

VI

EQUIPMENT

裝備

“You can't just walk outta here without buyin' somethin'... Might be unhealthy fer ya, if ya know what I mean.”

Sector 7 Weapons Store Owner
FINAL FANTASY VII

The 500 Gil characters receive during character generation are only the tip of the iceberg; before long, they'll have the money to set about seriously arming and armoring themselves against the dangers which await them in their travels. This chapter covers the most essential portions of an adventurer's gear, from the humblest Longsword to the finest Genji Armor and beyond.

EQUIPMENT BASICS

While the meat of **Chapter 6** details the various tools of the world-saving trade, there are some fundamental considerations for both player and GM when it comes to acquiring, maintaining and using equipment. The following section serves as a primer to the most crucial of these; additional equipment issues are covered in **Chapter 10**.

Currency

The **Gil (G)** is the standard currency of the Final Fantasy universe. Barring inflation, a single gil piece is pocket change; 70 gil buys a full-fledged gourmet meal for one, 300,000 a well-appointed beachfront house. Prices do, however, fluctuate wildly from place to place in accordance to the demands of scarcity and prosperity.

Actual denominations can vary on a regional basis, but Gil are typically issued in units of 1, 5, 10, 50, 100, 500, and 1000. Countries and nations tend to mint their own individual gil currency; while these may be known by particular names within that country, at the end of the day, a gil is a gil is a gil — lightweight, easy to spend, and readily accepted the world over. The latter is due to the gil's composition; traditionally, a gil piece is made of pure gold — indeed, the name 'gil' itself plays on this tradition. Changing times and growing populations may force governments to 'water down' the currency, however, replacing the scarcer material with more common metals such as bronze and silver. Paper bills are also increasing in popularity as an easily concealable alternative to the bulky, often inconvenient coins. Where such changes take place, they usually do

so on a worldwide scale, ensuring a continued and universal acceptance for the currency.

Buying Equipment

No matter where you are in the world, specialised stores exist for nearly every form of merchandise imaginable. Even in the remotest regions, small traders and travelling merchants will be more than happy to do business with anyone able to afford their goods. However, a player cannot just walk into any given weapon store and ring up a dozen Excaliburs — **Equipment Availability** also factors into purchases. Simply put, certain types of equipment will be more or less readily available than others, whether due to rare materials, a particularly complex manufacturing process or simple technological limitations. For example, a plain Longsword could be purchased at any reputable weapon store, whereas the legendary Masamune would obviously be only found in the darkest and deepest dungeon of the land, no matter how much money a character would be willing to pay for it.

To represent this, every piece of equipment listed over the next few pages is denoted with an **Availability Rating** ranging from 1 to 100. For players, it offers a convenient way of determining comparative rarity between items; while it may be obvious that a Main Gauche Knife is harder to find than a plain Dirk, assessing its availability in comparison to a Hi-Potion or a Survival Vest is somewhat what more difficult.

For GMs, Availability Ratings are intended as a shortcut for stocking shops and merchants — **Chapter 10** discusses this in more detail.

Artifacts and Legendaries

While most of a player's early equipment will come from over-the-counter sales, the very best items take a little more effort to obtain — the kind of effort that typically involves going toe-to-toe with demon lords or traversing ancient, monster-haunted ruins. Equipment of this type is denoted through two special Availability codes: **Artifact** and **Legendary**. Artifacts are extremely rare items, typically crafted through long-lost techniques or fashioned by extinct races; though they cannot be readily replicated, they may have been manufactured in some numbers in the past. As a result, characters can obtain several of these, though 'can' does not necessarily translate to 'will.' One step up from these are the Legendary items, truly one-of-a-kind relics that enjoy legendary — or notorious — status. As the name implies, Legendary items may never be found more

than once on any given world.

Equipment Tiers

In addition to an Availability Rating, each item and piece of equipment presented in this chapter also has an **Equipment Tier** ranging from 1 to 10. The Equipment Tier measures an item's general rarity — the higher the Tier, the rarer the item. Artifacts are always Tier 9 items; Legendary always Tier 10. Tiers are primarily given for the GM's benefit in order to make the players' item and equipment rewards easier to manage — see **Chapter 10** for more details.

Selling Equipment

As characters upgrade to better equipment, they may wish to sell their older gear to merchants to fund future shopping sprees. These will typically pay around **50%** of the listed price for items, rounding down, though this may be adjusted for wear any number of other factors at the GM's discretion. For example, a Rondell Dagger purchased for 3200 G would only be worth a maximum of 1600 G if sold, provided it was still in good condition at the time. Note that the average trader will not buy Artifact or Legendary items, as few will have the resources to even afford the prices such items command; as a result, characters may not attempt to sell these except under special circumstances.

Carrying Equipment

In order to simplify the process of carrying equipment, all characters have six basic Equipment 'slots' which can be filled by various items over the course of the game. In the **FFRPG**, such items are said to be **equipped**, and allow the character to benefit from any and all properties they offer. Which slot a piece of equipment occupies when equipped is noted with the relevant listings further on.

Weapon Slot. The character's left or right hand, depending on preference. Can be used to hold one ranged or melee weapon.

Shield Slot. The character's 'off' hand, used by melee-oriented professions to hold one shield. In the case of two-handed weapons, this slot will be taken up by the weapon in question instead; characters with the *Two Weapons* Skill can also equip a second weapon in this slot.

Body Slot. The bulk of the character's body; used to equip one piece of Mail, Suit or Robe.

Head Slot. Worn headgear. Used to equip one Hat or Helmet.

Hands Slot. Hands and wrists; used to equip one piece of Armwear or one pair of Gauntlets.

Accessory Slot. A catchall category for the enchanted rings, pendants, boots and other items that fall under the Accessory category. A character can equip up to one Accessory in the Accessory Slot.

Inventory Slot. All other items which a character may have in stock in his or her pockets, bags and backpack, inclusive of spare armor

and weapons currently not equipped. The Inventory Slot technically has an unlimited capacity, acting something like a pocket dimension from which things can be retrieved at any given time, even in the midst of a raging battle.

! Carrying Alternatives

The **FFRPG**'s equipment carrying rules are designed to mimic the games, and mean that characters are able to tote around as much equipment as they need to. 99 Potions, 31 Ethers, 43 Hi-Potions and 3 Hi-Ethers may be pushing things to an extreme, but are still entirely feasible. If the GM prefers a more 'realistic' approach, a character's Ammunition and Inventory Slots can be limited to store a combined total of **15** items. Once the limit has been reached, the character must drop or sell some of their equipment before they are able to take on more. A compromise between the two is to allow characters to carry a maximum of **(STR x 3.3)** — in other words, between 3 and 99.

FORMAT

The equipment listings on the next few pages are arranged into comprehensive tables following a single format designed to display all relevant data about an item in an easy-to-read manner. This information is arranged as follows:

Type gives the item's name.

Tier gives the item's Equipment Tier.

Cost indicates the item's cost in Gil (G).

Availability gives the item's Availability Rating.

Damage gives a weapon's Damage Code, to be used in calculating damage inflicted by attacks. See **Chapter 7** for more details.

ARM measures the number of points this particular piece of armor contributes to the character's overall Armor rating.

M. ARM measures the number of points this particular piece of armor contributes to the character's overall Magic Armor rating.

EVA measures the number of points this particular piece of armor contributes to the character's Evasion rating, if applicable.

M. EVA measures the number this particular piece of armor contributes to the character's Magic Evasion rating, if applicable.

Equipment Abilities are special properties unique to given pieces of equipment. Not every item may have them, but those that do offer their user a significant additional edge above and beyond the more obvious benefits of the item. Specific Equipment Abilities for weapons are described in more detail below.

Equipment Abilities

The following list describes the most common Equipment Abilities found on weapons and armor, along with their limitations. Particularly special or unique equipment properties are not listed here, but will be found in the appropriate equipment table.

! Weapon Abilities

Equipment Abilities that enhance or provide additional effects for a normal Attack Action cannot be used in conjunction with an Ability unless this is explicitly allowed in the Ability's description. This remains the case even those which take an Attack Action as a basis, as is the case with *Mug*. 'Passive' Equipment Abilities which increase Attributes or Combat Statistics still apply.

+ [X] [ATTRIBUTE] / [COMBAT STATISTIC]

Effect: The item increases the indicated Attribute or Combat Statistic by the given amount for as long as it remains equipped – thus, a character with STR 14 using a +2 STR weapon would have an effective STR of 16.

Limitations: No Attribute can be raised above 30 in this manner.

+ [X] DS

Effect: The weapon's basic Damage Scale is increased by the indicated amount for purposes of calculating damage.

Limitations: Only found on ammunition.

AUTO-[STATUS]

Effect: The item adds the indicated Status Condition to the character using it at the beginning of each battle. Status Conditions added in this manner can be removed through the use of Spells or Abilities such as *Dispel*, but will be re-added during the next Status Phase and only fully cancelled once the battle ends – see **Chapter 7** for more details.

Limitations: *Auto-Reraise* cancels as normal if used to resurrect the character, and will not be re-added for the remainder of that battle.

BREAK DAMAGE LIMIT

Effect: Attacks, Spells and Abilities used by the character ignore the Damage Cap for as long as the item remains equipped.

Limitations: Gravity-type effects are not affected by *Break Damage Limit*.

CRITICAL+

Effect: The Weapon's keen edge raises the chance of Critical Hits occurring by 10. Any d% roll from 1 to 20 is considered to be Critical Hit when using this Weapon.

Limitations: This effect is not cumulative with Critical++ or Signature Weapon. In the event of multiple modifiers, the best is used.

CRITICAL++

Effect: This Weapon's deadly, razor-sharp edge raises the chance of Critical Hits occurring by 20. Any d% roll from 1 to 30 is considered to be Critical Hit when using this Weapon.

Limitations: This effect is not cumulative with Critical+ or Signature Weapon; in the event of multiple modifiers, the best is used.

[ELEMENT] EATER

Effect: Wearing this piece of equipment gives the character Absorbance to the indicated Element. See **Chapter 7** for more details.

Limitations: Does not stack with *[Element] Proof* or *[Element] Ward*.

! Conflicting Statuses

As a result of Accessories, equipped Armor, and Spells such as *Null Element*, a character can acquire multiple statuses towards the same Element. In cases such as these, the best status for each Element is applied. For instance, a character with Venetian Mail (Fire Ward) and a Flame Ring (Fire Proof) equipped would count as having I: Fire; the Venetian Mail's R: Fire is ignored in favor of the superior status.

Artificially inflicted Weaknesses – read: those inflicted by Spells and Abilities – trump all 'natural' statuses, but can be 'overwritten' by other artificially inflicted Elemental statuses. See the section on Status Conditions in **Chapter 7** for more details.

[ELEMENT] ENHANCER

Effect: The item is sympathetic to a particular kind of elemental energy, dramatically raising the power of all attacks associated with that element. Any Ability or Spell which deals Elemental damage belonging to the type enhanced by the item inflicts +25% damage for as long as the item remains equipped. In the case of *Recovery Enhancer*, Recovery effects have the number of Hit Points restored increased by +25% instead.

Limitations: Multiple *[Element] Enhancers* do not increase this effect.

[ELEMENT / STATUS] PROOF

Effect: Wearing this piece of equipment confers the character Immunity to the indicated Element or Status Condition type. See **Chapter 7** for more details.

Limitations: Does not stack with *[Element] Eater* or *[Element] Ward*.

[ELEMENT] STRIKE

Effect: The weapon has an affinity to one of the nine Combat Elements: Fire, Earth, Water, Wind, Lightning, Ice, Holy, Shadow, or Bio. As a result, a successful Attack with this weapon will inflict +50% damage if the target has a Weakness against the listed element.

Limitations: None.

[ELEMENT] WARD

Effect: Wearing this piece of equipment confers the character Resistance to the indicated Element or Status Condition type. See **Chapter 7** for more details.

Limitations: Does not stack with *[Element] Eater* or *[Element] Proof*.

[ENEMY TYPE] KILLER

Effect: The Weapon is particularly suited for slaying a particular type of monster. The category of monster affected by this Weapon's powers is self-explanatory, save for *Bird Killer* (Aerial), *Bug Killer* (Insects), *Devil Killer* (Fiends), *Fish Killer* (Aquan), *Man Killer* (Humans) and *Stone Killer* (Constructs). All successful Attacks made with this Weapon against a monster of that Category inflict +100% damage.

Limitations: None.

FOLLOW THROUGH

Effect: On a successful Critical Hit, the weapon may make another immediate attack action on the original target. Follow Through will not activate again if this second attack is a Critical Hit.

Limitations: None.

HEADHUNTER

Effect: Upon defeating an opponent, a character equipped with this item earns **+5%** of the opponent's normal Gil award.

Limitations: This bonus does not stack with any others. In the event that a character has multiple bonuses to their Gil acquisition rate, the highest is always used by default.

HP DRAIN

Effect: In addition to dealing damage, every successful Attack with this Weapon restores the wielder's Hit Points by an amount equivalent to **50%** of the damage inflicted by the Attack after modifying for Armor.

Limitations: The Status Condition *Zombie* reverses this ability — see **Chapter 7** for more details.

MP DAMAGE

Effect: Rather than doing normal damage, each successful Attack made with this weapon inflicts **50%** damage to the target's HP and **50%** to its MP after modifying for Armor. If the target has no MP, weapons with this ability do full damage to HP instead.

Limitations: None.

MP DRAIN

Effect: In addition to dealing damage, every successful Attack with this Weapon restores the wielder's Magic Points by an amount equivalent to **50%** of the damage inflicted by the Attack after modifying for Armor.

Limitations: The Status Condition *Zombie* reverses this ability — see **Chapter 7** for more details.

PIERCING

Effect: This Weapon is designed to pierce defences both natural and man-made. When calculating damage inflicted by any Attack made using a Weapon with *Piercing*, the target's Armor rating is halved.

Limitations: None.

SENSOR

Effect: The Weapon is enchanted to display an opponent's status to the wielder when attacking. The first time a successful Attack with a

Sensor Weapon is made against a target, the player is notified of the target's current HP — after the damage from the attack is calculated — as well as Elemental Weaknesses, Resistances, Immunities, and Absorbances. On subsequent Attacks, players should declare whether they want the information or not; if not, the attack continues as normal.

Limitations: None.

SOS-[STATUS]

Effect: The item adds the indicated Status Condition to the character using it if they are reduced to **25%** of their maximum Hit Points during the course of a battle. Status Conditions added in this manner cannot be removed through the use of Spells or Abilities such as *Dispel*; they will only be cancelled if the character's current Hit Points are raised beyond **25%** of their maximum value or the battle ends.

Limitations: *SOS-Reraise* cancels as normal if used to resurrect the character, and will not be re-added for the remainder of that battle.

[STATUS] STRIKE

Effect: The Weapon has a flat **60%** CoS of adding the named Status Condition to the target with each and every successful Attack made — or, in the case of *Death Strike*, instantly reducing the target to 0 HP each time a successful Attack Action is made, regardless of its current HP and Armor. Status Durations are **(4)** for all Statuses except *Poison* and *Stone*, which are **(∞)**.

Limitations: None.

[STATUS] TOUCH

Effect: The Weapon has a flat **30%** CoS of adding the named Status Condition to the target with each and every successful Attack made — or, in the case of *Death Touch*, instantly reducing the target to 0 HP each time a successful Attack Action is made, regardless of the target's current HP and Armor. Status Durations are **(4)** for all Statuses except *Poison* and *Stone*, which are **(∞)**.

Limitations: None.

TRIPLE CRITICAL

Effect: Due to its power, any Critical Hits caused by this Weapon inflict **+200%** damage, rather than the normal **+100%**.

Limitations: None.

WEAPON SLOT

Even a penniless adventurer knows better to venture out into the world without at least some sort of weapon, whether it be a well-forged Sword, stout Staff or high-powered Rifle.

