

Gungnir Item/Skill Guide

by Phalanae

Updated to v1.00 on Jan 3, 2014

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||          **      *****  ||
||          **          **    ||
||          **      **      ||
||          ***** UNGNIR   ||
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- Weapon/Skill Guide by Phalanae -

Version 1.00

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| I. VERSION HISTORY |

[VRSN] |

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Guide created and hopefully finished; added all weapons and skills. This should be all of them if I'm not mistaken - the only thing left now are content corrections and typos, so please help me out. :D

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| II. INTRODUCTION [ITRO] |
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Hello and welcome to my Weapon/Skill List for Gungnir! After completing my walkthrough for Knights in the Nightmare, I've decided to contribute something for the next Dept. Heaven game as well since Sting is just that good.

This is going to be a project where I'm trying to include every usable weapon of the game along with the related skills. Naturally this requires some help from YOU due to the randomness of enemy drops. So in case you want (and I'm sure you want) to contribute a piece of information, please e-mail or PM me. My address can be found at the Contact section.

Enjoy reading!

-Phalanae

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| III. VALUES AND EFFECTS [VALS] |
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This section explains the different values, special effects and ailments. Note that this guide is designed for players who are at least familiar with the actual game mechanics (Act Delay, Tactics Points...), but if this is not the case, you can still check these in the two walkthroughs posted on Gamefaqs.

I'm sometimes using the word "tick" which means 1 full turn of the game clock (ergo 1 Delay subtraction).

VALUES

These are stats present on weapons and their skills.

Delay (DEL): After using a skill, this number - along with the personal parameter "DEL" of the acting unit - will be used to calculate the Act Delay. The higher it is, the more you will have to wait until you can take action again.

Cast Time (CT): Some actions require a specific amount of ticks before they activate which is reflected in this stat.

Capacity (CAP): Determines how many capacity points the weapon adds to a unit when equipped which in turn increases the individual Wait Time of the carrier. It also sets a limit on how much someone can equip which differs unit by unit though.

Range: All skills have a predetermined range

Height (HT): Skills can only go up or down a certain amount of height points which equals this parameter. You can check the height of squares by moving the cursor over them.

Affinity (Aff): Shows you what element the weapon or skill represents. This field has one of six letters which stands for the following:

N = Null (Neutral)

F = Fire

W = Water

A = Air

E = Earth

S = Support

In addition you can check the element of a weapon skill by checking the background of it's name:

Gray = Null (Neutral)

Red = Fire

Blue = Water

Teal = Air

Brown = Earth

White = Support (special case: the weapon skill "Ragnarok")

GRADE: The number of stars (* to ****) equals the rank of the weapon which roughly shows it's basic strength without any other factors. It also affects how many gems you have to spend for upgrading.

ATK: The weapon's attack power. If it has been upgraded, you will see a number with a +X next to it - the number on the left is the raw ATK value which I'm going to use in my lists.

GRD: The guard rate which determines how likely you'll block a frontal or side attack (melee only).

Vector: The vector shows you from what side the skill emerges which can be from the ground (Rise), from the air (Fall) or directly from the attacker (-). So what does this affect? Well, let's say we have two enemies: one of them is standing ON a bridge while the other one is standing BELOW the bridge - technically they are standing on the same square. If you attack now with a Rise skill, it will hit the unit below the bridge since the other foe has solid ground between him and your attack. In reverse, using a Fall skill will hit the unit on the bridge - the other enemy is safe in that case.

[CREDITS: "Molivious" and "bonemouth" for providing information about this term)

EFFECTS

The effects which are present on weapon skills.

Heal X%: Heals a unit's HP by X percent. Does not work on Undead units.

Vit Recovery X%: Restores X percent of the target's Vitality.

Purge Corpse: You will encounter some skeletons during the course of the story. Depleting their HP to 0 will put them in an idle recovery state which means they will stand up again at Full HP after a while. The only way to actually "kill" them is with a weapon featuring the Purge Corpse effect (the skeleton needs to have 0 HP before that works though!).

Undead Killer: Attacking a unit with the ailment "Undead" (this includes all skeleton enemies) will immediately reduce their HP to 0 with this effect. Note that Undead Killer does NOT include Purge Corpse! You will have to use a weapon with that effect right after to finish them off.

Knockback: Pushes the target one square back. Does not work on enemy Ace's and certain monsters.

Void DEF %: Bypasses the DEF parameter of the target.

vs Undead only: The skill only affects Undead targets and ignores any living units.

Can't guard w/ weapon: Bypasses the ability to guard the attack with a weapon. Note that this skill has no effect on equipped shields which makes blocking still possible in these cases.

Pass Through: After attacking, the user will move two squares forward which leaves his back exposed towards the victim.

Absorb HP: Heals the user by 1/2 of the inflicted damage.

HP 1/4 Dmg: Reduces the target's HP by 25% of the current value.

HP 1/2 Dmg: Reduces the target's HP by 50% of the current value.

Void Float/Water: ?

Summon Gem: Spawns gems around the hit targets with the skill's element.

LV Down: Reduces the target's level by 1.

Steal: Has a chance to steal the target's accessory.

Day Only: Skill can only be used during the Day.

Night Only: Skill can only be used during the Night.

Rain Only: Skill can only be used while it is raining on the battlefield.

Pamela Only: Skill can only be used by Pamela (ergo it's enemy only).

Full HP Only: Skill can only be executed while the user has 100% HP.

Fixed Dmg X: The skill does a fixed amount of X damage.

Split Dmg: Dealt damage is divided among all hit targets.

Armor Break: Skill has a chance to break the target's armor.

Foot Break: Skill has has a chance to break the target's shoes.

Shield Break: Skill has a chance to break the target's shield.

Arm Break: Skill has a chance to break the target's arm equipment.

Helm Break: Skill has a chance to break the target's helm.

Random Break: Skill has a chance to break a random piece of equipment. Cannot break weapons.

Gold Damage X: You lose a certain amount of gold in exchange for high damage.

Tactics Damage X: Subtracts X Tactics Points from the target's army Tactics Gauge (in addition to the normal damage).

vs Human: The weapon skill's stated attack power is only in effect if you have a human as the target.

vs Beast: The weapon skill's stated attack power is only in effect if you have a monster of any kind as the target.

vs Object: The weapon skill's stated attack power is only in effect if you have an object as the target. This includes treasure chests.

vs Golem X%: Damage against Golem monsters becomes X%.

vs Drake X%: Damage against Drake monsters becomes X%.

vs Wampyr X%: Damage against Wampyr monsters becomes X%.

vs Harpy X%: Damage against Harpy monsters becomes X%.

Near Death X%: Increases the strength of the skill to X% when own HP is low.

AILMENTS

[Credits to Broonga for providing data on this.]

Capture: Unit cannot move or act + the personal waiting time stops. Can be cured by attacking the related Tamer or the captured target.

Stone: Target turns to stone, becomes unable to act and reduces every kind of damage directed against him to 1 (exception: Ragnarok still inflicts normal damage). It is possible to step on the person which will leave the ailment in place as long you stay there.

Frozen: Unit becomes unable to move, but may still perform actions. Cannot join in Beats. Can be cured by getting attacked.

Pain: Disables all actions except moving and participating in Beats.

Poor Aim: Doubles the probability of the enemy guarding when initiating a melee attack.

Blind: Reduces the accuray with ranged weapons by 50%.

Weak: Target's physical attack power goes down.

Silent: Disables any magic and support actions.

Slow Cast: Doubles the required Cast Time for all items and weapon skills which require this.

Shieldless: Target's shield (if it has one) is disabled which temporarily disables all stats associated with it.

Half Guard: Victim's guard rate reduces by 50%.

Phys. Aura: Target's resistance to physical attacks rises dramatically while magic resistance goes down to zero.

Mana Aura: Target's resistance to magical attacks rises dramatically while physical resistance goes down to zero.

DEF 1/2: Reduces physical defense by 50%.

MDEF 1/2: Reduces magical defense by 50%.

No Counter: Any counter attacks are disabled.

Curse: Cannot recover any HP and disables Passive Actions.

Poison: Target suffers percentual damage (based on MAX HP) in regular intervals.

Burn: Target suffers percentual damage (based on MAX HP) in regular intervals. Burn spreads onto other units when they are either knocked into the affected unit or by executing a "Pass Through" skill.

Sticky: Unit's Jump and Move parameters go down to 1.

Stun: Victim may not execute any action for a while.

Pyrim: Target's index to Fire goes up to +9 and changes the unit's element to Fire.

Aquism: Target's index to Water goes up to +9 and changes the unit's element to Water.

Aerism: Target's index to Wind goes up to +9 and changes the unit's element to Wind.

Geoism: Target's index to Earth goes up to +9 and changes the unit's element to Earth.

Sleep: Victim restores HP in regular intervals, but cannot perform any action. May be cured with an attack.

Nightmare: A counter appears above the unit's head which ticks down as time goes by. As soon it reaches 0, the victim dies.

Scapegoat: Redirects any damage against allies towards the unit with this ailment (basically a tank ailment which can be good or bad). The Scapegoat will receive exactly the same amount of damage the original target would have received which is why

any bonus (example: 150% vs Wampyr) gets redirected as well.

[Credits to Molivious walkthrough for this info.]

- Sacrifice: Attacks issued against the target restore HP for the attacker.
- Branded: Unit suffers additional damage after any received attack.
- Gravity: Reduces the Jump stat to 0.
- Slippery: Unit may "slip off" to an adjacent square after moving which cancels the current action if one was issued.
- Fleeing: Target becomes unable to control and runs away from enemies during turns.
- Panic: Target becomes unable to control and attacks random targets.
- Pam Virus: Randomly inflicts Pam Dream after performing an action.
- Pam Dream: Same effect as Sleep.
- Charm: Target becomes unable to control and attacks it's allies. Can be cured by attacks.
- Batrified: Victim turns into a bat during Night which can be cured by killing the ailment inflicter.
- Undead: Target turns into a skeleton at night and is rendered as "Undead" which makes it susceptible to Undead Killer and Purge Corpse. If the unit gets killed while being in the skeleton form, it will rise up again after some time with 100% HP. HP restoration is impossible during both Day and Night; any attacks are disabled during Day. Curable by killing the ailment inflicter.
- Lucky: Unit's damage potential is always the highest possible in calculations (example: if the weapon attack states 50 - 75 dmg, you will do 75).
- Brave: Removes delay costs from moving and acting, but makes it impossible to gain Tactics Points.
- Move+: Raises target's Move stat by 1.
- Jump+: Raises target's Jump stat by 1.

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| IV. WEAPONS [WPNS] |
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[CREDITS: www.cs-wiki.net/gungnir for providing lots of weapon skill stats!]

This section gives you a list of weapons along with a description of the attack pattern (range/height/radius) at the beginning. If you are looking for a full list of skills, you can get that in the section after next.

First comes the form:

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Example	*	00	00	N	00		
I	B/T	D/CT	element	ailment/effects			
II	B/T	D/CT	element	ailment/effects			
III	B/T	D/CT	element	ailment/effects			
IV	B/T	D/CT	element	ailment/effects			

[LEGEND]

D - Delay

CT - Cast Time

BEAT - what ailment is possibly inflicted upon doing a Beat action

PASSIVES - any Passive Actions which are imbued into the weapon

I - type I weapon skill

II - type II weapon skill

III - type III weapon skill

IV - type IV weapon skill

B (Base Pow) - the weapon skill's basic power which is always calculated in the final damage calculation.

T (Tac Pow) - the weapon skill's tactical power which is basically bonus damage. 1 Tactics Point in the Tactics Gauge adds 5% of the skill's TAC POW to the final damage calculation, so if you have 20 Tactics Points, you will get the full TAC POW added.

The other terms are explained in the appropriate section above.

 SWORDS

Equipable by: Giulio, Ragnus, Natalia, Paladin, Knight, Skeleton

Category : 1H Weapon

Comments : Your bread-and-butter weapons in every RPG.

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][X][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
Height: 2	Height: 1	Height: 2	Height: 2
Vector: -	Vector: -	Vector: Rise	Vector: -

P = Unit

X = Target Area

Height = tolerated amount of height difference

Vector = check the Terms section above

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Blunt Sword	*	64	27	N	27	Poor Aim	
II	61/13	8/0	N				
IV	0/0	7/0	N	Fixed Dmg 1, Poor Aim			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Bronze Sword	*	86	21	N	28		
III	108/127	9/0	N	Knockback			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Iron Sword	*	93	24	N	22		
I	99/77	6/0	N				
II	61/13	8/0	N				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Rainy Saber	**	101	18	W	31		
I	112/77	6/0	W				
III	123/145	9/0	W	Knockback			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Flamberge	**	108	12	F	32	Pyrism	
II	79/17	6/0	F				
IV	121/46	7/0	F	Pyrism			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Dark Saber	**	114	30	N	34	Blind	
I	125/84	6/0	N				

III	108/127	9/0	N	Knockback
IV	131/50	7/0	N	Blind

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Earth Divide	**	119	18	E	35		
II	82/18	8/0	E				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Gran Sabre	***	130	36	N	37		
I	141/93	6/0	N				
III	127/149	9/0	N	Knockback			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
End of Ages	***	140	33	N	40	Curse	
I	125/84	6/0	N				
II	145/30	8/0	N				
IV	145/56	7/0	N	Curse			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Zephyr	***	145	24	W	43	Mana Aura	
II	146/28	8/0	N				
III	123/145	9/0	W	Knockback			
IV	157/60	7/0	W	Mana Aura			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Rosier	****	157	24	A	49	Sleep	
I	150/98	6/0	A				

II	161/30	8/0	A	Undead Killer
III	127/149	9/0	N	Knockback
IV	149/57	7/0	A	Sleep

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Aegis	****	172	21	N	58	DEF 1/2	
I	141/93	6/0	N				
III	157/186	9/0	N	vs Wampyr 150%		Knockback	
IV	155/59	7/0	N	DEF 1/2			

G. SWORDS

Equipable by: Paladin

Category : 2H Weapon

Comments : G. Swords offer CT magic along with regular instant attacks which makes them a flexible weapon of choice.

