

<i>Character</i>	<i>Vigor</i>	<i>Magic</i>	<i>Speed</i>	<i>Stamina</i>	(Base) <i>HP</i>	(Base) <i>MP</i>	(Base) <i>Attack</i>	Def & <i>M.Def</i>	Evade & <i>M.Evade</i>	<i>Retreat</i> <i>Speed</i>
Terra	30	42	30	30	60	45	32	30 / 36	6 / 12	Average
Locke	36	30	42	36	66	-	32	36 / 30	24 / 12	Highest
Edgar	36	30	30	24	72	-	64	42 / 24	6 / 6	Average
Sabin	48	24	36	42	144	-	64	42 / 42	18 / 12	Average
Celes	36	36	36	36	120	30	32	42 / 30	12 / 6	High
Cyan	42	24	30	36	132	-	64	42 / 36	18 / 6	Low
Gau	42	36	36	24	12	-	128	30 / 24	24 / 18	Highest
Shadow	42	36	42	36	24	-	24	30 / 30	24 / 24	Highest
Setzer	36	30	30	24	60	-	24	36 / 24	12 / 12	Average
Mog	30	36	36	30	156	-	24	36 / 36	18 / 18	High
Strago	24	48	24	42	18	60	16	24 / 36	6 / 18	Low
Relm	24	42	36	30	6	45	16	24 / 30	12 / 18	High
Gogo	30	30	30	30	-	-	16	24 / 24	24 / 24	High
Umaro	90	-	24	90	255	-	128	60 / 60	6 / 6	Low

<i>Esper</i>	<i>Spells</i>	<i>SP</i>	<i>EL / Equip Bonus</i>	<i>Esper</i>	<i>Spells</i>	<i>SP</i>	<i>EL / Equip Bonus</i>
Ramuh	Bolt	1	Vigor +2	Kirin	Cure	1	HP+30 / Stam+1
	Bolt 2	15			Cure 2	15	
	Celes/Locke Demi	10			Life	10	
Siren	Rasp	10	Mag+1 / Spd+1	Stray	Imp	10	Stamina +2
	Bserk	10			Sleep	10	
	Celes/Edgar Remedy	15			Float	10	
Ifrit	Fire	1	Speed +2	Shiva	Ice	1	Magic +2
	Fire 2	15			Ice 2	15	
	Locke/Relm Drain	10			Slow	10	
Unicorn	Scan	5	HP+30 / Stam+1	Maduin	Mute	5	Mag+1 / Stam+1
	Cure 2	15			Muddle	10	
	Terra/Edgar Remedy	15			Break	15	
Shoat	Sap	5	Magic +2	Phantom	Dispel	5	Vgr+1 / Stam+1
	Poison	15			Float	10	
	Setzer/Mog Doom	15			Haste	15	
Carbunkl	Stop	10	MP+25 / Stam+1	Bismark	Storm	10	Vigor +2
	Rflect	10			Regen	10	
	Terra/Strago Shell	15			Life	10	
Golem	Slow	10	Vgr+1 / HP+20	Zoneseek	Warp	15	Mag+1 / MP+20
	Safe	15			Osmose	20	
	Edgar/Sabin						
Seraph	Regen	10	HP+30 / MP+15	Palidor	Float	10	Vgr+1 / Spd+1
	Cure 2	15			Haste	15	
	Celes/Setzer Rerise	25			SlowX	25	
Fenrir	Regen	10	Speed +2	Starlet	Remedy	15	Stamina +2
	Warp	15			Cure 3	20	
	Gau/Shadow HasteX	25			RegenX	25	
Terrato	Drain	10	HP +60	Tritoch	Fire 3	20	Stamina +2
	Quake	20			Ice 3	20	
	Sabin/Mog SleepX	25			Bolt 3	25	
Crusader	Demi	10	HP +60	Phoenix	Fire 3	20	HP+30 / MP+15
	Quatr	20			Cure 3	20	
	Celes/Cyan Merton	25			Life 2	25	
Odin	Dark	20	Stamina +2	Bahamut	Meteor	20	MP +40
	X-Zone	25			Flare	25	
	Strago						
Alexandr	Holy	25	Spd+1 / Stam+1	Ragnarok	Ultima	30	MP +40
	Celes						

Lv	HP	MP	Exp/EP	Experience & Growth (Maximum Esper Level = 25) Esper Points = (Spell Points * Exp) / 8	
1	-	-	32		
2	12	1	64		
3	24	2	192		
4	38	3	384		
5	52	4	640		
6	68	5	1024		
7	84	6	1536		
8	102	7	2176		
9	120	8	2944		
10	140	9	3840		
11	162	18	5888	Terra	
12	186	27	6912		
13	212	36	8192	Lv 1	Cure
14	240	45	9728		
15	270	54	11520	Lv 4	Fire
16	302	63	13568		
17	336	72	15872	Lv 6	Muddle
18	372	81	18432		
19	410	90	21248	Lv 8	Imp
20	450	99	24320		
21	492	108	30464	Lv 10	Fire 2
22	536	117	34048		
23	582	126	38144	Lv 12	Regen
24	630	135	42752		
25	680	144	47872	Lv 16	Slow
26	732	153	54016		
27	786	162	61184	Lv 20	Fire 3
28	842	171	69376		
29	900	180	78592	Lv 30	RegenX
30	960	181	88832		
31	1020	182	109312	Celes	
32	1080	183	120576		
33	1140	184	132864	Lv 1	Cure
34	1200	185	146176		
35	1260	186	160512	Lv 6	Ice
36	1320	187	175872		
37	1380	188	196352	Lv 9	Scan
38	1440	189	221952		
39	1500	190	252672	Lv 12	Slow
40	1550	191	288512		
41	1600	192	329472	Lv 15	Dispel
42	1650	193	375552		
43	1700	194	426752	Lv 18	Life
44	1750	195	483072		
45	1800	196	544512	Lv 21	Safe
46	1850	197	611072		
47	1900	198	682752	Lv 24	Ice 3
48	1950	199	759552		
49	2000	200	841472	Lv 30	Bolt 3
50	2000	200	943872		