AXES

Weapon Skill: *Axes*

Heavy, unsubtle and fearsome in the hands of a trained warrior. Axes take up both Weapon and Shield Slots.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Light Axe	1	140	93%	(2 x STR) + d12	---
Poison Axe	1	215	91%	(2 x STR) + d12	Poison Touch
Battleaxe	2	900	87%	(4 x STR) + d12	---
Inferno Axe	2	1260	85%	(4 x STR) + d12	Fire Strike
Mythril Axe	3	2050	81%	(6 x STR) + 2d12	---
Razor Axe	3	2450	79%	(6 x STR) + 2d12	+1 STR
Bone Axe	4	4000	72%	(9 x STR) + 2d12	---
Slasher	4	4600	70%	(9 x STR) + 2d12	Slow Touch
Tabar	5	6200	63%	(11 x STR) + 3d12	---
Hydro Axe	5	6800	61%	(11 x STR) + 3d12	Water Strike
Heavy Axe	6	9500	53%	(13 x STR) + 3d12	---
Venom Axe	6	10800	51%	(13 x STR) + 3d12	Poison Strike
Great Axe	7	12800	45%	(15 x STR) + 4d12	---
Retributor	7	14200	43%	(15 x STR) + 4d12	Critical+
Kheten	8	16800	34%	(17 x STR) + 4d12	---
Arcanabane	8	18100	32%	(17 x STR) + 4d12	Arcana Killer
Juggernaut	9	---	Artifact	(19 x STR) + 5d12	+3 STR
Eisentänzer	9	---	Artifact	(19 x STR) + 5d12	+ 1 STR
Executioner	10	---	Legendary	(21 x STR) + 5d12	Auto Agility Up
					Curse Proof
					Follow Through
Rampager	10	---	Legendary	(21 x STR) + 5d12	Auto Agility Up Auto Ruse

BOOMERANGS

Weapon Skill: *Throwing Weapons*

Chakrams, boomerangs and oversized shuriken all make excellent throwing weapons, with good range and a keen edge that always returns to the thrower's hand regardless of how far they are thrown. Boomerangs are considered Ranged. If an attack action made using a Boomerang misses, the attacker may roll a second time to see if the boomerang hits the target as it returns to his hand.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Boomerang	1	90	94%	(2 x STR) + d6	---
Flame Boomerang	1	132	92%	(2 x STR) + d6	Fire Strike
Platoon Edge	2	540	88%	(3 x STR) + d6	---
Twin Viper	2	756	86%	(3 x STR) + d6	Poison Touch
Chakram	3	1200	82%	(5 x STR) + 2d6	---
Wind Slash	3	1500	80%	(5 x STR) + 2d6	Wind Strike
Full Moon	4	2400	73%	(6 x STR) + 2d6	---
Rising Sun	4	3000	69%	(6 x STR) + 2d6	Undead Killer
Pinwheel	5	3720	64%	(7 x STR) + 3d6	---
Riot Edge	5	4560	60%	(7 x STR) + 3d6	Confusion Touch
Hawkeye	6	5640	54%	(9 x STR) + 3d6	---
Sniper	6	6480	52%	(9 x STR) + 3d6	Immobilize Strike
Crescent	7	7680	46%	(10 x STR) + 4d6	---
Wing Edge	7	9360	40%	(10 x STR) + 4d6	Death Touch
Spiral Shuriken	8	10080	35%	(11 x STR) + 4d6	---
Razor Wing	8	11280	32%	(11 x STR) + 4d6	Triple Critical
Crystal Cross	9	---	Artifact	(13 x STR) + 5d6	Death Strike
Oritsuru	9	---	Artifact	(13 x STR) + 5d6	Critical++
Shooting Star	10	---	Legendary	(14 x STR) + 5d6	Disable Proof Follow Through
Comet Tail	10	---	Legendary	(14 x STR) + 5d6	Blind Strike Silence Strike Stop Strike

BOWS

Weapon Skill: *Bows*

Short bows and longbows both require their share of strength and patience to master, but once a character has learned the ins and outs of marksmanship, their ability to deal damage from a distance can prove invaluable in many situations. Bows take up both Weapon and Shield Slots, and are considered Ranged.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Longbow	1	132	93%	(2 x STR) + d10	---
Silver Bow	2	825	87%	(4 x STR) + d10	---
Thorn Bow	3	1870	81%	(6 x STR) + 2d10	---
Nail Bow	4	3630	72%	(9 x STR) + 2d10	---
Power Bow	5	5720	62%	(10 x STR) + 3d10	---
Fey Bow	6	8690	53%	(11 x STR) + 3d10	---
Crescent Bow	7	11770	44%	(13 x STR) + 4d10	---
Killer Bow	8	15400	34%	(15 x STR) + 4d10	---
Yoichi Bow	9	---	Artifact	(17 x STR) + 5d10	Critical++
Artemis Bow	10	---	Legendary	(19 x STR) + 5d10	Critical+ See notes below

SPECIAL RULES

Artemis Bow: The Artemis Bow may use two different types of Special Arrows simultaneously when the user makes an Attack Action.

CLAWS

Weapon Skill: *Brawl*

The logical evolution of the age-old spiked knuckle, Claws are favored by Monks and Ninja for the express purpose of close-range combat. Consisting of long reinforced blades extruding from the wielder's knuckles, most Claws are either built into a glove or knuckle-duster designed to comfortably slip over the character's hand. Claws are sold as pairs, and take up both Weapon and Shield Slots; if a character equipped with Claws has the *Two Weapons* Skill, they may make two Attack Actions with them as if they had two Weapons equipped.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Iron Claws	1	110	94%	(2 x STR) + d8	---
Daydreamer	1	146	92%	(2 x STR) + d8	Sleep Touch
Cat's Claws	2	660	88%	(3 x STR) + d8	---
Storm Claws	2	924	86%	(3 x STR) + d8	Lightning Strike
Mythril Claws	3	1485	82%	(5 x STR) + 2d8	---
Tongue Holder	3	1815	80%	(5 x STR) + 2d8	Silence Touch
Hell Claws	4	2970	71%	(6 x STR) + 2d8	---
Ice Claws	4	3300	69%	(6 x STR) + 2d8	Ice Strike
Prism Claws	5	4620	64%	(8 x STR) + 3d8	---
Scissor Fangs	5	5060	62%	(8 x STR) + 3d8	Poison Touch
Mirage Claws	6	6930	55%	(10 x STR) + 3d8	---
Bloody Claws	6	8470	50%	(10 x STR) + 3d8	HP Drain
Tiger Fangs	7	9460	46%	(11 x STR) + 4d8	---
Banisher	7	10450	44%	(11 x STR) + 4d8	Demon Killer
Kaiser Claws	8	12320	35%	(13 x STR) + 4d8	---
Avenger	8	14190	31%	(13 x STR) + 4d8	Death Touch
Ironside	9	---	Artifact	(14 x STR) + 5d8	Piercing +2 STR
Colossus	9	---	Artifact	(14 x STR) + 5d8	Stone Strike
Overload	10	---	Legendary	(16 x STR) + 5d8	Critical++ Triple Critical
Tempest Claws	10	---	Legendary	(16 x STR) + 5d8	Blind Strike Confuse Strike Venom Strike

CROSSBOWS

Weapon Skill: *Guns*

Crossbows trade the muscle power of their low-tech compatriots for mechanical force, launching a single bolt at armor-busting speed. While compact, the time-consuming reload procedure makes this a weapon best suited for experts. Crossbows are considered Ranged.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Bow Gun	1	120	93%	(2 x AGI) + d8	---
Power Crossbow	2	720	87%	(3 x AGI) + d8	---
Night Killer	3	1620	81%	(5 x AGI) + 2d8	---
Hunting Bow	4	3420	72%	(6 x AGI) + 2d8	---
Cranequin	5	5040	63%	(8 x AGI) + 3d8	---
Gale Bow	6	7560	53%	(10 x AGI) + 3d8	---
Zamburak	7	10320	45%	(11 x AGI) + 4d8	---
Marduk Bow	8	13440	34%	(13 x AGI) + 4d8	---
Arbalest	9	---	Artifact	(14 x AGI) + 5d8	Critical++
Gastrophetes	10	---	Legendary	(16 x AGI) + 5d8	+30 ACC +2 Agility Critical+

FLAILS

Weapon Skill: *Flails*

Despite differences in construction, all Flails allow their wielder to attack from a comfortable distance. The most basic form of these is the whip, which can fall under one of two categories. Leather whips are constructed by wrapping thin strands of leather into a long tapering lash, whereas chain whips simply consist of interconnected iron links. Either version typically measures between 60cm and 3m, giving them a considerable reach in combat; advanced whips add weight to the end of the lash to inflict heavy bludgeoning damage. Other variations include Nunchuka, Maces and Ribbons. All Flails inflict Immobilize (2) when a Critical Hit is scored, in addition to whatever Equipment Abilities are listed below.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Leather Whip	1	120	93%	(2 x STR) + d8	---
Scorpion Tail	1	173	91%	(2 x STR) + d8	Poison Touch
Chain Whip	2	720	87%	(3 x STR) + d8	---
Blitz Whip	2	1008	85%	(3 x STR) + d8	Lightning Strike
Mythril Whip	3	1620	81%	(5 x STR) + 2d8	---
Dancing Whip	3	1980	79%	(5 x STR) + 2d8	+1 SPD
Morning Star	4	3240	72%	(6 x STR) + 2d8	---
Flame Lash	4	3600	70%	(6 x STR) + 2d8	Fire Strike
Manticore Tail	5	5040	63%	(8 x STR) + 3d8	---
Taming Lash	5	6000	59%	(8 x STR) + 3d8	Beast Killer
Slaying Tail	6	7560	53%	(10 x STR) + 3d8	---
Lamia Tail	6	8160	52%	(10 x STR) + 3d8	MP Damage
Red Scorpion	7	10320	45%	(11 x STR) + 4d8	---
Shock Whip	7	11400	43%	(11 x STR) + 4d8	Disable Touch
Crescent Wish	8	13440	34%	(13 x STR) + 4d8	---
Mandragora	8	14520	32%	(13 x STR) + 4d8	Slow Strike
Ryozan Silk	9	---	Artifact	(14 x STR) + 5d8	Immobilize Strike
Serpent Whip	9	---	Artifact	(14 x STR) + 5d8	+1 STR +1 AGI Lizard Killer
Strange Vision	10	---	Legendary	(16 x STR) + 5d8	+2 Strength +2 Agility See notes below
Dragon Beard	10	---	Legendary	(16 x STR) + 5d8	Critical++ See notes below

SPECIAL RULES

Strange Vision: The Strange Vision reveals information about the target equal to the Scan spell with each successful Attack Action. Treat this ability as *Sensor* for effects such as *Bad Scan* and Job Abilities.

Dragon Beard: The Dragon Beard inflicts Agility Break (2) and Slow (2) on a Critical Hit, in addition to the standard Immobilize (2).

GLOVES

Weapon Skill: *Brawl*

Another characteristic Monk weapon. Whether a simple padded glove or a variation on the time-honored brass knuckle, Gloves allow a character to put more weight into their punches whilst minimising damage to their own fists in the process. Gloves are sold as pairs, and take up both Weapon and Shield Slots; if a character equipped with Gloves has the *Two Weapons* Skill, they may make two Attack Actions with them as if they had two Weapons equipped.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Leather Glove	1	82	95%	(2 x STR) + d6	---
Sonar	1	121	93%	(2 x STR) + d6	Sensor
Metal Knuckle	2	495	89%	(3 x STR) + d6	---
Dusk Knuckle	2	693	87%	(3 x STR) + d6	Earth Strike
Mythril Glove	3	1100	83%	(5 x STR) + 2d6	---
Speed Glove	3	1375	81%	(5 x STR) + 2d6	+1 SPD
Motor Drive	4	2200	74%	(6 x STR) + 2d6	---
Hot Knuckles	4	2530	72%	(6 x STR) + 2d6	Fire Strike
Powersoul	5	3410	65%	(7 x STR) + 3d6	---
Magic Glove	5	3740	63%	(7 x STR) + 3d6	+1 MAG
Survivor	6	5170	55%	(9 x STR) + 3d6	---
Lights Out	6	5940	53%	(9 x STR) + 3d6	Sleep Strike
Maverick	7	7040	47%	(10 x STR) + 4d6	---
Break Knuckle	7	8580	45%	(10 x STR) + 4d6	Stone Touch
Kaiser Knuckle	8	9240	36%	(11 x STR) + 4d6	---
Clockhand	8	10010	33%	(11 x STR) + 4d6	Slow Strike
War Monger	9	---	Artifact	(13 x STR) + 5d6	+2 STR +2 AGI
Devastator	9	---	Artifact	(13 x STR) + 5d6	Disable Strike
Godhand	10	---	Legendary	(14 x STR) + 5d6	Critical++ Triple Critical
Infinity	10	---	Legendary	(14 x STR) + 5d6	+3 SPD Auto-Haste

GREATSWORDS

Weapon Skill: *Swords*

Alternatively known as *Knight Swords*. Larger and heavier than ordinary swords, Greatswords are inelegant but powerful weapons whose weight requires considerable effort on the wielder's part to use with any degree of success. As the name implies, Greatswords take up both Weapon and Shield Slots.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Iron Sword	1	140	93%	(2 x STR) + d12	---
Poison Steel	1	215	91%	(2 x STR) + d12	Poison Touch
Buster Sword	2	900	87%	(4 x STR) + d12	---
Coral Sword	2	1260	85%	(4 x STR) + d12	Lightning Strike
Mythril Blade	3	2050	81%	(6 x STR) + 2d12	---
Force Stealer	3	2450	79%	(6 x STR) + 2d12	MP Damage
Hard Edge	4	4000	72%	(9 x STR) + 2d12	---
Liquid Steel	4	4600	70%	(9 x STR) + 2d12	Water Strike
Butterfly Edge	5	6200	63%	(11 x STR) + 3d12	---
Rhomphaia	5	6800	61%	(11 x STR) + 3d12	+1 STR
Ogre Nix	6	9500	53%	(13 x STR) + 3d12	---
Punishment	6	10100	52%	(13 x STR) + 3d12	Shadow Strike
Defender	7	12800	45%	(15 x STR) + 4d12	---
Nightbringer	7	14200	43%	(15 x STR) + 4d12	Blind Strike
Crystal Sword	8	16800	34%	(17 x STR) + 4d12	---
Vendetta	8	18700	31%	(17 x STR) + 4d12	Disable Strike
Save the Queen	9	---	Artifact	(19 x STR) + 5d12	Auto-Protect
Lionheart	9	---	Artifact	(19 x STR) + 5d12	Critical++
Apocalypse	10	---	Legendary	(21 x STR) + 5d12	Auto Power Up See notes below
Excalibur	10	---	Legendary	(21 x STR) + 5d12	Auto Armor Up Auto Mental Up Auto Regen

SPECIAL RULES

Apocalypse: The Apolcalypse ignores the target's ARM when calculating damage.

