

+5 / 0.250~0.263
+6 / 0.278~0.286
+7 / 0.302~0.316
+8 / 0.334~0.353
+9 / 0.375~0.385 (To compare: 12/32)

Now compare a character with no strength boosts, and one with +9 strength boost.

[Character with +0]Gets +29 from just leveling up, +9 from the 3/32 levels.
Total boost: $29+9 = 38$

[Character with +9]Gets +29 from just leveling up, +38 from the 12/32 levels.
Total boost: $29+38 = 67$

Now I know that more than 9+ is possible by wearing the right equipment so 67+ is surely not the maximum a character can get. But you may know that the strength stat gets also used for HP calculation, and everything higher than 9+ will not affect HP in any way.

Spirit

You get +1 for Spirit every time Strength and Magic increased twice and if your level ends with either 7, 4 or 0. (LV 7, 14, 20, 27, 34, 40 etc.) Making it a total of +14 by the time you reach 99.

Now that you understood the equipment bonus thingy written above for Strength/Magic, I'll move straight to the tabular for Spirit. It looks little different though.

Equipment Bonus/ Range of Levels

+0 / 0.031~0.032 (+1 Spirit in 1/32 Levels)
+1 / 0.063~0.067
+2 / 0.094~0.095
+3 / 0.125~0.133
+4 / 0.154~0.158
+5 / 0.188~0.200
+6 / 0.214~0.222
+7 / 0.250~0.263 (+1 Spirit in 1/4 Levels)
+8 / 0.278~0.286
+9 / 0.302~0.316
+10 / 0.334~0.353
+11 / 0.375~0.385

As you can see, bonuses now won't come as easily as compared with Strength, so it will take more effort to raise Spirit.

Let's do the character comparison thing again, although I will substitute the +9 from before with a +7. I'll explain why.

[Character with +0]Gets +14 from just leveling up, +3 from the 1/32 levels.
Total boost: $14+3 = 17$

[Character with +7]Gets +14 from just leveling up, +24 from the 12/32 levels.
Total boost: $14+24 = 38$

I did choose +7 because this will get you a whopping +38 Spirit at LV99 that gives even Quina (the character with the lowest base Spirit starting at 11) a nice, nearly maxed 49 base Spirit at LV99, but it will also be overkill on everybody else. So just look for yourself how to achieve the max of 50 for


```
Spd = SpdBase + [Level * 1 / 10] + [SpdBonus / 32]
Str = StrBase + [Level * 3 / 10] + [StrBonus / 32]
Mag = MagBase + [Level * 3 / 10] + [MagBonus / 32]
Spr = SprBase + [Level * 3 / 20] + [SprBonus / 32]
MSt = MStBase + [Level * 4 / 10] + [MStBonus / 32]
HP = [Str * HPMOD(Level) / 50]
MP = [Mag * MPMOD(Level) / 100]
```

Spd, Str, Mag, Spr and MSt stand for Speed, Strength, Magic, Spirit and Magic Stones respectively.

Anything in [] brackets means to round down the number in the brackets. [4.5] = 4, [4] = 4, [4.9] = 4, [5] = 5 (as some examples)

HPMOD and MPMOD are a table lookup that depends on level. This is universal for all characters. As a couple of examples: HPMOD(1) = 250, MPMOD(1) = 200, HPMOD(99) = 4524, MPMOD(99) = 642.

The various 'Stat'Base values differ from character to character, but can never change. Zidane's bases, as an example, are 23 Spd, 21 Str, 18 Mag, 23 Spr and 18 MSt.

The various 'Stat'Bonus values are the only way you can affect the growth of your stats. Every level, these bonuses go up by a rate that's worked out from your current stat increases. For example, if you have equipment that gives you 3 extra Speed, then SpdBonus will go up 3 every time you level up.