Brave New World

2.0.0

Created by: Synchysi & BTB

Figaro Castle	Weapon <i>(Initial)</i>		Autocrossbow Noiseblaster
	Item <i>(Initial)</i>		Dried Meat Phoenix Down
	Weapon <i>(WoB)</i>		Stout Spear Autocrossbow Noiseblaster Bio Blaster Drill
	Item <i>(WoB)</i>		Dried Meat Tincture Phoenix Down Holy Water
	Weapon <i>(WoR)</i>		Stout Spear Partisan Autocrossbow Noiseblaster Bio Blaster Drill Flash Defibrillator
	Item <i>(WoR)</i>		Dried Meat Tincture Phoenix Down Holy Water Bouncy Ball Warp Whistle
	Weapon <i>(WoB)</i>		Mythril Dirk Mythril Bolo Iron Cutlass Boomerang Autocrossbow Noiseblaster
	Armor <i>(WoB)</i>		Buckler Iron Shield Leather Hat Hair Band Bandana Hard Leather Karate Gi Cotton Robe
	Weapon <i>(WoR)</i>		Falchion Trident Fire Lance Morning Star
	Armor <i>(WoR)</i>		Diamond Kite Diamond Helm Diamond Vest Diamond Mail
South Figaro	Relic		Goggles Bracelet Knight Cape Dragoon Seal
	Item		Dried Meat Tincture Phoenix Down Antidote Eyedrops
	Returner's Hideout		Dried Meat Phoenix Down Antidote Eyedrops Goggles Bracelet
	Travelling Merchant		Dried Meat Phoenix Down Antidote Eyedrops Spirit Claw Bandana Shuriken Smoke Bomb
	Soul Train		Dried Meat Phoenix Down Remedy Ghost Ring
Mobliz	Weapon		Mythril Dirk Mythril Bolo
	Armor		Buckler Leather Hat Hard Leather Cotton Robe
	Relic		Goggles Bracelet
	Item		Dried Meat Tonic Phoenix Down Holy Water Antidote Eyedrops Remedy Green Cherry
	Weapon <i>(WoB)</i>		Spirit Claw Poison Claw Kotetsu Stout Spear Autocrossbow Noiseblaster
	Armor <i>(WoB)</i>		Buckler Bandana Karate Gi Iron Shield Iron Helm Iron Armor
	Weapon <i>(WoR)</i>		Butterfly Kotetsu Ichimonji Fire Rod Ice Rod Thunder Rod
	Armor <i>(WoR)</i>		Targe Mythril Mail Mythril Helm Power Armor
	Relic		Talisman Fairy Charm Safety Glove Barrier Cube White Cape Dragoon Seal
	Item		Dried Meat Red Bull Tonic Tincture Phoenix Down Remedy
Nikeah	Weapon <i>(Initial)</i>		Butterfly Iron Cutlass Full Moon Morning Star
	Armor <i>(Initial)</i>		Buckler Iron Shield Iron Helm Iron Armor
	Weapon <i>(Post-IMTRF)</i>		Flametongue Icebrand Elec Sword Fire Lance Full Moon Morning Star
	Armor <i>(Post-IMTRF)</i>		Mythril Helm Mythril Mail Gaia Gear Power Armor
	Relic		Talisman Fairy Charm Safety Glove Barrier Cube
	Item		Dried Meat Phoenix Down Antidote Eyedrops
Narshe	Weapon <i>(WoB)</i>		Kotetsu Kunai Kusarigama Shuriken Wave Scroll Fire Scroll Bolt Scroll Smoke Bomb
	Armor <i>(WoB)</i>		Hair Band Karate Gi Ninja Gear White Dress
	Weapon <i>(WoR)</i>		Kunai Sakura Ninjato Shuriken Wave Scroll Fire Scroll Bolt Scroll Smoke Bomb
	Armor <i>(WoR)</i>		Hair Band White Dress Dark Hood Dark Gear
	Relic		Knight Cape White Cape Back Guard Stat Stick
	Item		Potion Tincture Phoenix Down Monet Brush
	Weapon <i>(WoB)</i>		Fire Rod Ice Rod Thunder Rod Rising Sun
	Armor <i>(WoB)</i>		Gold Shield Gold Helm Gold Armor Mystery Veil Magus Hat White Dress
	Weapon <i>(WoR)</i>		Quarttrstaff Doomstick Rising Sun Kusarigama
	Armor <i>(WoR)</i>		Oath Veil Circlet Light Robe Dark Gear
Thamasa	Relic		Spirit Stone Amulet Sprint Shoes Guard Ring Wall Ring Gale Hairpin
	Item		Dried Meat Tincture Phoenix Down Warp Whistle
Kohlingen	Weapon <i>(WoB)</i>		Mythril Dirk Butterfly Spirit Claw Poison Claw
	Armor		Targe Bandana Green Beret Mythril Vest
	Weapon <i>(WoR)</i>		Man Eater Hell Claw
	Item		Dried Meat Red Bull Tonic Phoenix Down Remedy Green Cherry
	Weapon <i>(WoB)</i>		Kotetsu Kunai Kusarigama Shuriken Wave Scroll Fire Scroll Bolt Scroll Smoke Bomb
	Armor <i>(WoB)</i>		Hair Band Karate Gi Ninja Gear White Dress
	Weapon <i>(WoR)</i>		Kunai Sakura Ninjato Shuriken Wave Scroll Fire Scroll Bolt Scroll Smoke Bomb
	Armor <i>(WoR)</i>		Hair Band White Dress Dark Hood Dark Gear
	Relic		Knight Cape White Cape Back Guard Stat Stick
	Item		Potion Tincture Phoenix Down Monet Brush
Jidoor	Weapon <i>(WoB)</i>		Fire Rod Ice Rod Thunder Rod Rising Sun
	Armor <i>(WoB)</i>		Gold Shield Gold Helm Gold Armor Mystery Veil Magus Hat White Dress
	Weapon <i>(WoR)</i>		Quarttrstaff Doomstick Rising Sun Kusarigama
	Armor <i>(WoR)</i>		Oath Veil Circlet Light Robe Dark Gear
	Relic		Spirit Stone Amulet Sprint Shoes Guard Ring Wall Ring Gale Hairpin
	Item		Dried Meat Tincture Phoenix Down Warp Whistle
Albrook	Weapon <i>(WoB)</i>		Stout Spear Kotetsu Kunai Sakura
	Armor <i>(WoB)</i>		Iron Shield Hair Band Bandana Cotton Robe Iron Armor Ninja Gear
	Weapon <i>(WoR)</i>		Scimitar Flametongue Icebrand Elec Sword Morning Star Rising Sun
	Armor <i>(WoR)</i>		Gold Shield Gold Helm Gold Armor Mystery Veil
	Relic		Safety Glove Barrier Cube Sprint Shoes Stat Stick Dragoon Seal Gale Hairpin
	Item		Dried Meat Tonic Tincture Phoenix Down Holy Water Remedy Green Cherry
	Weapon <i>(WoB)</i>		Spirit Claw Poison Claw Ocean Claw Full Moon
	Armor <i>(WoB)</i>		Green Beret Tiger Mask Mystery Veil White Dress
	Weapon <i>(WoR)</i>		Spirit Claw Poison Claw Ocean Claw Hell Claw
	Armor <i>(WoR)</i>		Green Beret Tiger Mask Gaia Gear Light Robe
Tzen	Relic		Spirit Stone Amulet Back Guard Hyper Wrist
	Item		Dried Meat Red Bull Antidote Eyedrops
	Weapon <i>(WoB)</i>		Trident Scimitar Ichimonji Morning Star
	Armor <i>(WoB)</i>		Mythril Helm Mythril Vest Mythril Mail
	Weapon <i>(WoR)</i>		Falchion Rune Blade
	Armor <i>(WoR)</i>		Crystal Kite Crystal Helm Crystal Mail
	Vector	Weapon	Flametongue Icebrand Elec Sword
		Armor	Targe Mythril Vest
	Blackjack		Darts Dice

<i>Black</i>	MP	Targeting	Power	Evade	Description...	
•Fire	4		27			
•Fire 2	16	Free	54	M.Eva	Fire damage	-
•Fire 3	48		108			
•Ice	5		30			
•Ice 2	20	Free	60	M.Eva	Ice damage	-
•Ice 3	60		120			
•Bolt	6		33			
•Bolt 2	24	Free	66	M.Eva	Bolt damage	-
•Bolt 3	72		132			
•Sap	6	Single	30		Sets “Sap” (periodic damage, cancels Regen)	
•Poison	18	Free	60	-	Sets “Poison” (rising periodic damage)	
•Break	36	Single	40	-	Wind damage	Ignores defense
•Storm	24	All Foes	45	-	Wind/Water damage	-
•Quake	48	All	50	-	Earth damage	Ignores defense, ground attack
•Demi	9	Single	-	Stam	Earth damage	Damage = (HP * 1/2)
•Quatr	36	Foe Group				Damage = (HP * 3/4)
•Doom	25	Single	-	Stam	Instant death	Ineffective on undead
•X-Zone	50	Foe Group				-
•Drain	10	Single	100	*	Steals HP	*Hitrate = 90%
•Dark	45	Single	90	-	Dark damage	-
•Holy	45	Single	48	-	Holy damage	Ignores defense
•Flare	50	Single	60	-	Non-elemental damage	Ignores defense
•Meteor	64	All Foes	90	-	Non-elemental damage	-
•Merton	80	All	120	-	Fire/Dark damage	-
•Ultima	99	All Foes	60	-	Non-elemental damage	Ignores defense

<i>Esper</i>	MP	Targeting	Power	Evade	Description...	
Ramuh	32	All Foes	120*	-	Bolt damage	*(1/2 damage on multi-target)
Kirin	24	Party	10	-	Cures HP/revives allies	-
Siren	16	All Foes	-	Stam	-	Sets “Bserk”
Stray	24	Party	10	-	Cures HP (stamina-based)	Sets “Regen”
Shiva	32	All Foes	120*	-	Ice damage	*(1/2 damage on multi-target)
Ifrit	32	All Foes	120*	-	Fire damage	*(1/2 damage on multi-target)
Unicorn	24	Party	15	-	Cures HP (stamina-based)	Lifts most bad statuses
Maduin	48	All Foes	90*	-	Wind damage	Ignores defense
Shoat	48	All Foes	-	Stam	-	Sets “Petrify” (low hit%)
Phantom	16	Party	-	-	-	Sets “Clear”
Carbunkl	24	Party	-	-	-	Sets “Rflect”
Bismark	32	All Foes	120*	-	Water damage	*(1/2 damage on multi-target)
Golem	48	Party	-	-	Blocks physical damage	Durability = caster’s max HP
Zoneseek	48	Party	-	-	-	Sets “Shell”
Seraph	80	Party	-	-	-	Sets “Rerise”
Palidor	24	Party	-	-	-	Party attacks with “Jump”
Fenrir	48	Party	-	-	-	Sets “Image”
Tritoch	64	All Foes	180*	-	Fire/Ice/Bolt damage	*(1/2 damage on multi-target)
Terrato	64	All Foes	180*	-	Earth damage	*(1/2 damage on multi-target)
Starlet	80	Party	-	-	Cures HP to max	Lifts ALL bad statuses
Crusader	64	All Foes	180*	-	Dark damage	*(1/2 damage on multi-target)
Phoenix	80	Party	-	-	Revives fallen allies	Revives to Max HP
Odin	99	All Foes	150*	-	Stamina-based damage	Ignores defense, *(1/2 damage on multi-target)
Alexandr	99	All Foes	255*	-	Holy damage	*(1/2 damage on multi-target)
Bahamut	99	All Foes	100*	-	Non-elemental damage	Ignores defense, *(1/2 damage on multi-target)
Ragnarok	99	One Foe	-	-	Non-elemental damage	Damage = 9,999

<i>Lore</i>	MP	Targeting	Power	Evade	Description...	
Aqualung	18	All Foes	36	-	Water damage	-
Bad Breath	16	Foe Group	-	Stam	-	Sets “Poison”/“Blind”/“Mute”
Black Omen	72	All Foes	48	-	Non-elemental damage	Ignores defense
Blaze	12	Free	42	M.Eva	Fire/Wind damage	May set “Blind”/“Sap”
Blow Fish	-	Single	-	-	Physical damage	Damage = 1,000
Discord	5	Single	-	Stam	-	Sets “Muddle”/“Bserk”, unreflectable
Holy Wind	30	Party	-	-	Cures HP	Amount healed = caster’s (current) HP
Raid	15	One Foe	25	Stam	Steals HP/MP	Ignores defense, unreflectable
Raze	36	One Foe	75	M.Eva	Fire/Wind damage	May set “Sap”
Refract	24	One Ally	-	-	-	Sets “Image”/“Rflect”, unreflectable
Shield	48	Party	-	-	-	Sets “Safe”
Tsunami	64	All Foes	72	-	Water damage	-

<i>White</i>	MP	Targeting	Power	Description...	
•Cure	3		10		
•Cure 2	18	Free	25	Cures HP	Holy damage to undead
•Cure 3	36		40		
•Life	15		-		
•Life 2	60	One Ally	-	Revive fallen ally	Revives to 250-500 HP
			-	-	Revives to max HP
•Rerise	30	One Ally	-	-	Sets “Rerise” (casts Life upon death)
•Remedy	9	One Ally	15	Cures HP (stamina-based)	Lifts most bad statuses
•Regen	12	One Ally	10	Cures HP (stamina-based)	Sets “Regen” (periodic heal; cancels Sap)
•RegenX	48	Ally Group			

