of attacks by simply	
			performing a HP attack]	

Bravery Attacks:

Attack Name:	Type	CPN	CPM	AP:	Obtain at:	Effects:
Tentacle of Pain	Land	50	25	140	Level 1	Move OK (*)
Tentacle of Suffering	Air	30	15	180	Level 1	Move OK (*)

(*) 1: Map Break/Chase, 2: Map Break/Chase, 3: ---

HP Attacks:

Attack Name:	Type	CPN	CPM	AP:	Obtain at:	Effects:
[Anti-Air] Particle Beam	Land	40	20	180	Level 1	Map Break/Guard Crush
[Long-Range] Particle Beam	Air	40	20	300	Level 1	Map Break/Guard Crush
Aura Ball	Air	40	20	180	Level 1	[Hold]:Move OK/MB/GC (*)
[Wrath] Particle Beam	Air	40	20	300	Level 1	Guard/GC/MB
[Wrath] Particle Beam	Land	40	20	180	Level 12	Guard/GC/MB
[Feint] Particle Beam	Land	40	20	180	Level 24	MB/GC/WR/Evades
[O-Form] Particle Beam	Air	40	20	300	Level 38	MB/GC/WR

(*) Hold button to charge a maximum of five spheres.

Actions:

Action Name:	CPN	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

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	

Other:

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	

[3.2.4] Golbez	
Golbez uses magic and physical attack alike. He is also decently mobile.	

Stat Growth:

Level:	HP:	CP:	Bravery:	Attack:	Defense:	Luck:	
1	1000	330	95	11	13	10	
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	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:			
Type:	Can Equip:			o EX Burst:	Twin Moon [Enter commands simultaneously]		
Weapons	Spears, Axes, Rods, Greatswords			o EX Effects:			
Head	Helms			- Regen	[Slowly regenerates HP]		
Hands	Gauntlets, Shields			- Black Fang	[Auto-breaks the enemy, but grants only stage BRV. Perform attack with R + Square]		
Armor	Light/Heavy Armor						

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 1	Move OK/Pull-in/MB
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

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	

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	

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	

Other:

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	

[3.2.5] Exdeath

Exdeath uses guarding stances in order to counterattack and deliver blows to his foes.

Stat Growth:

Level:	HP:	CP:	Bravery:	Attack:	Defense:	Luck:	
1	1000	330	95	11	14	10	
5	1242	335	118	15	18	12	Movement Stats:
10	1545	341	147	20	23	15	Speed (ground) 25%
20	2151	353	205	30	33	20	Air Dash Speed 25%
30	2757	365	263	40	43	25	Quickmove Speed 25%
40	3363	377	320	50	53	30	Jump Amount 1
50	3969	389	378	60	63	35	Jump Height 50%
60	4575	401	436	70	73	40	Jump Rising Speed 50%
70	5181	413	493	80	83	45	
80	5787	425	551	90	93	50	
90	6393	437	609	100	103	55	
100	6999	450	667	110	113	60	

Fitting Equipment:

EX Mode Information:

Type:	Can Equip:	
Weapons	Rods, Staves	o EX Burst: Power of the Void [Press O to fill gauge, release at 0]
Head	Helms	o EX Effects:
Hands	Gauntlets, Shields	- Regen [Slowly regenerates HP]
Armor	Light/Heavy Armor	- Speed Guard [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:
Black Hole	Land	30	15	180	Level 1	MB/Pull-in
Low Block	Air	20	10	120	Level 1	*
Mid Block	Air	20	10	90	Level 1	*
Reverse Polarity	Land	30	15	180	Level 1	MB/WR
Reverse Polarity	Air	30	15	140	Level 1	MB/WR
Vacuum Wave	Land	30	15	180	Level 1	MB/WR
High Block	Air	20	10	90	Level 3	*
Sword Dance	Land	20	10	120	Level 3	WR
Omni Block	Air	30	15	140	Level 12	*
Hurricane	Land	30	15	180	Level 12	MB/Move OK/Pull-in
Black Hole	Air	30	15	140	Level 16	MB/Pull-in
Sword Dance	Air	20	10	90	Level 20	WR
Low Block	Land	20	10	120	Level 20	*
Vacuum Wave	Air	30	15	140	Level 24	MB/Chase

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	*

* =

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 1	MB/GC/WR/Guard
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	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	

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

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

Other:

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

[3.2.6] Kefka Palazzo

Kefka uses a variety of magic attacks to wreck his opponents. His mobility is average.