In addition to the above, StrBonus and MagBonus will automatically go up by 3 per level, SprBonus will go up by 1 per level, and MStBonus goes up by 5 per level. (This has been tested to be accurate with Zidane. It's currently unknown what, if anything, increases MStBonus over and above the 5 per level)

Base Stats at Lv 99:

Zidane
Speed: 32
Strength: 59
Magic: 56
Spirit: 40
Magic Stones: 72

Steiner
Speed 27
Strength: 62
Magic: 50
Spirit: 38
Magic Stones: 71

Vivi
Speed: 25
Strength: 50
Magic: 62
Spirit 36
Magic Stones: 68

Garnet
Speed: 30
Strength: 52
Magic: 61

Spirit: 34
Magic Stones: 68

Freya
Speed: 29
Strength: 58
Magic: 54
Spirit 39
Magic Stones: 72

Quina
Speed: 23
Strength: 56
Magic: 58
Spirit: 28
Magic Stones: 69

Eiko
Speed: 28
Strength: 52
Magic: 60
Spirit: 36
Magic Stones: 67

Amarant
Speed: 31
Strength: 60
Magic: 51
Spirit: 32
Magic Stones: 72

On top of the above, the following table tells you how much extra stat points you'll have if you equip a bonus item giving the listed bonus for 98 levels.

+1:	3.06
+2:	6.13
+3:	9.19
+4:	12.25
+5:	15.31
+6:	18.38
+7:	21.44
+8:	24.50
+9:	27.56
+10:	30.63
+11:	33.69
+12:	36.75
+13:	39.81
+14:	42.88
+15:	45.94
+16:	49.00

Made By Terence

^^
Other Words of Wisdom from Terence
^^

Formula's pretty straightforward, in my opinion.

I'll run through an example though.

Let's see....

Zidane's L40. Now, we're going to work out his Spirit.

Zidane's SprBase (Spirit Base) is 23. This will *NOT* change throughout the entire game. The number's always 23 for Zidane.

Zidane's SprBonus (Spirit Bonus) is... well, it's variable. It depends on how we've built him up until now. Let's say we've levelled him up up til now with no equipment though. Each level he would have gained 1 per levelup automatically (since this is Spirit), so over 39 levels, he would have 39 SprBonus.

So, his current Spirit must be:

$$\begin{aligned}\text{SprBase} + [\text{Level} * 3 / 20] + [\text{SprBonus} / 32] &= 23 + [40 * 3 / 20] + [39 / 32] \\ &= 23 + [6.0] + [1.21875] \\ &= 23 + 6 + 1 \\ &= 30\end{aligned}$$

Okay. So, we give Zidane some equipment now. We manage to choose equipment so that he gains 4 Spirit, so that his current Spirit is now 34.

He now goes up a level. He's L41. So how does this change things?

Well, SprBase stays the same, always. But SprBonus goes up by 1 for the level, and an extra *4* for the equipment. So $39 + 1 + 4 = 44$, which is the new value of SprBonus.

So *now* his Spirit must be:

$$\begin{aligned}\text{SprBase} + [\text{Level} * 3 / 20] + [\text{SprBonus} / 32] &= 23 + [41 * 3 / 20] + [44 / 32] \\ &= 23 + [6.15] + [1.375] = 23 + 6 + 1 = 30\end{aligned}$$

So, same as before. But the additional values went up a bit this time. Let's keep this +4 Spirit equipment on him for an extra 9 levels and get to L50. Over 9 levels, his SprBase would stay the same, but his SprBonus would go up by 1 per level, plus 4 per level for the equipment. This adds up to a total bonus of $5*9 = 45$, which we add to SprBonus, giving him a new SprBonus of 89 at Level 50.

So his Spirit with a SprBonus of 89 at Level 50 is:

$$\begin{aligned}\text{SprBase} + [\text{Level} * 3 / 20] + [\text{SprBonus} / 32] &= 23 + [50 * 3 / 20] + [89 / 32] \\ &= 23 + [7.5] + [2.78125] = 23 + 7 + 2 = 32\end{aligned}$$

Do you follow?

Another Topic

Keep in mind this is a learning experience for me too. Most of the stuff I've been posted up I'm just looking up or have looked up in the past few days. I don't have nearly as much info on FF9 as compared to the vaults of stuff I've dug and helped dug out of FF7.

That said....

Each character has a group of 5 memory locations (2 bytes each) that are updated every time you level up. Those are the 'Stat' Bonus variables: one for each of the four main stats, and one at the end for Magic Stones. *WHY* it has a Bonus variable, I have no clue.