<i>Gray</i>	MP	Targeting	Evade	Description...	
•Muddle	4	All Foes	Stam	Sets “Muddle” (attack allies randomly until physically hit)	
•Mute	4	Single	Stam	Sets “Mute” (can’t do anything that costs MP)	
•Imp	5	Single	-	Sets/lifts “Imp” (damage and healing output halved)	
•Bserk	6	Single	-	Sets “Bserk” (physical damage up, become uncontrollable)	
•Sleep	6	Single			
•SleepX	18	Foe Group	Stam	Sets “Sleep” (inactive until physically hit or it tears off)	
•Safe	12	One Ally	-	Sets “Safe” (physical defense up)	
•Shell	18	One Ally	-	Sets “Shell” (magical defense up)	
•Haste	8	One Ally			
•HasteX	24	Ally Group	-	Sets “Haste” (speed up; cancels “Slow”)	
•Slow	4	Single			
•SlowX	12	Foe Group	Stam	Sets “Slow” (speed down; cancels “Haste”)	
•Stop	15	Single	Stam	Sets “Stop” (can’t move for a brief time)	
•Rflect	8	Single	-	Sets “Rflect” (repels single & free-target magic, excluding “Dance” attacks)	
•Float	15	Party	-	Sets “Float” (blocks “ground” attacks)	
•Warp	10	-	-	Escape from dungeon or battle	
•Scan	1	One Foe	-	Displays elemental weaknesses & active statuses	
•Dispel	10	Single	-	Lifts positive statuses	
•Osmose	1	Single	*	Steals MP (power = 5, *hitrate = 90%)	
•Rasp	5	Single	Stam	MP damage (power = 25)	

<i>Blitz</i>	Lv	Targeting	Power	Description...	
Pummel	1	One Foe	150	Physical attack	Ignores defense, sets “Sap”
Suplex	9	One Foe	180	Physical attack	Ignores defense, sets “Stop”
Aurabolt	12	One Foe	75	Stamina-based Holy dmg	Row affects damage
Fire Dance	15	All Foes	60	Fire damage	-
Mantra	20	Allies	-	Cures HP	Power is stamina-based, weaker at low HP
Chakra	25	Allies	-	Cures MP	Power is stamina-based
Sonic Boom	30	All Foes	60	Stamina-based Wind dmg	-
Bum Rush	-	One Foe	255	Physical attack	Ignores defense

<i>Bushido</i>	Lv	Targeting	Power	Description...	
Dispatch	1	One Foe	(3/4)x	Physical attack (x=“Fight”)	Ignores defense, 2x damage to humans
Mindblow	8	One Foe	-	MP damage	Damage = 500
Empowerer	10	One Foe	75	Steals HP/MP	Sets “Sap”, row affects damage, effective vs. undead
Flurry	12	Foe(s)	(3/8)x	Physical attack (x=“Fight”)	Hits 4 times, sets “Muddle”
Dragon	18	One Foe	40	Stamina-based damage	Ignores defense, sometimes sets “Petrify” (odds = 1/2)
Eclipse	24	All Foes	90	Non-elemental damage	Sets “Blind”
Tempest	30	Foe(s)	(1/2)x	Physical attack (x=“Fight”)	Hits 4 times
Cleave	-	All Foes	-	Instant death	Can miss (evasion stats = Evade & Stamina)

<i>Tools</i>	Value	Targeting	Power	Description...	
Autocrossbow	500	Foe Group	180	Physical attack	Ignores row, can miss (evasion stat = Evade)
Noiseblaster	1000	Foe Group	-	-	Sets “Muddle”, can miss (evasion stat = Stamina)
Bio Blaster	5000	Foe Group	45	Dark damage	Sets “Poison”
Drill	10000	Single	200	Physical attack	Ignores defense, sets “Sap”
Flash	15000	Foe Group	60	Non-elemental damage	Sets “Blind”
Defibrillator	30000	One Ally	10	Revives fallen ally	-
Mana Battery	-	One Ally	1	Cures MP	-
Chainsaw	-	Single	255	Physical attack	Ignores defense, randomly kills

<i>Thrown</i>	Value	Targeting	Power	Description...	
Shuriken	250		90		
Ninja Star	-	Free	255	(Throwing stars – and thrown knives - are critical physical attacks that ignore defense/row)	
Ninja Scroll	500	All Foes	100*	Three types: Fire, Bolt, or Water damage *(1/2 damage on multi-target)	
Smoke Bomb	100	One Ally	-	Sets “Image”	

<i>Rage</i>	<i>Attack Bonus</i>	<i>2/3 Odds</i>	<i>1/3 Odds</i>
Adamantite	2x damage	(Attack)	Holy Wind
Albatross	2x damage	Fireball	(Attack)
Anemone	Sets "Poison"	Discharge	(Attack)
Antlion	Sets "Stop" (no dmg)	(Attack)	Snare
Behemoth	2x damage	(Attack)	Meteo
Belladonna	-	Moonlight	Raid
Bomb	-	Exploder	-
Brainpan	-	Blow Fish	• Rerise
Buffalax	3x damage	Landslide	(Attack)
Cephalid	Sets "Slow"	Tentacle	(Attack)
Chickenlip	Sets "Muddle"	(Attack)	Net
Chimera	-	Aqualung	Fireball
Conjurer	Sets "Sap"	• Rerise	(Attack)
Crawler	Steals HP	Magnitude	(Attack)
Doggo	3x damage	(Attack)	Step Mine
Exocite	2x damage	Rock	(Attack)
Eye Goo	-	Lode Stone	Glare
Flan	-	• Life	• SlowX
Gargoyle	-	Sun Bath	Quake
Griffin	-	Giga Volt	Air Blast
Grizzly	3x damage	Cave In	(Attack)
Hornet	3x damage	(Attack)	Blink
Io	-	Atomic Ray	Diffuser
Jinn	Sets "Mute"	Discord	(Attack)
Kudzu	-	Raid	• RegenX
Leafer	-	Wind Slash	Air Blast
Lich	-	• Rasp	Elf Fire
Locust	-	Gale Cut	Mirage
Magic Pot	4x damage	• Cure	(Attack)
Mantodea	Sets "Sap"	Shrapnel	(Attack)
Marlboro	-	Bio Blast	Bad Breath
Mesosaur	-	Holy Wind	Magntiude
Nastidon	-	Snowball	Absolute 0
Ninja	-	Wave Scroll	Vanish
Onion Kid	Sets "Bserk"	Brown Note	(Attack)
Osteosaur	Sets "Petrify" (no dmg)	• Doom	(Attack)
Rain Man	-	Acid Rain	• Bolt 2
Raven	Sets "Sleep"	• Break	(Attack)
Repo Man	-	Step Mine	Vanish
Revenant	-	• Holy	Blaze
Rhydon	2x damage	(Attack)	Sun Bath
Rocky	-	Harvester	Rock
Sand Ray	2x damage	Sand Storm	(Attack)
Scarab	-	Starlight	Mega Volt
Scrapper	2x damage	(Attack)	Chakra
Sewer Rat	Sets "Poison"	• Poison	(Attack)
Shokan	-	• Dark	Raze
Soldier	2x damage	• Cure 2	(Attack)
Spirit	-	• Demi	• Quartr
Stray Cat	3x damage	Snowball	(Attack)
Tek Armor	2x damage	Barrier	(Attack)
Templar	3x damage	(Attack)	• Remedy
Titan	3x damage	Avalanche	(Attack)
Troll	3x damage	(Attack)	Refract
Tumbleweed	Steals HP	• Cure 3	(Attack)
Tyrano	3x damage	(Attack)	Firestorm
Vagrant	2x damage	Flash Rain	(Attack)
Vaporite	Sets "Blind" (no dmg)	Plasma	(Attack)
Vulture	-	Razor Leaf	Harvester
Weedula	-	• Quake	Razor Leaf
Werewolf	3x damage	(Attack)	• Regen
Windrunner	-	Aero	Blight
Witch	-	Refract	• Fire 3
Zombone	Sets "Zombie" (no dmg)	Cave In	(Attack)

<i>Dance</i>	<i>Odds</i>	<i>Result</i>
Wind Song	7/16	Sun Bath
	5/16	Wind Slash
	3/16	Razor Leaf
Desert Aria	1/16	Cockatrice
	7/16	Sand Storm
	5/16	Mirage
Forest Suite	3/16	Sun Bath
	1/16	Meerkat
Earth Blues	7/16	Harvester
	5/16	Razor Leaf
	3/16	Elf Fire
Dusk Requiem	1/16	Raccoon
	7/16	Avalanche
	5/16	Sun Bath
Love Sonata	3/16	Wind Slash
	1/16	Wild Boars
Water Rondo	7/16	Cave In
	5/16	Snare
	3/16	Moonlight
Snowman Jazz	1/16	Wombat
	7/16	Bedevil
	5/16	Moonlight
Snowman Jazz	3/16	Elf Fire
	1/16	Tapir
Snowman Jazz	7/16	El Nino
	5/16	Plasma
	3/16	Surge
Snowman Jazz	1/16	Toxic Frog
	7/16	Blizzard
	5/16	Surge
	3/16	Mirage
	1/16	Ice Rabbit