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][][]	[][][]	[][][]	[][X][]
[][X][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
Height: Inf.	Height: 1	Height: 2	Height: 1
Vector: Fall	Vector: -	Vector: -	Vector: Rise

P = Unit

X = Target Area

Inf. = Infinite

Height = tolerated amount of height difference

Vector = check the Terms section above

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Magical Sword	*	84	33	F	30	Burn	
II	145/98	2/14	F	Burn			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
------	-------	-----	-----	-----	-----	------	----------

Air Blade	*	91	30	A	31	Aerism	
I	123/145	9/0	A	MDEF 1/2			
IV	142/118	3/10	A	Aerism			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Black Brand	*	97	21	E	32	Blind	
II	155/109	2/14	N				
III	96/58	10/0	E	Knockback			
IV	150/126	3/10	N	Blind			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Holy Sabre	**	111	33	W	35	Weak	
II	153/106	2/14	W	Frozen			
IV	163/132	3/10	N	Weak			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Deathbringer	**	117	24	W	36	Branded	
I	127/149	9/0	W	Frozen			
IV	176/148	3/10	N	Branded			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
7-Star Sword	**	128	36	A	38	Mana Aura	
II	160/113	2/14	A	Tactics Damage: 3			
III	105/63	10/0	N	Knockback			
IV	189/184	3/10	N	Mana Aura			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
------	-------	-----	-----	-----	-----	------	----------

Excalibur	***	139	36	E	40		
I	148/175	9/0	E	Full HP Only			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Zelos	***	141	27	W	42	Frozen	
III	128/77	10/0	W	vs Drake 200%, Knockback			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Volcano	****	153	27	F	48	Burn	
I	138/163	9/0	F	Burn			
III	133/79	10/0	N	Knockback			
IV	181/200	3/10	F	Burn			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Balmung	****	168	33	A	57		
I	123/145	9/0	A	MDEF 1/2			
II	155/109	2/14	N				
III	226/124	10/0	A	Knockback			

RAPIERS

Equipable by: Elise, Natalia

Category : 1H Weapon

Comments : All rapiers have the "Can't guard w/weapon" effect which makes them formidable tools against the counter-heavy Tamers for example. They are also a good Beat starter in this sense.

-Skill I-

-Skill IV-

[][][]
[][][]
[][X][]
[][P][]
[][][]

[][][]
[][X][]
[][X][]
[][P][]
[][][]

Height: 2 Height: 1
Vector: - Vector: Rise

P = Unit
X = Target Area
Height = tolerated amount of height difference
Vector = check the Terms section above

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Estoc	*	97	0	N	31		
I	91/18	7/0	N	Can't guard w/ weapon			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Bloody Rapier	**	119	0	N	36		
I	102/21	7/0	N	Can't guard w/ weapon, Near Death 250%			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Blue Stinger	***	144	0	W	47	DEF 1/2	
IV	112/103	11/0	W	DEF 1/2, Knockback, Can't guard w/ weapon			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Crimson Red	***	146	0	F	47	MDEF 1/2	
IV	117/144	11/0	F	MDEF 1/2, Knockback, Can't guard w/ weapon			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Zolfy	****	163	0	N	56		
IV	124/154	11/0	N	Nightmare, Knockback, Can't guard w/ weapon			

AXES

Equipable by: Ragnus, Brute

Category : 2H Weapon

Comments : Some of these feature "Break Equipment" skills which is very nice for removing unwanted equipment pieces from the drop table.

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][X][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[X][P][X]
[][][]	[][][]	[][][]	[][X][]
[][][]	[][][]	[][][]	[][][]
Height: 2	Height: 1	Height: 2	Height: 1
Vector: Rise	Vector: -	Vector: -	Vector: -

P = Unit

X = Target Area

Height = tolerated amount of height difference

Vector = check the Terms section above

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Francisca	*	83	15	N	27		
I	167/60	6/0	N				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Battleaxe	*	88	18	N	29		
I	153/55	6/0	N				
III	110/10	12/0	N	Armor Break			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Slasher	*	93	27	N	31		
II	113/22	9/0	N				
III	107/9	12/0	N	Shield Break			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Silver Moon	**	108	24	N	34		
III	101/9	12/0	N	Arm Break			

```
| IV | 175/32 | 7/0 | N | Night Only, Split Dmg |
+-----+
```

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT | PASSIVES |
+-----+
| Ogre Blade    | **   | 117 | 30  | E   | 36  |      |          |
+-----+
| I | 233/84 | 6/0 | E | Full HP Only |
+-----+
```

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT | PASSIVES |
+-----+
| Kill Blade    | **   | 126 | 21  | N   | 37  |      |          |
+-----+
| I | 153/55 | 6/0 | N |
+-----+
| II | 113/22 | 9/0 | N |
+-----+
| III | 105/9  | 12/0 | N | Helm Break |
+-----+
```

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT | PASSIVES |
+-----+
| Sunrise       | ***  | 137 | 36  | F   | 39  |      |          |
+-----+
| III | 107/9  | 12/0 | N | Shield Break |
+-----+
| IV | 194/36 | 7/0 | F | Day Only, Split Dmg |
+-----+
```

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT | PASSIVES |
+-----+
| Berserker     | ***  | 143 | 30  | N   | 43  |      |          |
+-----+
| II | 148/28 | 9/0 | N |
+-----+
| III | 101/9  | 12/0 | N | Arm Break |
+-----+
| IV | 155/29 | 7/0 | N | Split Dmg |
+-----+
```

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT | PASSIVES |
+-----+
| Headman's Axe | **** | 156 | 33  | N   | 47  |      |          |
+-----+
| I | 167/60 | 6/0 | N |
+-----+
| II | 188/35 | 9/0 | N | vs Human |
+-----+
| IV | 188/35 | 7/0 | N | Split Dmg |
+-----+
```



```

+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT  | PASSIVES |
+-----+
| Gargarodon    | **** | 167 | 36  | E   | 56  |      |          |
+-----+
| I | 233/84 | 6/0 | E | Full HP Only |
+-----+
| III | 110/10 | 12/0 | N | Armor Break |
+-----+
| IV | 215/76 | 7/0 | E | Split Dmg |
+-----+

```

Hammers

Equipable by: Brute

Category : 2H Weapon

Comments : Just like axes, some of these break specific equipment. There's also a couple suited for destroying objects which is always nice to spare in-game time.

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][][]	[][X][]	[][][]	[][][]
[][X][]	[][X][]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
Height: 2	Height: 1	Height: 2	Height: 2
Vector: Rise	Vector: Rise	Vector: -	Vector: Rise

P = Unit

X = Target Area

Height = tolerated amount of height difference

Vector = check the Terms section above

```

+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT  | PASSIVES |
+-----+
| Spiky Hammer | *    | 102 | 21  | N   | 32  |      |          |
+-----+
| IV | 352/448 | 14/0 | N | vs Object |
+-----+

```

```

+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT  | PASSIVES |
+-----+
| Bloody Rose   | **   | 126 | 18  | F   | 37  | Shieldless|
+-----+
| II | 92/0    | 12/0 | N | Foot Break, Void Float/Water |
+-----+

```

```

| III | 97/40 | 8/0 | N | Near Death 250%, Shieldless, Knockback |
|-----|
| IV | 256/320 | 14/0 | F | vs Object |
+-----+

```

```

+-----+
| NAME | GRADE | ATK | GRD | AFF | CAP | BEAT | PASSIVES |
|-----|
| Thor's Hammer | *** | 141 | 15 | A | 40 | DEF 1/2 | |
+-----+
| I | 145/76 | 11/0 | A | vs Golem 250% |
|-----|
| III | 109/47 | 8/0 | A | Half Guard, Knockback |
+-----+

```

```

+-----+
| NAME | GRADE | ATK | GRD | AFF | CAP | BEAT | PASSIVES |
|-----|
| Hammer of Ruin | **** | 150 | 24 | N | 48 | | |
+-----+
| I | 159/60 | 11/0 | N | Random Break |
|-----|
| II | 92/0 | 12/0 | N | Foot Break, Void Float/Water |
|-----|
| IV | 352/448 | 14/0 | N | vs Object |
+-----+

```

```

+-----+
| NAME | GRADE | ATK | GRD | AFF | CAP | BEAT | PASSIVES |
|-----|
| Golden Hammer | **** | 155 | 27 | N | 52 | Charm | |
+-----+
| III | 198/92 | 8/0 | N | Gold Damage 10, Charm, Knockback |
+-----+

```

DAGGERS

Equipable by: Assassin

Category : 1h Weapon

Comments : Daggers possess skills with quite low Delay which allows you to attack in rapid succession.

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][][]	[][][]	[][][]	[][][]
[][X][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
Height: 2	Height: 1	Height: 2	Height: 2
Vector: -	Vector: -	Vector: -	Vector: -

P = Unit

X = Target Area

Height = tolerated amount of height difference

Vector = check the Terms section above

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Cutlass	*	82	12	N	27		
I	26/232	10/0	N	Knockback			
III	86/16	4/0	N				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Icepick	*	90	6	W	29	Aquism	
IV	90/36	5/0	W	Aquism			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Main-gauche	*	95	15	N	31		
I	26/232	10/0	N	Knockback			
II	82/49	5/0	N				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Mana Dagger	**	106	24	W	33	Mana Aura	
III	172/32	4/0	W				
IV	85/32	5/0	N	Mana Aura			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Rune Knife	**	116	27	A	36	Silent	
II	92/53	5/0	A	Tactics Damage 3			
IV	105/40	5/0	N	Silent			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Revenger	***	123	6	N	37		
I	29/259	10/0	N	Near Death 250%, Knockback			
III	107/22	4/0	N	Near Death 250%			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Scarlet Blade	***	135	15	F	39		
II	100/58	5/0	F				
III	105/21	4/0	F				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Crystal Edge	***	138	18	W	42	Stone	
I	30/271	10/0	N	Knockback			
II	101/56	5/0	W				
IV	116/47	5/0	W	Stone			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Light Slasher	****	149	9	A	45	Sleep	
II	102/60	5/0	N				
III	204/37	4/0	A				
IV	110/44	5/0	A	Sleep			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Laevatein	****	154	18	W	51		
I	35/315	10/0	W	Knockback			
III	172/32	4/0	W				

CLAWS

Equipable by: Valerie, Assassin

Category : 1h Weapon

Comments : Claws can be used to steal accessories which no other weapon can do.

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][][]	[][][]	[][][]	[][][]
[][X][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
Height: 2	Height: 1	Height: 2	Height: 2
Vector: Rise	Vector: -	Vector: -	Vector: -

P = Unit

X = Target Area

Height = tolerated amount of height difference

Vector = check the Terms section above

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Wild Cat	*	72	21	N	27	Sleep	
III	89/18	6/0	N	Sleep			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Carnage Claw	*	91	24	N	29	Mana Aura	
I	129/146	11/0	N	Knockback			
II	81/33	7/0	N	Mana Aura			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Griffin Talon	*	96	9	A	31	Poison	
II	82/34	7/0	N	Poison			
III	107/21	6/0	A	Aerism			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Snatcher	**	103	36	A	33		

I	134/151	11/0	A	Knockback
IV	133/11	14/0	N	Night Only, Steal

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Leyte Claw	**	113	12	W	35	Sleep	
II	89/37	7/0	N	Sleep			
III	115/23	6/0	W	Aquism			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Jackhand	**	125	27	A	36	Shieldless	
II	100/42	7/0	A	Shieldless, vs Human			
IV	27/2	14/0	N	Steal			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Bloody Claw	***	132	33	N	39		
I	164/186	11/0	N	Absorb HP, Knockback			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Wind Tearer	***	141	30	A	45	Slow Cast	
II	110/46	7/0	A	Slow Cast			
IV	20/2	14/0	N	Steal			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Evensem	****	151	33	E	46	Fleeing	
I	178/202	11/0	E	Knockback			
III	121/24	6/0	E	Full HP Only, Fleeing			
IV	27/2	14/0	N	Steal			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Scarlet Scissor	****	159	30	F	53	No Counter	
II	104/43	7/0	F	Weak			
III	138/28	6/0	N	No Counter			
IV	11/1	14/0	F	Steal			

TOOLS

Equipable by: Trickster

Category : 1H Weapon

Comments : Tools offer the ability to lay Traps (huge damage when stepped on). The majority of their skills have infinite height range.

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][T][]	[][][]
[][X][]	[T][T][T]	[][T][]	[][X][]
[][P][]	[T][P][T]	[][S][]	[][P][]
[][][]	[T][T][T]	[][T][]	[][][]
[][][]	[][][]	[][P][]	[][][]
Height: 2	Height: Inf.	Height: Inf.	Height: Inf.
Vector: -	Vector: Fall Random square	Vector: -	Vector: Rise

P = Unit

X = Target Area

T = Allowed target point (the attack can only hit 1 square)

S = Sweet Spot (100% hit rate)

Inf. = Infinite

Height = tolerated amount of height difference

Vector = check the Terms section above

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Wolf Fang	*	80	3	N	28	Pain	
IV	241/289	5/0	N	Night Only			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Beast Fang	*	89	6	N	29	Poor Aim	

```
+-----+
| IV | 243/304 | 5/0 | N | Night Only |
+-----+
```

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+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT      | PASSIVES |
+-----+
| Spider Spike  | **   | 98  | 3   | E   | 31  | Sticky    |          |
+-----+
| I | 46/9 | 5/0 | E |
+-----+
| IV | 246/320 | 5/0 | N | Sticky, Night Only |
+-----+
```

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT      | PASSIVES |
+-----+
| Naga Fangs    | **   | 110 | 6   | N   | 33  | Curse     |          |
+-----+
| III | 79/104 | 6/0 | N |
+-----+
| IV | 245/315 | 5/0 | N | Curse, Night Only |
+-----+
```

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT      | PASSIVES |
+-----+
| Scorpion Tail | **   | 112 | 3   | E   | 34  | Poison    |          |
+-----+
| II | 143/252 | 9/0 | E | Poison |
+-----+
| IV | 248/336 | 5/0 | E | Half Guard, Night Only |
+-----+
```