Anyway, searched out the equipment listing, and *boy* is it all over the place. Unlike FF7, FF9 (as some of you already know, I believe) likes to make *HUGE* uses of tables and offsets to save space. The stat bonus table is one such offset. I've tracked them down and played about with them, but I haven't found anything that alters MStBonus on level up yet.

And yes, you *would* think there'd be a way to influence it. I just don't know of any way. Hence the 'currently unknown' disclaimer about it. I've seen plenty of dummied out stuff in FFs before, and it wouldn't *surprise* me if no equipment grants an increase in Magic Stone growth, but... eh. I'm only one person.

Anyway, hope that helped.

Another Topic

Hmmm.

I doublechecked the starting stats. I *did* find that all of Eiko's stats were 1 higher than they should be, with the exceptions of Speed (I copied them down from the hexdump incorrectly, it would seem). But that doesn't explain such a huge discrepancy.

However, in my save games, I can definitely verify a lack of Magic Stones... however, when I level them up normally, they seem to grow at the normal rate (5).

So I decided to check my earlier saves.

And wouldn't you have guessed it? It's all the 'instant level up's fault. Zidane, Vivi, Garnet and Steiner are all with you at the start of the game, so they're fine; they're at L1 and it's great. But when another party member joins and you're at a higher level... well, they level up to match you. And they *DON'T* get any bonus points for that.

For the record, in my Burmecia save, both Quina and Freya are missing 7 level-ups worth and Amarant is missing 1 level-ups worth (from Blank joining at L2). This also does not apply to only Magic Stones; they miss out on bonuses to the main four stats too, if they deserved any.

^^
HPMod and MPMoD Table By Terence
^^

I'll answer the first question first, since it's easier at the moment. Prepare for a *LONG* post, and remember, you asked.

Remember: HP is divided by 50, MP is divided by 100

	HP	MP
1:	250	200
2:	314	206
3:	382	212
4:	454	219
5:	530	226
6:	610	234
7:	694	242
8:	782	250
9:	874	259

10:	970	268
11:	1062	277
12:	1150	285
13:	1234	293
14:	1314	301
15:	1390	308
16:	1462	315
17:	1530	321
18:	1594	327
19:	1662	333
20:	1734	340
21:	1810	347
22:	1890	355
23:	1974	363
24:	2062	371
25:	2154	380
26:	2250	389
27:	2350	399
28:	2454	409
29:	2562	419
30:	2674	430
31:	2790	441
32:	2910	453
33:	3034	465
34:	3162	477
35:	3282	489
36:	3394	500
37:	3498	510
38:	3594	519
39:	3682	527
40:	3762	535
41:	3834	542
42:	3898	548
43:	3958	554
44:	4014	559
45:	4066	564
46:	4114	568
47:	4158	572
48:	4198	576
49:	4234	579
50:	4266	582
51:	4294	584
52:	4317	586
53:	4334	587
54:	4344	588
55:	4353	589
56:	4361	590
57:	4368	591
58:	4374	592
59:	4379	593
60:	4383	594
61:	4386	595
62:	4388	596
63:	4389	597
64:	4390	598
65:	4391	599
66:	4392	600
67:	4393	601
68:	4394	602
69:	4395	603

Character's Section Format Explanation

^^

This part will start talking about each Character's Format. How I have placed them in order of what I tend to display.

None Rule- When I say in a group of Equipments the word 'None.' It really means that you can replace this section with any other weapons that you might want. I'm telling you that no matter what weapon that you place in here, it won't effect the main purpose of increasing a specified stats.

Terms or rather acronyms:

- Spd = Speed
- Str = Strength
- Mag = Magic
- Spr = Spirit

Stat Increasing Equipments-

These are the weapons that give Stat-Bonuses. If you dont give any Stat-Bonuses, I will not include them here because they have no use of acheiveing of the goal of this guide. So only a certain few will be mentioned in the list. I also will say what they add of the Stat-Bonus.

Elimination to the Best)-

On this list, these are the best equipment the game has to offer. Meaning most the time they must be acquired or close to the end of the game, same are exceptional. There is a way that I will eliminate for the best, these are the rules.