<i>Rage</i>	<i>Targeting</i>	<i>Power</i>	<i>Eva</i>	<i>Description...</i>	
Absolute 0	All Foes	120	-	Ice damage	-
Acid Rain	All Foes	30	-	Water damage	May set "Sap"
Aero	All Foes	75	M.Eva	Wind damage	May set "Sap"
Air Blast	Free	-	Stam	Wind damage	Damage = (HP *1/2)
Atomic Ray	One Foe	90	M.Eva	Non-elemental damage	Unreflectable
Barrier	One Ally	-	-	-	Sets "Shell"/"Rflect", unreflectable
Bio Blast	Foe Group	45	-	Dark damage	May set "Poison"
Blight	Foe Group	45*	M.Eva	Dark/Wind damage	May set "Poison", *(1/2 damage on multi-target)
Blink	One Ally	-	-	-	Sets "Image"/"Haste"
Brown Note	One Foe	60	M.Eva	Non-elemental damage	May set random negative status
Diffuser	All Foes	90*	M.Eva	Bolt damage	*(1/2 damage on multi-target)
Discharge	All Foes	75	M.Eva	Bolt damage	-
Exploder	All Foes	-	-	Non-elemental damage	Damage = caster's (current) HP * (1 if enemy, else 2.5)
Fireball	Foe Group	60*	M.Eva	Fire damage	May set "Sap", *(1/2 damage on multi-target)
Firestorm	All Foes	50	-	Fire/Water damage	-
Flash Rain	All Foes	60	-	Bolt/Water damage	-
Gale Cut	All Foes	25	M.Eva	Wind damage	-
Giga Volt	One Foe	120	M.Eva	Bolt/Wind damage	May set "Sap"
Glare	One Foe	-	Stam	-	Sets "Petrify" (will miss on "Clear" targets)
Landslide	All Foes	60	-	Earth damage	Ground attack, may set "Slow"
Lode Stone	One Foe	-	Stam	Earth damage	Damage = (HP *5/8), sets "Slow"
Magnitude	All Foes	100*	-	Earth damage	Ground attack, *(1/2 damage on multi-target)
Mega Volt	Free	30	M.Eva	Bolt/Wind damage	May set "Sap"
Meteo	All Foes	60	M.Eva	Non-elemental damage	Ignores defense, low accuracy
Net	One Foe	-	Stam	-	Sets "Slow"/"Stop"
Rock	Free	100	(!)Eva	Stamina-based damage	Low accuracy, may set "Muddle", (!) = see "Tentacle"
Shrapnel	Foe Group	150*	(!)Eva	Stamina-based damage	*(1/2 damage on multi-target), (!) = see "Tentacle"
Snowball	Foe Group	50*	M.Eva	Ice damage	May set "Slow", *(1/2 damage on multi-target)
Starlight	All Foes	60	M.Eva	Non-elemental damage	May set "Blind"
Step Mine	One Foe	-	M.Eva	Non-elemental damage	Damage rises with number of steps taken
Tentacle	Free	120	(!)Eva	Stamina-based damage	(!) = physical attack if used by enemy, magical otherwise
Vanish	One Ally	-	-	-	Sets "Clear"

<i>Dance</i>	<i>Targeting</i>	<i>Power</i>	<i>Eva</i>	<i>Description...</i>	
Avalanche	One Foe	60	M.Eva	Earth damage	Ignores defense
Bedevil	One Foe	25	-	Steals HP/MP	Ignores defense, effective vs. undead
Blizzard	All Foes	90	-	Ice/Wind damage	May set "Blind"
Cave In	One Foe	-	Stam	Earth damage	Damage = (HP *3/4), sets "Sap"
Cockatrice	One Foe	120	-	Non-elemental damage	Ignores defense, sets "Petrify"
Elf Fire	One Foe	72	-	Fire damage	-
El Nino	All Foes	60	-	Water damage	-
Harvester	Party	10	-	Cures HP (stamina-based)	Lifts most bad statuses
Ice Rabbit	Party	-	-	Cures HP to max	Sets "Image"
Meerkat	Party	-	-	-	Sets "Image"/"Haste"
Mirage	Party	-	-	-	Randomly sets "Image" (odds = 1/2)
Moonlight	All Foes	90*	M.Eva	Holy damage	*(1/2 damage on multi-target)
Plasma	One Foe	72	-	Bolt/Water damage	-
Raccoon	Party	-	-	Cures HP to max	Lifts most bad statuses
Razor Leaf	All Foes	100*	M.Eva	Earth/Wind damage	*(1/2 damage on multi-target)
Sand Storm	All Foes	42	M.Eva	Earth/Wind damage	May set "Blind"
Snare	One Foe	-	-	Instant death	-
Sun Bath	Party	20	-	Cures HP (stamina-based)	-
Surge	All Foes	90	-	Ice/Water damage	Ground attack
Tapir	Party	2	-	Cures MP	Lifts ALL bad statuses
Toxic Frog	One Foe	180	-	Dark damage	Sets "Poison"
Wild Boars	One Foe	120	-	Non-elemental damage	Ignores defense, ground attack
Wind Slash	All Foes	50	M.Eva	Wind damage	-
Wombat	All Foes	100	-	Non-elemental damage	Ignores defense, ground attack

<i>Slots</i>	<i>Targeting</i>	<i>Power</i>	<i>Description...</i>	<i>Slots</i>	<i>Description...</i>
3 Chocobos	All Foes	90	Ground damage; sets "Sap"	Bar-Bar-Bar	Summons random esper
3 Diamonds	All Foes	75	Sets "Blind"		
3 Airships	All Foes	36	Ignores defense	7 - 7 - 7	Cures HP/revives allies (pwr = 7)
(Losing Spin)	Party	10	Cures HP		

<i>Weapon</i>	<i>Value</i>	<i>Attack</i>	<i>Evoke & M.Evoke</i>	<i>Stat Boost(s)</i>	<i>Equip</i>	<i>Description...</i>	
Mythril Bolo	250	75	10 / -	-	Te / Ce Lo / Ed	<i>Initial: Te</i>	Dual-wield, may counter-attack
Iron Cutlass	500	100	10 / -	Spd +2		<i>Initial: Ce</i>	
Scimitar	2500	150	10 / -	Vgr +3 / Spd +3			
Flametongue	5000	125	- / 10	Vgr +3 / Mag +3		Fire damage, may cast Fire 2	
Icebrand	5000	125	- / 10	Stam +3 / Mag +3		Ice damage, may cast Ice 2	
Elec Sword	5000	125	- / 10	Spd +3 / Mag +3		Bolt damage, may cast Bolt 2	
Blood Sword	-	160	10 / -	Vgr +5 / Stam +5		May cast Drain	
Soul Sabre	-	175	- / 10	Mag +7		May cast Osmose	
Falchion	10000	200	10 / -	Vgr +5 / Spd +5		Dual-wield, may counter-attack	
Rune Blade	25000	140	- / 10	Vgr +5 / Mag +5		Uses MP for critical hits	
Zantetsuken	-	210	20 / 20	Vgr +7 / Spd +7	Te	May counter-attack, always hits, high crit rate, can insta-kill	Dual-wield
Excalibur	-	210	10 / 10	Vgr +7 / Mag +7		Uses MP for critical hits, stronger if held with 2 hands	
Atma Weapon	-	*255	-	-		Attacks with stamina, weaker at low HP	
Apocalypse	-	180	10 / 10	All +5		Uses MP for critical hits, may cast Flare	
Illumina	-	180	10 / 10	All +5		Uses MP for critical hits, may cast Holy	
Mythril Dirk	100	50	-	-	Lo / Sh Se / Go	<i>Initial: Lo/Go</i>	
Butterfly	500	75	-	Vgr +3		2x damage to humans	
Switchblade	-	100	10 / -	Spd +5		May steal from foe	
Demonsbane	-	120	10 / -	Vgr +3 / Spd +3		Undead slayer	
Man Eater	10000	160	- / -	Vgr +5		2x damage to humans	
Avenger	-	200	10 / -	Vgr +5 / Spd +5	Lo	Holy damage	2 hands: "Jump" bonus
Valiance	-	175	10 / -	Vgr +5		Ignores defense, stronger at low HP	
Mythril Pike	-	80	-	-	Ed / Mo	<i>Initial: Ed/Mo</i>	
Stout Spear	1500	90	-	-		HP+25%	
Trident	3000	100	-	-		Water damage, HP+12.5%	
Fire Lance	6000	120	-	-		Fire damage, HP+12.5%	
Partisan	9000	140	-	-	Sa	HP+25%	Dual-wield
Gungnir	-	160	-	-		Always hits, HP+50%	
Longinus	-	180	-	-		Holy damage, HP+25%	
Mythril Claw	-	60	-	Vgr +2		<i>Initial: Sa (2x)</i>	
Spirit Claw	750	80	-	Vgr +3 / Spd +2		Holy damage, may cast Slow	
Poison Claw	1500	90	-	Vgr +3 / Stam +2	Te / Ce	Poison damage, may cast Sap	Ignores defense
Ocean Claw	2500	100	-	Vgr +5 / Stam +3		Water damage, may cast Drain	
Hell Claw	5000	120	-	Vgr +5 / Spd +3		Fire damage, may cast Fire	
Frostgore	-	150	-	Vgr +7 / Stam +5		Ice damage, may cast Ice	
Stormfang	-	180	-	Vgr +7 / Spd +5		Bolt damage, may cast Bolt	
Morning Star	5000	125	-	Spd -2			