INSTRUMENTS

Weapon Skill: *Instrument*

Trademark weapon of the Bard. All Instruments have at least a little magic in them; most inflict damage by tuning into a certain frequency to project a powerful blast of sonic energy. The *[x]* in the listings should be replaced by the character's instrument of preference -- the most common types used are Lutes, Harps, Flutes and Bells, but there are many other possibilities. For instance, a 'Lamia's *[x]*' could become a Lamia's Harmonium or a Lamia's Megaphone. Instruments take up both Weapon and Shield Slots, and are considered Ranged.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Old <i>[x]</i>	1	120	93%	(2 x MAG) + d8	---
Golem's <i>[x]</i>	1	173	91%	(2 x MAG) + d8	Earth Strike
Silver <i>[x]</i>	2	660	88%	(3 x MAG) + d8	---
Dream <i>[x]</i>	2	1008	85%	(3 x MAG) + d8	Sleep Touch
Mythril <i>[x]</i>	3	1620	81%	(5 x MAG) + 2d8	---
Rune <i>[x]</i>	3	1980	79%	(5 x MAG) + 2d8	+1 MAG
Battle <i>[x]</i>	4	3240	72%	(6 x MAG) + 2d8	---
Lamia's <i>[x]</i>	4	3600	68%	(6 x MAG) + 2d8	Confusion Touch
Fairy <i>[x]</i>	5	5040	63%	(8 x MAG) + 3d8	---
Bloody <i>[x]</i>	5	6480	57%	(8 x MAG) + 3d8	HP Drain
Diamond <i>[x]</i>	6	7540	53%	(10 x MAG) + 3d8	---
Death <i>[x]</i>	6	9720	47%	(10 x MAG) + 3d8	Death Touch
Platinum <i>[x]</i>	7	10320	45%	(11 x MAG) + 4d8	---
Satyr <i>[x]</i>	7	12480	39%	(11 x MAG) + 4d8	Charm Proof
Crystal <i>[x]</i>	8	13440	34%	(13 x MAG) + 4d8	---
Glass <i>[x]</i>	8	14520	32%	(13 x MAG) + 4d8	Silence Proof
Heal <i>[x]</i>	9	---	Artifact	(14 x MAG) + 5d8	Death Proof
Dark <i>[x]</i>	9	---	Artifact	(14 x MAG) + 5d8	Shadow Strike Silence Proof
Apollo's <i>[x]</i>	10	---	Legendary	(16 x MAG) + 5d8	Holy Strike Undead Killer
Loki's <i>[x]</i>	10	---	Legendary	(16 x MAG) + 5d8	Auto-Armor Up +2 MAG

KATANA

Weapon Skill: *Swords*

Katana are the mainstay of the Samurai Job. Their blades are formed by repeatedly folding a single sheet of metal, creating a lightweight yet durable weapon.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Ashura	1	132	93%	(2 x STR) + d10	---
Oborotsuki	1	198	91%	(2 x STR) + d10	Blind Touch
Kotetsu	2	825	87%	(4 x STR) + d10	---
Moutsurugi	2	1155	85%	(4 x STR) + d10	+1 MAG
Namakura	3	1870	81%	(6 x STR) + 2d10	---
Mukademeru	3	2255	79%	(6 x STR) + 2d10	Poison Touch
Kagemitsu	4	3630	72%	(8 x STR) + 2d10	---
Raikoumaru	4	4180	70%	(8 x STR) + 2d10	Lightning Strike
Bizen's Pride	5	5720	63%	(10 x STR) + 3d10	---
Onikiri	5	6930	59%	(10 x STR) + 3d10	Devil Killer
Murasame	6	8690	53%	(11 x STR) + 3d10	---
Ikuzatachi	6	9900	51%	(11 x STR) + 3d10	+2 STR
Kiyomori	7	11770	45%	(13 x STR) + 4d10	---
Jyurokusakura	7	14300	39%	(13 x STR) + 4d10	Death Touch
Heaven's Cloud	8	15400	34%	(15 x STR) + 4d10	---
Kageshibari	8	16610	32%	(15 x STR) + 4d10	Slow Strike
Shiranui	9	---	Artifact	(17 x STR) + 5d10	Piercing +2 SPD
Chaos Blade	9	---	Artifact	(17 x STR) + 5d10	Confusion Strike
Masamune	10	---	Legendary	(19 x STR) + 5d10	Auto-Haste
Genji Blade	10	---	Legendary	(19 x STR) + 5d10	+2 STR +2 MAG

KNIVES

Weapon Skill: *Knives*

Knives measure between 20 to 38 centimeters and can be easily secreted up a sleeve or underneath a cloak to give the wielder an unexpected edge in combat. When calculating damage for Knives, the highest of either the character's STR or AGI will be used.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Dirk	1	90	94%	(2 x *) + d6	---
Blind Knife	1	132	92%	(2 x *) + d6	Blind Touch
Baselard	2	540	88%	(3 x *) + d6	---
Poison Dagger	2	756	86%	(3 x *) + d6	Poison Touch
Mythril Knife	3	1200	82%	(5 x *) + 2d6	---
Mage Masher	3	1500	80%	(5 x *) + 2d6	Silence Touch
Main Gauche	4	2400	73%	(6 x *) + 2d6	---
Air Lancet	4	2760	71%	(6 x *) + 2d6	Wind Strike
Rondell Dagger	5	3720	64%	(7 x *) + 3d6	---
Man Eater	5	4560	60%	(7 x *) + 3d6	Human Killer
Zorlin Shape	6	5640	54%	(9 x *) + 3d6	---
Aspir Knife	6	6480	52%	(9 x *) + 3d6	MP Drain
Platina Dagger	7	7680	46%	(10 x *) + 4d6	---
Tonberrian	7	8520	44%	(10 x *) + 4d6	+2 SPD
Cinquedea	8	10080	35%	(11 x *) + 4d6	---
Gladius	8	10920	33%	(11 x *) + 4d6	Critical+
Swordbreaker	9	---	Artifact	(13 x *) + 5d6	Disable Strike
Assassin	9	---	Artifact	(13 x *) + 5d6	Death Strike
Valiant Knife	10	---	Legendary	(14 x *) + 5d6	See notes below.
Orichalcon	10	---	Legendary	(14 x *) + 5d6	Critical++ Sleep Strike

SPECIAL RULES

Valiant Knife: The Valiant Knife reacts to its wielder's health; the closer to death they are, the more dangerous the knife becomes. The Valiant Knife gains a bonus to damage equal to **(Wielder's Max HP - Wielder's Current HP)/3** on all Attack Actions.

LIGHT SWORDS

Weapon Skill: *Swords*

Slender, elegant weapons favored by the more style-conscious swordsman. Lacking the cutting edge of their larger compatriots, these blades rely on their wielder's dexterity and accuracy to hit their mark.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Epee	1	110	94%	(2 x AGI) + d8	---
Stinger	1	159	92%	(2 x AGI) + d8	Poison Touch
Silver Rapier	2	660	88%	(3 x AGI) + d8	---
Scarlette	2	924	86%	(3 x AGI) + d8	Fire Strike
Mythril Rapier	3	1485	82%	(5 x AGI) + 2d8	---
Djinn Flyssa	3	1815	80%	(5 x AGI) + 2d8	+1 SPD
Fleuret	4	2970	71%	(6 x AGI) + 2d8	---
Bloody Rapier	4	4180	67%	(6 x AGI) + 2d8	HP Drain
Estoc	5	4620	64%	(8 x AGI) + 3d8	---
Mailbreaker	5	5500	60%	(8 x AGI) + 3d8	Piercing
Flamberge	6	6930	54%	(10 x AGI) + 3d8	---
Colichemarde	6	7920	52%	(10 x AGI) + 3d8	+2 SPD
Joyeuse	7	9460	46%	(11 x AGI) + 4d8	---
Holy Degen	7	10450	44%	(11 x AGI) + 4d8	+1 AGI Holy Strike
Guespire	8	12320	35%	(13 x AGI) + 4d8	---
Tyrving	8	13310	33%	(13 x AGI) + 4d8	Dragon Killer
Epeprism	9	---	Artifact	(14 x AGI) + 5d8	Auto-Reflect
Femme Fatale	9	---	Artifact	(14 x AGI) + 5d8	Death Strike
Last Letter	10	---	Legendary	(16 x AGI) + 5d8	+2 SPD +2 AGI
Diabolique	10	---	Legendary	(16 x AGI) + 5d8	Shadow Strike Curse Strike HP Drain

NINJA BLADES

Weapon Skill: *Knives*

Longer and lighter than ordinary knives, Ninja Blades share the unusual construction of Katana and are a firm favorite with the profession they derive their name from. Forged as long as 60cm, they match favorably in combat to the average sword.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Tanto	1	100	95%	(2 x STR) + d8	---
Yaraimeru	1	145	93%	(2 x STR) + d8	Sleep Touch
Kunai	2	600	89%	(3 x STR) + d8	---
Etenmaru	2	840	87%	(3 x STR) + d8	Fire Strike
Short Edge	3	1350	83%	(5 x STR) + 2d8	---
Basara	3	1650	81%	(5 x STR) + 2d8	+1 MAG
Hibari	4	2700	74%	(6 x STR) + 2d8	---
Reppu	4	3000	72%	(6 x STR) + 2d8	Wind Strike
Kodachi	5	4200	65%	(8 x STR) + 3d8	---
Muketsu	5	5400	59%	(8 x STR) + 3d8	HP Drain
Koga Knife	6	6300	55%	(10 x STR) + 3d8	---
Dark Edge	6	7200	53%	(10 x STR) + 3d8	Blind Strike
Iga Knife	7	8600	47%	(11 x STR) + 4d8	---
Kororito	7	9500	45%	(11 x STR) + 4d8	Poison Strike
Petalchaser	8	11200	36%	(13 x STR) + 4d8	---
Mokuto	8	12100	34%	(13 x STR) + 4d8	Silence Strike
Striker	9	---	Artifact	(14 x STR) + 5d8	Death Strike
Charfire	9	---	Artifact	(14 x STR) + 5d8	Immobilize Strike
Sasuke	10	---	Legendary	(16 x STR) + 5d8	+20 Expertise +20 Mind Curse Strike
Silkmoon	10	---	Legendary	(16 x STR) + 5d8	+2 SPD +20 Evasion +20 Magic Evasion

POLEARMS

Weapon Skill: *Polearms*

Polearms are built to inflict damage at a respectable distance in melee combat. To this end, Polearms consist of a length of wood or metal 1.5 to 2m length, topped by a heavy blade. Polearms take up both Weapon and Shield Slots.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Iron Spear	1	140	93%	(2 x STR) + d12	---
Hunter's Spear	1	215	91%	(2 x STR) + d12	Sensor
Slash Lance	2	900	87%	(4 x STR) + d12	---
Shaman's Lance	2	1260	85%	(4 x STR) + d12	+1 MAG
Mythril Pike	3	2050	81%	(6 x STR) + 2d12	---
Web Lance	3	2450	79%	(6 x STR) + 2d12	Slow Touch
Gold Lance	4	4000	72%	(9 x STR) + 2d12	---
Ice Lance	4	4600	70%	(9 x STR) + 2d12	Ice Strike
Stout Spear	5	6200	63%	(11 x STR) + 3d12	---
Harpoon	5	7600	61%	(11 x STR) + 3d12	Piercing
Viper Halberd	6	9500	53%	(13 x STR) + 3d12	---
Berserker	6	11500	49%	(13 x STR) + 3d12	Berserk Strike
Javelin	7	12800	45%	(15 x STR) + 4d12	---
Colossal Lance	7	14200	43%	(15 x STR) + 4d12	+2 STR
Partisan	8	16800	34%	(17 x STR) + 4d12	---
Thanatos Lance	8	18700	31%	(17 x STR) + 4d12	HP Drain
Kain's Lance	9	---	Artifact	(19 x STR) + 5d12	Critical++
Gungnir	9	---	Artifact	(19 x STR) + 5d12	Death Strike
Aura Lance	10	---	Legendary	(21 x STR) + 5d12	Auto-Aura
Highwind	10	---	Legendary	(21 x STR) + 5d12	+2 MAG Auto-Agility Up

RIFLES

Weapon Skill: *Guns*

Bulky but powerful, Rifles represent the ultimate in long-range offensive capacity, able to deliver a single bullet across great distances with pinpoint accuracy via a long, rifled barrel. Rifles take up both Weapon and Shield Slots, and are considered Ranged.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Valiant	1	168	91%	(2 x AGI) + d12	---
Silver Rifle	2	1080	85%	(4 x AGI) + d12	---
Ulysses	3	2460	79%	(6 x AGI) + 2d12	---
Hellfire	4	4800	70%	(9 x AGI) + 2d12	---
Bismarck	5	7440	61%	(11 x AGI) + 3d12	---
Coffinmaker	6	11400	51%	(13 x AGI) + 3d12	---
Bindsnipe	7	15360	43%	(15 x AGI) + 4d12	---
Hydra	8	20160	32%	(17 x AGI) + 4d12	---
Exeter	9	---	Artifact	(19 x AGI) + 5d12	Critical++
Death Penalty	10	---	Legendary	(21 x AGI) + 5d12	Critical+ Piercing

RODS

Weapon Skill: *Cudgels*

Weapon of choice for Black Mages. Rods are shorter than Staves, and can be wielded in one hand much like a cudgel or maul; the tip acts as a solid, crushing weight. Like Staves, most Rods contain innate magical properties that can be focused and unleashed by a properly trained magic user.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Cypress Rod	1	75	96%	(2 x STR) + d6	---
Rod of Darkness	1	110	94%	(2 x STR) + d6	Blind Touch
Glow Wand	2	450	90%	(3 x STR) + d6	---
Rune Rod	2	630	88%	(3 x STR) + d6	+1 MAG
Mythril Rod	3	1000	84%	(5 x STR) + 2d6	---
Rod of Silence	3	1250	82%	(5 x STR) + 2d6	Silence Touch
Strike Rod	4	2000	75%	(6 x STR) + 2d6	---
Firewheel Rod	4	2800	69%	(6 x STR) + 2d6	Fire Enhancer
Sky Rod	5	3100	66%	(7 x STR) + 3d6	---
Entangling Rod	5	3400	64%	(7 x STR) + 3d6	Immobilize Touch
Musk Rod	6	4700	56%	(9 x STR) + 3d6	---
Frost Rod	6	5800	52%	(9 x STR) + 3d6	Ice Enhancer
Aurora Rod	7	6400	48%	(10 x STR) + 4d6	---
Death Wand	7	7800	42%	(10 x STR) + 4d6	Death Touch
Power Cane	8	8400	37%	(11 x STR) + 4d6	---
Gravity Rod	8	9100	35%	(11 x STR) + 4d6	Slow Strike
Rod of Roses	9	---	Artifact	(13 x STR) + 5d6	Disable Strike
Faith Rod	9	---	Artifact	(13 x STR) + 5d6	See notes below.
Mace of Zeus	10	---	Legendary	(14 x STR) + 5d6	Lightning Enhancer +3 MAG
Arc Arcana	10	---	Legendary	(14 x STR) + 5d6	Fire Enhancer Ice Enhancer

SPECIAL RULES

Faith Rod: The Faith Rod's power lies in its ability to debilitate opponents, exposing them to the power of a particular Element. The Rod has a flat CoS of **60%** of inflicting *Element Weak* every time a successful strike is made **(6)**. To determine which Element the target is now weak towards, roll a d10 and consult the table below:

Roll	Effect
1	Weakness: Bio
2	Weakness: Earth
3	Weakness: Fire
4	Weakness: Holy
5	Weakness: Ice
6	Weakness: Lightning
7	Weakness: Shadow
8	Weakness: Wind
9	Weakness: Water
10	Roll Again

Should the result be a Weakness the target already possesses — either naturally or through previous application of the Faith Rod — the attack has no additional effect.