A and B are equipments in the same Catergory, meaning they both belong to Weapons, Head Gear, Arm Gear, Clothing/Armor, or Addons.

Ex: If A gives 3 Strength and B gives 2 Strength, then B is eliminated due to the difference of that one Strength.

Ex: If A gives 2 Spd and B gives 2 Spd, 1 Str, and 1 Mag, then A will be eliminated due to thelack of giving other Stat-Bonuses. Yet B have the same stats plus more than required.

Ex: If A gives 3 Magic and B gives 2 Magic, 1 Spr, 1 Spd, and 1 Str, then in this case, both are not eliminated because A gives an extra Mag and B doesn't, even though B gives one of other stats, B cant give the extra Mag. So in conclusion both are still available on the list.

Best Solo Stats Increase- This part will offer the best combination of raising one stats to the max as possible, since levels go up to only 99, many stats can't go to the max of 99. So I suggest of you doing this for testing only, don't try this as for a Perfect Game Save.

Equal Double Stats Increase- This part will offer the best combinatino of raising two stats equally are possible to the max. Even though some character don't have a very high chose of getting the weapons to make both equal, this is the very best that I can do.

Author's Choices These are combination that have personally picked for whoever that want to do a perfect game. The Stat-Bonuses are not aimed directly at one stats, but all four, being equally as possible. You might have your own choices, but these are best of my knowledge and definetly my suggestions.

Chain Plate + Brigandine	Str+1
Survival Vest	Spr+2
Judo Uniform	Str+1, Spr+1
Power Vest	Str+2
Demon's Vest	Mag+1
Ninja Gear	Spd+1
Dark Gear	Spr+3

Addons

Dark Matter	Str+3, Mag+2
Desert Boots	Mag+1, Spr+1
Germina's Boots	Str+1
Coral Ring	Spr+2
Promist Ring	Str+2
Glass Buckle	Str+1, Mag+1, Spr+2
Magican Shoes	Mag+2
Running Shoes	Spd+2
Black Belt	Str+2, Spr+2
Reflect Ring	Str+1, Spr+1
Pumice Piece	Str+2, Mag+2
Power Belt	Str+3
Madain's Ring	Spr+2
Rebirth Ring	Spr+4
Ribbon	Str+1, Mag+3, Spr+1
Pumice	Spd+1, Mag+1
Rosetta Ring	Mag+1
Protect Ring	Spr+1

Elimination to the Best*

Weapons

Masasume	Mag+2
Orichalcon	Spd+1

Head-Wears

Bandana	Spd+1, Spr+1
Mantra Band	Mag+1, Spr+1
Green Beret	Spd+1, Str+1
Thief Hat	Spd+2

Armllets

N-Kai Armlet	Spr+2
Theif Gloves	Spd+1
Power Wrist	Str+2

Clothes

Judo Uniform	Str+1, Spr+1
Power Vest	Str+2
Demon's Vest	Mag+1
Ninja Gear	Spd+1
Dark Gear	Spr+3

Addons

Holy Miter Mag+1, Spr+2

Armlets

Leather Wrist + Mythril Armlet Spr+1
+ Dragon Wrist
Bone Wrist + Bracer Str+1
N-Kai Armlet Spr+2
Magic Armlet Mag+2
Dragon's Wrist Spr+1
Power Wrist Str+2

Clothes

Bronze Vest Spr+1
Cotton Robe + Silk Robe Str+1, Mag+1
Magician Cloak + Demon's Vest Mag+1
Survival Vest Spr+2
Magican's Robe + Black Robe Mag+2
Judo Uniform Str+1, Spr+1
Power Vest Str+2
Dark Gear Spr+3
Light Robe Str+1, Mag+1, Spr+1
Robe of Lords Spd+1, Str+1, Mag+1, Spr+1

Addons

Dark Matter Str+3, Mag+2
Desert Boots Mag+1, Spr+1
Germina's Boots Str+1
Coral Ring Spr+2
Promist Ring Str+2
Glass Buckle Str+1, Mag+1, Spr+2
Magican Shoes Mag+2
Running Shoes Spd+2
Black Belt Str+2, Spr+2
Reflect Ring Str+1, Spr+1
Pumice Piece Str+2, Mag+2
Power Belt Str+3
Madain's Ring Spr+2
Rebirth Ring Spr+4
Ribbon Str+1, Mag+3, Spr+1
Pumice Spd+1, Mag+1
Rosetta Ring Mag+1
Protect Ring Spr+1