<i>Item</i>	<i>Value</i>	<i>Description...</i>	<i>Item</i>	<i>Value</i>	<i>Description...</i>
Dried Meat	50	Cures 100 HP	Phoenix Down	200	Cures death (HP = 1)
Red Bull	250	Cures 200 HP	Phoenix Tear	-	Cures death (HP = 3/4 max)
Tonic	500	Cures 1/2 max HP	Holy Water	400	Cures "Zombie" (HP = 1/8 max)
Potion	2000	Cures 3/4 max HP	Antidote	50	Cures "Poison"
X-Potion	-	Cures 3/4 max HP – party	Eyedrops	50	Cures "Blind"
Tincture	1000	Cures 50 MP	Green Cherry	100	Has a calming effect
Ether	-	Cures 3/4 max MP	Remedy	150	Lifts most bad statuses
X-Ether	-	Cures 3/4 max MP – party	Warp Whistle	300	Casts Warp
Elixir	-	HP/MP to max, lifts most bad statuses	Bouncy Ball	500	Random damage to foes
Megalixir	-	HP/MP to max – party	Rename Card	?	Hidden item

Weapon	Value	Attack	Evoke & M.Evoke	Stat Boost(s)	Equip	Description...	
Hanzo	-	90	10 / -	Stam +2	Cy / Sh	Initial: Cy/Sh	2 hands
Kotetsu	750	120	10 / -	Vgr +3 / Stam +3		May counter-attack	
Ichimonji	1500	140	10 / -	Spd +3 / Stam +3		High critical rate, can insta-kill	
Kazekiri	-	150	10 / -	Spd +5 / Stam +5		May hit all foes with stamina-based wind attack	
Murasame	-	160	10 / -	Vgr +5 / Stam +5		May counter-attack	
Masamune	-	180	10 / -	Vgr +7 / Stam +7		May counter-attack	
Mutsunokami	-	210	10 / -	Spd +7 / Stam +7		May hit all foes with stamina-based wind attack	
Tanto	-	75	10 / 10	Spd +2	Sh	Initial: Sh	Dual-wield
Kunai	250	100	10 / 10	Spd +3		Strong vs. flying foes	
Sakura	1000	125	10 / 10	Spd +3 / Mag +5		May cast Break	
Ninjato	2500	150	10 / 10	Spd +5		Strong vs. flying foes	
Kagenui	-	175	10 / 10	Mag+7		"Fight" hits 2x; may set "Stop"/"Slow"	
Orochi	-	200	10 / 10	Spd +7		Strong vs. flying foes	
Kusarigama	2000	100	-	-	Sh / Go	2x damage to humans, may set "Stop"/"Slow"	
Darts	1000	120	-	-	Se	Initial: Se	Ignores row
Tarot	-	140	-	-		Holy damage, undead slayer	
Viper Darts	-	160	-	-		Uses MP for critical hits	
Dice	5000	-	-	-		Damage = (2Lv. * D1 * D2), always hits	
Fixed Dice	-	-	-	-		Damage = (2Lv. * D1 * D2 * D3), always hits	
Mythril Rod	-	90	-	Stam +3	St / Mo Re / Go	Initial: St	Uses MP for critical hits*) High spell/cast rate
Fire Rod	2500	120	-	Mag +3		May cast Fire 2 --- *(MP crit = 2x spell damage)	
Ice Rod	2500	120	-	Mag +3		May cast Ice 2 --- *(MP crit = 2x spell damage)	
Thunder Rod	2500	120	-	Mag +3		May cast Bolt 2 --- *(MP crit = 2x spell damage)	
Quartstaff	5000	150	10 / -	Stam +7		May cast Quartr --- *(MP crit = hits foe group)	
Doomstick	15000	150	10 / -	Mag +3 / Stam +3		May cast Doom --- *(MP crit = X-Zone)	
Punisher	-	150	10 / -	Mag +7 / Stam +7		May cast Dark --- *(MP crit = 2x spell damage)	
Wind Breaker	-	180	10 / -	Spd +5 / Stam +5		St / Re	
Light Brush	-	(60)	- / 10	Mag +3	Re / Go	Initial: Re	(Cures HP) Hits 2x
Monet Brush	5000	(80)	- / 10	Mag +3 / Spd +3		May cast Safe	
Dali Brush	-	(100)	- / 10	Mag +5 / Spd +3		May cast Shell	
Ross Brush	-	(120)	- / 10	Mag +5 / Spd +5		May cast Rflect	
Boomerang	1500	50			Te / Ce Lo / Mo	Strong vs. flying foes, ignores row, dual-wield	
Full Moon	3000	100	-	-			
Rising Sun	9000	130					
Wing Edge	-	160					
Bone Club	-	130	-	-	Ga / Um	Initial: Um -	
Magic Bone	-	80		Mag +7			

	<i>Legend</i>
<i>Dual-Wield</i>	Weapon may be used in the shield hand alongside any other weapon but a spear (<i>both will deal 75% damage</i>)
<i>2 Hands</i>	If off-hand is empty, weapon deals 150% damage (<i>else normal damage, or 75% if a second weapon is present</i>)
<i>MP for Criticals</i>	If MP is sufficient (1/2 <i>user's lv.</i>), it is used for a guaranteed critical hit (<i>plus additional benefits for rod spellcasts</i>)
<i>"May Cast (Spell)"</i>	(Spell) is randomly cast on target in addition to regular damage (<i>NOTE: spell damage is affected by user's row</i>)
<i>"May Counter-Attack"</i>	User may counter any physical attack (<i>rate is based on user's stamina – if stam ≥ 96, counter rate is 100%</i>)
<i>"May Guard Allies"</i>	If in the front row, user may block physical attacks for back-row allies (<i>if ally is near-fatal, will always guard</i>)
<i>"Jump" Bonus</i>	Spears do double damage when used with "Jump" (<i>other weapons deal 150% fight *AND* random spell damage</i>)
<i>Throwable</i>	Weapon is usable with the "Throw" command (<i>critical damage, ignores defense/row</i>)
<i>Undead Slayer</i>	Weapon randomly kills undead targets (<i>if target is immune to death, then critical hit</i>)
<i>Strong vs. Flying Foes</i>	Weapon randomly deals triple damage to floating targets (<i>if target is not floating, then double damage</i>)

<i>Shield</i>	<i>Value</i>	<i>Def & M.Def</i>	<i>Evade & M.Evade</i>	<i>Stat Boost(s)</i>	<i>Equip</i>	<i>Description...</i>
Buckler	100	10 / 10	10 / -	-	<i>All but Sa/Cy/Sh/Um</i>	<i>Initial: Te, Mo</i>
Iron Shield	500	20 / 20	10 / -	Spd-2	Te / Ce / Lo / Ed	-
Targe	1000	15 / 15	10 / -	-	<i>All but Sa/Cy/Sh/Um</i>	<i>Initial: Se, St</i>
Gold Shield	3000	30 / 30				Halves Water damage
Diamond Kite	5000	40 / 35	10 / 10	Spd-2	Te / Ce / Lo	Halves Bolt damage
Crystal Kite	10000	50 / 40			Ed / Se / Mo	Halves Wind damage
Flameguard				Vgr +3 / Mag +3		Absorbs Fire damage
Iceguard	-	20 / 30	- / 10	Stam +3 / Mag +3	<i>All but Sa/Cy/Sh/Um</i>	Absorbs Ice damage
Thunderguard				Spd +3 / Mag +3		Absorbs Bolt damage
Genji Shield		45 / 30	20 / -	Vgr+5 / Stam +5		Auto-Safe
Force Shield	-	30 / 45	- / 20	Mag+5	Te / Ce / Lo	Auto-Shell
Aegis Shield		25 / 25	20 / 20	Spd+5	Ed / Se / Mo	Auto-Haste (<i>blocks “Slow”</i>)
Hero Shield	-	40 / 40	10 / 10	Vgr+5 / Mag +5	Te / Ce / Lo	Auto-Regen (<i>blocks “Sap”</i>)

<i>Helmet</i>	<i>Value</i>	<i>Def & M.Def</i>	<i>Evade & M.Evade</i>	<i>Stat Boost(s)</i>	<i>Equip</i>	<i>Description...</i>
Leather Hat	100	15 / 10	-	-	<i>All but Um</i>	<i>Initial: Te, Ed, Cy</i>
Hair Band	150	5 / 15	- / 10	Mag +2	Te / Ce / Re	<i>Initial: Ce</i>
Bandana	200	5 / 10	10 / -	Vgr +2 / Spd +2	<i>All but Um</i>	<i>Initial: Lo, Se, Re</i>
Iron Helm	500	30 / 20	-	Spd -2	Te / Ce / Cy / Ed	-
Green Beret	1000	10 / 10	10 / 10	Stam +3	<i>All but Um</i>	HP/MP+12.5%
Mythril Helm	2000	30 / 20	-	-	Te / Ce / Cy / Ed Lo / Sh / Se / Mo	-
Tiger Mask	3000	5 / 15	20 / -	Vgr +5 / Spd +3	Sa / Ga	Halves Fire damage
Gold Helm	4500	30 / 25	-	Spd -2	Te / Ce / Cy Ed / Se / Mo	Halves Water damage
Mystery Veil	5000	5 / 25	10 / -	Mag +3 / Vgr +2	Te / Ce	Sword spellcast rate up
Magus Hat	6000	5 / 35	- / 10	Mag +3 / Stam +2	Te / Ce / St / Mo / Go	MP+25%
Ninja Mask	-	10 / 25	10 / 10	Vgr +5 / Spd +5	Lo / Sh	May counter-attack
Diamond Helm	7500	35 / 30				Halves Bolt damage
Crystal Helm	15000	40 / 35	-	Spd -2	Te / Ce / Cy Ed / Se / Mo	Halves Wind damage
Dark Hood	10000	10 / 25	20 / -	Spd +5	<i>All but Um</i>	-
Oath Veil	20000	10 / 35	- / 10	Mag +5 / Vgr +3	Te / Ce	Sword spellcast rate up
Circlet	25000	10 / 45	10 / -	Mag +5 / Stam +3	Te / Ce / St / Mo / Go	MP+50%
Red Cap	-	15 / 15	10 / 10	Stam +5	<i>All but Um</i>	HP/MP+25%
Genji Helm	-	40 / 20	10 / -	Vgr +5 / Stam +3	Te / Ce / Cy / Ed Lo / Sh / Se / Mo	-
Dragon Helm	-	20 / 40	- / 10	Vgr +5 / Mag +3	Ed / Mo / Go	“Jump” randomly hits 2x
Cat Hood	-	10 / 30	10 / 10	Mag +5 / Spd +5	Ga / Re	-
Skull Cap	-	30 / 30	-	Stam +7	<i>All</i>	-