STAVES

Weapon Skill: *Cudgels*

Made of bound wood or metal, a Staff can inflict a respectable amount of damage if wielded by a skilled user, though most contain a small quantity of magic which can be tapped on when wielded by a mage. When calculating damage for Staves, the highest of either the character's STR or MAG will be used. Staves take up both Weapon and Shield Slots.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Oak Staff	1	120	93%	(2 x *) + d8	---
Silence Staff	1	173	91%	(2 x *) + d8	Silence Touch
Battle Staff	2	720	87%	(3 x *) + d8	---
Mage Staff	2	1008	85%	(3 x *) + d8	+1 MAG
Mythril Staff	3	1620	81%	(5 x *) + 2d8	---
Spiritual Staff	3	2340	77%	(5 x *) + 2d8	Berserk Touch
Gold Staff	4	3240	72%	(6 x *) + 2d8	---
Wind Staff	4	4560	66%	(6 x *) + 2d8	Wind Enhancer
Power Staff	5	5040	63%	(8 x *) + 3d8	---
Calcite Staff	5	7080	55%	(8 x *) + 3d8	Stone Touch
Striking Staff	6	7560	53%	(10 x *) + 3d8	---
Impasse	6	8640	51%	(10 x *) + 3d8	Disable Touch
White Staff	7	10320	45%	(11 x *) + 4d8	---
Dream Watcher	7	11400	43%	(11 x *) + 4d8	Sleep Strike
Prism Staff	8	13440	34%	(13 x *) + 4d8	---
Judgment	8	15000	30%	(13 x *) + 4d8	Holy Enhancer
Princess Guard	9	---	Artifact	(14 x *) + 5d8	Auto-Shell
Punisher	9	---	Artifact	(14 x *) + 5d8	Death Strike
Nirvana	10	---	Legendary	(16 x *) + 5d8	Holy Enhancer +3 MAG
Heavenly Axis	10	---	Legendary	(16 x *) + 5d8	Recovery Enhancer

SWALLOWS

Weapon Skill: *Polearms*

Sometimes referred to as 'Thief Swords', Swallows are a variation of polearm looking not unlike two swords joined at the pommel. Due to their unusual dual blades, any Attack Action made with a Swallow may roll to hit twice, applying the better result of the two. Swallows take up both Weapon and Shield Slots.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Iron Swallow	1	120	93%	(2 x STR) + d8	---
Spider's Kiss	1	173	91%	(2 x STR) + d8	Poison Touch
Butterfly Sword	2	720	87%	(3 x STR) + d8	---
Stillblade	2	1008	85%	(3 x STR) + d8	Slow Touch
The Ogre	3	1620	81%	(5 x STR) + 2d8	---
Duel Blade	3	2340	77%	(5 x STR) + 2d8	Berserk Touch
Exploda	4	3240	72%	(6 x STR) + 2d8	---
Thunder Blade	4	3600	70%	(6 x STR) + 2d8	Lightning Strike
Rune Tooth	5	5040	63%	(8 x STR) + 3d8	---
Soundless Scream	5	5520	61%	(8 x STR) + 3d8	Silence Touch
Halcyon Blade	6	7560	53%	(10 x STR) + 3d8	---
Hunter's Blade	6	8640	51%	(10 x STR) + 3d8	Beast Killer
Master Ogre	7	10320	45%	(11 x STR) + 4d8	---
Sonic Blade	7	11400	43%	(11 x STR) + 4d8	+2 SPD
Angel Bless	8	13440	34%	(13 x STR) + 4d8	---
Gorgon Gaze	8	15480	30%	(13 x STR) + 4d8	Stone Touch
Sartaganas	9	---	Artifact	(14 x STR) + 5d8	Critical++
Assassin Blade	9	---	Artifact	(14 x STR) + 5d8	Death Strike
The Tower	10	---	Legendary	(16 x STR) + 5d8	+2 STR +2 AGI Auto-Protect
The Nameless	10	---	Legendary	(16 x STR) + 5d8	Critical++ Piercing

SWORDS

Weapon Skill: *Swords*

The weapon of choice for adventurers everywhere. The keen edge and versatility of these weapons accounts for much of their popularity.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Short Sword	1	120	94%	(2 x STR) + d10	---
Twilight Steel	1	180	92%	(2 x STR) + d10	Blind Touch
Long Sword	2	750	88%	(4 x STR) + d10	---
Flame Sabre	2	1050	86%	(4 x STR) + d10	Fire Strike
Mythril Sword	3	1700	82%	(6 x STR) + 2d10	---
Ancient Sword	3	2050	80%	(6 x STR) + 2d10	Immobilize Touch
Regal Cutlass	4	3300	73%	(8 x STR) + 2d10	---
Ice Brand	4	3800	71%	(8 x STR) + 2d10	Ice Strike
Vigilante	5	5200	63%	(10 x STR) + 3d10	---
Blood Sword	5	6300	58%	(10 x STR) + 3d10	HP Drain
Falchion	6	7900	54%	(11 x STR) + 3d10	---
Soul Sabre	6	9000	52%	(11 x STR) + 3d10	MP Drain
Diamond Sword	7	10700	45%	(13 x STR) + 4d10	---
Scimitar	7	13000	43%	(13 x STR) + 4d10	Death Touch
Platinum Sword	8	14000	35%	(15 x STR) + 4d10	---
Enhancer	8	15600	32%	(15 x STR) + 4d10	+3 MAG
Ragnarok	9	---	Artifact	(17 x STR) + 5d10	Auto-Shell
Heartbreaker	9	---	Artifact	(17 x STR) + 5d10	Critical++
Ultima Weapon	10	---	Legendary	(19 x STR) + 5d10	Break Damage Limit <i>See notes below.</i>
Caladbolg	10	---	Legendary	(19 x STR) + 5d10	Auto Magic Up Auto Power Up

SPECIAL RULES

Ultima Weapon: This powerful weapon inflicts an additional **(Wielder's Current HP / 5)** in damage with each successful Attack made before modifying for ARM. Abilities continue to use the weapon's basic damage code, even if they use Attacks as a basis.

SHIELD SLOT

Composed of reinforced wood, metal or any similarly durable substance, Shields are mostly used by the Warrior Jobs. Unlike other types of Armor, they only boost a character's EVA and M. EVA rather than their ARM and M. ARM.

TYPE	TIER	COST	AVAILABILITY	EVA	M. EVA	EQUIPMENT ABILITIES
Buckler	1	80	94%	+4	+1	---
Escutcheon	1	120	92%	+4	+1	+1 AGI
Bronze Shield	2	500	88%	+9	+3	---
Alert Targe	2	700	86%	+9	+3	Sleep Proof
Heavy Shield	3	1150	82%	+14	+5	---
Opal Shield	3	1400	80%	+14	+5	Earth Ward
Silver Shield	4	2200	73%	+19	+7	---
Rainbow Shield	4	2800	69%	+19	+7	Zombie Proof
Mythril Shield	5	3500	64%	+24	+9	---
Force Shield	5	3800	62%	+24	+19	---
Gold Shield	6	5300	54%	+29	+11	---
Shell Targe	6	6000	52%	+29	+11	SOS-Shell
Diamond Shield	7	7100	46%	+34	+14	---
Soul Shield	7	7900	44%	+34	+14	Condemn Proof
Platina Shield	8	9300	35%	+39	+16	---
Kaiser Plate	8	10000	33%	+39	+16	+2 STR
Crystal Shield	9	---	Artifact	+64	+19	---
Venetian Shield	9	---	Artifact	+44	+19	Fire Ward Ice Ward Lightning Ward
Genji Shield	10	---	Legendary	+69	+42	---
Aegis Shield	10	---	Legendary	+49	+22	Seal Proof Toxin Proof

BODY SLOT

Angry monsters, unscrupulous soldiers, bandits, rogues, traitors, or the occasional weekend brawl with the ultimate evil – an adventurer can find themselves in any number of scrapes, given enough time and surprisingly little effort. In the heat of battle, even the most skilled of fighters will find themselves taking the odd hit; whether or not they survive the results is entirely down to their armor...

MAIL

Mail is the heaviest type of body armor available, consisting of solid, overlapping plates of metal or another equally durable material for optimal protection against physical attacks.

TYPE	TIER	COST	AVAILABILITY	ARM	M. ARM	EVA	M. EVA	EQUIPMENT ABILITIES
Leather Plate	1	110	93%	5	3	+0	+0	---
Fire Armor	1	165	91%	5	3	+0	+0	Fire Ward
Cuirass	1	225	89%	5	3	+0	+0	Slow Proof
Bronze Armor	2	680	87%	11	7	+0	+0	---
Bone Plate	2	950	85%	11	7	+0	+0	Shadow Ward
Ice Plate	2	950	85%	11	7	+0	+0	Ice Ward
Plate Mail	3	1500	81%	16	11	+0	+0	---
Viking Armor	3	1800	79%	16	11	+0	+0	SOS-Berserk
Thunder Plate	3	1800	79%	16	11	+0	+0	Lightning Ward
Silver Mail	4	3000	72%	21	15	+0	+0	---
Soldier's Armor	4	3500	70%	21	15	+0	+0	+1 STR
Carapace Mail	4	3500	70%	21	15	+0	+0	Bio Ward
Mythril Armor	5	4700	63%	26	19	+0	+0	---
Force Armor	5	5200	61%	26	19	+0	+10	---
Reflect Mail	5	5700	59%	26	19	+0	+0	Auto-Reflect
Gold Armor	6	7100	53%	32	23	+5	+0	---
Ruby Plate	6	8100	51%	32	23	+5	+0	Fire Proof
Aurora Mail	6	8100	51%	32	23	+5	+0	Wind Proof
Diamond Armor	7	9600	45%	38	27	+5	+0	---
Shield Armor	7	10700	43%	38	27	+20	+0	---
Edincoat	7	11200	42%	38	27	+5	+0	Auto-Agility Up
Platina Armor	8	12600	34%	44	31	+5	+5	---
Carabini Mail	8	13600	32%	44	31	+5	+5	+2 SPD
Crimson Plate	8	14500	30%	44	31	+5	+5	Fire Eater
Crystal Armor	9	---	Artifact	51	35	+30	+5	---
Aegis Armor	9	---	Artifact	51	35	+10	+5	Stone Proof Petrify Proof Earth Proof
Maximillian	9	---	Artifact	51	35	+10	+5	+2 STR +10% HP
Genji Armor	10	---	Legendary	58	39	+30	+20	+2 STR
Dragon Mail	10	---	Legendary	58	39	+15	+5	Fire Eater Ice Eater Lightning Eater
Peytral	10	---	Legendary	58	39	+15	+5	+2 SPD Auto-Power Up

ROBES

Robes are the mainstay of the Mage Jobs, light enough to be worn without impeding the Mage's spellcasting ability. Robes confer superior magical resistance but offer only scant protection against physical attacks.

TYPE	TIER	COST	AVAILABILITY	ARM	M. ARM	EVA	M. EVA	EQUIPMENT ABILITIES
Cotton Robe	1	95	93%	3	5	+0	+0	---
Snow Robe	1	154	91%	3	5	+0	+0	Ice Ward
Mistle Robe	1	200	89%	3	5	+0	+0	Silence Proof
Leather Robe	2	600	87%	7	11	+0	+0	---
Temple Cloth	2	840	85%	7	11	+0	+0	Holy Ward
Thunder Robe	2	840	85%	7	11	+0	+0	Lightning Ward
Linen Robe	3	1400	81%	11	16	+0	+0	---
Mist Silk Robe	3	1650	79%	11	16	+5	+0	---
Red Robe	3	1650	79%	11	16	+0	+0	Fire Ward
Silk Robe	4	2600	72%	15	21	+0	+0	---
Magician Robe	4	3000	70%	15	21	+0	+0	+1 MAG
Silver Coat	4	3000	70%	15	21	+0	+10	---
Poet Robe	5	4200	63%	19	26	+0	+0	---
Karate Robe	5	4600	61%	19	26	+0	+0	+1 AGI
Peace Cape	5	5000	59%	19	26	+0	+0	Berserk Proof
Scholar Robe	6	6300	53%	23	32	+0	+5	---
Aqua Robe	6	7700	51%	23	32	+0	+5	Water Proof
Priest's Robe	6	7200	49%	23	32	+0	+5	+30 M. ACC
Tao Robe	7	8600	45%	27	38	+0	+5	---
Chameleon Robe	7	9500	43%	27	38	+15	+5	---
Angel Robe	7	10400	43%	27	38	+0	+5	Auto-Reraise
Light Robe	8	11200	34%	31	44	+5	+5	---
White Robe	8	12900	30%	31	44	+5	+5	Holy Eater
Black Robe	8	12900	30%	31	44	+5	+5	Shadow Eater
Lumina Robe	9	---	Artifact	35	51	+5	+30	---
Farplane Robe	9	---	Artifact	35	51	+5	+10	Auto-Spirit Up Auto-Mental Up
Glutton's Robe	9	---	Artifact	35	51	+5	+10	Bio Eater Toxin Proof
Robe of Lords	10	---	Legendary	39	58	+5	+15	Auto-Magic Up +2 SPD
Element Robe	10	---	Legendary	39	58	+5	+15	Earth Proof Fire Proof Lightning Proof Ice Proof Water Proof Wind Proof
Protect Cape	10	---	Legendary	39	58	+5	+30	Auto-Agility Up Auto-Protect

SUITS

A catchall category covering a wide and eclectic range of bodywear, Suits include ninja costumes, overalls and dresses.

TYPE	TIER	COST	AVAILABILITY	ARM	M. ARM	EVA	M. EVA	EQUIPMENT ABILITIES
Leather Outfit	1	100	94%	4	4	+0	+0	---
Training Suit	1	115	92%	4	4	+0	+0	Sleep Proof
Storm Jerkin	1	115	92%	4	4	+0	+0	Lightning Ward
Bronze Vest	2	640	88%	8	8	+0	+0	---
Nomad's Tunic	2	1150	84%	8	8	+0	+0	Wind Ward
Red Jacket	2	1150	84%	8	8	+0	+0	Fire Ward
Chain Vest	3	1450	82%	13	13	+0	+0	---
Frost Outfit	3	2100	78%	13	13	+0	+0	Ice Ward
Survival Vest	3	2100	78%	13	13	+0	+0	+10 Expertise
Ringmail	4	2800	73%	18	18	+0	+0	---
Chocobo Costume	4	3300	71%	18	18	+0	+0	+1 MAG
Power Sash	4	3600	70%	18	18	+0	+0	Power Down Proof Power Break Proof
Mythril Vest	5	4500	64%	23	23	+0	+0	---
Mirage Vest	5	4900	62%	23	23	+10	+0	---
Scorpion Harness	5	5400	60%	23	23	+0	+0	Bio Proof
Brigadine	6	6700	54%	28	28	+0	+0	---
Judge Coat	6	7700	52%	28	28	+0	+0	+2 MAG
Gaia Gear	6	7700	52%	28	28	+0	+0	Earth Proof
Diamond Vest	7	9000	46%	33	33	+3	+3	---
Ninja Gear	7	10100	44%	33	33	+3	+3	+2 SPD
Secret Clothes	7	10600	42%	33	33	+3	+3	SOS-Vanish
Platina Vest	8	11900	35%	38	38	+5	+5	---
Behemoth Suit	8	12900	33%	38	38	+5	+5	+2 STR
Rubber Costume	8	13700	31%	38	38	+5	+5	Lightning Eater
Adaman Vest	9	---	Artifact	43	43	+8	+8	Meltdown Proof Earth Proof
Devil Vest	9	---	Artifact	43	43	+8	+8	Shadow Enhancer Shadow Proof
Reaper Cloak	9	---	Artifact	43	43	+8	+8	Death Proof
Braver Vest	10	---	Legendary	48	48	+10	+10	+2 STR +2 AGI +2 SPD Power Down Proof Power Break Proof Agility Down Proof Agility Break proof
Snow Muffler	10	---	Legendary	48	48	+10	+10	Fire Eater Ice Eater Frozen Proof Heat Proof
Wygar	10	---	Legendary	48	48	+10	+10	Fatal Proof Weak proof

HEAD SLOT

Headwear frequently supplements body armor, protecting the wearer from opportunistic blows during the course of combat.

HATS

Hats encompass a broad range of headgear typically made of non-metallic materials, usually leather and cloth. Some examples include caps, hair ribbons, berets and hoods.

TYPE	TIER	COST	AVAILABILITY	ARM	M. ARM	EVA	M. EVA	EQUIPMENT ABILITIES
Cap	1	80	96%	1	3	+0	+0	---
Red Hat	1	125	94%	1	3	+0	+0	+10 M.ACC
Straw Hat	1	175	92%	1	3	+0	+0	Slow Proof
Leather Hat	2	530	90%	4	6	+0	+0	---
Triangle Hat	2	740	88%	4	6	+0	+0	+1 MAG
Traveler's Hat	2	950	86%	4	6	+0	+0	Headhunter
Plumed Hat	3	1200	84%	7	9	+0	+0	---
Magus Hat	3	1400	82%	7	9	+0	+5	---
Mantra Band	3	1400	82%	7	9	+0	+0	+1 SPD
Bandana	4	2300	75%	10	13	+0	+0	---
Winged Cap	4	2900	71%	10	13	+0	+0	Auto-Float
Twist Headband	4	2700	73%	10	13	+0	+0	+1 STR
Steepled Hat	5	3600	66%	13	17	+0	+0	---
Green Beret	5	4000	64%	13	17	+0	+0	+10% HP
Scholar Hat	5	4400	62%	13	17	+0	+0	Magic Down Proof Magic Break Proof
Headgear	6	5500	56%	16	21	+0	+0	---
Thief Hat	6	6300	54%	16	21	+0	+0	+2 AGI
Red Hood	6	6300	54%	16	21	+0	+0	+10% MP
Black Hood	7	7500	48%	19	25	+0	+5	---
Headband of Zeal	7	8300	46%	19	25	+0	+5	SOS-Magic Up
Windshear Hat	7	8300	46%	19	25	+0	+5	Wind Proof
Flash Hat	8	9800	37%	22	29	+0	+5	---
Cat Hood	8	10900	34%	22	29	+0	+5	+30 ACC
Tiger Mask	8	10600	35%	22	29	+0	+5	+2 SPD
Coronet	9	---	Artifact	25	33	+0	+10	+2 AGI +1 SPD
Golden Yarmulke	9	---	Artifact	25	33	+0	+10	Auto-Magic Up
Holy Mitre	9	---	Artifact	25	33	+0	+10	+3 MAG
Ritual Hat	10	---	Legendary	28	37	+5	+10	+2 SPD +2 STR +2 MAG
Regal Crown	10	---	Legendary	28	37	+5	+10	Gravity Proof Auto-Reraise
Acacia Hat	10	---	Legendary	28	37	+5	+10	Ice Eater +20% MP

HELMETS

Helmets are heavy, sturdy metallic headgear used primarily by the Warrior Jobs.