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT      | PASSIVES |
+-----+
| Shiranui      | ***  | 119 | 12  | F   | 36  | Scapegoat |          |
+-----+
| III | 84/110 | 6/0 | F |
+-----+
| IV | 249/346 | 5/0 | F | Scapegoat, Night Only |
+-----+
```

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT      | PASSIVES |
+-----+
| Arabian Might | ***  | 124 | 9   | E   | 36  | Panic    |          |
+-----+
| IV | 252/362 | 5/0 | E | Panic, Night Only |
+-----+
```

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT      | PASSIVES |
+-----+
```


Mermaid Fin	***	127	3	W	38	Slippery
I	52/10	5/0	N			
II	145/255	9/0	W	DEF 1/2		
IV	255/383	5/0	F	Scapegoat, Night Only		

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Demon Pen	****	142	3	N	47	Branded	
I	56/11	5/0	N				
III	79/104	6/0	N				
IV	260/420	5/0	N	Branded, Night Only			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Epitaphios	****	152	12	E	50	Sacrifice	
II	152/273	9/0	N	Silent			
III	139/166	6/0	E				
IV	257/399	5/0	E	Sacrifice, Night Only			

WHIPS

Equipable by: Tamer

Category : 1H Weapon

Comments : Whips are your only source to Capture enemies, making them a critical weapon type on many scenes.

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][X][]	[][][]	[][][]	[][][]
[][X][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
Height: 1	Height: 1	Height: 2	Height: 2
Vector: -	Vector: -	Vector: Rise	Vector: -

P = Unit

X = Target Area

Height = tolerated amount of height difference

Vector = check the Terms section above

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Thorn Whip	*	79	15	N	27	Poison	
I	127/21	7/0	N				
II	106/37	5/0	N	Poison			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Rope	*	52	36	N	30		
IV	2/0	4/0	N	Capture			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Flame Whip	**	107	18	F	32	Pain	
II	127/51	5/0	F	Pain			
III	144/53	6/0	N	vs Beast			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Thunder Chain	**	113	24	A	34		
I	136/23	7/0	N				
II	132/53	5/0	A	No Counter			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Dragon Eater	***	123	18	N	36		
I	127/21	7/0	N				
III	166/61	6/0	N	vs Beast, vs Drake 200%			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
------	-------	-----	-----	-----	-----	------	----------

Kraken	***	124	33	W	38	Sticky	
II	143/28	5/0	N	Sticky			
III	233/82	6/0	W	vs Beast			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Vitra Whip	***	139	21	E	40	Stone	
I	153/26	7/0	E				
II	147/57	5/0	E	Stone			
IV	16/2	4/0	N	Capture			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Kamaitachi	***	148	21	A	43		
I	166/28	7/0	A				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Prominence	****	156	30	E	45	Gravity	
II	153/61	5/0	N	Gravity			
III	249/88	6/0	F	vs Beast			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Ouroboros	****	162	24	E	45		
I	153/26	7/0	E				
III	268/95	6/0	E	Full HP Only, vs Beast			
IV	16/2	4/0	N	Capture			

KATANAS

Equipable by: Tamer

Category : 2H Weapon

Comments : Katanas are counter-only weapons which have very high ATK stats to compensate for this. Please note that none of these skills trigger while the Tamer is capturing someone.

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][X][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
Height: 2	Height: 1	Height: 2	Height: 2
Vector: -	Vector: -	Vector: Rise	Vector: -

P = Unit

X = Target Area

Height = tolerated amount of height difference

Vector = check the Terms section above

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT   | PASSIVES |
+-----+
| Zentetsu      | *    | 132 | 33  | N   | 36  |        |          |
+-----+
| IV | 181/100 | 0/0 | N | Void DEF %
+-----+
```

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT   | PASSIVES |
+-----+
| Suigetsu     | **   | 146 | 39  | W   | 43  | Frozen |          |
+-----+
| III | 0/0 | 0/0 | W | Frozen, HP 1/4 Dmg
+-----+
```

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT   | PASSIVES |
+-----+
| Shin Zantetsu | ***  | 160 | 36  | N   | 45  |        |          |
+-----+
| IV | 202/112 | 0/0 | N | Void DEF %
+-----+
```

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT   | PASSIVES |
+-----+
| Misteltein   | **** | 179 | 30  | N   | 50  |        |          |
+-----+
| I | 279/449 | 0/0 | N | LV Down, Knockback
+-----+
```

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT   | PASSIVES |
+-----+
| Yashamaru    | **** | 188 | 36  | N   | 52  |        |          |
+-----+
```

```

+-----+
| II | 195/224 | 0/0 | F | Weak, Near Death 250% |
+-----+

```

```

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BOWS
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```

Equipable by: Elise, Archer
Category : 2H Weapon
Comments : Bows have the longest range of all ranged weapons, but also the largest restriction due to their range "sweet spot". Their projectiles strike in an arch.

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][T][]	[][T][]	[][][]	[][T][]
[][T][]	[][T][]	[][T][]	[][T][]
[][T][]	[][S][]	[][T][]	[][T][]
[][T][]	[][T][]	[][X][]	[][S][]
[][S][]	[][T][]	[X][X][X]	[][T][]
[][T][]	[][T][]	[][X][]	[][T][]
[][T][]	[][T][]	[][T][]	[][T][]
[][][]	[][][]	[][][]	[][][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]

Height: Inf.	Height: Inf.	Height: Inf.	Height: Inf.
Vector: -	Vector: -	Vector: Fall	Vector: -
		Rnd 3 squares	

S = Sweet Spot (100% hit rate)
Inf. = Infinite
Height = tolerated amount of height difference
Vector = check the Terms section above
Rnd 3 squares = the skill hits 3 of the 5 targeted squares (random)
P = Unit
X = Target Area
T = Allowed target point (the attack can only hit 1 square)
If there are X's and T's present on the same skill number, it means that all vertical X's going straight out from the unit (P) are allowed target points as well. The X's just show the area of effect.

```

+-----+
| NAME           | GRADE| ATK | GRD | AFF | CAP | BEAT   | PASSIVES |
+-----+
| Handmade Bow   | *    | 70  | 3   | N   | 24  |       |          |
+-----+
| I | 77/60 | 6/0 | N |
+-----+

```