<i>Relic</i>	<i>Value</i>	<i>Def & M.Def</i>	<i>Evade & M.Evade</i>	<i>Stat Boost(s)</i>	<i>Equip</i>	<i>Description...</i>
Dragon Seal	5000					
Gale Hairpin	10000	- / -	20 / - - / 20	Vgr +3 / Spd +5 Mag +3 / Spd +5	Ed / Mo / Go Te / Ce / Re	“Fight” to “Jump”, sword spellcast rate up Pre-emptive attack rate up
Thief Glove	-	- / -	10 / - - / 10	Vgr +5 / Spd +3 Mag +5 / Spd +3	Lo / Go Lo / Sh	“Steal” to “Mug”, physical output +25% Fight always hits, magical output +25%
Moogles Charm	-	- / -	10 / - - / 10	Spd +7 / Stam +7 Mag +7 / Stam +7	Mo / Go Sh / Re	???
Daryl's Soul	-	10 / - - / 10	-	Vgr +5 / Stam +5 Spd +5 / Stam +5	Se Se / Go	“Fight” hits 2x “Slot” to “GP Toss”
Nirvana Band	-	10 / - - / 10	-	Vgr +3 / Stam +3 Mag +3 / Stam +3	Ed / Sa / Cy Lo / St / Mo	All output +25% “Magic” to “X-Magic”
Gem Box	-	20 / - - / 20	-	Vgr +7 Mag +7	Te Ce	MP costs = 1/2
Storm Belt	-	- / -	-	Spd +5 Stam +5	Ga / (*Um...?)	Physical output +25%, blocks Bolt damage Magical output +25%, blocks Fire damage
Blizzard Orb	-					
Muscle Belt	-	10 / 10	-	-	<i>All but Um</i>	HP+25%, physical output +25%
Crystal Orb		- / -				MP+25%, magical output +25%

<i>Armor</i>	<i>Value</i>	<i>Def & M.Def</i>	<i>Evade & M.Evade</i>	<i>Stat Boost(s)</i>	<i>Equip</i>	<i>Description...</i>
Hard Leather	300	30 / 25	-	-	<i>All but Um</i>	<i>Initial: Te, Lo, Ed, Cy</i>
Karate Gi	400	25 / 20	10 / -	Vgr +2 / Spd +2	Lo / Sa / Ga / Sh	<i>Initial: Sa, Sh</i>
Cotton Robe	500	20 / 30	- / 10	Mag +2 / Stam +2	Te / Ce / Sa / St / Mo	<i>Initial: St</i>
Iron Armor	1000	45 / 30	-	Spd-3	Te / Ce / Cy / Ed	-
Mythril Vest	1500	40 / 25	10 / -	-	<i>All but Um</i>	<i>Initial: Se</i>
Ninja Gear	2500	30 / 20	20 / -	Vgr +3 / Spd +3	Lo / Sa / Ga / Sh	-
White Dress	3000	20 / 40	- / 20	Mag +5	Te / Ce / Re	-
Mythril Mail	4500	50 / 35	-	Spd-2	Te / Ce / Cy / Ed Lo / Se / Sh / Mo	-
Gaia Gear	5000	35 / 30	20 / -	Vgr +3 / Stam +5	Lo / Sa / Ga / Sh / Mo	Halves Earth damage
Power Armor	7500	40 / 25		Vgr +5 / Stam +3	Te / Ce / Cy	-
Gold Armor	9000	55 / 40	-	Spd-3	Ed / Se / Mo	Halves Water damage
Diamond Vest	10000	55 / 35	10 / -	-	<i>All but Um</i>	Halves Bolt damage
Diamond Mail	15000	65 / 45				Halves Bolt damage
Crystal Mail	30000	75 / 50	-	Spd-3	Ed / Se / Mo	Halves Wind damage
Dark Gear	20000	40 / 35	20 / -	Vgr +5 / Spd +5	Lo / Sa / Ga / Sh / Mo	-
Light Robe	15000	25 / 50	- / 20	Mag +5 / Stam +5	Te / Ce / Sa / St / Mo	-
Genji Armor	-	70 / 35	10 / -	Vgr +7 / Stam +7	Te / Ce / Cy / Ed Lo / Se / Sh / Mo	-
Force Armor	-	35 / 70	- / 10	Mag +7	Te / Ce / Cy Ed / Se / Mo	Halves Fire/Ice/Bolt damage
Royal Jacket	-	50 / 40	20 / -	Vgr +5	Ed / Sa	HP+25%
Minerva	-	50 / 50	10 / 10	Vgr +5 / Mag +5	Te / Ce	Blocks Fire/Ice/Bolt damage
Radiant Gown	-	40 / 50	- / 20	Mag +5	Re	MP+25%, Brush spellcast rate up
Tabby Hide		25 / 30		Spd +3 / Mag +3		Halves Earth damage
Gator Hide		30 / 35		Spd +3 / Stam +3		Halves Water damage
Chocobo Hide	-	35 / 40	10 / 10	Spd +5 / Stam +5	Ga / St / Re / Go	Halves Water/Wind damage
Moogles Hide		40 / 45		Spd +5 / Mag +5		Halves Earth/Wind damage
Dragon Hide		50 / 55		Stam +7 / Mag +7		Halves Fire/Wind damage
Snow Muffler	-	60 / 60	-	Spd-3	Ga / Mo / Go / Um	HP+25%, blocks Ice/Wind damage
Mirage Vest	-	35 / 35	20 / 20	Spd +7	<i>All but Um</i>	Auto-Haste (<i>blocks “Slow”</i>)

<i>Relic</i>	<i>Value</i>	<i>Def & M.Def</i>	<i>Evade & M.Evade</i>	<i>Stat Boost(s)</i>	<i>Description...</i>
Goggles	500	5 / -	-	Vgr +2 / Stam +2	Blocks “Blind”
Bracelet	500	- / 5	-	Mag +2 / Stam +2	Blocks “Poison”
Talisman	1000	10 / -	-	Vgr +3 / Stam +3	Blocks “Blind”, “Poison”
Fairy Charm	1500	- / 10	-	Mag +3 / Stam +3	Blocks “Sleep”, “Muddle”
Spirit Stone	3000	15 / -	-	Vgr +5 / Stam +5	Blocks “Blind”, “Poison”, “Petrify”
Amulet	6000	- / 15	-	Mag +5 / Stam +5	Blocks “Sleep”, “Muddle”, “Bserk”
Ribbon	-	-	20 / 20	-	Blocks “Stop”, “Petrify”, Death (= <i>instant death</i> + “Zombie”)
Quartz Charm	-	-	-	Stam +7	Auto-Safe/Shell
Safety Glove	1500	20 / -	-	-	Sets Safe on low HP
Barrier Cube	2500	- / 20	-	-	Sets Shell on low HP
Sprint Shoes	3000	-	20 / 0	-	Auto-Haste (<i>blocks “Slow”</i>)
Life Bell	-	-	-	Stam +5	Auto-Regen (<i>blocks “Sap”</i>)
Hyper Wrist	5000	-	-	-	Auto-Bserk
Guard Ring	7500	5 / 15	-	-	Auto-Safe
Wall Ring	10000	15 / 5	-	-	Auto-Shell
Reflect Ring	-	-	-	-	Auto-Rflect
Ghost Ring	1000	-	-	-	Makes wearer undead
Knight Cape	1000	-	10 / -	Vgr +5 / Spd +3	HP+12.5%, may guard allies
White Cape	2500	-	- / 10	Mag +5 / Spd +3	Blocks “Imp”, “Mute”, “Bserk”
Zephyr Cape	-	-	10 / 10	Spd +7 / Stam +5	Sets Haste on low HP
Back Guard	4500	20 / 20	-	-	Prevents back/pincer attacks
Black Belt	-	-	-	Spd +7	“Fight” always hits, may counter-attack
Power Glove	-	-	-	Vgr +7	Physical output +25%
Magic Cube	-	-	- / 20	Mag +7	MP+50%
Stat Stick	6000	-	-	All +5	HP/MP+12.5%
Hero Ring	-	-	-	Vgr +7 / Mag +7	HP/MP+25%, may guard allies