TYPE	TIER	COST	AVAILABILITY	ARM	M. ARM	EVA	M. EVA	EQUIPMENT ABILITIES
Leather Helm	1	70	95%	3	1	+0	+0	---
Soldier Helmet	1	110	93%	3	1	+0	+0	+10 ACC
Parade Helm	1	110	93%	3	1	+0	+0	Immobilize Proof
Bronze Helm	2	450	89%	5	4	+0	+0	---
Onyx Helmet	2	810	87%	5	4	+5	+0	---
Spiral Helm	2	630	85%	5	4	+0	+0	Berserk Proof
Barbut	3	1000	83%	9	7	+0	+0	---
Viking Helm	3	1250	81%	9	7	+0	+0	SOS-Spirit Up
Cross Helmet	3	1250	81%	9	7	+0	+0	+1 STR
Silver Helmet	4	2000	74%	13	10	+0	+0	---
Mage's Helm	4	2300	72%	13	10	+0	+0	+1 MAG
Rubber Helm	4	2300	72%	13	10	+0	+0	Lightning Ward
Mythril Helm	5	3100	65%	17	13	+0	+0	---
Paladin Helm	5	4100	63%	17	13	+0	+0	Curse Proof
Eternal Helm	5	3400	63%	17	13	+0	+10	---
Gold Helm	6	4800	55%	21	16	+0	+0	---
Knight Helm	6	5100	54%	21	16	+0	+0	+10% HP
Arai Helm	6	5400	53%	21	16	+0	+0	+2 SPD
Diamond Helm	7	6500	47%	25	19	+5	+0	---
Dragoon's Helmet	7	7500	43%	25	19	+5	+0	+30 ACC
Sapphire Helmet	7	7200	45%	25	19	+5	+0	Water Proof
Platina Helmet	8	8400	36%	29	22	+5	+0	---
Dusk Mask	8	9700	32%	29	22	+5	+0	Earth Eater
Heal Helm	8	9700	32%	29	22	+5	+0	Auto-Regen
Crystal Helm	9	---	Artifact	33	25	+30	+0	---
Kaiser Helm	9	---	Artifact	33	25	+10	+0	+2 STR +1 AGI
Hanya Helmet	9	---	Artifact	33	25	+10	+0	Weak Proof
Genji Helm	10	---	Legendary	37	28	+25	+20	+2 MAG
Grand Helm	10	---	Legendary	37	28	+10	+5	+3 AGI +3 STR
Dragon Helmet	10	---	Legendary	37	28	+10	+5	Earth Eater +10% HP

HANDS SLOT

Next to adequate protection for head and body, the ability to shield one's sword-hand from harm is the often most vital for long-term survival on the battlefield.

ARMWEAR

Armwear is a catchall term for arm guards, bracelets, bangles, and other armor that only covers part of the wearer's hand. As a whole, Armwear protects the wearer from magical rather than physical attacks. Prices given are for one pair of Armwear.

TYPE	TIER	COST	AVAILABILITY	ARM	M. ARM	EVA	M. EVA	EQUIPMENT ABILITIES
Leather Wrist	1	60	95%	1	2	+0	+0	---
Serum Wrist	1	90	93%	1	2	+0	+0	Poison Proof
Chocobracelet	1	90	93%	1	2	+5	+0	---
Bronze Bangle	2	370	89%	3	4	+0	+0	---
Guardian Bracer	2	520	87%	3	4	+0	+0	+1 AGI
Rune Ring	2	520	87%	3	4	+0	+5	---
Iron Bangle	3	840	83%	5	6	+0	+0	---
Locomotion Bangle	3	1050	81%	5	6	+0	+0	Immobilize Proof
Echo Wrist	3	1250	79%	5	6	+0	+0	Silence Proof
Silver Armband	4	1700	74%	8	8	+0	+5	---
Cerulean Bangle	4	1900	72%	8	8	+0	+5	Water Ward
Holy Armlet	4	1900	72%	8	8	+0	+5	Holy Ward
Mythril Armlet	5	2600	65%	11	10	+0	+5	---
Shell Bangle	5	3200	61%	11	10	+0	+5	SOS-Shell
Wizard Bracelet	5	3200	61%	11	10	+0	+5	+20 M.ACC
Gold Armlet	6	4000	55%	13	13	+0	+5	---
Egoist's Armlet	6	4800	51%	13	13	+0	+5	Confuse Proof
Thief Glove	6	4800	51%	13	13	+0	+5	SOS-Haste
Diamond Armband	7	5400	47%	16	16	+5	+5	---
Pearl Armband	7	6000	45%	16	16	+5	+5	Holy Proof
Maiden's Wrist	7	6000	45%	16	16	+5	+5	Toad Proof
Platinum Bangle	8	7000	36%	19	19	+5	+10	---
Gigas Bangle	8	8100	32%	19	19	+5	+10	+2 STR
Serene Armlet	8	7600	34%	19	19	+5	+10	Charm Proof
Crystal Bangle	9	---	Artifact	22	22	+10	+30	---
Hot Armlet	9	---	Artifact	22	22	+10	+10	Frozen Proof
Tough Ring	9	---	Artifact	22	22	+10	+10	Ice Proof
Blessed Wrist	10	---	Legendary	25	25	+10	+15	+20% HP
Flower Bracer	10	---	Legendary	25	25	+10	+15	Mystify Proof
Minerva Bangle	10	---	Legendary	25	25	+10	+15	Holy Eater
								Auto-Regen
								Earth Eater
								Water Eater
								Transform Proof
								+20% MP

GAUNTLETS

Gauntlets are reinforced to protect the wearer's hands by enclosing them completely. Armor of this kind is usually made of heavy metal or leather and worn in conjunction with mail. Prices are given per one pair of Gauntlets.

TYPE	TIER	COST	AVAILABILITY	ARM	M. ARM	EVA	M. EVA	EQUIPMENT ABILITIES
Leather Gauntlet	1	65	96%	2	1	+0	+0	---
Bright Gauntlet	1	100	94%	2	1	+0	+0	Blind Proof
Glit Gloves	1	145	92%	2	1	+0	+0	Headhunter
Bronze Gloves	2	420	90%	5	2	+0	+0	---
Ninja Gloves	2	580	88%	5	2	+0	+0	+1 AGI
Savage Gauntlet	2	580	88%	5	2	+0	+0	+10% ACC
Iron Gauntlet	3	950	84%	8	4	+0	+0	---
Viking Gauntlet	3	1150	82%	8	4	+0	+0	SOS-Agility Up
Defense Gloves	3	1300	80%	8	4	+0	+0	Disable Proof
Silver Gauntlet	4	1800	75%	11	6	+5	0	---
Adept's Gauntlet	4	2100	73%	11	6	+5	0	+1 SPD
Light Gauntlet	4	2100	73%	11	6	+5	+10	---
Mythril Gauntlet	5	2900	66%	14	8	+5	0	---
Protect Gloves	5	3500	62%	14	8	+5	0	SOS-Protect
Moon Gauntlet	5	3500	62%	14	8	+5	0	+20 ACC
Gold Gauntlet	6	4300	56%	17	10	+5	0	---
Carbuncle Mitts	6	5000	54%	17	10	+5	0	Auto-Reflect
Melee Gloves	6	5300	52%	17	10	+5	0	SOS-Power Up
Diamond Gloves	7	5900	48%	20	12	+5	+5	---
Abyss Gauntlet	7	6600	46%	20	12	+5	+5	Shadow Proof
Cornucopia Gloves	7	6600	46%	20	12	+5	+5	Mini Proof
Platinum Gauntlet	8	7800	37%	23	15	+10	+5	---
Lucid Gloves	8	8400	35%	23	15	+10	+20	---
Alert Gloves	8	8900	33%	23	15	+10	+5	Stop Proof
Crystal Gauntlet	9	---	Artifact	26	18	+30	+10	---
Cold Gloves	9	---	Artifact	26	18	+10	+10	Fire Proof Heat Proof
Zeus Gauntlet	9	---	Artifact	26	18	+10	+10	Lightning Enhancer Lightning Proof
Genji Gloves	10	---	Legendary	29	21	+15	+10	+3 STR +3 MAG
Escort Guard	10	---	Legendary	29	21	+15	+10	Time Proof +10% HP
Dragon Lord	10	---	Legendary	29	21	+15	+10	Auto-Shell Bio Eater Wind Eater

ACCESSORY SLOT

Accessories are enchanted relics and objects with a small quantity of magic, ranging from mundane and mass-produced to powerful and rare. For reference's sake, all Accessories in the **FFRPG** are organised into five categories, each of which is introduced in more detail below.

STATUS ACCESSORIES

Status Accessories protect the character from certain types of negative Status Condition — such as *Blind* or *Poison* — and may also reduce the amount of damage inflicted by elemental attacks.

TYPE	TIER	COST	AVAILABILITY	EQUIPMENT ABILITIES
Silver Spectacles	1	450	90%	Blind Proof
Star Pendant	1	600	89%	Poison Proof
Nishijin Belt	1	500	88%	Sleep Proof
Jackboots	2	600	86%	Immobilize Proof
Sash	2	600	86%	Slow Proof
Aqua Ring	2	1250	82%	Water Ward
Desert Boots	2	1000	82%	Earth Ward
Fairy Ring	3	1250	81%	Blind Proof Poison Proof
Gold Choker	3	1250	81%	Wind Ward
Defense Ring	3	1500	79%	Condemned Proof Sleep Proof
Echo Bangle	4	1600	79%	Silence Proof
Black Belt	4	1600	79%	Disable Proof
Magic Charm	4	1600	79%	Curse Proof
Bowline Sash	4	2000	77%	Confuse Proof
Coral Ring	4	2500	75%	Lightning Proof
Water Ring	4	2500	75%	Water Proof
Bead Brooch	4	3250	71%	Blind Proof Silence Proof
Gravity Ring	5	3600	68%	Gravity Proof
Amulet	5	4400	65%	Blind Proof Poison Proof Zombie Proof
Magic Ring	5	4400	64%	Berserk Proof Silence Proof
Blizzard Ring	5	4000	63%	Ice Ward Freeze Proof
Fire Ring	5	4000	63%	Fire Ward Heat Proof
Phantom Ring	5	5200	61%	Weak Proof
Cerulean Ring	6	5400	59%	Water Eater
Ochre Ring	6	5400	59%	Lightning Eater
Ice Ring	6	8000	55%	Ice Proof Freeze Proof
Flame Ring	6	7600	54%	Fire Proof Heat Proof
Jade Armlet	6	7600	54%	Petrify Proof Slow Proof Stone Proof
Star Armlet	7	9600	46%	Slow Proof Stop Proof

TYPE	TIER	COST	AVAILABILITY	EQUIPMENT ABILITIES
Scarab	7	9600	46%	Disable Proof Immobilize Proof Toad Proof
Jeweled Ring	7	10000	45%	Blind Proof Petrify Proof Stone Proof
Glass Buckle	7	12000	43%	Bio Proof Toxin Proof
Rubber Boots	7	10000	42%	Lightning Proof Stop Proof
Rosetta Ring	7	12000	39%	Fire Eater Heat Proof
Snow Ring	7	12000	39%	Ice Eater Freeze Proof
Japa Mala	8	13000	38%	Toxin Proof Toad Proof Zombie Proof
Nu Khai Armlet	8	13000	38%	Shadow Ward Charm Proof Confusion Proof
Poison Ring	8	13000	37%	Bio Eater Toxin Proof
Peace Ring	8	15000	35%	Berserk Proof Charm Proof Confusion Proof
Safety Bit	8	20000	31%	Death Proof
Berserker Ring	9	---	Artifact	Fire Eater Lightning Proof +3 STR
Aegis Ring	9	---	Artifact	Bio Ward Earth Ward Fire Ward Holy Ward Ice Ward Lightning Ward Shadow Ward Water Ward Wind Ward
Ribbon	9	---	Artifact	Fatal Proof Mystify Proof Seal Proof Time Proof Toxin Proof Transform Proof Weak Proof
Tetra Elemental	10	---	Legendary	Fire Proof Earth Proof Ice Proof Lightning Proof

MAGIC ACCESSORIES

Magic Accessories bestow beneficial Status Conditions such as *Shell* and *Reflect* upon their wearer — typically either at the start of a battle or when the wearer's health is reduced to dangerously low levels.

TYPE	TIER	COST	AVAILABILITY	EQUIPMENT ABILITIES
Sprint Shoes	1	500	90%	Auto-Accelerate
Barrier Ring	2	800	86%	SOS-Shell
Guard Ring	2	800	86%	SOS-Protect
Steel Gorget	3	1400	79%	SOS-Power Up
Leather Gorget	3	1400	79%	SOS-Magic Up
Princess Ring	3	1600	78%	SOS-Protect SOS-Shell
Star Bangle	3	1800	77%	SOS-Regen
Angel Wings	3	1800	76%	Auto-Float
Protect Ring	4	3250	74%	Auto-Protect
Shell Ring	4	3250	74%	Auto-Shell
Reflect Ring	4	3500	69%	Auto-Reflect
Rebirth Ring	5	5500	57%	Auto-Reraise
Ring of Renewal	6	8400	52%	Auto-Regen
Guard Bracelet	7	12000	42%	Auto-Protect Auto-Shell
Angel Ring	9	---	Artifact	Shadow Proof Death Proof Auto-Reraise
Hermes Sandals	9	---	Artifact	Auto-Haste
Invisibility Cloak	10	---	Legendary	Auto-Vanish

ATTRIBUTE BOOSTERS

Attribute Boosters increase a character's basic Attributes while equipped.

TYPE	TIER	COST	AVAILABILITY	EQUIPMENT ABILITIES
Battle Boots	3	1500	80%	+1 SPD
Beads	3	1500	80%	+1 AGI
Tarot Card	3	1500	80%	+1 MAG
Wristband	3	1500	80%	+1 STR
Choco Feather	5	4800	64%	+2 AGI
Magepower Glove	5	4800	64%	+2 MAG
Bracer	5	4800	64%	+2 STR
Red Shoes	5	4800	64%	+1 MAG +1 SPD
Dash Shoes	5	4800	64%	+2 SPD
Championship Belt	8	16000	33%	+3 STR +10% HP
Hypno Crown	8	16000	33%	+3 MAG +10% MP
Running Shoes	8	18000	32%	+3 AGI +3 SPD
Royal Crown	9	---	Artifact	+5 MAG
Fortified Chain	9	---	Artifact	+5 AGI
Germinas Boots	9	---	Artifact	+5 SPD
Hyper Wrist	9	---	Artifact	+5 STR
Hero Ring	10	---	Legendary	+5 STR +5 MAG

STATISTIC BOOSTERS

Statistic Boosters provide bonuses to a character's Combat Statistics.

TYPE	TIER	COST	AVAILABILITY	EVA	M. EVA	EQUIPMENT ABILITIES
Cotton Cape	1	400	92%	+3	+5	---
Shoulder Cape	1	400	92%	+5	+3	---
Elven Cloak	2	1200	84%	+6	+10	---
Leather Cloak	2	1200	84%	+10	+6	---
Black Cape	3	2400	76%	+9	+15	---
Wolf Mantle	3	2400	76%	+15	+9	---
Orrachea Armlet	4	2700	72%	+0	+0	+10% HP
Magic Bangle	4	2700	72%	+0	+0	+10% MP
Mage's Cloak	5	3600	66%	+12	+20	---
Tiger Mantle	5	3600	66%	+20	+12	---
Featherweave Cloak	5	6000	58%	+15	+25	---
Zephyr Cloak	5	6000	58%	+25	+15	---
Prism Cape	7	9000	48%	+20	+30	---
Behemoth Mantle	7	9000	48%	+30	+20	---
Force Belt	7	10400	44%	+0	+0	+10% HP +10% MP
White Cape	8	13500	36%	+20	+20	Mini Proof Toad Proof
Power Belt	9	---	Artifact	+0	+0	+25% HP
Sorcery Bangle	9	---	Artifact	+0	+0	+25% MP
Mindu Jewel	9	---	Artifact	+15	+25	Lightning Ward Blind Proof Confuse Proof Poison Proof Silence Proof Stone Proof Toad Proof
Muscle Belt	10	---	Legendary	+0	+0	+50% HP
Crystal Orb	10	---	Legendary	+0	+0	+50% MP

ACTION ACCESSORIES

Action Accessories directly affect a character's capabilities in combat, usually by conferring additional special abilities and attack bonuses. Accessories that add an *[Element] Strike* Equipment Ability override any other *[Element] Strikes* present on that Weapon.