Stat Growth:

Level:	HP:	CP:	Bravery:	Attack:	Defense:	Luck:	
1	1000	330	95	12	11	10	
5	1242	335	118	16	15	12	Movement Stats:
10	1545	341	147	21	20	15	
20	2151	353	205	31	30	20	Speed (ground) 50%
30	2757	365	263	41	40	25	Air Dash Speed 75%
40	3363	377	320	51	50	30	Quickmove Speed 75%
50	3969	389	378	61	60	35	Jump Amount 1
60	4575	401	436	71	70	40	Jump Height 125%
70	5181	413	493	81	80	45	Jump Rising Speed 150%
80	5787	425	551	91	90	50	
90	6393	437	609	101	100	55	

|| 100 | 6999| 450| 667 | 111 | 110 | 60 |

|'-----'-----'-----'-----'-----'-----'-----'

Fitting Equipment:		EX Mode Information:
-----		-----
Type: Can Equip:		o EX Burst: Light of Judgement [Try to memorize and repeat entries]
Weapons Instruments, Rods, Staves		
Head Hairpins, Hats		o EX Effects:
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:

Attack Name:	Type	CPN	CPM	AP:	Obtain at:	Effects:
=====	====	===	===	===	=====	=====
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-Crispy 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
Ultima	Land	30	15	180	Level 28	Map Break/Wall Rush
Ultima	Air	30	15	120	Level 28	Map Break/Chase
Meteor	Land	30	15	180	Level 31	Map Break/Chase
Meteor	Air	30	15	120	Level 31	Map Break/Chase

HP Attacks:

Attack Name:	Type	CPN	CPM	AP:	Obtain at:	Effects:
=====	====	===	===	===	=====	=====
Havoc Wing	Land	40	20	180	Level 1	MB/GC/WR
Trine	Air	40	20	180	Level 1	Map Break
Trine	Land	40	20	180	Level 12	Map Break
Havoc Wing	Air	40	20	180	Level 20	MB/GC/WR
Hyperdrive	Land	40	20	300	Level 34	Map Break *
Forsaken	Land	40	20	300	Level 38	(Hold)/MB/GC
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	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+	
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	

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	

Other:

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	

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

* = 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:	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

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

Other:

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


```

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

```

Bravery Attacks:

```

.-----
|Attack Name:          |Type|CPN|CPM|AP:|Obtain at|Effects:
|=====|====|===|===|===|=====|=====
|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
|-----

```

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
|-----

```

* = 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| 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
|-----

```

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   |
|-----|-----|-----|-----|-----|

```

Other:

```

-----
|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 |
|-----|-----|-----|-----|-----|

```