<i>Enemy</i>	HP	MP	Exp	GP	Weakness	Block/(Absorb)	Resistances/Type	Status
Guard	50	-	50	49	X-Dark	-	-	-
Captain	250	-	75	66				
Zombie	500	100	100	133	X-Holy/Fire	O-(Dark)	Undead (All but Death)	-
Soldier	100		25	99				
Officer	200		50	149				
Trooper	300	100	100	199	X-Dark	-	-	-
Commando	600		125	249				
Phalanx	200	100	75	149				
Templar	800	300	200	299	X-Dark/Water	-	Amulet + Ribbon (Sleep/Muddle/Bserk/Stop/Petrify/Death)	Safe + Shell
Centurion	4000	500	-	-				
Repo Man	50		25	49				
Mechanix	150	-	50	99	X-Dark	-	-	Shell
Junkie	300		100	149				
Scrapper	250		75	166				
Fighter	500	-	150	399	X-Dark	-	-	-
Brawler	3000		350	849				
Hobo	500		200	333				
Drifter	1500	-	300	666	X-Dark	-	-	-
Vagrant	2500		400	999				
Slamdancer	600	100	250	499				
Souldancer	3000	300	750	999	X-Dark	O-Fire	Ribbon (Stop/Petrify/Death)	-
Tapdancer	4800	500	1250	1499				
Rain Man	800	100	200	599				
Umbro	2400	300	400	799	X-Dark/Bolt	O-Water/Wind	Amulet (Sleep/Muddle/Bserk)	Float
Parasoul	3600	500	800	999				
Conjurer	400	100	150	249				
Warlock	2800	300	450	499	X-Dark	-	Amulet (Sleep/Muddle/Bserk)	-
Wizard	4000	500	900	749				
Onion Kid	500		75	149				
Tiny Tim	2000	-	450	549	X-Dark/Bolt	-	Ribbon (Stop/Petrify/Death)	Safe
Iron Man	3000		700	949				
Dahling	2000		450	999				
Madam	3000	500	600	1249	X-Dark	-	Amulet (Sleep/Muddle/Bserk)	-
Maiden	5000		750	1499				
Succubus	2000		500	749				
Banshee	4000	300	750	1499	X-Dark/Bolt	-	Ribbon (Stop/Petrify/Death)	Float
Witch	3000		750	599				
Fiend	5000	500	1250	999	X-Dark	-	Amulet (Sleep/Muddle/Bserk)	Float
Giant	2500		1000	999				
Titan	10000	-	2500	2499	X-Dark	O-Earth	Amulet + Ribbon (Sleep/Muddle/Bserk/Stop/Petrify/Death)	-
Colossus	10000		5000	4999				
Ninja	2000		500	749				
Shinobi	4000	-	1500	999	X-Dark	O-Fire	Ribbon (Stop/Petrify/Death)	Haste (blocks Slow)
Assassin	6000		2500	1249				
Shokan	2500		500	649				
Tarokan	5000	300	1000	749	X-Dark	-	-	-
Gorokan	7500		1500	849				
Samurai	4000	-	1000	499				
Retainer	8000		2000	949	X-Dark	-	-	-
Katanasoul	40000	5000	3000	4999	X-Holy/Fire	O-(Dark)	Undead/All (+HP%)	-
Siegfried	10000	-	-	-	X-Dark	-	-	-
Wight	300	100	100	99				
Wraith	1500	300	350	399	X-Holy/Fire	O-(Dark)	Undead (All but Death)	-
Revenant	4500	500	700	699				
Lich	600	100	150	166				
Powerslave	3000	500	600	666	X-Holy/Fire	O-(Dark)	Undead (All but Death)	-
Thanatos	3000		500	499				
Reaper	9000	1000	2000	999	X-Holy/Fire	O-(Dark)	Undead + Ribbon (All)	Haste (blocks Slow)
Death	18000		4000	1499				
Spirit	200	100	50	66				
Specter	600	300	100	333	X-Holy/Fire	O-(Dark)	Undead (All but Death)	Float
Phantom	1000	500	150	666				
Jinn	1000	100	350	499				
Djinni	1500	300	550	699	X-Holy/Fire	O-(Dark)	Undead (All but Death)	Shell + Float
O-Bake	3000	500	750	899				
Fossilfang	1000	100	250	399				
Zombone	2000	300	500	599	X-Holy/Fire	O-(Dark)	Undead (All but Death)	-
Necrosaur	5000	500	2000	799				
Sand Devil	4000	300	1000	349				
Sea Devil	6000	500	2000	649	X-Holy/Fire	O-(Dark)	Undead (All but Death)	Float
Plantpire	500	300	350	333				
Weedula	1500	500	750	666	X-Holy/Fire/Ice	O-(Dark/Water)	Undead (All but Death)	Safe + Shell
Belladonna	2400	300	300	449				
Nightshade	3200	500	600	849	X-Holy/Fire/Ice	O-(Dark/Water)	Undead (All but Death)	-
Osteosaur	5000	1000	1000	999				
Bonelord	10000	1500	2000	1999	X-Holy/Fire	O-(Dark)	Undead + Ribbon (All)	-

<i>Enemy</i>	HP	MP	Exp	GP	Weakness	Block/(Absorb)	Resistances/Type	Status
Lobo	75		50	33				
Red Wolf	750		150	133				
Lunaris	1000	-	300	249	X-Fire	O-Ice	-	-
Werewolf	5000		600	333				
Mammoth	200		100	66				
Tusker	400	-	250	99	X-Fire	O-Ice/Wind	-	-
Nastidon	6000		1000	499				
Sewer Rat	75		25	33				
Plague Rat	400	-	100	166	X-Fire	-	-	-
Vermin	750		125	333				
Leafer	50		25	49				
Rabite	200	-	50	99	X-Fire	-	-	Haste (blocks Slow)
Dark Hare	1000		250	399				
Raven	50		25	33				
Condor	150	-	50	66	X-Bolt	-	-	Float
Cockatrice	1500		450	499				
Sand Ray	100	-	25	66	X-Ice	-	-	-
Trilobite	200		50	99				
Antlion	50	-	50	49	-	-	-	-
Scorpion	500		250	149				
Hornet	50	-	50	49				
Wasp	250	-	200	99	X-Fire	-	-	Haste + Float (blocks Slow)
Crawler	100	-	50	66				
Slurm	500		150	166	X-Fire	-	-	-
Eye Goo	100		75	99				
Puff Goo	1000	-	350	499	X-Fire	-	-	-
Foamy	150		75	33				
Rocky	600	-	150	99	X-Fire	-	-	-
Nutkin	2400		450	349				
Rhyhorn	300		150	99				
Rhydon	1200	-	450	149	X-Ice	O-Bolt/Earth	-	-
Rhyperior	4800		750	299				
Bear	600		350	149				
Grizzly	3600	-	750	299				
Gold Bear	4800		1250	449	X-Fire	O-Wind	-	-
Black Bear	7200		2500	599				
Doberman	200		50	99				
Rottweiler	400	-	100	133	-	-	-	Haste (blocks Slow)
Foxhound	800		200	166				
Pooch	500		125	199				
Doggo	1000	-	250	399	-	-	-	-
Chupacabra	1500		500	599				
Stray Cat	300	-	75	49				
Wild Cat	1800		550	499	X-Water	-	-	-
Chickenlip	400		100	133				
Cluck	2400	-	500	299	X-Ice	-	-	-
Cricket	300		100	49				
Dragonfly	500	-	200	149	X-Fire	-	-	Float
Locust	700		300	249				
Beakor	500		150	149				
Racer	1000		350	249				
Windrunner	3000	-	550	349	X-Bolt	-	-	Haste (blocks Slow)
Hoodwink	5000		750	449				
Buzzard	500		150	199				
Vulture	700	-	250	249	X-Bolt	-	-	Float
Osprey	900		350	299				
Albatross	400		150	149				
Wyvern	800	-	300	249	X-Bolt	-	-	Float
Dactyl	1600		450	349				
Exocite	200		75	49				
Primordite	250	-	100	66	X-Bolt	O-Water	-	-
Clawglip	300		125	99				
Nautiloid	300	-	100	99	X-Fire/Bolt	O-Water	-	Shell
Cephalid	900		300	299				
Sea Flower	300		150	149				
Anemone	1200	-	350	249	X-Fire/Ice	O-(Bolt/Water)	Plant (All but Sleep)	Shell
Sponge	1800		550	349				
Anguiform	500	-	200	249	X-Ice	O-Water/Earth	-	-
Latimeria	1500		400	749				
Prokaryote	200		100	49				
Eukaryote	1000	-	400	349	-	O-(Bolt/Water)	All	Float
Vaporite	100		50	33				
Ectoplasm	150	-	75	49	X-Fire	O-(Bolt)	All	Regen + Float (blocks Sap)
Fuzzy	1500		500	249				
Bomb	300		125	33				
Grenade	600	-	250	66	X-Ice/Water	O-(Fire)	All	Sap + Float