```

+-----+
| NAME           | GRADE| ATK | GRD | AFF | CAP | BEAT   | PASSIVES |
+-----+

```

Longbow	*	84	9	N	28		
I	77/60	6/0	N				
III	58/81	10/0	N				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Gust Bow	**	90	6	A	29		
I	87/69	6/0	N				
II	64/131	7/0	A				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Elfin Bow	**	95	12	W	31		
I	91/73	6/0	W				
II	61/124	7/0	N				
III	62/86	10/0	N	Tactics Damage 3			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Flint Bow	**	105	6	F	32	Burn	
I	96/78	6/0	F				
IV	61/60	7/0	N	Burn			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Lightning Bow	**	112	6	A	34	DEF 1/2	
I	87/69	6/0	N				
III	67/93	10/0	A				
IV	67/65	7/0	N	DEF 1/2			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
------	-------	-----	-----	-----	-----	------	----------

| Raincloud Bow | ** | 122 | 6 | W | 36 | Frozen |

+-----+

| III | 68/95 | 10/0 | W | Rain Only, Frozen |

+-----+

+-----+

| NAME | GRADE | ATK | GRD | AFF | CAP | BEAT | PASSIVES |

+-----+

| Spiral Arch | *** | 131 | 18 | N | 36 | Slow Cast |

+-----+

| II | 77/158 | 7/0 | N |

+-----+

| IV | 73/71 | 7/0 | N | Slow Cast |

+-----+

+-----+

| NAME | GRADE | ATK | GRD | AFF | CAP | BEAT | PASSIVES |

+-----+

| Burning Sun | *** | 140 | 15 | F | 39 |

+-----+

| I | 107/88 | 6/0 | N |

+-----+

| III | 74/103 | 10/0 | F | Day Only |

+-----+

+-----+

| NAME | GRADE | ATK | GRD | AFF | CAP | BEAT | PASSIVES |

+-----+

| Bow of Iria | *** | 151 | 6 | W | 45 | No Counter |

+-----+

| I | 107/88 | 6/0 | N |

+-----+

| II | 86/175 | 7/0 | W |

+-----+

| IV | 70/67 | 7/0 | N | Undead Killer, No Counter |

+-----+

+-----+

| NAME | GRADE | ATK | GRD | AFF | CAP | BEAT | PASSIVES |

+-----+

| Rainbow Arc | **** | 154 | 12 | N | 47 | Half Guard |

+-----+

| I | 115/95 | 6/0 | N |

+-----+

| III | 58/81 | 10/0 | N |

+-----+

| IV | 79/77 | 7/0 | N | Day Only, Half Guard |

+-----+

+-----+

| NAME | GRADE | ATK | GRD | AFF | CAP | BEAT | PASSIVES |

+-----+

| Natalia Starbow | **** | 166 | 9 | A | 55 | Silent |

+-----+

| II | 61/124 | 7/0 | N |

+-----+

III	107/137	10/0	A	Night Only
IV	82/80	7/0	A	Silent

CROSSBOWS

Equipable by: Valerie, Gunner

Category : 1H Weapon

Comments : Crossbows are mid-range weapons with a direct line of fire.
They have a lower range than bows and javelins.

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][][][][][]	[][][]
[][T][]	[][][]	[][][][][][][]	[][T][]
[][T][]	[][][]	[][][][][][][]	[][T][]
[][T][]	[][][]	[][][][][][][]	[][T][]
[][T][]	[][][]	[][][][][][][]	[][T][]
[][T][]	[][][]	[][][][][][][]	[][T][]
[][T][]	[][X][]	[X][][][][][][X]	[][S][]
[][S][]	[][S][]	[][S][][][][S][]	[][T][]
[][T][]	[][X][]	[][][X][][X][][]	[][T][]
[][P][]	[][P][]	[][][][P][][][]	[][P][]
[][][]	[][][]	[][][][][][][]	[][][]
Height: Inf.	Height: Inf.	Height: Inf.	Height: Inf.
Vector: -	Vector: -	Vector: -	Vector: -

S = Sweet Spot (100% hit rate)

Inf. = Infinite

Height = tolerated amount of height difference

Vector = check the Terms section above

Rnd 3 squares = the skill hits 3 of the 5 targeted squares (random)

P = Unit

X = Target Area

T = Allowed target point (the attack can only hit 1 square)

If there are X's and T's present on the same skill number, it means that all vertical X's going straight out from the unit (P) are allowed target points as well. The X's just show the area of effect.

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Slinger	*	76	6	N	25		
I	117/58	5/0	N				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Crossbow	*	87	12	A	29	Weak	
I	113/61	5/0	N				
IV	100/0	7/0	A	Weak			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Iron Bowgun	*	96	15	N	30		
I	110/65	5/0	N				
II	104/62	6/0	N				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Grief Bowgun	**	107	9	E	32	Curse	
III	97/82	8/0	E				
IV	130/0	7/0	N	Curse			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Arbalest	**	114	18	N	33		
I	110/65	5/0	N				
II	119/71	6/0	N				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Flare Shooter	**	121	9	F	35	Pyrism	
I	113/61	5/0	N				
IV	140/0	7/0	F	Pyrism			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Tri Shot	***	133	18	N	36	Mana Aura	
I	117/58	5/0	N				

III	118/101	8/0	N				
IV	143/0	7/0	N	Mana Aura			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Night Raven	***	138	9	A	39	Fleeing	
II	135/82	6/0	A	Night Only			
III	111/95	8/0	A	Night Only			
IV	113/0	7/0	N	Fleeing			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Gatling Bow	***	152	21	N	45		
I	140/84	5/0	N				
III	109/93	8/0	N				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Meteor	****	158	12	E	48		
II	145/86	6/0	E	Full HP Only			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Fallen Phoenix	****	161	12	N	54	Gravity	
I	140/84	5/0	N				
III	118/101	8/0	N				
IV	160/0	7/0	N	vs Harpy 150%, Gravity			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Fanelia	****	200	3	W	90	Pain	
I	118/70	5/0	W				

II	121/72	6/0	W
III	102/87	8/0	W
IV	509/0	15/0	N Pain

JAVELINS

Equipable by: Thrower

Category : 1H Weapon

Comments : Javelins form the bridge between bows and crossbows in regards to max range and hit rate. The Thrower can therefore adapt to various situations.

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][][]	[][T][]	[][T][]	[][][]
[][][]	[][T][]	[][T][]	[][][]
[][][]	[][T][]	[][T][]	[][T][]
[][][]	[][T][]	[][T][]	[][X][]
[][][]	[][S][]	[][S][]	[X][X][X]
[][][]	[][T][]	[][T][]	[][X][]
[][X][]	[][T][]	[][T][]	[][T][]
[][X][]	[][T][]	[][T][]	[][][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
Height: 1	Height: Inf.	Height: Inf.	Height: Inf.
Vector: Rise	Vector: -	Vector: -	Vector: Fall
			Rnd 1 square

S = Sweet Spot (100% hit rate)

Inf. = Infinite

Height = tolerated amount of height difference

Vector = check the Terms section above

Rnd 1 square = the attack hits 1 of the targeted X's (randomly chosen)

P = Unit

X = Target Area

T = Allowed target point (the attack can only hit 1 square)

If there are X's and T's present on the same skill number, it means that all vertical X's going straight out from the unit (P) are allowed target points as well. The X's just show the area of effect.

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Bamboo Pick	*	60	18	E	23		
I	89/8	9/0	E				
II	69/27	7/0	N				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Pilum	*	86	9	N	29		
II	99/39	7/0	N				
III	67/14	10/0	N	Knockback			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Flamme	**	92	12	F	31		
II	97/38	7/0	F				
IV	341/273	7/0	N				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Ice Javelin	**	104	15	W	33	Frozen	
II	107/42	7/0	W	Frozen, Void DEF %			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Gladius	**	110	15	E	34		
I	126/11	9/0	N				
III	86/18	10/0	E	Knockback			
IV	363/284	7/0	E				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Knight Killer	**	120	33	N	36		
I	134/12	9/0	N				
II	114/45	7/0	N	vs Wampyr 150%			
III	67/14	10/0	N	Knockback			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Berkut	***	131	27	N	36		
II	121/48	7/0	N	vs Harpy 150%			
IV	379/293	7/0	N				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Salamandora	***	137	15	F	39		
I	126/11	9/0	N				
III	95/20	10/0	F	Knockback			
IV	407/307	7/0	F				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Babel Spearhead	***	149	18	E	45		
II	137/54	7/0	E				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Wyvern	***	153	21	A	47		
III	100/21	10/0	A	Knockback			
IV	440/324	7/0	A				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Hraesvelger	****	160	18	W	49		
II	130/51	7/0	N	vs Wampyr 150%, vs Harpy 150%			
III	104/22	10/0	W	Knockback			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Gae Bolg	****	165	15	N	54		
I	247/21	9/0	N	Full HP Only			

II	99/39	7/0	N
IV	379/293	7/0	N

RODS

Equipable by: Paulo, Sorceress
 Category : 1H Weapon
 Comments : Rods have the largest AoE spells at hand and can dish out incredible damage overall as long there are multiple targets to hit. Two of them may also heal Vitality.

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][][][]
[][][]	[][][]	[][][]	[][][][][]
[][][]	[][][]	[][][]	[][][][][]
[][][]	[][][]	[][][]	[][][T][][]
[][T][]	[][][]	[][][]	[][][X][][]
[][X][]	[][T][]	[][T][]	[][X][X][X][]
[X][X][X]	[][X][]	[][X][]	[X][X][X][X][X]
[][X][]	[X][X][X]	[X][X][X]	[][X][X][X][]
[][T][]	[][X][]	[][X][]	[][][X][][]
[][P][]	[][P][]	[][P][]	[][][P][][]
[][][]	[][][]	[][][]	[][][][][]
Height: Inf.	Height: Inf.	Height: Inf.	Height: 9
Vector: -	Vector: Fall	Vector: Rise	Vector: -
		Rnd 3 square	

Inf. = Infinite
 Height = tolerated amount of height difference
 Vector = check the Terms section above
 Rnd 3 square = the attack hits 3 of the targeted squares (random mechanic)
 P = Unit
 X = Target Area
 T = Allowed target point (the attack can only hit 1 square)
 If there are X's and T's present on the same skill number, it means that all vertical X's going straight out from the unit (P) are allowed target points as well. The X's just show the area of effect.

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Ruby Staff	*	81	15	F	28	Pyrisms	
I	90/74	3/18	N				
III	80/77	3/12	F	Pyrisms			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Jewel Rod	*	92	15	E	29		
I	93/78	3/18	E	Summon Gem			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Icicle Rod	*	100	15	W	30	Frozen	
I	95/79	3/18	W	Frozen			
III	81/78	3/12	N	Silent			
IV	68/79	4/24	W	Frozen			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Fire Wyrn Rod	**	106	9	F	32	MDEF 1/2	
II	106/105	3/20	F	MDEF 1/2			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Moonlight Rod	**	116	18	A	34	Sleep	
I	0/0	3/20	S	Night Only, Vit Recovery 4%, Purge Corpse			
III	84/81	3/12	A	Night Only, Sleep			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Gargoyle Rod	**	121	21	W	35	DEF 1/2	
II	123/109	3/20	W	DEF 1/2			
III	83/80	3/12	N	Stone			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Lava Rod	**	130	6	F	36	Burn	
I	101/86	3/18	F	Burn, vs Golem 250%			

II	119/106	3/20	N	Sticky
IV	70/84	4/24	F	Burn

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Yggdrasil Staff	***	133	24	W	38	Aquism	
I	0/0	3/20	S	Vit Recovery 6%, Purge Corpse			
III	87/83	3/12	W	Aquism			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Sandworm Staff	***	136	6	E	40	Geoism	
II	126/111	3/20	E	Geoism			
IV	72/92	4/24	E				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Southern Cross	****	157	33	F	45	Slow Cast	
II	138/119	3/20	F	Slow Cast			
III	89/85	3/12	F	Poor Aim			
IV	70/84	4/24	F	Burn			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Jormungandr	****	164	3	E	50	Poison	
I	111/97	3/18	E				
III	160/119	3/12	E	Poison			
IV	71/88	4/24	N				

TOMES

Equipable by: Paulo, Priestess
Category : 1H Weapon

Comments : Tomes are your to-go option for healing and banishing undead foes. They also offer single-target magic attacks.

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][][]	[][T][]	[][][]	[][][]
[][][]	[][T][]	[][][]	[][][]
[][][]	[][T][]	[][][]	[][][]
[][][]	[][T][]	[][T][]	[][][]
[][][]	[][T][]	[][X][]	[][T][]
[][][]	[][T][]	[X][X][X]	[][S][]
[][X][]	[][T][]	[][X][]	[][T][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
Height: Inf.	Height: Inf.	Height: 9	Height: Inf.
Vector: Fall	Vector: -	Vector: Rise	Vector: -

Inf. = Infinite

Height = tolerated amount of height difference

Vector = check the Terms section above

P = Unit

S = Sweet Spot (100% hit rate)

X = Target Area

T = Allowed target point (the attack can only hit 1 square)

If there are X's and T's present on the same skill number, it means that all vertical X's going straight out from the unit (P) are allowed target points as well. The X's just show the area of effect.

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Small Bible	*	78	27	W	27	Poor Aim	
I	0/0	5/0				Heal 35%, Purge Corpse	
IV	60/40	7/0	W			Poor Aim	

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Sooty Testament	*	80	30	A	28	Blind	
II	0/0	6/0				Heal 40%, Purge Corpse	
IV	62/40	7/0	A			Poor Aim	

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Sorcery Book	*	94	30	E	30	Gravity	
I	0/0	5/0				Heal 50%, Purge Corpse	

II	0/0	6/0		Heal 30%, Purge Corpse
IV	66/44	7/0	E	Gravity

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Book of Eleanor	*	109	30	W	32	No Counter	
III	0/0	3/16		Heal 60%, Purge Corpse			
IV	71/47	7/0	W	No Counter			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Book of Laura	**	118	33	F	34	Pyrism	
I	0/0	5/0		Heal 80%, Purge Corpse			
III	0/0	3/16		Heal 25%, Purge Corpse			
IV	74/49	7/0	F	Pyrism			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Book of Gelt	**	125	33	A	35	Aerism	
I	0/0	5/0		Heal 60%, Purge Corpse			
II	0/0	6/0		Heal 70%, Purge Corpse			
IV	76/51	7/0	A	Aerism			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Book of Nanai	**	134	33	W	36	Aquism	
II	0/0	6/0		Heal 45%, Purge Corpse			
III	0/0	3/16		Heal 50%, Purge Corpse			
IV	79/53	7/0	W	Aquism			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
------	-------	-----	-----	-----	-----	------	----------

Book of Kirie	**	140	33	E	36	Geoism	
I	0/0	5/0		Heal 70%, Purge Corpse			
II	0/0	6/0		Heal 60%, Purge Corpse			
III	0/0	3/16		Heal 40%, Purge Corpse			
IV	81/54	7/0	E	Geoism			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Alchemia	***	145	36	W	45	Shieldless	
I	0/0	5/0		Heal 85%, Purge Corpse			
II	0/0	6/0		Heal 50%, Purge Corpse			
IV	82/55	7/0	W	Shieldless			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Chronodict	***	155	36	A	47	Slow Cast	
II	0/0	6/0		Heal 80%, Purge Corpse			
III	0/0	3/16		Heal 30%, Purge Corpse			
IV	85/57	7/0	A	Slow Cast			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Madorisux	****	163	36	F	54	Curse	
I	0/0	5/0		Heal 40%, Purge Corpse			
III	0/0	3/16		Heal 75%, Purge Corpse			
IV	87/58	7/0	F	Curse			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Apocalypse	****	194	39	E	80	Panic	
I	0/0	5/0		Heal 100%, Purge Corpse			
IV	85/57	7/0	E	Panic, Void DEF %			

 BROOMS

Equipable by: Witch

Category : 1h Weapon

Comments : Brooms offer Grams (basically traps), regular magic attacks and a few infinite range skills - quite handy overall.

-Skill I-	-Skill II-	-Skill III*-	-Skill IV-
[][][]	[][][]	[][X][]	[][][]
[][][]	[][][]	[][X][]	[][][]
[][][]	[][][]	[][X][]	[][][]
[][][]	[][][]	[][X][]	[][][]
[][][]	[][T][]	[][X][]	[][][]
[][][]	[][X][]	[][X][]	[][][]
[][][]	[X][X][X]	[][X][]	[][][]
[][X][]	[][X][]	[][X][]	[][][]
[][P][]	[][P][]	[][P][]	[][X][]
[][][]	[][][]	[][][]	[][][]
Height: Inf.	Height: 9	Height: 9	Height: Inf.
Vector: Fall	Vector: Rise	Vector: Rise	Vector: - Set Gram

*Skill III has infinite (!) vertical range which can't be depicted here

Set Gram = the attack places a gram (basically a trap) below the user

Inf. = Infinite

Height = tolerated amount of height difference

Vector = check the Terms section above

P = Unit

X = Target Area

T = Allowed target point (the attack can only hit 1 square)

If there are X's and T's present on the same skill number, it means that all vertical X's going straight out from the unit (P) are allowed target points as well. The X's just show the area of effect.

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Straw Broom	*	54	9	E	31	Sticky	
IV	225/193	5/0	E	Sticky, Day Only			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Lucky Broom	**	85	15	A	35	Charm	
IV	234/261	5/0	A	Charm, Day Only			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Kikimora	**	99	21	F	36	Mana Aura	
II	85/8	3/16	F	Burn			
IV	236/280	5/0	N	Mana Aura, Day Only			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Noir	**	109	18	E	36	Blind	
I	180/65	11/0	N				
IV	237/289	5/0	E	Blind, Day Only			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Apple Tree	**	118	24	A	41	Sacrifice	
II	94/9	3/16	A				
IV	240/308	5/0	N	Sacrifice, Day Only			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Inferno	***	134	6	F	43	Pyrism	
I	208/75	11/0	F	Burn			
IV	235/275	5/0	F	Pyrism, Day Only			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Spirit Broom	***	136	36	E	44	Geoism	
I	180/65	11/0	N				
II	98/9	3/16	E				
IV	244/340	5/0	E	Geoism, Day Only			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Cryocross	***	144	21	W	45	Scapegoat	

II	103/10	3/16	W	Frozen				
III	64/13	3/28	N	Undead Killer, Knockback				
IV	245/349	5/0	W	Scapegoat, Day Only				

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Wind of Eden	***	152	12	A	49	MDEF 1/2	
I	219/79	11/0	A				
III	88/18	3/28	A	Purge Corpse, Knockback			
IV	245/353	5/0	A	MDEF 1/2, Day Only			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Pamela's Broom	****	128	30	N	40		
III	162/30	3/28	N	Knockback			
IV	241/321	5/0	N	Pamela Only, Pam Virus			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Magic Comet	****	159	18	E	56	Branded	
I	211/76	11/0	E				
II	112/11	3/16	E	Frozen			
IV	246/358	5/0	W	Scapegoat, Day Only			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Formula	****	176	6	F	71	Stone	
I	208/75	11/0	F	Burn			
III	203/38	14/0	F	Full HP Only, Burn			
IV	248/376	5/0	F	Stone, Day Only			

 MACES

Equipable by: Priestess, Sorceress

Category : 1H Weapon

Comments : Ever encounter a situation where your precious spellcaster is surrounded by foes? Smack them with a mace! Well, almost all maces have only 1 skill which makes their usefulness a bit limited - normally you should be casting spells from far away instead of resorting to melee struggles.

-Skill III-

-Skill IV-

[][][]
 [][X][]
 [][P][]
 [][][]

[][][]
 [][X][]
 [][P][]
 [][][]

Height: 2
 Vector: -

Height: 2
 Vector: -

P = Unit

X = Target Area

Height = tolerated amount of height difference

Vector = check the Terms section above

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Morning Star	*	88	15	A	30	Shieldless	
I	66/7	7/0	N	Shieldless			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Sapphire Mace	**	115	18	A	34	Frozen	
IV	124/11	8/0	W	Frozen			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Bronze Mace	**	120	27	W	36	Burn	
IV	127/11	8/0	F	Burn			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Lost Maiden	***	135	24	F	43	Geoism	

```
| IV | 133/12 | 8/0 | E | Geoism |
+-----+
```

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT      | PASSIVES |
+-----+
| Galactica     | **** | 142 | 21  | A   | 46  | Aerism    |          |
+-----+
| IV | 139/13 | 8/0 | A | Aerism |
+-----+
```

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WANDS
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Equipable by: Alissa
 Category : 1H Weapon
 Comments : Wands are the secondary weapons of Alissa which inhabit various magic spells. They are most useful when you are fighting foes with a high Guard rate or need some backup healing.