Elimination to the Best

Weapons

None

Head-Wears

Bandana Spd+1, Spr+1
Green Beret Spd+1, Str+1
Holy Miter Mag+1, Spr+2

Armlets

Head-Wears

Iron Helm	Spr+1
Barbut	Spr+2
Gold Helm	Mag+1
Cross Helm	Str+1
Genji Helm	Mag+2
Kaiser Helm	Str+1, Mag+1
Grand Helm	Spd+1

Armllets

Bronze Glove + Mythril Glove	Spr+1
Genji Gloves	Mag+2
Gauntlets	Spd+1
Venetia Shield	Str+1, Mag+1

Clothes

Linen Cuirass + Gold Armor	Mag+1
Plate Mail	Spr+1
Diamond Armor	Str+1, Mag+1
Carbanini Mail	Spd+1, Spr+1
Genji Armor	Mag+2
Maximillion	Spr+3
Grand Armor	Str+1

Addons

Dark Matter	Str+3, Mag+2
Desert Boots	Mag+1, Spr+1
Germina's Boots	Str+1
Coral Ring	Spr+2
Promist Ring	Str+2
Glass Buckle	Str+1, Mag+1, Spr+2
Magican Shoes	Mag+2
Running Shoes	Spd+2
Black Belt	Str+2, Spr+2
Reflect Ring	Str+1, Spr+1
Pumice Piece	Str+2, Mag+2
Power Belt	Str+3
Madain's Ring	Spr+2
Rebirth Ring	Spr+4
Ribbon	Str+1, Mag+3, Spr+1
Pumice	Spd+1, Mag+1
Rosetta Ring	Mag+1
Protect Ring	Spr+1

Elimination to the Best*

Weapons

Defender	Spr+3
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Head-Wear

Barbut	Spr+2
Genji Helm	Mag+2

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Stat Increasing Equipments

Weapons

None

Head-Wears

Feather Hat	Spr+1
Bandana	Spd+1, Spr+1
Ritual Hat + Twisted Headband	Str+1
Mantra Band	Mag+1, Spr+1
Green Beret	Spd+1, Str+1
Golden Hairpin	Mag+1
Flash Hat	Spd+1

Armlets

Leather Wrist + Mythril Armlet + Dragon Wrist	Spr+1
Bone Wrist + Bracer	Str+1
N-Kai Armlet	Spr+2
Power Wrist	Str+2

Clothes

Bronze Vest + Brave Suit	Spr+1
Chain Plate + Brigandine	Str+1
Survival Vest	Spr+2
Judo Uniform	Str+1, Spr+1
Power Vest	Str+2
Demon's Vest	Mag+1
Ninja Gear	Spd+1
Dark Gear	Spr+3

Addons

Dark Matter	Str+3, Mag+2
Desert Boots	Mag+1, Spr+1
Germina's Boots	Str+1
Coral Ring	Spr+2
Promist Ring	Str+2
Glass Buckle	Str+1, Mag+1, Spr+2
Magican Shoes	Mag+2
Running Shoes	Spd+2
Black Belt	Str+2, Spr+2
Reflect Ring	Str+1, Spr+1
Pumice Piece	Str+2, Mag+2
Power Belt	Str+3
Madain's Ring	Spr+2
Rebirth Ring	Spr+4
Ribbon	Str+1, Mag+3, Spr+1
Pumice	Spd+1, Mag+1
Rosetta Ring	Mag+1
Protect Ring	Spr+1

Weapons

None

Head-Wears

Bandana	Spd+1, Spr+1
Mantra Band	Mag+1, Spr+1
Green Beret	Spd+1, Str+1

Armllets

N-Kai Armllet	Spr+2
Power Wrist	Str+2

Clothes

Judo Uniform	Str+1, Spr+1
Power Vest	Str+2
Demon's Vest	Mag+1
Ninja Gear	Spd+1
Dark Gear	Spr+3