```

-----
| _____ | _____ | | | | | | | | | | |
| | ___/| ___/| \ . | [3.2.9] Kuja |
| | |__| |__| | \ \ . | _____ |
| | |__| |__| | | | | | _____ |
| | | | | | | | | | | | Kuja is a fast character with useful abilities to |
| \ | \ | | _____ | chase characters all around the map. |
| _____ | _____ |
|
| Stat Growth:
|-----|-----|-----|-----|
| |Level:| HP: | CP:|Bravery:|Attack:|Defense:|Luck:|

```


1	1000	330	95	10	12	10	
5	1242	335	118	14	16	12	Movement Stats:
10	1545	341	147	19	21	15	-----
20	2151	353	205	29	31	20	Speed (ground) 75%
30	2757	365	263	39	41	25	Air Dash Speed 100%
40	3363	377	320	49	51	30	Quickmove Speed 100%
50	3969	389	378	59	61	35	Jump Amount 1
60	4575	401	436	69	71	40	Jump Height 150%
70	5181	413	493	79	81	45	Jump Rising Speed 100%
80	5787	425	551	89	91	50	'-----'
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:	Final Requiem [Tap O to		
-----				enhance attack powers]			
Weapons	Rods, Staves, Daggers			o EX Effects:			
Head	Hairpins, Hats			- Regen [Slowly regenerates HP]			
Hands	Bangles			- Hyper Glide [Extends glide]			
Armor	Robes, Clothing			- Auto Magic [Auto-casts Flare and			
-----				Holy when falling, jumping, gliding			
				and touching down]			

Bravery Attacks:

Attack Name:	Type	CPN	CPM	AP:	Obtain at:	Effects:
Remote Flare	Land	30	15	180	Level 1	Move OK/MB/WR
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/ Chase(close)/WR(far)
Strike Energy	Land	30	15	180	Level 1	1:Move OK/MB, 2:Move OK/MB/ 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

HP Attacks:

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

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

Actions:

Action Name:	CPN	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+
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

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

Other:

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

Attack Name	Type	CPN	CPM	AP	Level	Effects
Jecht Rush	Land	45	25	90	1	*
Jecht Stream	Air	45	25	180	1	** , Map Break
Jecht Block	Land	30	15	120	5	Guard
Jecht Block	Air	30	15	120	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	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

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	

Other:

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	

[3.3.1] Shantotto

Shantotto relies on extremely powerful HP attacks in the form of magical supremacy.

Stat Growth:

Level:	HP:	CP:	Bravery:	Attack:	Defense:	Luck:	
1	1000	400	95	13	10	10	
5	1242	402	118	17	14	12	Movement Stats:
10	1545	405	147	22	19	15	
20	2151	410	205	32	29	20	Speed (ground) 100%
30	2757	415	263	42	39	25	Air Dash Speed 100%
40	3363	420	320	52	49	30	Quickmove Speed 100%
50	3969	425	378	62	59	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
Weapons	Staves, Rods		combo - For max. damage
Head	Hairpins, Hats		select: Fire/Water/Thunder/
Hands	Bangles		Earth/Wind/Ice]
Armor	Robes, Clothing	o EX Effects:	
			- Regen [Slowly regenerates HP]
			- Manafont [BRV doesn't decrease after
			successfully performing HP attacks]

Bravery Attacks:

Attack Name:	Type	CPN	CPM	AP:	Obtain at:	Effects:
A Couple Attacks	Land	30	15	90	Level 1	MB WR/Chase
Retribution	Air	30	15	180	Level 1	MB/Chase/Guard
Bio	Land	30	15	120	Level 3	
Bio	Air	30	15	120	Level 12	
Bind	Land	20	10	120	Level 13	
Bind	Air	20	10	120	Level 13	
Stun	Land	20	10	120	Level 29	
Stun	Air	20	10	120	Level 29	

HP Attacks:

Attack Name:	Type	CPN	CPM	AP:	Obtain at:	Effects:
Spirit Magic: Air	Air	40	20	240	Level 1	(*)/Pull-in
Spirit Magic: Earth	Land	40	20	200	Level 1	(*)
Spirit Magic: Fire	Land	40	20	260	Level 1	(*)
Spirit Magic: Ice	Air	40	20	280	Level 1	(*)
Spirit Magic: Thunder	Land	40	20	300	Level 1	(*)
Spirit Magic: Water	Air	40	20	220	Level 1	(*)

(*) = 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	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+
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	

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	

Other:

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	

[3.3.2] Gabranth

Gabranth's HP attacks are very powerful, especially when switching to EX Mode.

Stat Growth:

Level:	HP:	CP:	Bravery:	Attack:	Defense:	Luck:	
1	1000	330	95	9	10	10	
5	1242	335	118	13	14	12	Movement (Normal/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	49	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	45	Jump Rising Spd 100/100%
80	5787	425	551	88	89	50	
90	6393	437	609	98	99	55	
100	6999	450	667	108	109	60	

Fitting Equipment:

EX Mode Information:

Type:	Can Equip:	o EX Burst: Quickening [Choose with R, perform with X]
Weapons	Daggers, Great/swords	
Head	Helms	o EX Effects:
Hands	Gauntlets, Shields	- Regen [Slowly regenerates HP]
Armor	Light/Heavy 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.

xx) CREDITS

Main Credits:

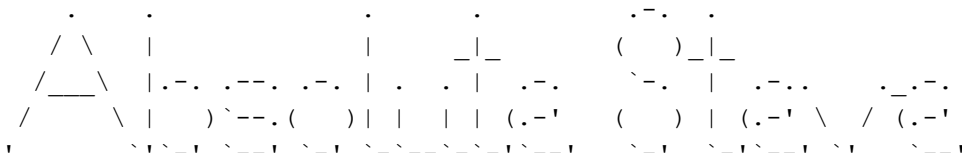
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