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][T][]	[][][]	[][][]	[][][]
[][X][]	[][][]	[][][]	[][][]
[X][X][X]	[][][]	[][][]	[][][]
[][X][]	[][][]	[][][]	[][][]
[][T][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[X][P][X]	[][P][]
[][][]	[][][]	[][X][]	[][][]
[][][]	[][][]	[][][]	[][][]
Height: 9	Height: 1	Height: 1	Height: 2
Vector: -	Vector: -	Vector: -	Vector: -

Height = tolerated amount of height difference

Vector = check the Terms section above

P = Unit

X = Target Area

T = Allowed target point (the attack can only hit 1 square)

If there are X's and T's present on the same skill number, it means that all vertical X's going straight out from the unit (P) are allowed target points as well. The X's just show the area of effect.

```
+-----+
| NAME          | GRADE| ATK | GRD | AFF | CAP | BEAT      | PASSIVES |
+-----+
| Honey Stick   | *    | 58  | 6   | A   | 26  | Branded   |          |
+-----+
| III | 0/0 | 7/8 | | Vit Recovery 8%, Heal ?% |
+-----+
| IV | 0/0 | 4/0 | A | Branded, Fixed Dmg 8 |
+-----+
```


NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Coral Branch	*	89	9	A	31	Sleep	
II	62/60	3/6	A				
IV	10/0	4/0	N	Sleep			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Lilybell Wand	**	115	3	W	34	Slippery	
I	49/25	3/10	W	Frozen			
IV	4/0	4/0	N	Slippery			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Arrow Heart	***	124	15	F	36	Charm	
II	74/71	3/6	F	Burn			
III	0/0	3/12		Vit Recovery 3%, Heal 45%			
IV	12/0	4/0	N	Charm			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Aerial	***	129	6	A	42	Half Guard	
I	44/23	3/10	A				
II	75/72	3/6	A				
IV	7/0	4/0	N	Half Guard			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Twinkle Stick	****	147	33	N	45	Mana Aura	
I	55/28	3/10	N				
II	69/67	3/6	N				
III	0/0	3/12		Vit Recovery 5%, Heal 30%, Purge Corpse			
IV	49/0	4/0	N	Mana Aura			

 LANCES

Equipable by: Alissa

Category : 1h Weapon

Comments : Lances are the broken weapons of this game. Three of them have percentual damage attacks which are calculated from the MAX HP of the target. The other skills feature Knockbacks (awesome!), Ailments (nice!) and Void DEF % bonuses which bypass any defense values (godly!).
 Alissa is therefore basically the Yggdra of this game, both in appearance and gameplay strength.

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][X][]	[][][]	[][][]	[][][]
[][X][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
[][][]	[][][]	[][][]	[][][]
Height: 1	Height: 1	Height: 2	Height: 2
Vector: -	Vector: -	Vector: -	Vector: Rise

Height = tolerated amount of height difference

Vector = check the Terms section above

P = Unit

X = Target Area

T = Allowed target point (the attack can only hit 1 square)

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Chilled Lance	**	135	30	W	37	Weak	
I	107/112	8/0	N	Knockback			
II	115/122	8/0	W	Weak			
IV	0/0	4/0	N	HP 1/4 Dmg, Pass Through			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Darkish	**	136	27	E	39	No Counter	
I	115/122	8/0	N	Knockback			
II	119/137	8/0	N	No Counter			
III	139/204	8/0	E	Void DEF %			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Shangri-La	****	173	36	A	45	Sacrifice	
I	107/112	8/0	N	Knockback			
II	121/147	8/0	A	Sacrifice			
III	151/226	8/0	A	Void DEF %			
IV	0/0	4/0	N	HP 1/4 Dmg, Pass Through			

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
Oni Lance	****	178	39	N	54	Pain	
II	140/145	8/0	N	Pain			
III	162/246	8/0	N	Void DEF %			
IV	0/0	4/0	N	HP 1/2 Dmg, Pass Through			

M. SPEAR

Equipable by: Giulio

Category : 2H Weapon

Comments : There's only one M. Spear which is Gungnir itself. The weapon features a row-attack as main option and offers unique summon spells which cannot be found on any other weapon. Only one summon may be used per battlefield - choose wisely.

-Skill I-

[][][]
[X][X][X]
[][P][]
[][][]
[][][]

Height: 2

Vector: -

Height = tolerated amount of height difference

Vector = check the Terms section above

P = Unit

X = Target Area

NAME	GRADE	ATK	GRD	AFF	CAP	BEAT	PASSIVES
------	-------	-----	-----	-----	-----	------	----------

Gungnir	****	175	9	N	76	Curse

I	0/233	8/0	N	Absorb HP, Curse		

IV Ragnarok (check the Wpn Skills section for more details)						

~~~~~  
| V. WEAPON LOCATIONS [WPLO] |  
|  
~~~~~

[CREDITS: www.cs-wiki.net/gungnir which provided ALL of these locations.]

So where can you get a specific weapon? This section lists each Scene where it's possible to obtain one + the source (enemy drop, object...). Let's clear up the terms as usual:

Drop: The weapon in question is held by an enemy on that Scene.

Obj: A specific object needs to be destroyed to get it. Broonga's walkthrough provides excellent lists in this regard.

Chest: A treasure chest holds this weapon. Once again you should use Broonga's guide for more details.

Shop: After clearing the Scene, you can buy the weapon in the local shop.

Story: The weapon is obtained or held by a story character who joins you on the stated scene.

Reinf: Dropped by an enemy who might join the battlefield as reinforcement. As you might have noticed, there are some Retreat Points marked with a red flag on the battlefield. Bringing an enemy close to this area while he's low on HP might trigger a Retreat Action where another unit replaces the injured foe. The best way to achieve this is by trapping the target directly on a Retreat Point, endlessly enforcing retreats until your desired enemy arrives.

SWORDS

NAME	GRADE	LOCATION

Blunt Sword	*	1: shop, 2: shop

Bronze Sword	*	3: drop, reinf, 4: chest, drop, shop, 5: shop, 9: shop

Iron Sword	*	1: story, 2: chest, 3: drop, reinf, shop, 4: drop, 6: drop

Rainy Saber	**	4: chest, 8: drop, reinf, shop, 9: drop, reinf, shop, 10: drop, 11: drop, shop
Flamberge	**	3: drop, 4: drop, 8: drop, shop, 9: shop, 11: shop
Dark Saber	**	8: drop, 9: drop, 10: drop, reinf, 14: shop, 15: shop, 17: shop
Earth Divide	**	16: shop, 18: shop, 19: shop, 20: shop
Gran Sabre	***	19: drop, reinf, shop, 20: drop, shop, 22: shop
End of Ages	***	19: drop, 22: drop, reinf, 23: shop, 25: drop, reinf, 27: enemy, reinf
Zephyr	***	22: chest, drop, 24: shop, 25: enemy, reinf, 26: drop, reinf, 27: drop, reinf
Rosier	****	23: obj, 25: drop, 27*: obj
Aegis	****	27*: obj

*Scene 27 can only be accessed by getting the Bad Ending which means you have to DISAGREE with Alissa in most choice events. If you want to use New Game+ on your second playthrough, I highly recommend to get the Bad Ending first (otherwise there would be no room to use the strongest sword "Aegis").

G. SWORDS

NAME	GRADE	LOCATION
Magical Sword	*	6: shop, 7: shop, 8: shop
Air Blade	*	6: drop, shop, 7: shop, 8: shop
Black Brand	*	8: shop, 9: drop, reinf, shop, 11: drop, shop
Holy Sabre	**	14: shop, 15: shop, 17: shop
Deathbringer	**	15: shop, 16: shop, 17: shop, 18: shop
7-Star Sword	**	10: drop, reinf, 17: chest, 18: chest, 19: shop, 20: shop, 22: shop
Excalibur	***	24: shop, 25: drop, reinf, 27: drop, reinf
Zelos	***	24: shop, 26: obj
Volcano	****	22: obj
Balmung	****	25: chest, drop, 26: chest

RAPIERS

-Skill I-

-Skill IV-

[][][]
 [][][]
 [][X][]
 [][P][]
 [][][]

[][][]
 [][X][]
 [][X][]
 [][P][]
 [][][]

Height: 2

Height: 1

Vector: -

Vector: Rise

P = Unit

X = Target Area

Height = tolerated amount of height difference

Vector = check the Terms section above

NAME	GRADE	LOCATION
Estoc	*	3: story, 4: shop
Bloody Rapier	**	Cannot be obtained (held by Skeletons)
Blue Stinger	***	6: story, 15: shop, 16: shop, 17: shop, 18: shop
Crimson Red	***	18: shop, 19: shop, 20: shop
Zolfy	****	22: obj

AXES

NAME	GRADE	LOCATION
Francisca	*	1: drop, 3 drop, shop, 5: drop, 7: drop
Battleaxe	*	4: story, 5: drop, shop, 7: drop, shop, 8: drop
Slasher	*	3: drop, 4: shop, 7: drop
Silver Moon	**	8: obj, 10: shop, 11: shop, 15: shop
Ogre Blade	**	7: shop, 8: shop
Kill Blade	**	5: chest, 7: drop, shop, 8: drop, shop, 9: shop, 14: drop, 16: drop, 18: drop, 24: drop
Sunrise	***	14: chest, 17: shop, 18: shop, 19: shop, 20: shop, 24: drop, reinf
Berserker	***	17: obj, drop, 21: shop, 22: shop, 24: drop, shop

Headman's Axe	****	24: drop
Gargarodon	****	25: drop

HAMMERS

NAME	GRADE	LOCATION
Spiky Hammer	*	5: shop, 7: shop
Bloody Rose	**	5: drop, shop, 7: drop, reinf, shop
Thor's Hammer	***	16: shop, 18: drop, shop, 19: shop, 20: shop
Hammer of Ruin	****	24: chest
Golden Hammer	****	17: chest, 24: reinf

DAGGERS

NAME	GRADE	LOCATION
Cutlass	*	1: drop, 2: story, drop, 3: shop, 4: chest, 6: drop
Icepick	*	2: story, 4: drop, 5: shop, 6: shop
Main-gauche	*	8: drop, reinf, shop, 9: shop, 10: drop, reinf, shop
Mana Dagger	**	11: shop, 15: shop, 16: shop
Rune Knife	**	9: obj, 14: shop, 15: shop, 17: drop, reinf, shop, 18: shop
Revenger	***	24: drop, shop, 25: chest
Scarlet Blade	***	21: shop, 22: drop, reinf, shop, 23: drop, reinf, 24: shop
Crystal Edge	***	21: drop, reinf, 23: shop
Light Slasher	****	25: chest
Laevatein	****	24: chest

CLAWS

NAME	GRADE	LOCATION
Wild Cat	*	4: drop, shop, 5: shop
Carnage Claw	*	6: story, drop, 7: shop, 8: shop, 11: drop
Griffin Talon	*	8: chest, 11: drop, 12: shop, 15: shop, 16: shop
Snatcher	**	14: shop, 15: shop, 17: shop, 18: shop
Leyte Claw	**	14: shop, 15: shop, 17: shop, 18: shop
Jackhand	**	17: drop, shop, 18: shop, 19: shop, 20: shop
Bloody Claw	***	17: shop, 18: shop, 19: shop, 20: shop
Wind Tearer	***	24: drop, reinf, shop
Evensem	****	25: obj
Scarlet Scissor	****	25: chest

TOOLS

NAME	GRADE	LOCATION
Wolf Fang	*	6: shop
Beast Fang	*	6: shop
Spider Spike	**	9: drop, reinf, shop, 10: shop, 11: shop, 15: shop
Naga Fangs	**	7: chest, 12: shop, 15: shop, 16: shop
Scorpion Tail	**	14: drop, shop, 15: shop, 17: shop, 18: shop
Shiranui	***	19: drop, reinf, shop, 20: shop, 22: shop
Arabian Might	***	17: shop, 18: shop, 19: shop, 20: shop, 21: drop, reinf
Mermaid Fin	***	16: chest, 19: drop, reinf, shop, 20: shop, 21: obj, 22: shop
Demon Pen	****	25: obj, 26: drop, reinf
Epitaphios	****	24: chest

WHIPS

NAME	GRADE	LOCATION
Thorn Whip	*	3: drop, shop, 5: drop, shop, 7: drop, reinf
Rope	*	3: chest, shop, 4: shop, 6: shop, 8: shop
Flame Whip	**	8: shop, 9: shop, 10: shop
Thunder Chain	**	8: drop, reinf, 11: shop, 15: shop, 16: shop
Dragon Eater	***	14: shop, 15: shop, 17: shop, 18: shop
Kraken	***	17: drop, shop, 18: shop, 19: shop, 20: shop
Vitra Whip	***	17: drop, 19: obj, 21: shop, 22: shop, 24: shop
Kamaitachi	***	18: chest, 23: drop, reinf, shop, 24: shop
Prominence	****	25: chest
Ouroboros	****	26: drop

KATANAS

NAME	GRADE	LOCATION
Zentetsu	*	5: chest, drop, 7: drop, shop, 8: drop, reinf, shop
Suigetsu	**	17: drop, shop, 18: chest, shop, 19: shop, 20: shop
Shin Zantetsu	***	23: drop, reinf, shop, 24: shop
Misteltein	****	17: chest
Yashamaru	****	26: chest

BOWS

NAME	GRADE	LOCATION
Handmade Bow	*	1: shop, 2: drop, shop, 3: story
Longbow	*	7: shop, 8: shop, 9: shop
Gust Bow	**	4: shop, 5: shop, 7: drop, reinf, 10: drop, reinf

Elfin Bow	**	11: shop, 15: shop, 16: shop
Flint Bow	**	15: shop, 16: shop, 17: shop, 18: shop
Lightning Bow	**	18: shop, 19: drop, reinf, shop, 20: shop
Raincloud Bow	**	18: shop, 19: shop, 20: shop
Spiral Arch	***	21: drop, reinf, shop, 22: shop, 23: shop
Burning Sun	***	22: drop, reinf, 23: shop, 24: shop
Bow of Iria	***	26: drop, reinf, 27: drop, reinf
Rainbow Arc	****	25: chest
Natalia Starbow	****	25: chest

CROSSBOWS

NAME	GRADE	LOCATION
Slinger	*	1: drop
Crossbow	*	3: drop, reinf, 4: shop, 5: shop, 6: drop
Iron Bowgun	*	6: story, 7: shop, 8: shop
Grief Bowgun	**	11: drop, shop, 15: shop, 16: shop
Arbalest	**	14: chest, 15: shop, 16: shop, 17: shop, 18: shop
Flare Shooter	**	18: shop, 19: shop
Tri Shot	***	17: obj, 19: shop, 20: shop, 21: chest, drop, 22: shop, 24: drop, reinf
Night Raven	***	23: shop
Gatling Bow	***	21: drop, reinf, 25: drop, reinf
Meteor	****	26: chest
Fallen Phoenix	****	25: drop, chest, 27: drop, reinf
Fanelia	****	25: chest