Addons

Dark Matter	Str+3, Mag+2
Glass Buckle	Str+1, Mag+1, Spr+2
Running Shoes	Spd+2
Black Belt	Str+2, Spr+2
Rebirth Ring	Spr+4
Ribbon	Str+1, Mag+3, Spr+1
Pumice	Spd+1, Mag+1

Best Solo Stat Increase

Spd None, Banadana/Green Baret, None, Ninja Gear, Running Shoes
Str None, Green Beret, Power Wrist, Power Vest, Dark Matter or Power Belt
Spr None, Mantra Band/Green Baret, N-Kai Armllet, Dark Gear, Rebirth Ring
Mag None, Mantra Band, None, Demon's Vest, Ribbon

Equal Double Stats Increase

Spd+Str None, Green Beret, Power Wrist, Power Vest, Running Shoes
Spd+Spr None, Bandana, N-Kai Armllet, Dark Gear, Running Shoes
Spd+Mag None, Bandana/Green Berete, None, Ninja Gear, Ribbon
Str+Spr None, Green Beret, Power Wrist, Dark Gear, Black Belt
Str+Mag None, Mantra Band, Power Wrist, Power Vest, Dark Matter
Spr+Mag None, N-Kai Armllet, Dark Gear, Ribbon

Authors's Best Choices

None, Green Beret, Power Wrist, Dark Gear, Dark Matter or Ribbon

^^
 Female Characters
 ^^^

^^
 Dagger's Formula
 ^^^

Stat Increasing Equipments

Weapons

Stardust Rod	Spr+2
Magic Racket	Mag+2

Head-Wears

Feather Hat	Spr+1
Steepled Hat	Str+1
Bandana	Spd+1, Spr+1
Ritual Hat + Twisted Headband	Str+1
Mantra Band	Mag+1, Spr+1
Green Beret	Spd+1, Str+1
Golden Hairpin + Mage's Hat	Mag+1
Flash Hat	Spd+1
Holy Miter	Mag+1, Spr+2

Armllets

Leather Wrist + Mythril Armllet + Dragon Wrist	Spr+1
Bone Wrist + Bracer	Str+1
N-Kai Armllet	Spr+2
Magic Armllet	Mag+2
Power Wrist	Str+2

Clothes

Bronze Vest	Spr+1
Cotton Robe + Silk Robe	Str+1, Mag+1
Magician Cloak + Demon's Vest	Mag+1
Survival Vest	Spr+2
Magican's Robe + White Robe	Mag+2
Judo Uniform	Str+1, Spr+1
Power Vest	Str+2
Minerva Plate	Str+1, Mag+2
Dark Gear	Spr+3
Light Robe	Str+1, Mag+1, Spr+1
Robe of Lords	Spd+1, Str+1, Mag+1, Spr+1

Addons

Dark Matter	Str+3, Mag+2
Desert Boots	Mag+1, Spr+1
Germina's Boots	Str+1
Coral Ring	Spr+2
Promist Ring	Str+2
Glass Buckle	Str+1, Mag+1, Spr+2
Magican Shoes	Mag+2
Running Shoes	Spd+2
Black Belt	Str+2, Spr+2
Reflect Ring	Str+1, Spr+1
Pumice Piece	Str+2, Mag+2
Power Belt	Str+3
Madain's Ring	Spr+2
Rebirth Ring	Spr+4
Ribbon	Str+1, Mag+3, Spr+1
Pumice	Spd+1, Mag+1
Rosetta Ring	Mag+1
Protect Ring	Spr+1
Pearl Rouge	Mag+2, Spr+4
Ancient Aroma	Str+2
Anklet	Mag+3, Spr+1
Cachusha	Spd+1, Mag+2, Spr+1
Barette	Str+3, Mag+1, Spr+1
Maiden Prayer	Mag+1
Angel Earrings	Str+2
Extention	Str+1, Mag+2, Spr+1

Elimination to the Best*

Weapons

Stardust Rod	Spr+2
Magic Racket	Mag+2

Head-Wears

Bandana	Spd+1, Spr+1
Green Beret	Spd+1, Str+1
Holy Miter	Mag+1, Spr+2

Armllets

N-Kai Armlet	Spr+2
Magic Armlet	Mag+2
Power Wrist	Str+2

Clothes

Power Vest	Str+2
Minerva Plate	Str+1, Mag+2
Dark Gear	Spr+3
Robe of Lords	Spd+1, Str+1, Mag+1, Spr+1