TYPE	TIER	COST	AVAILABILITY	EQUIPMENT ABILITIES
Bangle	1	800	88%	Adds <i>Sensor</i> Equipment Ability to all equipped Weapons
Dusky Gleam	2	800	82%	Adds <i>Shadow Strike</i> Equipment Ability to all equipped Weapons
Earthy Gleam	2	800	82%	Adds <i>Earth Strike</i> Equipment Ability to all equipped Weapons
Fiery Gleam	2	800	82%	Adds <i>Fire Strike</i> Equipment Ability to all equipped Weapons
Holy Gleam	2	800	82%	Adds <i>Holy Strike</i> Equipment Ability to all equipped Weapons
Icy Gleam	2	800	82%	Adds <i>Ice Strike</i> Equipment Ability to all equipped Weapons
Lightning Gleam	2	800	82%	Adds <i>Lightning Strike</i> Equipment Ability to all equipped Weapons
Watery Gleam	2	800	82%	Adds <i>Water Strike</i> Equipment Ability to all equipped Weapons
Gusty Gleam	2	800	82%	Adds <i>Wind Strike</i> Equipment Ability to all equipped Weapons
Noxious Gleam	2	800	82%	Adds <i>Bio Strike</i> Equipment Ability to all equipped Weapons
Archer's Ring	4	3600	73%	Adds <i>Sensor</i> Equipment Ability to all equipped Weapons +20 ACC
Barette	4	3000	72%	Ice Enhancer
Cachusha	4	3000	72%	Fire Enhancer
Extension	4	3000	72%	Lightning Enhancer
Fairy Earrings	4	3000	72%	Wind Enhancer
Topaz Arming	4	3000	72%	Earth Enhancer
Turquoise Ring	4	3000	72%	Water Enhancer
Angel Earrings	5	5000	65%	Holy Enhancer
Black Earrings	5	5000	65%	Shadow Enhancer
Sniper Eye	6	8800	51%	Adds <i>Sensor</i> Equipment Ability to all equipped Weapons Adds <i>Critical+</i> Equipment Ability to all equipped Weapons
Cerulean Pendant	9	---	Artifact	Lightning Enhancer Wind Enhancer
Chain Choker	9	---	Artifact	Lightning Enhancer Water Enhancer
Clear Earrings	9	---	Artifact	Ice Enhancer Wind Enhancer
Gold Hairpin	9	---	Artifact	Auto-MP Quarter
Lapis Earrings	9	---	Artifact	Fire Enhancer Water Enhancer
Medicine Ring	9	---	Artifact	Recovery Enhancer
Sphene Earrings	9	---	Artifact	Earth Enhancer Lightning Enhancer
Wing Pendant	9	---	Artifact	Earth Enhancer Wind Enhancer
Celestriad	10	---	Legendary	Auto-MP Half

SPECIAL RULES

Gleams: The [x] Gleam Accessories add an *[Element] Strike* Ability to equipped Weapons. If the Weapon already has this *[Element] Strike*, the Gleam has no additional effect. For Weapons that have the ability to use Ammunition, Ammunition that confers Equipment Abilities will override the effects of the Gleam.

INVENTORY SLOT

While it also stores spare equipment, the Inventory Slot is primarily used for a variety of offensive, defensive and curative materials which can give a party a considerable edge in a fight — or help salve their wounds after the last sword-blow has fallen. Unless otherwise noted, all items below are priced for one use of the item in question; once used, the item is destroyed, removing it from the Inventory Slot.

RECOVERY ITEMS

From a simple medicinal potion to tail-feathers of the legendary Phoenix, Recovery Items offer a bewildering array of cure-alls for just about any ailment under the sun. Most stores sell weaker curative potions, as well as remedies for specific Status Conditions. Sensible adventurers will keep a healthy stock of both to accompany them in their travels.

TYPE	TIER	COST	AVAILABILITY	TARGET	EFFECT
Tonic	1	25	99%	Single	Restores 25 HP
Potion	1	50	94%	Single	Restores 50 HP
Hi-Potion	2	150	86%	Single	Restores 125 HP
Hyper Potion	3	300	78%	Single	Restores 250 HP
Mega Potion	5	500	61%	Party	Restores 100 HP
X-Potion	5	750	59%	Single	Restores 500 HP
Ultra Potion	7	800	47%	Party	Restores 200 HP
Tincture	1	75	93%	Single	Restores 15 MP
Ether	3	150	78%	Single	Restores 30 MP
Hi-Ether	4	325	67%	Single	Restores 75 MP
Hyper Ether	5	650	59%	Single	Restores 150 MP
X-Ether	7	1400	40%	Single	Restores 300 MP
Elixir	8	5000	20%	Single	Restores HP and MP to their maximum values
Megalixir	9	---	Artifact	Party	Restores HP and MP to their maximum values
Phoenix Down	2	500	88%	Single	Restores <i>Unconscious</i> target to 1 HP
Phoenix Pinion	7	2800	23%	Single	Restores <i>Unconscious</i> target to maximum HP
Mega Phoenix	8	3500	21%	Party	Restores <i>Unconscious</i> targets to 1 HP
Phoenix Spirit	9	---	Artifact	Party	Restores <i>Unconscious</i> targets to maximum HP
Antidote	1	50	93%	Single	Cancels <i>Poison</i> and <i>Venom</i> Status Conditions
Eye Drops	1	50	92%	Single	Cancels <i>Blind</i> Status Condition
Echo Screen	2	100	84%	Single	Cancels <i>Silence</i> Status Condition
Tranquilizer	3	150	81%	Single	Cancels <i>Berserk</i> Status Condition
Bandage	4	200	76%	Single	Cancels <i>Disable</i> and <i>Immobilize</i> Status Conditions
Alarm Clock	4	200	75%	Single	Cancels <i>Sleep</i> and <i>Unaware</i> Status Conditions
Cornucopia	4	250	75%	Single	Cancels <i>Mini</i> Status Condition
Maiden's Kiss	4	250	75%	Single	Cancels <i>Toad</i> Status Condition
Soft	4	400	74%	Single	Cancels <i>Petrify</i> and <i>Stone</i> Status Conditions
Holy Water	4	500	73%	Single	Cancels <i>Curse</i> and <i>Zombie</i> Status Conditions
Chronos Tear	4	600	72%	Single	Cancels <i>Slow</i> , <i>Stop</i> , and <i>Sap</i> Status Conditions
Remedy	5	1500	64%	Single	Cancels <i>Berserk</i> , <i>Blind</i> , <i>Confuse</i> , <i>Curse</i> , <i>Mini</i> , <i>Petrify</i> , <i>Poison</i> , <i>Sap</i> , <i>Silence</i> , <i>Sleep</i> , <i>Slow</i> , <i>Stone</i> , <i>Toad</i> , <i>Venom</i> , and <i>Zombie</i> Status Conditions

Ammunition

Unlike most other armaments, the true power of Bows, Crossbows and Rifles comes as much from what is fired as the weapon itself. An experienced marksman is one who has learned the advantage of carrying a wide range of specialised ammunition into battle – Ice Arrows extinguish blazing Bombs, AP Ammo cracks tough Adamantoise shells, and Holy Bolts put a little bit of fear into that Archaeodaemon.

Characters equipped with a Weapon that supports ammunition may elect to load them with special projectiles when making an Attack Action; these must be purchased beforehand, and can be used to add additional Equipment Abilities to the weapon being used to make the Attack. All ammunition is purchased in units of ten; each Attack, successful or otherwise, will consume one unit of ammunition, removing it from the Inventory Slot. If no ammunition is available – or the character is unwilling to expend it on an attack – the Weapon reverts to its default Equipment Abilities.

AMMO

Ammo is used by Rifles.

TYPE	TIER	COST	AVAILABILITY	EQUIPMENT ABILITIES
Fire Ammo	1	100	88%	Fire Strike
Stone Ammo	1	100	88%	Earth Strike
Dark Ammo	2	150	85%	Blind Touch
Pulse Ammo	4	500	78%	+2 DS
Shadow Ammo	4	150	74%	Shadow Strike
AP Ammo	5	500	68%	Piercing
Fast Ammo	5	200	66%	<i>See notes below.</i>
Tainted Ammo	5	400	64%	Curse Touch
Spartan Ammo	5	450	63%	Disable Touch
Shotgun Ammo	6	900	55%	-25% Damage Target: Group
Demolition Ammo	7	1200	44%	Heat Touch Fire Strike

SPECIAL RULES

Fast Ammo: If used in an Attack Action, Fast Ammo gives the firer a +5 bonus to their Initiative in the following Round. This bonus is only applied once per Round.

ARROWS

Arrows are used by Bows.

TYPE	TIER	COST	AVAILABILITY	EQUIPMENT ABILITIES
Fire Arrows	1	100	90%	Fire Strike
Ice Arrows	1	100	90%	Ice Strike
Lightning Arrows	1	100	90%	Lightning Strike
Wind Arrows	1	100	90%	Wind Strike
Water Arrows	1	100	90%	Water Strike
Earth Arrows	1	100	90%	Earth Strike
Holy Arrows	1	100	90%	Holy Strike
Darkness Arrows	2	125	88%	Blind Touch
Poison Arrows	2	200	88%	Poison Touch
Sleep Arrows	3	250	82%	Sleep Touch
Silver Arrows	3	400	81%	Undead Killer
Artemis Arrows	4	400	77%	+2 DS
Yoichi Arrows	5	500	69%	Piercing
Mute Arrows	5	250	65%	Silence Touch
Angel Arrows	5	600	65%	Confusion Touch
Demon Arrows	5	750	58%	Power Down Touch
Medusa Arrows	7	1500	47%	Stone Touch
Assassin's Arrows	7	1500	47%	Death Touch

BOLTS

Bolts are used by Crossbows.

TYPE	TIER	COST	AVAILABILITY	EQUIPMENT ABILITIES
Hydro Bolts	1	100	90%	Water Strike
Black Bolts	2	100	89%	Blind Touch
Venom Bolts	2	200	88%	Poison Touch
Lead Bolts	2	200	87%	Immobilize Touch
Dogbolts	2	200	86%	+1 DS
Gold Bolts	2	150	86%	+10 ACC
Sleep Bolts	3	250	82%	Sleep Touch
Long Bolts	4	300	77%	Slow Touch
Grand Bolts	4	400	76%	+2 DS
Stone Bolts	4	450	75%	Disable Touch
Sapping Bolts	4	450	74%	Sap Touch
Acid Bolts	5	500	66%	Armor Break Touch
Blood Bolts	5	500	65%	HP Drain
Critical Bolts	7	1200	45%	Triple Critical

Throwing Weapons

Throwing Weapons are disposable projectiles designed to give characters an additional offensive edge in combat. An attack with a Throwing Weapon requires an Item Action, and is resolved in the same manner as a standard Attack Action would be. Regardless of whether the Attack hits or misses, the Weapon is consumed and removed from the Inventory Slot after the attack resolves. Prices given in the listings below are per one Weapon.

BOMBS

Weapon Skill: *Throwing Weapons*

Bombs are small, compact explosives designed to be thrown and detonate on impact. Their practical range can be significantly increased by using a dedicated launcher, though most adventuring parties will simply rely on their throwing arms.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Snowmelt Bomb	1	95	90%	(4 x AGI) + 2d6	Ice Strike
Tremor Bomb	2	150	85%	(5 x AGI) + 2d6	Earth Strike
Poison Bomb	2	185	82%	(5 x AGI) + 2d6	Poison Touch
Aero Bomb	4	200	74%	(6 x AGI) + 3d6	Wind Strike
Spark Bomb	5	250	65%	(8 x AGI) + 3d6	Lightning Strike
Water Bomb	6	300	56%	(9 x AGI) + 4d6	Water Strike
Flameburst Bomb	7	375	47%	(10 x AGI) + 4d6	Fire Strike
Super Ball	8	1000	37%	(12 x AGI) + 5d6	Target: Group

DARTS

Weapon Skill: *Throwing Weapons*

A popular choice in conjunction with contact poisons, Darts require a considerable amount of accuracy to inflict any significant damage, though their relatively light weight and cheapness does offset this drawback.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Darts	1	30	96%	(2 x STR) + d6	---
Poison Darts	2	95	87%	(4 x STR) + 2d6	Poison Touch
Dream Darts	3	150	81%	(5 x STR) + 2d6	Sleep Touch
Stun Darts	4	210	70%	(6 x STR) + 3d6	Stop Touch
Venom Darts	5	265	61%	(8 x STR) + 3d6	Venom Touch
Doom Darts	6	315	52%	(9 x STR) + 4d6	Death Touch

SCROLLS

Weapon Skill: *Throwing Weapons*

Magic scrolls are enchanted pieces of paper scribed to trigger a magical effect upon coming into contact with an opponent. Ninja make extensive use of tools like these to confound opponents.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Fire Scroll	1	95	90%	(4 x MAG) + 2d6	Fire Strike
Lightning Scroll	2	150	84%	(5 x MAG) + 2d6	Lightning Strike
Water Scroll	4	200	74%	(6 x MAG) + 3d6	Water Strike
Earth Scroll	5	250	66%	(8 x MAG) + 3d6	Earth Strike
Ice Scroll	6	300	56%	(9 x MAG) + 4d6	Ice Strike
Wind Scroll	7	375	47%	(10 x MAG) + 4d6	Wind Strike
Shadow Scroll	8	475	36%	(12 x MAG) + 5d6	Blind Strike Silence Strike

SHURIKEN

Weapon Skill: *Throwing Weapons*

The *shuriken* is a small, sharp metal disc with multiple cutting edges that can be thrown at a target in rapid succession. While the damage inflicted is normally far from grievous, a trained hand can turn them into an accurate and deadly weapon.

TYPE	TIER	COST	AVAILABILITY	DAMAGE	EQUIPMENT ABILITIES
Shuriken	1	50	92%	(3 x STR) + d6	---
Juji Shuriken	2	140	85%	(5 x STR) + 2d6	---
Manji Shuriken	4	185	75%	(6 x STR) + 3d6	---
Fuma Shuriken	5	235	67%	(8 x STR) + 3d6	---
Nokizaru Shuriken	6	350	52%	(10 x STR) + 4d6	---
Koga Shuriken	7	525	46%	(12 x STR) + 5d6	---
Yagyu Darkrood	8	700	40%	(14 x STR) + 5d6	Piercing

SUPPORT ITEMS

Characters may occasionally come across weak magical artifacts imbued with enough power to create a particular spell effect when used. After that, they crumble to dust, removing them from the Inventory Slot. While some may be bought in stores, the most powerful only surface in the hands of monsters and treasure chests encountered during the course of an adventure. Support Items affect battles indirectly rather than directly, and are as capable of bestowing beneficial and protective magics as they are of stripping them away. Use the user's MAG Attribute and M. ACC for the purposes of calculating the effects of the Spell mimicked by the item.

TYPE	TIER	COST	AVAILABILITY	TARGET	EFFECT
Bestiary	2	75	88%	Single	<i>As Scan</i>
Warp Stone	3	250	80%	Self	<i>As Teleport</i>
Healing Spring	4	400	70%	Single	<i>As Regen</i>
Light Curtain	5	300	64%	Single	<i>As Protect</i>
Lunar Curtain	5	500	67%	Single	<i>As Shell</i>
Smoke Bomb	5	500	66%	Party	<i>See notes below</i>
Vampire Fang	5	480	66%	Single	<i>As Drain</i>
Ghost Hand	5	450	66%	Single	<i>As Osmose</i>
Speed Drink	5	500	60%	Single	<i>As Haste</i>
Light Veil	6	1200	54%	Party	<i>As Protectga</i>
Lunar Veil	6	1500	54%	Party	<i>As Shellga</i>
Purifying Salt	6	1450	50%	Single	<i>As Dispel</i>
Soul Spring	7	1860	42%	Single	<i>As Syphon</i>
Star Curtain	7	4000	40%	Single	<i>As Reflect</i>
Adamant Shard	9	---	Artifact	Single	<i>As Wall</i>
Hero Drink	9	---	Artifact	Single	<i>See notes below</i>

SPECIAL RULES

Smoke Bomb: The noxious smoke released by this item allows the entire party to make an instantly successful Escape Action.