JAVELINS

NAME	GRADE	LOCATION
Bamboo Pick	*	1: shop, 2: drop, shop, 3: story
Pilum	*	3: drop, 4: shop, 5: shop
Flamme	**	7: shop, 8: shop, 9: shop
Ice Javelin	**	14: shop, 15: shop, 17: shop, 18: shop
Gladius	**	10: chest, 14: shop, 15: shop, 17: shop
Knight Killer	**	9: drop, reinf, 10: shop, 11: shop, 15: shop
Berkut	***	18: shop, 19: shop, 20: shop
Salamandora	***	21: drop, reinf, shop, 22: shop, 24: drop, shop
Babel Spearhead	***	26: obj
Wyvern	***	19: chest, 22: shop, 24: shop
Hraesvelger	****	23: chest
Gae Bolg	****	24: reinf

RODS

NAME	GRADE	LOCATION
Ruby Staff	*	3: drop, reinf, 4: story, shop
Jewel Rod	*	5: shop, 6: shop, 10: shop
Icicle Rod	*	6: drop, shop, 7: shop, 8: shop, 11: drop, 16: drop
Fire Wyrn Rod	**	8: shop, 9: shop, 10: shop
Moonlight Rod	**	6: chest, 10: shop, 11: shop, 15: shop
Gargoyle Rod	**	7: chest, 12: drop, shop, 15: shop, 17: shop
Lava Rod	**	18: shop, 19: drop, reinf, shop, 20: shop
Yggdrasil Staff	***	21: shop, 22: shop, 23: drop, reinf, shop
Sandworm Staff	***	19: drop, reinf, 23: shop, 24: shop, 25: drop, 26: drop, reinf
Southern Cross	****	23: drop
Jormungandr	****	26: drop

TOMES

NAME	GRADE	LOCATION
Small Bible	*	4: shop
Sooty Testament	*	4: story, 5: chest, shop, 9: shop
Sorcery Book	*	7: shop, 8: shop, 9: shop
Book of Eleanor	*	7: shop, 8: shop, 9: shop
Book of Laura	**	5: chest, 6: shop, 8: obj, chest, 10: drop, reinf, shop, 11: shop, 15: shop
Book of Gelt	**	12: chest, 16: shop, 18: shop
Book of Nanai	**	16: shop, 18: shop
Book of Kirie	**	18: shop, 19: shop, 20: shop, 23: drop, reinf
Alchemia	***	20: chest, 22: shop, 24: shop
Chronodict	***	22: drop, 25: chest, 27: drop, reinf
Madorisux	****	24: obj
Apocalypse	****	23: obj

BROOMS

NAME	GRADE	LOCATION
Straw Broom	*	7: shop, 8: shop, 9: shop
Lucky Broom	**	8: shop, 9: shop
Kikimora	**	7: chest, drop, reinf, 8: shop, 9: shop, 12: drop
Noir	**	9: drop, reinf, shop, 10: shop, 11: shop, 15: shop
Apple Tree	**	6: chest, 9: drop, reinf, shop, 10: shop, 11: drop, shop, 15: shop
Inferno	***	21: shop, 22: shop, 23: drop, reinf, shop
Spirit Broom	***	18: drop, shop, 19: shop, 20: shop
Cryocross	***	14: shop, 15: shop, 17: shop, 18: drop, shop
Wind of Eden	***	23: chest, shop, 24: drop, shop

Pamela's Broom	****	17: drop
Magic Comet	****	25: chest
Formula	****	24: chest

MACES

NAME	GRADE	LOCATION
Morning Star	*	8: shop
Sapphire Mace	**	10: shop, 11: shop, 15: shop
Bronze Mace	**	7: obj, 16: shop, 18: shop, 19: shop, 20: shop
Lost Maiden	***	23: shop, 24: shop
Galactia	****	25: reinf

WANDS

NAME	GRADE	LOCATION
Honey Stick	*	11: chest
Coral Branch	*	6: drop, 12: shop
Lilybell Wand	**	10: shop, 11: shop, 12: drop, 15: shop
Arrow Heart	***	16: shop, 17: chest, 18: shop, 19: shop
Aerial	***	21: shop, 22: shop, 23: shop
Twinkle Stick	****	20: chest

LANCES

NAME	GRADE	LOCATION
Chilled Lance	**	14: story
Darkish	**	Cannot be obtained (held by Robertus on Scene 10)

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| Shangri-La      | **** | 23: obj
|-----|
| Oni Lance      | **** | 22: drop
|-----|

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M. SPEAR
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+-----+
| NAME          | GRADE | LOCATION
|-----|
| Gungnir      | **** | 3: story
|-----|

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| VI. WEAPON SKILLS                                     [SKLS] |
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A simple list of every weapon type's skills in correlation to the skill numbers (I, II, III and IV). Abbreviations:

- B/T POW: Base Power and Tactical Power
- D/CT : Delay and Cast Time
- AFF : Affinity/Element
- EFFECTS: things like "Knockback" or "Undead Killer"

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SWORDS
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-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][X][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
Height: 2	Height: 1	Height: 2	Height: 2
Vector: -	Vector: -	Vector: Rise	Vector: -

P = Unit
X = Target Area
Height = tolerated amount of height difference
Vector = check the Terms section

[SKILL I]

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+-----+
| SOURCE WEAPON | B/T POW | D/CT | AFF | Effects
|-----|
| Iron Sword   | 99/77  | 6/0  | N   |
|-----|

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Rainy Saber	112/77	6/0	W	
Dark Saber	125/84	6/0	N	
End of Ages	125/84	6/0	N	
Gran Sabre	141/93	6/0	N	
Aegis	141/93	6/0	N	
Rosier	150/98	6/0	A	

[SKILL II]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Blunt Weapon	61/13	8/0	N	
Iron Sword	61/13	8/0	N	
Flamberge	79/17	6/0	F	
Earth Divide	82/18	8/0	E	
End of Ages	145/30	8/0	N	
Zephyr	146/28	8/0	N	
Rosier	161/30	8/0	A	Undead Killer

[SKILL III]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Dark Saber	108/127	9/0	N	Knockback
Bronze Sword	108/127	9/0	N	Knockback
Rainy Saber	123/145	9/0	W	Knockback
Zephyr	123/145	9/0	W	Knockback
Gran Sabre	127/149	9/0	N	Knockback
Rosier	127/149	9/0	A	Knockback
Aegis	157/186	9/0	N	vs Wampyr 150%, Knockback

[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Blunt Sword	0/0	7/0	N	Fixed Dmg 1, Poor Aim
Flamberge	121/46	7/0	F	Pyrrism
Dark Saber	131/50	7/0	N	Blind
End of Ages	145/56	7/0	N	Curse

Rosier	149/57	7/0	A	Sleep
Aegis	155/59	7/0	N	DEF 1/2
Zephyr	157/60	7/0	W	Mana Aura

G. SWORDS

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][][]	[][][]	[][][]	[][X][]
[][X][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
Height: Inf.	Height: 1	Height: 2	Height: 1
Vector: Fall	Vector: -	Vector: -	Vector: Rise

P = Unit

X = Target Area

Inf. = Infinite

Height = tolerated amount of height difference

Vector = check the Terms section above

[SKILL I]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Air Blade	123/145	9/0	A	MDEF 1/2
Balmung	123/145	9/0	A	MDEF 1/2
Deathbringer	127/149	9/0	W	Frozen
Volcano	138/163	9/0	F	Burn
Excalibur	148/175	9/0	E	Full HP Only

[SKILL II]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Magical Sword	145/98	2/14	F	Burn
Holy Sabre	153/106	2/14	W	Frozen
Black Brand	155/109	2/14	N	
Balmung	155/109	2/14	N	
7-Star Sword	160/113	2/14	A	Tactics Damage 3

[SKILL III]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Black Brand	96/58	10/0	E	Knockback
7-Star Sword	105/63	10/0	N	Knockback
Zelos	128/77	10/0	W	vs Drake 200%, Knockback
Volcano	133/79	10/0	N	Knockback
Balmung	226/124	10/0	A	Knockback

[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Air Blade	142/118	3/10	A	Aerism
Black Brand	150/126	3/10	N	Blind
Holy Sabre	163/132	3/10	N	Weak
Deathbringer	176/148	3/10	N	Branded
7-Star Sword	189/184	3/10	N	Mana Aura
Volcano	181/200	3/10	F	Burn

RAPIERS

-Skill I-

-Skill IV-

[][][]	[][][]
[][][]	[][X][]
[][X][]	[][X][]
[][P][]	[][P][]
[][][]	[][][]

Height: 2

Height: 1

Vector: -

Vector: Rise

P = Unit

X = Target Area

Height = tolerated amount of height difference

Vector = check the Terms section above

[SKILL I]

CGWW = Can't guard w/ weapon

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Estoc	91/18	7/0	N	CGWW
Bloody Rapier	102/21	7/0	N	Near Death 250%, CGWW

[SKILL IV]

CGWW = Can't guard w/ weapon

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Blue Stinger	112/103	11/0	W	DEF 1/2, Knockback, CGWW
Crimson Red	117/144	11/0	F	MDEF 1/2, Knockback, CGWW
Zolfy	124/154	11/0	N	Nightmare, Knockback, CGWW

AXES

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][X][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[X][P][X]
[][][]	[][][]	[][][]	[][X][]
[][][]	[][][]	[][][]	[][][]
Height: 2	Height: 1	Height: 2	Height: 1
Vector: Rise	Vector: -	Vector: -	Vector: -

P = Unit

X = Target Area

Height = tolerated amount of height difference

Vector = check the Terms section

[SKILL I]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Battleaxe	153/55	6/0	N	
Kill Blade	153/55	6/0	N	
Francisca	167/60	6/0	N	
Headman's Axe	167/60	6/0	N	
Ogre Blade	233/84	6/0	E	Full HP Only
Gargarodon	233/84	6/0	E	Full HP Only

[SKILL II]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Slasher	113/22	9/0	N	
Berserker	148/28	9/0	N	
Kill Blade	148/28	9/0	N	
Headman's Axe	188/35	9/0	N	vs Human

[SKILL III]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Silver Moon	101/9	12/0	N	Arm Break
Berserker	101/9	12/0	N	Arm Break
Kill Blade	105/9	12/0	N	Helm Break
Headman's Axe	105/9	12/0	N	Helm Break
Slasher	107/9	12/0	N	Shield Break
Sunrise	107/9	12/0	N	Shield Break
Battleaxe	110/10	12/0	N	Armor Break
Gargarodon	110/10	12/0	N	Armor Break

[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Berserker	155/29	7/0	N	Split Dmg
Silver Moon	175/32	7/0	N	Night Only, Split Dmg
Sunrise	194/36	7/0	F	Day Only, Split Dmg
Gargarodon	215/76	7/0	E	Split Dmg

HAMMERS

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][][]	[][X][]	[][][]	[][][]
[][X][]	[][X][]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]

Height: 2 Height: 1 Height: 2 Height: 2
 Vector: Rise Vector: Rise Vector: - Vector: Rise

P = Unit
 X = Target Area
 Height = tolerated amount of height difference
 Vector = check the Terms section above

[SKILL I]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Thor's Hammer	145/76	11/0	A	vs Golem 250%
Hammer of Ruin	159/60	11/0	N	Random Break

[SKILL II]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Bloody Rose	92/0	12/0	N	Foot Break, Void Float/Water
Hammer of Ruin	92/0	12/0	N	Foot Break, Void Float/Water

[SKILL III]

KB = Knockback

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Bloody Rose	97/40	8/0	N	Near Death 250%, Shieldless, KB
Thor's Hammer	109/47	8/0	A	Half Guard, Knockback
Golden Hammer	198/92	8/0	N	Gold Dmg 10, Charm, Knockback

[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Bloody Rose	256/320	14/0	F	vs Object
Spiky Hammer	352/448	14/0	N	vs Object
Hammer of Ruin	352/448	14/0	N	vs Object

 DAGGERS

```

[ ][ ][ ]      [ ][ ][ ]      [ ][ ][ ]      [ ][ ][ ]
[ ][ ][ ]      [ ][ ][ ]      [ ][ ][ ]      [ ][ ][ ]
[ ][X][ ]      [X][X][X]      [ ][X][ ]      [ ][X][ ]
[ ][P][ ]      [ ][P][ ]      [ ][P][ ]      [ ][P][ ]
[ ][ ][ ]      [ ][ ][ ]      [ ][ ][ ]      [ ][ ][ ]

```

```

Height: 2      Height: 1      Height: 2      Height: 2
Vector: -      Vector: -      Vector: -      Vector: -

```

P = Unit
X = Target Area
Height = tolerated amount of height difference
Vector = check the Terms section above

[SKILL I]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Cutlass	26/232	10/0	N	Knockback
Main-gauche	26/232	10/0	N	Knockback
Revenger	29/259	10/0	N	Near Death 250%, Knockback
Crystal Edge	30/271	10/0	N	Knockback
Laevatein	35/315	10/0	W	Knockback

[SKILL II]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Main-gauche	82/49	5/0	N	
Rune Knife	92/53	5/0	A	Tactics Damage 3
Scarlet Blade	100/58	5/0	F	
Crystal Edge	101/56	5/0	W	
Light Slasher	102/60	5/0	N	

[SKILL III]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Cutlass	86/16	4/0	N	
Scarlet Blade	105/21	4/0	F	
Revenger	107/22	4/0	N	Near Death 250%
Mana Dagger	172/32	4/0	W	
Laevatein	172/32	4/0	W	

```

-----|
| Light Slasher | 204/37 | 4/0 | A |
+-----+

```

[SKILL IV]

```

-----+
| SOURCE WEAPON | B/T POW | D/CT | AFF | Effects |
-----+
| Mana Dagger   | 85/32   | 5/0   | N   | Mana Aura |
-----+
| Icepick       | 90/36   | 5/0   | W   | Aquism    |
-----+
| Rune Knife    | 105/40  | 5/0   | N   | Silent    |
-----+
| Light Slasher | 110/44  | 5/0   | A   | Sleep     |
-----+
| Crystal Edge  | 116/47  | 5/0   | W   | Stone     |
+-----+

```

```

-----
CLAWS
-----

```

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][][]	[][][]	[][][]	[][][]
[][X][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
Height: 2	Height: 1	Height: 2	Height: 2
Vector: Rise	Vector: -	Vector: -	Vector: -