<i>Enemy</i>	HP	MP	Exp	GP	Weakness	Block/(Absorb)	Resistances/Type	Status
Trillium	300		100	149				
Mandrake	600	100	200	249	X-Fire/Ice	O-(Water)	Plant (All but Sleep)	-
Kudzu	900		300	349				
Tumbleweed	1500		450	349	X-Fire	O-(Water)	Plant (All but Sleep)	-
Atlasphere	2500	-	900	649				
Cave Stuff	1200	100	250	299	X-Fire	O-(Water)	Plant (All but Sleep)	Safe
Pond Scum	3600	300	750	699				
Marlboro	3600	100	600	349	X-Fire	O-(Water)	Plant (All but Sleep)	-
Devil Weed	7200	300	900	549				
Mudcrab	500		100	299	X-Ice	O-Water	-	-
Hermit	3000	-	400	499				
Beetle	600		150	199	X-Ice	-	-	-
Scarab	1800	-	300	399				
Komodo	1200		250	249	X-Ice	-	-	-
Basilisk	3600	-	450	449				
Leap Frog	1600		50	499	X-Ice	O-Water	-	-
Frogger	2400	-	150	1499				
Mantodea	2800		400	449	X-Fire	-	-	-
Zorathian	4800	-	800	899				
Buffalax	2500		500	499	-	-	Ribbon (Stop/Petrify/Death)	-
Opinicus	5000	-	1500	999				
Griffin	6000		1250	749	X-Bolt	-	Amulet + Ribbon (Sleep/Muddle/Bserk/Stop/Petrify/Death)	Float
Roc	8000	-	2500	1499				
Gargoyle	2500	300	400	333	-	O-Earth	Amulet (Sleep/Muddle/Bserk)	-
Mephisto	5000	500	800	666				
Brainpan	1000		500	249	X-Water	O-Fire/Earth	Ribbon (Stop/Petrify/Death)	Safe
Mu	2500	-	750	449				
Pan Dora	900	100	300	299	X-Bolt	-	Amulet (Sleep/Muddle/Bserk)	Shell + Float
Boxxy	1800	300	600	599				
Humpty	800	100	150	499	X-Water	-	Ribbon (Stop/Petrify/Death)	-
Dumpty	3200	300	350	699				
Suriander	2400		450	399	X-Ice	-	Amulet (Sleep/Muddle/Bserk)	-
Wart Puck	3600	-	900	799				
Adamantite	1200		350	299	X-Ice	-	-	Safe
Adamantoid	1600	100	450	399				
Chimera	3000		2000	999	-	O-Fire/Water	Amulet + Ribbon (Sleep/Muddle/Bserk/Stop/Petrify/Death)	-
Manticore	6000	-	3000	1249				
Sphinx	9000		4000	1499				
Behemoth	5000		1500	133	X-Ice	O-Wind	Amulet + Ribbon (Sleep/Muddle/Bserk/Stop/Petrify/Death)	-
Diablos	10000	-	3000	249				
Intangir	25000		5000	499				
Mesosaur	600	100	125	199	X-Ice	-	-	-
Raptor	3000		500	299				
Tyrano	9000		4000	299	X-Ice	O-Earth/Wind	All	-
Brontosaur	12000	-	5000	399				
Flan	300		300	249	-	O-Element (All but Dark/Holy)	All	Regen
Tofu	600	-	450	449				
Troll	2500	100	500	499	X-Fire	-	-	-
Ahriman	7500	300	2000	299	X-Bolt	-	-	Float
Pug	2000	500	500	99	X-Fire	O-Earth/Wind	Amulet + Ribbon (Sleep/Muddle/Bserk/Stop/Petrify/Death)	-
Tonberry	20000	1000	1500	999				
Master T	40000	1500	3000	1999				
Sand Worm	10000		2500	49	X-Ice/Water	O-Earth/Wind	Amulet + Ribbon (Sleep/Muddle/Bserk/Stop/Petrify/Death)	-
Land Worm	20000	-	5000	149				
Zone Eater	50000		-	-				
Tek Armor	250		100	199	X-Bolt/Water	O-Dark/Holy	Machine (All but Blind)	Safe
Mega Armor	500	-	250	499				
Robomech	7500		1000	999				
Spitfire	1200		250	249	X-Bolt/Water	O-Dark/Holy	Machine (All but Blind)	Float
Sky Armor	2400	-	500	499				
Autobot	4800		1500	999				
Proto Man	1000		500	449	X-Bolt/Water	O-Dark/Holy	Machine (All but Blind)	Safe
Arsenal	7000	-	2000	849				
Telstar	1500		250	199	X-Bolt/Water	O-Dark/Holy	Machine (All but Blind)	Float
Chaser	3000	-	1000	599				
Searcher	6000		2500	999				
Cyborg	1000		250	349	X-Bolt/Water	O-Dark/Holy	Machine (All but Blind)	Regen + Float (blocks Sap)
Robot	1500	-	350	549				
Android	3000		550	749				
Mag Roader	1000		350	249	X-Bolt/Water	O-Dark/Holy	Machine (All but Blind)	Haste (blocks Slow)
Hot Wheels	5000	-	700	649				
Mag Roadie	500		150	199	X-Bolt/Water	O-Dark/Holy	Machine (All but Blind)	Haste (blocks Slow)
Low Rider	2500	-	450	499				
Io	5000		5000	1499	X-Bolt/Water	O-Dark/Holy	Machine (All but Blind)	Rflect
WEAPON	15000	-	10000	1999				
Warmech	25000		20000	2499				

<i>Enemy</i>	HP	MP	Exp	GP	Weakness	Block/(Absorb)	Resistances/Type	Status
Lv.1 Mage	2000	300	300	199	X-Holy/Fire	O-(Dark)	Undead (All but Death/Stop)	-
Lv.2 Mage	2500		350	299	X-Dark	-	Amulet + Ribbon (Sleep/Muddle/Bserk/Stop/Petrify/Death)	Float
Lv.3 Mage	3000	300	400	399	X-Dark/Bolt	O-Water/Wind		-
Lv.4 Mage	4000		450	499	X-Dark	O-Fire	Undead (All but Death/Stop)	-
Lv.5 Mage	5000	500	500	599	X-Holy/Fire	O-(Dark)		
Lv.6 Mage	6000		600	699	X-Dark	-	Amulet + Ribbon (Sleep/Muddle/Bserk/Stop/Petrify/Death)	Float
Lv.7 Mage	7000	500	700	799				-
Lv.8 Mage	7500		800	899				
Lv.9 Mage	8000	1000	900	999	X-Holy/Water	O-(Fire/Dark)	Undead (All but Death/Stop)	-
Magic Pot	1000	-	100	1999	-	O-(Element)	-	Rflect
Whelk	???	-	???	-	X-Fire	O-(Bolt)	All (+HP%)	-
Chesticle	???		-	-	X-Dark	-	All (+HP%)	-
Vargas	???	-	-	-	X-Dark	-	All (+HP%)	-
Dadaluma	???		-	-	X-Fire/Bolt	O-Water		-
Ultros	???	-	-	-	X-Bolt	O-Wind	All (+HP%)	Float
Chupon	???		-	-	X-Bolt/Water	O-Dark/Holy	Machine (All but Blind)	Shell
Hell Angel	???	???	???	-	X-Holy/Fire	O-(Dark)	Undead/All (+HP%)	-
Prometheus	18000	1000	3000	333	X-Fire	O-(Ice)	All (+HP%)	-
Soul Train	???	???	???	-	X-Ice/Water	O-(Fire)		
Shiva	???	???	-	-				
Ifrit	???		-	-				
Number 024	???	???	???	-	(???)	(???)	All (+HP%)	Regen
MagiMaster	???	???	???	-				
Number 128 (Arms)	???	???	???	-	X-Bolt/Water	O-Dark/Holy	All (+HP%)	-
Inferno (Arms)	???	???	???	-	X-Bolt/Water	O-Dark/Holy	All (+HP%)	Regen
Crane	???	???	-	-	X-Bolt/Water	O-Dark/Holy	All (+HP%)	-
Heartfire	???	???	???	-	X-Ice/Water	O-(Fire)	All (+HP%)	Float
IAF (Bays)	???	-	???	-	X-Bolt/Water	O-Dark/Holy	All (+HP%)	Float
Atma	???	???	???	-	X-Ice	O-Earth	All (+HP%)	Regen
Ultima	???							
Tentacle A	???	???	-	-	X-Water	O-(Bolt)	All	Regen
Tentacle B	???				X-Bolt	O-(Water)		Haste
Tentacle C	???				X-Fire	O-(Ice)		Safe
Tentacle D	???				X-Ice/Water	O-(Fire)		Shell
Dullahan	???	???	???	-	X-Holy/Fire	O-(Dark)	Undead/All (+HP%)	-
Didalos	20000	1000	4000	666			Undead + Ribbon (All)	-
Phunbaba	???	-	???	-	X-Fire	O-Wind	All (+HP%)	-
Ogre Nix	15000		4000	999			All	-
Chadamook	???	???	???	-	X-Holy/Fire	O-(Dark)	Undead/All (+HP%)	-
Tritoch	???	???	-	-	X-Fire	O-(Ice/Bolt)	All (+HP%)	-
Yeti	???	-	???	-	X-Fire	O-Ice/Wind	All (+HP%)	-
Curly	???	???	???	-	X-Dark	-	All (+HP%)	Float
Larry	???							-
Moe	???							
Wrexoul	???	???	???	-	X-Holy/Water	O-(Fire/Dark)	Undead/All (+HP%)	-
Soulblazer	???		-	-				
Hidon (Hidonites)	???	???	???	-	X-Holy/Fire	O-(Dark)	Undead/All (+HP%)	Regen
Doom Gaze	???	???	???	-	X-Holy/Fire	O-(Dark)	Undead + Ribbon (All)	-
Guardian	???	???	-	-	X-Bolt/Water	O-Dark/Holy	All (+HP%)	Float
Purple-D	???	???	???	-	X-Bolt	O-(Wind)	All (+HP%)	-
Silver-D	???				X-Fire	O-(Ice)		Float
Blue-D	???				X-Bolt	O-(Water)		
Gold-D	???				X-Water	O-(Bolt)		
Red-D	???	???	???	-	X-Ice/Water	O-(Fire)	All (+HP%)	-
Brown-D	???				X-Water	O-(Earth)		
White-D	???				X-Dark	O-(Holy)	Undead/All (+HP%)	-
Green-D	???				X-Holy/Fire	O-(Dark)		
All Elements	???	???	???	-	-	-	All (+HP%)	Float
The Triad	???	???	???	-	-	O-(Ice) O-(Bolt) O-(Fire)	All (+HP%)	Safe Shell Haste
The End (I)	???	???	-	-	X-Fire X-Ice X-Bolt	-	All (+HP%)	-
The End (II)	???	???	-	-	X-Fire/Ice X-Bolt/Water X-Earth/Wind X-Dark/Holy	- O-(Fire/Ice/Bolt)	All (+HP%)	-
The End (III)	???	???	-	-	X-Dark X-Holy	O-(Element)	All (+HP%)	-
Chaos...?	???	???	-	-	-	-	All (+HP%)	Regen & Haste (+ Float)