Addons

Dark Matter	Str+3, Mag+2
Glass Buckle	Str+1, Mag+1, Spr+2
Running Shoes	Spd+2
Black Belt	Str+2, Spr+2

Kaiser Helm	Str+1, Mag+1
Grand Helm	Spd+1
Lamia's Tiara	Mag+1, Spr+1

Armlets

Bronze Glove + Mythril Glove	Spr+1
Genji Gloves	Mag+2
Gauntlets	Spd+1
Venetia Shield	Str+1, Mag+1
Dragon Wrist	Spr+1

Clothes

Linen Cuirass + Gold Armor	Mag+1
Plate Mail	Spr+1
Diamond Armor	Str+1, Mag+1
Carbanini Mail	Spd+1, Spr+1
Genji Armor	Mag+2
Grand Armor	Str+1
Dragon Mail	Str+1, Mag+1
Minerva's Plate	Str+1, Mag+2

Addons

Dark Matter	Str+3, Mag+2
Desert Boots	Mag+1, Spr+1
Germina's Boots	Str+1
Coral Ring	Spr+2
Promist Ring	Str+2
Glass Buckle	Str+1, Mag+1, Spr+2
Magican Shoes	Mag+2
Running Shoes	Spd+2
Black Belt	Str+2, Spr+2
Reflect Ring	Str+1, Spr+1
Pumice Piece	Str+2, Mag+2
Power Belt	Str+3
Madain's Ring	Spr+2
Rebirth Ring	Spr+4
Ribbon	Str+1, Mag+3, Spr+1
Pumice	Spd+1, Mag+1
Rosetta Ring	Mag+1
Protect Ring	Spr+1
Pearl Rouge	Mag+2, Spr+4
Ancient Aroma	Str+2
Anklet	Mag+3, Spr+1
Cachusha	Spd+1, Mag+2, Spr+1
Barette	Str+3, Mag+1, Spr+1
Maiden Prayer	Mag+1
Angel Earrings	Str+2
Extention	Str+1, Mag+2, Spr+1

Elimination to the Best*

Weapons

None

Head-Wears

 Barbut Spr+2
 Genji Helm Mag+2
 Kaiser Helm Str+1, Mag+1
 Grand Helm Spd+1
 Lamia's Tiara Mag+1, Spr+1

Armlets

 Bronze Glove + Mythril Glove Spr+1
 Genji Gloves Mag+2
 Gauntlets Spd+1
 Venetia Shield Str+1, Mag+1

Clothes

 Carbanini Mail Spd+1, Spr+1
 Minerva's Plate Str+1, Mag+2

Addons

 Dark Matter Str+3, Mag+2
 Glass Buckle Str+1, Mag+1, Spr+2
 Running Shoes Spd+2
 Black Belt Str+2, Spr+2
 Ribbon Str+1, Mag+3, Spr+1
 Pearl Rouge Mag+2, Spr+4
 Cachusha Spd+1, Mag+2, Spr+1
 Barette Str+3, Mag+1, Spr+1

Best Solo Stat Increase

Spd None, Grand Helm, Gauntlets, Carbanini Mail, Running Shoes
 Str None, Kaiser Kelm, Venetia Shield, Diamond Armor, Dark Matter/Powerbelt
 Mag None, Genji Helm, Genji Gloves, Minerva's Plate, Ribbon
 Spr None, Barbut, Bronze Gloves/Mythril Gloves, Minerva's Plate, Pearl Rouge

Equal Double Stats Increase

Spd+Str None, Grand Helm, Gauntlets, Carbanini Mail, Dark Matter/Power Belt
 Spd+Mag None, Genji Helm, Genij Gloves, Cabanini Mail, Running Shoes
 Spd+Spr None, Barbut, Gauntlets, Cabanini Mail, Running Shoes
 Str+Mag None, Kaiser Helm, Venetia Shield, Minerva's Plate, Dark Matter
 Str+Spr None, Barbut, Venetia Shield, Minerva's Plate, Black Belt
 Mag+Spr None, Barbut, Genji Gloves, Minerva's Plate, Pearl Rouge

SPECIAL NOTE: Because Freya has a little bit of everything in her equipment,
 I will let player select which stats s/he wants to power up on.
 So, I won't make a 'Authors's Best Choices' for Freya.