P = Unit
X = Target Area
Height = tolerated amount of height difference
Vector = check the Terms section above

[SKILL I]

```

-----+
| SOURCE WEAPON | B/T POW | D/CT | AFF | Effects |
-----+
| Carnage Claw  | 129/146 | 11/0 | N   | Knockback |
-----+
| Snatcher      | 134/151 | 11/0 | A   | Knockback |
-----+
| Bloody Claw   | 164/186 | 11/0 | N   | Absorb HP, Knockback |
-----+
| Evensem       | 178/202 | 11/0 | E   | Knockback |
+-----+

```

[SKILL II]

```

-----+
| SOURCE WEAPON | B/T POW | D/CT | AFF | Effects |
-----+

```

Carnage Claw	81/33	7/0	N	Mana Aura
Griffin Talon	82/34	7/0	N	Poison
Leyte Claw	89/37	7/0	N	Sleep
Jackhand	100/42	7/0	A	vs Human, Shieldless
Scarlet Scissor	104/43	7/0	F	Weak
Wind Tearer	110/46	7/0	A	Slow Cast

[SKILL III]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Wild Cat	89/18	6/0	N	Sleep
Griffin Talon	107/21	6/0	A	Geoism
Leyte Claw	115/23	6/0	W	Aquism
Evensem	121/24	6/0	E	Full HP Only
Scarlet Scissor	138/28	6/0	N	No Counter

[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Scarlet Scissor	11/1	14/0	F	Steal
Wind Tearer	20/2	14/0	N	Steal
Jackhand	27/2	14/0	N	Steal
Evensem	27/2	14/0	N	Steal
Snatcher	133/11	14/0	N	Night Only, Steal

TOOLS

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][T][]	[][][]
[][X][]	[T][T][T]	[][T][]	[][X][]
[][P][]	[T][P][T]	[][S][]	[][P][]
[][][]	[T][T][T]	[][T][]	[][][]
[][][]	[][][]	[][P][]	[][][]
Height: 2	Height: Inf.	Height: Inf.	Height: Inf.
Vector: -	Vector: Fall	Vector: -	Vector: Rise

Random square

P = Unit

X = Target Area

T = Allowed target point (the attack can only hit 1 square)

S = Sweet Spot (100% hit rate)

Inf. = Infinite

Height = tolerated amount of height difference

Vector = check the Terms section above

[SKILL I]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Spider Spike	46/9	2/0	E	
Mermaid Fin	52/10	2/0	N	
Demon Pen	56/11	2/0	N	

[SKILL II]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Scorpion Tail	143/252	9/0	E	Poison
Mermaid Fin	145/255	9/0	W	DEF 1/2
Epitaphios	152/273	9/0	N	Silent

[SKILL III]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Naga Fangs	79/104	6/0	N	
Demon Pen	79/104	6/0	N	
Shiranui	84/110	6/0	F	
Epitaphios	139/166	6/0	E	

[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Wolf Fang	241/289	5/0	N	Pain, Night Only
Beast Fang	243/304	5/0	N	Poor Aim, Night Only
Naga Fangs	245/315	5/0	N	Curse, Night Only
Spider Spike	246/320	5/0	N	Sticky, Night Only

Scorpion Tail	248/336	5/0	E	Half Guard, Night Only
Shiranui	249/346	5/0	F	Scapegoat, Night Only
Arabian Might	252/362	5/0	E	Panic, Night Only
Mermaid Fin	255/383	5/0	W	Slippery, Night Only
Demon Pen	257/399	5/0	E	Sacrifice, Night Only
Epitaphios	260/420	5/0	N	Branded, Night Only

WHIPS

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][X][]	[][][]	[][][]	[][][]
[][X][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
Height: 1	Height: 1	Height: 2	Height: 2
Vector: -	Vector: -	Vector: Rise	Vector: -

P = Unit

X = Target Area

Height = tolerated amount of height difference

Vector = check the Terms section above

[SKILL I]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Thorn Whip	127/21	7/0	N	
Dragon Eater	127/21	7/0	N	
Thunder Chain	136/23	7/0	N	
Vitra Whip	153/26	7/0	E	
Ouroboros	153/26	7/0	E	
Kamaitachi	166/28	7/0	A	

[SKILL II]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Thorn Whip	106/37	5/0	N	Poison
Flame Whip	127/51	5/0	F	Pain

Thunder Chain	132/53	5/0	A	No Counter
Kraken	143/28	5/0	N	Sticky
Vitra Whip	147/57	5/0	E	Stone
Prominence	153/61	5/0	N	Gravity

[SKILL III]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Flame Whip	144/53	6/0	N	vs Beast
Dragon Eater	166/61	6/0	N	vs Drake 200%, vs Beast
Kraken	233/82	6/0	W	vs Beast
Prominence	249/88	6/0	F	vs Beast
Ouroboros	268/95	6/0	E	Full HP Only, vs Beast

[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Rope	2/0	4/0	N	Capture
Vitra Whip	16/2	4/0	N	Capture
Ouroboros	16/2	4/0	N	Capture

KATANAS

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][X][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
Height: 2	Height: 1	Height: 2	Height: 2
Vector: -	Vector: -	Vector: Rise	Vector: -

P = Unit
X = Target Area
Height = tolerated amount of height difference
Vector = check the Terms section above

[SKILL I]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Misteltein	279/449	0/0	N	LV Down, Knockback

[SKILL II]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Yashamaru	195/224	0/0	F	Weak, Near Death 250%

[SKILL III]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Suigetsu	0/0	0/0	W	Frozen, HP 1/4 Dmg

[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Zentetsu	181/100	0/0	N	Void DEF %
Shin Zantetsu	202/112	0/0	N	Void DEF %

BOWS

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][T][]	[][T][]	[][][]	[][T][]
[][T][]	[][T][]	[][T][]	[][T][]
[][T][]	[][S][]	[][T][]	[][T][]
[][T][]	[][T][]	[][X][]	[][S][]
[][S][]	[][T][]	[X][X][X]	[][T][]
[][T][]	[][T][]	[][X][]	[][T][]
[][T][]	[][T][]	[][T][]	[][T][]
[][][]	[][][]	[][][]	[][][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
Height: Inf.	Height: Inf.	Height: Inf.	Height: Inf.
Vector: -	Vector: -	Vector: Fall	Vector: -
		Rnd 3 squares	

S = Sweet Spot (100% hit rate)

Inf. = Infinite

Height = tolerated amount of height difference

Vector = check the Terms section above

Rnd 3 squares = the skill hits 3 of the 5 targeted squares (random)

P = Unit

X = Target Area

T = Allowed target point (the attack can only hit 1 square)

If there are X's and T's present on the same skill number, it means that all vertical X's going straight out from the unit (P) are allowed target points as well. The X's just show the area of effect.

[SKILL I]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Handmade Bow	77/60	6/0	N	
Longbow	77/60	6/0	N	
Gust Bow	87/69	6/0	N	
Lightning Bow	87/69	6/0	N	
Elfin Bow	91/73	6/0	W	
Flint Bow	96/78	6/0	F	
Burning Sun	107/88	6/0	N	
Bow of Iria	107/88	6/0	N	
Rainbow Arc	115/95	6/0	N	

[SKILL II]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Elfin Bow	61/124	7/0	N	
Natalia Starbow	61/124	7/0	N	
Gust Bow	64/131	7/0	A	
Spiral Arch	77/158	7/0	N	
Bow of Iria	86/175	7/0	W	

[SKILL III]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Longbow	58/81	10/0	N	
Bow of Iria	58/81	10/0	N	
Elfin Bow	62/86	10/0	N	Tactics Damage 3
Lightning Bow	67/93	10/0	A	
Raincloud Bow	68/95	10/0	W	Rain Only, Frozen
Burning Sun	74/103	10/0	F	Day Only

Natalia Starbow	107/137	10/0	A	Night Only
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[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Flint Bow	61/60	7/0	F	Burn
Lightning Bow	67/65	7/0	N	DEF 1/2
Bow of Iria	70/67	7/0	W	Undead Killer, No Counter
Spiral Arch	73/71	7/0	N	Slow Cast
Rainbow Arc	79/77	7/0	N	Day Only, Half Guard
Natalia Starbow	82/80	7/0	A	Silent

CROSSBOWS

[SKILL I]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Arbalest	110/65	5/0	N	
Iron Bowgun	110/65	5/0	N	
Crossbow	113/61	5/0	N	
Flare Shooter	113/61	5/0	N	
Slinger	117/58	5/0	N	
Tri Shot	117/58	5/0	N	
Fanelia	118/70	5/0	W	
Gatling Bow	140/84	5/0	N	
Fallen Phoenix	140/84	5/0	N	

[SKILL II]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Iron Bowgun	104/62	6/0	N	
Arbalest	119/71	6/0	N	
Fanelia	121/72	6/0	W	

Night Raven	135/82	6/0	A	Night Only	
Meteor	145/86	6/0	E	Full HP Only	

[SKILL III]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects	
Grief Bowgun	97/82	8/0	E		
Fanelia	102/87	8/0	W		
Gatling Bow	109/93	8/0	N		
Night Raven	111/95	8/0	A	Night Only	
Tri Shot	118/101	8/0	N		
Fallen Phoenix	118/101	8/0	N		

[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects	
Crossbow	100/0	7/0	A	Weak	
Night Raven	113/0	7/0	N	Fleeing	
Grief Bowgun	130/0	7/0	N	Curse	
Flare Shooter	140/0	7/0	F	Pyrimism	
Tri Shot	143/0	7/0	N	Mana Aura	
Fallen Phoenix	160/0	7/0	N	Gravity, vs Harpy 150%	
Fanelia	509/0	15/0	N	Pain	

JAVELINS

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][][]	[][T][]	[][T][]	[][][]
[][][]	[][T][]	[][T][]	[][][]
[][][]	[][T][]	[][T][]	[][T][]
[][][]	[][T][]	[][T][]	[][X][]
[][][]	[][S][]	[][S][]	[X][X][X]
[][][]	[][T][]	[][T][]	[][X][]
[][X][]	[][T][]	[][T][]	[][T][]
[][X][]	[][T][]	[][T][]	[][][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]

Height: 1	Height: Inf.	Height: Inf.	Height: Inf.
Vector: Rise	Vector: -	Vector: -	Vector: Fall
			Rnd 1 square

S = Sweet Spot (100% hit rate)

Inf. = Infinite

Height = tolerated amount of height difference

Vector = check the Terms section above

Rnd 1 square = the attack hits 1 of the targeted X's (randomly chosen)

P = Unit

X = Target Area

T = Allowed target point (the attack can only hit 1 square)

If there are X's and T's present on the same skill number, it means that all vertical X's going straight out from the unit (P) are allowed target points as well. The X's just show the area of effect.

[SKILL I]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Bamboo Pick	89/8	9/0	E	
Gladius	126/11	9/0	N	
Salamandora	126/11	9/0	N	
Knight Killer	134/12	9/0	N	
Gae Bolg	247/21	9/0	N	

[SKILL II]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Bamboo Pick	69/27	7/0	N	
Flamme	97/38	7/0	F	
Pilum	99/39	7/0	N	
Gae Bolg	99/39	7/0	N	
Ice Javelin	107/42	7/0	W	Frozen, Void DEF %
Knight Killer	114/45	7/0	N	vs Wampyr 150%
Berkut	121/48	7/0	N	vs Harpy 150%
Hraesvelger	130/51	7/0	N	vs Wampyr 150%, vs Harpy 150%
Babel Spearhead	137/54	7/0	E	

[SKILL III]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects

Pilum	67/14	10/0	N	Knockback
Knight Killer	67/14	10/0	N	Knockback
Gladius	86/18	10/0	E	Knockback
Salamandora	95/20	10/0	F	Knockback
Wyvern	100/21	10/0	A	Knockback
Hraesvelger	104/22	10/0	W	Knockback

[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Flamme	341/273	13/0	N	
Gladius	363/284	13/0	E	
Berkut	379/293	13/0	N	
Gae Bolg	379/293	13/0	N	
Salamandora	407/307	13/0	F	
Wyvern	440/324	13/0	A	

RODS

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][][][]
[][][]	[][][]	[][][]	[][][][][]
[][][]	[][][]	[][][]	[][][][][]
[][][]	[][][]	[][][]	[][][T][][]
[][T][]	[][][]	[][][]	[][][X][][]
[][X][]	[][T][]	[][T][]	[][X][X][X][]
[X][X][X]	[][X][]	[][X][]	[X][X][X][X][X]
[][X][]	[X][X][X]	[X][X][X]	[][X][X][X][]
[][T][]	[][X][]	[][X][]	[][][X][][]
[][P][]	[][P][]	[][P][]	[][][P][][]
[][][]	[][][]	[][][]	[][][][][]
Height: Inf.	Height: Inf.	Height: Inf.	Height: 9
Vector: -	Vector: Fall	Vector: Rise	Vector: -
		Rnd 3 square	

Inf. = Infinite

Height = tolerated amount of height difference

Vector = check the Terms section above

Rnd 3 square = the attack hits 3 of the targeted squares (random mechanic)

P = Unit

X = Target Area

T = Allowed target point (the attack can only hit 1 square)

If there are X's and T's present on the same skill number, it means that all vertical X's going straight out from the unit (P) are allowed target points as well. The X's just show the area of effect.