Hero Drink: This potent brew adds the Status Conditions *Power Up*, *Magic Up*, *Agility Up* and *Spirit Up* to the target (6).

BATTLE ITEMS

Battle Items capture offensive magics for future use, unleashing a variety of devastating and debilitating effects on an opponent. Where applicable, use the user's MAG Attribute – and, in the case of Status Conditions, M. ACC – to calculate the effects of the Spell the Battle Item mimics.

TYPE	TIER	COST	AVAILABILITY	TARGET	EFFECT
Arctic Wind	1	100	98%	Single	As <i>Blizzard</i>
Bomb Fragment	1	100	98%	Single	As <i>Fire</i>
Electro Marble	1	100	98%	Single	As <i>Thunder</i>
Bird Feather	1	100	97%	Single	As <i>Aero</i>
Fish Scale	1	260	92%	Single	As <i>Water</i>
Graviball	2	350	88%	Single	As <i>Gravity</i>
Antarctic Wind	2	300	86%	Single	As <i>Blizzara</i>
Bomb Core	2	300	86%	Single	As <i>Fira</i>
Lightning Marble	2	300	86%	Single	As <i>Thundara</i>
Shear Feather	2	300	85%	Single	As <i>Aera</i>
Fish Fin	3	540	77%	Single	As <i>Watera</i>
Zombie Powder	4	840	69%	Single	As <i>Zombie</i>
T/S Bomb	4	700	68%	Single	As <i>Demi</i>
Stardust	4	620	67%	Group	As <i>Comet</i>
Deadly Waste	5	620	66%	Single	As <i>Bio</i>
Fire Gem	5	850	65%	Single	As <i>Firaga</i>
Ice Gem	5	850	65%	Single	As <i>Blizzaga</i>
Lightning Gem	5	850	65%	Single	As <i>Thundaga</i>
Windmill	5	850	64%	Single	As <i>Aeraga</i>
Shrivel	6	1180	58%	Single	As <i>Mini</i>
Basilisk Claw	6	1350	57%	Single	As <i>Stone</i>
Water Gem	6	980	57%	Single	As <i>Waterga</i>
Candle of Life	6	1420	54%	Single	As <i>Death</i>
Shadow Gem	6	1500	51%	Single	As <i>Quarter</i>
Impaler	7	1520	49%	Single	As <i>Toad</i>
Earth Drum	7	1480	48%	Group	As <i>Quake</i>
Shining Gem	7	1320	44%	Single	As <i>Flare</i>
Dream Powder	7	1200	44%	Group	As <i>Sleep</i>
Ink	7	1200	44%	Group	As <i>Blind</i>
Mute Mask	7	1200	44%	Group	As <i>Silence</i>
Silver Hourglass	7	1200	44%	Group	As <i>Slow</i>
War Gong	7	1200	44%	Group	As <i>Berserk</i>
Loco Weed	7	1500	40%	Group	As <i>Confuse</i>
Malboro Tentacles	8	1750	38%	Single	As <i>Venom</i>
Black Stone	8	2000	35%	Single	As <i>Freeze</i>
Abaddon Stone	8	2000	35%	Single	As <i>Nuke</i>
Blessed Gem	8	2500	25%	Single	As <i>Holy</i>
Dark Matter	8	3000	25%	Group	As <i>Scathe</i>
Earth Hammer	8	3000	25	Single	As <i>Break</i>
Cauldron	9	---	Artifact	Group	As <i>Bad Breath</i>
Golden Hourglass	9	---	Artifact	Group	As <i>Stop</i>
Meteor Stone	9	---	Artifact	Single	As <i>Meteor</i>
Supreme Gem	9	---	Artifact	Single	As <i>Ultima</i>

MISCELLANEOUS EQUIPMENT

Beyond their immediate equipment, most characters will tote around smaller odds and ends not worth noting in detail in their Inventory Slot — lucky knotted string, a book of matches, emergency rum, a novella for the long evenings on the road, and so forth.

However, rather than keep long and exhaustive lists of every piece of lint the party carries, it is ultimately more convenient for all sides to deal with small items on a case-by-case basis. As a general rule of thumb, characters should always have access to minor items unless there are compelling plot-related reasons for them to be coming up short.

If an item needs to be introduced into a scene for roleplaying purposes, plot advancement, or establishing the conditions under which a Skill Test is made, the GM can either rule on the spot whether it is available, or have the character make a separate Task Check against the Skill Category the item is most appropriate to.

In both cases, the character's Skills serve as a general indicator of what they would normally carry with them. It can be assumed, for instance, that a character with points in *Animal Handling* would have a dog biscuit or two to spare should the situation demand it. Similarly, a character with *Climbing* will typically have rope, pickaxe and crampons in reserve, whilst Engineers keep an all-purpose toolkit at hand and *Survival* experts always have access to at least a firebow and fishing hooks.

If the character doesn't have a Skill appropriate to the item, it's highly likely that they would not be carrying the corresponding item, either — defaulting on these rolls as described in **Chapter 5** is not an option.

Table 6-1: Equipment Task Ratings

CONDITION	TASK RATING
Item common	+40
Item uncommon	+20
Item relatively rare or exotic	-20
Item very rare	-40

The GM, of course, remains at liberty to disallow any requests that would derail or otherwise adversely affect the current game. (*"So, you've been carrying a replica key for your jail cell with you this whole time? How very convenient."*)

MATERIALS

Materials are used to make things — specifically, things like swords, armor, fine clothing, furniture, or jewelry. For characters with a *Craft** Skill, materials are lifeblood, as almost all *Craft** projects require at least a certain amount of materials to complete. See **Appendix I** for full rules.

Craft Points

Though there are many different types of materials available to characters, the total amount of craftable material a character has access to is represented by an abstract measure called **Craft Points** (CP). What Craft Points represent depends on the kind of project being undertaken; for a character forging a sword, a Craft Point could represent a nugget of ore, while in cooking a Craft Point might stand for a packet of flour or a fresh egg. Craft Points are small and inexpensive individually, but when combined they can create great things. A gauntlet can be made with less than a dozen Craft Points: the typical adventurer can be armed from head to toe with sixty CP. Most crafting projects consume a certain number of Craft Points, so having an steady supply of them is essential.

Material Tiers

The next few pages introduce a broad selection of materials for many different types of crafting. While each material described has its own distinct flavor, as far as the actual crafting is concerned, the only thing that actually has a bearing on the crafting process is a material's type and Tier. For instance, the metals Pure Silver, Relic Iron, and Platina each have their own distinctive quirks; for crafting purposes, however, all three are simply treated as Tier 6 metals. This helps keep things simple for both players and the GM.

Types of Materials

Materials can be categorized in two ways: by the Skills used to work them, or by the kinds of projects they can be used in. As far as Skills are concerned, there are five kinds of materials:

Metal: *Armorsmithing, Tinkering, Weaponsmithing*

Wood: *Armorsmithing, Carpentry, Weaponsmithing*

Cloth: *Tailoring*

Gems: *Armorsmithing, Tinkering, Weaponsmithing*

Spoils: *Alchemy, Armorsmithing, Carpentry, Tailoring, Tinkering, Weaponsmithing*

All except Spoils are self-explanatory; Spoils are a catch-all category for odds and ends harvested from monsters and the like. As far as mechanical effect is concerned, all crafting material in the **FFRPG** is divided into three generic categories: Basic Materials, Special Materials, and Alchemical Materials.

BASIC MATERIALS

Basic Materials are used to craft no-frills items and equipment. They are generally easier to find than Special Materials, though become significantly more expensive at higher levels.

Table 6-2: Basic Material Costs

TIER	AVAILABILITY	COST
1	92%	5 per CP
2	86%	30 per CP
3	80%	70 per CP
4	69%	135 per CP
5	61%	210 per CP
6	53%	325 per CP
7	45%	440 per CP
8	33%	575 per CP
9	Artifact	---
10	Artifact	---

SPECIAL MATERIALS

Special Materials are what give weapons and armor their unique properties. Due to their unusual nature, they are naturally rarer, though Special Materials are not required for basic crafting. Special Materials tend to be Gems and Spoils.

Table 6-3: Special Material Costs

TIER	AVAILABILITY	COST
1	90%	5 per CP
2	84%	30 per CP
3	77%	40 per CP
4	67%	45 per CP
5	59%	50 per CP
6	51%	55 per CP
7	41%	60 per CP
8	30%	65 per CP
9	Artifact	---
10	Artifact	---

ALCHEMICAL MATERIALS

The *Alchemy* Skill requires its own range of materials. These are less expensive than Basic Materials, but harder to source, as many of the rare ingredients are Spoils harvested from hard-to-find herbs or elusive monsters.

Table 6-4: Alchemical Material Costs

TIER	AVAILABILITY	COST
1	96%	5 per CP
2	84%	15 per CP
3	79%	30 per CP
4	73%	75 per CP
5	62%	100 per CP
6	59%	130 per CP
7	30%	150 per CP
8	20%	300 per CP

Buying Materials

Buying materials is no different than buying any other item or piece of equipment, and is subject to the same restrictions. With the exception of Spoils, however, materials offered on the open market tend to come in fixed quantities rather than the exact amounts players want. The most common 'denominations' of materials are:

Metal: Nugget (2 CP), Ore (5 CP), Ingot (10 CP)

Wood: Chips (2 CP), Stick (5 CP), Log (10 CP)

Cloth: Square (2 CP), Length (5 CP), Roll (10 CP)

Gems: Fragment (1 CP), Crystal (2 CP), Cluster (5 CP)

For example, rather than pay for the exact 18 CP of Tier 5 metal needed to forge a high-powered Flail, players may instead end up purchasing two Ingots of 10 CP each and keeping the remaining 2 CP in reserve for future projects. Materials acquired over the course of an adventure can also be sold like any other item.

Cloth

Cloth is used to make Gloves, Hats, Robes, Suits, and sometimes Flails.

TIER 1 MATERIALS

Grass Cloth: A primitive fabric made from long, sun-dried grass fibers.

Drab Wool: Cheap wool cloth, generally only good enough to reinforce other clothing.

Cotton: Harvested from the cotton plant, these downy fibers are a staple in every tailor's fabric selection.

TIER 2 MATERIALS

Wool Cloth: Cloth woven from the soft fibers of the sheep and other animals. Next to cotton, this is the tailor's other mainstay.

Magic Cotton: Cotton grown in magic-rich areas or imbued with magic during the tailoring process. A popular choice for mage robes.

Linen: A light-colored fabric woven from the threads of the flax plant.

TIER 3 MATERIALS

Cheviot Cloth: A woolen cloth notable for its thicker, rougher fibers. Primarily used for warm-weather clothing, particularly tweed.

Magic Linen: Magic-enriched linen cloth used in crafting magewear.

Braid Wool: This thick wool is capable of absorbing a significant amount of moisture, making it an excellent choice for working clothes and other everyday wear.

TIER 4 MATERIALS

Silk: Fine fibers derived from the threads used to weave insect cocoons. Some cultures are also able to weave spider silk and similar secretions into fabrics of comparable quality.

Velvet: In its 'pure' form, velvet is a silk fabric with a notable smooth

surface and plain underside. Lower quality grades combine the silk with cotton or linen, or substitute it for artificially-created fibers.

Sarcenet: A soft silk fabric typically used for lining expensive clothing.

Fine Wool: Soft, highly absorbent wool ideal for tailoring high-quality garments.

TIER 5 MATERIALS

Taffeta: A smooth, fine silk fabric distinguished by its 'watery' luster. Used in ballgowns and wedding dresses.

Silver Thread: A thread used for lightweight armor, consisting of a thin silver wire wrapped in silk thread.

Blood Wool: This naturally blood-red wool is both rare and prized; clothing made from it is particularly expensive, and usually reserved for the nobility.

TIER 6 MATERIALS

Magic Silk: Sometimes called 'mist silk,' this magic-enriched silk is frequently tailored into fine magewear.

Gold Thread: A thread used for lightweight armor, consisting of a thin gold wire wrapped in silk thread.

TIER 7 MATERIALS

Rainbow Cloth: Spun from the silk of spiders mutated by exposure to magic, the shifting colors of rainbow cloth makes particularly exquisite robes and hats.

Ether Cotton: Alchemically treated cotton imbued with curative powers. Amplifies Life magic as well as the wearer's own vitality.

TIER 8 MATERIALS

Black Cloth: Common name for cloth imbued with multiple elemental magics. Used for high-quality Black Mage robes.

White Cloth: Common name for cloth imbued with Holy and Life magics. Used for high-quality White Mage robes.

Luminicloth: Woven from astral fabric, luminicloth's faint glow is most visible in darkness. Its fragile nature means that it requires a skilled tailor to process.

Gems

Gems can be a decorative device on many kinds of weapons and armor.

TIER 1 MATERIALS

Fluorite: Mineral which occurs in many different colors; some varieties are used for ornamental vessels. It symbolizes spiritual awareness, and is associated with the elements of Water and Lightning.

Magic Stone: Ordinary stones that have absorbed a minute charge of magical energy are collectively known as 'magic stones.' Magic stones are typically named for the elemental energy inhabiting them, and can only be recognized upon closer glance — Fire Stones are unusually warm to the touch, Water Stones contain a small amount of moisture, Dark Stones cast a strange shadow, and so forth.

Zircon: A common mineral, transparent varieties of which are cut into gemstones. Colorless zircon is the most common kind found, but yellowish, brownish, and red varieties also exist. Zircon is associated with the elements of Ice and Wind.

TIER 2 MATERIALS

Moonstone: Transparent or translucent gemstone with a pearl-like luster. Sometimes known as the 'wishing stone,' it symbolizes calm and awareness.

Rhodonite: A pinkish-red stone shot through with black streaks. Traditionally believed to act as a calming influence and a source of balance for its wearer.

Sardonyx: A multicolored gem used primarily for facets and cameos. Its bands of black, red and white were believed to represent chastity, humility and modesty and ancient times. Sardonyx is associated with the elements of Ice and Fire.

Sunstone: A lustrous orange-red stone traditionally linked to moonstone. Generally believed to have protective and healing influences.

Tiger Eye: These yellow- to red-brown stones have an unusually silky luster. Generally seen as an energizing stone, Tiger Eye is also worn by warriors who believe that the gem's powers will help strengthen their bones and heal fractures.

Turquoise: One of the oldest known gems, Turquoise ranges in color from sky blue to green. A symbol of balance, it is useful to have around in times of emotional turmoil. Turquoise is associated with the elements of Fire and Water.

TIER 3 MATERIALS

Amber: Fossilized resin ranging in color from rich yellow to deep brown. Associated with the elements of Earth and Lightning.

Amethyst: Variety of quartz ranging from deep purple to pale lilac in color, prized by royalty. Believed to bestow clear-headedness upon its wearer; generally associated with the elements of Lightning and Water.

Ametrine: Rare bicolor variety of quartz, incorporating gold citrine and purple amethyst. Associated with the elements of Lightning and Water; understood to be an aid in finding spiritual fulfillment.

Iolite: A clear gemstone whose color can fluctuate between sapphire blue and violet blue, depending on the light angle. An important harmonizing stone, iolite is believed to aid in casting out old sentiments and bonds.

Lapis Lazuli: Semiprecious stone of azure-blue coloration used for ornamental work; generally considered to represent success and divine favor. In some cultures, it is also believed that wearing lapis lazuli to bed wards off ill dreams. Associated with the elements of Fire and Water; sometimes also with Shadow.

Magicite: Name for any non-crystalline stone that has absorbed a significant quantity of magic. Sometimes also known as 'shaman stones,' most magicite is named for the elemental energy within. Magicite has a wide variety of uses; Water Magicite, for instance, is used to make water drinkable, while Earth Magicite is planted to encourage a fruitful harvest.

Peridot: Also known as olivine, peridot comes in a variety of shades of green and yellow and is prized for its supposedly rejuvenating properties. Peridot is associated with Earth and Wind, though the yellow varieties have also been linked to the element of Lightning.

Garnet: Although popularly known as a red gemstone, garnet exists in every color except blue. Its association with properties of vision and illumination makes it a popular remedy for poor eyesight; it is also incorporated into charms to protect against darkness, illusion, and misfortune. Red garnet is associated with the element of Fire.