Madain's Ring	Spr+2
Rebirth Ring	Spr+4
Ribbon	Str+1, Mag+3, Spr+1
Pumice	Spd+1, Mag+1
Rosetta Ring	Mag+1
Protect Ring	Spr+1
Pearl Rouge	Mag+2, Spr+4
Ancient Aroma	Str+2
Anklet	Mag+3, Spr+1
Cachusha	Spd+1, Mag+2, Spr+1
Barette	Str+3, Mag+1, Spr+1
Maiden Prayer	Mag+1
Angel Earrings	Str+2
Extention	Str+1, Mag+2, Spr+1

Elimination to the Best*

Weapons

Magic Racket	Mag+2
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Head-Wears

Bandana	Spd+1, Spr+1
Green Beret	Spd+1, Str+1
Holy Miter	Mag+1, Spr+2

Armllets

N-Kai Armllet	Spr+2
Magic Armllet	Mag+2
Power Wrist	Str+2

Clothes

Power Vest	Str+2
Minerva Plate	Str+1, Mag+2
Dark Gear	Spr+3
Robe of Lords	Spd+1, Str+1, Mag+1, Spr+1

Addons

Dark Matter	Str+3, Mag+2
Glass Buckle	Str+1, Mag+1, Spr+2
Running Shoes	Spd+2
Black Belt	Str+2, Spr+2
Ribbon	Str+1, Mag+3, Spr+1
Pearl Rouge	Mag+2, Spr+4
Cachusha	Spd+1, Mag+2, Spr+1
Barette	Str+3, Mag+1, Spr+1

Best Solo Stat Increase

Spd	None, Bandana/Green Beret, None, Robe of Lords, Running Shoes
Str	None, Green Beret, Power Wrist, Power Vest, Barette/Dark Matter
Spr	None, Holy Miter, N-Kai Armllet, Dark Gear, Pearl Rouge
Mag	Magic Racket, Holy Miter, Magic Armllet, Minerva Plate, Ribbon

+ Dragon Wrist

Bone Wrist + Bracer	Str+1
N-Kai Armlet	Spr+2
Magic Armlet	Mag+2
Dragon's Wrist	Spr+1
Power Wrist	Str+2

Clothes

Bronze Vest	Spr+1
Cotton Robe + Silk Robe	Str+1, Mag+1
Magician Cloak + Demon's Vest	Mag+1
Survival Vest	Spr+2
Magician's Robe + Black Robe	Mag+2
Judo Uniform	Str+1, Spr+1
Power Vest	Str+2
Dark Gear	Spr+3
Light Robe	Str+1, Mag+1, Spr+1
Robe of Lords	Spd+1, Str+1, Mag+1, Spr+1
Glutton's Robe	Str+1, Mag+1

Addons

Dark Matter	Str+3, Mag+2
Desert Boots	Mag+1, Spr+1
Germina's Boots	Str+1
Coral Ring	Spr+2
Promist Ring	Str+2
Glass Buckle	Str+1, Mag+1, Spr+2
Magician Shoes	Mag+2
Running Shoes	Spd+2
Black Belt	Str+2, Spr+2
Reflect Ring	Str+1, Spr+1
Pumice Piece	Str+2, Mag+2
Power Belt	Str+3
Madain's Ring	Spr+2
Rebirth Ring	Spr+4
Ribbon	Str+1, Mag+3, Spr+1
Pumice	Spd+1, Mag+1
Rosetta Ring	Mag+1
Protect Ring	Spr+1

Elimination to the Best*

Weapons

None

Head-Wears

Bandana	Spd+1, Spr+1
Green Beret	Spd+1, Str+1
Holy Miter	Mag+1, Spr+2

Armlets

N-Kai Armlet	Spr+2
Magic Armlet	Mag+2
Power Wrist	Str+2