[SKILL I]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Moonlight Rod	0/0	3/20	S	Night Only, PC, Vit Recovery 4%
Yggdrasil Staff	0/0	3/20	S	Purge Corpse, Vit Recovery 6%
Ruby Staff	90/74	3/18	N	
Jewel Rod	93/78	3/18	E	Summon Gem
Icicle Rod	95/79	3/18	W	Frozen
Lava Rod	101/86	3/18	F	Burn, vs Golem 250%
Jormungandr	111/97	3/18	E	

PC = Purge Corpse

[SKILL II]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Fire Wyrn Rod	106/105	3/20	F	MDEF 1/2
Lava Rod	119/106	3/20	N	Sticky
Gargoyle Rod	123/109	3/20	W	DEF 1/2
Sandworm Staff	126/111	3/20	E	Geoism
Southern Cross	138/119	3/20	F	Slow Cast

[SKILL III]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Ruby Staff	80/77	3/12	F	Pyrrism
Icicle Rod	81/78	3/12	N	Silent
Gargoyle Rod	83/80	3/12	N	Stone
Moonlight Rod	84/81	3/12	A	Night Only, Sleep
Yggdrasil Staff	87/83	3/12	W	Aquism
Southern Cross	89/85	3/12	F	Poor Aim

Jormungandr	160/119	3/12	E	Poison
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[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Icicle Rod	68/79	4/24	W	Frozen
Lava Rod	70/84	4/24	F	Burn
Southern Cross	70/84	4/24	F	Burn
Jormungandr	71/88	4/24	N	
Sandworm Staff	72/92	4/24	E	

TOMES

-Skill I- -Skill II- -Skill III- -Skill IV-

[][][]	[][][]	[][][]	[][][]
[][][]	[][T][]	[][][]	[][][]
[][][]	[][T][]	[][][]	[][][]
[][][]	[][T][]	[][][]	[][][]
[][][]	[][T][]	[][T][]	[][][]
[][][]	[][T][]	[][X][]	[][T][]
[][][]	[][T][]	[X][X][X]	[][S][]
[][X][]	[][T][]	[][X][]	[][T][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]

Height: Inf. Height: Inf. Height: 9 Height: Inf.
Vector: Fall Vector: - Vector: Rise Vector: -

Inf. = Infinite

Height = tolerated amount of height difference

Vector = check the Terms section above

P = Unit

S = Sweet Spot (100% hit rate)

X = Target Area

T = Allowed target point (the attack can only hit 1 square)

If there are X's and T's present on the same skill number, it means that all vertical X's going straight out from the unit (P) are allowed target points as well. The X's just show the area of effect.

[SKILL I]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Small Bible	0/0	5/0	S	Heal 35%, Purge Corpse
Madorisux	0/0	5/0	S	Heal 40%, Purge Corpse

Sorcery Book	0/0	5/0	S	Heal 50%, Purge Corpse
Book of Gelt	0/0	5/0	S	Heal 60%, Purge Corpse
Book of Kirie	0/0	5/0	S	Heal 70%, Purge Corpse
Book of Laura	0/0	5/0	S	Heal 80%, Purge Corpse
Alchemia	0/0	5/0	S	Heal 85%, Purge Corpse
Apocalypse	0/0	5/0	S	Heal 100%, Purge Corpse

[SKILL II]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Sorcery Book	0/0	6/0	S	Heal 30%, Purge Corpse
Sooty Testament	0/0	6/0	S	Heal 40%, Purge Corpse
Book of Nanai	0/0	6/0	S	Heal 45%, Purge Corpse
Alchemia	0/0	6/0	S	Heal 50%, Purge Corpse
Book of Kirie	0/0	6/0	S	Heal 60%, Purge Corpse
Book of Gelt	0/0	6/0	S	Heal 70%, Purge Corpse
Chronodict	0/0	6/0	S	Heal 80%, Purge Corpse

[SKILL III]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Book of Laura	0/0	3/16	S	Heal 25%, Purge Corpse
Chronodict	0/0	3/16	S	Heal 30%, Purge Corpse
Book of Kirie	0/0	3/16	S	Heal 40%, Purge Corpse
Book of Nanai	0/0	3/16	S	Heal 50%, Purge Corpse
Book of Eleanor	0/0	3/16	S	Heal 60%, Purge Corpse
Madorisux	0/0	3/16	S	Heal 75%, Purge Corpse

[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Small Bible	60/40	7/0	W	Poor Aim
Sooty Testament	62/42	7/0	A	Blind

Sorcery Book	66/44	7/0	E	Gravity
Book of Eleanor	71/47	7/0	W	No Counter
Book of Laura	74/49	7/0	F	Pyrim
Book of Gelt	76/51	7/0	A	Aerism
Book of Nanai	79/53	7/0	W	Aquism
Book of Kirie	81/54	7/0	E	Geoism
Alchemia	82/55	7/0	W	Shieldless
Chronodict	85/57	7/0	A	Slow Cast
Madorisux	87/58	7/0	F	Curse
Apocalypse	236/131	7/0	E	Panic, Void DEF %

BROOMS

-Skill I-	-Skill II-	-Skill III*-	-Skill IV-
[][][]	[][][]	[][X][]	[][][]
[][][]	[][][]	[][X][]	[][][]
[][][]	[][][]	[][X][]	[][][]
[][][]	[][][]	[][X][]	[][][]
[][][]	[][T][]	[][X][]	[][][]
[][][]	[][X][]	[][X][]	[][][]
[][][]	[X][X][X]	[][X][]	[][][]
[][X][]	[][X][]	[][X][]	[][][]
[][P][]	[][P][]	[][P][]	[][X][]
[][][]	[][][]	[][][]	[][][]
Height: Inf.	Height: 9	Height: 9	Height: Inf.
Vector: Fall	Vector: Rise	Vector: Rise	Vector: - Set Gram

*Skill III has infinite (!) vertical range which can't be depicted here

Set Gram = the attack places a gram (basically a trap) below the user

Inf. = Infinite

Height = tolerated amount of height difference

Vector = check the Terms section above

P = Unit

X = Target Area

T = Allowed target point (the attack can only hit 1 square)

If there are X's and T's present on the same skill number, it means that all vertical X's going straight out from the unit (P) are allowed target points as well. The X's just show the area of effect.

[SKILL I]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Noir	180/65	11/0	N	
Spirit Broom	180/65	11/0	N	
Inferno	208/75	11/0	F	Burn
Formula	208/75	11/0	F	Burn
Magic Comet	211/76	11/0	E	
Wind of Eden	219/79	11/0	A	

[SKILL II]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Kikimora	85/8	3/16	F	Burn
Apple Tree	94/9	3/16	A	
Spirit Broom	98/9	3/16	E	
Cryocross	103/10	3/16	W	Frozen
Magic Comet	112/11	3/16	E	

[SKILL III]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Cryocross	64/13	3/28	N	Undead Killer, Knockback
Wind of Eden	88/18	3/28	A	Purge Corpse, Knockback
Pamela's Broom	162/30	3/28	N	Knockback
Formula	203/38	14/0	F	Burn, Full HP Only, Knockback

[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Straw Broom	225/193	5/0	E	Sticky, Day Only
Lucky Broom	234/261	5/0	A	Charm, Day Only
Inferno	235/275	5/0	F	Pyrim, Day Only
Kikimora	236/280	5/0	N	Mana Aura, Day Only
Noir	237/289	5/0	E	Blind, Day Only
Apple Tree	240/308	5/0	N	Sacrifice, Day Only

Pamela's Broom	241/321	5/0	N	PamVirus, Pamela Only, Day Only
Spirit Broom	244/340	5/0	E	Geoism, Day Only
Cryrocross	245/349	5/0	W	Scapegoat, Day Only
Wind of Eden	245/353	5/0	A	MDEF 1/2, Day Only
Magic Comet	246/358	5/0	E	Branded, Day Only
Formula	248/376	5/0	F	Stone, Day Only

MACES

-Skill III-	-Skill IV-
[][][]	[][][]
[][X][]	[][X][]
[][P][]	[][P][]
[][][]	[][][]
Height: 2	Height: 2
Vector: -	Vector: -

P = Unit
X = Target Area
Height = tolerated amount of height difference
Vector = check the Terms section above

[SKILL I]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Morning Star	66/7	7/0	N	

[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Sapphire Mace	124/11	8/0	W	Frozen
Bronze Mace	127/11	8/0	F	Burn
Lost Maiden	133/12	8/0	E	Geoism
Galactica	139/13	8/0	A	Aerism

WANDS

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][][]	[][][]	[][][]	[][][]
[][T][]	[][][]	[][][]	[][][]
[][X][]	[][][]	[][][]	[][][]
[X][X][X]	[][][]	[][][]	[][][]
[][X][]	[][][]	[][][]	[][][]
[][T][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[X][P][X]	[][P][]
[][][]	[][][]	[][X][]	[][][]
[][][]	[][][]	[][][]	[][][]
Height: 9	Height: 1	Height: 1	Height: 2
Vector: -	Vector: -	Vector: -	Vector: -

Height = tolerated amount of height difference

Vector = check the Terms section above

P = Unit

X = Target Area

T = Allowed target point (the attack can only hit 1 square)

If there are X's and T's present on the same skill number, it means that all vertical X's going straight out from the unit (P) are allowed target points as well. The X's just show the area of effect.

[SKILL I]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Aerial	44/23	3/10	A	
Lilybell Wand	49/25	3/10	W	Frozen
Twinkle Stick	55/28	3/10	N	

[SKILL II]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Coral Branch	62/60	3/6	A	
Twinkle Stick	69/67	3/6	N	
Arrow Heart	74/71	3/6	F	Burn
Aerial	75/72	3/6	A	

[SKILL III]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Twinkle Stick	0/0	3/12	S	Heal 30%, Vit Recovery 5%, PC

Arrow Heart	0/0	3/12	S	Heal 45%, Vit Recovery 3%	
+-----+					
Honey Stick	0/0	7/8	S	Vit Recovery 8%, Heal ?%	
+-----+					

PC = Purge Corpse

[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects	
+-----+					
Honey Stick	0/0	4/0	A	Branded, Fixed Dmg 8	
+-----+					
Lilybell Wand	4/0	4/0	N	Slippery	
+-----+					
Aerial	7/0	4/0	N	Half Guard	
+-----+					
Coral Branch	10/0	4/0	N	Sleep	
+-----+					
Arrow Heart	12/0	4/0	N	Charm	
+-----+					
Twinkle Stick	49/0	4/0	N	Mana Aura	
+-----+					

LANCES

-Skill I-	-Skill II-	-Skill III-	-Skill IV-
[][X][]	[][][]	[][][]	[][][]
[][X][]	[X][X][X]	[][X][]	[][X][]
[][P][]	[][P][]	[][P][]	[][P][]
[][][]	[][][]	[][][]	[][][]
[][][]	[][][]	[][][]	[][][]
Height: 1	Height: 1	Height: 2	Height: 2
Vector: -	Vector: -	Vector: -	Vector: Rise

Height = tolerated amount of height difference

Vector = check the Terms section above

P = Unit

X = Target Area

T = Allowed target point (the attack can only hit 1 square)

[SKILL I]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects	
+-----+					
Chilled Lance	107/112	8/0	N	Knockback	
+-----+					
Shangri-La	107/112	8/0	N	Knockback	
+-----+					
Darkish	115/122	8/0	N	Knockback	
+-----+					

[SKILL II]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Chilled Lance	115/122	8/0	W	Weak
Darkish	119/137	8/0	N	No Counter
Shangri-La	121/147	8/0	A	Sacrifice
Oni Lance	140/145	8/0	N	Pain

[SKILL III]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Darkish	139/204	8/0	E	Void DEF %
Shangri-La	151/226	8/0	A	Void DEF %
Oni Lance	162/246	8/0	N	Void DEF %

[SKILL IV]

SOURCE WEAPON	B/T POW	D/CT	AFF	Effects
Chilled Lance	0/0	11/0	N	Pass Through, HP 1/4 Dmg
Shangri-La	0/0	11/0	N	Pass Through, HP 1/4 Dmg
Oni Lance	0/0	11/0	N	Pass Through, HP 1/2 Dmg

M. SPEAR

-Skill I-

[][][]
[X][X][X]
[][P][]
[][][]
[][][]

Height: 2
Vector: -

Height = tolerated amount of height difference
Vector = check the Terms section above
P = Unit
X = Target Area
T = Allowed target point (the attack can only hit 1 square)

[SKILL I]

```

+-----+
| SOURCE WEAPON | B/T POW | D/CT | AFF | Effects |
+-----+
| Gungnir       | 0/233  | 8/0  | N   | Curse, Absorb HP |
+-----+

```

[SKILL IV]

Skill #4 (Ragnarok) consists of several War God summons, each one having a different effect. Giulio can only summon one of these per battlefield, so you have to adjust to the situation and pick the right one when it's time.

Note that a War God targets a random selection of allies and foes. This can be altered though by using the Overclock function, followed by checking what the summon will target in a new unit of time (it changes after every tick).

[Credits to Friday Azures for the information about Filmbultyr.]

```

+-----+
| WAR GOD       | Obtained on... | Effects |
+-----+
| Einherjar     | Scene 3        | Inflicts MAX HP percentual damage. |
+-----+
| Midgarosromr  | Scene 8        | Breaks a random piece of equipment.* |
+-----+
| Vanagandr     | Scene 15       | Inflicts damage + random ailment. |
+-----+
| Lifbrasir     | Scene 20       | Restores 100% HP. |
+-----+
| Filmbultyr    | Scene 24**     | Bestows "Brave" on all targets |
+-----+

```

* Cannot break weapons.

** You have to meet the following conditions:

- Choose "Stop Alissa" as the story option in Scene 3.
- Choose "Pray with her" as the story option in Scene 6.
- Choose "Choose to fight together" as the story option in Scene 15.
- Choose "Reassure her" as the story option in Scene 20.
- Have Alissa in every battle after she joined your party.
- Alissa must not be defeated in any battles that she participated.

```

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| VII. CREDITS | [CRDT] |
| ~~~~~ |
| ~~~~~ |

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Apart from those which I credited in the various sections, here are those who deserve special mention since I found no other place to reference them elsewhere:

defunct32

Provided the basic format which I started to use in my Knights in the Nightmare walkthrough - thank you once again! :D

Japanese wiki of Gungnir (cs-wiki.net/gungnir/)

In my opinion the best source if you need any data or help on this game. I used it for lots of weapon/skill values and the weapon locations section.

|
| VIII. CONTACT [CNTC] |
|
|

You can reach me by PM on Gamefaqs or alternatively by e-mail:

jonathanjacobs(at)web(dot)de

I'm checking them normally every day so you should receive an answer quick.

|
| IX. DISCLAIMER [DCLM] |
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