TIER 4 MATERIALS

Beryl: More properly known as 'golden beryl,' this radiant yellow gem has been prized for its beauty since antiquity. Associated with the element of Earth.

Clear Stone: A collective term for gemstones drained of color through magical processes. Such translucent jewels are typically found in larger 'pockets' of clear, though valueless minerals; the process required to extract them is long and arduous, and accounts for much of their value.

Onyx: A black quartz sometimes displaying alternating bands of black and white, believed to be an aid in decision-making and finding one's own destiny. Onyx is associated with the element of Shadow.

Opal: Gemstone with a wide spectrum of colors, the most precious of which incorporate many 'flashes' of color. It associated with the elements of Ice or Lightning, depending on its coloration. Thin sheets of opal were used in armorcrafting in the past, playing into an ancient superstition that opals could hide a wearer from sight in times of great danger.

Sphene: Ranges in color from yellow or green to black. Too brittle for use as a ring stone, Sphene is generally incorporated into pendants and brooches. Sphene is associated with the elements of Earth and Lightning.

Tourmaline: Most commonly black in color, though many other varieties exist; red and green tourmaline are valued as decorative gemstones. Associated with the elements of Wind and Earth.

TIER 5 MATERIALS

Aquamarine: Transparent gem that ranges from sea-green to pale blue in color; traditionally seen as a symbol of youth, hope and health. Usually associated with the element of Water.

Arcana: A jewel that imprisons the soul of a living creature. Only once the stone is smashed can a creature captured thus hope to find its eternal rest.

Chrysoberyl: A rare yellow gemstone; also found in brown and green varieties. Associated with the elements of Lightning and Earth.

Goshenite: A colorless variety of beryl, the same gemstone group incorporating aquamarine and emerald. Goshenite is associated with the elements of Ice and Wind.

Leestone: An goldish-brown crystalline ore generally reserved for use in alchemical experiments. Despite its rarity, leestone's tendency to soften over time and brittle nature makes it of little value as a crafting material unless properly treated beforehand.

Malachite: Vibrant bands of green cover the surface of this mineral.

Particularly prized by healers, who believe it contains life's essence within its core.

Pearl: While not a genuine gemstone, pearls are frequently used as a decorative material in the same manner as 'true' gems. Magically enhanced pearls can be used to create communication devices, typically in the form of an earring.

Spinel: A transparent gemstone with a wide variety of colors, including yellow, green, and violet. Red spinels are known as spinel-rubies, and can look almost identical to actual rubies if of sufficiently high quality. Associated with the elements of Water and Lightning; believed to enhance the bearer's strength.

TIER 6 MATERIALS

Feystone: Rich with natural magic, these stones are often formed by the defeat of an elemental.

Jade: Stronger than steel, jade was used by many early civilizations to produce tools and weapons. Although jade comes in many varieties, the emerald green of jadeite is by far the most popular. Jade is associated with the elements of Earth and Wind.

Painite: Believed to be among the rarest minerals, with only a handful of specimens in existence; faceted painite crystals are even rarer. Color ranges from orange-red to reddish brown. **Rainbowite:** A rare seven-hued jewel whose color changes when in contact with certain types of magic. Used primarily for decorative purposes.

Topaz: Best known as a golden-brown gem, though it is also found in rich red varieties in rare cases. A variety of legends surround topaz; it has been prescribed curative properties which are said to wax and wane with the moon, but also denounced for sharpening the aggressive tendencies of its holders. Associated with the element of Fire.

TIER 7 MATERIALS

Crystal: Crystals are formed by the natural condensation of pure elemental energy, and also called 'wizard stones.' Crystals are categorized according to the energy that formed them, and can range in size from small fragments to natural clusters many men high. Crystals can both amplify and absorb magic, and are a vital part of the natural ebb and flow of mana in the world.

Diamond: Typically colorless gem renowned for its hardness. Noted in popular lore as an embodiment of strength and courage, large diamonds have been used in the past to craft exceptional weapons and armor. Usually associated with the element of Lightning.

Emerald: Called the 'healer's stone,' emerald is a gemstone found in green and blue-green hues. Some bestow the stone with oracular properties; licking it, it is said, may allow a man to see into the future. Associated with the element of Wind and the force of Life.

Ruby: Rubies come in a variety of translucent red hues, and were believed to bestow health, wisdom and luck in love upon their wearers. Rubies are traditionally associated with the element of Fire.

Sapphire: A deep blue gemstone historically worn by royalty as a protection against both poison and envy. Sapphire is associated with the element of Wind.

TIER 8 MATERIALS

Angelstone: A rare variety of opal distinguished by its striated ivory-white coloration. Associated with the Holy element.

Deathstone: A rare variety of onyx distinguished by its striated black coloration. Associated with the Shadow element.

Halcyon: A stone created upon the death of the powerful elementals known as *entites*. The color of a halcyon can vary greatly depending on the Element of magic that birthed it.

High Arcana: Within the depths of this luminous stone are contained the souls of a multitude of creatures, imprisoned by powerful magic. High Arcana are used in a wide variety of areas, and can make powerful curative draughts such as Megalixirs.

Ordrynite: A golden-brown mineral that shines brightly when exposed to light. Valued for its rarity as well as its unparalleled energy-generating potential; a single fragment of ordrynite can power even complex machinery such as airships for many centuries.

Sky Jewel: These translucent beads glow with divine power. Popular legend has it that these unusual gems are the bodies of the brave and virtuous, transformed upon the release of their soul to the heavens.

Metals

Metal is used in making most types of weapons as well as heavy armor and jewelry such as rings.

TIER 1 MATERIALS

Brass: An yellowish alloy composed of two parts copper to one part zinc. Used primarily for utensils and ornaments.

Bronze: An alloy of copper and tin, sometimes reinforced with trace amounts of other metals.

Copper: A highly abundant reddish-brown metal mined and smithed for many centuries; a vital component of the alloys bronze and brass.

Iron: One of the commonest metals. Color ranges from deep brown to gray, white and silver, depending on purity.

Tin: Brittle when heated, tin is generally alloyed with other metals — chiefly iron — in order to improve their ability to resist corrosion.

TIER 2 MATERIALS

Aluminium: A soft, ductile metal with a significant resistance to corrosion.

Silver: Commonly used in decorative jewelry, ornamental weaponry and cutlery; a durable metal with a pleasant lustre. While not as sought-after as gold, it nonetheless holds a certain aesthetic value.

Steel: Iron alloy reinforced with carbon and — in rarer cases — manganese. Steel's firm, strong nature makes it an ideal material for crafting arms and armor.

TIER 3 MATERIALS

Gold: A soft yellow metal highly prized for generations, its sheen has taken hold on everything from crowns to columns. Universally

appreciated and almost equally acceptable.

Hagane: An alloy of bronze and iron used to forge weapons like katana.

Mythril: Only found deep underground, this magic-laced silver is prized for its durability and lightness. Gravely toxic in its unrefined form, its tendency to give off poison fumes during the refinement process has spelled the end of more than one amateur mythril-smith.

Pink Silver: Minute infusions of magic give certain silver ores a soft and rosy glow.

TIER 4 MATERIALS

Darksteel: A magically-enriched alloy hardened with the expenditure of Shadow elemental energy during the forging process. Typically used in the creation of Dark Knight equipment.

Light Steel: Purified steel carefully infused with both Light and Lightning energy during the forging process can be shaped into light steel by a skilled smith. Its properties make it a natural choice for crafting Paladin gear.

Pink Gold: Indistinguishable from ordinary gold at first glance, pink gold will give off a red glow when exposed to light over longer periods of time.

White Silver: Silver ore infused with Ice energy. This metal is cold to the touch, and turns colder the longer it is held; an incautious smith can easily suffer frostbite when working with this material.

TIER 5 MATERIALS

Bomb Steel: Steel treated with Bomb fragments, infusing it with Fire elemental energy.

Moonsilver: A silver-white metal that seems to glow with a light of its own. Scarcity and softness means it is used primarily for crafting mementos.

Pure Silver: Silver ore turned utterly translucent by long-term exposure to magic. Because it retains the strength and malleability of traditional silver, pure silver is highly prized as a substitute for glass in large-scale construction efforts and airships.

White Gold: Rare, magically active kind of gold ore. Smaller fragments quickly lose their golden color, paling to ivory in a matter of minutes.

Wootz Steel: A hard steel alloy used in sword and katana construction, produced by mixing iron ore, charcoal and glass in a crucible. Weapons made of this alloy are renowned for their toughness and cutting power.

TIER 6 MATERIALS

Pure Gold: Gold ore of primal purity. Legend says that the very first Gil was minted of this metal.

Platina: An alloy of mythril and platinum, typically used where platinum is in short supply. Used in both weapons and armor.

Relic Iron: Iron ore formed by melting down ancient weaponry. Typically rich with residual magic left behind by previous enchantments.

TIER 7 MATERIALS

Cermet: An alchemical fusion of ceramic and metallic particles; both hard and extremely heat-resistant.

Materite: A crystalline metal formed by petrifying wood in places of high magical activity. Materite comes in a wide variety of colors and shades, but the most common are red, blue and green.

Platinum: Silvery-white in color, this heavy metal has an unusual resistance to corrosion. Though typically used in jewelry, some arms and armor may also be forged from platinum.

TIER 8 MATERIALS

Adamantite: A tough, greenish-hued metal formed in decomposing Adamantite shells. Adamantite is generally refined into adamant alloys and used for a wide range of high-quality equipment, although some unscrupulous dealers may attempt to pass it off as genuine adamant — buyer beware.

Everburn: A crystalline ore rich with Fire energy, formed in places of high magic concentrations over countless eons.

Mysidia Alloy: Magically potent alloy of adamantite and silver, typically used as a cheaper substitute for orichalcum.

TIER 9 MATERIALS

Crusite: A luminous silver alloy formed from zodiac ore. Though less powerful than the pure ore, it is significantly more pliable.

Electrum: A whitish, naturally occurring alloy of gold and silver, sometimes also referred to as *aurargentum*.

Einherjarium: Metal containing veins of pure cloudstone, making it almost weightless. Used in the production of armor.

Orichalcum: Sometimes called 'white gold.' An unusually radiant metal rich in magical power, a natural affinity that makes it ideal for staves and spell-resistant armor. In its purest form, it gives off a distinctive indigo glow.

Scarletite: A deep red crystalline metal believed to bestow divine protection. In its purest form, scarletite is completely resistant to tempering; only ores of lesser purity can be worked, and even then with great difficulty.

TIER 10 MATERIALS

Adamant: The world's rarest metal — and some speculate it isn't even of this world to begin with, as the few scant seams of the electric-blue material that exist today seem to have been left by meteorites which impacted millennia ago. Even flakes of adamant mixed in with a conventional alloy can drastically improve the power and keenness of a weapon.

Mystletainn: A metal suffused with quantities of Life energy so large that the metal itself grows and moves. Only by tempering it in holy water can a smith make this intractable metal workable.

Zodiac Ore: Named for their appearance — a deep, glassy black shot through with golden specks — these clumps of magically-enriched mineral ore occasionally form in larger metal deposits. Due to the difficulty involved in refining zodiac orestones, many are simply used as lucky charms by miners. Weapons created from pure zodiac ore,

however, are peerless by most reckonings.

Woods

Wood is used to make several kinds of Staves, Rods, and Shields in addition to Bows and Crossbows.

TIER 1 MATERIALS

Arrowwood: Lumber harvested from small, slender, tough trees. As the name implies, arrowwood is generally used in making arrows, yielding too little usable material to be of much use otherwise.

Bamboo: The hollow, jointed stems of the bamboo plant can be used to construct everything from fishing poles to buildings.

Oak: A rough, hard wood widely synonymous with strength and endurance. Novice mages are usually given staves of this material to commemorate their achievements.

Rattan: A tough wood harvested from long palm-stems. Rattan is used primarily in furniture construction and wickerwork, although it can also be made into canes and fishing rods.

Wisteria: Thick, woody climbing vines. Wisteria does not yield enough wood to be useful on its own, and is usually made into small trinkets or used in conjunction with other wood types.

TIER 2 MATERIALS

Cherry: Fine-grained wood ideal for the construction of staves.

Chestnut: A light, coarse wood used for ornamental work and furniture. Weaker wands and staves may be constructed of chestnut; it is also a popular choice for mythrill weapons' handles and grips.

TIER 3 MATERIALS

Elm: A hard, tough wood used for implements and furniture. May also be used in the construction of katana and ninja knives.

Holly: A heavy, fine-grained white lumber with a multitude of uses, including shields, furniture and weapon handles.

Willow: A strong, lightweight wood primarily used in the construction of bows.

TIER 4 MATERIALS

Ash: Strong, elastic wood used in furniture construction, as well as handles for a wide variety of tools and weapons. Particularly useful in the crafting of high-quality crossbow bolts.

Maple: Hard and close-grained, maple wood is used for flooring, furniture and tools. It is also a popular choice for axe-handles.

Walnut: A hard wood, dark brown in color. Used for furniture — in particular cabinets — as well as gunstocks.

Yew: A compact, fine-grained red wood chiefly used in the crafting of bows, whipstocks and scythe handles.

TIER 5 MATERIALS

Cedar: Smooth, barkless wood.

Moonwood: A soft, silver-tinged wood. Although easily carved, its fragility means moonwood use is generally confined to decorative

work.

Rosewood: Hard wood, reddish to dark in coloration. Although mainly used in cabinetwork, some varieties of instrument may be also crafted from rosewood.

TIER 6 MATERIALS

Ebony: A tough, dark wood primarily used in the construction of high-quality staves and ornamental furniture.

Mahogany: This extremely hard wood is typically reddish-brown in color and extensively veined. Its polished sheen has made it a popular choice for decorative furniture, crossbows and guns.

Rowan: This dense wood is capable of storing magical energy in unusually large quantities. As a result, it is a preferred material for staves, wands and rods.

TIER 7 MATERIALS

Stradiwood: Dark, dense wood popular with instrument-makers due to its unique acoustic qualities.

Variwood: This wood ranges in color from white to light caramel. Combined with stradiwood, it creates instruments of incomparable quality.

TIER 8 MATERIALS

Danbukwood: This dark, iron-hard wood is difficult to work, but can be used to make effective blades and armor.

TIER 9 MATERIALS

Divine Wood: Lumber harvested from forests rich in natural Holy energies. White Mages favor divine wood for staves with curative properties.

TIER 10 MATERIALS

Ancient Wood: Also known as *eldest wood*, ancient wood is petrified lumber harvested from the remains of trees whose age stretches into the centuries. Aside from its weathered toughness, ancient wood is also heavily magical in nature, reflecting the elemental energies accumulated over the tree's lifetime.

Spoils

Spoils are the useable by-products of animals and monsters, running the gamut from bones to hides and digestive liquids. Similarly diverse are the potential applications: Malboro tentacles

can be turned into whips and harnesses, slime oil is a valuable alchemical ingredient, dragon scales are useful for creating spell-resistant armor, and so forth. Almost all monsters can produce at least some kind of spoils, though these must first be extracted with the *Scavenge* Skill and then further processed before they can be used for crafting and refining purposes. On average, the Tier of a monster's spoils will be equal to **(Monster's Level / 10)**, though the GM may raise or lower this as they see fit.

CHAPTER GLOSSARY

The following list recaps some of the most important concepts introduced in this chapter for quick reference.

Accessory. Enchanted relics used to boost a character's capabilities.

Accessory Slot. Equipment slot used to equip Accessories.

Artifact. A piece of equipment which may not be bought in stores, but can be found multiple times.

Availability Rating. A numerical representation of an item's general rarity.

Availability Roll. A d% roll made to see whether an item is in stock. The target number is the item's Availability Rating.

Body Slot. Equipment slot used to equip Mail, Suits and Robes.

Craft Point. Measure of raw materials. Consumed to create things.

Equipment Ability. Special properties tied to a given piece of equipment.

Equipment Tier. A number from 1 to 10, measuring an item's general rarity.

Equipped. Term used for equipment the character wears or keeps to hand.

Hands Slot. Equipment slot used to equip Armwear and Gauntlets.

Head Slot. Equipment slot used to equip Hats and Helmets.

Inventory Slot. Equipment slot used for potions, throwing weapons, ammunition and other 'loose' items.

Legendary. A piece of equipment that only exists once on any given world.

Shield Slot. Equipment slot used to equip a Shield, second Weapon or two-handed Weapon.

Weapon Slot. Equipment slot used to equip a Weapon.